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PlayStation®2 OFFICIAL magazine-UK

ISSUE 082 • FEBRUARY 2007 • £5.99 WITH DVD
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GHOST RIDER

THE EXCLUSIVE REVIEW

PLUS

> BURNOUT DOMINATOR > TEENAGE MUTANT NINJA TURTLES > GOD OF WAR II
> HEATSEEKER > TEST DRIVE UNLIMITED > FREE RUNNING > BRIAN LARA 2007

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Future MEDIA WITH PASSION

FEBRUARY 2007 £5.99

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PLAYSTATION 2 UK FEBRUARY 2007 "HE MADE HIS BLAZING SADDLE A TORCH TO LIGHT THE WAY..." PLAYSTATION.CO.UK

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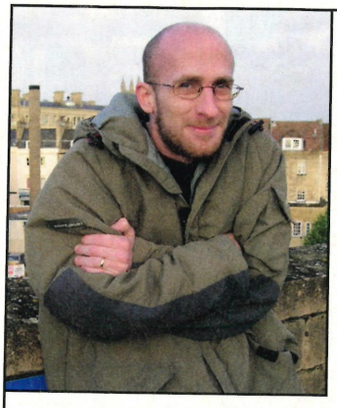
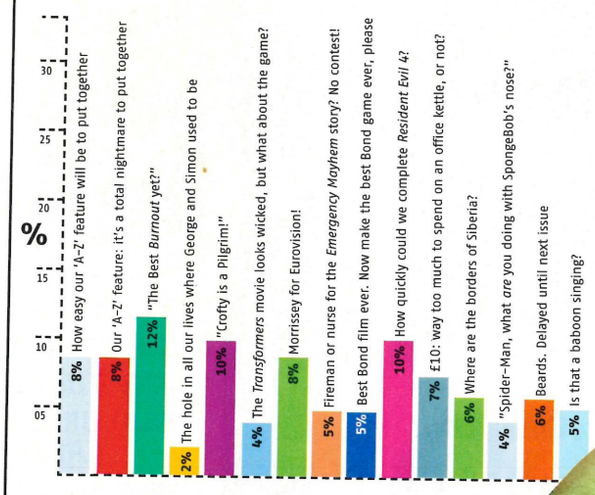
*We asked everyone involved with making this month's issue: "What's your all-time favourite PS2 game?"



1382 AND COUNTING

"C'mon guys, it'll be a piece of cake," I said to the team when I suggested that we should put together a feature encompassing a verdict and score for every single PS2 game ever released in the UK. I was wrong. As I'm typing these words, I can hear Lee, our sub-editor, sobbing gently as he checks all 28 pages of the feature for mistakes. Again. And I think the stabbing pain in my ribs is the art staff jabbing needles into a bald, bespectacled voodoo doll. But despite it being a task of Herculean proportions for us, I know you're going to love the results, which you'll find on pages 96 to 123. It's the ultimate secondhand buyer's guide, ensuring you'll never have to suffer a duff game again. But it's also a historical document charting more than six years of PS2 gaming as seen through the eyes of the ultimate PS2 magazine, and it's sure to stir up memories both good and bad. Well, that's the past; the rest of the issue is all about the future, and as ever we've got the latest and greatest offerings for you on all three PlayStation formats. Highlights include the exclusive review of the very respectable *Ghost Rider* (p58), exclusive hands-on previews of *Burnout Dominator* (p28) and *Teenage Mutant Ninja Turtles* (p36) and the first details and shots for *Medal Of Honor Vanguard* (p12). There's also the most comprehensive guide to *Final Fantasy XII* you'll find in any magazine (p82). Finally, it's my sad duty to inform you that OPS2's longest-serving staff member, 'Gorgeous' George Walter, has left the mag after working on it from issues 1 to 81. A fine innings. We also say a fond farewell to our art editor Simon, the man who makes all the pages and covers look pretty. Two people gone in a month? It must have been something I said...

WHAT WE'VE BEEN TALKING ABOUT



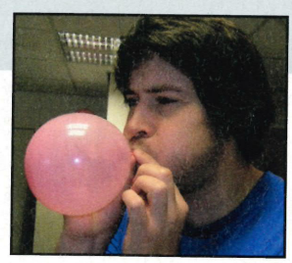
Nick

NICK ELLIS,
Editor

CONTRIBUTORS

Andy Hartup
Writer, *Burnout Dominator* (p28)
While we await writing reinforcements, Andy's been doing the work of two men: penning most of the Spy section with one hand, playing games for Monitor with another, using the third to make phone calls to publishers and buying a house with the fourth.

Sophie Mason
Production Editor
We may have lost two team members this month, but we've also gained one. This is Sophie, our new word surgeon extraordinaire. The first thing we asked her was: are you any good at baking cakes? "Yes, but it eats into my *World Of Warcraft* playing time." Sigh.



Dave Harrison
Writer, *Ghost Rider* (p58)
Having penned our exclusive *Ghost Rider* review, Dave's decided he wants to buy a huge motorbike with a flaming paint job and bomb around the countryside scaring the locals. He wasn't so keen on our suggestion that we set his head on fire for the above photo.

Alex Cooke
Writer, *Test Drive Unlimited* (p72)
Cookie Monster, as he's known in these parts, has taken up temporary residence in the *OPS2* office while we search for a replacement for erstwhile disc editor George. But it's not the same. He's not mentioned TV resolutions or connector cables once. For shame.

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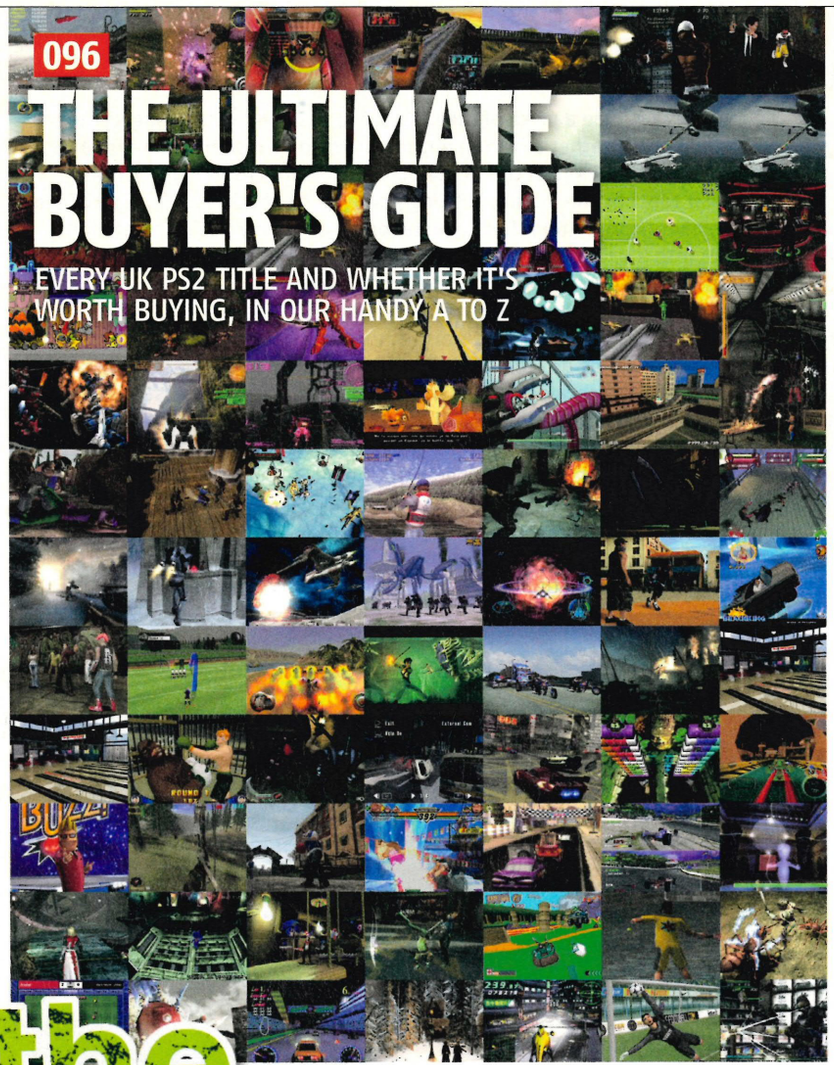

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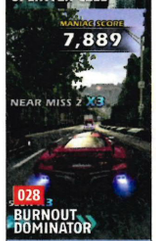

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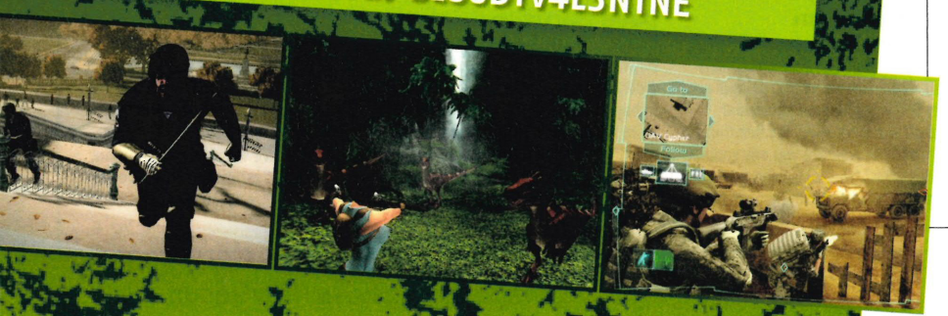
Exclusive free access to the very latest game videos as we get them. Head to our readers-only website **www.thestash.tv** and enter the password below to see the white-hot footage.

This month: *Tomb Raider Anniversary*, *GRAW 2*, *The Outsider*, and tons more PS2, PSP and PS3 footage coming at you...

Password: BLOODYV4L3NTNE



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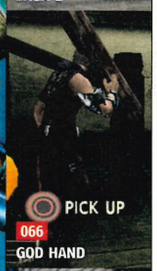

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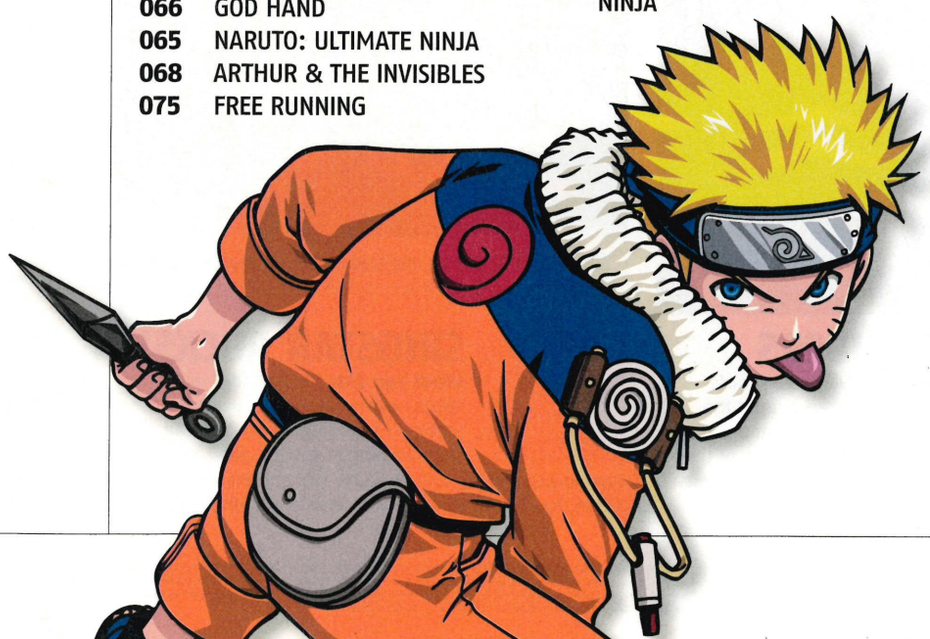

replay

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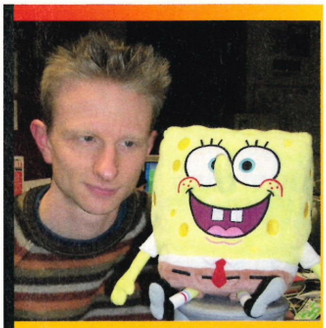
PLAY GAMES

THIS MONTH'S HOTTEST DEMOS!



February's a bit of a dry month for sport. The Premiership is still in fourth gear, the Ashes are over and all you can find on the telly is darts, and fat blokes lobbing tiny spears into the wall hardly qualifies as sport in our book. So to warm your competitive cockles we've put together a collection of the best sport games on PS2, including the old firm rivals *PES 6* and *FIFA 07*, the tricked-out take on the beautiful game, *FIFA Street 2*, and the highly entertaining party game *EyeToy: Play Sports*. Or, if sports aren't your scene, there's another chance to check out *Okami*: the leader of the PS2 pack in 2007, and a hot tip for game of the year. Yes – even this early on.

Andy

Andy Hartup,
News editor

FREQUENTLY ASKED QUESTIONS

WHY WON'T MY DISC WORK?

To be honest, we're not sure. But seriously, if your DVD appears not to be loading properly, first try resetting the console and loading the disc again. If that fails, we'll gladly replace it for you. Simply mail the faulty disc (no need to send the box) to *OPS2* Magazine, Disc Returns, 30 Monmouth Street, Bath BA1 2BW. If you have any further queries, email us at ps2postal@futurenet.co.uk

HOW DO I GET *MY* GAME SAVE ON THE DISC?

So you think you're a gaming legend? Then prove it to us by sending in your finished game saves for the disc. Each one we use will win its owner a free game! To enter, pop your memory card into an envelope and send it by Recorded Delivery to: 'Yes, I'm A Legend', Official PlayStation 2 Magazine, Future Publishing Ltd, 30, Monmouth Street, Bath, BA1 2BW. Please include an S.A.E. *OPS2* cannot be held responsible for memory cards lost in the post.*

***GAME SAVE TERMS AND CONDITIONS** Memory cards are sent to *OPS2* at sender's risk and *OPS2* cannot be held responsible for the non-receipt of memory cards. Readers whose saves are used on the *OPS2* disc will win a game of the editor's choice. There's no prize for saves that are not used on *OPS2*'s disc. All memory cards will be returned by Recorded Delivery as soon as possible. We reserve the right to amend the prize offered at any time. The editor's decision is final.

01 OKAMI

What you get: 45 minutes of painting wolf action, spread over three of this game's vast, beautiful stages. Learn how to use the Celestial brush to bring the world to life, explore Shinshu Fields and interact with its residents, then fight like a dog in one of Okami's biggest boss battles: the Crimson Helm. Seriously, you really should be playing this.

DISC CHALLENGE

Win yourself a copy of *Cricket 07*

It's a Sport Special this month, so we want you to prove you're at the top of your game by hammering the Aussies in one of the most physical contests known to man: rugby. Fire up the *Rugby 06* demo, choose England and let the tries roll in. The five entries that clock up the biggest score will win a copy of *Cricket 07* – to recreate another famous sporting rivalry between England and Australia – and also a copy of *Okami*. So shove in your virtual gum-shield and start rucking, because if there's a points draw, we'll only send prizes to the first five entries with the joint highest scores.

Attach an MMS picture of your score then text **CHALLENGEDISC (then a space)** followed by your name and where you live to **07738 647 177**.

The five entrants whom *OPS2* judges to have the highest scores (or to be the first five entries with equally high scores) will each win a copy of *Cricket 07* and a copy of *Okami*. Texts charged at 50p plus your standard network tariff rate. Please source all necessary permissions. Lines are open from 2 February 2007 to 28 February 2007. We will not advise non-winners of the result.**

02 SONIC RIDERS

What you get: Squeeze on Sonic's impossibly thin sneakers and hit the streets of Metal City for a lightning-quick race to the finish line. Not a fan of the blue hedgehog? There are seven other playable characters, including Tails and Sonic's old nemesis, Dr Eggman.

03 SINGSTAR ROCKS!

What you get: Fill the fridge with booze, warn your neighbours and break out your Singstar microphones. You'll be able to screech, sorry, warble harmoniously along to four classic rock anthems by The Killers, The Rolling Stones, Gwen Stefani and Blur.

****DISC CHALLENGE COMPETITION TERMS AND CONDITIONS** By entering you are agreeing to receive details of future offers from Future Publishing Ltd and third parties. Only UK residents over the age of 15 may enter. If you do not want to receive information relating to future offers and promotions, please include the word NO at the end of your text message. Winners will be notified within 28 days. No employees of Future Publishing, any associated company or any member of their close family may enter. Prizes are as stated and no alternatives, cash or otherwise are available. Publicity may be given to any entrants and their names, addresses and/or photographs printed in *OPS2*. Editor's decision is final. No correspondence will be entered into. No purchase necessary.

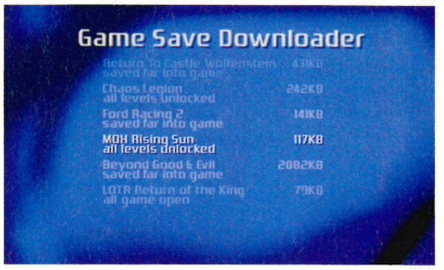
NOW!

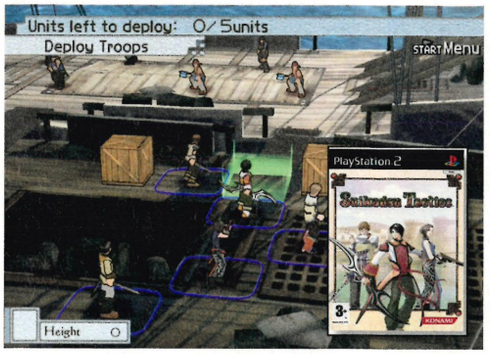
And there's more...

This month's exclusive extra DVD content

Downloader

Need saves for the best games on PS2? You're in the right place. Our Downloader section is stuffed full of 100% complete save-files for top titles such as *Medal Of Honor: Rising Sun*, *Silent Hill 3*, and *Return To Castle Wolfenstein*. There's even an exclusive *TimeSplitters 2* map on there, designed by Free Radical bigwig David Doak himself.



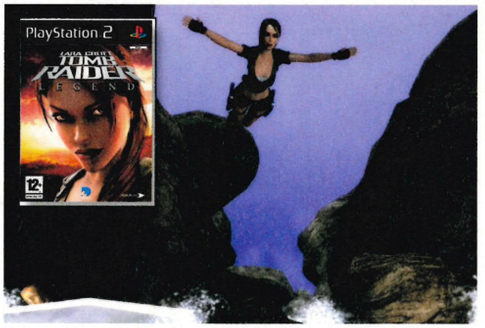


04 SUIKODEN TACTICS

What you get: Think you know your samurai from your sashimi (and if you don't, please don't try ordering sushi)? Then slap on your thinking cap and get to grips with the tactical version of this historical Japanese classic.

05 TOMB RAIDER LEGEND

What you get: To whet your appetite for *'Raider Anniversary*, which is eagerly anticipated in the spring, we're giving you another chance to take the titular treasure hunter through her paces in this meaty *Legend* demo.



SPORT SPECIAL

06 PRO EVOLUTION SOCCER 6

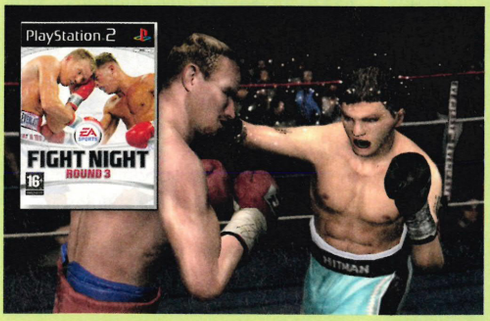
What you get: Lace up your boots as either France, Spain, the Czech Republic, Italy or Brazil and hit the pitch for half a game of footballing genius. Option to headbutt the Italians not included.

07 FIFA 07

What you get: *PES* not your game? Don't worry, we've got a half-game demo of the mighty *FIFA 07* for you to sink your studs into. Choose from a handful of the best teams in the world, and enjoy this fine rendition of the beautiful game.

08 RUGBY 06

What you get: Here's another chance to smash the Aussies, as England, in EA's premier egg-chasing game. It's safer and easier than scrumming down in real life, you've far less chance of losing teeth and you could win real life prizes in this month's disc challenge (see opposite).

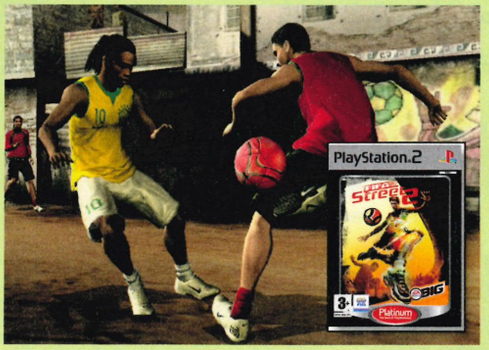


09 FIGHT NIGHT ROUND 3

What you get: Bad day at work? Take out those pent-up frustrations by beating a man senseless in the latest version of EA's legendary boxing sim. Choose from either Ray Jones Jnr or Bernard Hopkins and go toe-to-toe in a single bout.

10 FIFA STREET 2

What you get: Choose between England or Brazil and take this epic footballing rivalry to the streets. You'll have Beckham, Gerrard, and Lampard to knock some goals past the South Americans.



11 EYETOY: PLAY SPORTS

What you get: Dust off the EyeToy and start limbering up. We wouldn't want you to strain any muscles while you're waving, jumping and flapping your way through this fantastic taster from *Play Sports*.

postal

THIS MONTH: UFOS, A BIG DEBATE AND THE POSTAL PICTURE SPECIAL

Write: Postal, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email: ps2postal@futurenet.co.uk

WIN THIS!
This month, any letters published here will receive a copy of *Final Fantasy XII* courtesy of Square Enix upon the game's release. The Star Letter also wins *Okami*, *Call Of Duty 3* and *Singstar Rocks!* Only main Postal letters receive games (this does not include *Postal Picture Special* entries). Letters will be edited for length and clarity.

star letter

BEAM ME UP

I was just reading the Endgame section in OPS2#81 and I couldn't help noticing that you left out the most important part. That is, that if you get a five-star rating on *Free Bird* then you get beamed up onto the UFO and taken away. To be fair the only reason I know this is because I did it on Medium (I know it's for babies but the only reason I was playing it on Medium was to unlock all of the songs).
Thomas Curtis, email
P.S Do you reckon I'll be able to sue when I develop arthritis in my left hand as a result of playing too much *Guitar Hero*?

Very good work Thomas, very bad work the Guitar Hero *'expert' who composed our Endgame piece last month. Punishment is in order. Jeeves, fetch the anal probe...*

NO, NO, MOMO

I'm appalled. I got OPS2#80, the *Superman* one, and the cover was a nice, cool, shiny thing, but the review section was... well, I mean, there were hardly any good games. Why are developers slacking off these days? They used to make good games like *Ratchet & Clank* and *Metal Gear Solid*, but why do some developers think they can slack off and make games like *Barnyard*, *Bubble Bobble* and *Dynasty Warriors* (which is practically the same every time)? Make something better! What's caused the decline of videogaming?
Momo Ushido, East Twickenham

Hmmm. Final Fantasy XII, Okami, God Of War II, Rogue Galaxy, Burnout Dominator, Tomb Raider Anniversary... *yeah, videogaming is really on the decline. Madness!*

FRET IT BE

I found this website where a guy has converted real guitars to use for *Guitar Hero*. Have a look! http://toolmonger.com/2006/12/05/how-to-build-your-own-custom-full-sized-wireless-guitar-hero-controller/
Martyn, email

Good spot! The chap in question is Chuck Cage of Toolmonger.com and you really must check out his 'How to...' blog entry.

CUT 'N' PASTE

THE EDITED HIGHLIGHTS SPILLED FROM SOME VERY STRANGE MINDS

Kev, Greenock
I am writing this letter while loading my Kalashnikov and plotting an assault on your office

Rowan Smith, Tregaron
I think Lego is amazons *[er, amazing, surely? – Ed]*

Adam, email
Don't you just hate it when you buy *Tony Hawk's Project 8* mainly for the Create A Park mode, only to find that there isn't even a Create A Park mode in the game?

Richard Dodds, email
I was watching *A View To A Kill* and some way into the film Bond drove over a bridge and it said 'WELCOME TO SAN ANDREAS LAKE'. Do you think that is how the game got its name?

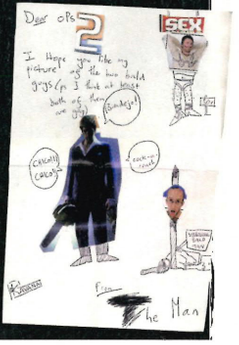
Sean Barry, Moycullen
Did you ever notice the lack of Russians in *Call of Duty 3*? It's a quality game but I like the Russians.

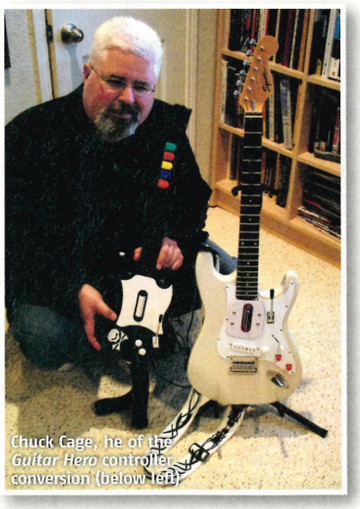
Adam Fitzpatrick, Isle of Lewis
I was just reading that teacher's letter from the January issue and I've been thinking, what if he and any other teachers who like PS2 games could get together and form a gaming school? It would be brilliant. Music class could be *Guitar Hero II* and *Singstar*.

DISTRESSING DELIVERY

THINGS WE WERE REALLY TROUBLED TO FIND IN OUR SACK THIS MONTH

This horrific image was signed only by 'The Man' and depicts editor Nick's head impaled on a spike, presumably lopped off by Tony Montana's chainsaw. It also implies that George is some kind of ladyboy of the night and the 'letter' part of this Faustian nightmare brings Nick's sexuality into question. All in all, a most disturbing envelope to open on a Monday morning.





Chuck Cage, he of the *Guitar Hero* controller conversion (below-left)

YOU GRANT BE SERIOUS

In OPS2#80 we published a letter from one Grant Manuel, who complained that we devote too much of the mag to PS3 and PSP games. Dozens of you felt compelled to respond, some in support of Grant but most firmly against...

WE DISAGREE!

In response to Grant Manuel's letter in issue 80, he says that you shouldn't cover the PS3 or PSP in your magazine. Quite simply, I say this is rubbish. It is the OFFICIAL PlayStation magazine and as such it is a reliable source of information about future releases related to PlayStation in any way.
Nick Herrod, email

I only own a PS2 but I can't get enough PS3 news. I don't want to buy into the world of the most powerful console on the planet without information that I can trust. So I say we should be begging for

information, not complaining about it.
Shaun Nash, Bristol

Why waste money buying other magazines when OPS2 covers PS2, PSP and PS3 in one simple and amazing magazine? I say keep the magazine as it is. I'm interested in the forthcoming PS3 as well as what's hot on PS2 and PSP.
Mark Adams, Minehead

I think Grant Manuel is being selfish. We readers who have a PS2 and PSP and are looking forward to the PS3 don't want to have to buy three different magazines to get all that information. I think you're doing a great job on the coverage.
Luke Joyce, Braintree

If you didn't tell me about all the new information on games, I would probably get very, very bored with this magazine. I like to know what's up ahead, because it's so interesting to see how games are developing. You have the right balance.
Elliot Fry, email

WE AGREE!

Grant Manuel is spot-on. I own a PS2, not a PSP or a PS3, and that's why I buy your magazine – the *Official PS2 Magazine*. The clue's in the title.
Chris Gilmore, Southampton

I fully agree with Grant Manuel. You put far too much stuff about PSP in your

THE SHORT ANSWER

Q Do you stand your PS2 horizontally or vertically?
Kinsman, Wales
A Diagonally

Q Do you think Rockstar is going to do *San Andreas Stories*?
Rowan Campbell, email
A Yes

Q Will the PS3 be able to play music while you're playing games?
Harbots, email
A Yes

Q Will *Gran Turismo 5* be on PS2?
Bradley Raybould, West Midlands
A No

READER FACE OFF

THINK OF IT LIKE A FIGHT BUT WITH INK SPILT INSTEAD OF BLOOD
THIS MONTH: ARE PS1 GAMES STILL WORTH PLAYING?

PS1? PS BEEN AND GONE, MORE LIKE
What's the point of having PS1 downloads for the PS3? It's just stupid, no one is going to want to play the likes of *Spyro* when they could be playing *Resistance: Fall Of Man*. I'll admit that *Tekken* and *Crash Bandicoot* were quality games back in the day, but its the next gen and no one should be paying £10 for an ancient game! It just doesn't seem worth Sony's while.
Sean Barry, Moycullen

VS

GIVE OLD GAMES A CHANCE
With my beloved PS2 on the blink recently, I got out my old PS1 and put on my first-ever game, *Croc: Legend of the Gobbos*, so I could laugh at the rubbish that used to entertain me. Five minutes later tears were almost rolling down my face as I watched that unfeasibly cute little Croc tail-whipping Dantinis, stomping on boxes and shouting "GIZAG!" The graphics weren't all that bad, either. Don't forget your roots.
Liam Grace, Piltown

WE'RE GOING TO GO WITH LIAM ON THIS ONE. A GREAT GAME IS ALWAYS A GREAT GAME, NO MATTER WHEN IT WAS RELEASED.

TXT THE EDITOR

Something to say or a picture we need to see right now? Fire away...

TXT 87103 OR SEND YOUR PICS TO 07738 647 177

Be sure to text 'TXTNICK', then a space, then your message or picture

CAN U DO A TOP 10 DEMO DISC BOX SET? EVERYONE CAN VOTE FOR THEIR FAVE 10, IT WILL BE BRILLIANT! CHEERS 4 BEST MAG! ANON

OPS2, CAN U SPEAK 2 THE MAKERS OF MUSIC3000 2 MAKE A MUSIC MAKIN APP 4 PSP – SOMETHING IN THE STYLE OF PROPELLERHEADS REASON. SO GRAYS READING ABOUT GTHD AND THE BUYING ONLINE, BUT I HAVNT GOT ACCESS SO WILL I MISS OUT ON CARS N TRACKS? JASON

2 GET A PS3 B4 MARCH I'D MAKE MY MUM HAPPY BY GETTIN MY HAIRCUT SO I DONT LOOK LIKE A GIRL (WELL MY MUM THINKS I DO) ASHLEY PAYNE

CAN I HAVE THE SHIRT ANDY IS WEARING ON PAGE 29 OF ISSUE 80? ANON

IVE BEEN GETTING OPS2M FOR 3 YEARS I THINK U SHOULD SEND US DEDICATED READERS A SMALL GIFT KEEP IT UP I LUV ERAGON BOOKS SO I GOT THE GAME ON PSP FOR XMAS BUT IT WAS AWFUL LIKE UR REVIEW SAID. SARA

By texting the editor you are agreeing to receive details of future offers from Future Publishing Ltd and third parties. If you do not want to receive this information, please text the word NO at the end of your message. Texts will be charged at 25p plus standard network tariff rate. Please ask permission from whoever pays the bill. Maximum letter characters per text is 160

score bores

Are you disrespecting us?

"*Final Fantasy XII* is no way a 10/10. It's a great game, but doesn't touch the previous *FFs* in any way shape or form."
Electric Juice, playstation.co.uk forums

"Don't think *Okami* is worth a 10. The drawing parts are good, but I just don't fall for those graphics. Stop fooling yourselves, they're sh*t! And a dog for a main character? It's like a drunken *Dog's Life*."
Concon777, gamesradar.com forums

"*Shadow of the Colossus* got 9/10!? The amazing animation, music, unique gameplay and stunning ending make it worthy of not just 10/10, but 100/100! Best on PS2. Perfect."
Damian, email

"I can't believe you rejects actually gave *Family Guy* 3/10 when it deserved better. You are not true *Family Guy* fans and don't get the greatness of the wonderful game."
Jake Horwood, email

mag, and about PS3 games that won't see the light of day here for about another year. If you don't improve your service you will lose a lot of readers.
Paul Clarke, Loughborough

I don't want to waste my money buying a mag full of information about games for a machine that I don't own! I'm already concerned about the amount of PSP reviews; if I wanted to read about PSP I would buy a PSP mag!
David Naisbett, Leek

Well that settles that then. Or not...

INSULTED

After seeing your comment on the Videogame BAFTAs in 'In The Saber' in OPS2#80, I felt compelled to write to you and wholeheartly agree.

I really thought that we as nation, if not a species, had moved on and accepted that pretty much everyone plays games. Even the bloke who came to fix my boiler today (who was in his 50s) said he loved playing *PES 6* on the Xbox360 with his 15-year-old son (great game, crap console!).

The awards ceremony seemed to be full of people just there for the booze and came across on TV as really rushed. And as for that 'History of Videogames' feature with Dave 'Ooh, I'm a cheeky cockney' Berry, what was the point? It just seemed like an insult to gamers.

The games industry is huge and I dont think TV execs have realised this yet. Have you guys ever thought of going into TV?!
Dan Stanford, Ashford.

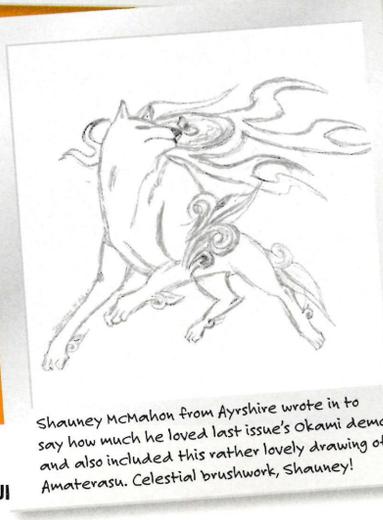
You're preaching to the converted here but you're spot-on. And, er, TV? Us? No way, we've all got faces made for radio. Well, apart from Sophie, of course, as you can see on p77.

POSTAL PHOTO SPECIAL!

Loads of pics this month, so what the hell, we'll print them all. Keep 'em coming!

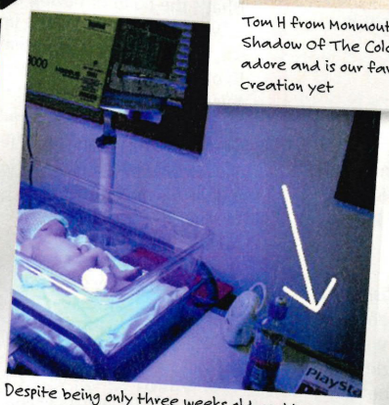
Rui Neves from Portugal in his finest rawk pose: spot the Punisher sticker (given away free with OPS2) adorning his bass. Move over, Flea

A most impressive collection of games from Paisley's Stuart White. Is yours bigger? By the way, Stuart claims the wrestling photos on the wall belong to his little brother. Hmmmm...

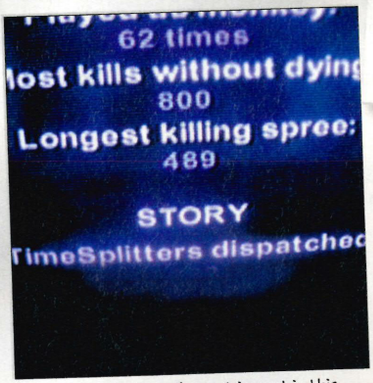


Shauney McMahon from Ayrshire wrote in to say how much he loved last issue's Okami demo, and also included this rather lovely drawing of Amaterasu. Celestial brushwork, Shauney!

Tom H from Monmouth sent in his Lego take on Shadow Of The Colossus, which we absolutely adore and is our favourite Lego-inspired game creation yet



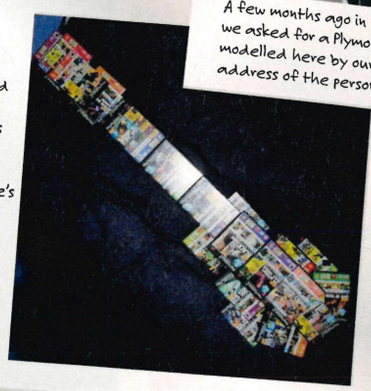
Despite being only three weeks old and born prematurely, Aberdeen's Drew Joseph sent us this photo of himself. His mum and dad had kept him entertained by reading OPS2 to him. Aww!



David Johnston from Alexandria sent in this snap of his, quite frankly outstanding, killfest in Timesplitters Future Perfect. We hope you weren't cheating, Dave!

This is Gary Bunting's arcade racing set-up, made out of an old Ford Escort seat and spare car parts, as modelled by his lovely (and, we'd imagine, very understanding) fiancée

A few months ago in our Games For Tat section we asked for a Plymouth Argyle shirt. We got one, modelled here by our office Lara, but lost the address of the person who sent it. Get in touch!



We had two pieces of demo disc-inspired artwork in last month's Postal and in similar fashion, here's a homage to Guitar Hero by Liam Biggs from Chesterfield. Very Andy Warhol

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SPY CONTRIBUTORS | ALEX COOKE, NICK ELLIS, DAVE HARRISON, ANDY HARTUP

FOG OF WAR GAMES

AIRBORNE SHOT DOWN?

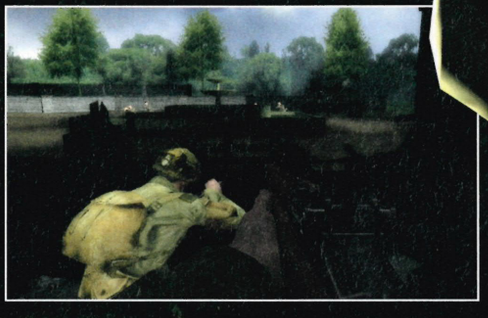
Does **Medal Of Honor Vanguard** mark the end for **Airborne** on PS2?

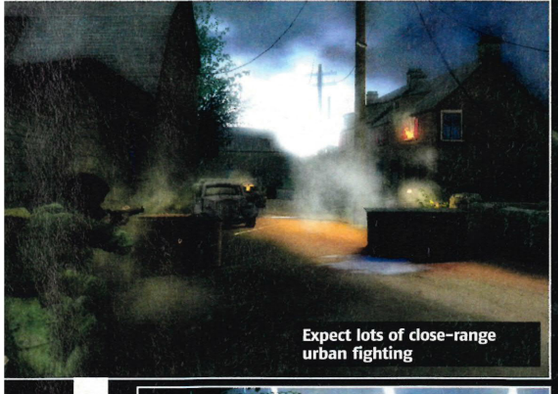
Medal Of Honor Vanguard has been confirmed as the next PS2-only instalment in the long-running, massively popular WW2 series. But it now seems likely that the already-announced PS2 version of *MOH Airborne* will never see the light of day, instead landing only on PS3. Confused by all the 2s and 3s? Let us explain.

Revealed this month, *Medal Of Honor Vanguard* is due to storm shop shelves in March, and the official line from EA is that the PS2 version of *Medal Of Honor Airborne* is slated for release later this year. However, the possibility of the publisher actually producing a pair of WW2 shooters on PS2 in a single year is less reliable than a parachute-packer with Attention Deficit Disorder and our prediction is that *Airborne* will be a next-gen exclusive.

Indications that the planned PS2 version of *Airborne* has been canned are clear: there are too many similarities between the pair, with campaigns copied, missions mirrored and gameplay elements shared. And, what's more, the two games are both being cooked up by the same team: EA Los Angeles. It all points to the pair being complementary rather than competitive, in the same way that, although *Burnout Dominator* is due on PS2, PS3 will be the home for *Burnout 5*.

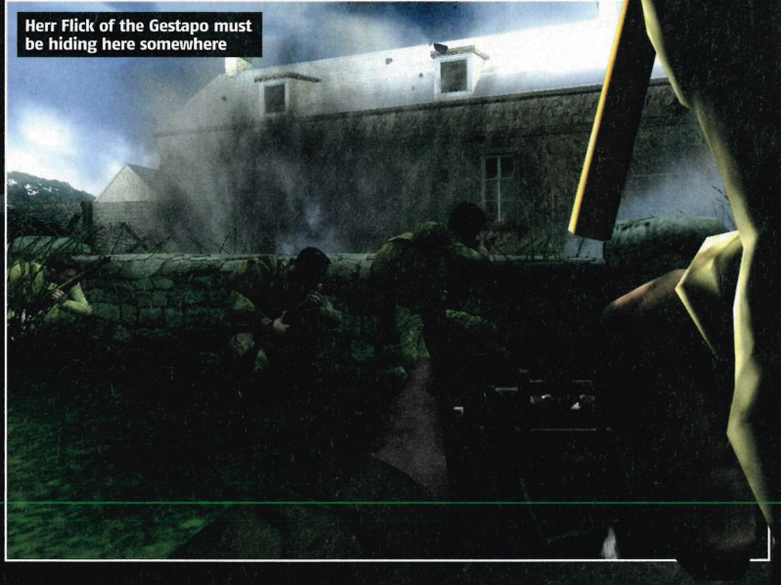
Just like *Airborne*, *Vanguard* follows the American 82nd Airborne Division, but it puts you in the shoes of



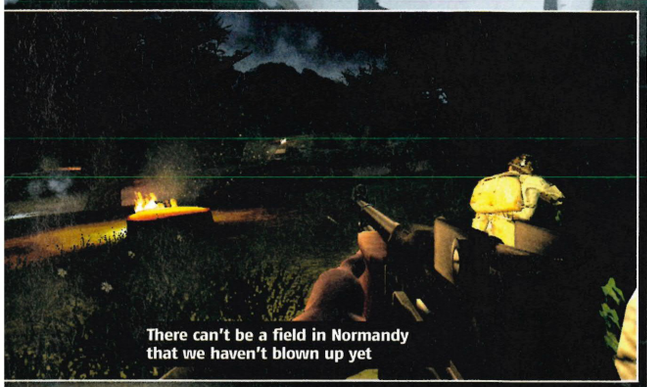


Expect lots of close-range urban fighting

Was it never, ever sunny in the summer of 1944?



Herr Flick of the Gestapo must be hiding here somewhere



There can't be a field in Normandy that we haven't blown up yet

Your squad aren't under your direct command but they will follow you into Hell

one soldier: Frank Keegan. This long-serving corporal's tour of dubya dubya two starts with the first manoeuvres of the fledgling parachute regiment in Sicily, travels through the first crossing of the Rhine, and ends up at the march into Berlin. And guess what? These are exactly the same battles mentioned in the early chatter surrounding *Airborne*.

Where else can players expect to fight? Since the 82nd Division landed before the beach boys (not the band) on D-Day, jumped into occupied Holland during Operation Market Garden and held the frozen line in the Battle of the Bulge, we aren't going to offer odds against these campaign medals being pinned onto Keegan's puffed-out chest too.

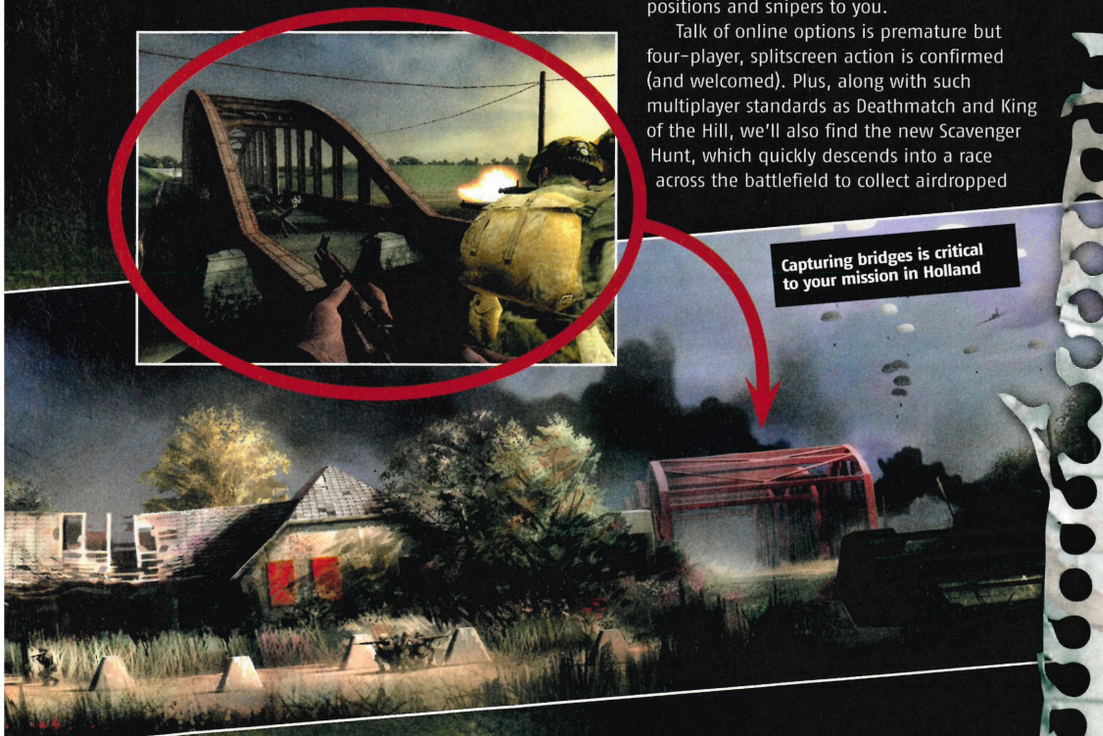
DIVISION OF THE FUTURE

The team haven't gone into detail yet, but it's rumoured that the ability to upgrade weaponry already revealed in *Medal Of Honor Airborne* will also be included in *Vanguard*. That would mean Keegan will earn himself promotions, find hidden power-ups for his pistols and even beef up his Thompson sub-machine gun.

But don't think *Vanguard* will just be a poor man's *Airborne*. EA is putting out the word that *Vanguard* is all set to be the most advanced, immersive *Medal Of Honor* title to date. As well as improving the AI and graphics since *European Assault*, the team have also created ever-changing battle chatter that reacts to the flow of the action, with screaming soldiers talking constantly and dynamically, even pointing out changing enemy positions and snipers to you.

Talk of online options is premature but four-player, splitscreen action is confirmed (and welcomed). Plus, along with such multiplayer standards as Deathmatch and King of the Hill, we'll also find the new Scavenger Hunt, which quickly descends into a race across the battlefield to collect airdropped supplies before turning the parachuted super-weapons against your rivals.

MOH Airborne on PS3 and *MOH Vanguard* on PS2 are both expected in March, so we'll have more details for you to sink your teeth into very soon. Meanwhile, the PS2 version of *Airborne* remains on the official release schedule for some time this year, but we have a feeling it'll be going MIA. ■ **AC**



Capturing bridges is critical to your mission in Holland

Side by side

Vanguard versus Airborne: how do they compare?

VANGUARD	AIRBORNE
Characters	
Frank Keegan	Boyd Travers and Eddie La Pointe
Regiment	
82nd Airborne Division	82nd Airborne Division
Confirmed Missions	
Operation Husky, Sicily Operation Varsity, Germany	Operation Husky, Sicily Operation Varsity, Germany Operation Market Garden, Holland Operation Avalanche, Italy Operation Neptune, Normandy
Features	
Customisable weaponry	Customisable weaponry True Trigger
Multiplayer:	
Four-player splitscreen	12-16S players online
Developer:	
EA Los Angeles	EA Los Angeles

SNAPPED!

The future of PlayStation presented in pictures

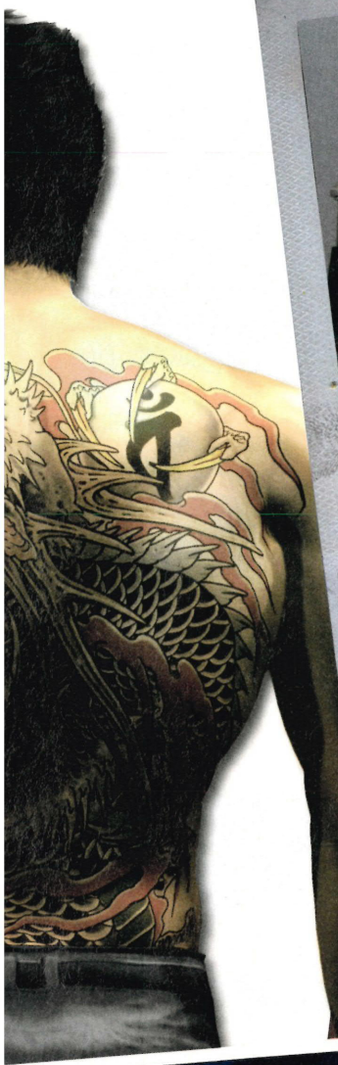
Finally, some screenshots from Ubisoft's PS3 launch title **Blazing Angels: Squadrons Of WWII** – more details to come next issue

Sega has released a trailer for its forthcoming **Yakuza** film. You can watch it at the official site, http://ryu-movie.com

A first glimpse at **Burnout 5**, set to hit PS3 before the end of this year

Plucky little PSP racer **Gripshift** has had an HD makeover. Download it via the PS3 online store

spy



Former Doctor Who Tom Baker has lent his unmistakeable voice to **Little Britain The Video Game**

Believe your eyes! A dedicated tech-modder known to the world as Ryou-Chan has stuffed the insides of a PS2 into a **toaster case**: and it still works like any normal console

Warner Bros has signed deals with Codemasters and Eidos to turn its TV shows and films into games. **OC The Game**, anyone?

BUZZ SCHOOL QUIZ

PS2 TO REPLACE TEACHERS?

Good morning class. I'm Mr Buzz and I'm your new supply teacher...

Dusty text books, whiteboards and leaky biros could be a thing of the past when PS2 starts breaking into the classroom later this year. Sony has announced *Buzz! The School Quiz* to help teachers educate their students about everything from Ancient Egypt to weather systems.

The game, which is currently being tried out in primary schools across the country, is aimed at younger pupils tackling their Key Stage 2 tests. Developer Relentless has been working with the Department For Education and Skills to ensure the 5000+ questions in *The School Quiz* are all relevant to the syllabus. Because of this partnership, this new *Buzz* game is being endorsed by the government as a tool for learning and revision.

That's right. While MPs such as Keith Vas and Boris Johnson continue to lay the game-hate on thickly, their more progressive colleagues in the DfES have been working with Sony to harness the power of PS2 to help nippers learn life-skills. In terms of the game itself, it'll follow the familiar *Buzz* formula. Teachers will be able to set up custom quizzes that either focus on specific subjects or give a broad test of general knowledge. Each one can be paused to accommodate break-time and toilet trips, and there are special team games to encourage bonding and teamwork between players. Unsurprisingly, though, the game won't be featuring themed rounds such as Hitman and Pass The Bomb.

Now all we need to know is whether or not Jason Donovan will be reprising his role as *Buzz*'s enigmatic host for this game. An ex-soap and pop star turned musical theatre maestro waxing lyrical about long division and the Roman Empire... now there's a scary thought.

Buzz! The School Quiz isn't planned for general release, but if you're a teacher or an overly competitive parent, you'll be able to pick up a copy from specialist retailers this summer ■ **AH**

WIN BUZZ NOW!

We're kicking off the PlayStation education revolution right here by giving you the chance to win one of three copies of *Buzz! The Big Quiz* with buzzers. Just sit this OPS2 mini-exam...

ENGLISH QUESTION: Who wrote 'The Winter's Tale'?

.....

MATHS QUESTION: How many sides does a triangle have?

.....

GEOGRAPHY QUESTION: What is the capital of Spain?

.....

HISTORY QUESTION: What year did World War II start?

.....

LANGUAGE QUESTION: What is the French word for 'Yes'?

.....

Pencils down! Now send in your answers to: 'How do you like that, Boris?', *OPS2 Magazine*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.*

*Terms and Conditions: Only the first three entries that OPS2 draws and judges to be correct will win a *Buzz* pack. The competition is open from 1 February to 1 March inclusive. We will not advise non-winners of the result.*

*'HOW DO YOU LIKE THAT, BORIS?' COMPETITION TERMS AND CONDITIONS By entering you are agreeing to receive details of future offers from Future Publishing Ltd and third parties. Only UK residents over the age of 15 may enter. Winners will be notified within 28 days. No employees of Future Publishing, any associated company or any member of their close family may enter. Prizes are as stated and no alternatives, cash or otherwise are available. Publicity may be given to any entrants and their names, addresses and/or photographs printed in OPS2. Editor's decision is final. No correspondence will be entered into. No purchase necessary.

HOLY SMOKE AND MIRRORS!

Actress reveals sci-fi secret of **Assassin's Creed**

If you hate spoilers, look away now. Turn the page and never look back. Why? Because loin-stirring actress Kristen Bell has dropped a Paveway III-sized bombshell while chatting about PS3 stealth game *Assassin's Creed* to a US website.

According to Bell, *Assassin's Creed* isn't really a Crusades game, despite the impression given by these screenshots. Apparently it's "about this science company trying to, Matrix-style, go into people's brains and find out about an ancestor who used to be an assassin". Interesting stuff. Based on the principle that people are born with basic knowledge and instincts inherited from their ancestors, the game's plot is starting to sound decidedly sci-fi.

Interestingly, this revelation could also point towards a slew of different settings for the in-game action. Assassins have been active throughout history, so it seems likely that the game will deal with several periods in time. Rome? WWII? Medieval England? The potential is virtually endless.

Bell continued to speak about how the idea really interested her, and how this contributed to her agreeing to lend her voice talent, body shape and facial likeness to the game. No news on which character she'll be, but our money is on either a power-nerd pin-up scientist lady, or some sort of sultry Eastern princess. We'll find out in the Autumn when the game is launched. **AH**

OKAMI

GOD. HERO. HUNTER. SAVIOUR.

OFFICIAL PLAYSTATION 2 MAGAZINE - 10/10
"AN ABSOLUTE MASTERPIECE"

PSM2 – 92% GOLD AWARD
"OKAMI IS THE MOST BEAUTIFUL GAME ON PS2; A JOY TO PLAY"

EDGE - 9/10
"OKAMI IS AN EPIC... EXHILARATING... UNIQUE"

PLAY - 93% 'GAME OF THE MONTH' AND 'CLASSIC' AWARD
"ONE OF THE MOST BEAUTIFUL AND CAPTIVATING GAMES EVER MADE... CONSISTENTLY DELIGHTFUL"

GAMESMASTER 95% - GOLD AWARD
"A BLINDING JEWEL IN PS2'S CROWN... SPECTACULAR"

PlayStation.2

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INFO NUDGE

EA PROMISES INNOVATION

Of the 17 titles in the US PS3 launch line-up, 13 are sequels or yearly updates. As the cost of making games rises, so does the risk of starting a fresh franchise. But EA, often criticised for churning out updates, is "now ready to take big bets on new IP" according to a bold statement from Alain Tascan, general manager of EA Montreal. EA's first slice of originality to hit next-gen will be the promising *Army Of Two*, this summer.

PSP GETS BROTHER

It may be over now, but did you know you could have received updates on your PSP from the career revive-a-thon that was *Celebrity Big Brother*? No? Well, that was just the start of a new deal between Channel 4 and The Cloud. PSP users can now stream 4Radio shows, music and news updates directly to their ears by accessing the Cloud/4Radio portal in the portable's web-browser. More importantly, future updates are rumoured to include video clips and sound bites - meaning the next series of *Big Brother* could well be available for download as and when the action happens, so you won't have to miss the antics of any fame-hungry reality TV 'star' ever again. www.thecloud.net

MORE MINI METAL GEAR?

Solid Snake's acclaimed PSP adventure *Portable Ops* is still a month away, but rumours resonating from the Far East suggest that a sequel is extremely likely. Speaking to American mag *PSM*, *Portable Ops*' assistant producer, Ryan Payton, said that "if it's successful on the retail level there will definitely be a sequel". He added that on a personal level, it's something he'd love to take on, despite finding the first game extremely challenging to make.

SILENT MOVIES

TO HILL AND BACK

Silent Hill big-screen sequel and Far Cry flick on the way

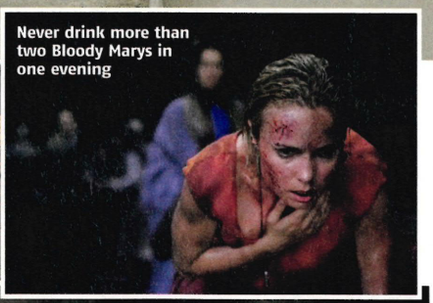
It's easy to bash 'the film of the game', because they usually ends up as turgid nonsense. But *Silent Hill* was one game that did score a decent adaptation, thanks to writer Roger Avary and director Christophe Gans.

So it should come as no surprise to hear that Gans and Avary are beavering away on a sequel. The former has agreed to pick up directing duties and the latter is working on a script that will hopefully be more accessible and a little less 'Twilight Zone After 10 Pints' than the first.

There was a rumour circulating that Brit horror-novelist Neil Gaiman was co-writing the screenplay with Avary, but he's playing ignorant, and has stated on his blog that "I'm afraid that I don't think I am - I mean, it's the first thing I've ever heard of it."

Meanwhile, *BloodRayne* movie director Uwe Boll has been causing a stir in movieland by telling websites that he plans to make his forthcoming *Far Fry* film - wait for it - watchable. Ubisoft is putting pressure on the director to keep the jungle-creeping franchise respectable because the publisher is looking to release more *Far Cry* games (PS3? You bet). Boll's currently poised to start work on *BloodRayne 2*, as he's now finished off his movie of the PC controversy-baiting *Postal*. AH

You'd never know there was anything spooky about this town

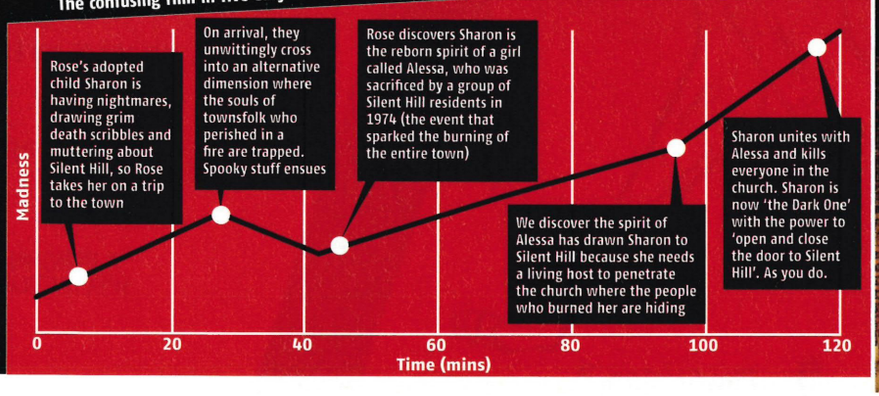


Never drink more than two Bloody Marys in one evening

Just like the game, the film is actually quite scary. Nurse!

SILENT HILL PLOT EXPLAINED!

The confusing film in five easy-to-digest chunks



'Gondor has no king... oh, sorry, wrong movie'

NURSE! THE SCREENS!

DIAL 999!

...Emergency Mayhem needs you

Responsibility. It's tough stuff. Particularly if you're in charge of all three emergency services covering a whole city. That's seven districts and thousands of tax-grudging citizens depending on you. But that's what Codemasters has in store for you this summer with *Emergency Mayhem*. Better get stocked up on ibuprofen.

Every police, paramedic and fire department duty is your responsibility, so your every waking second is filled with civilians to rescue, crimes to stop, fires to extinguish. Many other games have you causing chaos in a city – can you say *Grand Theft Auto*? – so it's great to see one where you have a positive influence. But as the title suggests, there's more to *Emergency Mayhem* than do-gooding: expect some surprises.

Obviously with so much to do, time is not on your side. In fact, it hates you. Just getting to an incident requires precise arcade driving skills and a cabbie-like knowledge of local short cuts. Running under the city is a network of sewers and underground train tracks that can be used to bypass rush-hour traffic but have their own hazards to negotiate (like any normal city sewers, they're infested with crocs and over-sized rats).

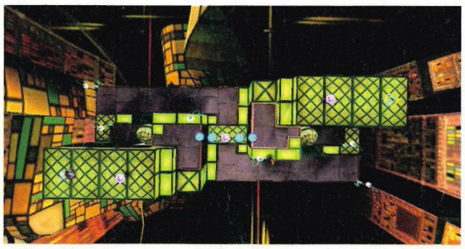
Getting there is only half the job though, as on arrival you're likely to be faced with the unexpected and bizarre. Rather than your run-of-the-mill death and destruction, there are kebab vans to chase, bombs to defuse, prisoners to recapture and radioactive beavers to retrieve. If that isn't enough, there's also a gang of faeces-chucking monkeys on the loose, determined to make your life even more difficult.

This frenzied mix of mini-games and against the clock arcade racing is due out this June. So get ready to rescue cats and run red lights on your PSP or PS2. ■ **DH**

PSP 999

The PSP version of Emergency Mayhem is looking mighty impressive. In fact, we couldn't tell the difference between the PS2 and PSP screenshots. Can you?

could be a classic



THANKFULLY, NOT ANOTHER HIGH SCHOOL DATING SIM

CRUSH

Format: PSP
Publisher: Sega
Developer: Kuju
Release: Summer (UK)

WHAT WE KNOW

If we had to tuck *Crush*, Sega's latest portable puzzler, into a neat little genre, it'd probably be 'hypnosis simulation'. That's right, hypnosis. You see, the game's unnamed lead character is struggling with a few life issues, and he's turned to a virtual Paul McKenna-alike to help him kick the wrongness out of his head.

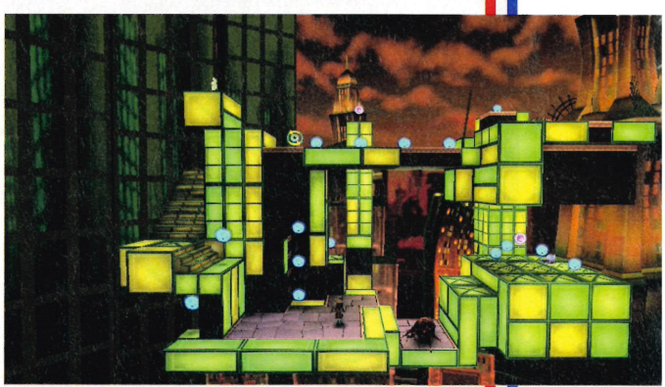
This is where you come in. Taking control of the insomniac-blighted protagonist, you wander through the dark recesses of his brain, solving puzzles and straightening his life out from the inside. Think *Psychonauts* meets *PQ*. So why isn't the game called Hypno, or Brain Fixer? Well for a start, they're rubbish names. But it's also because the word 'crush' refers to our hero's unique ability to take a 3D landscape and squash it down into a 2D puzzle.

From there he can reach new areas of each level, move objects that were previously fixed, or access hidden items that would be squirrelled away in the 'normal' 3D world.

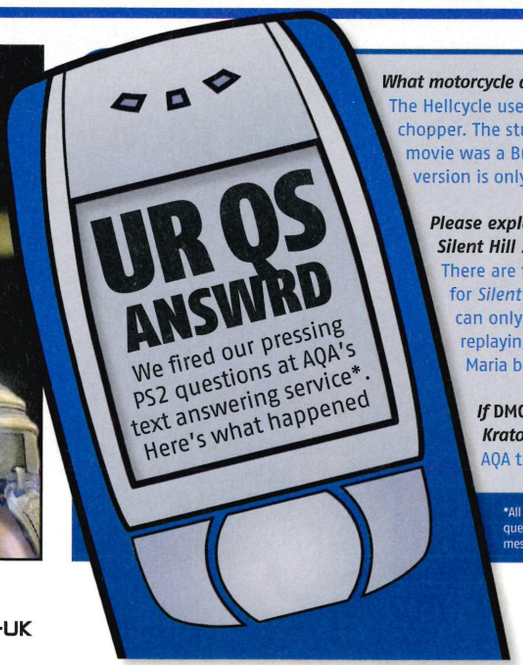
COULD BE A CLASSIC BECAUSE...

It sounds like madness, but the fusion between 2D and 3D puzzling makes *Crush* one of the most intriguing portable titles on the release list. If nothing else it'll give the retro-heads and more contemporary PSP owners something to talk about in the pub without wheeling out the age-old 'graphics versus gameplay' argument. Yawn.

The concept is a simple one, and the story is sheer new-age craziness, putting *Crush* in the same crazy-classic territory as *Lumines* and *Me And My Katamari*. Not a bad position to be in. We're crossing all our fingers in the hope that *Crush* doesn't over-complicate itself when it's released later this year. ■ **AH**



JUST SO YOU KNOW...



What motorcycle does Ghost Rider use?
The Hellcycle used by Ghost Rider is a chopper. The stunt cycle used in the movie was a Buell. The flaming version is only CG unfortunately.

Please explain the ending of Silent Hill 2.
There are five possible endings for *Silent Hill 2*, two of which can only be achieved by replaying the game. In 'Leave', Maria becomes the final boss.

If DMC's Dante and GoW's Kratos fought, who'd win?
AQA thinks that Kratos would beat Dante. In AQA's opinion, Kratos is stronger and can sustain far more damage than his rival.

Which PS2 game is AQA most looking forward to in 2007?
AQA is looking forward most to *Final Fantasy XII* on PS2. With its overhauled battle system the game promises to be highly entertaining.

Biggest PS2 disappointment: Superman Returns or Driv3r?
AQA thinks that *Superman Returns* is the biggest letdown on PS2. There has never been a good superhero game, which is annoying given the potential.

*All answers obtained are printed as they appeared from AQA. To have a go yourself, send your questions to 63336. All texts to AQA cost £1 per message. If your question spans more than one text message (160 characters) you will incur an additional £1 for each message.

SURPRISE!

NEVER SAW IT COMING

Splinter Cell Double Agent creeps towards PS3

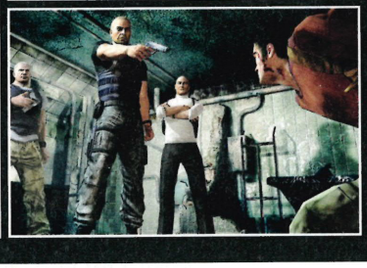
More *Splinter Cell*, you say? That's right. In typical stealthy fashion, Sam Fisher has waited until the last minute to step out of the shadows and creep onto the PS3. Although it was only announced this month, it'll hit the shelves on the same day as Sony's new machine.

But I already played *Double Agent* on PS2... Damn right! *Double Agent* was a superb game on PS2, but the PS3 version is a very different prospect. It has the same storyline but different controls, a new 'clean' in-game display and totally different levels.

What do you mean by 'clean' in-game display? Speak sense! When it comes to the PS3 outing, *Double Agent* focuses on immersion. It wants you to *become* Sam Fisher for the eight or so tension-packed hours the game spans. This means glorious visuals, context-sensitive controls and the removal of all stats and bars from the display. You won't see a health bar, ammo counter, mini-map or any other screen furniture in *Double Agent*.

Then how will I know if I'm hidden, or close to death? Next-gen Fisher carries a light meter on his back that glows green, yellow or red to indicate how visible you are, so this is how you gauge where and when to lurk. In terms of health, when Sam takes damage the screen blurs and turns grey as he struggles to stay conscious, but if you take shelter and rest for a few seconds, he'll return to full health and the screen will go back to normal.

Anything PS3-specific in this version? Ubisoft has promised there will be support for the sixaxis pad in both single and multiplayer modes. No news on what this will be, but we reckon it'll be something to do with interrogation and neck-snapping. Flipping the pad to the side to snap vertebrae, or pulling it back to cut off your enemy's air supply? Savage. ■ **AH**



Kwik Fitz

He's rumoured up to the nines, but he's only got time to write a line

CONFIRMED: Sadly, *Resident Evil 5* won't be hitting PS3 until 2008

RUMOUR: Internet whispers are suggesting that a new *Kingdom Hearts* game is coming to PSP later this year

CONFIRMED: *Final Fantasy Tactics: The Lion War*, a remake of the PS1 classic, is heading to PSP this year

RUMOUR: A *Final Fantasy*-branded 'chocobo racing' game is heading to the PS2 later this year, and will also feature loads of chocobo-related mini-games

CONFIRMED: LucasArts has been forced to cancel its PSP rhythm game *Traxion*, following concerns from Sony about loading MP3s to memory sticks

RUMOUR: Sega is already working on a next-gen version of *Yakuza* to follow on from the recently released (in Japan, anyway) *Yakuza 2*

CONFIRMED: Hard-drive enabled PS2 games like *Final Fantasy XI* will work on PS3

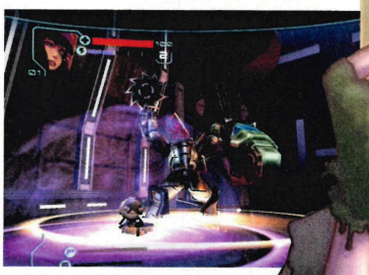
RUMOUR: Murmurs from Canada suggest that EA has halted work on the promising looking Lord Of The Rings RPG, *The White Council*

RED NOT DEAD

BACK TO THE COLD WAR

The Red Star to shine on PS2

PlayStation 2 OFFICIAL magazine-UK
STOP PRESS FIRST SCREENS



The Red Star, the game based on the hit comic book series, will finally be released for the PS2 this year. This scrolling beat-'em-up was originally planned for release back in 2004 by Acclaim but never reached the shops because the publisher went bankrupt. But now Take 2 has picked up the title, developed by XS Games, and promises a March release.

The comic book series, created by Christian Gossett, is set in a parallel universe where the Soviet Union is still a dominant world power. The USSR's military, the Red Fleet, have a huge array of futuristic weapons at their disposal but that doesn't stop them coming under threat from many opposing countries and even enemies with mystical powers.

The game sees Red Fleet soldiers Fast, Kyuzo and Maya battling against the evil sorcerer Troika and his minions. It promises arcade scrapping and blasting, and with its simple presentation and RPG-lite character development, brings to mind recent action-RPG *Marvel Ultimate Alliance*. In other sections it plays exactly like a 2D shoot-'em-up with the camera switched to a top-down view.

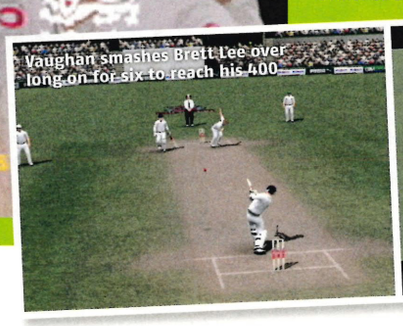
It's a curious mix of arcade ideas that seems to have very little to do with the comic apart from the character names and locations, but Take 2 apparently still believes bringing it back from the grave will make someone happy. We'll let you know if it was worth the effort in next issue's review. ■ **DH**

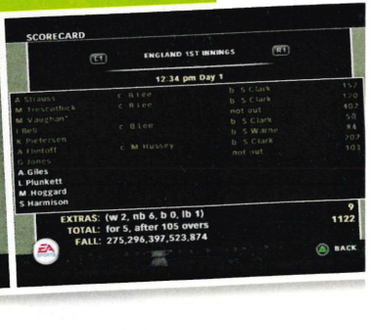
ASHES LIES UNCOVERED

OPS2 reveals the *real* result from Down Under

So England were tonked by Australia in the Ashes this winter, right? Wrong. It was all a grand conspiracy cooked up by the Aussies. Using a blend of sophisticated CGI and voice-manipulation technology plus misinformation in newspapers and on TV and radio, those cocky Antipodeans will have you believe the English lost 5-0. As you can see in the image to the left, it's simply not true. In fact, England's brave warriors won 4-1.

The highlight was England's first innings in the third Test at Perth, where they put on a mighty 1122 runs. Michael Vaughan (who wasn't actually injured) led the attack with 402 from 201 balls, while so-called heroes Warne and McGrath conceded 534 runs between them from just 51 overs. Stick that in your billy can and drink it. ■ **NE**





CANIS CANNED?

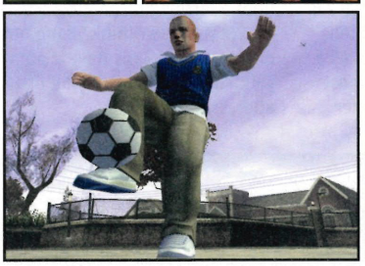
BULLY TO BOW OUT?

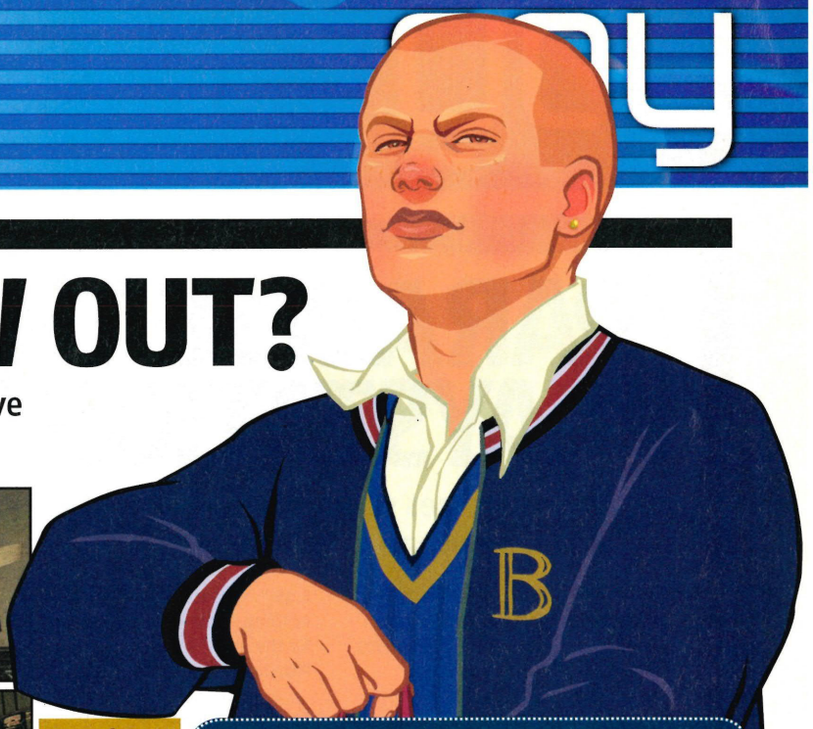
If you're hoping for a *Canis Canem Edit 2*, we've got some staff room gossip you won't like...

Fans of *Canis Canem Edit* shouldn't hold their breath for a sequel. That's the word from stat-gathering company Wedbush Morgan Securities. The game scored a mighty 9/10 in our December issue and was voted the second-best game of 2006 by our team, but despite its critical acclaim, the USA-based market analysis firm suggests it hasn't sold as well as Rockstar might have liked.

According to Wedbush's Michael Pachter, the game will peak at around 800,000 sales and net Rockstar a cool $24m, but despite this he stated: "I would not expect a sequel."

Well, we'll see about that! We're petitioning for a second year at Bullworth Academy and you can help by sending in our cut-out coupon. Just write your name, address, and a few words about why you love *Canis*. If you really make us laugh, we'll speed a sweet PS2 prize to your letterbox. ■ **AH**





Send to:
Bring Back *Canis*!, *Official PS2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Funniest entry wins a couple of great PS2 games and a *Canis Canem Edit* car sticker.

BRING BACK BU..., ER, CANIS!

Dear Rockstar,
I love *Canis Canem Edit* more than .....
..... so please do a sequel.
Yours,
Name .....
Address .....
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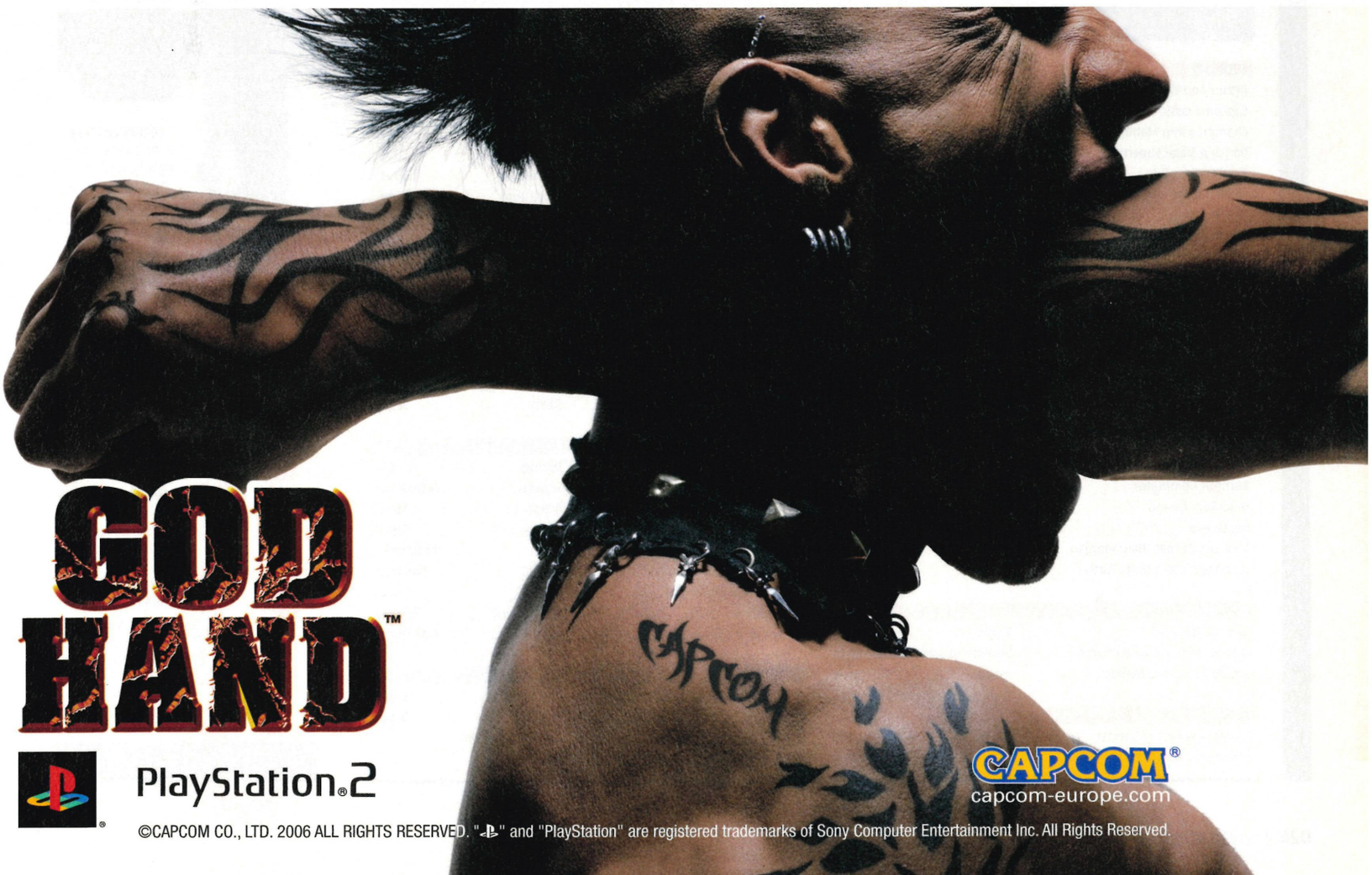
.....
.....

CANIS·CANEM·EDIT



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TORY BOY

'PARALYSE THE PLAYSTATION'

PlayStation games make you stupid and skint, says MP in newspaper column rant

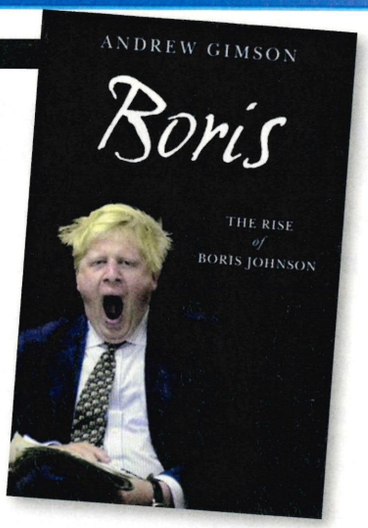
"A cause of ignorance and underachievement and, yes, poverty." Surely Boris Johnson, Tory MP for Henley-On-Thames, couldn't be talking about the innocent joy that we like to call 'videogames'? But yes. It's a direct quote from a lengthy rant titled 'Computer Games' by Bozzer in the *Daily Telegraph* and on his website.

The piece argued that videogames were responsible for a drastic drop in literacy levels among young people (specifically, seven to 15-year-olds) and said "computer games rot the brain". "These machines teach [players] nothing," said the ex-shadow minister for the arts; "we must...paralyse the PlayStation".

Gamers "fritter their lives away in front of these drivelling machines" and are given to "sobbing and shrieking" when their parents ask them to stop using the "drug" that is their console.

However, he failed to provide any specific examples of the games that are causing the most damage, which led many readers to dismiss the piece as a clumsy swipe at one of society's most convenient scapegoats. In fact, after only a few days online, the article had garnered more than 150 responses from a largely pro-gaming crowd.

What do you think? Bang out of order, or does Boris have a point? Fling your comments over to the usual Postal address (p8). **AH**



Boris: a bit tired after staying up all night to complete *Manhunt*?

incoming

Our guide to what's coming your way

FEBRUARY		
Arthur and the Invisibles	Adventure	Atari
Capcom Classic Collection Volume 2	Retro	Capcom
Championship Manager 2007	Sport	Eidos
Dancing Stage Supernova	Music	Konami
Final Fantasy XII	RPG	Square Enix
Freak Out Extreme FreeRide	Sport	JoWood
Free Running	Platformer	Rebellion
Ghost Rider	Action	Take 2
God Hand	Action	Capcom
Lumines Plus	Puzzle	Buena Vista
Okami	Adventure	Capcom
Samurai Warriors 2: Empires	Strategy	KOEI
Sega Megadrive Collection	Retro	Sega
Test Drive Unlimited	Racing	Atari
Winter Sports	Sport	Oxygen Interactive
World Championship Poker 2	Puzzle	Oxygen Interactive

MARCH		
Ape Escape: Million Monkeys	Platformer	Sony
Burnout Dominator	Racing	EA
Hard Rock Casino	Strategy	Oxygen Interactive
Heatseeker	Fight Sim	Codemasters
SnoCross 2: Feat. Blair Morgan	Sport	Oxygen
Teenage Mutant Ninja Turtles	Action	Ubisoft

APRIL		
God Of War II	Action	Sony
Little Britain The Video Game	Comedy	Blast! Entertainment
SOCOM Combined Assault	Shooter	Sony

2007		
Avatar: The Last Airbender	Adventure	THQ
Emergency Mayhem	Action	Codemasters
Medal Of Honor Vanguard	Action	EA
Pimp My Ride	Racing	Activision
Ratatouille	Action	THQ
Rogue Galaxy	RPG	Sony
Stuntman 2	Racing	THQ
Tomb Raider Anniversary	Adventure	Eidos
Yakuza 2	Adventure	Sega

PSP

FEBRUARY		
Arthur and the Invisibles	Adventure	Atari
Capcom Puzzle World	Puzzle	Capcom
Chili Con Carnage	Action	Eidos
Dungeon Siege: Throne of Agony	Strategy	Take 2
Ghost Rider	Action/Adventure	Take 2
Hot PXL	Party	Atari
Sega Megadrive Collection	Retro	Sega

MARCH		
Burnout Dominator	Racing	EA
Call Of Duty: Roads To Victory	Shooter	Activision
Earthworm Jim	Action	Atari
Full Auto 2: Battlelines	Racing	Sega
MACH	Flight	VU Games
Metal Gear Solid: Portable Ops	Action	Konami
Rachet and Clank: Size Matters	Action	SCE
Sid Meier's Pirates!	Yo ho hoing	Take 2
Tony Hawk's Project 8	Sport	Activision

APRIL		
After Burner: Black Falcon	Flight Sim	Sega
Crush	Puzzle	Sega
Dead Head Fred	Action/Adventure	D3
SOCOM Fireteam Bravo 2	Shooter	Sony

THE LIGHT SIDE

DOMINATOR DOMINANCE
We've played *Burnout Dominator* and can safely say it'll rock your world when it appears on PS2 next month

MAKING THINGS RIGHT
The Aussies may have stuffed us in the Ashes, but thanks to our Nellis and a copy of *EA Cricket 07*, we were able to right this wrong on PS2

THE MILLIONAIRE'S CLUB
Sony pumped out a whopping one meellion PS3s before the end of 2006, which all bodes well for the European launch next month

PSTOAST
Fitting a PS2 inside the casing for a toaster (p14) is nothing short of genius. Ryou-Chan, we salute your skills

IN THE SABER

CANIS CROCKED
If the analysts are right about there being no sequel to *Canis Canem Edit*, we'll be slapping on the black armbands in protest

TA-TA TRAXION
The cancellation of this promising PSP rhythm game brought a tiny tear to the corner of our eye. *Tiny* tear

MAY CONTAIN SPOILERS
Three cheers for Kristen Bell, the lass who's inadvertently ruined *Assassin's Creed* by blurting out the plot (p17). By the way Kristen, if you haven't seen *Sixth Sense*: Bruce Willis is a ghost

GAMES LISTS
Doing a 28-page list of every PS2 game ever. Pity the poor sod (Lee) who had to double-check it all

THE DARK SIDE

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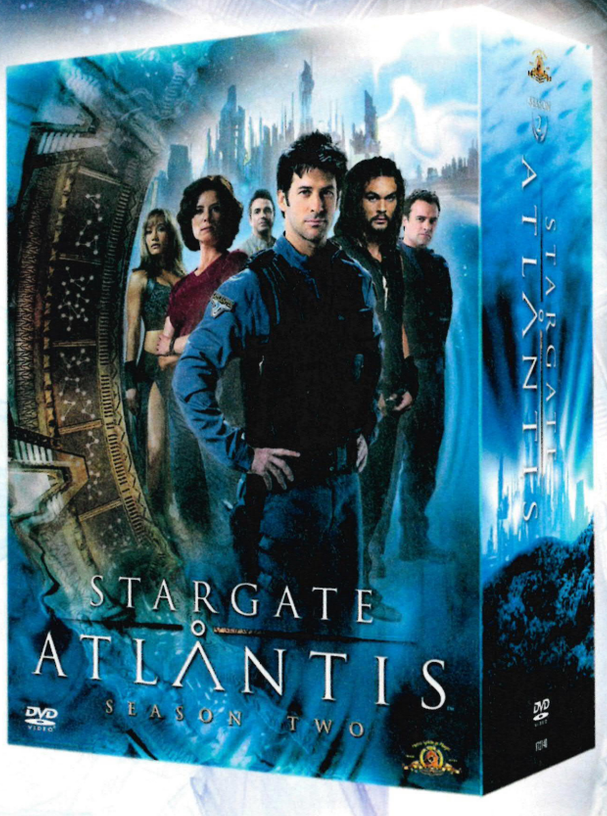
OUT ON DVD FEBRUARY 26



STARGATE SG·1

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monitor

PANNING FOR GAMING GOLD

It's February and romance is in the air at *Official PS2* towers. Not because we're expecting our post sack to be bulging with Valentine's day cards and love-tokens from our loyal readership (although, if you do feel like writing in...) but because the PS2 is looking really rather sexy this year.

How sexy? Just flip through the next few pages and you'll find some of the most attractive, alluring games you've ever seen.

Take *Burnout Dominator* for example: so hot you could put a bikini on it and call it Keeley Hazell. *Brian Lara International Cricket 2007*, *Heatseeker*, *God Of War II*, *Rogue Galaxy* – they're all prettying up the PS2 in the first half of this year, and guess what: they're all previewed right here in Monitor. Checking out this list, we can honestly say we've never been more excited about our little black (or in my case, slim silver) friend.

Further down the line, we've got a couple of next-gen gems to look forward to in *Ghost Recon Advanced Warfighter 2* and *Ninja Gaiden Sigma*, but right now, we've only got eyes for PS2. Oh, and Eva Green in *Casino Royale*, but that's another story entirely...

Andy

Andy Hartup,
News editor

BURNOUT DOMINATOR 028

MIRROR, SIGNAL, SLAM! GET SIDE-SWIPED BY THE BEST BURNOUT YET IN OUR EXCLUSIVE HANDS-ON PREVIEW

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PUBLISHER EA | DEVELOPER CRITERION | WEBSITE WWW.EA.COM

BURNOUT DOMINATOR

PlayStation 2 OFFICIAL MAGAZINE-UK hands on

IT'S BACK, BOOSTED AND BETTER THAN EVER

"It's all about bigger risk and bigger reward!" enthuses *Burnout Dominator*'s product manager as we sit, eyes locked on the screen, boosting past 16-wheelers and New York taxi cabs in the oncoming lane. At least, that's what we *think* he said. To be honest, we were too wrapped up in Criterion's latest creation to listen properly.

Burnout is back and with *Dominator*, the series is speeding towards an all-time high. When EA announced that the new game would represent the 'essence' of the series, alarm bells started ringing in our ears: that kind of talk usually means a game you loved is being rolled out for one more commercial flogging to milk cash from loyal current-gen gamers to fund a next-gen project. But not so with *Dominator*.

Criterion has clearly mused long and hard on what *Burnout* is really about, and has pruned and fine-tuned to make its latest the most streamlined, the most pure game in the series. This is how they've done it...

SLAM, BAM, THANK YOU MA'AM

Wreckage fans, brace yourselves. Sorry, but the crash junctions and traffic-checking mechanics have gone from the game. So if you drive into a car/lorry/van travelling in either direction, you're going to crash.

This is because the focus of *Dominator* has been shifted from causing havoc back to the sort of skilful, dangerous driving the series first became famous for. If you were lucky enough to experience *Burnout 2: Point Of Impact*, you'll know what to expect. Everything in this new game pushes you to show off your skills and pick up points by dodging through traffic, around corners and over jumps while stringing together a series of eye-blistering burnouts.

Oh yes, burnouts. The whole burnout system has changed. Instead of getting a set amount of firey-juice to blast your car around the roads, the burnout meter now refills as you're boosting around the track. Drive recklessly enough by zipping through oncoming traffic and drifting round corners and you'll be rewarded with another boost once the first one's finished. Then another. And another. And another. And so on. In theory, you'll be able to chain together enough boosts to go around the entire circuit.

While you're burning out, any points you pick up are multiplied. So if you're onto your fifth boost in a row, the score you get from pulling off a massive drift or takedown during that boost is multiplied by five.

Dominator also introduces Maniac Mode, which encourages you to clock up as many dangerous driving points as possible within a time limit. Think *Traffic Attack*, but instead of ramming cars you're playing chicken with other motorists and swerving to avoid them at the last minute. Your time gets extended when you hit certain high-scores, so chaining together a massive string of burnouts is essential. It forces you to boost and slide

Take out your opponents to unlock shortcuts on each circuit

Johnny Foreigner still can't see that driving on the left is plain common sense

SMASHING!

Crash breakers, Aftertouch and Takedowns all make an appearance in the new game, so don't think that just because there aren't any crash junctions, there won't be any carnage.

SCENIC ROUTE

Dominator is a more colourful game than *Revenge*. The cityscapes and rural areas have all been given a subtle injection of colour, making the new game ideal for a Sunday afternoon drive in the country.

CAR WARS

All the cars in Dominator are brand new, although there are a few spruced-up versions of returning favourites. Criterion is keeping these under wraps for the moment, but we'd be willing to bet our Ferrari savings account that the F1 car will make a comeback

BURNOUT TAKE-OUT

What to expect from the PSP version

Dominator's portable version has a handful of subtle differences. The tracks and cars will be the same, but the gameplay is being tweaked to suit the PSP's controls, so expect a more sensitive control system. On top of that the game will feature Adhoc WiFi options that let six players duke it out in either races or Road Rage battles, plus downloadable tracks after the game's release.

So far, all as you'd expect. A couple of extra features that aren't so standard include the ability to save your best times and scores to a memory card that you can then give to friends for them to compete against, and the chance to upload your scores to a special worldwide leaderboard so you can see how you stack up against other dangerous drivers around the globe.

▶ wildly on sections of the track where you'd normally take it a little easier, so it's heart-hammering stuff.

BEST OF BOTH WORLDS

Apart from the traffic checking and crash junctions, all the other features from Revenge are there. The main game is still done as a World Tour, so you'll be hopping to a set of brand-new, fictional locations around the globe to race. There are still trophies to unlock, seven vehicle classes to race in, signature takedowns, Road Rage events, Revenge rivals, Aftertouch and Crash Breakers. This really is a 'Best Of *Burnout*'.

However, the team at Criterion haven't just stripped out the old and replaced with the new. Sure, all the content is fresh, from the locations and cars through to the cutting-edge soundtrack which still features more emo, college rock and funky electronica than you can swing a synthesiser at. But even the returning features have been carefully considered and refined.

Take the Signature Takedowns for example. You had to complete these mind-bendingly tough slams to

complete your trophy collection, but they never had much impact on the actual racing. Well, now they do. Bash a rival into a signature sweet-spot in *Dominator* and you'll unlock a sneaky shortcut, which you can then use every time you race on that particular circuit.

The car unlocks have taken on some purpose too. Instead of unlocking increasingly quicker cars as you trundled through the Career mode, you now have to work harder to get the keys to some of the sweeter rides in each class. Certain races will present you with an extra challenge, such as stringing together 10 burnouts in a row or linking up five awesome drifts, which are rewarded with the new vehicle. In other words, you have to work harder and take bigger risks to fill your virtual garage. The final Dominator class races will only open up once you've managed to bag a Dominator class car from one of the extra challenges.

There'll be plenty of single-player content to chew your way through in *Dominator* and some of the races are already feeling like epic tests of concentration. Chaining together incredible boosts for three, two-minute laps is enough to test the driving skills of even the staunchest *Burnout* fans.

This will come at the cost of online play (in fact, this part of the game has been completely removed), but not of the actual multiplayer mode itself. You'll still be able to take on your mates in split-screen and pass the pad around to set times and points tallies on each circuit.

There's also a new option called Record Breaker, which lets you play any game mode on any track you've unlocked. Annoyingly, though, your achievements in this mode won't count towards your overall career, so if you're hankering after a complete set of Signature Takedowns, you'll still need to keep plugging away at the World Tour.

Right now, *Burnout Dominator* is gearing up to be the biggest juggernaut on the PS2's orbital motorway. Even with *God Of War 2* and *Tomb Raider: Anniversary* imminent, we reckon this could be 2007's biggest thrill ride. And the best thing of all? *Dominator* will hit the streets in March, so you'll be in the driver's seat from next month. ■ **AH**

monitor

PlayStation 2 official magazine UK

WITH ITS WINNING FORMULA and fresh approach, this really feels like a 'Best Of *Burnout*', with the flabby bits trimmed off and chucked away by the expert race surgeons over at Criterion.

HOT OR NOT

TEPID	WARM	HOT	BOILING	MELTDOWN

ALSO 1 MONTH AWAY...

PUBLISHER **VU GAMES** | DEVELOPER **KUJU**
WEBSITE **WWW.MACHPSP.COM**

PlayStation 2 official magazine UK **hands on**

M.A.C.H.

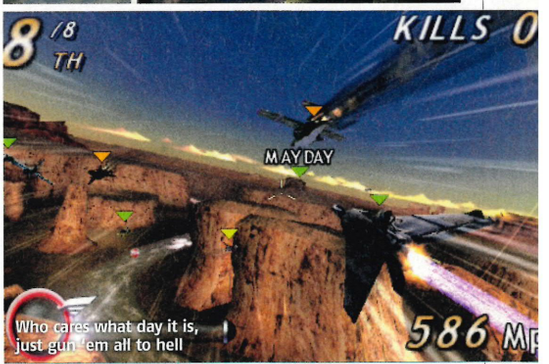
RACES FOR ACES

This is a first: a super-jet flight sim that's also a racing game. Yup, you heard that right – a racing game. *MACH* is a straight split between open dog-fights and kart-style track races that see you blasting around a circuit picking up power-ups and fighting your way across the finish line.

Strangely, it all seems to work. The racing parts feel quick and slick, like a non-futuristic *WipEout*, and the combat sections are solid enough, although no one could call them spectacular.

You can also pimp your plane in a strange homage to *Need For Speed* by buying more aerodynamic wings and aerofoils, meatier engines, and better weapon packages. And if you feel military grey is a little lacking in glamour, you can even paint your jet and plaster it with decals to add that personal touch.

At the moment *MACH* feels like a cheap and cheerful cross between *Afterburner* and *Burnout*, only without any semblance of a coherent plot. That's ideal if you're after a quick fly'n'frag, but at the moment, we can't see enough variety to satisfy healthier aero-appetites. Oh, and in case you were wondering, 'MACH' stands for Modified Air Combat Heroes. ■ **AH**



HOT OR NOT?

Racing with super-sonic jets? It just might work...

TEPID	WARM	HOT	BOILING	MELTDOWN

PUBLISHER CODEMASTERS | DEVELOPER IR GURUS | WEBSITE WWW.CODEMASTERS.COM/HEATSEEKER

HEATSEEKER

REQUESTING PERMISSION FOR A FLY-BY

PlayStation 2 official magazine-UK hands on

We remember the exact moment when we realised that *Heatseeker* was far more than just another *Afterburner* clone or *Ace Combat* wannabe. After learning the basics (movement, shooting, menus) we shoved forward on the right thumbstick and our F-22 Raptor started to scream through the sky. Then there was a dull boom; our pad shook and the edges of the screen blurred as the jet smashed through the sound barrier and into our gaming hearts.

It may be just a small detail, but it's one of a fistful of features that make *Heatseeker* one of the most promising games coming to PS2 in the first half of the year. Climbing into the cockpit doesn't make you feel like a nerd with an aero-fetish: it makes you feel like a tobacco-chewing, Aviator-wearing hero (even though that hero is callsigned, ahem, Downtown). Everything in the game is geared towards helping you knock as much out of the sky or blow up as much on the ground as you can in each 20 or 30-minute mission.

AIRY-TALES

There are four locations in the game, each one offering either four or five missions. Each mission sees you completing a handful of varied tasks, which mostly involve incinerating stuff with missiles, pounding stuff with bombs and lacerating stuff with guns, all while careening around the ops area like a frenzied bluebottle.

The plot is the usual macho stuff about protecting the world from evil dictators and rogue factions (yawn), and the voice acting and script leave plenty to be desired – and yes, we've been assured that it wasn't placeholder stuff that we heard. Happily, the actual gameplay saves the day.

You can choose from a wide selection of real-world jets, ranging from classic F-15s and F-16s to Lockheed stealth fighters and some of the more unusual MiGs, and then arm each one with a variety of weapon packages that you unlock as you play through the story. Once in the skies, you dogfight with up to 10 enemies at a time, scan targets for hidden cargo, provide support for friendly units and even deploy a nuclear warhead. Realism has been kept to a bare minimum – we're fairly certain real planes don't have unlimited missiles or health gauges – and the controls are truly simple.

Movement is handled entirely by the left thumbstick. You can increase altitude, roll to the sides, and after a couple of seconds of inactivity, your jet will level itself out automatically. Easy. Throttle is assigned to the right stick, which you use to boost and brake.

Hardcore *Ace Combat* fans will probably scoff at the lack of precision in *Heatseeker* but to us the game feels natural and easy to just pick up and play. Even if you've never touched a plane-game in your life, half an hour with *Heatseeker* is enough to make you feel like Doug Masters in *Iron Eagle*.

WING AND A PLAYER

Among the other great features that *Heatseeker* brings to the table is ImpactCam, which gives you a *Burnout*-style slow-mo replay of your more spectacular kills. Nail an enemy pilot with an S-RAM missile from close range and you'll be treated to a cut-scene of his plane detonating into a ball of fire and scattering its parts.

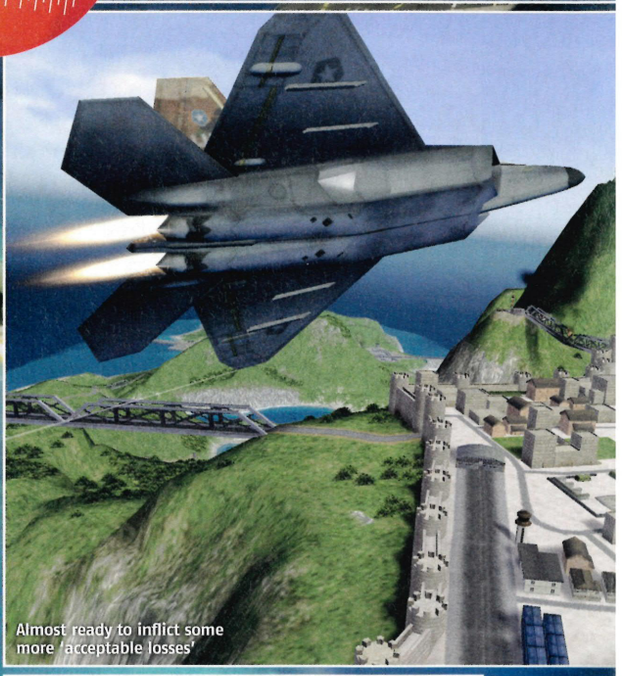
Good as it is, we felt the ImpactCam broke up the action too frequently: when you're engaging a squad of enemy MiGs it's annoying to have your fighting rhythm disrupted by a barrage of flashy cut-scenes. Similarly, you might find yourself smashing into a mountainside nose-first if you're treated to an ImpactCam moment just as you're trying to pull away from danger.

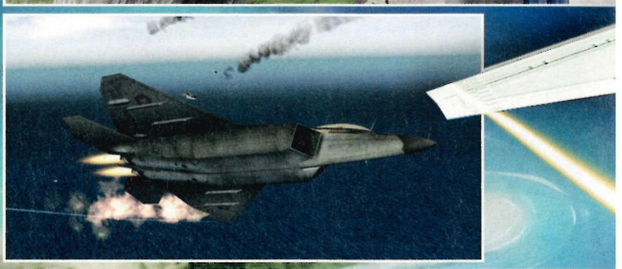
A particularly well thought-out feature is the ability to evade attacks by pushing certain buttons when you come under threat, like the quicktime moments from *Resident Evil 4*. If you're being tracked by a missile you can tap L2 and R2 together to deploy chaff, or slam both sticks forward to execute an evasive loop-da-loop.

Your enemies can pull off the same manoeuvres, though, so don't expect dogfights to be a simple case of training your reticule over a tiny black blob on the horizon. *Heatseeker*'s unfriendly AI pilots are already smart enough to survive the majority of missiles hurled at them, and we reckon they're only going to get wiser between now and March, when the finished version will land on shop shelves. ■ **AH**

Bomb those trees! Bomb them! For they are evil

We don't care how macho the pilot is; that's gotta hurt


Almost ready to inflict some more 'acceptable losses'



monitor PlayStation 2 official magazine UK

WITH ITS SLICK controls, natural-feeling gameplay and intense dog-fight action, *Heatseeker* has already discovered a warm place in our hearts. Smoke us a kipper, we'll be back for breakfast.

HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN

CALL ME...DOWNTOWN?!

Think 'Downtown' is a lame handle for a flyboy? Roger that. Here are some more of the worst callsigns ever

CALLSIGN: Goose IN: *Top Gun*
RUBBISH BECAUSE: While his mates got cool names like Maverick, Iceman and Hollywood, poor old Anthony Edwards had to put up with being named after a fat gobbling bird. Even Kelly McGillis' callsign (Charlie) had more credibility.

CALLSIGN: Wash Out IN: *Hot Shots*
RUBBISH BECAUSE: Okay, we know this one is a deliberate take on the names from *Top Gun*, but it's the lamest of the bunch. Dead Meat and Mail Man are only semi-decent, too.

CALLSIGN: Pixy IN: *Ace Combat Zero: The Belkan War*
RUBBISH BECAUSE: Do we really need to explain why Pixy is a poor choice for a manly man of air combat?

CALLSIGN: Chappy IN: *Iron Eagle*
RUBBISH BECAUSE: Of all the names this retired ace from the 80s could have plumped for, he settled on one that sounds more like a dog food than a battle-hardened pilot.

ETA 1 month
Mar 2007

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PUBLISHER **SEGA** | DEVELOPER **SEGA** | WEBSITE **WWW.SEGA.COM**

VIRTUA TENNIS 3

ONE BIG HIT AND QUITE A LOT OF MISSES

If you go back through the history of games, you'll find that it all starts with a game called *Pong*. It had monochrome graphics and an embarrassingly facile (by today's standards) concept. We're by no means the first to point out its similarity to tennis games. It's funny, because *Virtua Tennis 3* on PS3 does very little more than a game that came out in 1972. You might think that a bit flippant, but *VT3*'s addictive gameplay comes from its simplicity – best illustrated in the PSP version, where three shot buttons and the D-pad are sufficient to pull off hundreds of shots. In the sense that Sega has successfully transferred the *VT* formula onto PS3 with higher-res graphics, it's job done.

PlayStation 2 official magazine-UK hands on

A TOP SEED?

The problem is a lack of ambition. The presentation is awful – just because this is an 'arcade game' by nature doesn't mean that you can get away with incessant college rock music playing over the top of matches or terrible voice samples that have all the women tennis players repeating an identical high-pitched "oooh" every other shot. If it were us we'd have used the PS3's power to create 67,825 separate female grunts and squawks and stuck it on the back of the box as a selling point.

And while the character animation is decent enough, why are the facial likenesses so poor? Why has Lindsay Davenport got ginger hair? Why does Maria Sharapova have porcelain skin? Why are all the tennis players' skills lazily summed up in a single phrase such as 'hard-hitter', 'strong forehand' or, worse, 'various shots'? Why does Amelie Mauresmo's ponytail move with elegant fluidity in-game, yet appear to have been carved from mahogany when viewed in a cut-scene? And why are all our examples about women? This is supposed to be next-gen. If EA made tennis games, with its impressive next-gen likenesses and encyclopaedic stats, *Virtua Tennis* would surely look decidedly amateurish. Having said that, they'd probably mess up the gameplay.

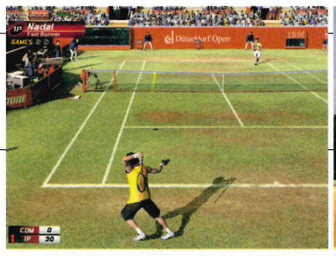
So it's the simplistic, satisfying controls that we know and love that keep us playing – something achieved on PSP, Dreamcast and an arcade cabinet in 1972. PS3 brings nothing new to the party. Well, that's a lie. We forgot to mention the hastily thrown-in and hacked-together sixaxis control system that makes the gameplay an exercise in frustration. The core game is the zenith of videogame tennis, but the PS3 has had nothing to do with it. ■ **GW**

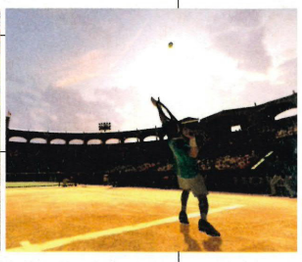
monitor — PlayStation 2 official magazine-UK

VIRTUA TENNIS 3 adds nothing new to the basic elements of the series that already make it the best tennis game out there. We say get it on PSP instead and wait for a truly next-gen tennis game to emerge

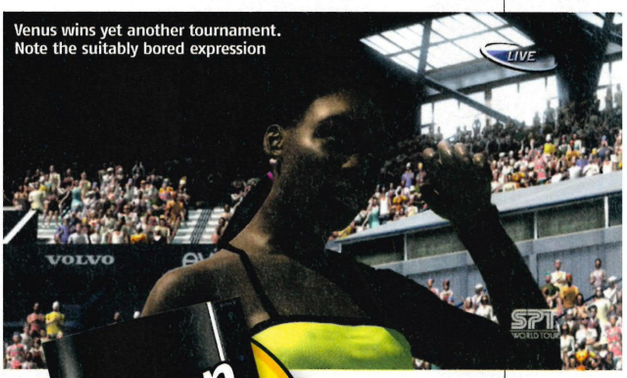
HOT OR NOT?

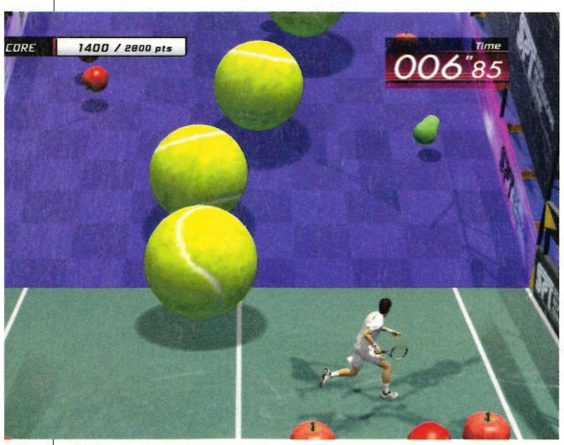
TEPID | WARM | HOT | BOILING | MELTDOWN

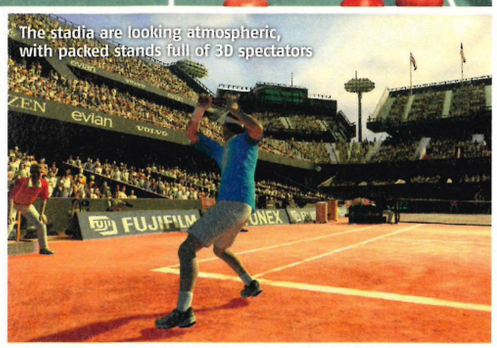




Arcadey mini-games break up the big tournament action


Venus wins yet another tournament. Note the suitably bored expression




The stadia are looking atmospheric, with packed stands full of 3D spectators

It's on PS3

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PUBLISHER UBISOFT | DEVELOPER UBISOFT MONTREAL | WEBSITE WWW.TMNTGAME.COM

TEENAGE MUTANT NINJA TURTLES

CAN YOU TERRAPIN YOUR HOPES ON THIS ONE?

Superhero stories don't get much weirder than that of the Teenage Mutant Ninja Turtles. The vigilante reptiles (who are all named after legendary renaissance artists) were created after four baby turtles were dropped down a grate into the New York sewer system by an irresponsible owner.

They came into contact with a barrel of biohazardous waste (which we hope is not the sort of thing you usually find in New York's sewers), were taught martial arts by a giant rat (which probably is), developed a penchant for pizza and became the sworn enemy of a rogue ninja called Shredder.

From such a strange seed a mighty legacy has grown, which includes three 'men in rubber suits' movies, more cartoons than you can shake a nunchaku at and even a handful of pop, ahem, hits. Oh, and more sub-standard games than we can count. But that was the old TMNT. The franchise is being pulled kicking and screaming into the 21 century with a new CG film and a game to go with it.

Thankfully, though, it's more than just a cheap tie-in. *Teenage Mutant Ninja Turtles* the game was crafted at Ubisoft's Montreal studio by the same bunch of people who worked on *Prince Of Persia*, and it shows.

PICKING THE POCKETS OF PRINCES

In the first scene of the game that we were let loose on, we had Leonardo (the one with the blue bandana and dual katana swords) sprinting along the skylight-smattered rooftops of downtown NYC. We immediately noticed how smoothly he runs, jumps and clambers around the scenery. Almost every wall, chimney and ledge can be leaped on or run down, making the platform sections of the game feel very much like the palaces and city streets of, yes, *Prince Of Persia* - but with more McDonalds advertising and overflowing bins.

In fact, *Turtles* has borrowed almost every trick in the Prince's repertoire. Your heroes in a half-shell can wall-run, hang off ledges and leap back and forth down alleyways to reach higher platforms. It's all very slick and quick, and the progression through these rooftop levels feels incredibly satisfying.

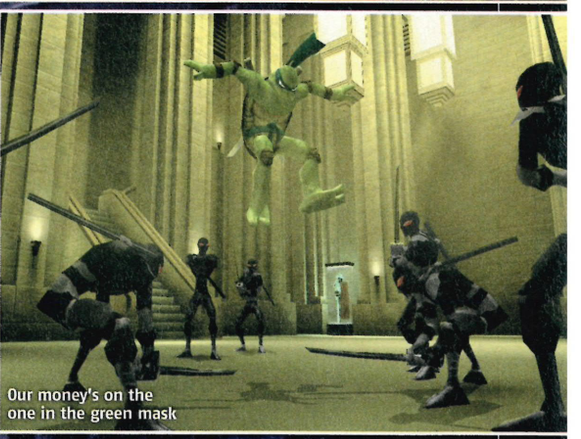
Well, most of the time, anyway. Our only concerns at this stage are that the controls are still in need of a little polish, and the actual platforming can be twitchy, but this is something that's certain to be fixed before the game hits shelves next month.

Once the freerunning is over, you're thrust into a fight against a horde of angry robot ninjas. Weapon attacks are currently mapped onto ◎, with △ reserved for a quick kick. Blocking is assigned to all four shoulder buttons, but as with most kung-fu action games, it's virtually redundant. We're guessing you'll have to learn how to block as you reach the tougher levels and more demanding boss fights, though.

Although the attacking starts off simple as well, you'll be forced to get a little more tactical when your screen gets choked with black-robed bad guys. This is where tag moves

Kids: doing this to a real-life turtle is bad

The game was made by the *Prince of Persia* team, and it shows


Our money's on the one in the green mask

come in. You can switch between turtles during most fights by tapping ◻, and this means you have the option of keeping enemies at a distance with Donatello's bo staff, or getting up close and personal with Raphael's twin sai knives. There are a few occasions when you're forced to stick to one character, but it doesn't happen too often.

One of the best features of the combat is the ability to pull off tag moves. Holding down the square button for a couple of seconds will unleash a special move that sees your current character and one of his reptilian cohorts combining their powers to wipe out any enemy who's unlucky enough to be in range. Each combination of turtles comes with a different move. For example, Donatello will swing Michelangelo around on the end of his staff, creating a whirlwind style attack for a few seconds, whereas Raphael and Leonardo smash their blades together to send out forks of lightning at their opponents. Not only are the tag moves effective, they look great too, and this really makes you feel like part of a crime-fighting team even though you're blasting through the game all on your lonesome.

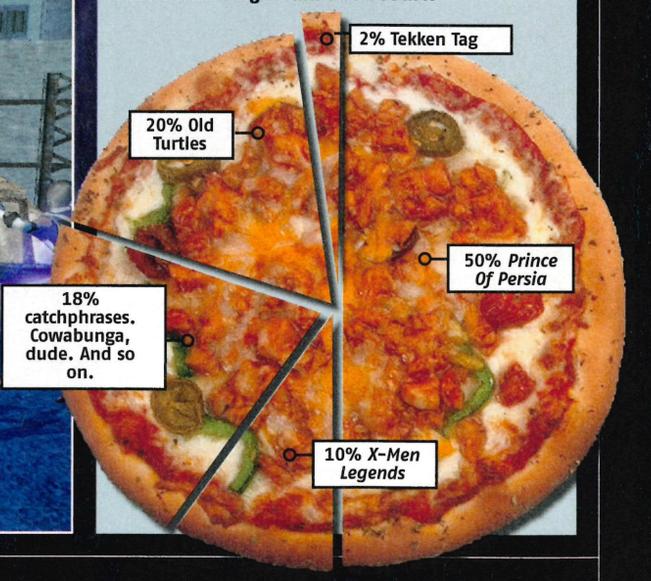
TURTLY ALONE

You don't have much choice in that regard, however. It seems a strange decision considering the subject matter, but *Turtles* is a single-player only game. The developer has clearly looked for ways to create a team dynamic in the single player, an example being that during the

Tag moves such as this one by Raphael and Donatello unleash extra power

IF THIS GAME WAS A PIZZA

...these are the ingredients that'd be in it



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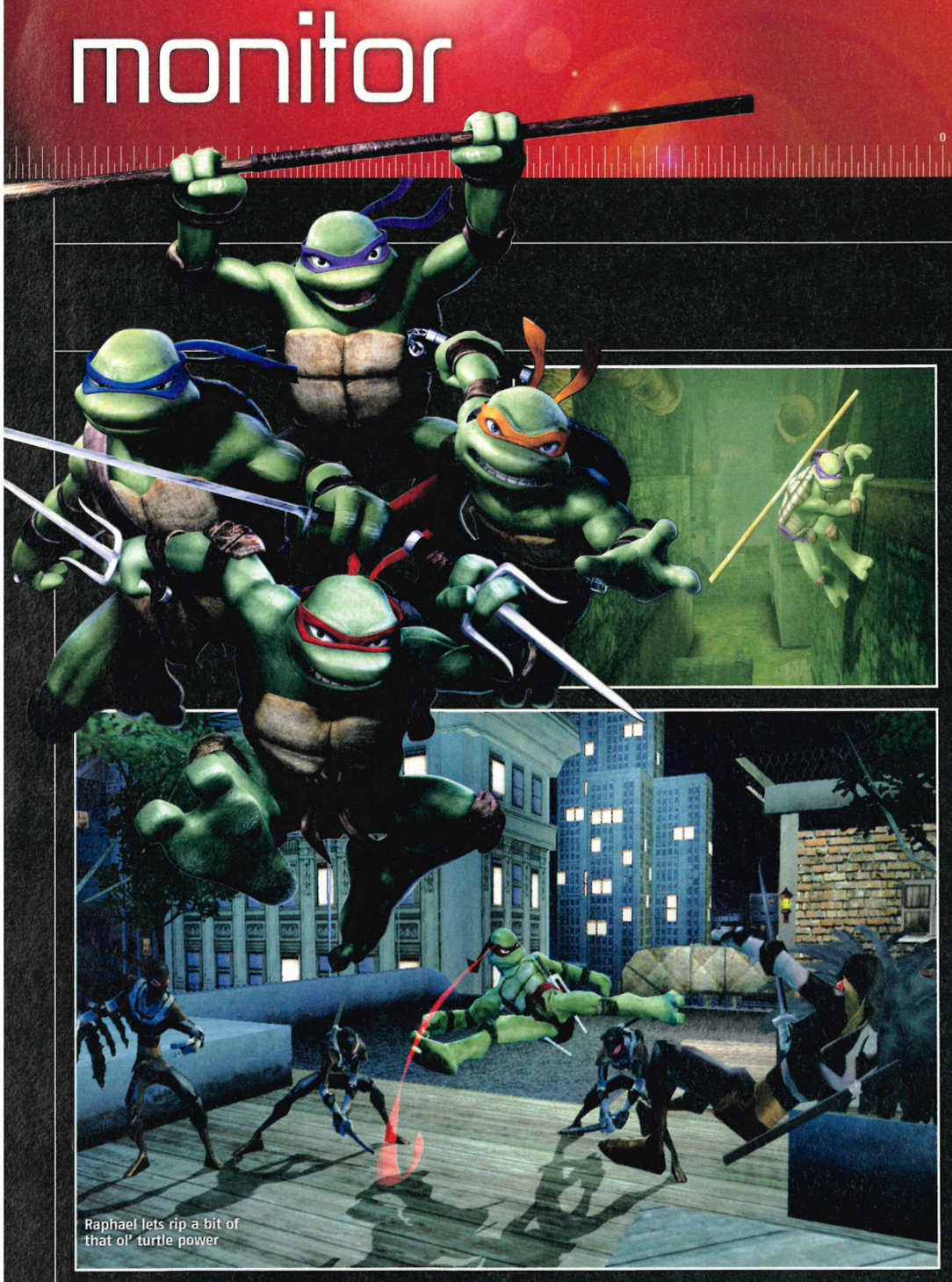
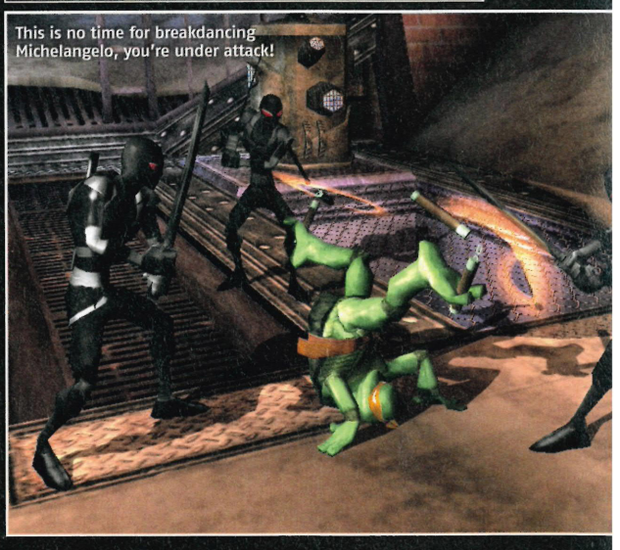


Raphael lets rip a bit of that ol' turtle power

Donatello and Michelangelo do their tag move thang



This is no time for breakdancing Michelangelo, you're under attack!

FEEL SPECIAL

The old turtles have learned some new tricks

One of the more unusual features of this *Turtles* game is that each character has a unique power that you'll have to break out to get past specific scenarios in the game. Sound a bit vague? Here's an example of how it works. During one level where you're in the sewers (surprise, surprise) you'll come across a grate that blocks your progress down the cack-ridden tunnel. To get through, you're told to switch over to Leonardo and use his special ability, which is mapped onto the R1 button. For a reason that's never explained, Leonardo is able to pass through objects, Soul Reaver style, enabling him to access the next area. Spooky.

action sections, if your character gets all his health beaten away, a fellow turtle will drop in and nurse him (something you can speed up by hammering the ⊗ button as quickly as possible). But it's a poor substitute for multiplayer action: a feature that really should make it into a game that focuses on a villain-busting *team* of superheroes.

The lack of multiplayer will probably be missed the most during boss fights. The one we tackled saw the team of turtles taking on a giant blue gorilla, which was packing all the heavy-handed attacks and rage-fuelled rushes you'd expect from a hulking end-of-level boss. It wasn't much of a struggle to take the beast down, but once again, we're expecting much tougher, more elaborate, boss-fights during the later levels of the game.

Turtles is probably best summed up as *Prince Of Persia* Junior. The fact that it's so simple and easy to play will make it a hit among younger gamers as well as the nostalgia-hunters looking for their next fix.

Most importantly, though, it's already leaps and bounds above every other *Teenage Mutant Ninja Turtles* title to stink up the PS2, and there's still a month of development time left for the team over at Ubisoft Montreal to add even more turtle power. ■ **AH**

monitor — PlayStation 2 Official Magazine UK

OKAY, SO IT SHAMELESSLY robs from *Prince Of Persia*, but the end result is shaping up to be not only a half-decent movie tie-in, but also one of the most exciting kids' games of the year

HOT OR NOT

TEPID	WARM	HOT	BOILING	MELTDOWN

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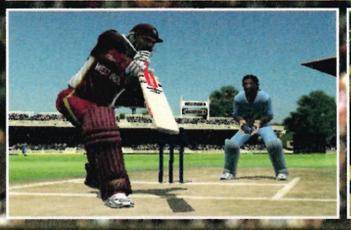


PUBLISHER **CODEMASTERS** | DEVELOPER **CODEMASTERS** | WEBSITE **WWW.CODEMASTERS.CO.UK/GAMES/?GAMEID=2073**

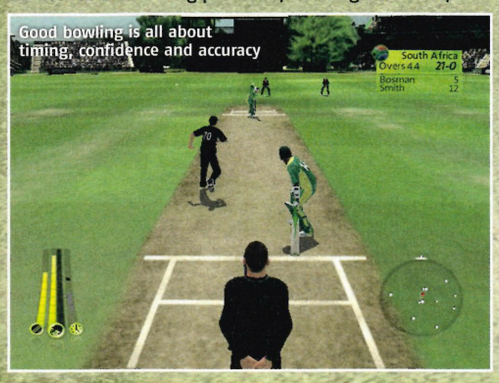
PlayStation 2 Official Magazine-UK **hands on**

BRIAN LARA CRICKET 2007

THE ASHES ARE SO LAST YEAR. IT'S ALL ABOUT THE WORLD CUP NOW

One of the more curious criticisms levelled at EA's *Cricket* series is its lack of accessibility for the so-called 'casual' gamer. Well, pardon us, but there's no such thing as a 'casual' cricket fan.

It's a brilliant sport – the original real-time strategy game – and EA's *Cricket* is a cracking interpretation. But if you don't get it, you don't get it, and only a concerted effort (watching a Test series while continually asking questions to those in the know about the ridiculous names for the fielding positions, bowling deliveries, batting strokes and so on – or, more painfully, listening to everything Geoffrey Boycott has to say) is going to help you fully appreciate what's going on.



Good bowling is all about timing, confidence and accuracy

That said, while EA has forever bowled a consistently hardcore line and length, the *Brian Lara* series, now in its third visit to the PlayStation crease, has always managed to deliver a more friendly, inclusive sim. *2007* is no exception. While *Cricket 07* offers nothing save a pair of far-from-useful instructional videos, *Lara* attempts a full-on bat-and-ball education with a 20-point Tutorial mode and comprehensive glossary of terms. Eurogamers *will* be pleased.

That's not to say it's a lightweight affair, mind. The team at Codemasters are addressing the multitude of problems that caught out 2005's surprise smash hit, and on the first inspection we've found it to be a far deeper, more enjoyable and well-rounded knock.

Due for release in March, nicely coinciding with the ICC Cricket World Cup, the game is resplendent in official licences, from players and competitions to stadiums, Hawkeye and Wisden-authenticated statistics. Although they're no match for EA's title, there's enough to keep fans happy. Indeed the overall presentation has been spruced up: most notably the player models, which now bear a decent resemblance to the actual players.

Out in the middle things are much as they were last time, but with all areas of play tightened up to make for a more authentic cricketing experience. For example, the condition of the ball deteriorates and affects its movement, as do the weather conditions and time of day. There are four difficulty settings, with more pronounced variables on offer for each and it's generally more of a challenge than last time. There's a greater degree of control when batting, with the analogue stick offering some 16 different strokes, and likewise you feel more in control when bowling.

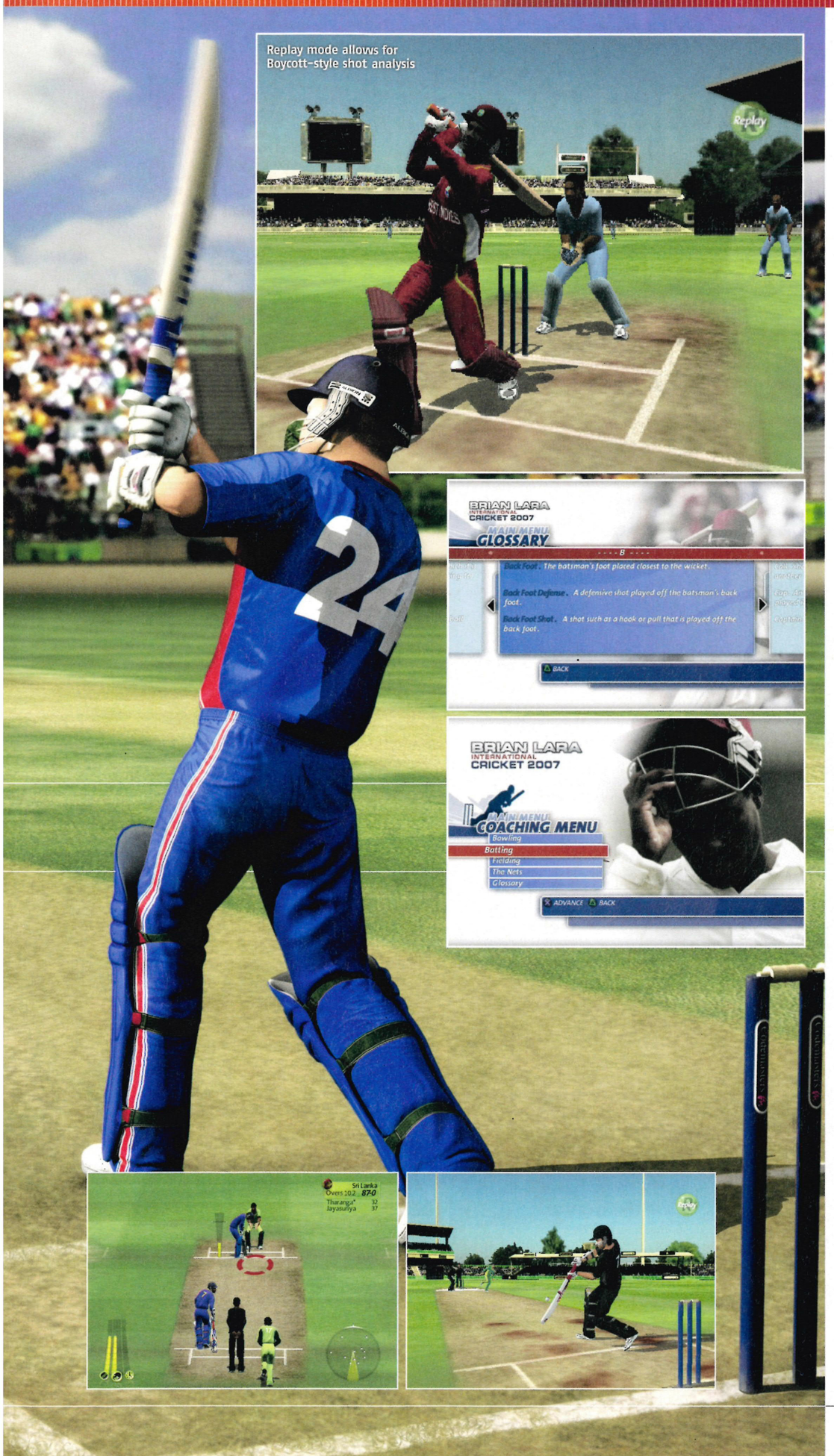
We're very much looking forward to reviewing the finished version next month. We're not looking forward to watching England getting beaten by Canada in the real World Cup. ■ **NE**

monitor — PlayStation 2 Official Magazine-UK

MORE ACCESSIBLE THAN EA's delightful but somewhat dry and difficult offering, *Brian Lara 2007* sees many of the flaws that niggled in *2005* addressed, and is looking all set for another fine innings

HOT OR NOT

TEPID	WARM	HOT	BOILING	MELTDOWN

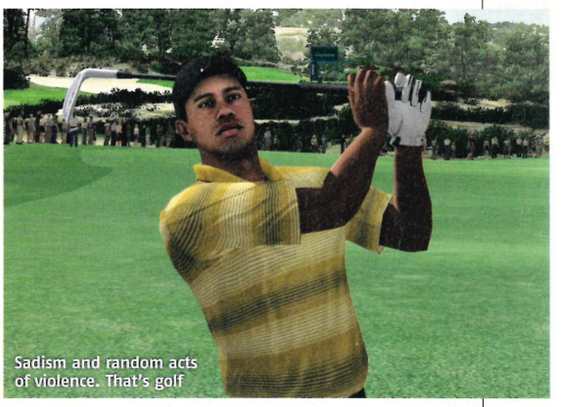


ALSO 1 MONTH AWAY

PUBLISHER **ELECTRONIC ARTS** | DEVELOPER **EA SPORTS**
WEBSITE **WWW.EASPORTS.COM/TIGERWOODS07**

TIGER WOODS PGA TOUR GOLF 07

SHOUT FORE! OR DON'T, FOR MORE FUN

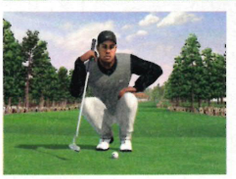

Sadism and random acts of violence. That's golf

Next-gen golf, and all we've done for the past 20 minutes is hit the ball at the crowd. Incredibly, there's more than one injury animation! They fall to the grass clutching their legs, stomachs, arms and, ahem, 'golfballs'. And we laugh contentedly. In fact, there's quite a skill to working out the required height and distance to cannon a shot into their faces.

Yes, there is a point to this blatant disregard for golfing etiquette (other than sadism). It's the little details that count in a game such as *Tiger Woods*, which, aside from a HD makeover and some cleverly integrated online options, is difficult to improve upon.

In a world where your stock environment is mostly grass, sand, foliage and water, subtle improvements edge *Tiger* ever closer to photo-realism. Of particular note are the shadows cast on the greens by trees, an above-average water effect and grass that appears to be made up of individually rendered blades instead of a flat texture. Otherwise, the tactile analogue swing system remains untouched and, although we've yet to play very deep into the online modes, we're already impressed by the daily tournament option.

So, is PS3 *Tiger* the ultimate version of the series? Not quite. You can't put a ball through the glass of the side buildings at the famous St Andrews course. It's all about those little details, see. ■ **GW**



HOT OR NOT?

The first stage of *Tiger*'s next-gen cub

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

It's on PS3

PUBLISHER UBISOFT | DEVELOPER UBISOFT MONTREAL | WEBSITE HTTP://GHOSTRECON.UK.UBI.COM/

GHOST RECON ADVANCED WARFIGHTER 2

PlayStation 2 Official Magazine-UK new screens

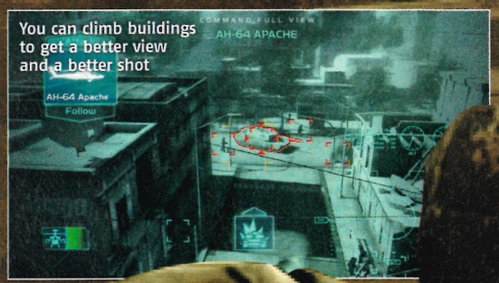
CLANCY'S SECOND *GRAW* DEAL

Put aside your prejudices about *Ghost Recon*'s patchy service record on PS2. Forget the series' annoying habit of lurching from the highly playable to the downright pathetic, because this next-generation incarnation is as much about rejuvenation as it is innovation. This is a title whose time, and the technology it needs to be credible, believable and beautiful, has finally arrived.

Despite its plot being the usual high-tech hokum about nuke-armed terrorists, it already feels utterly real. Oh, and it looks as stunning as if God himself had Photoshopped it. Self-shadowing, ambient occlusion, high dynamic range lighting, ever-changing weather, a realistic day/night cycle and volumetric smoke effects – all these words mean something to someone, but for the rest of us they simply ensure that everything you see in *GRAW2* looks and behaves just as the real thing would.

The basic mechanics of this team-based shooter remain the same: you command three soldiers, each with the intelligence to use cover and a burning desire to kill anyone whose banner isn't spangled with stars. But the technology, both on-screen and inside the beast, has changed everything. Instead of being funnelled along a linear tunnel, relying on reactions as snipers pop up, you can pick out targets with HD-powered-precision, peer into the HDR-lit gloom and use info garnered from drones to outflank intelligent foes.

Your Cypher picks out targets while you keep your head down



You can climb buildings to get a better view and a better shot

SIGHT FOR GRAW EYES

The key to this new style is the refinement of the Cross Com, a high-tech extension of your HUD that lets you not only command your grunts and call in air strikes but also see what other units do via a picture-in-picture view. It even streams real-time clips and maps, thus replacing those formerly ubiquitous cut-scenes. It's clean, clear and effective enough to make you forget (and possibly even forgive) all of those years of fumbling to issue simple orders to even simpler soldiers.

This all might sound familiar to anyone who's encountered the first *GRAW* on Xbox 360, but there are significant differences. Jet fighters have been added to your supporting armoury and, along with Apache helicopters and Bradley APCs, they can be sent to assault enemy foxholes or fortifications. And now, providing both portable cover and extra firepower is the MULE, a six-wheel automatic piece of artillery. Also new is the location, for whereas the original was set in Mexico City, this sequel crosses the border into the USA and mixes close combat in built-up areas of Texas with forays into the mountains and sparse deserts of Mexico.

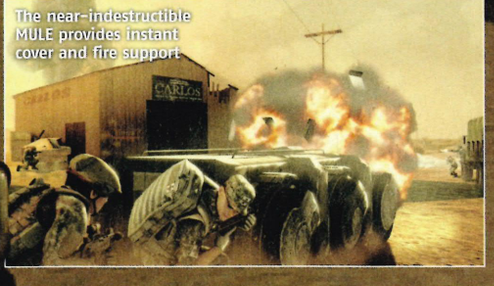
Meanwhile, a few aspects have gone AWOL from the original Xbox 360 version: in particular, the numerous bugs, flaws and downright disastrous crashes that sometimes saw the game fall over and burst into flames. But as we said, forget about what's gone before, because this time Ubisoft look set to get it right. The right game on the right console. **AC**

monitor — PlayStation 2 Official Magazine UK

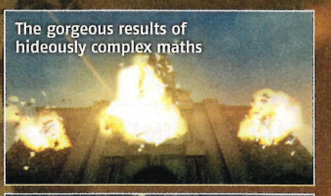
***GRAW 2* HAS BEAUTY,** gadgetry, intelligence and violence and what's more, it finally has the technology to match the tactics. This, plus the promise of online Warfighting, should make PS3 a much happier hunting ground.

HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN

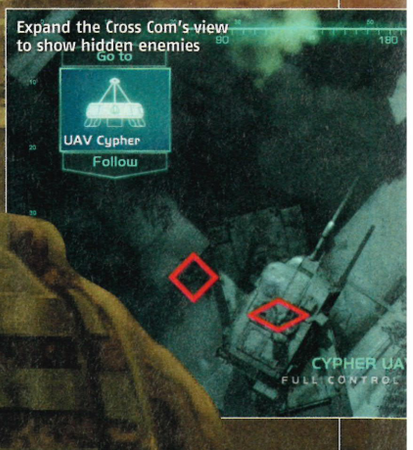

The near-indestructible MULE provides instant cover and fire support

A new medic class can heal mid-battle, softening the previously high difficulty level

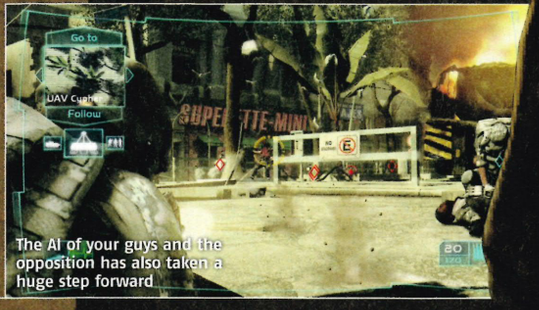


The gorgeous results of hideously complex maths

Texas hosts the city locations but here we're in a deserted Mexican town



Expand the Cross Com's view to show hidden enemies



The AI of your guys and the opposition has also taken a huge step forward

PlayStation 2 Official Magazine-UK new screens

PUBLISHER **SONY** | DEVELOPER **SCEA SANTA MONICA** | WEBSITE **HTTP://US.PLAYSTATION.COM/CONTENT/OGS/SCUS-97399/SITE/MAIN.ASP**

GOD OF WAR II

THERE'S ONLY ONE THING TO DO AFTER DEFEATING A GOD: BECOME ONE AND GET ANGRY

If you think our post-9/11 generation suffers from anxiety issues, be glad you weren't knocking around in the Ancient Greeks' day. Then, apparently, people generally thought your average gust of wind was likely to be a bored deity come to destroy homes, livelihoods and dash out the brains of minors in a particularly brutal manner. Thus the tragic plot of the original *God of War*, which involved the pantheon teasing, double-crossing and generally toying with a mortal to a level we haven't seen since John McCririck had his Diet Coke confiscated on *Celebrity Big Brother*.

This time around, our boy Kratos still isn't off the hook. He must absolve himself of his crimes against humanity by changing fate itself (and even by videogame standards, that's a lofty goal).

Game director Corey Barlog and his team know that the finest feature of the original was the move-set combined with the bestiary of monsters, each of whom required different button combos to defeat. So *God of War II* enhances this feature threefold. Boss battles will feature even more heavily and, along with some superb screen-filling end-of-level encounters, more intricate mini-boss battles will spice up the journey.

New creatures we've witnessed include regenerating skeletons (Ray Harryhausen-style), imps that can mount larger creatures to cause you additional suffering and the magnificent three-headed guardian of Hades, Cerberus. Best of all are the cyclopses, if only because you can climb these classical monsters and pluck out their eyes in a particularly nasty killing move.

But the first *God of War* was also a subtle game, its level design departing from tradition by containing many interactive features and folding in on itself like an intricate Escher puzzle. This sequel will be no different and we will be able to view levels both old and new from different perspectives. It gives a sense of familiarity but without repetition or endless backtracking – very clever.

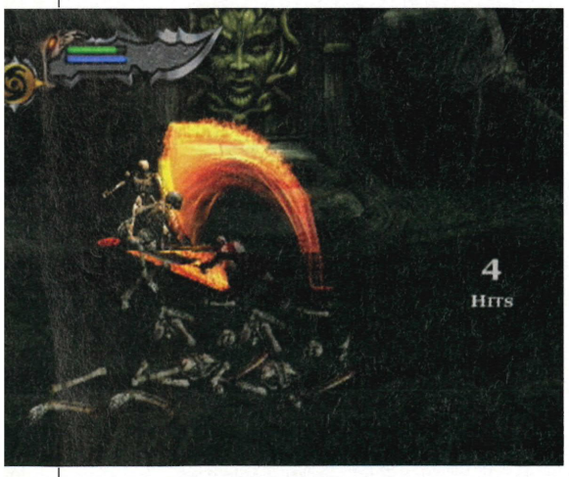
There's a special finishing move for each type of baddie

GOD ABOVE

The biggest difference between playing this game and its predecessor is that Kratos can now take to the air. Gameplay footage shows him leaping onto the backs of griffins and severing their wings. It's also rumoured that Kratos will receive a special item called the Icarus Wings, allowing him to hover and get involved in some spectacular aerial combat.

The *God of War II* team won't reveal everything, however. Although we've been told about new magic and weapons they are being coy about the details. We know Kratos will start off with the new Blades of Chaos that were bestowed upon him at the climax of the original. We also know that missile spells will feature more heavily: a Spirit Bow and an ice spell give the player fearsome projectiles, clearly something to savour and add greater tactical nuance to battles.

We've been monitoring *God of War II* for a long time and everything we've seen to date confirms our suspicion that this could be the finest action adventure ever to grace a Sony console. ■ **MW**



monitor PlayStation 2 Official Magazine UK

GOD OF WAR II is as bloody as its first incarnation, but there's more to it than a claret-fest: the depth of gameplay and sumptuous screens scream quality through and through. It's bloody brilliant.

HOT OR NOT?

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

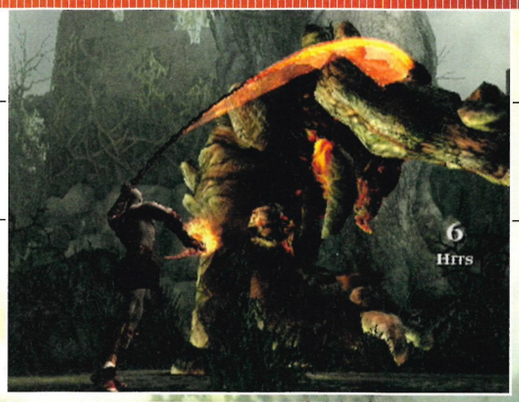
CRIME AND PUNISHMENT

In tribute to Kratos and his 'problematic' relationship with the gods, here are three of our favourite brutal punishments from Greek mythology

STONER Corinthian king Sisyphus thought he was the cleverest man alive, and that enraged chief god Zeus no end. As punishment, Sisyphus was condemned to roll a rock up a hill for eternity. Whenever he reached the top the rock would evade his grasp and fall back to the bottom again. This is the origin of the phrase 'clumsy bastard'.

PECKER For stealing fire from the gods, Prometheus was carted off and tied down to mount Caucasus, where eagles were instructed to peck out his liver for 30,000 years.

MINGER Medusa was originally a beautiful nymph but a quickie with Poseidon in Athena's temple put paid to that. Athena was so enraged that she turned the nymph's hair to snakes and made her face so ugly it could turn men to stone. The moral of the story: never shag in church.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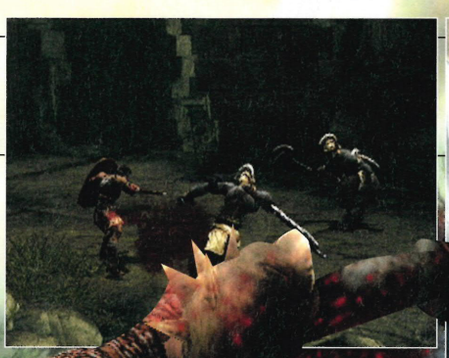

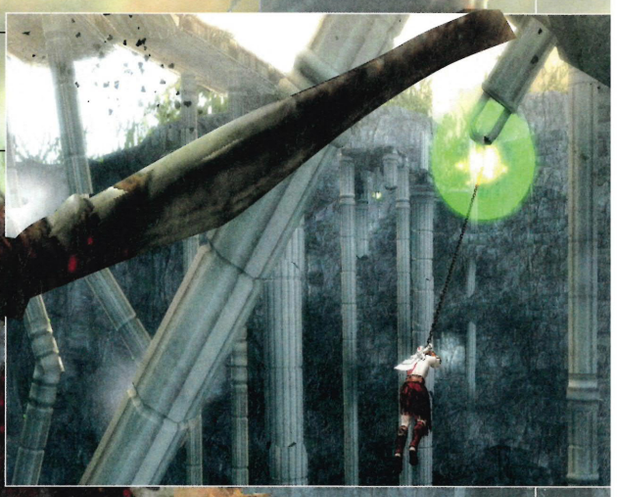

Like the original, violence is mixed with good looks

New foes include imps that ride atop bigger monsters

Just think of how much Pedigree Chum he must go through every week
4
Hits

It's on PSP

PUBLISHER **SEGA** | DEVELOPER **PLANET MOON STUDIOS** | WEBSITE **WWW.SEGA-EUROPE.COM**

AFTER BURNER: BLACK FALCON

PlayStation 2 Official Magazine-UK new info

GOT A THRUST FOR LIFE?

Black Falcon is the most unrealistic flight game ever (in a good way). There are no take-offs, landings, or dull flight-path following; just the sort of pure air-to-air combat that makes it feel more like a plane-themed, third-person shooter, set 5,000ft above sea level. You'll rack up hundreds of kills per level as you blast your way through entire armies of enemy fighter pilots, warships and anti-aircraft placements.

The carnage is loosely tied together by an overarching plot. A terrorist organisation calling itself *Black Falcon* has robbed 13 top-secret jets from a government hanger, and as an ace pilot, it's your job to hunt down the merchandise and destroy it. Simple. This means that once you reach the end of each stage, there's a showdown between you and one of the stolen jets – an airborne boss battle if you will. Like we said, *After Burner* steers clear of realism.

PRETTY FLY

The only real slice of authenticity in *Black Falcon* is the licensed planes. There are 19 in total, ranging from the classic F-18 through to the cumbersome, but weapon-crammed, A-10 Thunderbolt. However, each one can be pimped out and modified. You can upgrade the engines, tinker with weapon set-ups and spray-paint logos and motifs onto the bodywork: ideal if you're planning to make use of the game's multiplayer content.

Both co-operative and adversarial play is planned for *Black Falcon*, so start scheduling your WiFi gatherings now. Although Sega won't mention specifics such as the number of players and exactly how the co-op wingmanship will actually work, it has hinted that the multiplayer will be something special. Hopefully, Sega will come good on these claims when *After Burner* gets permission to land on handheld this April. ■ **AH**

monitor — PlayStation 2 Official Magazine-UK

SUPER-SONIC JETS are hot right now, and this looks like the pick of a pretty decent bunch on PSP. Sega should have some nice multiplayer surprises up its sleeve to get this one off to a flying start

HOT OR NOT?

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

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Gabe Newell on Valve's unstoppable new empire and Half-Life's irresistible future

THE NEW REPUBLIC

Bioware unveils Dragon Age, an epic RPG which leaves the tabletop behind

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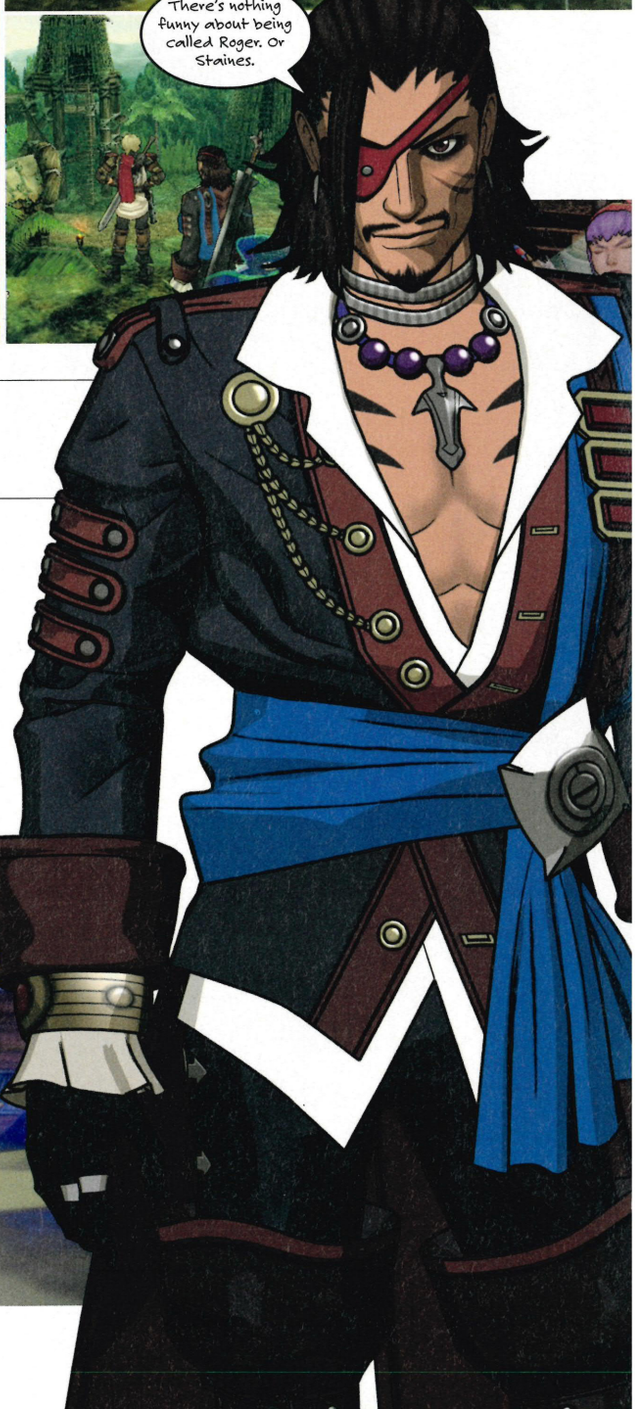


PUBLISHER **SONY** | DEVELOPER **LEVEL 5** | WEBSITE **WWW.US.PLAYSTATION.COM/CONTENT/OGS/SCUS-97490/SITE/**

ROGUE GALAXY

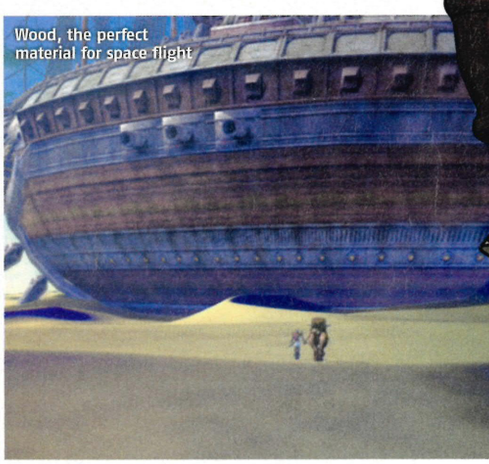
AN ORPHAN, TWO ROBOTS AND A SPACESHIP. SOUND FAMILIAR?

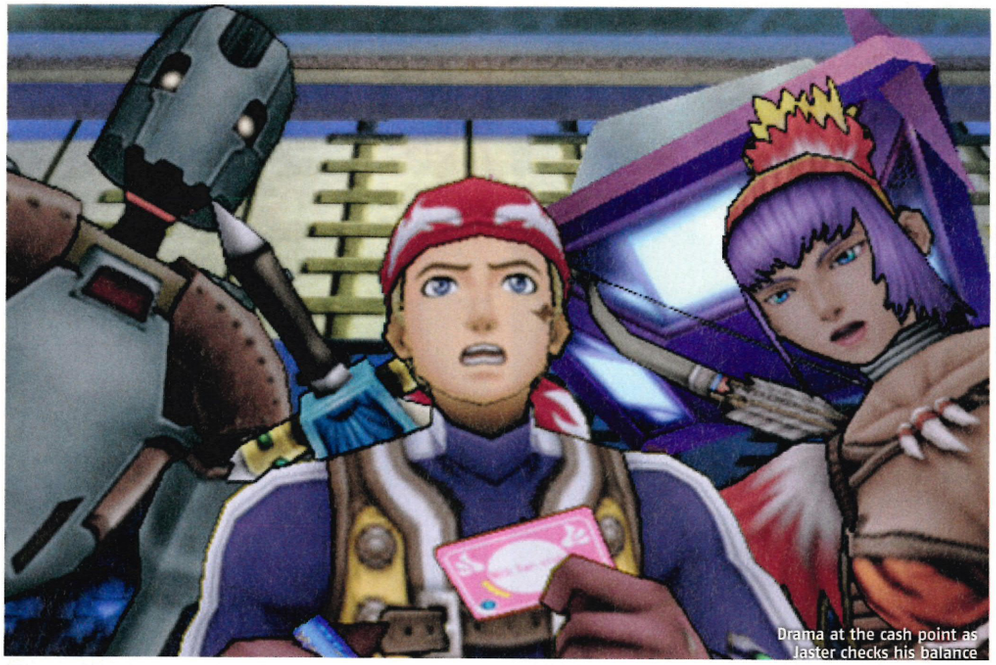
Pirates are so hot right now. Mix them with a smidgen of *Star Wars* and hey presto: RPG magic from Level 5, the people behind *Dragon Quest*. In it, you play as Jaster, a Luke Skywalker-esque orphan who meets two robots (who are almost completely unlike R2-D2 and C-3PO). They mistake you for a bounty hunter and next thing you know, you're aboard a pirate ship and cruising the open skies.

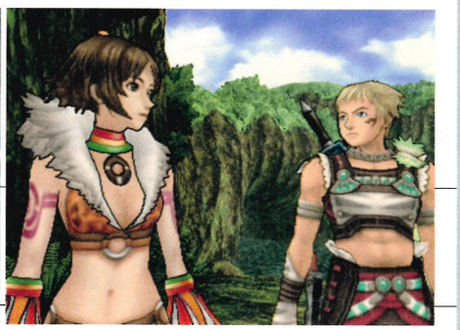
The ship allows you to travel between the different planets, each with a distinct environment and their own quests. As you collect different allies from the worlds, they'll appear in the crew, and you can swap them around to accompany you on your missions.

The biggest change for those expecting an updated version of *Dragon Quest* is the combat system. Rather than getting in a hit and then waiting your turn, fighting is now an all-out slash-fest, similar to the *Kingdom Hearts* system. However, you still control your comrades by yaying or naying their special moves with L1 and L2.

It's a mix of swishy sword stuff and Beano-style special moves or items such as Deadly Stench socks that poison everyone in the immediate vicinity. New abilities




Drama at the cash point as Jaster checks his balance



are obtained by collecting items and placing them on a giant grid, a sort of magical Panini sticker album. Collecting the rum or charm you need makes random encounters worth fighting.

For those with some time to kill, there's a whole level of detail below the battling and main storyline. Explore the menu screen and bugs can be trapped and bred for use in tournaments, Hunter points add up to move you up the bounty hunter rankings and you can synthesise new items using a magic toad.

Any RPG that appears on the PS2 must face up to *Final Fantasy* of course, and *Rogue Galaxy* does so by sticking two fingers up at the rules and then indulging in some down-and-dirty fisticuffs.

Level 5 has managed to create an RPG for busy people who aren't looking for a long-term relationship with their game. The fast pace and option to skip cut scenes means you can bypass any emotion or storyline and just go for the battling and boss violence, but the optional side quests do add endurance for obsessives. ■ **Rachel Weber**

It's not all violence, there's the running you do between battles

Take that, old-school, turn-based fighting!

THE TRAVEL GUIDE TO ROGUE GALAXY...

ROSA: Pack some sunscreen; this place is hotter than the hinges of Hell. Includes the bustling town of Salgin and loads of ancient ruins to explore, but beware the killer bees, okay?

JURAIKA: Very eco-tourism. The natives are a colourful sort, so do pop in and visit the Burkaqua village and the Star God Altar.

ZERARD: The civilised planet. Why not visit the planet's Rosencaster Prison during your stay, or the wonder that is the Galaxy Corporation?

VEDAN: A planet that combines a rustic mining community with a busy city. Gangsters add 'character' to the nightlife of Myna town.

monitor

PlayStation 2 Official Magazine UK

BUY YOUR EYE PATCH and start growing that dubious moustachenow; this follow up to *Dark Chronicle* is the perfect RPG for commitment-phobes, would-be space travellers and pirate fetishists alike.

HOT OR NOT?

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

The enhanced opening level is a flaming visual treat

You can now play through the game as vampire huntress Rachel

PUBLISHER **TECMO** | DEVELOPER **TEAM NINJA** | WEBSITE **WWW.TECMO.CO.JP**

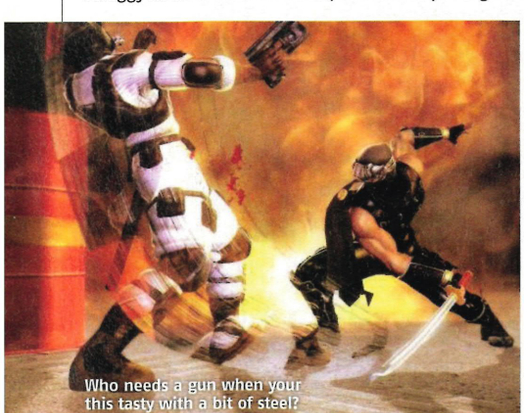
NINJA GAIDEN SIGMA

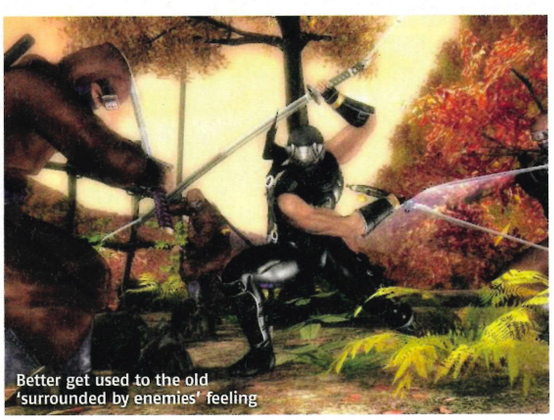
THE TOUGHEST GAME YOU'VE NEVER PLAYED

There must be some sour-looking faces in the Xbox community right now. The only next-gen *Ninja Gaiden* game is coming exclusively to PlayStation 3. Hear that, 360 boys? Exclusively. Okay, so it's not strictly *new*, but *Ninja Gaiden Sigma*, a remake of the old Xbox game, will have enough extras to ensure fans and newbies alike will want a slice of the action.

So what's the story? Our hero Ryu Hayabusa is called on to break out his best moves to take down the evil Vigoor Empire following the destruction of his village by some evil ninjas, intent on robbing the townsfolk of an all-powerful sword. In terms of plot, it's the same as its scraggy Xbox cousin. However, the whole package is being given a next-gen remix. Old stages will be bigger, bosses will use more cunning tactics and whole new stages are being implemented to make better use of PS3's power.

A good example of this is the water-running move. This Jesus-inspired feature was in the original game but it was massively under-used. *Sigma* introduces an entirely new stage and boss battle to make a bigger splash with this ninja technique. A scene from the recently released trailer shows Ryu sprinting across a vast lake, slaying giant man-eating piranha before somersaulting towards a fish-man with his pile-driver like Izuna Drop, crashing through the lake's surface and taking the fight below the waves. Wow. Just *wow*.


Who needs a gun when your this tasty with a bit of steel?


Better get used to the old 'surrounded by enemies' feeling

Ryu has been hitting the dojo between games too: he can now duel-wield with two swords at once. A scene atop a zeppelin flying over the Vigoor Empire's capital city illustrates how Ryu's new skills make short work of the commandos that stand between him and sweet revenge. This battle was from stage three of the original game and here, too, the level has been expanded to include new gameplay. For example, this stage's boss is now backed up by helicopters that rain bombs down on our ninja master. You know, just to make it that little bit easier.

There are also some completely new enemies to slice up. A biker gang has turned up in Vigoor to cause havoc. Satisfyingly, these riders can be booted off their hogs with one swift kick from Ryu's granite-hard thighs.

The biggest twist of all, however, is the inclusion of the curvaceous vampire killer Rachel as a playable character. This busty huntress' motives were always somewhat dubious as she popped in and out of the adventure to aid Ryu. Now on PS3 we can see her full story. The entire game can be replayed from the perspective of Rachel, but more importantly, her less subtle use of a war hammer, as opposed to slinky ninja skills, should ensure her battles are suitably different.

ONE TOUGH COOKIE

There's a side to *Ninja Gaiden* that we have purposely avoided so far. Great as the original was, *Ninja Gaiden* was what is technically known as 'double hard'. Five minutes in Ryu's world of gymnastic demon-slaying was enough to send hardened gamers into a frustrated rage.

PlayStation 2 OFFICIAL MAGAZINE-UK

new screens

Not the ideal moment to reload your rifle

You'll have to contend with demons and other assorted freaks

Why? Each enemy desperately wants to survive and even the lowliest grunt will dodge, parry and slash away as if his life depends on it (which it does). Bear in mind that you start off fighting around four or five opponents during a single encounter and you'll get a clear picture of how tricky *Sigma* is going to be.

As you can see from these beautiful shots, the game looks spectacular, to such an extent that old CGI scenes have been replaced with interactive cut-scenes built from the gameplay engine. More importantly, Tecmo has been continuously tweaking *Ninja Gaiden* since its Xbox debut.

First came two expansion packs and most recently the *Ninja Gaiden Black* edition. All have improved the game; a new camera trick here, superior AI there, extra enemies and better implemented moves and more balanced boss battles. With all of that plus the exclusive new elements planned for *Ninja Gaiden Sigma*, this should be the definitive version of Tecmo's adventure. Oh, and if you were wondering, its pronounced 'guy-den', not 'gay den'. That's a different game entirely. ■ **ID**

This biker gang is going to regret riding into town

COLOURFUL CARNAGE

New PS3 splendour expands the action

Tecmo has always managed to draw the best from the consoles it works on and Team Ninja's Xbox output in particular has been flawless. So it's no surprise that *Ninja Gaiden Sigma* looks like one of the most gorgeous games in development for PS3. It's not simply a case of sprucing up the textures, either; the visual overhaul has encouraged the Tecmo team to expand the game's stages. The opening battle in which Ryu sees his village go up in smoke is a meatier event now, with bigger interior battles and lavish flame-licked exterior skirmishes, including an extended battle with the game's villain Doku, which now appears to include co-op gameplay with *Dead Or Alive*'s ninja vixen Ayane. Don't go into *Ninja Gaiden Sigma* expecting a rehash of old stages – all the levels have been developed to make the most of the new graphics.

monitor

PlayStation 2 OFFICIAL MAGAZINE UK

THOUGH IT *IS* A REMAKE of an old Xbox game, *Ninja Gaiden Sigma* should have enough new extras to ensure cult status on PS3. Besides, it packs a bigger visual punch than a 62-year-old Stallone haymaker

HOT OR NOT?

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

The most powerful games machine on the planet is coming

Want to know everything?

Inside issue three of PlayStation®
Official Magazine - UK

Rockstar slasher sequel revealed PS3 online tested to destruction **How motion control redefines gameplay** Alone In The Dark schlock-horror **20GB vs 60GB** Burnout Dominator **Why the rumble died** The PlayStation wedding **Mercenaries 2** Primetime TV on PSP **Bioshock** Why co-op is the next big thing **Latest reviews** GTHD...

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Future
MEDIA WITH PASSION

AROUND THE WORLD IN 80 GAMES

Like Phileas Fogg, only more fun

1 Cabela's Alaskan Adventure
Where: Alaska, USA
What: Hunt polar bears around America's frostiest state.

2 Fight Night Round 3
Where: Vancouver, Canada
What: The warehouse stage is set by the back door of EA's Vancouver office.

3 XIII
Where: Rocky Mountains, USA
What: Shoot spies up in the mountains.

4 Playboy: The Mansion
Where: Los Angeles, California
What: Hef's pad is, of course, up in the hills of LA.

5 Shaun Palmer's Pro Snowboarder
Where: Aspen, Colorado
What: One of the world's best snowboarding mountains.

6 Tony Hawk's Pro Skater 3
Where: Roswell, New Mexico
What: The secret UFO-base level.

7 WWE Smackdown Vs Raw 2007
Where: Chicago, Illinois
What: Wrestlemania 22 took place at the Allstate Arena.

8 Mat Hoffman's Pro BMX 2
Where: Boston, Massachusetts
What: Mat bikes around the USA's brainiest town.

9 Def Jam: Fight For NY
Where: Noo Yawk Siddy
What: The entire game's a battle for the city's dodgier districts.

10 Rocky
Where: Philadelphia, Pennsylvania
What: Rock's gym and those steps.

11 The Suffering: Ties That Bind
Where: Baltimore, Maryland
What: Torque goes back home to find his wife.

12 Goldeneye: Rogue Agent
Where: Fort Knox, Kentucky
What: A reprise of Goldfinger's attack on the famous gold depository.

13 Midnight Club 3
Where: Atlanta, Georgia
What: Street racing across the town with the world's busiest airport.

14 Splashdown
Where: The Bermuda Triangle
What: Race through the world's best-known accident spot. Without disappearing.

15 Pirates Of The Caribbean
Where: Nassau Port, Bahamas
What: Jack Sparrow stops off en route to Skull Island.

16 Scarface: The World Is Yours
Where: Miami, Florida
What: Tony Montana f****** takes over the entire f****** city.

17 Shaun Murray's Wakeboarding Unleashed
Where: Belize
What: Boards, boats and breathtaking moves off the Central American coast.

18 Ghost Recon Advanced Warfighter
Where: Mexico City
What: Clancy's boys visit the kidnap capital of the world, don't stop for tacos.

19 Splinter Cell: Chaos Theory
Where: Panama
What: One of the co-op mode missions takes you here.

20 Brian Lara International Cricket 2005
Where: Port Of Spain, Trinidad & Tobago
What: A recreation of Imran Khan's 1988 comeback in the West Indies vs Pakistan.

21 Rainbow Six 3
Where: Venezuela
What: Ding Chavez and the lads bust up a drug dealing ring.

22 Tomb Raider: Legend
Where: Lake Titikaka, Bolivia
What: Lara runs into James Rutland's boys on the search for a stone dais.

23 Hitman: Blood Money
Where: Rio, Brazil
What: 47 dresses as a bird to get his dance on at the world's biggest street party.

24 Paris-Dakar Rally
Where: Dakar, Senegal
What: The end of the famous road race.

25 No One Lives Forever
Where: Casablanca, Morocco
What: Of all the HARM bases in all the towns in all the world...

26 Club Football: FC Barcelona
Where: Barcelona, Spain
What: You manage a football club. From Barcelona. Obviously.

27 Guitar Hero 2
Where: Stonehenge, England
What: Rock out Spinal Tap-style at every hippy's favourite enormous erection.

28 Rugby 06
Where: Cardiff, Wales
What: Play at the Millenium Stadium – officially better than Wembley.

29 Tiger Woods PGA Tour 2007
Where: St Andrews, Scotland
What: Take on Colin Montgomery at the famous St Andrews course.

30 Robin Hood Defender of The Crown
Where: Sherwood Forest, England
What: Wear tights, climb trees, rob rich to feed poor, all that jazz.

31 The Getaway
Where: London, England
What: The most realistic depiction of the Big Smoke... *ever*.

32 Return to Castle Wolfenstein
Where: Norway
What: The Nazis are building robo-zombies outside Germany – y'know, in case something goes wrong.

33 Arctic Thunder
Where: The Arctic
What: Race across the frozen tundra, dodging polar bears along the way.

34 The Polar Express
Where: The North Pole
What: Tom Hanks takes a small child to the North Pole. Yes, really.

35 Richard Burns Rally
Where: Finland
What: An unusually gravel-heavy rally course.

36 London Racer World Challenge
Where: Berlin, Germany
What: Yeah, we were surprised about the title too.

37 The Da Vinci Code
Where: Paris, France
What: Most of the game has you traipsing around gay Paree after a girl who doesn't look like Audrey Tatou. Tch.

38 Gran Turismo 2
Where: Grindelwald Switzerland
What: Tackle the famous racetrack.

39 Bode Miller's Alpine Skiing
Where: Kranjska Gora, Slovenia
What: This part of the Alps is reknowned for its giant slalom events.

40 Shadow Of Rome
Where: Rome, Italy
What: The colosseum and all the sights – without the airfare.

41 Enthusia Professional Racing
Where: Venice, Italy
What: The Marco Strada racetrack.

42 Van Helsing
Where: Transylvania, Romania
What: If you're hunting vampires, there's only really one place to start.

43 Rygar: The Legendary Journey
Where: Argos, Greece
What: Rygar pops into the popular catalogue shop to get some cheap jewellery and a toaster. No, wait...

44 God of War
Where: Athens, Greece
What: Ares tears up the city, then Kratos murders him.

45 Medal Of Honor: Airborne
Where: Sicily
What: A recreation of one of the 82nd airborne division's more famous landings.

46 Call Of Duty 2
Where: Algeria
What: The amphibious invasion at the Battle Of Oran.

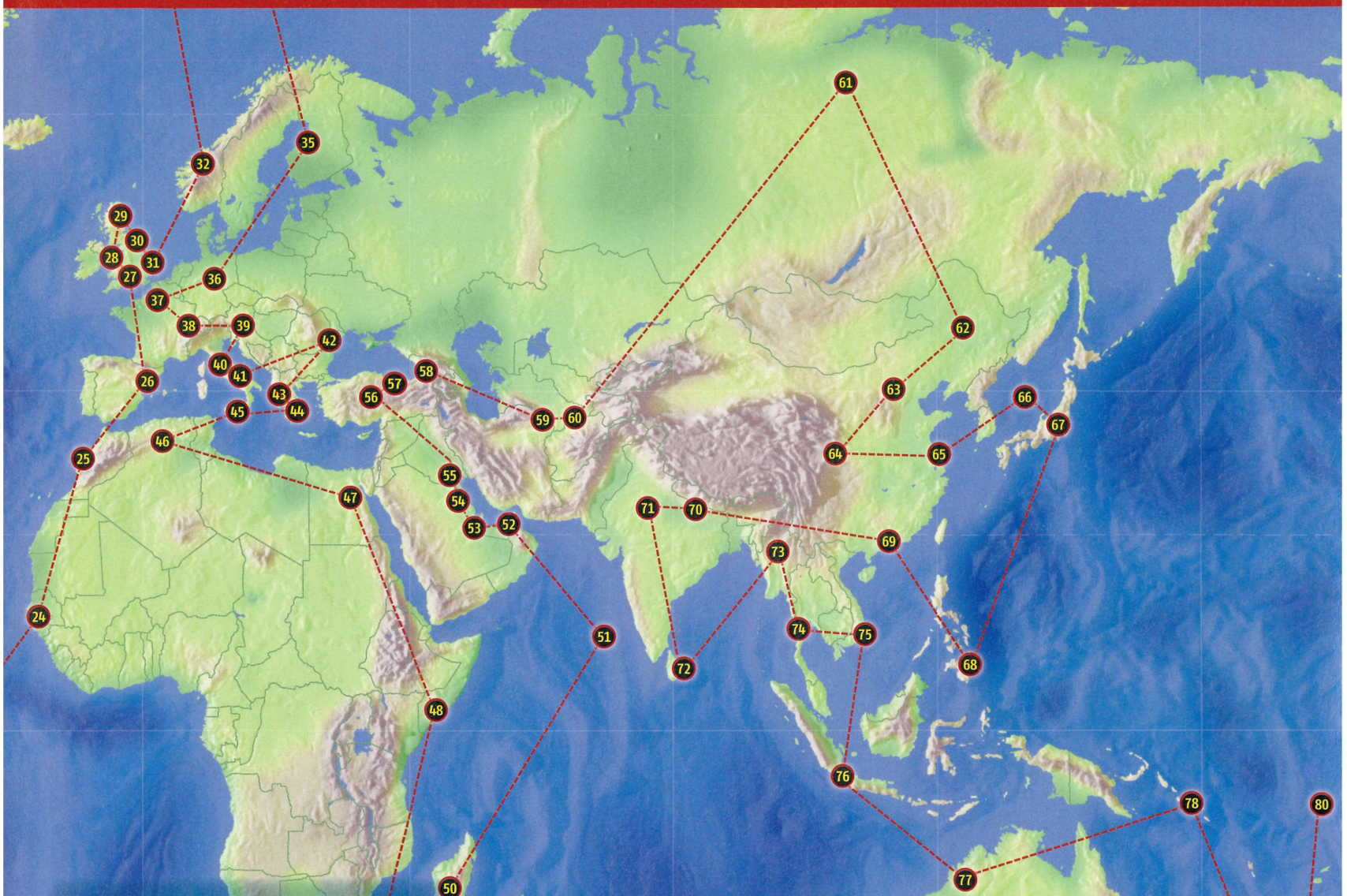
47 Broken Sword: The Sleeping Dragon
Where: Cairo, Egypt
What: Hot on the heels of an ancient threat in this adventure game.

48 Delta Force Black Hawk Down
Where: Mogadishu, Somalia
What: The famously scuffed capture of Mohammed Farah Aidid.

49 Happy Feet
Where: Antartica
What: Some dancing penguins.

50 Madagascar
Where: Please. Do we really need to spell this one out?
What: A detailed discussion of biodiversity, cultural relativism and their impact on cuddly cartoon animals.

AROUND THE WORLD IN 80 GAMES



51 Jet Ski Riders
Where: The Maldives
What: A picturesque race around this playground of the rich and famous.

Rainbow Six: Lockdown
Where: Hamim, United Arab Emirates
What: The Pumping Station mission.

53 Moto GP
Where: Qatar
What: The second leg of the 2006 Moto GP season.

54 TOCA Race Driver 3
Where: Bahrain
What: The Bahrain circuit courses.

55 Conflict: Desert Storm
Where: Kuwait
What: Most of the game takes place in this tiny but oil-rich country.

56 Driver 3
Where: Istanbul, Turkey
What: Tanner goes rogue, chasing after an international gang.

57 From Russia With Love
Where: Turkey
What: Sexy wrestling gypsies.

58 Splinter Cell
Where: Georgia
What: Sam investigates the disappearance of two CIA agents.

59 SOCOM: US Navy SEALs
Where: Turkmenistan
What: The hardest missions in the game.

60 America's 10 Most Wanted
Where: Tora Bora Caves, Afghanistan
What: The hunt for Osama Bin Laden takes you to his (alleged) hiding place.

61 TimeSplitters 2
Where: Siberia
What: The Oblansk Dam level.

62 Shadow Hearts
Where: Manchuria, China
What: The Trans-Siberian railway (yes, it goes through China as well).

63 Cold Winter
Where: Beijing, China
What: You kick off the game by getting beaten up and falsely imprisoned, and then things only get worse...

64 Dynasty Warriors
Where: Wuzhang, China
What: Fight the important Battle of Wuzhang Plains from 234AD.

65 Splinter Cell: Double Agent
Where: Shanghai
What: Break into a big building and record an arms dealer's conversation.

66 Splinter Cell: Double Agent
Where: The Sea of Okhotsk
What: Sam shoots a load of people on a stranded Russian supertanker.

67 Yakuza
Where: Tokyo, Japan
What: Most of the game takes place in Kabukicho, the red light district of Shinjuku.

68 Heroes Of The Pacific
Where: The Philippines
What: The Allied invasion of Lingayen gulf.

69 Rise To Honour
Where: Hong Kong
What: Chases through the streets, fights in the hospital, general ass-kicking moves.

70 Jonny Moseley Mad Trix
Where: Everest, Nepal
What: Snowboard down the biggest mountain on Earth – without oxygen, just to make those 'trix' even madder.

71 Street Fighter Alpha Anthology
Where: Delhi, India
What: A scrap with not-at-all-realistic rubberman Dhalsim.

72 Indiana Jones & The Emperor's Tomb
Where: Sri Lanka
What: Harrison Ford 1. Crocodiles 0.

73 Commandos 2: Men of Courage
Where: Burma
What: A recreation of the famous (but mostly fictional) bridge over the River Kwai story.

74 Stuntman
Where: Bangkok, Thailand
What: The Blood Oath film includes a tuk-tuk chase through the city streets.

75 Shellshock: Nam '67
Where: Saigon, Vietnam
What: Your base of operations in 'Nam.

76 Splinter Cell: Pandora Tomorrow
Where: Jakarta, Indonesia
What: Sam does some counter-guerilla work.

77 Colin McCrae Rally 3
Where: Ellendale, Australia
What: The rally course.

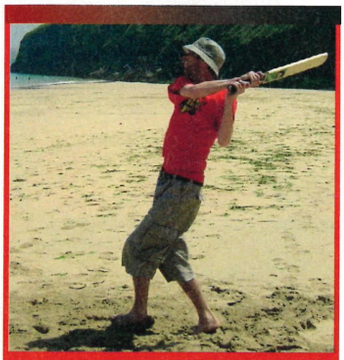
78 Medal Of Honor: Rising Sun
Where: Guadalcanal
What: A midnight raid kicking off the important Battle Of Guadalcanal.

79 Taito Legends 2
Where: New Zealand
What: New Zealand Story. Look, it's got a kiwi in it and everything.

80 Kelly Slater's Pro Surfer
Where: Teahupo'o, French Polynesia
What: Ride one of the world's best surf breaks.

review

THE ONLY REVIEWS SECTION YOU CAN TRUST



When you put the words 'comic book', 'film', 'licence' and 'videogame' together, more often than not you're about to witness something horrific. *Superman Returns* is the most recent case in point. So it's a pleasant surprise when such a game turns up and it's actually rather good, as we've found with Take 2's *Ghost Rider.*

Perhaps it's because Johnny Blaze isn't an A-list Marvel hero, so the game developers have been able to offer a more faithful interpretation of the universe he inhabits and the stuff he does.

We'd imagine that the likes of Superman and Batman suffer in game form because so many people connected with movie and book have to stick their oar in during development, and the approval process is so protracted that it severely hampers the guys actually coding the thing.

Anyway, if undead bikers with flaming skulls isn't your thing, we've got just about every genre represented in this issue's review section. And don't forget that *Okami* and *Final Fantasy XII* are both out in February, and that both scored 10/10 last issue.

Nick

Nick Ellis,
Editor

058

GHOST RIDER

A FLAMING SUPERHERO ON A HOG: BUT IS HIS GAME AS HOT AS HIS HEAD?

PS2

065 **NARUTO: ULTIMATE NINJA**
Is Naruto really the ultimate ninja? Based on this average performance, we'd say probably not

066 **GOD HAND**
Capcom's wacky brawler dishes out a Zeus-sized bitch-slap to the PS2's face. Bosh!

068 **ARTHUR AND THE INVISIBLES**
Solid kiddy game, or just another duff animated film tie-in? A bit of both, we reckon

070 **SHIN MEGAMI TENSEI: DIGITAL DEVIL SAGA 2**
Strange name, great sci-fi RPG fodder

072 **TEST DRIVE UNLIMITED**
Technically great, but is this Hawaii-themed racer too dull to pop into your virtual garage?

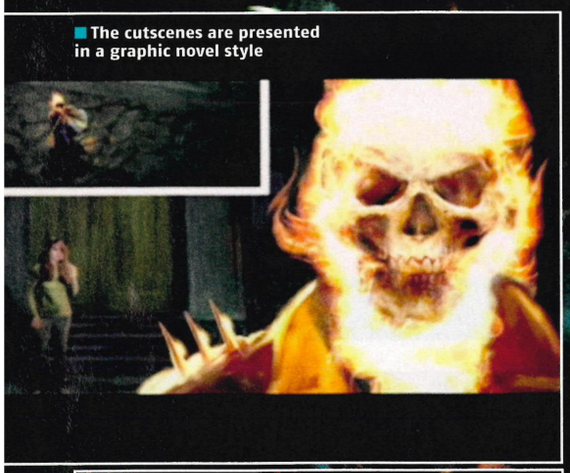
075 **FREE RUNNING**
Forget what you saw at the beginning of *Casino Royale*: this is extreme sport at its dullest

PSP

074 **BATTLEZONE**
This remake of the classic military shooter misses its designated target. Tanks, but no tanks

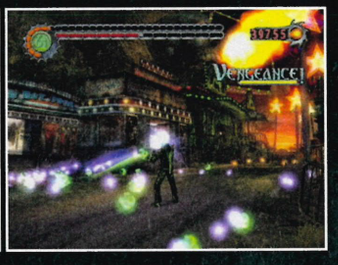
074 **ROCKY BALBOA**
Sly Stallone ditches the zimmer for one last shot at his old adversaries. The result: solid PSP pugilism

074 **SHINOBIDO: TALES OF THE NINJA**
Sony's wretched stealth series stumbles onto PSP. Makes a lot of noise. Brings dishonour to its clan



The cutscenes are presented in a graphic novel style

Stunt riding is essential to the game but *Road Rash* it ain't – well, not entirely



GHOST RIDER

A comic-hero game that's actually good? Now there's a wheel surprise

DETAILS

PUBLISHER 2K GAMES
DEVELOPER CLIMAX
PRICE £39.99
PLAYERS 1
OUT 23RD FEBRUARY
WEBSITE WWW.2KGAMES.COM/GHOSTRIDER/
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

Spin-off from the forthcoming Nic Cage film about the supernatural comic book hero, that blends bike racing with *Devil May Cry*-style hack'n'slashing.

We've had our fingers burnt when it comes to championing super-hero games. All too recently we've wished that Superman hadn't returned, Batman hadn't begun and the X-Men had just pissed off. So you might be wondering why we care enough to carry on reviewing such games.

It's because we still believe that taking an iconic hero, crafted by legends, rich in heritage and loved dearly by many, then placing them at a heart of a suitable adventure, should make for great gaming. Sure we've been burned by these beliefs but in this life you pay for your passions. Wear your heart on your sleeve and you're bound to get lint on your heart and blood on your sleeve.

So we hope you understand why we're willing to embrace the arrival of *Ghost Rider*, a risky move on our part, not only because of the previous superhero-sized disappointments mentioned above but also because this time, our main man's got a flaming skull for a head. What makes this one bearable is that here we have a game that is focused in it aims, efficient in its effort and proficient in its execution. More importantly, it brings a smile to your face.

Look, a biker making a Y-shape with his arms...

ALL FIRED UP

Ghost Rider the film is about to be released, as you are doubtless aware, with Nicolas Cage in the hot seat. It tells the story of stunt bike rider Johnny Blaze, who sells his soul to the demon Mephistopheles in order to save his dying mentor. That also means (sniff) giving up the love of his pure-hearted lady friend, Roxanne.

Mephistopheles gives Johnny the chance to retrieve his soul but only if he becomes the Ghost Rider, a supernatural agent of vengeance and justice charged with preserving the balance

It isn't all button-mashing, you must chain moves together

Your 'bike chain' weapon owes much to *God of War*

Remember: mirror, signal, hack, slash

There's a scripted finishing move for the large baddies

WHAT THE BLAZES...?

Ghost Rider first appeared in Marvel Comics in 1972 and was created by writers Roy Thomas and Gary Friedrich and artist Mike Ploog. Just like in the movie version, the original tale saw Johnny Blaze selling his soul to Mephisto to save his mentor's life but from then on, things differ slightly.

The comic book Blaze was bound with the demon Zarathos in order to become the flame-haired Ghost Rider and his cursed life came to an end when Zarathos fled his body in issue 83 of the comics in 1983. The Ghost Rider series was then reintroduced in 1990 with young Daniel Ketch becoming the Ghost Rider after discovering a motorcycle bearing a mystical magic symbol.

It is Ketch's Ghost Rider who was leather-clad, wielded a bike chain and possessed the power of the Penance Stare. Just to make things even more confusing, the recent Ghost Rider graphc novels have Johnny Blaze returning as the bearer of the Ghost Rider curse, but with the physical appearance of the Daniel Ketch version. It's that version that was the inspiration for the forthcoming film.

■ Car drivers hate him so much they sent a giant steering wheel to destroy him

between good and evil on earth. Game for a laugh, our kid accepts the terms, the curse and the dry scalp, and adventures ensue.

The game takes all the basics of the film – the style, the general plot, the attitude – but, importantly, doesn't try to recreate the movie in terms of content and set pieces. Instead the developers have cherry-picked ideas from the best action games, particularly *God of War* and *Devil May Cry*, and made a game that feels satisfyingly self-contained rather than a mere spin-off for fans of the film.

THE GAME FEELS SATISFYINGLY SELF-CONTAINED RATHER THAN JUST A MOVIE SPIN-OFF

CHAIN REACTION

At heart is a roaming beat-'em-up, but one that manages to rise above the dirge often associated with that game type by serving up action that reaches an early boiling point and is then kept simmering throughout.

The key to the action being so dynamic is the choice of the bike chain as the Rider's weapon (yes, comic book connoisseurs: like the movie, the game 'imagining' has most in common with the 2005 graphic novels, which have the Ghost Rider leather-clad and wielding a bike chain, as opposed to the jump-suited original of the 1970s). It adds a level of grace and finesse not seen in many games.

Like *God of War*'s Blades of Chaos, the chain is spun in the air, continually gathering momentum; when unleashed it is capable of battering opponents with a flurry of strikes. Combining this with acrobatic moves, fiery trails for each flail, shotgun blasts and harder-hitting slugs, a fighting system is created that has its own irresistible rhythm and brutal beauty.

While that might have been enough for some games, Ghost Rider also indulges in some blatant 'homaging' to *Devil May Cry* and has a ranking system for the combat. There are five different rankings that can be achieved, from Damnation to Vengeance, and in order to reach the top end of the scale you must link combinations of moves together, utilising the Rider's entire armoury. The higher up the rankings you go, the quicker and stronger your Rider becomes and the more power he can absorb from the fallen foes, so it soon becomes a self-perpetuating wave of explosive demon slaying that pops and fizzes with energy. Of course this can all come to a sudden halt if you take the slightest bit of damage, so blending the rhythmic gymnastics with some stern defence pays dividends.

LEVEL MAY CRY

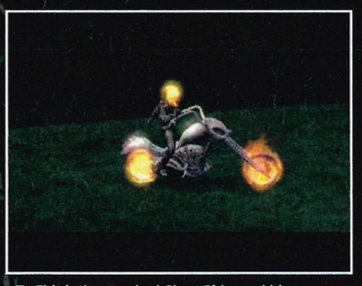
The structure of the game is also very like *DMC* as well, with levels being gradually unlocked by clearing areas of enemies. Then, after each boss confrontation, your weapons can be upgraded, so preparing you for battles that increase in size and ferocity. Breaking up this rather familiar progression are brief but entertaining motorcycle

■ Lovely light effects, not so lovely backgrounds

■ Your Rider can change the direction of attack mid-combo

VENGEANCE IS YOURS

Your reward for completing the game is unlocking two new Ghost Riders – Vengeance and Ghost Rider 2099. Unfortunately the differences are purely cosmetic, so you're left with the same levels, same moves and same upgrades.



1 This is the standard Ghost Rider and his bike – like Nic Cage in the film

2 Vengeance is the Ghost Rider alter ego of ex-cop Michael Badilino, who had his own comic series

3 The futuristic Ghost Rider 2099 – real name Zero Cochrane – has a cybernetic look

TOP RANKING

Key to defeating the minions of the Mephisto that threaten the Earth is maintaining a high fighting-style ranking. Just like in *Devil May Cry*, this means chaining together as many different combos as possible without taking any damage. It requires you to think about each attack, learn each move and avoid resorting to button-mashing.

1 Complete any basic combo and you'll reach the Condemned status which must be built up

2 Hitting R2 to fire the shotgun also counts as a new combo, so is always worth using

3 Any attack will maintain a ranking level but only trying out different combos will increase it

4 By the time you get to Spirited ranking, Rider is an all-bouncing, all-swinging ball of rage

■ The look of *God of War*, but not the same craft

■ The *DMC* similarities just can't be ignored

■ Each sub-boss reappears later on in the game

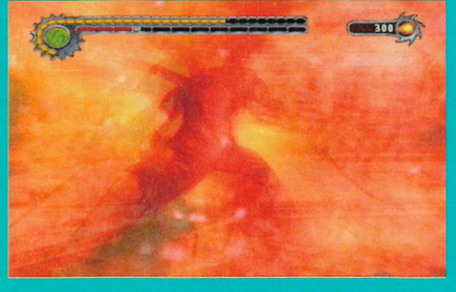
EVIL KIN

While Mephisto is responsible for Johnny Blaze's curse, it's actually the demon's son Blackheart who is the main bad guy of the game. Played by Wes Bentley in the film, Blackheart plans to displace his father and then create Hell on Earth. He appears in the game in two different guises: in the cutscenes as his human form and then as a skyscraper-tall demon for the climatic battle.

He's evil. 'Kin evil

PENANCE ENVY

A vital part of Ghost Rider's arsenal is the Penance Stare, which makes the victim experience all the pain and suffering they've caused others. If they've been especially bad their soul bursts into flames – good to know when you're fighting an army of pure evil.



HELL'S ANGEL

The bike levels are quite basic but a huge amount of fun. They consist of smacking rival riders, blasting demons with fireballs and proving your credentials as a stunt rider. They break up the chain fighting and show the developers haven't forgotten the 'Rider' bit...

1 Being a supernatural bike, your iron steed is capable of supernatural-sized jumps

2 The other key move is the slide, used to slip under obstacles and take out pedestrians

3 Most bad guys can be hit with the fireball attack, but the bike chain is always a handy option

As well as the chain there are more weapons to unlock

sections, because where would Ghost Rider be without his bike? Well, presumably stationary and just called Ghost, but we digress.

You might be expecting something along the lines of *Road Rash*, but smacking rival riders isn't the main focus. Instead the task is about negotiating varied obstacles using jumps, slides and speed boosts. Despite not being particularly sophisticated, these levels are suitably placed to keep gameplay fresh and give your fingers some rest from all the pad-pounding that's often necessary in the main game.

SPEED CYCLE

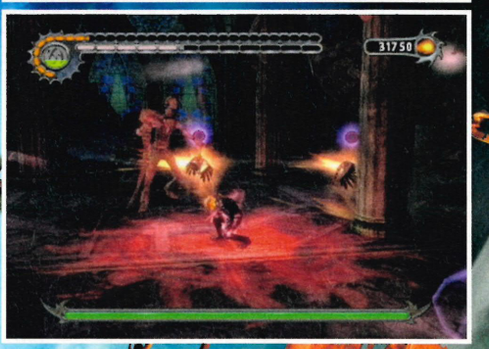
In fact, boredom isn't something you'll encounter when playing Ghost Rider: as well as being a focused and compact action game, it's also very, very short. The flowing nature of the

Giving your soul to a demon plays havoc with your skincare routine

RISING VAMP

Another supernatural Marvel type, Blade, also turns up in the game. He shows his moody mush in several cutscenes in the main game and then becomes a playable character once the game's completed.

You're not always on the bike, there's running too



A real custom bike like that would cost more than your soul

gameplay and the fact that the whole thing can be played through a second time as Blade, Marvel's day-walking vampire slayer, do give some replay value, but that doesn't excuse the fact that *Ghost Rider* can be completed in a day's determined play. What's even more disappointing is that the Rider's move list, while competent, can't match up to Dante's multiple-style slashing and blasting in *DMC*.

WE SHOULD BE GRATEFUL FOR SOMETHING THAT RESTORES OUR FAITH IN COMIC HEROES

You'll unlock every combo available far too early in the game, which means you're left to face the climax with the same set of tools you had a couple of hours before. There are plenty of 'extras' to unlock, but we'd have swapped all the concept art in the world for another weapon or new way of attacking.

HUNK O' BURNIN' LOVE

The obvious criticism that can be levelled at *Ghost Rider* is that it's merely a blend of *Road Rash* and *Devil May Cry* and lacking in any real innovation. Well, this is partly true, but the strength of *Ghost Rider* is not what has been done, but how it's been done. The game has copied and crimped from here and there, but it's done it extremely well. The gameplay is solid, exquisitely balanced and has a learning curve that stays the right side of patronising, so – compared to the latest efforts of Superman, Batman and the graduates of the Mutant Academy – we should be grateful to have something that restores our faith in our comic-book heroes.

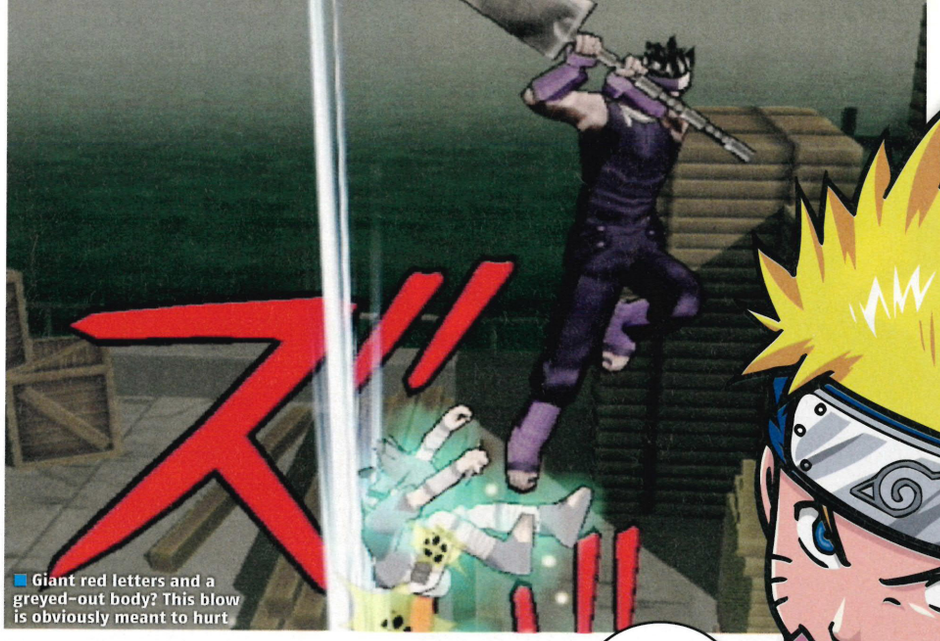
Basically, *Ghost Rider* has done the kind of job he's always done: restoring some balance between good and bad, while providing a few thrills along the way. **Dave Harrison**

PlayStation 2 OFFICIAL MAGAZINE-UK **VERDICT**

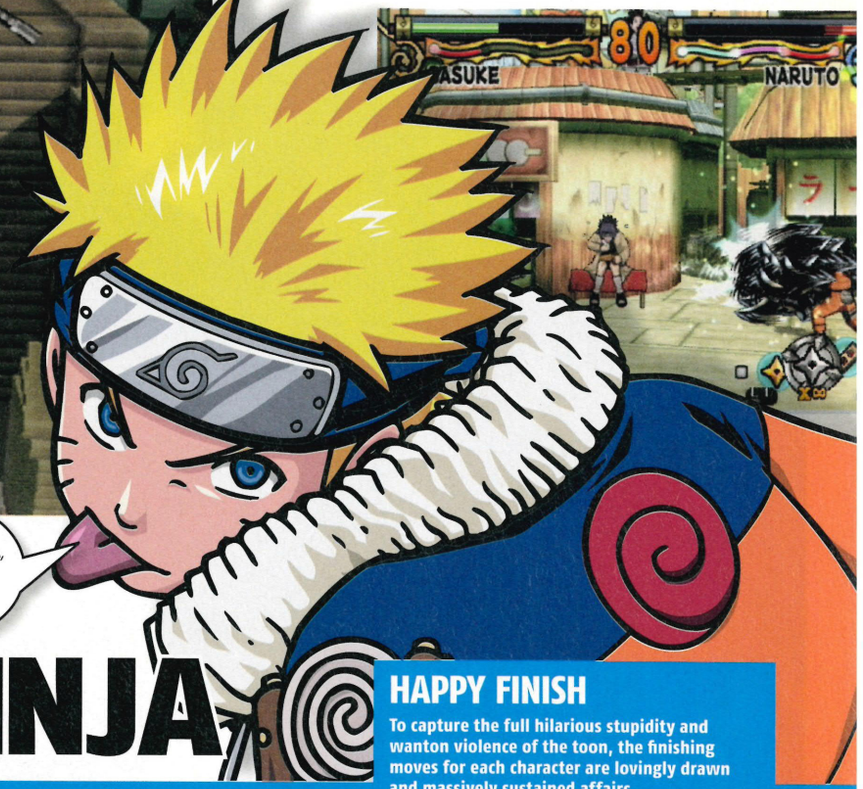
Graphics	07	Smart animation, dull environments
Sound	06	Suitably gothic, 'rawk' and over the top
Gameplay	08	More sophisticated than you'd think
Lifespan	05	Far, far too short, you'll fly through it

Bursting with superhero energy and verve, and makes up for what it lacks in inspiration with water-tight execution

7/10



Giant red letters and a greyed-out body? This blow is obviously meant to hurt



Honestly, though, does my tongue look big in this?

NARUTO: ULTIMATE NINJA

PlayStation 2

DETAILS

PUBLISHER ATARI
DEVELOPER CYBERCONNECT 2
PRICE £39.99
PLAYERS 1-2
OUT 23 FEBRUARY
WEBSITE HTTP://NARUTO.NAMCOBANDAIGAMES.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

Based on an animated series about a possessed ninja schoolboy, this is a not-so serious traditional-style fighter which is actually rendered in 3D

Boy ninja + demon possession = violence

If we were to do a PET scan of your brain as you read the words 'traditional-style sprite-fighter based on a popular and inexplicable anime about a schoolboy ninja possessed by a demon fox', your cynicism centre would doubtless flash a cautionary shade of orange. Calm those jaded synapses, though, because *Ultimate Ninja* is more than merely a fusion of high TV ratings, mass marketing push and mediocre Manga.

Admittedly, the fisticuffs do mostly revolve around the familiar luridly coloured, line-drawn, food additive-driven action, bad dialogue and bellowing that powered a thousand *Dragonball* clones. But there is enough punch here to entice players from beyond the already-entranced Jetix generation, too.

For between the standard combo and counters of the one-on-one combat, a raft of randomly distributed power-ups and *PowerStone*-derived leaping adds depth and height to each and every one of the 12 levels/ Amid a flurry of flying kicks and homing shuriken you can leap between three storeys of scenery, kicking off canopies and background characters to reveal extra health or weaponry.

CIRCLE JERK

Add in the destroyable parts of the backdrop, teleportation and the chance to pummel your foes' friends, and the frantic pace and simple sparring soon make *Naruto* feel like a sibling of *Super Smash Bros.* However, the combat that underpins *Ultimate Ninja* also, sadly, serves to undermine it. Almost every attacking move is launched via ◎ and a D-pad direction, which means that repeatedly hammering the same buttons at random will yield too many rewards too easily.

The same goes for the finishing moves, for they also are too easy to trigger, too easy to kill with and take too long to endure over and over again. And although you can eke more strategy out of the slapping system with practice, the fighters are so similar in terms of skills and strength that you're forced to pick your favourites based on the cartoon and their costume, rather than on their ruthlessness or balance in the ring.

In fact, that also makes a pretty good summary of the whole game. Even though you can fight in the foreground or battle in the background, *Ultimate Ninja* sits firmly in the middle ground of beat-'em ups. ■ **Alex Cooke**

It may look 2D but there is an extra dimension.

"Next time, I think we should get jackets that fit."

PlayStation 2 OFFICIAL MAGAZINE UK		VERDICT
Graphics	08	Chunky, colourful and befitting the series
Sound	06	Shouts, delivered with gusto but muddied
Gameplay	06	Frenetic but button-mashing friendly
Lifespan	07	Plenty of extras but hardly original

Pushes the right buttons but the uninitiated can bash away and still win, so it doesn't match the flair or control of a Virtua.

7/10

HAPPY FINISH

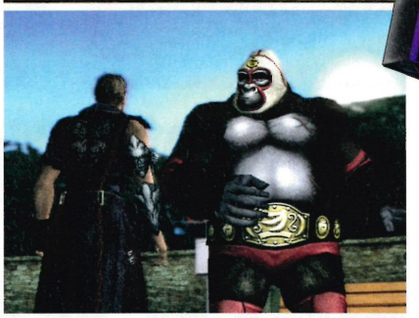
To capture the full hilarious stupidity and wanton violence of the toon, the finishing moves for each character are lovingly drawn and massively sustained affairs.

Pressing Ⓐ up to three times sets our hero glowing and decides the power of the special strike.

Now match the buttons with your bashes; success with each sequence lets you start another elaborate move.

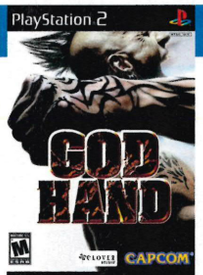
Your enemy's button hits will defend them, reducing the amount of damage that your attacks do.

Each battle can include about six rounds of these pretty moves, so you do get slightly sick of watching them.



GOD HAND

The God, the bad and the ugly sides of Capcom's latest brawler



DETAILS

PUBLISHER CAPCOM
DEVELOPER CLOVER STUDIO
PRICE £29.99
PLAYERS 1
OUT 16 FEBRUARY
WEBSITE WW2.CAPCOM.COM/GODHAND
60HZ MODE YES
WIDESCREEN NO
SURROUND SOUND YES
ONLINE NO

AT A GLANCE

Clover Studio – the people behind the quality beat-'em-up *Viewtiful Joe* – say farewell to the gaming world with violent brawler *God Hand*. It's not the most pretty or fluid game, but goddamn, it's fun.

Spotting a shoddy game is easy: repetitive gameplay, poor graphics and a soundtrack that climbs into your ears and tears up their insides are three key giveaways that you're playing something dire. *God Hand* ticks all of these boxes. From the very first fight to the last one, it never really goes above an exhibition of button-bashing. There are slow framerate issues and walls become transparent if you get too close to them. And the soundtrack? Ouch. But while these problems are depressingly apparent, we can't help but fall in love with this rugged beat-'em-up.

You play as Gene, ass-kicker extraordinaire and owner of the God Hand. Pressing R2 when the God gauge is full and flashing unleashes its true power – making you invincible and giving you extra punching power. However, an evil council of demons want your armoured appendage, and are willing to get hold it by any means necessary (which is mostly through violence) in order to – you guessed it – rule the world using its power.

Every stage is packed with similar-looking fodder from beginning to end, who ultimately end up picking up their teeth with busted fingers. Then you fight a boss, beat him, her or it and move on. That's it. It doesn't sound very entertaining but *God Hand* is straightforward action-packed fun that's hard to put down. It's one of those games that draws a crowd as you wrap a bus stop sign around a gorilla's head or spank the ass off a whip-wielding dominatrix as she's bent over your knee. Ooh, matron.

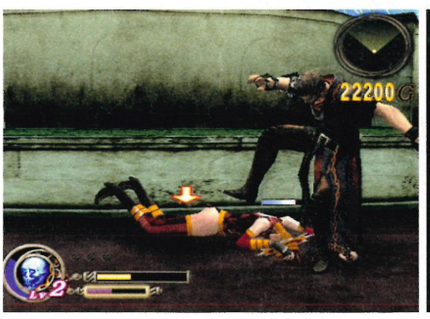
It's also a great test of your gaming skills. There's no way to block, so the only way to avoid a pasting is to flick the right stick to dodge. You can backflip, duck or side-step out of trouble and the trick is to link all these moves to dip in, lay a few hits on your opponent, and get out again. It's a title that lends itself to showing off flamboyant baddie-beating skills.

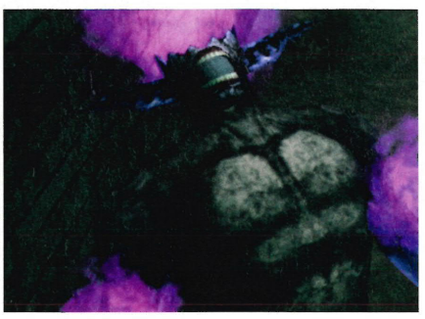
TWEAK SPOT

The option to tweak your chained attacks is another nice feature. It means you can alter your style to suit different types of opponent. If you're fighting a lumbering enemy who's taking too long to wear down, for example, you can nip straight into the combo editor to fix yourself up with some haymaking strikes, and then rock them with some thunderous shots. Clever, eh?

You can also pick and choose which Roulette moves you have holstered. These can be activated by hitting R1, which slows down time and brings up a menu of super moves. Scroll round to the one that you fancy and Gene will unleash it, providing you can avoid taking any hits yourself. The moves range from the practical Shockwave, where you unleash an arc of raw energy at opponents, to the insane Daisy Cutter, which sees you slide through your opponent and knock them spinning in the air to explode like a Catherine Wheel. They look great.

As well as these crazy moves you can also use items scattered around the environment to inflict pain. Crates, exploding barrels and even bazookas will all give your fingers a bit of a rest





You can pull signs and the like out of the ground to get medieval on someone's ass

Gambling and other mini-games break up the fighting

from the button-mashing. However, the real showstoppers are the Hyper moves. Pummel a foe for long enough and they'll become dazed; then hit ◎ to activate one of these super-fast combos, which fire hundreds of kicks or punches to send enemies flying.

PUNCH DRUNK

While *God Hand* may have lots to offer in terms of solid pick-up-and-play action and some tongue-in-cheek humour, there's no ignoring the fact that it's very one-dimensional. The fights come thick and fast, but the ever-increasing difficulty and lack of energy supplies make it quite a chore to continue at times.

There's plenty of filler to break up the monotony, such as going shopping for new skills, practising moves with a sparring robot or nipping into the casino to double your money, but *God Hand* is fairly blinkered. Even so, it's still a solid and enjoyable scrapper. ■ **Nathan Irvine**

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT	
Graphics	06	It's huge but very samey throughout
Sound	05	Beach Boys without the singing. Awful
Gameplay	08	Nice character designs but bland settings
Lifespan	07	Action-packed from start to finish

A game to throw in your PS2 when you're looking for a quick fix of fun violence, even if it's a little rough around the edges

7/10

JUST BEAT IT

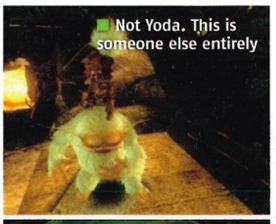
You're going to need the moves to take care of yourself in *God Hand*, and that means never showing mercy to an enemy who's punch drunk. Check out these moves...

THESE FLURRIES OF STRIKES are reserved for the more durable enemy. Gene launches into a rapid-fire punch and kick cannon while you bash away at the buttons.

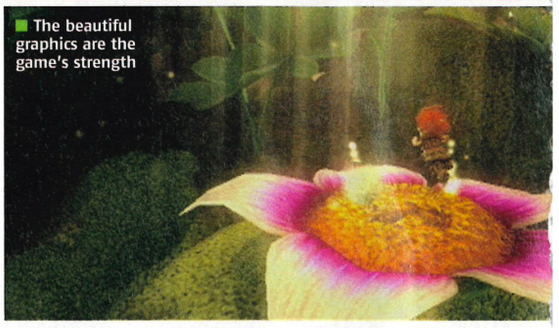
TALLER ENEMIES such as this one can be suplexed when they're dazed. Just tap ◎ at the right moment and they'll be catching a train to Hurtsville.

IT WOULDN'T BE RIGHT to back-drop or pummel a lady, even if she is clad in leather and spikes. So Gene throws them over his knee and spanks their asses hard and fast until they're launched skywards. Nice. For him, anyway.

You'll be doing a lot of this. A lot


Not Yoda. This is someone else entirely

The three Invisibles must work as a team


The beautiful graphics are the game's strength

ARTHUR AND THE INVISIBLES

Looks pretty but the fun is invisible

DETAILS

PUBLISHER ATARI
DEVELOPER ETRANGES LIBELLULES
PRICE £29.99
PLAYERS 1
OUT NOW
WEBSITE WWW.ATARI.COM/ARTHUR
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

Game based on the Luc Besson film about a boy who turns into a tiny Invisible to save his gran's house and the Invisibles' world.

Mention the name of French director Luc Besson and it usually conjures images of brooding assassins, ultra-stylish violence and camp aliens. It's unlikely that fairies living in a magical kingdom at the bottom of a garden would pop into your head. And that's probably because you're sane and/or you haven't seen *Arthur and the Minimoys* (or *Invisibles* in the English-speaking world), the part-live-action-part-animation kids film that Besson adapted from his own novel.

The film follows the exploits of a young boy called Arthur who has to transform into an Invisible (or Minimoy for the rest of the world) and enter their kingdom in order to find his grandad's hidden treasure. Helping him along the way are the Princess Selenia and her dimwit brother Betameche.

INVISIBLE PLATFORM

This of course is complete hokum, but the type of hokum that's inspired myriad 3D platformers – basically anything with spinning attacks, cute sidekicks and double jumps. And that's what this game is: very typical platform jumping, token collecting, lever pulling and so on.

Where it differs from your *Tak/Ant Bully/Spyro* et al, though, is that there are three playable characters, control of which can be swapped at any time in the game. Also, the graphics are a mark above most other games of this type. Each character looks as though it's just stepped from the CG film and the environments are laced with some delicate and magical lighting effects.

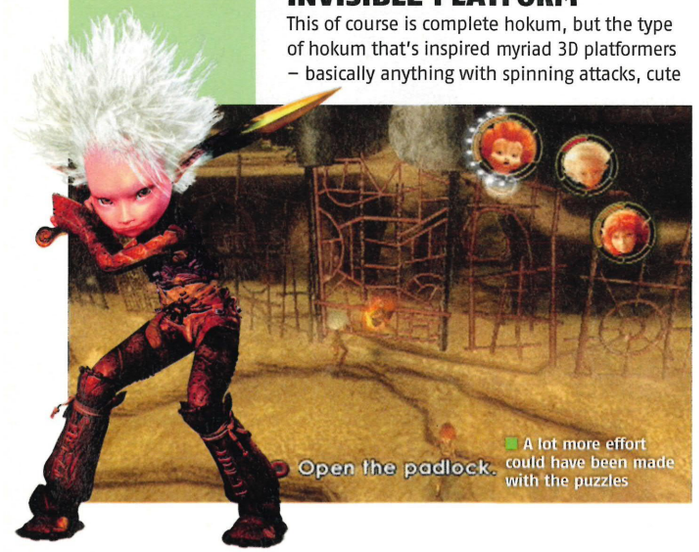
It's from these very firm foundations we hoped that *Arthur* would have blossomed into a pleasant, heartwarming surprise but some sloppy decisions and very tawdry puzzle-solving prevent this from happening.

Our main gripe is that there's some gratuitous backtracking through levels for no apparent reason other than to stretch things out a bit. This might have been warranted had each area been filled with fun things to do, but they are similar to the point of being disorientating and devoid of the need of exploring.

Also, the three-character dynamic, which should have brought an extra dimension to the gameplay, just adds even more backtracking so by the time you come to the mind-numbing block-pushing sections, the gloss has well and truly worn off.

It's not without some interesting ideas: the mosquito riding deserves a mention, as does the development of skills for each character. And the game is competently put together, with a workable camera and reliable controls. It's just that nothing in there grabs us as being 'fun'.

In fact the only sensations the game starts to generate within is 'unrest' as you start to get unnerved and spooked by watching cutscenes in which the lead character is a pixie with the colouring of petrified dog crap. **Dave Harrison**

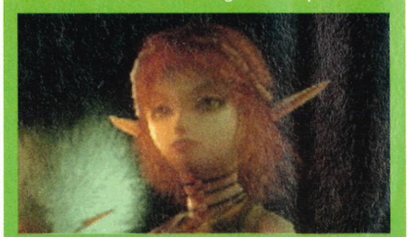


A lot more effort could have been made with the puzzles

SAY HELLO TO YOUR LITTLE FRIENDS

Meet the three playable characters, who have special abilities you'll need at different times

ARTHUR: Blessed with kung-fu moves that would embarrass Jet Li and the climbing skills of a squirrel


PRINCESS SELENIA: Packs a knife, great for pruning bits of the garden that stand in the way of our adventurers

BETAMECHE: Can fire bolts of energy from a magic sword and can be relied upon to say stupid stuff for 'light relief'

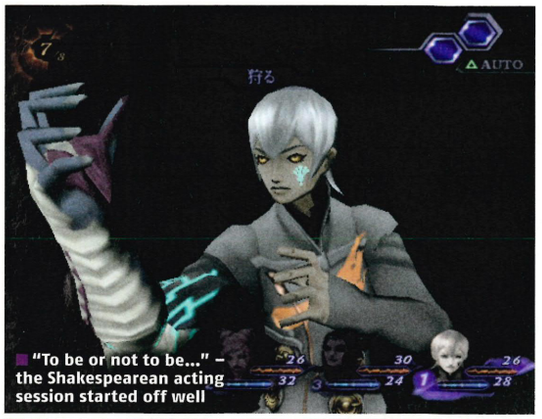
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Graphics	08	Delicate and magical
Sound	06	The perky voice acting is a tad annoying
Gameplay	06	Becomes far too predictable
Lifespan	07	Thanks to the backtracking, it takes a while

A platformer with promise, but it makes the gamer work far too hard for the few moments of magic that it provides

6/10

gamesradar.com
allaboutthegames



"To be or not to be..." – the Shakespearean acting session started off well

You'll need to think on your feet to defeat the various foes awaiting you

Don't look too carefully – the character animation is a big letdown

SHIN MEGAMI TENSEI: DIGITAL DEVIL SAGA 2

PlayStation 2

An accomplished RPG that falls just short of greatness

DETAILS

PUBLISHER GHOSTLIGHT
DEVELOPER ATLUS
PRICE £29.99
PLAYERS 1
OUT THIS MONTH
WEBSITE WWW.GHOSTLIGHT.UK.COM
60HZ MODE YES
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

The sequel to last year's *Digital Devil Saga*. Set in a bleak, war-ravaged world, you and your party search for the secrets of your dark past. Traditional RPG stuff, with surreal visuals, a barmy plot and a new style of combat.

The *Shin Megami Tensei* series has been knocking around for ages. The first one was released for PS1 in 1992 and then went on to spawn six sequels. *Digital Devil Saga 2* is, unsurprisingly, the seventh.

Anyone who managed to finish the last *Digital Devil Saga* on PS2 will remember the absolute stinger of a cliffhanger, and will be glad to know that *DDS2* picks up almost immediately after the ending of its predecessor. So although this is good news for fans, it basically means that newcomers *have* to buy the first game to understand anything. There are flashbacks throughout the opening scenes that attempt to explain everything for newcomers, but you'll still find yourself puzzling over things.

END OF DAYS

You are Serph, the game's silent hero. In the *DDS* universe, psychic children have the ability to speak to God, or what its inhabitants *think* is God. Naturally, the darker side of humanity wants to exploit this, which is where you and your party, a force for good, come in. The world is a troubled place, where the sun destroys life rather than nourishes it, and where humans have to transform into demons to survive, an ability you can actually use in battle.

But that's the simplest of synopses. The game's numerous plot strands regularly get tangled up and the lengthy, convoluted cut-scenes don't help. It's not a case of being complicated, it's just a bit silly. A lot seems to have been lost in translation from the original Japanese script.

But lengthy or not, the cut-scenes do look fantastic, thanks to the game's cel-shaded graphics engine that makes it look like animé. They're dramatic and well-directed, let down only by the fairly pedestrian voice acting. And since the plot is such an important element in a game like this, it really could have benefited from stronger casting.

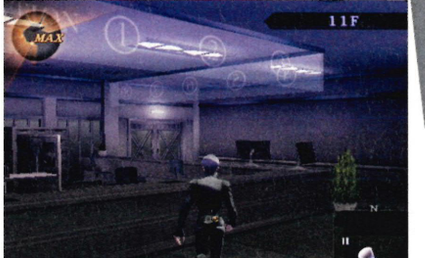
The in-game visuals, however, aren't as accomplished as in the cut-scenes. The character models are very simple and the animation isn't as fluid as it could have been. But the overall look of the game is remarkably unique, with subdued colours and strangely proportioned characters. The game has a warped, otherworldly quality, which is one of its biggest achievements. It's not a traditional RPG by any means.

FIGHTING FIT

BLooks aside, *DDS2*'s combat is its saving grace. The so-called 'press turn' system returns from the last game, being a speedier version of the *Final Fantasy* brand of turn-based fighting. You have to think on your feet and strategise quickly, which mimics the intensity of a real fight (not that we've ever been in a fight with a robot, but you know what we mean).

Abilities are learned and unlocked via a 'mantra' menu made up of hexagons. It's

There's a fresh take on turn-based combat that you must figure out



The dungeons are a lot simpler this time around; orientating yourself is easy

THE MANTRA GRID

The game attempts to explain away the fact that a top-dog, level 99 super-demon – your character at the end of the first instalment – has to re-learn even the most basic of fire spells. A highly unlikely story. But moving across the Mantra Grid means that by about the five-hour mark you'll have earned back most of your powers. Shamefully, though, all the spells are exactly the same as the ones in the last game, save for a few 'ultimate' attacks at the end of the grids. But will anyone even get that far to see them in action? To be honest, we doubt it...

What the cluck is that doing in here?

Slog, slog, slog – must... level up... to beat that boss

reminiscent of *Final Fantasy X*'s Sphere Grid but you must 'circle' a power or magic to unlock it. Confused? You will be for a few hours, but you'll get it. It's almost a scaled-down strategy game, using as much brainpower as forming strategies in mid-battle. Oh, and the battles are random.

But the old role-playing problem of 'slogging' remains. Some of the harder bosses demand that you spend hours levelling up your party before you can even think about tackling them, which is a balancing issue more than anything else. But luckily there are numerous distractions to keep your mind occupied, including mini-games such as a fantastic vertical shooter, quizzes, and puzzles in dungeons that help break up the relentless scrapping.

This time around the dungeons are a lot simpler layout-wise than in the last game, and there's a lot less exploration. That helps the pace considerably, but at the expense of a less rich and detailed game world.

DDS2 has the amazing ability to appeal to hardcore genre fans and casual passers-by alike. It's complicated, but simple enough for those who want to play it in the most basic fashion. The bleak setting, tortured characters and philosophy-heavy, doom-laden plot will either suck you in or alienate you, but it's undeniable that this is an artistically accomplished RPG with a unique feel. The combat is dynamic and flexible, the world is absorbing and it's probably the best thing Atlus has ever done. ■ **Andy Kelly**

FINISHED THE FIRST GAME?

Brilliantly, you can import your save game from the first instalment for a handful of new bonuses, depending on how well you did in it. These include some starter funds, karma rings – a new item in *DDS2* – and other helpful items. This makes things slightly easier, but don't worry if you're starting afresh because they are, after all, just bonuses, and not vital to your progress.

The spells are the same as in the last instalment, but they still do the job

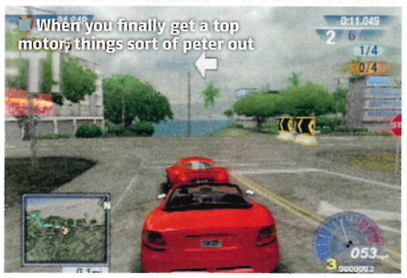
PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Graphics	08	Unique design and gorgeous cel-shading
Sound	07	Hammy voice acting, but top-notch music
Gameplay	07	Dynamic combat, but a lack of exploration
Lifespan	07	40 hours – pretty average for an RPG

Much better than the last game, and one of the best PS2 RPGs. Let down only by the relentless fighting and steep learning curve

7/10

The drivers of Hawaii seem to be on holiday. But where?


When you finally get a top motor, things sort of peter out

The AI is aggressive but a little prone to the odd smash-up and scuffle

TEST DRIVE UNLIMITED

The only limit is your patience. Oh, and the sea

DETAILS

PUBLISHER ATARI
DEVELOPER MELBOURNE HOUSE
PRICE £34.99
PLAYERS: 1-8
OUT 16 FEBRUARY
WEBSITE WWW.TESTDRIVEUNLIMITED.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE YES

AT A GLANCE
The latest edition in a long-running series but with the twist of races in a completely open world where each event and car dealership can be driven to.

You might think it would be difficult not to be impressed by 1600km of twisting highways and no loading screens, by thousands of drivers all Highway-Coded to perfection, by jams of shiny sports cars glinting and devaluing under the tropical sun and by eight-player strong online racing. But we've managed it.

Visually, *Test Drive Unlimited* is a magnificent achievement. Sure, we've seen other, more cramped, conurbations and more fauna and flora in other fields, but they've always been hidden behind loading screens, cutscenes and lumpen framerates. Here you can't see the seams, because instead of merely streaming off the disc, *TDU* pours. You can go anywhere, at any time, and whenever you take a bend or top a hill, a torrent of tower blocks, traffic and lampposts gushes in to fill every part of the scenery.

But while this world is smooth, vast and massively impressive, playing is as bland and sterile as every MRSA-riddled hospital dreams of being. For a game that looks like it should waken each morn with a four-star hangover and a GTX pick-me-up, *TDU* lacks carnage, consequences, chutzpah and plain old oomph.

It simply needs more bite and more balls. Head-on crashes barely cause your bonnet to bounce while the kitten-like cops slap down tiny fines or give up the chase when you enter a car dealership. But the main reason for our pulses flat-lining is the handling. You have to cover hundreds of miles between cash-gathering event and dollar-shedding garage, and being behind the wheel is soporific.

ASLEEP AT THE WHEEL

Realistic braking distances force you to be heavy with the pedal but without credible physics such as body-roll and weight transfer, the car never slips through a hairpin on two wheels and the edge of adhesion. Instead, your knuckles stay flushed with pink as each machine wallows and slides but without the fight and snap you'd get from a *Ridge Racer* or *Need For Speed*.

THE DRIVING IS NEITHER ENOUGH FUN TO BE FANTASY NOR ENOUGH HARD WORK TO BE REALISTIC

And don't expect to feel the differences between the various models in your high octane harem, either. From saloon to supercar, each chassis and powerplant feels scaled down rather than simulated. In the end, the driving here is neither enough fun to be fantasy nor enough hard work to be realistic.

An injection of fantasy in the career structure wouldn't hurt, either. Sure, the free-form structure gives you hundreds of races to explore, challenges to find and things to buy, but life is unrelentingly hard. Games should be about big lottery wins, dream machines and a break from the daily grind, not meagre cash prizes, repeating races and motorway journeys long enough to demand toilet breaks.

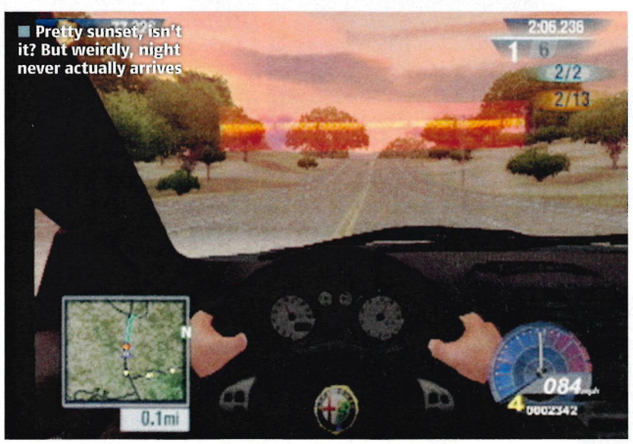
And although the likes of *Burnout* have long since gone too far, awarding you bonus motors

Well, even with sun and sea we still miss Marmite and proper tea

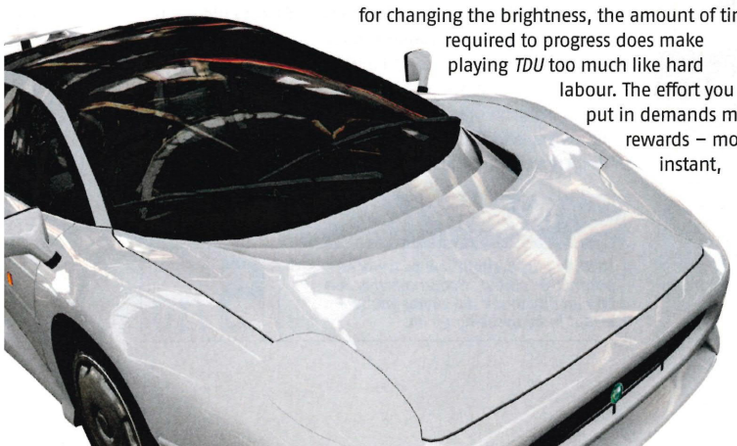
The motorbikes from Xbox360 have been lost, sadly

The cars are cool and nicely rendered but we've seen better

Tailgating will give you the speed boost you need to overtake



Pretty sunset, isn't it? But weirdly, night never actually arrives



for changing the brightness, the amount of time required to progress does make playing *TDU* too much like hard labour. The effort you put in demands more rewards – more instant, shiny, thunderously noisy gratification, or at least the odd new bumper or a body kit. After all, long-term saving is a necessary evil of adulthood, not a fun feature.

The loneliness of the long-distance Lamborghini driver is also emphasised by a lack of variety and surprises. For some reason the most interesting and lucrative tasks found in the Xbox 360 version of this game have been cut. Without these model and car delivery missions, you're left eking out a painful existence as a racer.

And although the events vary by type, size and make of car, being tied to the same area means that too many of them criss-cross the same stretch of tarmac. That is, if they criss-cross at all, because despite endless junctions, flyovers and freeways, many of the courses are horribly unimaginative squares or, worst of all, almost straight.

GOD OF SNORE

So races come and races go and the hours wash over you like afternoon TV on the long-term unemployed, and nothing really changes. No matter how many sunsets you drive into, night never comes; no matter how many upgrades you buy for a car, it never feels like yours and no matter how many houses you buy, none are home. So instead of being enthralled and enthused, you feel disconnected from the world.

Despite saying all this, we do quite like *TDU*. We just think it could so easily be so much better. Melbourne House have made a technically outstanding game but they could and should have made it into one able to stand out even against the likes of *Gran Turismo*, *Need for Speed: Carbon* or *Burnout*. ■ **Alex Cooke**

HA AND WAII (HOW AND WHY)

Lose Yourself On The Island

YO HOMES

Buying a property gives you a base from which to drive around the island, racking up race wins and collecting your cars. Also, you're not allowed to sell your old motors and so you always need to own more than one crib, for the garage space alone.

SHAT NAV

TDU's navigation system makes it easy to find your way around and will even slingshot you across the island, so long as you've been to that place before. If you want to access a car dealership that's up in the north of the island, say, a long trek ensues before you're allowed instant access.

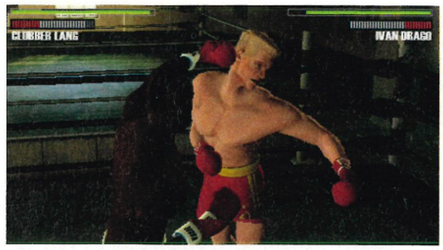
MODS AND REVVERS

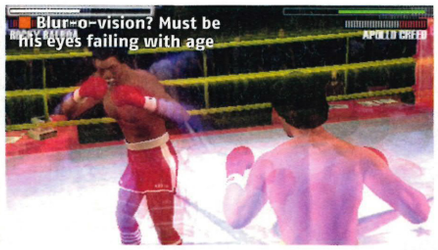
Other games pack in whole garages full of modifications and body kits but *TDU* has a rather disappointing set of options. Instead of letting you tinker with the timing or add neon to your Nova, each car has three levels of blanket upgrades. It really doesn't make it feel like your very own wheels.

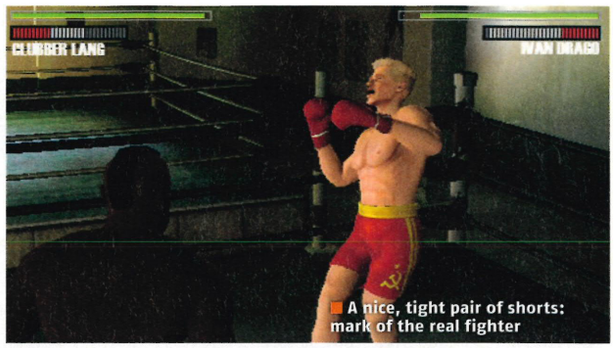
HAWAII 5 AND 0

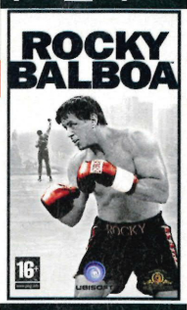
The rozzers do patrol the streets but only really pay any attention to you if you speed past them or ram other road users. Don't worry, though, if they do pick up their pursuit, they aren't the swiftest drivers and have a habit of setting up roadblocks that don't really block the whole road.

PlayStation 2 Official Magazine UK	VERDICT	
Graphics	09	A technical marvel but a little sparse
Sound	07	Noticeable noise but only just
Gameplay	07	Racing that lacks bite and speed
Lifespan	09	Yawning, in both senses of the word
Impressive, immense and pretty but somehow it fails to achieve greatness due to shortage of a variety of high-speed thrills		7/10









ROCKY BALBOA

Doing its bit for positive representation

DETAILS

PUBLISHER UBISOFT
DEVELOPER UBISOFT
PRICE £34.99
OUT NOW
WIFI MULTIPLAYER YES
CUSTOM SOUNDTRACKS NO
GAMESHARING NO

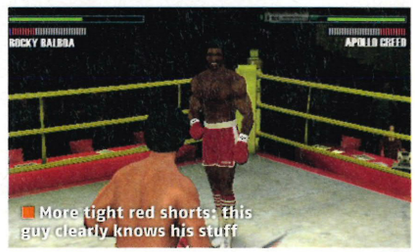
You might have thought that, being nearly 60, the only saga Sylvester Stallone would be concerning himself with would involve his choice of holiday. But the Rocky story is back on the big screen, and Ubisoft's made a PSP game to match.

It's more than just the PS2 *Rocky Legends* with a new fighter; it's a subtle reworking. Instead of the side-on view of the PS2 games, the action is viewed from behind the boxer's shoulder. Plus, the controls are slightly different, with blocking controlled by just the D-pad and the punches often requiring more than one action button to be held at once. It takes a while to get used to, and you have to be very deliberate when executing a combination.

Once you've got to grips with controls the most compelling option is the Historical Fight one, which allows you to take part in the key scraps of Rocky's six film career.

Unfortunately the training options that allowed you to develop Rocky's fighting skills between matches aren't part of the PSP game, which means the feeling of progression is lost. Then as Rocky has very few 'ordinary' fights, each bout lacks real excitement despite footage from the film being used to set things up.

It would take a cold-hearted gamer not to be moved by the sights and sounds of Rocky, but if you're looking for the same knockout fun you had on the PS2 you may be disappointed. **DH**

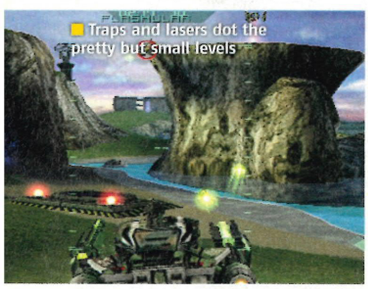


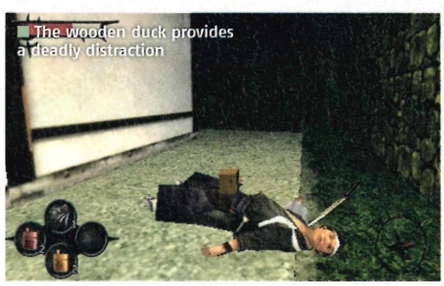
PlayStation 2 OFFICIAL MAGAZINE UK — VERDICT

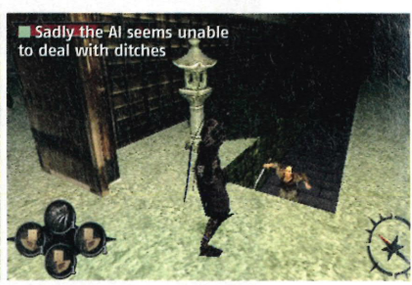
Graphics	07	Reasonable likenesses and animation
Sound	08	Excellent use of the emotive soundtrack
Gameplay	06	Too fiddly to really satisfy
Lifespan	05	The bouts start to feel too familiar

A tidy boxing game in itself, but one that lacks the punch of previous Rocky *games or any real element of sophistication.*

6/10







BATTLEZONE

Polygons? Filled. Soul? Empty

DETAILS

PUBLISHER ATARI
DEVELOPER PARADIGM ENTERTAINMENT
PRICE £29.99
OUT NOW
WIFI MULTIPLAYER NO
CUSTOM SOUNDTRACKS NO
GAMESHARING NO

If the name alone induces misty-eyed memories for 1980s monochrome, mechanised, wireframe warfare, this could be of interest. But sadly, only because your nostalgic eyes will be so dewy as to blur the mess of misplaced polygons that the camera regularly drops between you and your cumbersome hovertank.

As the procession of traditional deathmatches and flag-tag battles unfold in a frenzied sub-*Quake* style, you find yourself blindly bumping against the scenery, the tactical limits of two-a-side team battles and inertia.

The lack of extra vehicles, the sparse solo mode and the ad-hoc-only multiplayer mode does little to help. The experience isn't really retro, more retrograde. **AC**

PlayStation 2 OFFICIAL MAGAZINE UK — VERDICT

Short-term staccato bursts of messy joy don't make up for the shortage of originality, options or the chance to slaughter or cooperate with others.

5/10

SHINOBIDO: TALES OF THE NINJA

Shinobidon't bother

DETAILS

PUBLISHER SONY
DEVELOPER SPIKE
PRICE £34.99
OUT NOW
WIFI MULTIPLAYER NO
CUSTOM SOUNDTRACKS NO
GAMESHARING NO

Following *Tenchu*'s tradition of stealth kills and beige backdrops instead of the *Shinobi* series of scarf-flowing slaughterers, this silent slasher doesn't so much fall onto its own sword as bungee repeatedly on the blade.

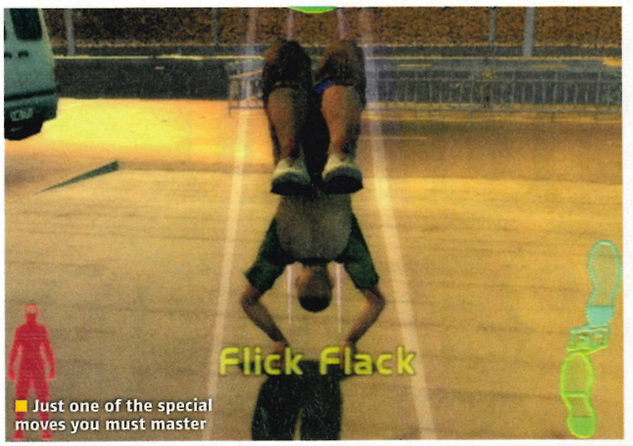
With levels already shrunken, the minimal draw range and unpredictable camera leaves your ninja swaddled in gloom. Enemies stand around, but with a stealth walk that's too slow to catch up to a patrolling drone, and the same button for block and lock-on, killing them is a slow process; control-mashing prevails. Despite ad-hoc multiplayer and the sheer number of missions, this is a mediocre version of an already mediocre PS2 relic. **AC**

PlayStation 2 OFFICIAL MAGAZINE UK — VERDICT

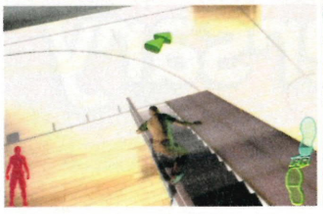
Stealthly play brought low by weak AI, protracted combat, clumsy controls and an inability to see the enemy you're meant to be sneaking up on.

5/10

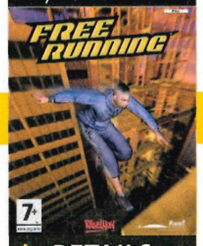
Environments are disappointingly bland and the trousers distractingly figure-hugging



Just one of the special moves you must master



PlayStation.2



7+

DETAILS

PUBLISHER REBELLION
DEVELOPER CORE DESIGN
PLAYERS 1-2
OUT 2 MARCH
WEBSITE: WWW.FREERUNNING.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
PERIPHERALS N/A

AT A GLANCE
Tony Hawk's-style simulation of the extreme sport/art/philosophy. You know the drill by now: training + challenges = kudos.

FREE RUNNING

Urban gymnastics drives us up the wall

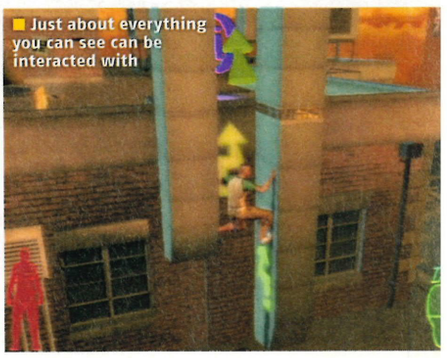
Lets be honest, a game based around any form of running is not exactly a tantalising prospect. The name itself just conjures up images of the frenzied button-bashing that was typical of the athletics games of old, and sounds about as exciting as, say, *Zara Phillips' Pro Show Jumping*. That said, don't write it off just yet, because this particular brand of running is less about rapid leg movement and more to do with looking super-cool while bouncing round car parks in trackie bottoms.

If you've seen the opening of the new Bond flick, where 007 chases a killer who has the grace of a gazelle and agility of a squirrel, then you'll know what we're on about. For the uninitiated, free running is basically physical interaction with whatever takes your fancy in your urban jungle of choice. Often confused with parkour, the two differ subtly: the latter is all about moving uninterrupted over, under and through obstacles with efficiency, free running is all about aesthetics and tricking – or to the rest of us, looking the business.

PARKOUR BLIMEY

Because it's basically skateboarding without a skateboard, it should come as no surprise that *Free Running* follows roughly the same ubiquitous formula as *Tony Hawk's Pro Skater* and its ilk. Take control of a character, train him or her up, and complete the various challenges that are dotted around the levels. Job done.

But that's really where the *Tony Hawk's* similarities end – and that's not a good thing. Where the *Hawk's* control system is simple and intuitive, *Free Running* is slightly odd and frustrating. The similar ways of approaching and performing different tricks makes it difficult to crank out the one you intended and string together combos. Plus, the physics of your character's movement are pretty sluggish, which adds an extra layer of frustration when timing is essential to complete a challenge.


Just about everything you can see can be interacted with

The environments are bland, with little or no interaction with any peripheral characters, and there's very little imagination put into the challenges: the first one in the training mission is running round a corner, for pity's sake! It also sorely lacks the humour we've come to expect from this style of game and fails to give you a taste of the culture and attitude of free running.

The game lacks flare and in a simulation of a sport that involves nothing more than one person running and jumping, a bit of pizzazz is what you need more than anything. But what truly scuppers this game is the nature of free running itself. The tricks and moves aren't as clearly delineated as they are in other urban sports, which makes it almost entirely unsuitable for videogame translation. Oops. **Joe Barnes**

PlayStation.2 OFFICIAL MAGAZINE UK	VERDICT	
Graphics	05	Decent enough, but hardly mind blowing
Sound	05	Limited, with bone-crunching sound effects
Gameplay	04	Occasionally engaging, mostly infuriating
Lifespan	03	Slim, you'll either find it tedious or bland

Hardcore free runners may find something to jump up and down about; everyone else should stick to watching Sebastian Foucan

5/10

TRY THIS AT HOME...

Why scrape your own knees on concrete when you can smash up a virtual person instead?

Bored with being graceful and elegant? Then vent your frustrations on the Crash Test Dummy challenges. Instead of messing about with all that landing perfectly and not hurting yourself nonsense, you instead take control of Max Damage: The Crash Test Bot. As the name suggests, the idea is to cause it as much damage as humanly possible. To aid you in this quest, various destructive icons and cases of high explosives are dotted around the level for you to stumble into. Now, we're certainly not experts by any stretch of the imagination but we're fairly certain that they don't do this in real life and that the streets of Paris aren't really littered with explosives...

[PSP EXCLUSIVE]

Tomb Raider Anniversary

The original silicon chick returns!

2007 Special

The biggest games revealed and rated!

Including: Rainbow Six Vegas, Brothers in Arms: D-Day, Call of Duty: Roads to Victory, Elder Scrolls: Oblivion, After Burner, The Warriors, Test Drive Unlimited, MGS: Portable Ops, and much more!

Issue 28 On Sale Now!

180 REVIEWS INSIDE!

2 COMPLETE GTA GUIDES

replay

YOU WANT DETAILS? WE GOT THE LOT

If you got one copy of every PS2 game ever published and put them end to end, they would stretch from here to the sun and back. And that's a fact. Well, okay, maybe it's not an actual fact as such but there sure are a hell of a lot of them (which is more than you can say for certain next-gen consoles we could mention).

So if you're wondering which title to play next, what you really want is a guide to tell you which ones are ace and which ones are bobbins, isn't it? You need The Official A To Z Guide To Every PS2 Game Ever Published Ever In The World Ever. It starts on p94.

Personally, I'm going to squirrel it away for use in a few weeks' time because until then, I'll be playing *Final Fantasy XII*. And I'll be enjoying it all the more with the help of our 14-page in-depth game guide.

From spells to Espers to city guides to details of where to find the monsters you need to kill and much, much more, there isn't anything else you need to know.

Sophie Mason,
Production editor

ENCYCLOPAEDIA FANTASTICA

To even think about playing *Final Fantasy XII* without our 14-page guide to help you would be final foolishness

082

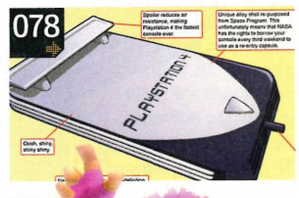
078 **CHARTS**
With 1382 (count 'em) PS2 games to choose from, which ones are people actually buying?

078 **SAVE POINT**
Boris Johnson thinks games are no laughing matter. Our resident cartoonist says different

079 **CHALLENGES**
Braaaaaaaaains... send us your brain age and win some stuff, the skip with Rayman for more

079 **ONLINE**
Fragging and lagging with *Call of Duty 3*: we tell you whether it's worth the time and money

080 **CHEATS**
Think the *Guitar Hero II* crowd would look better with monkey heads? You're in the right place

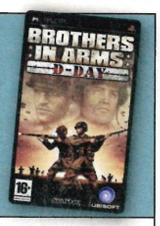


charts

FACTS, FIGURES AND FUNNIES

WHAT THE OTHER MAGS SAID

WE READ 'EM SO YOU DON'T HAVE TO



PSM3	"Superman really does deserve better" 55%	"An outstanding RPG" 94%	"Another drab Star Wars adventure" 47%	NO REVIEW*
PSW	"Ugly, boring, tedious and staid" 2/10	"Far and away the best game in the series" 9/10	"Fans will love this" 7/10	"Faultless, if a bit unambitious" 7/10
PLAY	NO REVIEW*	"Still an instant classic" 93%	"Too much of a chore" 67%	NO REVIEW*
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT	"Repetitive and dull" 5/10	"Gaming doesn't get any better than this" 10/10	"Original and entertaining with some cracking action" 7/10	"A solid attempt but shooter-nuts are better sticking with *MoH*" 6/10

*Review not available at time of going to press

THE TOP 20

ChartTrack | ELSPA Entertainment and Leisure Software Publishers Association

	Game Name	Publisher	Score
1.	FIFA 07	EA Sports	9/10
2.	Need For Speed Carbon	EA Games	9/10
3.	Pro Evolution Soccer 6	Konami	10/10
4.	Buzz! Junior Jungle Party	Sony	7/10
5.	The Sims 2: Pets	EA Games	8/10
6.	WWE Smackdown Vs Raw 2007	THQ	8/10
7.	Lego Star Wars II	Eidos	9/10
8.	Call Of Duty 3	Activision	8/10
9.	Who Wants to Be A Millionaire?	Eidos	5/10
10.	Guitar Hero II	Activision	8/10
11.	Cricket 07	EA Sports	8/10
12.	Buzz! The Sports Quiz	Sony	7/10
13.	Scarface: The World Is Yours	VU Games	8/10
14.	Tony Hawk's Project 8	Activision	8/10
15.	Happy Feet	Midway	6/10
16.	Eragon	VU Games	5/10
17.	Flushed Away	D3	5/10
18.	Buzz! The Big Quiz	Sony	7/10
19.	Splinter Cell Double Agent	Ubisoft	8/10
20.	Legend of Spyro: A New Beginning	VU Games	6/10

KEEPING IT CARBON

It's no surprise to see *Need For Speed* in the top 10 at this time of year, but what *is* odd is that it's been beaten into second place by EA stablemate *FIFA 07*.

MILLIONAIRE'S ROW

There are no fewer than four *Buzz!* games in the PS2 Top 20 this month: proof, if any were needed, that PS2's the only console you need to make Christmas fun for all.

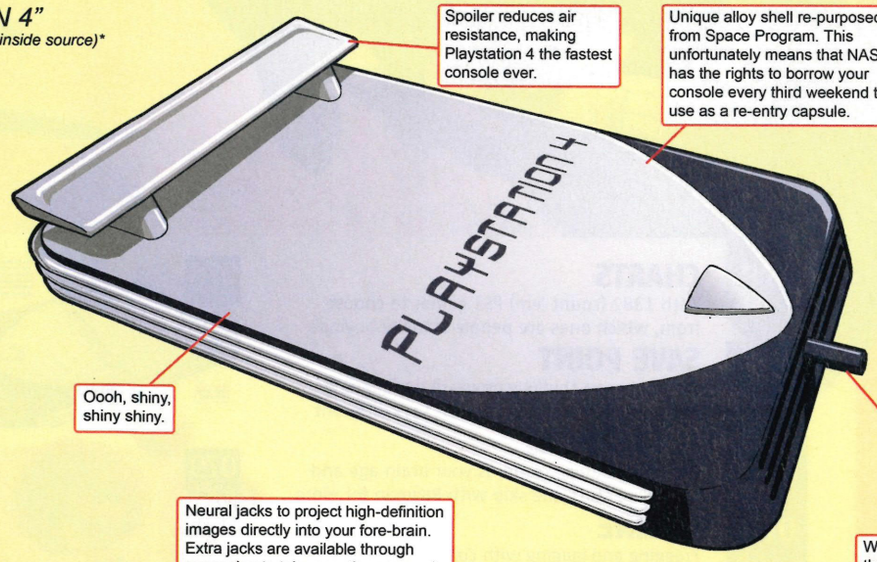
SAVE POINT TAKING THE LESS TRAVELLED ROUTE TO GAMING WISDOM

WORDS: KIERON GILLEN ART: JAMIE MCKELVIE

NEXT-NEXT GENERATION "EXCLUSIVE INFORMATION" SPECIAL

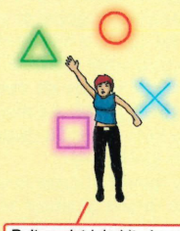
Because it's never too early for groundless speculation.

"PLAYSTATION 4"
*(Artist's impression from inside source)**



Spoiler reduces air resistance, making Playstation 4 the fastest console ever.

Unique alloy shell re-purposed from Space Program. This unfortunately means that NASA has the rights to borrow your console every third weekend to use as a re-entry capsule.



Poltergeist-inhabited control pads for PS4 are so hyper-sensitive they probably won't have anything to do with someone as lowly and uncultured as you are. Get reading Proust in preparation.

Oooh, shiny, shiny shiny.

Innovative "9mm automatic" feature translates bloody wounds of on-screen avatar onto your real self for the ultimate in immersion.

Neural jacks to project high-definition images directly into your fore-brain. Extra jacks are available through expansion to take over the sense of touch, hearing and even smell. (Utilised in launch game: Metal Gear Solid: Body Odour).

Next-Next generation Wireless controller for legacy games not only gives you complete control of PS4 software, but also passing friends. (Friends not included).

Wait a second. Where do we put the games? Back to the drawing board.

*A source inside our heads.

challenges

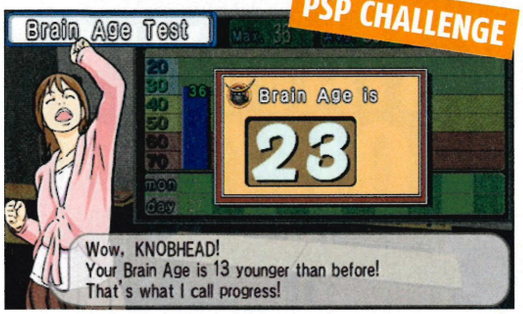
A BABY'S BRAIN WILL BAG YOU THE BOOTY

MIND QUIZ

PSP CHALLENGE

What is your Brain Age? After several days of play, we knocked ours down to a mighty 23. Beat that, and be the youngest Brain to win the prize. In the event of a tie, the first-in lowest entry wins.

Lowest Proved Age Gets...
A limited edition LocoRoco game and T-shirt pack

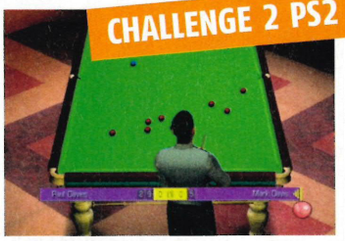


WORLD SNOOKER CHAMPIONSHIP 2007

CHALLENGE 2 PS2

Easy one this. Start up a quick game and try to score the highest break you can. We managed a respectable break of 29, but can you beat that by more than anyone else?

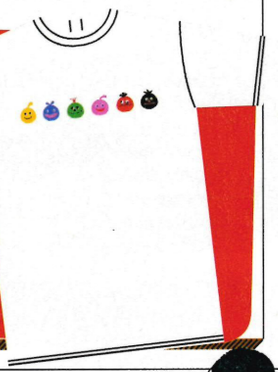
Best Proved Break Gets...
Three great PS2 games and an Official PS2 T-shirt



HOW TO ENTER

Attach your MMS picture then text either **CHALLENGE1, CHALLENGE2, or CHALLENGE3** (then a space) followed by your name and full address to **07738 647**

Only the entries that *OPS2* judges as the best times/score will win the respective prize. Texts will be charged at 50p plus your standard network tariff rate. Please source all necessary permissions. Lines are open from 01 February to 1 March 2007 inclusive. We will not advise non-winners of the result.*



RAYMAN RAVING RABBIDS

Unlock the Bunnies Can't Jump game in the second day of the main story mode and try to better our skipping score of 6600. The player who beats us by the most wins the prize.

Highest Proved Score Gets...
Three great PS2 games and an Official PS2 T-shirt

online

IS IT WORTH GETTING BROADBAND FOR THESE GAMES?

CALL OF DUTY 3

What you get: Support for 16 players at once, who can choose to play as seven different troop classes. You can wage war over seven unique multiplayer maps, using six types of gameplay, including Deathmatch, Capture The Flag and Headquarters

What it's like: After losing weeks of sleep wrapped up in the savage embrace of *Call Of Duty 2* online, we were chomping at the bit to get involved with the latest and greatest version of this WWII shooter. Unfortunately, it proved to be a let-down of *Matrix: Reloaded* proportions.

Although the action is just as brutal as its predecessor, it's nowhere near as solid. We lost count of the number of times our aim was scuppered by dodgy frame rates and criminally bad lag. There's nothing more frustrating than unloading a clip on an enemy, only to watch them disappear from view because they moved away a few seconds ago, but your connection wasn't quick enough to register that it had happened.

The inclusion of a smattering of vehicles on certain levels doesn't add anything to the game's overall feel, and

the new character classes make little difference, either. It's war, it can be thrilling, but the choppy gameplay means that this time around, *CoD* is far from essential online.

On the plus side, mind you, there's always stacks of people playing, so you're guaranteed to find a session – something few other PS2 network games can boast.

SHOULD I GET BROADBAND FOR THIS? ✗

PSP WI-FI TEST

BLISS ISLAND

What you get: A handful of mini-games to play with another *Bliss Island* owner (if you can find one)

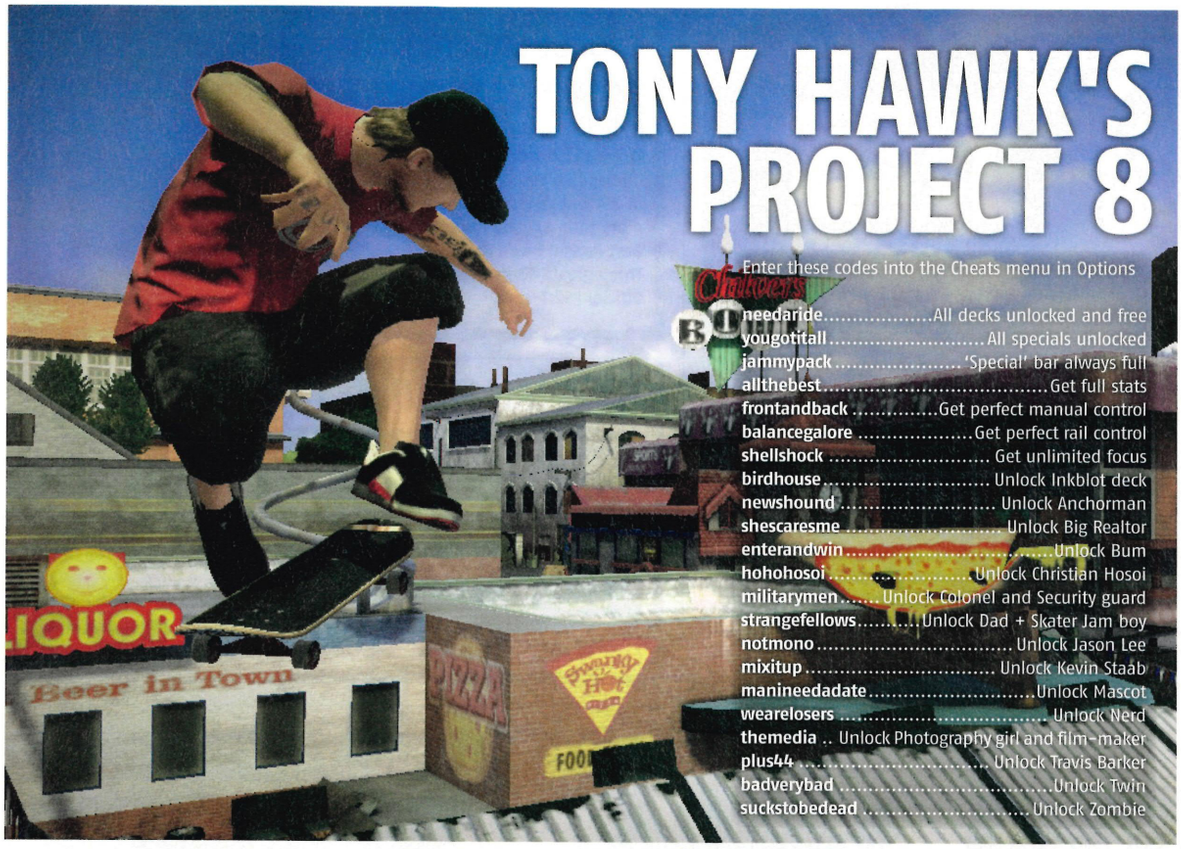
What it's like: At heart, *Bliss Island* is a simple collection of party games that wouldn't look out of place on a mobile phone. Not exactly thrilling in single-player and when it comes to WiFi, *Bliss Island* is just as dull. The pick of the bunch is *Forest Football*. From a top-down view, you and your opponent attempt to dribble a football down an unfeasibly long pitch before unceremoniously sticking the virtual pigskin into the net. Simple, and vaguely amusing. For at least five minutes. Oddly, there are no GameSharing options, so you'll have to pay a total of £60 to play *Bliss Island* in multiplayer. With mini-games this simple, there's absolutely no excuse for that. Our advice: get *MegaDrive Collection* instead.

SHOULD I GET MY MATES ROUND FOR THIS? ✗

*CHALLENGE COMPETITION TERMS AND CONDITIONS By entering you are agreeing to receive details of future offers from Future Publishing Ltd and third parties. Only UK residents over the age of 15 may enter. If you do not want to receive information relating to future offers and promotions, please include the word NO at the end of your text message. Winners will be notified within 28 days.
No employees of Future Publishing, any associated company or any member of their close family may enter. Prizes are as stated and no alternatives, cash or otherwise, are available. Publicity may be given to any entrants and their names, addresses and/or photographs printed in OPS2. Editor's decision is final. No correspondence will be entered into. No purchase necessary. These competitions are open from 1 February to 1 March 2007 inclusive.

cheats

THIS MONTH'S COOLEST, NASTIEST AND STUPIDEST CHEATS



24: THE GAME

At the main menu screen, hold R1, L1, R2, and L2 until a Security Clearance menu appears (give it about 10 seconds). Use the D-pad to move around, then hold down ⊗ to change letters by pressing ← and →. Once all the letters have been changed hit ▣ and the code will turn orange. Exit with △. Select 'Previously On *24*', then 'missions' and load your save file to access the cheats.

Password..... Effect
ALMEIDA062 .... Get infinite ammo
BAUER066..... Get invulnerability
DESSLER072.... Unlock all missions
PALMER054 ..... Unlock all bonuses

BATTLEFIELD 2: MODERN COMBAT

While playing the game, hold R2 and L2 and then press →, →, ↓, ↑, ←, ← to unlock all weapons.

BLACK

To unlock the **M249** machine gun as your default weapon, enter the following code (including dashes) as a profile name:
FG6S-WFZG-7MDP-PZGT
If you've got it right, the game will immediately ask you to enter another name.

CANIS CANEM EDIT

Bike Shorts ...Do 100km on a bike
Black Ninja Outfit.....Fill up your yearbook completely
Black Skate Shoes .....Walk 50km
BMX Champion ... Complete one of the bike races
Boxing Outfit Beat Prep Challenge or Boxing Challenge in Chapter 2
Crash Helmet.....Come first in the Kart Race at the Carnival
Dunce Cap ..... Fail three classes in a row
Edna Mask..... Destroy 19/19 tombstones during Halloween
Fast Food..... Complete the Burger Joint errand found in Bullworth Vale
Firefighter's Helmet .. Pull the fire alarm 20 times
Gnome Costume .....Smash all of the garden gnomes
Go Kart .....Beat all Go Kart races
Gold Suit .....Buy all clothing in the game
Graduation Hat ..... Beat all five levels of all of your classes
Green Ninja Outfit... Hit stuff with projectiles (eggs, etc) 1000 times
Grotto Master Collect all G&G cards
Orderly Uniform Complete 'Finding Johnny Vincent' in Chapter 5
Pirate Hat .....Beat up pirate on island near Beach House
Prison Uniform .....Beat all the detention mini-games once
Red Ninja Outfit During Halloween (must be done during Halloween) at Bullworth Academy, complete the Big Prank task
Rubber Band Ball.....Collect all 75 Rubber Bands
Running Shorts ...Run/Walk 40km
School Mascot Beat 'Nice Outfit' in Chapter 4
Tiny Swimsuit..... At the Beach House location, find the Preppie with a blue mission on the beach and beat his swimming time
Werewolf Mask..... Found in a school locker after picking the lock
Wrestling Uniform.....Beat Gym 1

DESTROY ALL HUMANS!

Start by pausing the game, and then hold down L2 while entering the following codes:
Reset alert meter:
R2, →, R2, R1, ▣, →.
Invulnerability:
▣, ◎, ←, ←, ◎, ▣.
Infinite ammo:
←, ◎, R2, →, R1, ▣.
Infinite mind power:
R1, R2, ◎, →, L1, ◎.

FIFA STREET 2

On the title menu, hold L1 and △ and enter ←, ↑, ↑, →, ↓, ↓, →, ↓ to unlock everything.

FLATOUT 2

To unlock everything, enter **giveall** at the Cheat Code option in Extras.

FULL SPECTRUM WARRIOR: TEN HAMMERS

Select Bonus Material from the main menu and enter the code **fullspectrumpwnage** at the cheats option to unlock all the levels. Access the levels from the Restart option.

GRAND THEFT AUTO: LIBERTY CITY STORIES

Enter the following codes during gameplay:
Big heads:
↓, ↓, ↓, ◎, ◎, ⊗, L1, R1.
Shiny cars:
△, R1, L1, ↓, ↓, R1, R1, △.
Pedestrians follow you
↓, ↓, ↓, △, △, ◎, L1, R1.
Cars drive over water
◎, ⊗, ↓, ◎, ⊗, ↑, L1, L1.
Tiny bike tyres
◎, →, ⊗, ↑, →, ⊗, L1, ▣.
Full armour
L1, R1, ◎, L1, R1, ⊗, L1, R1.
Fill health bar
L1, R1, ⊗, L1, R1, ▣, L1, R1.
Get $250,000
L1, R1, △, L1, R1, ◎, L1, R1.
No wanted level
L1, L1, △, R1, R1, ⊗, ▣, ◎.
Get a rhino tank
L1, L1, ←, L1, L1, →, △, ◎.

GRAND THEFT AUTO: SAN ANDREAS

Enter these cheats while playing:
Full health, armour and $250,000: R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑.
Get Hitman skill level with all weapons: ↓, ▣, ⊗, ←, R1, R2, ←, ↓, ↓, L1, L1, L1.

GUITAR HERO II

Enter these codes (coloured buttons) at the main menu:

Y, O, B, O, Y, O, B, O
Unlock hyper-speed mode

Y, Y, O, Y, Y, B, Y, Y
Unlock performance mode

Y, O, B, O, B, O, Y
Crowd have eyeball heads

Y, Y, B, O, Y, Y, B, O
Crowd have monkey heads

Y, Y, O, Y, O, O, Y, O
Crowd have flaming heads

B, O, O, B, O, O, B, O, O, B, O, O, B, O, O, B, O
Crowd have horses heads

Get jetpack: ←, →, L1, L2, R1, R2, ↑, ↓, ←, →.
Bikes bunny-hop 100ft in the air: △, □, ○, ○, □, ○, ○, L1, L2, L2, R1, R2.
Super punch (destroys everything): L1, L2, L2, ↑, ↓, ↓, ↑, R1, R2, R2.
Reduce wanted level: R1, R1, ○, R2, ↑, ↓, ↑, ↓, ↑, ↓.

JUSTICE LEAGUE HEROES

Enter the pause menu, then enter the following while holding down R1, R2, L1 and L2:
Unlock everything
↓, ←, ↑, →
Get unlimited Energy
↓, ↓, →, →, ↑, ↑, ←, ←
Get invincibility
←, ↓, →, ↑, ←, ↓, →, ↑
Max out stats
→, ↓, →, ↓
Activate one-hit kills
↑, ↑, ↓, ←, ↑, ↑, ↓, →
Get 20 shields
↑, ↑, ↓, ↓
Get 25 Random Boosts
←, →, ←, →

LEGO STAR WARS II: THE ORIGINAL TRILOGY

Enter these codes in the Mos Eisley cantina to unlock the hidden characters and vehicles from the original trilogy:

Beach Trooper	UCK868
Ben Kenobi (Ghost)	BEN917
Bespin Guard	VHY832
Bib Fortuna	WTY721
Boba Fett	HLP221
Death Star Trooper	BNC332
Emperor Palpatine	HHY382
Ewok	TTT289
Gamorrean Guard	YZF999
Gonk Droid	NFX582
Grand Moff Tarkin	SMG219
Greedo	NAH118
Han Solo (Hoth)	YWM840
IG-88	NXL973
Imperial Guard	MMM111
Imperial Officer	BBV889
Imperial Spy	CVT125
Jawa	JAW499
Lobot	UUB319
Palace Guard	SGE549
Rebel Pilot	CYG336
Rebel Trooper (Hoth)	EKU849
Sand Trooper	YDV451
Skiff Guard	GBU888
Snow Trooper	NYU989
Stormtrooper	PTR345
TIE Fighter	HDY739

MADDEN NFL 07

In the Madden Cards section, select Madden Codes on the drop-down menu and press ⊗. Enter these case-sensitive codes to unlock the Gold Madden Cheat Cards:
5LAWOO Unlocks Madden card 199. Play this to activate the Lame Duck cheat, which forces your opponent to only throw easy-to-intercept lob passes for half a game.
XL7SP1 Unlock Madden card 200. Play this to activate the Mistake Free cheat, which ensures you can't fumble or have your passes intercepted for half a game.

METAL GEAR SOLID 3: SUBSISTENCE

To unlock all the hidden face paints and camouflage patterns, do the following:
Unlock all national flag face paints
Complete the game on any level
Animal camouflage (increases steadiness of aim)
Defeat Ocelot by depleting his stamina
Banana camouflage (makes all food taste great)
Get the top time in every stage of Snake Vs Monkey mode
Cold War camouflage (enemies won't shoot at you)
Defeat Volgin by depleting his stamina
DPM camouflage (replenishes life gauge)
Get the top score on Special Duel mode
Fire camouflage (drops fire damage by 50%)
Defeat The Fury by depleting his stamina
Green face paint (gives you unlimited grip)
Get the top score on Normal Duel mode
Hornet stripe camouflage (tames hornets and wards off spiders)
Defeat The Pain by depleting his stamina
Infinity face paint (gives you infinite ammo)
Finish the game with a Foxhound rank
Monkey mask (no effect, but looks cool)
Finish the Snake Vs Monkey mode
Moss camouflage (slowly restores life gauge in sunlight)
'Hold up' The End
Snake camouflage (boosts camo index)
Defeat The Boss by depleting her stamina
Spider camouflage (boosts camo index, but drains stamina)
Defeat The Fear by depleting his stamina
Spirit camouflage (gives you silent footsteps and drains enemy stamina)
Walk to the end of the river when fighting The Sorrow

SPONGEBOB SQUAREPANTS: CREATURE FROM THE KRUSTY KRAB

Enter these codes at the Cheats screen in the Secrets menu:

ROCFISH	30,000 Coins
TISSUE	Active Sleepy Seed Detector
GUDGEON	Unlock all levels for Free Play mode
GASSY	Get unlimited fuel on all flying levels
VIGOR	Get unlimited health on all platform levels
EMCSQR	Get unlimited time on all driving levels
LASER	Different colour Laser in Revenge of the Giant Plankton
HOVER	Different hovercar for Plankton in Hypnotic Highway
ROCKET	Different rocket for Patrick in Hypnotic Highway
SPONGE	Play as Punk Spongebob in the Diesel Dreaming level
PANTS	Play as Spongebob Plankton in the Super-Size Patty level
PATRICK	New skin for Patrick

STAR TREK: ENCOUNTERS

Unlock every character bonus card
Play the game in Onslaught mode, and when you get a high score enter your name as BETHESDA.
Unlock all levels and ships
Play the game in Onslaught mode, and when you get a high score enter your name as use 4JSTUDIOS.

SUPERMAN RETURNS

Once you've completed the Warworld level, pause the game and enter these codes quickly.
Unlock all Power-ups
←, ○, →, □, ↓, ○, ↑, ↓, □, ○, □
Unlimited City Health
○, →, ○, →, ↑, ←, →, ○
Unlock everything
←, ↑, →, ↓, ○, □, ○, ↑, →, □
Play whole game as Bizarro
↑, →, ↓, →, ↑, ←, ↓, →, ↑

PS2 CHEATS

METAL GEAR ACID 2

Enter these passwords at the password screen to unlock the following cards:
Dcy – Get Decoy Octopus card
SONOFSULLY – Get Jack card
Konami – Get Reaction Block card
Snake – Get Solid Snake card (*MGS4*)
NEXTGEN – Get *MGS4* card
thespaniard – Get Possessed Arm card
ntm – Get Natsume Sano card and Solid Eye video
Jehuty – Get Jehuty card
Otacon – Get Otacon card (*MGS4*)
Signt – Get Mr Sigint card

PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST

Enter these during gameplay
Invulnerability: △, ○, ○, △, △, □, ⊗, ⊗.
Refill health: △, ○, △, ○, △, ○, ○, ⊗.
Instant kill: △, ○, ○, △, △, □, □, □.
Unlimited power moves: △, △, △, □, □, ⊗, ○, ○.
Unlock all treasure levels: ○, ○, ○, △, △, △, ⊗, ⊗.
Unlock the Kraken battle: ○, ○, ○, △, △, △, □, □.

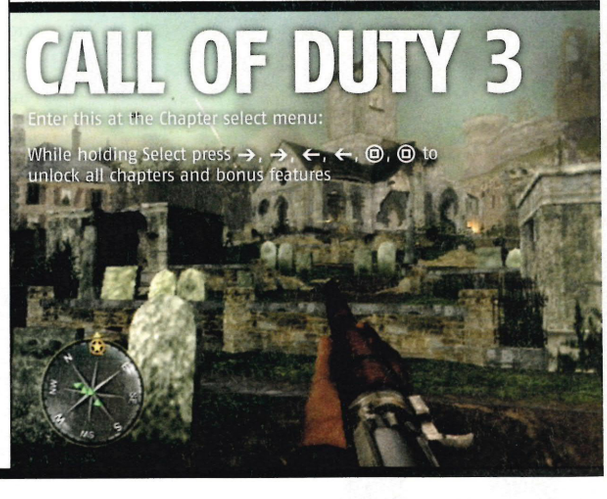
THE GODFATHER: MOB WARS

At the pause screen enter the following codes:
Gain $1000:
□,○,□,□,○,L1
Get full ammo:
○,←,○,→,□,R1
Refill health:
←,□,→,○,→,L1

CALL OF DUTY 3

Enter this at the Chapter select menu:

While holding Select press →, →, ←, ←, □, □ to unlock all chapters and bonus features



MOOGLE EARTH

FINAL FANTASY XII

Whether you're new to **Final Fantasy** or an old hand, get more from the latest instalment with our in-depth guide

FINAL FANTASY XII
- **PLAYERS** 1
- **MEMORY CARD SPACE** 94KB
- **DIFFICULTY** FAIRLY CHALLENGING
- **COMPLETION TIME** 80+ HOURS (INCLUDING EXTRAS)
- **REVIEWED** *OPS2#81*

GRAPHICS	10
SOUND	10
GAMEPLAY	09
LIFESPAN	10

Forget the PS3 delay, the future is here on your PS2. FFXII is the apex of adventuring: gaming doesn't get any better than this

10/10

Final Fantasy is one of the longest-running game series and wins more devotees with each new installation. It's an RPG and while you'll constantly be in control of lead character Vaan, you'll often have a full party of characters to control, the maximum number at any one time being three.

Like all the *Final Fantasy* games, it's set in a medieval world with futuristic technology. So characters are dressed in tunics and armour and run around magnificent castles casting spells, but airships, guns and laser grids are in existence.

FFXII differs from its predecessors in one major way, however: instead of turn-based fighting (you make a move, your enemy makes a move, and so on), the battles are a mix of menu-driven and real-time fighting. While enemies are visible in the field, attacking them requires targeting, then assigning an attack or magick spell and waiting for your character's ATB (action time bar) to fill before the action is carried out. This makes timing crucial in long battles.

The *Final Fantasy* games are numbered sequentially, their stories aren't linked in any way.

But they do all carry a few recognisable artefacts that make the *Final Fantasy* universe, and *FFXII* is no exception...

FINAL FANTASY TRADEMARKS

Chocobos
Big yellow birds. You can pay to ride them or lure them into your service with Gysahl Greens. While riding a chocobo, you're immune to attacks.

Moogles
Fluffy creatures that have different roles in each game. In *FFXII*, they operate teleport points, herd chocobos and act as merchants and mapmakers.

Gil
Currency of the *Final Fantasy* universe.

Save crystals
Big crystals used to save your game. They also replenish your HP (hit points) and MP (magick points), and serve as teleport devices.

TOP TIPS

Explore
Whether in a city or fighting across rough terrain, explore every inch. Levels are stuffed full of secrets and goodies that'll aid you on your quests.

Level up
Don't head straight for your destination. Fight a few beasts along the way and level up. This makes you stronger, unlocks more abilities and equipment and fills your sack full of loot to sell at the Bazaar.

Talk to people
FFXII is a large world, so it's easy to get lost. Locals will give you hints on locations and tips about hidden goodies and side quests.

Look after each other
You never know what's around the corner, so keep your team healthy.

Look beneath the surface
Nothing in *Final Fantasy* is as simple as it seems. There are many secrets and unlockables: from information in the Clan Primer to talking with shop keepers to get better items or powers.

Licence to kill
Take the time to rack up LP (licence points). Even if a character is a lower level, they can still get useful licences. Earn points faster by returning to an earlier level and rampaging around with one-hit kills. Also, equip the Golden Amulet to double LP earned.

Organise yourself
As you learn and gain more magicks, take a few moments to rearrange them so the more powerful ones will be top of the list and right at your fingertips during battle.

CHARACTER STATISTICS

In the menu screen under Status, you can see various statistics that relate to your character's attributes. You want all of these as high as possible. Here's how and why...

LEVEL: Ascending levels means your character's stats increase, making you stronger, faster, better. To level up, kill foes to get EXP (experience points). As the game goes on, your enemies will be stronger, too, so it's important to level up to be able to match them.

HP: 'Hit points'. A character's lifeline. If his or her HP reaches zero, the character will be knocked out (KO'd) and unable to battle or receive experience or licence points. If all the characters in your party are KO'd, it's Game Over.

MP: 'Magick points'. To be able to cast magick spells, you need magick points. Each spell has an MP 'price' that needs to be paid to cast it.

EXP: A character's experience points total. The 'NEXT' that's on the character's status bar relates to how many EXP points are needed for the character to reach his/her next level.

LP: 'Licence points': These are spent on the Licence Chart to unlock new abilities, weapons, armour, magicks, technicks and the like.

ATTACK: This stat relates to how much physical damage can be done to targets in battle. The total is determined by what weapon is equipped. The better the weapon, the stronger your attack.

DEFENCE: The higher your defence, the less physical damage you'll receive in battles. As with weapons, the better your armour, the higher your physical defence.

MAGICK RESIST: Defines your character's resistance to magick spells or magick-infused attacks. Different types of armour will boost either defence or magick resist, but not both. So unfair.

EVADE: This raises a character's ability to avoid an attack and thus take no damage. Shields boost this statistic, so work on your Shield Lore whenever you can.

STRENGTH: A character's strength determines the potency of his or her physical attacks. Unlocking Battle Lore licences will raise it.

MAGICK POWER: Determines the effectiveness of magick spells. It's raised by unlocking Magick Lore licences and by equipping certain weapons such as rods and staves.

VITALITY: An important stat that determines the length of time your character is affected by negative effects. Raise it through equipment, mainly armour and hats.

SPEED: Sets the speed at which your ATB gauge loads. The lighter your armour, the faster this will be.

NEED A BACK ISSUE OF *OPS2*
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THE BASICS

You can control pretty much every aspect of the six main characters' development. And that development is essential to progress. As the game unfolds, enemies increase in level, getting stronger and harder to defeat. But if you take the time to level up your own characters, they too will become more powerful.

THE LICENCE CHART

Similar to *FFX*'s Sphere Grid, the Licence Chart is used to make your character grow and develop. You spend LP to enable licences to use higher-spec armour, weapons, accessories, technicks and spells.

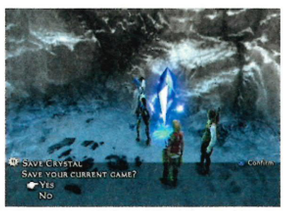
Licence boards are identical for each character, but you can tailor them to suit your fighting style. Some licences, called Lores, boost your statistics and make equipped items more effective. Battle Lore, for example, increases physical attack damage.

You win LP by defeating enemies. The amount you earn goes not only to the characters you use in the fight, but to the whole party, allowing equal licence development.

While in the licence screen, press □ to see your action list, a list of spells and abilities you can now use in battle.

WEAPONS

It's best to give your fighting characters a mix of weapons to cover all types of foe that you might come up against. Each



category of weapon defines what damage is dealt to the enemy, affected by different factors:

Standard weapons: swords, spears, crossbows, rods
Damage from standard weapons is defined by the target's defence.
Piercing weapons: guns, measures
Piercing weapon damage ignores the target's defence.
Fast weapons: daggers, ninja swords, bows
Fast weapon damage increases with a character's speed statistic.
Ranged weapons: bows, guns
As well as their primary attributes, bows and guns can be used from a distance, out of an enemy's range. Handy for flying monsters.
Magick weapons: katanas, staves, maces
Damage increases with a character's magick power statistic.
Striking weapons: axes, hand bombs, hammers
Damage is erratic: some strikes do little damage, some do a lot.
Magick resist weapons: poles
Damage is defined by the target's magick resist rating.

Some weapons have additional powers, such as the ability to inflict Sap or Petrify on an enemy simply by hitting them with it.

They might also have an element imbued within them such as fire or ice; this is useful when fighting enemies weak to that element, but unequip them if fighting an enemy that *is* that element, or you'll just end up healing it when you strike with the weapon.

When examining a weapon in your inventory or the Bazaar, you can see its Attack Power, whether any particular element is imbued in it and whether you have to use one hand or two to hold it. If you need two hands, you can't equip a shield at the same time. And if you equip a gun or bow, you'll have to equip ammunition in the other hand.

ARMOUR

Sometimes armour will increase one statistic but decrease another. Decide which is more important, based on the creatures of the area you're in. Do they use physical-related attacks or magick-related attacks? If it's magick, then it'd be better to equip magick defence armour and vice versa.

Also, some kit resists different elements. So if your foes use mostly ice attacks, equip an ice-resistant shield and laugh at them.

Armour statistics will show the item's Defence, Magick Resist, and elemental defences.

MAGICKS AND TECHNICKS

Unlike weapons and armour, buying one magick or technick allows all your characters to use it, provided they have the appropriate licence activated. Magick is complicated stuff, so turn the page for a full guide.

FIGHTING

Engage in battle by running up to an enemy. Press ⊗ to open the battle menu and choose whether you want to use a physical attack or magick attack. When you've made your choice, a blue line will appear, joining your character to the target. Watch out for red lines: that means an enemy is targeting you. Also, when you've targeted something, an arrow will appear in front of the party leader, pointing towards your prey. If the arrow's red, you're too far away to attack; yellow means you're in range (at all times, have at least one member of your trio holding a ranged weapon to deal with flying creatures).

A window will appear in the top left of the screen, called the Target Info window, showing the enemy's name, HP and weakness. Use the Libra technick to bring up exact information for creatures, although some bosses and marks can block this ability.

Once you've decided who will target what with which attack, wait for the ATB to load (it's under each character's name) and then they'll carry out the action.

Watch the colours of your party's names. If one goes red, that means they're an enemy's target. When an enemy or ally is almost dead, they'll flash orange.

GAMBITS

Gambits are a new feature to *Final Fantasy* and add an interesting depth to fighting. They're used to guide the actions of characters in your party so they can fight automatically, leaving you to oversee and manage the action. If you can master Gambits, battles will become a lot easier to handle.

For example, if attacked by a group of foes, you could program

The common chocobo: not as chocolately as you might think

a character with a high physical attack to lead the battle, with a support attacker using a quickfire weapon such as a bow to back him up and a strong magick user programmed to heal everyone and keep them alive.

If being attacked by a pack of enemies of different types or HP, you could have one strong character to target the foe attacking the party leader, one ally targeting any foe with less than 500Hp and the third ally attacking nearly dead foes as a first priority and healing as a second priority. That way, your strongest character is dealing with the strongest enemy while a support character takes care of weaker enemies and a third helps out with finishing blows while healing the team.

Thinking out strategies like this means that battles can be quick and relatively easy. To create a Gambit, you need to select an action and a target for that action. For example, the action could be for Vaan to use a potion on an ally whose HP has dropped to less that 70% (this ally would be the target). This will ensure that while characters are healed, potions won't be used up needlessly. New targets can be bought from Gambit shops in towns and cities.

Gambits can be prioritised. If the Gambit in slot 1 is to attack nearby enemies and slot 2 is to heal allies, when an ally's HP falls, the character will still only attack if foes are near. However, a command given directly from the battle menu during combat will have precedence over all Gambits so you can always over-ride them.

If you want to retreat, try turning Gambits off because it's often hard to run away when allies are still trying to fight.

MIST ABILITIES

Mist abilities are powerful special actions that are neither magicks nor technicks. Mist abilities are gained solely by obtaining licences and require Mist Charges to use. When a character accumulates MP equal to his maximum MP a mist charge is added to his MP gauge. You can find Mist abilities under the 'Mist' command in the battle menu.

There are two types of Mist ability: Quickenings and Espers. When a character obtains the licence for a particular Quickening or Esper it will be removed from the boards of other characters, so be careful whom you choose to learn them.

Quickenings

Quickenings are hardcore attacks that are unique to each character. They're categorised by rank, of which there are three, with higher rank Quickenings having a greater effect and requiring more Mist Charges to use.

Using a Quickening initiates 'Quickening mode', during which time multiple Quickenings can be used for a chain effect. To do this, press the button that corresponds to a highlighted character's attack. Use R2 to shuffle attacks, which can sometimes unlock new ones, before the time runs out.

Chaining quickenings increases damage dealt and if you chain a certain number in a row, an extra attack will be added onto the end of them (for example, chaining five attacks triggers Inferno).

Each of your six main characters has access to different Quickenings and each one will damage one foe.

Vaan's Quickenings: Red Spiral (launches a focused attack); White Whorl (conjures a great tornado); Pyroclasm (hurls balls of solidified energy at the target).

Fran's Quickenings: Feral Strike (unleashes a flurry of blows at one target); Whip Kick (kicks out arcs of energy); Shatterheart (encases the target in shards of ice).

Balthier's Quickenings: Fires of War (detonates six orbs of light); Tides of Fate (sends forth a massive wave of water); Element of Treachery (calls down a giant meteor to damage the target).

Basch's Quickenings: Fulminating Darkness (channels a dark miasma); Ruin Impendent (collapses space-time); Flame Purge (wields swords of flame).

Ashe's Quickenings: Northwain's Glow (commands the stars); Heaven's Wrath (compels the heavens to rupture); Maelstrom's Bolt (conducts lightning).

Penelo's Quickenings: Intercession (invokes the wrath of the Ancients); Evanescence (whirls blades of air); Resplendence (rends the void).

2. Espers

Using an Esper ability initiates Summoning mode. This lasts for a certain amount of time, during which time your party is reduced to only the summoning character and the Esper. Espers operate by Gambits that you cannot set or alter and, if certain conditions are met, the Esper will use a Limit Break attack to deal massive amount of damage to foes (as well as impress you with a cut scene).

The Esper will leave if it is KO'd, if the summoning time runs out, or if the summoning character is KO'd or uses a technick. Regular battle will then resume.

Turn to p90 for more details about Espers.

MAGICK

Magick spells appear in the Battle Menu under one of five categories: white, black, green, time and arcane. They also come in different levels: the higher the level, the more powerful the spell. Those beyond Level 1 often target multiple enemies.

When fighting a group of foes, if you select a spell and target, but not all targets are within range, the remaining targets will be hit if they should come into range when the spell is cast.

When using magicks and items on the battlefield, remember that you can heal/cast spells on reserve allies, by hitting R1 after deciding what action to take.

To cast a spell will cost a certain amount of MP (magick points). These restore gradually as you run around, or immediately if you touch a Save Crystal or use special items such as ether. Magick Lore reduces the amount of MP necessary to cast a spell.

Here's a full list of all magick spells, including the MP required to cast them (in brackets).

WHITE MAGICK

Level 1
Cure (8): Restore a small amount of HP to an ally
Blindna (8): Remove Blind from one ally (see 'Status Effects', right)

Level 2
Vox (8): Remove Silence from one of your allies
Poisona (8): Remove Poison from one ally

Level 3
Cura (32): Restore HP to all allies who are within range
Stona (12): Remove Stone/Petrify from one ally
Raise (22): Revive a KO'd ally

Level 4
Esuna (24): Remove harmful status effects from one ally
Regen (16): Restore one ally's HP over time

Level 5
Curaga (28): Restore a large amount of HP to one ally
Dispel (16): Remove beneficial status effects from one foe
Cleanse (20): Remove Disease from one ally

Level 6
Curaja (68): Restore a large amount of HP to all allies in range
Dispelga (36): Remove beneficial status effects from all foes in range
Arise (50): Revive and fully restore the HP of one KO'd ally

Level 7
Holy (60): Deal heavy holy damage to one foe
Esunaga (72): Remove harmful status effects from all allies who are within range

Level 8
Renew (98): Fully restore the HP of all allies in range

BLACK MAGICK

Level 1
Fire (8): Fire damage to one foe
Thunder (8): Thunder damage to one foe
Blizzard (8): Ice damage to one foe

Level 2
Water (12): Water damage to a foe
Aero (16): Wind damage to one foe

Level 3
Fira (18): Deal fire damage to all foes in range
Thundara (18): Deal thunder damage to all foes in range
Blizzara (18) Deal ice damage to all foes in range

Level 4
Bio (24): Inflict Sap and deal damage to all foes within range
Aeroga (38): Deal heavy wind damage to all foes within range

Level 5
Firaga (42): Deal heavy fire damage to all foes in range

STATUS EFFECTS

Certain monsters use attacks that affect your status and tamper with your character's performance. Status effects can be cured using either white magick or curative items.

NAME	EFFECT	ITEM CURE	MAGICK CURE
BLIND	LOWERS ACCURACY/REDUCES CHANCE TO HIT	EYEDROPS/REMEDY	BLINDNA/ESUNA
POISON	HP WILL DECREASE PER TURN	ANTIDOTE	POISONA/ESUNA
SLEEP	CHARACTER CANNOT MOVE OR ACT, BUT WILL WAKE IF HIT	ALARM CLOCK	ESUNA
SAP	HP WILL STEADILY DECREASE TO 1	REMEDY	REGEN
STOP	STOPS CHARACTER COMPLETELY	CHRONOS TEAR	DISPEL
PETRIFY	CHARACTER WILL TURN TO STONE AFTER A COUNTDOWN OF 10	GOLD NEEDLE	STONA/ESUNA
STONE	CHARACTER TURNS TO STONE, UNABLE TO MOVE OR ACT	GOLD NEEDLE	STONA/ESUNA
CONFUSION	CHARACTER WILL BECOME CONFUSED AND ATTACK RANDOMLY	SMELLING SALTS	ESUNA
SILENCE	CHARACTER UNABLE TO CAST MAGICK	ECHO HERBS	VOX
SLOW	ATB RELOADS MORE SLOWLY	REMEDY	HASTE/DISPEL
DOOM	AFTER A COUNTDOWN OF 10, CHARACTER WILL DIE	REMEDY (LEVEL 3)	
DEATH	INSTANT KO	PHOENIX DOWN	LIFE/ARISE
X ZONE	CHARACTER IS BANISHED TO ANOTHER DIMENSION	THERE IS NO CURE...	...APART FROM TOUCHING THE NEAREST SAVE CRYSTAL
DISEASE	HEALING ITEMS/MAGICKS WILL HAVE NO EFFECT. IF CHARACTER KO'S, PHOENIX DOWN WILL ONLY GRANT 1 HP	VACCINE/REMEDY (LEVEL 3)	CLEANSE
OIL	IF AN ENEMY USES FIRE, DAMAGE IS MAGNIFIED	HANDKERCHIEF/REMEDY (LEVEL 2)	
DISABLE	CHARACTER IS UNABLE TO ACT	REMEDY	
IMMOBILISE	CHARACTER IS FROZEN TO THE SPOT, BUT CAN STILL ACT	REMEDY	ESUNA

LOOT AND THE BAZAAR

The loot you pick up can be sold at any merchant stall to earn Gil. The mixture of loot you sell will create items in the Bazaar. The more stuff you sell to vendors, the more valuable and rare items you unlock. But remember! Hang on to your Teleport Stones. Various Save Crystals can be used as teleports to various parts of the world, but only if you have Teleport Stones. Also, hang on to Gyshal Greens, to lure chocobos into your service. Finding various Forgotten Grimoires around the world will cause creatures to drop more loot. Grimoires will in turn grant you 'Monographs', which will increase the number and quality of loot dropped.

Hunter's Monograph
Trigger: After completing the Thextera headhunt, the client (Gatsly) will ask you to meet him in the Bazaar. Talk to him to unlock the Grimoire.
Cost: 18,000 Gil
Effect: Increases drops for beasts and flying foes.

Scholar's Monograph
Trigger: Talk to an armour merchant 20 times.
Cost: 22,000 Gil
Effect: Constructs (machine foes) will drop more loot.

Mage's Monograph
Trigger: Talk to a magick merchant 30 times
Cost: 21,000 Gil
Effect: Fiends drop more loot

Knight's Monograph
Trigger: Talk to weapons merchant 35 times
Cost: 19,000 Gil
Effect: Giants and insects drop more loot

Warmage's Monograph
Trigger: Read the hunt board in the Sandsea 50 times
Cost: 20,000 Gil
Effect: Amorphs and the Undead drop more loot

Dragoon's Monograph
Trigger: Read the hunt board in the Sandsea 50 times
Cost: 22,000 Gil
Effect: Dragons and Plants drop more loot

Sage's Monograph
Trigger: Talk to anyone who sells things 100 times
Cost: 25,000 Gil
Effect: Elementals will drop more loot

The Canopic Jar
(appears as Morbid Urn in the Bazaar)
Trigger: Sell three specific items, dropped by certain marks, at the bazaar – Glaze (dropped by the Gil Snapper), Horakhty's Flame (dropped by the Orthros) and Deimos Clay (dropped by the Trickster)
Cost: 250,000 Gil
Effect: Every monster may drop an Arcana

Oh Penelo, you're beautiful when you're angry

Thundaga (42) Heavy lightning damage to all foes in range
Blizzaga (42): Deal heavy ice damage to all foes in range

Level 6
Shock (34): Heavy damage to a foe
Scourge (48): Inflict Sap and deal heavy damage to all foes who are within range

Level 7
Flare (48): Deal massive damage to one foe
Ardor (60): Deal massive fire damage to all foes within range

Level 8
Scathe (12): Deal a massive burst of non-elemental damage to all foes in range

GREEN MAGICK

Level 1
Protect (8): Raise an ally's defence
Blind (10): Lower one foe's chance to hit

Level 2:
Poison (10): Damage one foe gradually over time
Shell (8): Raise an ally's magick resist

Level 3
Silence (8): Prevent one foe from casting magick
Sleep (10): Put one foe to sleep

Level 4
Oil (8): Increase the fire damage dealt by your party to all foes within range
Toxify (26): Damage over time to all foes within range

Level 5
Silencega (22): Prevent all foes within range from casting spells
Blindga (20): Lower the chance to hit for all foes within range

Level 6
(These magicks can only be bought from the Clan Provisioner in Rabanastre, after you've become a clan member and reached a certain rank)
Bravery (24): Increase one ally's physical attack damage
Faith (24): Augment the magick of one ally

Level 7
Sleepga (26): Put all foes who are within range to sleep
Shellga (40): Raise the magick resist of all allies in range
Protectga (36): Raise defence of all allies within range

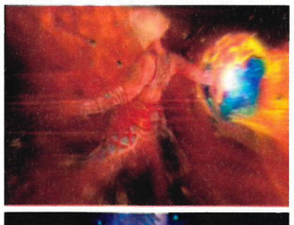
TIME MAGICK

Level 1
Slow (8): Slow one foe's actions
Immobilise (16): Immobilise all foes who are within range

Level 2
Disable (16): Prevent all foes in range from taking action
Reflect (12): Cause magick to be reflected from one ally

Level 3
Break (14): Turn one foe to stone after a short time
Warp (18): Banish all foes in range
Bleed (12): Heavily damage one foe over time
Balance (18): Deal area damage equal to difference between the caster's current and maximum HP

Level 5
Float (20): Allow all allies within range to walk on air
Haste (20): Speed up one ally's actions



Ears like a rabbit but she Whip Kicks like a mule

Level 6
Countdown (8): Reduce one foe's HP to zero after a short time
Stop (20): Halt the actions of a foe

Level 7
Reflectga (24): Cause magick to be reflected from all allies in range
Slowga (24): Slow the actions of all foes in range
Hastega (70): Speed up all your allies' actions

ARCANE MAGICK

Level 1
Dark (10): Deal moderate dark damage to all foes within range
Berserk (10): Cause one ally to attack mindlessly

Level 2
Confuse (10): Cause one foe to attack another of your foes
Gravity (20): Reduce the HP of a foe by a quarter of the target's maximum HP

Level 3
Decoy (10): Cause one ally to be the target of all foes
Drain (18): Transfer HP from one foe to the caster

Level 4:
Darkra (20): Deal Dark damage to all foes who are within range
Syphon (50): Transfer MP from one foe to the caster
Vanish (24): Render one of your allies invisible

Level 5
Death (30): Reduce one foe's HP to zero
Bubble (32): Double the maximum HP of one ally (this is only sold at the Clan Provisioner)

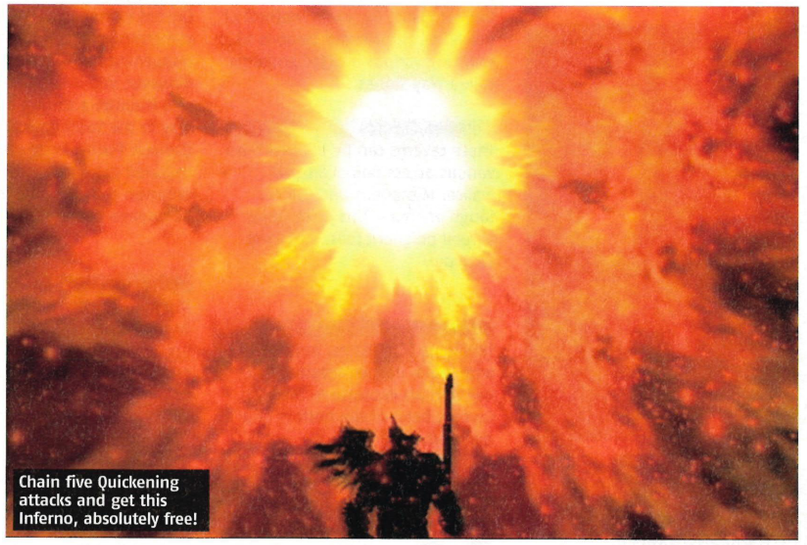
Level 6
Vanishga (60): Render all allies within range invisible
Reverse (50): Cause healing and damage to have the opposite effect on one foe (this is only sold at the Clan Provisioner)

Level 7
Graviga (36): Reduce HP of one foe by 50% of target's maximum HP
Darkga: (30): Deal heavy dark damage to all foes in range

TECHNICKS

Technicks are physical abilities and don't require any kind of points quota to be used. However, some do relate to the user's MP...

Steal: Steal from a foe
Libra: Reveal detailed information about your target
First Aid: Restore HP to an ally who is nearly dead ('HP critical')
Poach: Capture HP-critical foes to obtain loot
Charge: Restore the user's MP. If technick fails, MP drops to zero
Horology: Deal damage based on factor of time to all foes in range
Souleater: Consume HP to deal damage to one foe
Traveller: Deal damage based on total steps taken to all foes within range
Numerology: Deal damage that increases with successive hits
Shear: Lower a foe's magick resist
Infuse: Fully consume the user's MP, changing one ally's HP to 10 times that amount.
Addle: Lower a foe's magick power
Gil Toss: Throw Gil, damaging all foes in range
Achilles: Make one foe vulnerable to an additional element
Revive: Fully consume the user's HP, reviving and restoring HP of one KO'd ally
Shades of Black: Cast a random black magick on one foe
1000 Needles: Deal 1000 damage to one foe
Expose: Lower a foe's defence
Stamp: Inflict one foe with any status effects on the user
Sight Unseeing: Unleash an attack (only available when Blind)
Wither: Lower one foe's strength
Bonecrusher: Consume HP to reduce the HP of one foe to zero
Telekenesis: Deal ranged damage with melee weapons
Charm: Cause one foe to confuse its friends with its foes.



Chain five Quickening attacks and get this Inferno, absolutely free!

LOCATIONS

Ivalice is a large world, with plenty of places to explore. When entering a new area, you can either buy a map from a cartographer moogle or, in dungeons, open urns to find a full map. Later in the game, if you revisit an area, urns will contain candles that reveal hidden areas that often contain hidden Espers or other strong creatures.

On the mini-map in the top right-hand corner of your screen, there are various different coloured dots denoting what's nearby. Green dots are people you can talk to; red are enemies; blue are your party.

Note that when looking at a dungeon or location map, you can use the directional keys to check the name of each area. This will clarify where bosses or marks appear in the rest of the guide.

REGION: DALMASCA

The Royal City of Rabanastre
The first city you get to explore fully, Rabanastre is the heart of the world of Ivalice and is under Imperial rule. Divided into four sections (north, south, east and west), it's brimming with life, if not some resentment towards the Imperials. Check out Batahn's Technicks, Yugri's Magicks, Amal's Weaponary, Yamoora's Gambits, Panami's Protectives, Migelo's Sundries and the Bazaar, as well as the following...

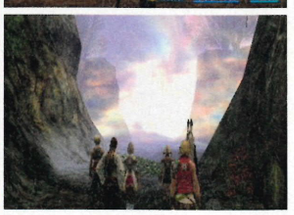
The Sandsea
Located in the Eastern quarter, the Sandsea is the hub of activity and home to the Headhunters board, where you'll find petitions for new marks (see p92 for more on this).

Clan House
Once you've been given your Clan Primer by Tomaj, head to the Northern Plaza and become a member of the Clan House.

Garamsythe the Waterway
Ah, sewers. Every city has them.

Navigate around the twisting tunnels and you can end up wandering around the Royal Palace – so much for security.

Royal Palace of Rabanastre
Given that you can't take down every guard in this formidable palace, you'll have to rely on tact (yell at guards to get them to follow you and they'll unblock vital passageways).



Estersand Desert (south banks)
One of the first locations you'll get to stretch your legs, Estersand Desert is pretty easy-going. Just avoid the incredibly huge and powerful Wild Saurian (a big dinosaur) and you should be okay. Although the main bulk of this area is closed off to begin with, the whole desert opens up and links to a lot of other locations, so take time to explore.

Estersand Desert (north banks)
Once you've discovered the Nomad Village and rescued its villagers, you'll be able to catch the ferry and cross the river to the northern section of the desert.

Giza Plains – The Dry
Dominated by four huge Dark Crystals that absorb sunlight, Giza Plains is pretty relaxed, too. The Nomad Village located in the

centre of the Giza Plains provides a safety zone where new players can run and rejuvenate their party if needs be. Of course, you won't need to do that, will you?

Giza Plains – The Rains
During the rainy season (known as The Rains), the nomads pack up and head for the desert because powerful monsters appear. There are six withered trees in this area that can be knocked down; they will then form a bridge in the southern area where you can find the Feathers of the Flock key item. You'll need this item to complete the Cockatrice side quest later on (see p94 for more).

Westersand
Similar to the Estersands, except that sandstorms run rife in this area, making it difficult for you to find your way.

Nalbina Fortress
A base for Archadian armies. Being on the border of Nabradia and Dalmasca, Nalbina served as a trading city before the Archadians took over.

REGION: PURVAMA

The Skycity of Bhujerba
The second city you'll get the run of, Bhujerba is a hub of activity, with the usual merchants and local pub.

Lhusu Mines
There are various traps in this mine, from explosion traps to smoke bombs, so watch where you step, or use Libra to reveal where they are.

REGION: JAGD YENSA

Ogir Yensa Sandsea

Nam-Yensa Sandsea
Very difficult terrain: a moving sea of sand, with oilrigs and bridges built over it. The natives aren't keen on visitors, by the way.

The Tomb of Raithwall
An ancient resting place of the great Dynast-King, your biggest threat here are the guardian Demon Walls. The main method of travelling through this tomb is by touching various ancient podiums called Way Stones.

Zertinan Caverns
These caverns can be entered from various access points around Ivalice. Mysterious and full of tough enemies, this place holds several poignant foes, including an Esper.

REGION: BANCOUR

Ozmone Plains
Similar to Giza Plains, but filled with much nastier beasties. You will find an entrance to Zertinan Caverns here, at the bottom of a deep pit.

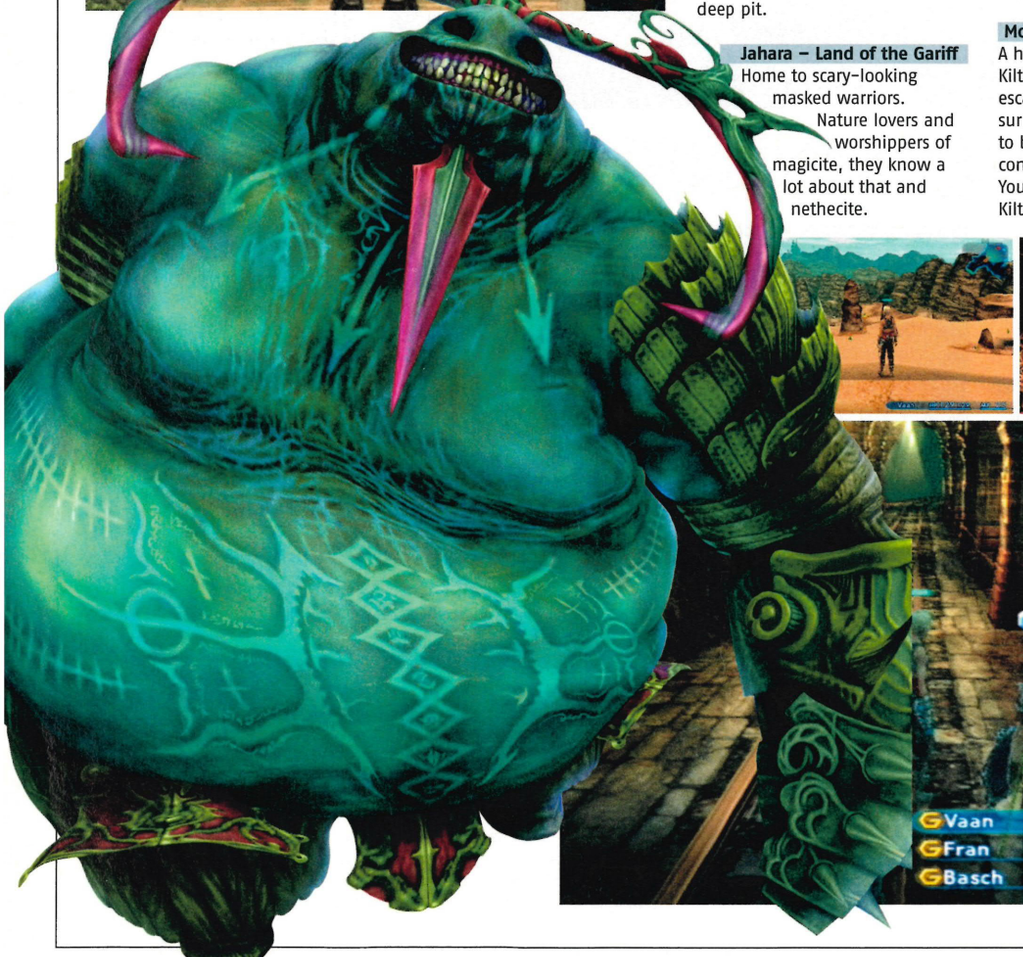
Jahara – Land of the Gariff
Home to scary-looking masked warriors. Nature lovers and worshippers of magicite, they know a lot about that and nethecite.

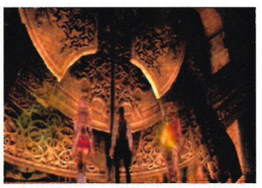
Henne Mines
Owned by the Archadians, something bad has been happening here. To find it, however, you'll need a chocobo to ride through a thicket blocking the way in the Southern part of the Ozmone Plains. Once inside, coloured gates will impede your progress: red and blue gates can't be opened at the same time.

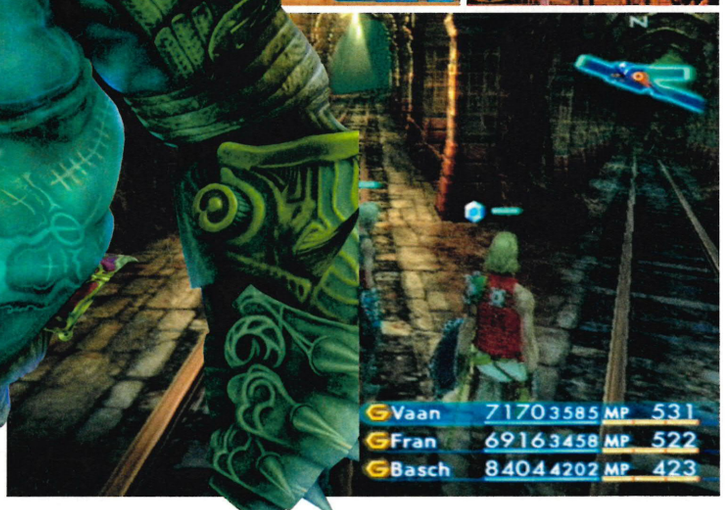
REGION: JAGD RAMOODA

Paramina Rift
The path to Mount Bur-Omisace. Twisted and confusing. Head north-east to get to the holy place and south to get to the Stilshrine. Equip Libra, because the frozen landscape is riddled with traps.

Mount Bur-Omisace
A holy place occupied by native Kiltias and refugees trying to escape the war. The islands surrounding the temple are said to be the remains of a sky continent that shattered long ago. You're here to see dreamsage Gran Kiltias, who reminds us of Yoda...







BOSSES

Bosses usually mark the end of a level, but some appear elsewhere: for example, Espers feature as bosses as well, usually guarding great treasures or the like. Libra won't work on most bosses, but all have a health bar across the top of the screen so you'll know how the battle is going.

A good tactic to use is to cast as many positive magicks such as Haste, Regen, Shell and Protect on each character before a battle and then save at the nearest save point. If the worst should happen, you don't have to spend time toughening up again.

Another good tactic is to cast Dispel on the boss as soon as possible, because it's likely he'll have positive magicks cast on him.

Unlock Remedy Lore 3 as soon as possible, because later bosses use multiple negative status attacks. Similarly, find and licence Curaja and Arise as soon as you can, to save healing time in fights.

Because of the speed of attacks, should a party member become KO'd, swap him or her out of the battle with a reserve member rather than waste precious time reviving them. Time it well enough, and revive them at the moment when you're strongest.

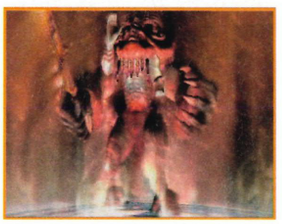
Bosses will drop a lot of licence points at the end of a battle, so it's in your interests to keep characters alive to benefit.

Dr Cid
Found in: Draklor Laboratory, 70th Floor, Energy Transitarium
Approximate HP: 72,000
Attacks: S-27 Tokamak
Support: Four Rooks with around 9000 HP each
Tips: The Rooks that surround Cid take damage for him, so knock those out first. They cast Reflect, but don't waste time casting Dispel or black magicks, just hack away. Once they're gone, Cid himself is a piece of cake, although his special attack does deal a lot of damage.

Firemane
Found in: Garamsythe the Waterway, Overflow Cloaca
Approximate HP: 3571
Attacks: Fire, Bushfire, Rush, Kick
Tips: Firemane is only Level 7 and quite easy to defeat; just keep healing your team. His main attack, Bushfire, may cause Poison, so keep a stock of antidotes to hand. Firemane is vulnerable to Blizzard, so make sure you have that in your repertoire before you tackle him.

Mimic Queen
Found in: Barheim Passage, Terminus No.4
Approximate HP: 4073
Attacks: Spawn, Breath of Life, Shockstorm, Thunder
Support: Tiny Mimics, 120 HP each
Tips: Watch the Tiny Mimics and wipe them out in rounds, because they will suck the electricity down and you don't want to get stuck in the dark with the Queen. Apart from that, constantly attack with physical attacks and Blizzard.

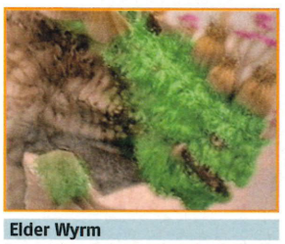
Judge Ghis
Found in: Dreadnought Leviathan, Port Launch
Approximate HP: 4120
Attacks: Aero, Rush, Kick
Support: Imperial Swordsmen
Tips: Judge Ghis is backed by three Imperial Swordsmen who will launch a Tri-attack if given the chance. Try to take them out first to make things easier. After that, cast Slow on Judge Ghis and move in for the kill.



Belias the Gigas (Esper)
Found in: Tomb of Raithwall, Cloister of Flame
Approximate HP: 16,000
Attacks: Fire, Firaja, Greater Barrier
Tips: Vulnerable to water. When he casts Firaja, you'll get covered in oil: remove it with Handkerchief before he hits you with a fire spell again. Belias will hound one ally until he or she is dead. Use this tactic against him by having one character heal Belias' target and the others to attack.

Vossler
Found in: Shiva
Approximate HP: 9300
Attacks: Tri-attack, Lunge
Support: Imperial Swordsmen, 845 HP each
Tips: If Fran's in your party, she'll be Berserk and thus on her own agenda. Vossler will use physical attacks and latch onto one ally, so use the same tactic as with Belias. When nearly dead, he will Enrage; cast Quickenings or a Summon to stop him massacring everyone.

Tiamat
Found in: Henne Mines, Ore Separation
Approximate HP: 50,000
Attacks: Aero, Breath, Rake, Disablega
Tips: Keep Larsa alive: he heals your allies with his own stock of Hi-potions. You might want to try drawing Tiamat's attack to one character who has a high shield block with Decoy. Keep your party at around 600 HP and you should be fine. Just keep attacking, attacking, attacking....



Elder Wyrm
Found in: Golmore Jungle, Dell of the Dreamer
Approximate HP: 70,000
Attacks: Sporefall, Rake, Fireball
Support: Two Treants, 4764 HP each
Tips: Take out the Treants first and keep Larsa alive to heal you. Elder Wyrm's Sporefall attack inflicts Sap, Confuse, Silence, Poison, Slow, Oil and Blind on everyone, so use immune kit, cast Esuna and remove the Oil, too, because he has a Fire attack (which can be blocked if the right licences are unlocked).

Mateus the Corrupt (Esper)
Found in: Stilshrine the Miriam, Hall of Worth
Approximate HP: 35,000
Attacks: Blizaja, Flash Freeze
Support: Ice Azers, 2708 HP each
Tips: Stock up on Sleep defences or remedies and equip one ally with the Dawn Shard (for the magick resist) and Decoy. Take out the five Ice Azers with barrages of Thundara but, because Mateus has Reflect cast on her, avoid targeting her. Once they're gone, physical attacks and Cura will be enough.

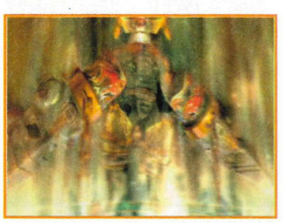
Judge Bergan
Found in: Mount Bur – Omisace, Hall of Light
Approximate HP: 17,000
Attacks: Lunge, Battle Cry, Kick
Support: Three Judges with 3170 HP each
Tips: As usual, take out the weaker enemies first. Judge Bergan uses Battle Cry to raise his attack power, so just keep an eye on the cure spells. Casting status effects such as Sap, Slow and Blind will help you, but this battle really isn't all that hard.

Ahriman
Found in: Sochen Cave Palace, Hall of Shadowlight
Approximate HP: 62,000
Attacks: Phantasmal Gaze, Divide, Immobilizega
Tips: Get remedies with a Level 3 licence, because Ahriman casts Doom. A lot. When inflicted, don't heal straight away, because he'll cast several times in a row, so you'll waste remedies; wait until the countdown is around 2. When he divides, use the time to regain MP, because the fakes do disappear.

Rafflesia
Found in: Feywood, Redolent Glade
Approximate HP: 35,000
Attacks: Curse, Pollen
Tips: From the word go your MP will be drained. Use the technick Charge or ethers to restock for cure spells. However, physical attacks will get the job done. When Rafflesia casts Curse, be quick to dish out the remedies, because it inflicts Sap/Poison/Confuse/Disease. He will also call Malboros to help him: kill them as soon as possible or they will overwhelm you.

Tyrant
Found in: The Ancient City of Giruvegan, Gate of Fire
Approximate HP: 180,000
Attacks: Lunge, Fireball, Firaga, Piercing Graviga, Sonic Fangs, Thundaga, Blizzaga
Tips: A long battle. You can't use technicks and Tyrant is immune to Slow, Blind, Silence and Sleep but very prone to Confuse, which can buy you some healing time. Use Decoy on a strong, well-defended character, and then have the other two healing and attacking.

Shemhazai the Whisperer (Esper)
Found in: The Ancient City of Giruvegan, Bulwark Minas
Approximate HP: 90,000
Attacks: Shock, Flare, Syphon, Silencega
Tips: The lower her HP becomes, the higher her defensive power goes. If you can, equip characters with Silence-immune accessories, because Shemhazai uses Silence every other moment. However, she absorbs magick elements, so stick to strong physical attacks and use your MP to heal often.



Hashmal, Bringer of Order (Esper)
Found in: Pharos of Ridorana, Third Ascent, Heaven's Challenge
Approximate HP: 20,000
Attacks: Roxxor, Battle Cry, Quakeja, Disease
Tips: A useful magick to cast on your party is Float, because Hashmal will use Quakeja, an Earth element attack that won't do damage if one's feet aren't touching the floor. Other than that, he mostly relies on physical attacks, so keep Protectga updated and heal regularly.

Judge Gabranth
Found in: Pharos of Ridorana, Third Ascent, Womb of the Sun-Cryst
Approximate HP: 64,000
Attacks: Kick, Guilt, Sentence, Circle of Judgement
Tips: After his HP is halved, he'll cast a shield that renders magick attacks useless, so don't waste time casting any offensive magicks or Dispel. Like the other Judges, Gabranth isn't too bad; if you find him difficult, you'd better level up your characters, because the next guys are a lot harder.

Dr Cid

Found in: Pharos of Ridorana, Third Ascent, Womb of the Sun-Cryst
Approximate HP: 82,000
Attacks: S-85 Cyclotrone, Gatling Gun
Tips: Yes, Cid's back, and this time he's... pretty much the same as last time. Dispel his positive magicks and attack. His guns ignore the defence attributes you have, so don't bother re-casting Protect. However, when Cid's HP is halved, he will erect a magick/physical attack shield, so you can't hurt him, and summon Famfrit...

Famfrit, the Darkening Cloud (Esper)

Approximate HP: 15,000
Attacks: Waterja, Briny Cannonade
Tips: Cid will still be fighting alongside him, although shielded so you can't damage him, and will caste Haste, Shell and Protect on Famfrit, so Dispel those as soon as possible. The main attack to watch out for with Famfrit is Waterja: Shellga can soften its impact, but you'll need to cure straight afterwards. After Famfrit's dealt with, Cid won't pose much of a problem – again, like last time.

Judge Gabranth

Found in: Sky Fortress Bahamut, Central Lift (this time)
Approximate HP: 70,000
Attacks: Circle of Judgement, Renew, Innocence
Tips: Another boss who just can't resist the chance of a second kicking (well, if something's worth doing once...). He's still incredibly easy to beat, though. Usual tactics: use Dispel to get rid of his positive statuses, heal your team and hack, hack, hack.

Lord Vayne

Found in: Sky Fortress Bahamut, Top of Central Lift
Approximate HP: 75,000
Attacks: Kick, Lunge, Mach Wave, Force of Will
Tips: This first incarnation of Vayne uses mostly physical attacks. Cast Blind and most of them will miss. Larsa will join you in this fight, but it isn't necessary to heal him, he's on his own mission. Don't use Quickenings or Summons, because you'll just be wasting your MP before the next battle...

Vayne Novus

Found in: Sky Fortress Bahamut
Approximate HP: 100,000
Attacks: Thundaga, Firaga, Blizzaga, Azure Vortice Crimson Vortice, Contempt, Tree of Sephira
Tips: Although he looks different, he's similar to the previous fight. Again, stay off the Quickenings and Summons. He'll be surrounded by Sephira Swords, but don't bother hitting them, they only attack now and again. Gabranth will aid you, but there's no need to heal him. Bubble is a useful magick to use on your characters in this fight.

The Undying

Found in: Sky Fortress Bahamut
Approximate HP: 220,000
Attacks: Plenty and hard
Tips: Vayne will erect a barrier making him immune to physical attacks when he's at 50% HP so swap to magick (we recommend Shock, Scourge and Flare). Watch out for his Megaflare, Gigaflare sword and Tetraflare attacks – heal as soon as you can. He'll erect a Perfect Defence when nearly dead, making him immune; use the time to heal and top up Hastaga, Shellga and Protectga. Then go for it!

MINI BOSSES

Flans

Found in: Garamsythe the Waterway, Southern Sluiceway
HP: 260-4520 each
Tips: These four guys are incredibly weak to fire, so keep burning them and they'll die before you can say 'barbecue sauce'. Counter their Blind casts with Eye Drops or Blindna.

Ba'Gamnan

Found in: Lhusu Mines, Site 2
HP: 3983
Tips: Ba'Gamnan is backed by three cronies and although it pains us to say it, you're best off running away because they're fast, well-protected and highly likely to whup your ass.

Imperial Attack

Found in: Dreadnought Leviathan, Central Brig Access
HP: 2245 for each Judge, 430 for each Imperial Swordsman, 384 for the Imperial Magus
Tips: Get the Magus first because he casts annoying attacks such as Poison, then work your way up through the ranks.

Garuda

Found in: Valley of the Dead
HP: 6754
Tips: Level 14 Garuda is susceptible to Blind, so cast that to lower its accuracy. Garuda will latch onto one victim and harass until death, so use this to your advantage. In other news, if you fully explored the Nam-Yensa Sandsea and aided a certain Uratan-Yensa in killing the Uratan Eaten Tortoise, you'll have Eskir Berries, which the Garuda hates...

Demon Wall

Location: Tomb of Raithwall, Hall of the Sentinel
HP: 10000
Tips: While you can run away from the first Demon Wall, you have to face this one. Equipping the party with anti-Blind accessories is a big help. Another tip would be to touch the red braziers either side of the walkway to stop his advance. Blue braziers advance it. Besides that, physical attacks and chaining quickenings should make short work of him.

Vinuskar

Found in: Stilshrine of Miriam, Ward of Steel
HP: 15,000
Tips: Looks means but isn't that hard. The only thing of note is that there's a magnet in the room, so anyone wearing heavy armour will be slowed down (but not much). Also, if you cast Blind, Vinuskar's Sword Dance attack will miss.

King Bomb

Found in: The Salikawood, Grand Bower
HP: 37,000
Support: Bombs, 3233 HP each
Tips: You can run away from this battle if your party isn't strong enough; you don't need to kill him to advance the story. If you can, cast Silence and Slow as soon as you can, then deal with the three bombs (which will respawn). Once they're gone, focus on the King. His Renew spell is very annoying: wait for him to heal, then hit him with chained Quickenings. He can cast Mass Destruct; in this event, pull away your characters as soon as possible to get them out of range.

The Mandragoras

Found in: Sochen Cave Palace, Hall of Lambent Darkness
HP: 9000-10,000 each
Attacks: Pollen, Lunge, Ram
Tips: Topstalk, Onion Queen, Alraune King, Pumpkin Star and Mandragora Prince are individually about as tough as an old parsnip but together they can be overwhelming. The most annoying thing is their constant casting of negative effect magicks. Focus on one at a time, and it'll become easier as you go along. When the little tykes run off to the other side of the room, you get a break to heal and cure. Summoning an Esper can help a lot, because it can take out two or three in one go. By the way, when you've mashed the veg, return to the Wayward Traveller at Tchita Uplands for a reward of 1000 Gil and three remedies.

Daedalus

Found in: The Ancient City of Giruvegan, Gate of Water
HP: 65,000
Attacks: Ice Break, Rage, Tremor, Smite of Rage, Tri-attack
Tips: Dispel his Haste cast, then inflict Silence on him. He's immune to Blind and Slow, so don't waste time with them. This battle isn't too hard if you're at a decent level; the Decoy tactic on a highly defended character can work nicely, as well as chaining as many Quickenings as you are able.

Hydro

Found in: Ridorana Cataract – The First Ascent, They Who Thirst Not
HP: 20,000
Tips: Don't let his high HP scare you. The two things to watch out for are his Curse (inflicts Confuse, Poison, Sap and Disease) which can be cured using remedies with Lore Licence 3, and his Fearga, which drains a lot of your MP. Use Charge to counter, and cast Slow to buy yourself some time. Hydro is undead, so you can cast Reflect on your characters, then bouncing Curaja off them onto him to cause lots of damage.

Pandaemonium

Found in: Pharos the First Ascent, Dunes of Profaning Wind
HP: 11,000
Tips: He's big, but slow. A perfect chance to use Decoy on a character with a high defence and shield skill. The only thing is that when his HP hits about 50%, he'll cast Perfect Defence, which renders physical and magickal attacks useless. Use this time to heal and top up your protection while you wait for the shield to fade.

Slyt

Found in: Pharos the First Ascent, Horizon's Cusp
HP: 92,000
Tips: Apart from Enrage, which casts Regen and increases attack power, Slyt relies on physical attacks only. Don't waste time with Dispel; it won't work. As long as you keep an eye on your team's health and use positive magick such as Bravery, you'll be fine.

Fenrir

Found in: Pharos of Ridorana, the Second Ascent, Cleft of Profaning Wind
HP: 190,000
Tips: Mostly physical attacks but will inflict Silence so equip Silence-immune kit or use Esuna or Echo Herbs. Dispel Bravery as soon as you can, because it will make Fenrir obscenely powerful.

ESPERS

Espers are incredibly powerful creatures that you can summon. In *FFXII* lore, Espers were created by the gods, but then became arrogant about their strength and powers so were banished to the mortal world to aid and guard whomever they were entrusted to.

There are 13 Espers in *FFXII*, each with unique powers. Five of them are obtained as part of the storyline (see 'Bosses', p89), but the others are found through side quests. When you've fought them, they appear on the Licence board and you must activate these licences for use in battle.

When you summon an Esper, it will be only you and it fighting the enemy. This could be very dangerous. Should the foe target you, you'll have to be quick to heal – and of course, you used all your MP summoning the Esper...

NON-STORYLINE ESPERS

Adramalech the Wroth

Found in: Zertinan Caverns, Athroza Quicksands
Approximate HP: 40,000
Support: Shambling Corpses
Tips: This is quite a difficult Esper, so be prepared. But remember, you can leave battle at any time and refresh at the Save Crystal in the east. Adramalech flies, so you'll have to equip guns, bows or hand bombs or use magick attacks or Telekinesis. His main attacks involve Thunder, so equipping Rubber Suits may be a good idea. Some attacks also inflict Sap and Stop, so prepare for these.

He's vulnerable to ice, so use Blizzaga constantly to damage him and his bony pals. His physical attacks do a lot of damage, so cast Curaja and keep an eye on your MP. When his HP reaches halfway, he'll erect a Perfect Defence, making physical and magickal

attacks void. Use this time to heal and deal with the zombies (who respawn throughout the fight).

Zeromus the Condemner

Found in: Stilshrine of Miriam, Throne of Veiled Gods.
To find: Complete the Stilshrine and see the events at Mount Bur-Omisace, then talk to an acolyte on the temple grounds to get the Stone of the Condemner. Back in the Stilshrine, go to the Ward of Measure room and teleport using the Waystone behind the statue.
Approximate HP: 100,000
Support: Dark Lords
Tips: This battle is quite difficult and you can't use magick. Make sure you've stocked up with potions and remedies. Zeromus uses dark magick, so equip any dark-absorbing armour. The respawning Dark Lords are vulnerable to the holy element.

Zeromus' most devastating attacks are Gravija and Slowga, which both pierce Reflect. Apart from that, physical attacks and Quickenings are the way to go.

Zalera the Death Seraph

Location: Barheim Passage, Terminus No.7 Adjunct.
To find: Complete the North Bank/South Bank quest and obtain the Barheim Passage key. Head to the Great Central Passage, then go west to The Zeviah Span. Find an urn containing the Barheim Candle, then head further down the bridge towards a dead end. Push the Precarious Cart dangling over it to make a bridge. Through the West Annex is Terminus No.7 Adjunct and a save point.
Approximate HP: 72,000
Tips: This battle must be won in five minutes or it's Game Over. Zalera will cast Death on characters of odd-numbered levels so, if you can, have even-numbered levels.

Zombies will constantly respawn and attack with Disable and Reflect. They will take the physical damage for their master, so rely heavily on magick. You can deal with them, or spend your time on Zalera. He likes to use a lot of status effect attacks, so stock up remedies with full licences. In between healing, attack with all your might and use Quickenings.

One sneaky thing to remember is that Zalera and the zombies are undead, so you could cast Reflect on your allies and bounce healing spells off them to damage all foes.

C'chulainn the Impure

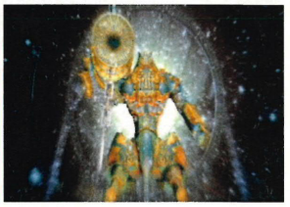
Found in: Garamsythe the Waterway, No.1 Cloaca
To find: After earning the Sluice Gate Control Key, enter the Central Waterway Control area. Turn on No.11 and No.4 Waterway Control gates, then head south into the No.4 Cloaca Spur. Trigger the No.1 North Waterway Control in the very south-east and return to Central Waterway. Turn on No. 10 and No. 3 Waterway Control gates. Head south through the No.3 Cloaca Spur and trigger the No.1 South Waterway Control (south-west). Return to the Central Waterway, save, then go through the No.1 Cloaca area. Take the southern stairway into the water.
Approximate HP: 120,000
Support: Foobars
Tips: Equip either black belts or auto-regen accessories because your HP will be constantly drained right from the beginning, and no amount of Esuna will help. The Foobars use Disable, so cast Firaga or Scourge to attack both them and the Esper. He'll use attacks such as Bio and Toxify, so heal with Esunaga or remedies. When his HP drops, his defence rises, so chain Quickenings to finish him.

Chaos, Walker of the Wheel

Found in: Necrohol of Nabudis
To find: Complete the Medallion side quest, then head to the Necrohol of Nabudis. Open the Door of Horror and fight the Humbaba Boss. Open the Door of Hatred and fight Fury. The Lustreless Medallion will become the Medallion of Might, and you'll be able to open the Door of Despair and find... guess who?
Approximate HP: 120,000
Support: Wind, Water, Ice and Earth Judas
Tips: From the word go you can only attack with magicks. Try to avoid using elemental spells: Bio and Scathe are best. Don't forget about Technicks too. Chaos constantly casts Silence, so stock up on Echo Herbs and equip Silence resistant accessories.

Name: Exodus the Judge Sal

Found in: Mosphoran Highwaste, Empyrean Way
To find: In the Bubbling Vale area, trigger the Shrine of South Wind and a path will open at Empyrean Way. Give some Gysahl Greens to the wild chocobo in the Rays of Ashen Light area, then ride south towards the new path, using the exit only accessible to chocobos. In Skyreach Ridge, dismount and enter Babbling Vale. Trigger the Shrine of the West Wind and push the Weathered Rock over, creating a bridge. Trigger the Shrine of the North-west Wind and return to Skyreach Ridge. Take the highest part of the path to Empyrean Way.
Approximate HP: 100,000
Tips: You can't use items in this battle. Exodus constantly casts Reflect, so use the Enemy: Status = Reflect – Dispel Gambit. His main attacks are Scathe and Flare, but if you spread out, Scathe will only hit one ally. When he is nearly dead, he'll create a shield that makes physical attacks useless. Dispel his Reflect status before chucking any magicks at him, or you'll live – well, die – to regret it.

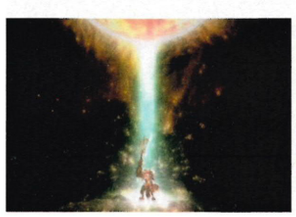


Ultima the High Seraph

Found in: The Grand Crystal
Approximate HP: 150,000
Tips: The biggest thorn in the buttocks is the fact that Ultima changes to status field effects all the time. This means that she'll seal either physical or magick attacks, or render items/technicks useless for a certain amount of time. Her deadliest attack is Holyja, which can be absorbed if you equip the White Mask. Basically, your best tactic is to go in well prepared and tailor your attacks and healing to whatever ability has been restricted.

Zodiark, Keeper of Precepts

Found in: Henne Mines
To Find: Once you've obtained more than 10 Espers, go to Jahara and speak to Geomancer Yggil. Then head to Henne Mines and the Ore Separation area, where you fought Tiamat. You'll be able to take the eastern path now, so follow it to the second-to-last intersection where you can go south down a hidden path. Then continue all the way north-east.
Approximate HP: 150,000
Tips: Dispel is very useful in this battle; also, have one character casting Curaja all the time. Other than that, pick whatever tactic best suits you and go for it. When Zodiark is nearly dead, he will erect a barrier that makes all physical and magick attacks useless. Use the time it's up to heal and recast protective spells. When his barrier drops, Dispel immediately then attack before he puts the barrier back up again.



HEADHUNTING

Once you're able to enter the Sandsea bar in the East End of Rabanastre, innkeeper Tomaj will introduce you to the Headhunter's Board. Here, you'll find various contracts out on beasts, or rewards for killing 'marks' (one-of-a-kind creatures that won't reappear once you kill them). To accept a contract, find the person who wrote it and he or she will give you more details. Keep an eye on this board; it's an easy way to pick up licence points and goodies. Visit the Clan Hall in Northern Rabanastre, too: gain ranks, defined by the number of enemies you kill, to unlock information and hints from clan members.

CLAN RANKS:	
Initial: Moppet	0 Marks/0 Pts
Rank 1: Hedge Knight	2 Marks/700 Pts
Rank 2: Rear Guard	4 Marks/8000 Pts
Rank 3: Vanguard	8 Marks/20,000 Pts
Rank 4: Headhunter	10 Marks/30,000 Pts
Rank 5: Ward of Justice	12 Marks/40,000 Pts
Rank 6: Brave Companion	14 Marks/100,000 Pts
Rank 7: Riskbreaker	16 Marks/200,000 Pts
Rank 8: Paragon of Justice	24 Marks/250,000 Pts
Rank 9: High Guardian	28 Marks/300,000 Pts
Rank 10: Knight of the Round	32 Marks/500,000 Pts

RANK 1

Rogue Tomato
Client: Tomaj (the Sandsea)
Go to: Dalmasca Estersand
Bounty: 300 Gil, two potions, Teleport Stone

Thextera (mutant wolf)
Client: Gatsy (the Sandsea)
Go to: Dalmasca Westersand, Galtea Downs, on the left cliff edge to entrance
Bounty: 500 Gil, Headguard, Teleport Stone
Tip: Visit Gatsy at his shop after collecting the reward.

Flowering Cactoid
Client: Dantro (Dalmasca Estersand Nomad Village)
Go to: Dalmasca Estersand, Yardang Labyrinth
Bounty: 500 Gil, 10 potions
Tip: Take the Cactoid's flower to Dantro's wife at the Nomad Village in the North of the Estersand, next to Nebra Shores.

Wraith
Client: Milha (Lowtown, North Sprawl)
Go to: Garamsythe the Waterway, near entrance from Store 5, Lowtown
Bounty: 500 Gil, Ether, Gauntlets

Nidhogg (Blue Basilisk)
Client: Aekon (Bhujerba, Lhusu Square)
Go to: Lhusu Mines, Transitway 1
Bounty: 600 Gil, Rose Corsage, Balaclava

Cluckatrice (Montblanc's Mark)
Client: Dania (Giza Plains, Nomad Village during The Dry)
Go to: Giza Plains, North Bank
Bounty: 1000 Gil, Jackboots, Rainbow Egg
Tip: Kill all the foes in the area, then re-enter. This will draw the mother out. Kill her and the babies.

Rocktoise (Montblanc's Mark)
Client: Pilika (Bhujerba, Khus Skygrounds)
Go to: Lhusu Mines, Site 2
Bounty: 1200 Gil, two Hi-Potions, Heavy Coat

RANK 2

Wyvern Lord
Client: Sherral (Rabanastre, Amal's Weaponry)
Go to: Nam Yensa Sandsea, Simoon Bluff
Bounty: 1000 Gil, Longbow, Shell Shield

Enkelados (Slaven)
Client: Sugumu (Jahara, Land of the Garif)
Go to: Ozmone Plains (Eastern Edge/The Shred)
Bounty: 1100 Gil, Ether, Gold Amulet
Tip: You must rid the area of Wu before tackling Enkelados.

Ixtab
Client: High-Chief Zayalu (Jahara, Land of the Garif)
Go to: Henne Mines, Phase 1 Shaft
Bounty: 1300 Gil, Ether, Soul Powder

Croakadile (Mutant Lizard)
Client: Sadeen (Giza Plains, Nomad Village during the Wet)
Go to: Giza Plains, near the Eastern Bridge
Bounty: 1200 Gil, Serpent Rod, Teleport Stone
Tip: Take the Ring of the Toad to Sadeen's love. She'll return to Giza Plains Nomad Village in the Dry.

RANK 3

Ring Wyrm (Lesser Dragon)
Client: Balzac (Rabanastre Lowtown, North Sprawl)
Go to: Dalmasca Westersand, South of the central region of Windtrace Dunes
Bounty: 200 Gil, Moon Ring, Icebrand
Tip: It will only appear during sandstorms.

Feral Retriever (Coeurl)
Client: Hymms (Mount Bur-Omisace, Sand-Strewn Pass)
Go to: Paramina Rift, Spine of the Icewyrm
Bounty: 1500 Gil, Recurve Crossbow, two Teleport Stones

Vorpal Bunny (Mutant Hare)
Client: Nera (Eruyt Village, The Spiritwood)
Go to: Golmore Jungle, The Rustling Chapel
Bounty: 2000 Gil, Lightning Arrows, Gillie Boots

Gil Snapper (Montblanc's Mark)
Client: Nanau (Giza Plains, Crystal Glade in the Rains)
Go to: Giza Plains, Tracks of the Beast (The Rains)
Bounty: 3000 Gil, Phobos Glaze (must be collected during The Dry)
Tip: You must cut the withered trees in each area to build a bridge in the south-east of Giza Plains to get to the area. It only appears in heavy rain. Bansat the Seeq from the Clan House will join you for this hunt and will cast protective magicks on your party.

Atomos (Mutant Slaven)
Client: Burrogh (Nalbina Town, Jajim Bazaar)
Go to: Mosphoran Highwaste, Northern Skirts
Bounty: 1800 Gil, Gaia Rod, Diamond Shield

RANK 4

Mind Flayer
Client: Guromu (Jahara, Lull of the Land)
Go to: Henne Mines, Phase 1 Dig
Bounty: 2200 Gil, Carmagnole
Tip: All characters must have a full MP gauge to entice this ghoul out of hiding.

Braegh (Mutant Nightmare)
Client: Va'Kansa (Mosphoran Highwaste, Gate Crystal Area)
Go to: Salikawood, Corridor of Ages
Bounty: 1700 Gil, Obelisk, Hi-Ether

Darksteel
Client: Homesick Man (Archades, Vint's Armaments)
Go to: Sochen Cave Palace, Temptation Eluded
Bounty: 3000 Gil, Lead Bolts, Adamantite

RANK 5

White Mousse (Mutant Flan)
Client: Sorbet (Rabanastre, West End near Save Crystal)
Go to: West Sluice Control, Garamsythe the Waterway
Bounty: 2100 Gil, Yoichi Bow
Tip: You will also obtain the Sluice Gate Key.

Marilith (Crimson Serpent)
Client: Tavernmaster (Rabanastre, The Sandsea)
Go to: Zertinan Caverns, Invitation to Heresy (entrance from Westersands)
Bounty: 2200 Gil, Serpent Eye, three Teleport Stones
Tip: The serpent will appear near one of the openings.

Orthros (Montblanc's Mark)
Client: Contrite Thief (Lowtown, North Sprawl)
Go to: Garamsythe the Waterway, Southern Sluiceway
Bounty: 3800 Gil, Horakhty's Flame, Unpurified Ether
Tip: Party must be Fran, Ashe, and Penelo before entering the area. Orthros only likes the ladies.

Bloodwing
Client: Number 381 (Dalmasca Estersand Nomad Village)
Go to: West Annex, Barheim Passage
Bounty: 2400 Gil, Stun Bomb, Vampyr Fang
Tip: You will need the Barheim Key to access this hunt (see 'Side quests', overleaf).

Trickster (Montblanc's Mark)
Client: Gurdy (Mount Bur-Omisace, Sand-Strewn Pass)
Go to: Paramina Rift, Frozen Brook
Bounty: 4800 Gil, Deimos Clay
Tip: Monid the Bangaa will join you for this. Keep re-entering the area until Monid says it's here.

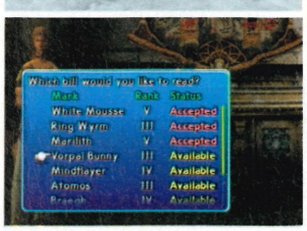
Antlion (Montblanc's Mark)
Client: Lady Niray (Bhujerba, Staras Residence)
Go to: Lhusu Mines, Site 9
Bounty: 4300 Gil, Bubble Belt, Sickle-Blade
Tip: The Site 3 Key allows you to enter the south-west section of the mines by going through Site 2. You will be able to get the key for Site 11 after this by visiting the Fallen Bhujerban at Phon Coast.

Vyraal
Client: Viera Wayfarer (Balfonheim Port, The Whitecap)
Go to: Cerobi Steppe, Northsward
Bounty: 3500 Gil, Halberd, Crystal Shield
Tip: Also obtain a Dragon Scale.

Belito (Montblanc's Mark)
Client: Montblanc (Rabanastre, The Clan House)
Go to: Nam-Yensa Sandsea, Withering Shores
Bounty: 5100 Gil, Megalixir
Tip: The only way to get to the secluded area where this mark is found is first to go to Zertinan Caverns, then enter Nam-Yensa from the most north-western exit.

Lindwyrm
Client: Fermon (Old Archades, Alley of Muted Sighs)
Go to: Tchita Uplands, Garden of Life's Circle
Bounty: 4200 Gil, Barrel Coat, Hi-Ether
Tip: When you're entering the Uplands, it must be cloudy. If it's not, leave the Uplands entirely and come back again.

Piscodaemon
Client: Ivaness (Mount Bur-Omisace, Temple Grounds)



Go to: Giruvegan, Gate of Fire
Bounty: 3800 Gil, Dark Shot, Scathe Mote

RANK 6

Roblon
Client: Morgen (Nalbina Town, West Ward), old man in north-west
Go to: Nabreus Deadlands, Overlooking Eternity
Bounty: 3100 Gil, Giant's Helmet, Mythril
Tip: Go through the hidden path in the north-west of Slumbermead.

Overlord
Client: Insecure Seeq (Archades, Bulward's Technicks)
Go to: Sochen Cave Palace, Doubt Abandoned
Bounty: 3500 Gil, two Hi-Ethers, Teleport Stone
Tip: The Seeq will join you for this hunt, although you cannot control or heal him

Goliath
Client: Barrong (Nalbina Town, West Ward)
Go to: Necrohol of Nabudis, Hall of Slumbering Might
Bounty: 3600 Gil, Save the Queen, Einherjarium

Catoblepas (Behemoth)
Client: War-Chief Supinelu (Jahara, Lull of the Land)
Go to: Zertinan Caverns, The Undershore
Bounty: 3200 Gil, Volcano, Arctic Wind
Tip: Not really in The Undershore; take the path from the save crystal here, in between the sandfalls, to get to the hidden area.

Deathscythe
Client: Popol (Nalbina Town, Jajim Bazaar)
Go to: Necrohol of Nabudis, Cloister of the Highborn
Bounty: 2800 Gil, two Hi-Ethers, Soul of Thamasa
Tip: Two of your characters must be HP-critical (below 30% of total HP) when you enter the Cloister.

Wild Malboro
Client: Rena (Eruyt Village, The Spiritwood)
Go to: The Feywood, Redolent Glade
Bounty: 4600 Gil, Euclid's Sextant

Ixion (Montblanc's Mark)
Client: Whitecap Wench (Balfonheim Port, The Whitecap)
Go to: Pharos at Ridorana, Subterra, Penumbra/Umbra/Abyssal
Bounty: 3000 Gil, Sapping Bolts, Ragnarok
Tip: It can be found in any of the places already mapped in any of the three floors.

The Seer/Shadowseer
Client: Montblanc (Rabanastre, The Clan House)
Go to: Pharos at Ridorana
Bounty: 20,000 Gil, two Megalixirs
Tip: Take the lift down, then kill enemies on each of the three floors to collect Black Orbs to fill the altars to open the way to each floor. Don't overfill the altars, that just steals your Orbs.

RANK 7

Deathgaze (Rare Mutant Aevis)
Client: A Traveller (Aerodrome)
Go to: Airship
Bounty: 3400 Gil, two Elixirs
Tip: Talk to the Son with his family (named Traveller) before and after you go on an Airship (any flight works). Once he sees Deathgaze again, he will ask you if you want to fight it.

Carrot (Montblanc's Mark)
Client: Zammadria (Nalbina Aerodrome)
Go to: Salikawood, Sun-dappled Path
Bounty: 5200 Gil, Stink Bombs, Putrid Liquid
Tip: Don't kill anything in Salikawood before you find Carrot.

Mystery Man/Gilgamesh (Montblanc's Mark)
Client: Montblanc (Rabanastre, The Clan House)
Go to: Lhusu Mines, Tasche Span (first time)
Lhusu Mines, Site 7 (second time)
Bounty: 10,000 Gil, Masamune
Tip: You must have the Site 11 Key, found near the Fallen Bhujerban in Phon Coast.

Fafnir
Client: Ieeha (original), Relj (current) (Mount Bur-Omisace, Temple Approach)
Go to: Paramina Rift, Silverflow's End
Bounty: 7000 Gil, Assassin's Arrow, Teleport Stone
Tip: You'll need to speak to Relj to make the blizzard appear in Paramina Rift. Then, from Mount Bur-Omisace, follow this path: Freezing Gorge - Head of the Silverflow - Icebound Flow - Karydine Glacier - Silverflow's End. Doing this will trigger Fafnir to appear.

Diabolos (Mutant Gargoyle)
Client: Miclio (Bhujerba, Miners' End)
Go to: Lhusu Mines, Site 11
Bounty: 2600 Gil, Demon Shield, Zeus Mace
Tip: You must have Site 11 Key (found near the Fallen Bhujerban in Phon Coast).

Pylraster (Greater Tyrant)
Client: Rikken (Balfonheim Port, Saccio Lane)
Go to: Pharos at Ridorana, First Ascent, They Who Thirst Not
Bounty: 8000 Gil, Grand Mace, two Scathe Motes
Tip: He challenges you to a mandatory racing game before he will talk about the bill.

Behemoth King
Client: Koqmihn (Rabanastre Lowtown, Dalan's House)
Go to: The Feywood, The Edge of Reason
Bounty: 250 Gil, two Bacchus' Wines
Tip: Kill all enemies in the Ice Field of Clearsight and The Edge of Reason first, then he appears near the gate to Giruvegan.

RANK 8

Yiazmat (Montblanc's Mark)
Client: Montblanc (Rabanastre, The Clan House)
Go to: Ridorana Cataract, Colosseum
Bounty: 30,000 Gil, Godslayer's Badge
Tip: You must first beat the Hell Wyrm for this bill to become available.

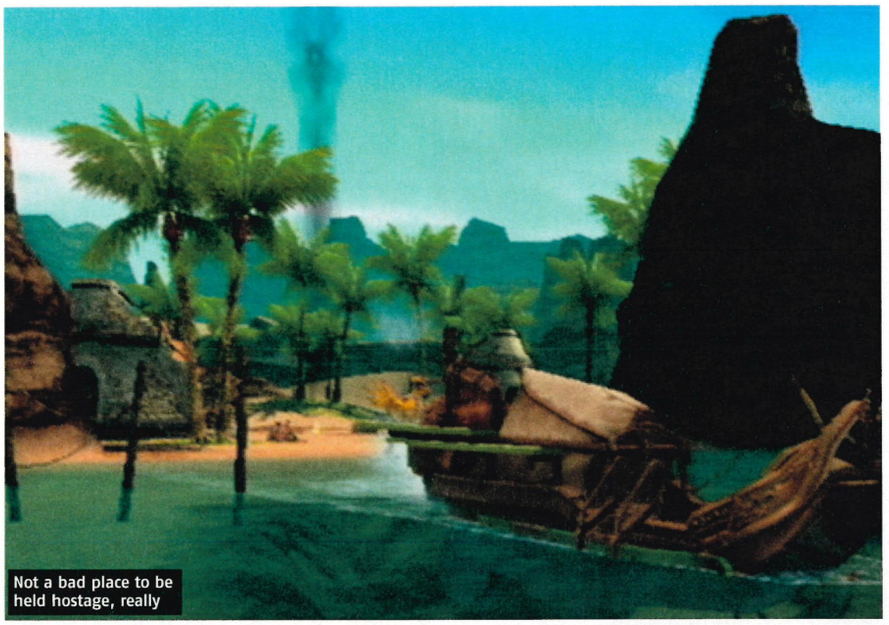
SIDE QUESTS

THE NORTH BANK HOSTAGE RESCUE

After completing the headhunt for the Flowering Cactoid, if you venture in the Estersand you'll come across a second Nomad Village far into the North. Give the flower from the Cactoid to Dantro's Wife, who's standing outside one of the huts. Leave and re-enter the village to see that a boy call Tchigri is standing by a boat on the coast. Talk to him and agree to travel to the other side of the river.

Here, you'll find the missing villagers, being held hostage by a whole host of Cactoids. A member of the Cactoid family has apparently run away and caused so much trouble in Ivalice that there's a Headhunter's bill on his head, so they're desperately searching for him (sound familiar?). Return to the south bank and talk to Dantro's wife again. She'll say that after boiling up the Cactoid flower, she threw out the remains behind the hut. Oh dear.

Search there, and when you find it, Dran will pop out of the ground – well, a Dran lookalike, at least. Take him back to the north bank and the happy Cactoid family is duped into believing it's him. You'll be rewarded with 1000 Gil and Wyrmfire Shot, plus a useful free ferry service between the north and south banks. Hooray!



Not a bad place to be held hostage, really

THE SOUTH BANK TREASURE HUNT

After completing the above quest, talk to Dantro's wife again, who's moaning that she doesn't have Semclam shells. Leave the village and walk along the coast, picking the 'mysterious glints' (whaddyaknow, they're Semclam shells). Take three shells to the wife, who now wants Nebralim, which is with Dantro.

Return to the first Estersand outpost and Dantro will tell you where the Nebralim is. Return to the wife, and guess what? She wants more stuff! This time it's Valeblossom Dew, which you'll find in the lower-middle section of the Broken Sands area in the north, on a tree with white flowers. Take this back to her, and if you still have the Great Serpentskin loot from killing the Niedhogg, give that to her, too.

Re-enter the village and the wounded man will be all better again. Talk to him at the back of the hut, and he will reward you with the Barheim Key, and another prize; its quality depends on whether you gave Dantro's wife the Serpentskin.

THE LOST COCKATRICE FLOCK

To unlock this side quest, defeat the Clucktrice mark, reach Archades in the storyline and get the key item 'Feather of the Flock'. To obtain this feather, go to Giza Plains during The Wet and create a bridge to the southern area by knocking down the six withered trees. After all this, return to the Nomad Village during The Dry and talk to the girl with the cockatrice flock (except that they'll all be missing – oh dear!). It's your task to travel the world and round them up. You'll get a reward for each one found.

Archades: Agytha, Tumulus Hand Bomb
After the Archades storyline events, clear the chops mini quest to obtain one sandalwood chop, which will enable you access the Grand Arcade (the area earlier restricted in Tsenoble). Chase after the big cockatrice and tell her about the cockatrice in Old Archades (you may need to speak to that one first).

Balfonheim: Moomer, Defender
Talk to the miffed moogle at the chocobo stables, then the girl running the stables. Show her the Feather of the Flock, and you'll hear some darkly muttered words. Talk to the moogle again, then to Gurdy, who'll rent you a super cute little 'chocobo' that is really Moomer the Cockatrice.

Jahara: Shurry, Platinum Dagger
The cockatrice will be wandering around the herd. Talk to the herder and he'll ask why the cockatrice is there. Talk to the cockatrice, then tell the herder he's from Giza Plains. Then go and talk to the Great Chief, who'll give you a gift to give to the bird. Talk to the herder to get your reward.

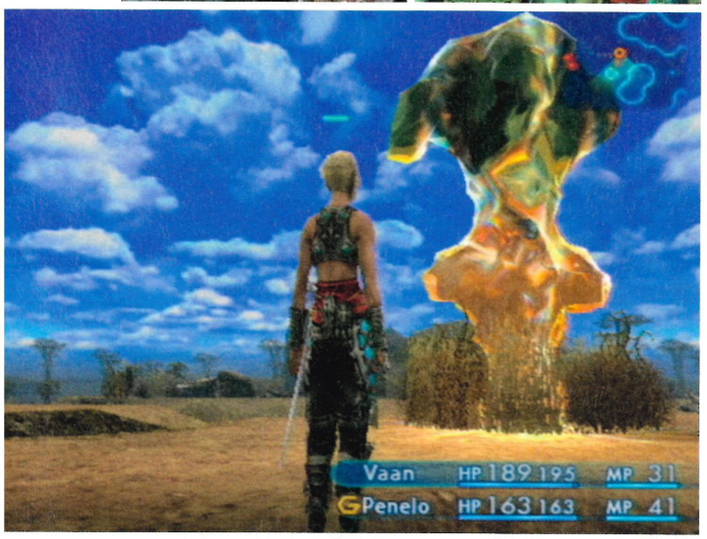
Eruyt Village: Chit, Yoichi Bow
Go to the Fane of the Path area, and Chit will be sitting on the side with Mjrn. Talk to them both, then walk a little way back, until you find a 'sparkling light'. It'll be a Dewdrop Pebble. You must collect 10 Pebbles; here's where to find them all:

1. By the Salve makers pestle bowl
2. North of the circular walkway

3. On the bridge by the path to Fane of the Path
4. By the fountain
5. By the fountain (ask the Viera to get it for you)
6. By the wood warder's hut
7. On the staircase leading to Fane of the Path
8. Below the small staircase below the fountain
9. By the Southern dead end
10. Give all these pebbles to Mjrn, and the cockatrice will drop the tenth.

Rabanastre: Renn, Diamond Sword
This one will make you want to wring its little neck. Renn will be hiding in a corner around the very northern part of the North End, but will run away as soon he sees you. You have to hide round a corner and pounce when he passes. He'll ask if you're ruffling his feathers. Say no. He'll stay by the fountain in this area until you've sent the Eruyt Village cockatrice home.

South Bank Village: Koga Blade
This section will only be possible once you've restored the ferry service (by doing the North Bank Hostage Rescue quest). When you have, go to the south bank, and Tchigri will ask you about Sassan



the cockatrice. Because he's frightened of the boy's dog, you must send the bird, the dog, and the dog's distraction over to the North Bank in the following order: Nathyl, Arryl, Sassan.

Once all six birds have gone home, talk to the herder in the Giza Plains Nomad Village in The Dry.

THE WYRM'S NEST

Find a Bangaa at Dalmasca Westgate called Rimzat. Tell him you'll gather information for him at the sandstorm. Head to the Southern Plaza and talk to Cotze, sitting on the fountain. He'll tell you to go to Storehouse 5 in Lowtown and speak to Lorthon.

After this conversation, head to the Shimmering Horizons section of the Westersands and exit through the North Western exit to enter Windtrace Dunes. The treasure you need is hidden under the south-western cactus. Return to Rimzat and Cotze will give you his half of the prize, meaning you can now enter the Wyrm's Nest, which is the most north-eastern point of the Westersands. Head there, and you'll come face to face with the Earth Tyrant.

CHOPS

There are 28 pine wood chops to collect, and if you collect all of them, you'll gain the Sandlewood Chop. Apparently, a chop is a mark of status or writ of transit in Archades, as it symbolises your dedication to the Empire. Anyway, to earn pine wood chops, talk to various members of the public. Memorise their words of wisdom and pass the message on to the right person. When you've collected all 28 chops, talk to a Chopmaster. They can be found in any merchant stores.

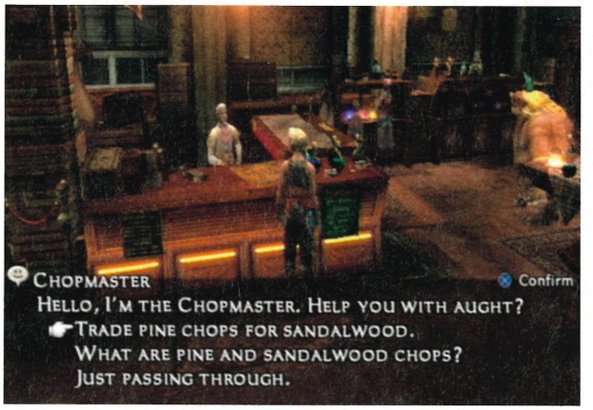
Here is a list of quest givers, to whom you should pass on their message and quest names...

Nilbasse

1 Talk to the Senior Researcher and find the Failed Researcher nearby.
2 Talk to the Worried Husband (Wages Halved) and then to the Materialistic Woman in the west.
3 Talk to the Aspiring Starlet (The Path to Stardom) in the middle of the area, then talk to the Faded Star nearby.
4 Talk to the Determined Researcher at the east part of the area (Time to Leave), then find the Ex-Researcher in the middle of the area
5 Talk to Athletic Woman in the middle of the area (A Grand Line of Gamesmen). Go west and talk to the Avid Reader.
6 Find the Gentleman Onlooker in front of the armoury (Working up a Sweat) then to Eager Crier.

Rienna

1 Talk to the Philosopher of Cuisine in the west area (A Revolutionary Dish), then find the Dangerous Chef in front of the Gambit shop.
2 Talk to the Lucky Man near the central alley (Ann Epistle to Love), then go east and speak with the Romantic Lady.
3 Talk to Good Brother, west of the Gambit shop (What She Wants), then find the Waiting Woman in the eastern section of the area.
4 Talk to the female Greenseller in the east (Out of Ears), then to the Vegetable Seller in the west.
5 In the east, talk to the Bhujerban tour guide (The Aerial Gardens), then to the Bhujerban Lady a little to west of there.
6 Talk to the Tarot Reader by the central alley (The Misfortune Teller) then go west and relay the information to the Happy Novelist.
7 Talk to the Lazy Profiteer in the east (A Gambit for the Market) then tell the Researcher's Wife in the west about it.



Trant

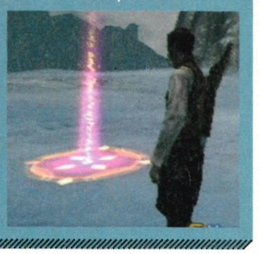
1 Talk to the Smitten Man by the western alley (The Client's Daughter), then talk to the Smitten Woman in the east.
2 Talk to the Farce-Goer on the main walkway (A Ticket to the Farce), then find the Girl On An Errand by the southeast exit.
3 Find the Boutiquere (The Boutique) on the northern wall, then talk to the Moneyed Gentleman by the entrance to Old Archades.
4 Talk to the Music Appreciator along the northern wall, (The Lutenist) then find the Lutenist by the western alley.
5 Find the Builder in the middle of the screen (The Artisan Architect), then go west and talk to the Architect.
6 Talk to the Historian in the east part of town (A History of Empire) then go west and find the Perceptive Man by the far alley.

Molberry

1 Talk to the Proud Mother by the eastern exit (The Tutor), then find The Tutor nearby.
2 Talk to the Lookalike in the northwestern part of the area (The Master of Disguises), then find the similarly-dressed man by the Magick Shop.
3 Talk to the Reminiscing Lady in the far west (The Mummer) then talk to the Family-Minded Girl by the central alley.
4 Talk to the Avid Traveller (The Traveller) by the right-of-centre alley, then find the Travelling Gentleman in the far west.
5 In the west, find the Daughter-In-Law by the juggler (A Trinket from Giza) then talk to the Man From Giza up the steps from there.
6 Talk to the Would-be Judge up the steps from the juggler (To Be a Judge), then talk to the Judge's Wife by the Magick shop
7 Talk to the Ardent Woman by the Magick Shop (The 8 and 20 Chops), then talk to Ardent Man west of there.
8 Talk to the Poor Husband south of the Magick Shop, (The Anniversary) then talk to the Poor Wife east of him.
9 Talk to the Talented Woman running around by the Magick Shop (A Knack for Magick), then find the Akademician by the technick shop.

TRAPS

Around the fields and dungeons there are various hidden traps. Cast Libra, and they'll be revealed as red pillars of lights. Avoid them if you can (it's not always possible when team members wander off!). Monsters can't set off traps, so don't bother luring them towards the traps.



THE SIX BROTHERS AND THE SIX SISTERS

This will become unlocked as soon as airships are available, although it's necessary to unlock all airships routes and sisters.

To begin this quest, fly from one city from another, taking the leisure cabin (not the private one). Once the airship is in flight, you're free to roam around the decks. Head for the sky saloon and talk to the Chief Steward, who's being harassed by a rather cocky young man called Rande. He'll challenge you to a competition involving you taking a letter to all six of the Steward's sisters. From here on, take all six air routes, travel leisure class and talk to the six stewards: Ann (Bhujerba); Liddy (Balfonheim); Twarra (Nalbina); Carryl (Rabanastre); Sanne (Archades); Rande and Lirschell. ■

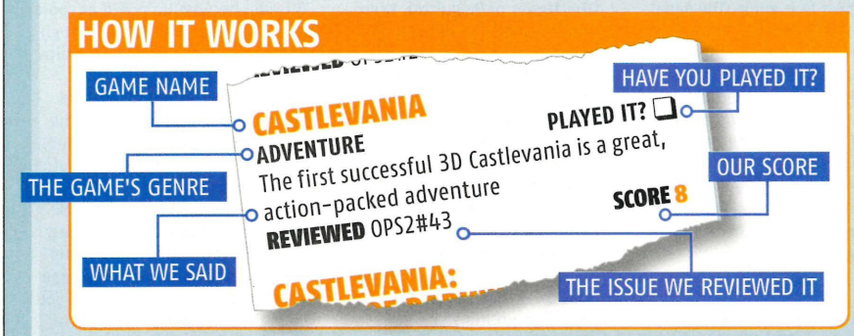
AtoZ

Welcome to the first edition of the Official PlayStation 2 Magazine's ultimate review directory, featuring, in handy A to Z form, scores and verdicts for nigh-on every PS2 game that has ever been released in the UK. In addition to the 1,382 reviews, we've included a bunch of Top 5s for quick reference if you're after a certain type of game, or indeed if you're desperate to find out what Nick or Andy's fave games are! There's a little form below where you can tell us which games are in your all-time Top 5. Fill it out, send it in and when we publish the list again we'll include all the Reader Top 5 lists we can humanly fit in.

We've also picked out a handful of games for re-evaluation, seeing if they have stood the test of time or have withered over the past few years. Over the coming months we'll be re-assessing *all* the games in the list, and we will of course present our findings to you.

At 28 pages this is a monster of a feature and no mistake. Speaking of mistakes, if you do spot any omissions or cock-ups then please do write in and let us know! ■

HOW IT WORKS



MY ALL-TIME TOP 5 PS2 GAMES

NAME:
ADDRESS:

AGE:

1.
I ❤ THIS BECAUSE...

2.
I ❤ THIS BECAUSE...

3.
I ❤ THIS BECAUSE...

4.
I ❤ THIS BECAUSE...

5.
I ❤ THIS BECAUSE...

SEND YOUR ENTRIES TO:
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123

.HACK//INFECTION
RPG PLAYED IT? ☐
Fairly absorbing MMORPG
REVIEWED OPS2#45 **SCORE** 6

.HACK//MUTATION
RPG PLAYED IT? ☐
Awful MMORPG simulation sequel
REVIEWED OPS2#48 **SCORE** 3

.HACK//OUTBREAK
RPG PLAYED IT? ☐
The pace has gone up a notch but it's just too little, too late
REVIEWED OPS2#51 **SCORE** 4

.HACK//QUARANTINE
RPG PLAYED IT? ☐
Wringing £160 out of people for four virtually identical games? None of which were very good? That ain't right
REVIEWED OPS2#54 **SCORE** 3

4X4 EVOLUTION
RACING PLAYED IT? ☐
Tazzing around in 4X4s should be more fun than this, surely?
REVIEWED OPS2#6 **SCORE** 6

4X4 EVO 2
RACING PLAYED IT? ☐
Off-road racing action that's more than a little off-course
REVIEWED OPS2#30 **SCORE** 5

7 BLADES
ADVENTURE PLAYED IT? ☐
Ninja-styled adventure with a 'healthy' dose of chopsocky gameplay
REVIEWED OPS2#5 **SCORE** 6

7 SINS
STRATEGY PLAYED IT? ☐
The makers of 7 Sins claim 'being bad is the new good'. Don't believe them
REVIEWED OPS2#61 **SCORE** 3

18 WHEELER
RACING PLAYED IT? ☐
Solid Sega truck racer, but 18 wheels aren t always better
REVIEWED OPS2#14 **SCORE** 6

24: THE GAME
ACTION PLAYED IT? ☐
It has definite flaws but 24: The Game is a quality recreation of the show
REVIEWED OPS2#69 **SCORE** 8

21 CARD GAMES
CARDS PLAYED IT? ☐
This horrifying mess is the worst thing we've ever slotted into a PS2
REVIEWED OPS2#76 **SCORE** 0

50 CENT: BULLETPROOF
ACTION PLAYED IT? ☐
Like G-Unit's music translated direct to PS2. You'll either love it or miss the point entirely
REVIEWED OPS2#67 **SCORE** 8

187 RIDE OR DIE
RACING PLAYED IT? ☐
This childish, in your-face urban racer is, frankly, rather horrible
REVIEWED OPS2#64 **SCORE** 5

1945 I & II THE ARCADE GAMES
SHOOTING PLAYED IT? ☐
Laughable old-skool graphics and gameplay that's as basic as it gets
REVIEWED OPS2#53 **SCORE** 4

2002 FIFA WORLD CUP
SPORT PLAYED IT? ☐
New slant on the FIFA formula, but an own goal despite the World Cup license
REVIEWED OPS2#21 **SCORE** 5

2006 FIFA WORLD CUP
SPORT PLAYED IT? ☐
As well as being a great way to relive the World Cup, this is a positive step for the FIFA series as a whole. PS3 beckons...
REVIEWED OPS2#73 **SCORE** 8

10,000 BULLETS
ACTION PLAYED IT? ☐
Combining sub-standard bullet-time combat, badly synched cut-scenes and a waif-like plot, not even masochists should touch this
REVIEWED OPS2#75 **SCORE** 2

A

A-TRAIN 6
SIMULATION PLAYED IT? ☐
Slow-paced train management that's the ultimate anorak's sandbox
REVIEWED OPS2#44 **SCORE** 8

ACE COMBAT: DISTANT THUNDER
ACTION PLAYED IT? ☐
Namco's cult PS1 combat flight sim looks sweet on PS2
REVIEWED OPS2#17 **SCORE** 7

ACE COMBAT: SQUADRON LEADER
ACTION PLAYED IT? ☐
The best fighter plane shooter you can buy on PS2
REVIEWED OPS2#56 **SCORE** 8

ACE COMBAT: THE BELKAN WAR
ACTION PLAYED IT? ☐
A cracking surprise, The Belkan War is hardcore plane porn tuned for maximum thrills and money shots
REVIEWED OPS2#77 **SCORE** 8

ACE LIGHTNING
ADVENTURE PLAYED IT? ☐
The after-school TV hero has trouble making the grade on PS2
REVIEWED OPS2#34 **SCORE** 4

ACES OF WAR
ACTION PLAYED IT? ☐
Completely rubbish in every way
REVIEWED OPS2#60 **SCORE** 2

ACTIVISION ANTHOLOGY
RETRO PLAYED IT? ☐
'80s cartridge classics nostalgia for committed retro freaks only
REVIEWED OPS2#33 **SCORE** 5

ADIBOO AND THE ENERGY THIEVES
ACTION PLAYED IT? ☐
The kids would do well to avoid it and head for Jak or Ratchet instead
REVIEWED OPS2#52 **SCORE** 5

AEON FLUX
ADVENTURE PLAYED IT? ☐
Passable in places, but if you want to play in the 'watch a girl's arse' arena, get the new Tomb Raider instead
REVIEWED OPS2#73 **SCORE** 5

AFL LIVE 2004
SPORT PLAYED IT? ☐
Detailed and playable but does anyone really care about Aussie Rules?
REVIEWED OPS2#39 **SCORE** 6

AREA 51

SHOOTING **REVIEWED OPS2#60**

This alien blaster wasn't particularly original, spectacular or visually exciting when it appeared on PS2: but what it did, it did well. Oh, and we reckon Resistance probably owes a few ideas to this plucky shooter too

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Solid, but next to more visceral shooters like Black, Area 51 is showing its age. Not worth the 9/10 we originally gave it

6/10

AGE OF EMPIRES II: THE AGE OF KINGS
STRATEGY **PLAYED IT?** ☐
Beardy, feudal RTS title from the makers of (ssh) Xbox
REVIEWED OPS2#13 **SCORE** 7

AGGRESSIVE INLINE
SPORT **PLAYED IT?** ☐
Addictive Tony Hawk's clone that swaps skateboards for skates
REVIEWED OPS2#23 **SCORE** 8

AIR RANGER RESCUE HELICOPTER
ACTION **PLAYED IT?** ☐
Cheap 'n' cheerful chopper game, let down by short lifespan
REVIEWED OPS2#31 **SCORE** 4

AIRBLADE
SPORT **PLAYED IT?** ☐
Tony Hawk's goes Back To The Future in this top hoverboard racer
REVIEWED OPS2#14 **SCORE** 8

AKIRA PSYCHOBALL
PINBALL **PLAYED IT?** ☐
Seminal manga flick inspires futuristic pinball fiasco that will do your head in
REVIEWED OPS2#25 **SCORE** 3

ALIAS
ACTION **PLAYED IT?** ☐
Excellent, uncomplicated stealth game faithful to the top TV show
REVIEWED OPS2#45 **SCORE** 8

ALIEN HOMINID
ADVENTURE **PLAYED IT?** ☐
A classic example of style over substance
REVIEWED OPS2#59 **SCORE** 7

ALIENS VERSUS PREDATOR: EXTINCTION
STRATEGY **PLAYED IT?** ☐
Two big movie licences go head-to-head and produce average results
REVIEWED OPS2#38 **SCORE** 5

ALL-STAR BASEBALL 2002
SPORT **PLAYED IT?** ☐
Acclaim bag a stat-fuelled home run with this deep baseball sim
REVIEWED OPS2#7 **SCORE** 7

ALL-STAR BASEBALL 2003: FEATURING DEREK JETER
SPORT **PLAYED IT?** ☐
And another home run for All-Star now with added baseball star Derek
REVIEWED OPS2#20 **SCORE** 7

ALL-STAR BASEBALL 2004: FEATURING DEREK JETER
SPORT **PLAYED IT?** ☐
These stats, frats and baseball bats seem to have lost their way
REVIEWED OPS2#33 **SCORE** 5

ALONE IN THE DARK: THE NEW NIGHTMARE
ADVENTURE **PLAYED IT?** ☐
The original survival horror game loses out to Resi in its comeback
REVIEWED OPS2#13 **SCORE** 6

ALPINE RACER 3
SPORT **PLAYED IT?** ☐
Truly execrable ski-'em-up. Not fit to clean SSX Tricky's snowboots
REVIEWED OPS2#3 **SCORE** 3

ALPINE SKIING 2005
SPORT **PLAYED IT?** ☐
Looks a bit rough but currently the best serious skiing game available
REVIEWED OPS2#63 **SCORE** 6

ALTER ECHO
ACTION **PLAYED IT?** ☐
The good work is lost in a distortion of crass visuals and sheer linearity
REVIEWED OPS2#39 **SCORE** 6

ALTERED BEAST
ACTION **PLAYED IT?** ☐
Drab at best – a true monster of a remake
REVIEWED OPS2#58 **SCORE** 3

AMPLITUDE
MUSIC **PLAYED IT?** ☐
A beats game that doesn't annoy the hair off your neck. Surprise!
REVIEWED OPS2#38 **SCORE** 8

AND 1 STREETBALL
SPORT **PLAYED IT?** ☐
A playable, yet unexceptional, sports title. There are better b-ball games out there
REVIEWED OPS2#75 **SCORE** 7

ANIMANIACS: THE GREAT EDGAR HUNT
ADVENTURE **PLAYED IT?** ☐
A lazy platformer that is unlikely to win over even the youngest of gamers
REVIEWED OPS2#61 **SCORE** 3

ANTZ EXTREME RACING
RACING **PLAYED IT?** ☐
Tightly scripted movie inspires lacklustre multiplayer racer. Why?
REVIEWED OPS2#25 **SCORE** 4

APE ESCAPE 2
ADVENTURE **PLAYED IT?** ☐
Cheeky monkeys, but is there enough variety for everyone?
REVIEWED OPS2#29 **SCORE** 7

APE ESCAPE 3
ADVENTURE **PLAYED IT?** ☐
Not much new for Ape Escape veterans, but if you want to get a youngster a game that's actually good, this is the monkey business
REVIEWED OPS2#72 **SCORE** 7

AQUA AQUA: WETRIX 2.0
PUZZLE **PLAYED IT?** ☐
Cute update of weather-obsessed N64 puzzler Wetrix, plays like a more moist Tetris
REVIEWED OPS2#1 **SCORE** 7

ARC: TWILIGHT OF THE SPIRITS
RPG **PLAYED IT?** ☐
Decent RPG but you'd have to be mad to choose this over the big boys of the genre
REVIEWED OPS2#43 **SCORE** 6

ARCTIC THUNDER
RACING **PLAYED IT?** ☐
WipEout meets a lo-fi Sled Storm; looks terrible, plays great,
REVIEWED OPS2#14 **SCORE** 7

ARMORED CORE 2
ACTION **PLAYED IT?** ☐
Techy shooter with giant Japanese mechs
REVIEWED OPS2#4 **SCORE** 7

ARMORED CORE 2: ANOTHER AGE
ACTION **PLAYED IT?** ☐
More of the same, but definitely better than its predecessors
REVIEWED OPS2#23 **SCORE** 7

ARMORED CORE 3
ACTION **PLAYED IT?** ☐
Mech madness that's bigger and better than the previous outings
REVIEWED OPS2#36 **SCORE** 7

ARMORED CORE: FORMULA FRONT
ACTION **PLAYED IT?** ☐
With highly customizable mechs, smooth control and lots of really big explosions, this is great mech-action on the move
REVIEWED OPS2#72 **SCORE** 7

ARMORED CORE: NEXUS
ACTION **PLAYED IT?** ☐
An Armored Core nut's wet dream, if such a deranged breed exists. Otherwise, a dull mech-'em-up that lacks thrills and originality
REVIEWED OPS2#75 **SCORE** 5

ARMORED CORE: NINE BREAKER
ACTION **PLAYED IT?** ☐
Nine Breaker might keep mech lovers happy, but it'll leave everyone else cold
REVIEWED OPS2#71 **SCORE** 4

ARMY MEN AIR ATTACK: BLADE'S REVENGE
ACTION **PLAYED IT?** ☐
This wouldn't be acceptable on PS1 and it shouldn't be on PS2. Run away fast
REVIEWED OPS2#9 **SCORE** 2

ARMY MEN: GREEN ROGUE
ACTION **PLAYED IT?** ☐
An appaling game which plumbs new depths of astounding rottenness
REVIEWED OPS2#8 **SCORE** 1

ARMY MEN: RTS
STRATEGY **PLAYED IT?** ☐
Real-time strategy and Army Men together at last!
REVIEWED OPS2#22 **SCORE** 6

ARMY MEN: SARGE'S HEROES
ACTION **PLAYED IT?** ☐
This poorly realised effort will encourage few new recruits
REVIEWED OPS2#7 **SCORE** 3

ARMY MEN: SARGE'S WAR
ACTION **PLAYED IT?** ☐
So broken it's almost fatally wounded
REVIEWED OPS2#51 **SCORE** 3

ASTERIX & OBELIX: XXL
ADVENTURE **PLAYED IT?** ☐
A traditional platformer for pint-sized fans of the books
REVIEWED OPS2#42 **SCORE** 6

ASTROBOY
ADVENTURE **PLAYED IT?** ☐
Ignoring the slow conversations and mindless boss battles, Astroboy would still be rubbish
REVIEWED OPS2#56 **SCORE** 3

ATELIER IRIS: ETERNAL MANA
RPG **PLAYED IT?** ☐
A cookie-cutter RPG lifted by characterisation and sustained exploration vibe
REVIEWED OPS2#69 **SCORE** 6

ATELIER IRIS 2: THE AZOTH OF DESTINY
RPG **PLAYED IT?** ☐
With a couple of novel features, it's engaging enough to be a good toe-dipper into the world of RPGs
REVIEWED OPS2#77 **SCORE** 6

ATHENS 2004
SPORT **PLAYED IT?** ☐
A pedestrian effort, hardly Olympic standard
REVIEWED OPS2#48 **SCORE** 5

ATTHERACES PRESENTS GALLOP RACER 2003
SPORT **PLAYED IT?** ☐
So dull even devoted horse racing fans wil have trouble staying in the saddle for long
REVIEWED OPS2#39 **SCORE** 3

ATLANTIS III: THE NEW WORLD
ADVENTURE **PLAYED IT?** ☐
Tedious first-person adventure. Think Myst minus the fun. Exactly
REVIEWED OPS2#20 **SCORE** 2

ATV OFFROAD
RACING **PLAYED IT?** ☐
Solid quad bike racer, well worth a look for its hilarious four-player mode
REVIEWED OPS2#10 **SCORE** 6

ATV: OFFROAD FURY 2
RACING **PLAYED IT?** ☐
Balls out, daft, fast and proud quad-bike racer follow-up
REVIEWED OPS2#38 **SCORE** 8

ATV 3: OFFROAD FURY
RACING **PLAYED IT?** ☐
The offroad racing is appealing even if the handling's unpredictable
REVIEWED OPS2#64 **SCORE** 7

ATV2: QUAD POWER RACING
RACING **PLAYED IT?** ☐
Average quad bike racer with some rather innovative elements
REVIEWED OPS2#29 **SCORE** 5

AUTO MODELLISTA
RACING **PLAYED IT?** ☐
Slick, playable cel-shaded racer. Lack of online play lets it down
REVIEWED OPS2#28 **SCORE** 7

B

B-BOY
DANCING **PLAYED IT?** ☐
B-Boy is both unusual and innovative – but it's not deep enough to sustain your interest
REVIEWED OPS2#77 **SCORE** 7

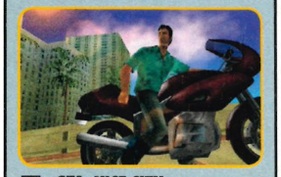
TOP 5... NICK'S GREATEST PS2 GAMES EVER!

1 DARK CHRONICLE
Final Fanta-what? This is the most charming and engrossing RPG that gold coins can buy

2 RESIDENT EVIL 4
Peerless gameplay balance, offering just the right ingredients in just the right quantities

3 PRO EVOLUTION SOCCER 6
PS2's greatest franchise. *PES3* was arguably the pinnacle but *PES6* is the one I'm loving right now

4 RATCHET & CLANK 2
The original blew me away but the sequel is more polished in every way. Bonkers and brilliant

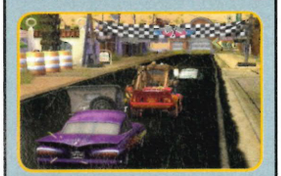


5 GTA: VICE CITY
Worth a Top 5 spot purely for the chopper missions you unlock when you complete the story

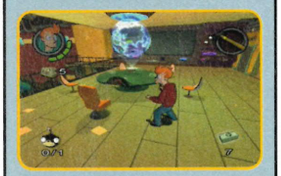
BACKYARD WRESTLING: DON'T TRY THIS AT HOME
FIGHTING PLAYED IT? ☐
We're not sure how it's possible for a blood-bath to be this uninteresting
REVIEWED OPS2#40 SCORE 4

BACKYARD WRESTLING 2: THERE GOES THE NEIGHBOURHOOD
FIGHTING PLAYED IT? ☐
More like a particularly dodgy scrap between drunken fools outside a pub rather than a wrestling game. This is a real mess
REVIEWED OPS2#54 SCORE 4

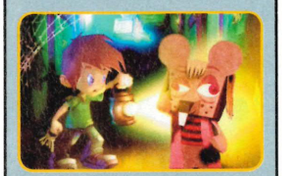
TOP 5... GAMES BASED ON CARTOONS



1 CARS
The latest Pixar epic gets a spritely racing game that will appeal to all ages



2 FUTURAMA
Gameplay is just OK but there's a whole new episode to enjoy courtesy of the cut-scenes



3 GREGORY HORROR SHOW
Based on a Japanese cartoon this truly bizarre puzzler will keep you spooked and intrigued

4 KINGDOM HEARTS 2
Magical RPG featuring the stars of *Final Fantasy* and every animated Disney film imaginable

5 TRANSFORMERS
Hugely impressive in terms of ambition and scale, surprisingly overlooked

BAD BOYS II
ACTION PLAYED IT? ☐
Slipshod shooter that'll keep your interest for 15 minutes or so
REVIEWED OPS2#45 SCORE 3

BALDUR'S GATE: DARK ALLIANCE
RPG PLAYED IT? ☐
The respected PC-based action RPG comes to PS2 in great form
REVIEWED OPS2#15 SCORE 8

BALDUR'S GATE: DARK ALLIANCE II
RPG PLAYED IT? ☐
Genuinely accessible console RPGing but no great leap forward from its predecessor
REVIEWED OPS2#43 SCORE 7

BARBARIAN
ACTION PLAYED IT? ☐
Forsooth, good Odin, 'tis a most bloody action adventure indeed
REVIEWED OPS2#23 SCORE 6

BARNYARD
ADVENTURE PLAYED IT? ☐
Weak and feeble as a newborn calf, but thankfully not covered in that gooey crap that the mothers then have to lick off
REVIEWED OPS2#80 SCORE 4

BASS STRIKE
SPORT PLAYED IT? ☐
One for bass fishing aficionados only
REVIEWED OPS2#15 SCORE 4

BATMAN BEGINS
ACTION PLAYED IT? ☐
All the gloss of the Hollywood movie but none of the ambition
REVIEWED OPS2#62 SCORE 5

BATMAN VENGEANCE
ACTION PLAYED IT? ☐
Action adventure based on DC's dark deco' cartoon. Fun but formulaic
REVIEWED OPS2#14 SCORE 6

BATMAN: RISE OF SIN TZU
ACTION PLAYED IT? ☐
In a word, this Batman beat-'em-up is 'whack'
REVIEWED OPS2#41 SCORE 3

BATTLE ENGINE AQUILA
SHOOTING PLAYED IT? ☐
Blowing things up in a large transformer. Decent shoot-'em-up action
REVIEWED OPS2#29 SCORE 7

BATTLEFIELD 2: MODERN COMBAT
SHOOTING PLAYED IT? ☐
Battlefield 2 pushes PS2's capabilities to fashion a massively entertaining, suprisingly strategic, large-scale shooter
REVIEWED OPS2#65 SCORE 9

BATTLESTAR GALACTICA
SHOOTING PLAYED IT? ☐
Space shooter rendered ungodly by its staunch hardness
REVIEWED OPS2#42 SCORE 5

BEACH KING STUNT RACER
RACING PLAYED IT? ☐
Sunny, sandy, kart racer that's all washed up
REVIEWED OPS2#38 SCORE 5

BEAT DOWN: FISTS OF VEGEANCE
FIGHTING PLAYED IT? ☐
Annoying, boring and just plain embarrassing
REVIEWED OPS2#64 SCORE 3

BLACK

SHOOTING REVIEWED OPS2#69

It's only a year old and Black still gives us the same sweaty-palmed thrills as it did in 2006. Other reviews may have slammed its simplicity, but we're still firmly standing by our perfect ten

PlayStation.2 OFFICIAL magazine-UK **VERDICT**

Absolutely the best shooter on PS2, and still well worth a look. Who needs next-gen when you can pick this up for twenty notes?

10/10

OPS2 TIME TEST

BEN-HUR
RACING PLAYED IT? ☐
Chariot racing game that would spit on Charlton Heston's grave... if he was dead
REVIEWED OPS2#32 SCORE 3

BEYOND GOOD AND EVIL
ADVENTURE PLAYED IT? ☐
A gripping and totally engaging fantasy adventure. Highly recommended
REVIEWED OPS2#40 SCORE 8

BIG MUTHA TRUCKERS
RACING PLAYED IT? ☐
Trucking, trading and fighting in one game? Ten four. Pity it's no good eh, rubber duck?
REVIEWED OPS2#29 SCORE 5

BIG MUTHA TRUCKERS 2: TRUCK ME HARDER
RACING PLAYED IT? ☐
The second best trucking game on PS2, which is a bit like bragging about being the second tallest man in Lilliput
REVIEWED OPS2#63 SCORE 5

BIONICLE
ADVENTURE PLAYED IT? ☐
LEGO's funky range gets an average platformer
REVIEWED OPS2#39 SCORE 5

BIONICLE HEROES
SHOOTING PLAYED IT? ☐
A busy and rather decent shooter targeted towards young 'uns, but there's very little on offer here for veteran gamers
REVIEWED OPS2#80 SCORE 7

BLACK & BRUISED
FIGHTING PLAYED IT? ☐
Cringeworthy boxing sim that demands a KO
REVIEWED OPS2#35 SCORE 5

BLACK MARKET BOWLING
SPORT PLAYED IT? ☐
Like bowling? Get Super Monkey Ball Deluxe, its bowling mini-game is way better than this
REVIEWED OPS2#63 SCORE 3

BLADE II
ACTION PLAYED IT? ☐
Toothless vampire movie tie-in
REVIEWED OPS2#27 SCORE 5

BLOOD OMEN 2
ADVENTURE PLAYED IT? ☐
Fairly good vampire-slaying action
REVIEWED OPS2#20 SCORE 6

BLOOD WILL TELL
ACTION PLAYED IT? ☐
A good slash-'em-up that could've been great
REVIEWED OPS2#56 SCORE 7

BLOODRAYNE
ACTION PLAYED IT? ☐
Nazi-bashing with a vampire twist. Cathartic, if limited in appeal
REVIEWED OPS2#34 SCORE 6

BLOODY ROAR 3
FIGHTING PLAYED IT? ☐
Erm, Tekken meets Thundercats? Fur flies in this gory beat-'em-up
REVIEWED OPS2#9 SCORE 6

BLOODY ROAR 4
FIGHTING PLAYED IT? ☐
No match for Soul Calibur II but it won't shame your collection
REVIEWED OPS2#41 SCORE 6

BLOWOUT
SHOOTING PLAYED IT? ☐
It may wear the old skool shooter clothes but it has none of the swagger
REVIEWED OPS2#54 SCORE 4

BMX XXX
SPORT PLAYED IT? ☐
Ladies' bits can do nothing to spice up this limp biking game
REVIEWED OPS2#29 SCORE 4

BOMBASTIC
PUZZLE PLAYED IT? ☐
An addictive puzzler combining reaction gaming with strategy
REVIEWED OPS2#41 SCORE 8

BOMBERMAN HARDBALL
ADVENTURE PLAYED IT? ☐
A pretty good Bomberman compilation at a reasonable price
REVIEWED OPS2#62 SCORE 7

BOMBERMAN KART
RACING PLAYED IT? ☐
Disappointing kart racing. Slow and dull
REVIEWED OPS2#39 SCORE 4

BOXING CHAMPIONS
SPORT PLAYED IT? ☐
Amateur boxing compared to the likes of Fight Night and Rocky
REVIEWED OPS2#39 SCORE 6

BREATH OF FIRE: DRAGON QUARTER
RPG PLAYED IT? ☐
A respectable outing for the role-playing veteran that pales alongside the likes of FFX
REVIEWED OPS2#39 SCORE 6

BRIAN LARA INTERNATIONAL CRICKET
SPORT PLAYED IT? ☐
The most immediate cricket game on PS2 but it can't match EA's Cricket in terms of depth
REVIEWED OPS2#62 SCORE 8

BRITNEY'S DANCE BEAT
DANCE PLAYED IT? ☐
Britney goes Bemani in this decent dance mat-compatible title
REVIEWED OPS2#22 SCORE 6

BROKEN SWORD: THE SLEEPING DRAGON
ADVENTURE PLAYED IT? ☐
Brilliant, involving, witty, smutty, refreshing adventure game with a fantastic story
REVIEWED OPS2#40 SCORE 8

BROTHERS IN ARMS: ROAD TO HILL 30
SHOOTING PLAYED IT? ☐
This is a deep and edgy WW2 shooter that will shred your nerves and test your brain power with its strategic elements
REVIEWED OPS2#58 SCORE 8

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
ACTION PLAYED IT? ☐
Plays like an interactive episode of the TV show. Good stuff, but it's no Resi
REVIEWED OPS2#39 SCORE 7

BURNOUT
RACING PLAYED IT? ☐
Hard as hell arcade-style racer, but so very, very rewarding
REVIEWED OPS2#13 SCORE 8

BURNOUT 2: POINT OF IMPACT
RACING PLAYED IT? ☐
Super-fast skid frenzy that will shatter your nerves and thrill your senses
REVIEWED OPS2#26 SCORE 8

BURNOUT 3: TAKEDOWN
RACING PLAYED IT? ☐
Burnout 3 is a game that will make you fall in love with your PS2 again. It's the fastest most exhilarating arcade racer you can buy
REVIEWED OPS2#51 SCORE 10

BURNOUT REVENGE
RACING PLAYED IT? ☐
For the first time you can bash traffic off the road, adding to the sublime rush hour chaos
REVIEWED OPS2#64 SCORE 10

BUST-A-BLOC
PUZZLE PLAYED IT? ☐
A tarted-up Breakout clone that goes in to bat with some aplomb
REVIEWED OPS2#39 SCORE 6

BUTT-UGLY MARTIANS: ZOOM OR DOOM
RACING PLAYED IT? ☐
A cartoon licence! Oh, it's another insipid racer. Who'd of thought?
REVIEWED OPS2#29 SCORE 3

BUZZ! JUNIOR: JUNGLE PARTY
QUIZ PLAYED IT? ☐
Young or old, Jungle Party will make you laugh and keep you coming back for more – especially in multiplayer
REVIEWED OPS2#78 SCORE 7

BUZZ!: THE BIG QUIZ
QUIZ PLAYED IT? ☐
The PS2's premier quiz show party game gets a decent new set of questions. That's the right answer
REVIEWED OPS2#71 SCORE 8

BUZZ!: THE MUSIC QUIZ
QUIZ PLAYED IT? ☐
A deceptively simple idea that's well executed and bags of fun
REVIEWED OPS2#65 SCORE 7

BUZZ! THE SPORTS QUIZ
QUIZ PLAYED IT? ☐
As a single-player game it's a bit rubbish, but get some mates round and this is a cracking question of sport
REVIEWED OPS2#80 **SCORE** 7

C

CABELA'S BIG GAME HUNTER
SHOOTING PLAYED IT? ☐
Initial satisfaction in tracking down your prey, but a little one-dimensional as well as being extremelt morally dubious
REVIEWED OPS2#45 **SCORE** 6

CABELA'S BIG GAME HUNTER: 2005 ADVENTURES
SHOOTING PLAYED IT? ☐
Playing for too long might turn you into a bloodthirsty hunting cretin
REVIEWED OPS2#68 **SCORE** 4

CALL OF DUTY: FINEST HOUR
SHOOTING PLAYED IT? ☐
Fresher, fiercer and graphically finer than Medal of Honor Rising Sun
REVIEWED OPS2#55 **SCORE** 8

CALL OF DUTY 2: BIG RED ONE
SHOOTING PLAYED IT? ☐
This is one of the most explosive and powerful war games around
REVIEWED OPS2#67 **SCORE** 9

CALL OF DUTY 3
SHOOTING PLAYED IT? ☐
The most atmospheric and intense WW2 shooter we've played, hampered only by linear warzones and poor mini-games
REVIEWED OPS2#80 **SCORE** 8

CAPCOM FIGHTING JAM
FIGHTING PLAYED IT? ☐
There's franchise exploitation and there's scraping the barrel. This comes perilously close to being the latter
REVIEWED OPS2#56 **SCORE** 5

CAPCOM VS SNK 2
FIGHTING PLAYED IT? ☐
Sublime 2D beat-'em-up from two arcade masters of yore. If you like old skool fighting games you can't go wrong with this
REVIEWED OPS2#15 **SCORE** 8

CARMEN SANDIEGO: THE SECRET OF THE STOLEN DRUMS
ADVENTURE PLAYED IT? ☐
Nowhere near PS2's best platformers, but an enjoyable game
REVIEWED OPS2#43 **SCORE** 6

CARS
RACING PLAYED IT? ☐
Squarely aimed at young gamers, but Cars provides more fun than most kids titles – this is a welcome step in the right direction
REVIEWED OPS2#76 **SCORE** 7

CART FURY CHAMPIONSHIP RACING
RACING PLAYED IT? ☐
Arcade racer with crazy physics and a dose of high-speed hard shouldering
REVIEWED OPS2#10 **SCORE** 6

CASPER: SPIRIT DIMENSIONS
ADVENTURE PLAYED IT? ☐
Kiddy-targeted cartoon platformer that fails to impress
REVIEWED OPS2#20 **SCORE** 4

CASTLEVANIA
ADVENTURE PLAYED IT? ☐
The first successful 3D Castlevania is a great, action-packed adventure
REVIEWED OPS2#43 **SCORE** 8

CASTLEVANIA: CURSE OF DARKNESS
ACTION PLAYED IT? ☐
Ambitious gameplay is marred by lazy design, leaving this wallowing in mere decency when it could have been devilishly enjoyable
REVIEWED OPS2#69 **SCORE** 7

CASTLEWEEN
ADVENTURE PLAYED IT? ☐
Short-lived spooky platformer
REVIEWED OPS2#28 **SCORE** 4

CAT IN THE HAT
ADVENTURE PLAYED IT? ☐
A migraine-inducing, below average platformer tied in with the poo Jim Carrey film
REVIEWED OPS2#45 **SCORE** 2

CATWOMAN
ACTION PLAYED IT? ☐
Prince of Persia without time-rewind or any decent set-pieces. Looks pretty though
REVIEWED OPS2#49 **SCORE** 5

CEL DAMAGE OVERDRIVE
RACING PLAYED IT? ☐
Garish but competent racer that won't break the bank
REVIEWED OPS2#35 **SCORE** 5

CELEBRITY DEATHMATCH
FIGHTING PLAYED IT? ☐
Wipe away the gore and Deathmatch becomes just another button basher
REVIEWED OPS2#41 **SCORE** 5

CENTRE COURT: HARDHITTER
SPORT PLAYED IT? ☐
Cheap as chips, arcade-style tennis sim but it's no Smash Court
REVIEWED OPS2#17 **SCORE** 4

CHALLENGE VOLLEYBALL
SPORT PLAYED IT? ☐
This game made us so angry we actually punched a desk
REVIEWED OPS2#60 **SCORE** 1

CHAMPIONS OF NORRATH
RPG PLAYED IT? ☐
Cracking console RPGing boosted by four-player and online options
REVIEWED OPS2#45 **SCORE** 7

CHAMPIONS: RETURN TO ARMS
ACTION PLAYED IT? ☐
Rewarding and enjoyable actioner, although it's too simplistic to have lasting appeal
REVIEWED OPS2#58 **SCORE** 7

CHAMPIONSHIP MANAGER 5
SPORT PLAYED IT? ☐
Lacks the flair of other console management games and its fairly small player database is a major disappointment
REVIEWED OPS2#60 **SCORE** 7

CHAMPIONSHIP MANAGER 2006
SPORT PLAYED IT? ☐
Fun at first, but quickly descends into an empty experience. Doesn't have the pick-up-and-play appeal of LMA
REVIEWED OPS2#72 **SCORE** 5

CHAOS LEGION
ACTION PLAYED IT? ☐
Intensive but repetitive DMC clone that drips manga gothness
REVIEWED OPS2#36 **SCORE** 7

CHARLIE AND THE CHOCOLATE FACTORY
ADVENTURE PLAYED IT? ☐
Watch the ace Tim Burton film, read the even better Roald Dahl book, avoid the game
REVIEWED OPS2#64 **SCORE** 3

CHARLIE'S ANGELS
ACTION PLAYED IT? ☐
Beautiful tight-trousered ladies, one ugly piece of merchandise
REVIEWED OPS2#37 **SCORE** 2

CHESS CHALLENGER
BOARD GAME PLAYED IT? ☐
A budget chess game with cheap presentation but impressive computer AI
REVIEWED OPS2#39 **SCORE** 6

CHESSMASTER
BOARD GAME PLAYED IT? ☐
All of the drama of Chess, none of the packing away afterwards
REVIEWED OPS2#34 **SCORE** 6

CHICKEN LITTLE
ACTION PLAYED IT? ☐
Fine, if slightly soulless. The corporate sheen makes us feel queasy, but there's no denying it's a highly playable tie-in
REVIEWED OPS2#71 **SCORE** 7

CHOPLIFTER: CRISIS SHIELD
ACTION PLAYED IT? ☐
Limp, middle-aged chopper action that fails to satisfy in any way
REVIEWED OPS2#33 **SCORE** 4

CHORO Q
RACING PLAYED IT? ☐
A mess of ideas and no content to make them work turns this one into a car crash
REVIEWED OPS2#60 **SCORE** 4

CIRCUS MAXIMUS: CHARIOT WARS
RACING PLAYED IT? ☐
Like Ben-Hur? Like Gladiator? Like the idea of a chariot racer? Then this isn't bad at all
REVIEWED OPS2#23 **SCORE** 6

CITY CRISIS
ACTION PLAYED IT? ☐
Clever 'find and rescue' helicopter game with neat control system and some ace missions
REVIEWED OPS2#10 **SCORE** 6

CLASSIC BRITISH MOTOR RACING
RACING PLAYED IT? ☐
Rarely has the word 'classic' been quite so abused. Shoddy AI, uninspiring cars and brittle handling. Boo
REVIEWED OPS2#76 **SCORE** 3

CLOCK TOWER 3
ADVENTURE PLAYED IT? ☐
Survival horror that's more frustrating than enjoyable or scary
REVIEWED OPS2#35 **SCORE** 5

CLUB FOOTBALL
SPORT PLAYED IT? ☐
17 different versions tailored to 17 different clubs so you can buy the one that suits, but the on-pitch action is no match for PES or FIFA
REVIEWED OPS2#39 **SCORE** 7

CLUB FOOTBALL 2005
SPORT PLAYED IT? ☐
A marketing ploy that translates into a joyless playing experience
REVIEWED OPS2#52 **SCORE** 5

CODENAME KND: OPERATION V.I.D.E.O.G.A.M.E.
ADVENTURE PLAYED IT? ☐
Buying this for a kid isn't as bad as calling them Guinevere or making them learn macramé, but it s close
REVIEWED OPS2#68 **SCORE** 3

COLD FEAR
ADVENTURE PLAYED IT? ☐
Technically outstanding arctic adventure but it's disappointingly gutless when it comes to innovation
REVIEWED OPS2#57 **SCORE** 7

COLD WINTER
ADVENTURE PLAYED IT? ☐
All the finesse of a made-for-cable-TV movie, but it's bloodthirsty fun all the same
REVIEWED OPS2#59 **SCORE** 8

COLIN MCRAE RALLY 3
RACING PLAYED IT? ☐
The rally star skids onto PS2 with sublime handling and tasty visuals intact
REVIEWED OPS2#27 **SCORE** 9

COLIN MCRAE RALLY 04
RACING PLAYED IT? ☐
The king of field and fence-post racing returns triumphant
REVIEWED OPS2#38 **SCORE** 9

COLIN MCCRAE RALLY 2005
RACING PLAYED IT? ☐
The improvements, although subtle, power through to make all the difference
REVIEWED OPS2#51 **SCORE** 9

COLOSSEUM: ROAD TO FREEDOM
ACTION PLAYED IT? ☐
Taking a deeper approach to gladiator combat than Shadow of Rome, this is decent fun
REVIEWED OPS2#63 **SCORE** 6

COMBAT ELITE: WWII PARATROOPERS
STRATEGY PLAYED IT? ☐
Successfully combines a WW2 shooter with RPG and strategy elements
REVIEWED OPS2#49 **SCORE** 7

COMMANDOS 2: MEN OF COURAGE
STRATEGY PLAYED IT? ☐
Excellent WW2 real-time strategy, with sublime attention to detail as you guide your troop of tiny men into battle
REVIEWED OPS2#21 **SCORE** 9

TOP 5... GAMES TO UPSET THE DAILY MAIL

1 MANHUNT
Rockstar's masterpiece makes you the star of your very own snuff film. Much wrongness ensues

2 GTA: SAN ANDREAS
Prostitution, drug running, gang banging, bent cops, 12-inch dildos – you name it, *GTA*'s got it

3 CANIS CANEM EDIT
Not as controversial as we anticipated – one quick name change and everyone's fine!

4 HITMAN 2: SILENT ASSASSIN
Had to be censored for its GameCube release due to some Sikh-murdering sections

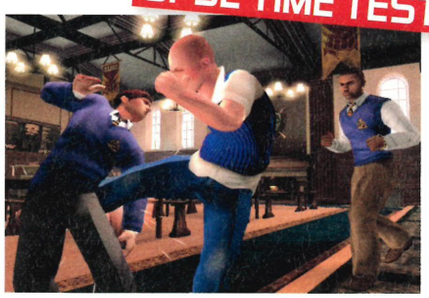
5 BMX XXX
Tit shots and cheap filth are the only things this seedy BMX game is remembered for

CANIS CANEM EDIT

OPS2 TIME TEST

ADVENTURE **REVIEWED OPS2#79**

Our second favourite game of 2006 (just behind the beautiful Shadow Of The Colossus), this controversial school-'em-up is a stroke of Rockstar genius matched only by GTA Vice City



PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Canis is the best free-roaming action title this side of GTA, and you can already pick it up cheap. Time to go back to school

9/10

COMMANDOS STRIKE FORCE
SHOOTING PLAYED IT? ☐
No match for the likes of Call of Duty
REVIEWED OPS2#70 **SCORE** 7

CONAN
FIGHTING PLAYED IT? ☐
Dull combat with one man and a big sword
REVIEWED OPS2#47 **SCORE** 5

CONFLICT ZONE
STRATEGY PLAYED IT? ☐
Decent Command & Conquer-style strategy
REVIEWED OPS2#20 **SCORE** 6

TOP 5... RETRO COLLECTIONS AND REMAKES

1 SEGA MEGA DRIVE COLLECTION
Relive the thrills of *Sonic*, *Golden Axe*, *Shinobi* and many, many more

2 ACTIVISION ANTHOLOGY
Masses of titles with a handful of true classics. Has some lovely '80s themed menu screens

3 DEFENDER
The arcade classic is given a huge revamp and, quite literally, an extra dimension

4 SPYHUNTER
The car is still the star in this explosive update of the crime stopping racing game

5 MIDWAY ARCADE TREASURES
The original *Gauntlet*, *Paperboy*, *Super Sprint* and *Smash TV* included

CONFLICT: DESERT STORM
ACTION PLAYED IT? ☐
Third-person tactical shooter with quality team-based dynamics, makes the most of its Gulf War setting
REVIEWED OPS2#24 **SCORE** 8

CONFLICT: DESERT STORM II
ACTION PLAYED IT? ☐
The sequel to the team tactics shooter, still looking to bring down Saddam in the "mother of all battles"
REVIEWED OPS2#39 **SCORE** 8

CONFLICT: VIETNAM
ACTION PLAYED IT? ☐
Has similar attributes to 'Nam 67, but does pretty much everything worse
REVIEWED OPS2#51 **SCORE** 5

CONSPIRACY: WEAPONS OF MASS DESTRUCTION
SHOOTING PLAYED IT? ☐
At every turn CWMD either frustrates, bores or flabbergasts. Don't waste your cash
REVIEWED OPS2#63 **SCORE** 2

CONSTANTINE
ACTION PLAYED IT? ☐
Not the worst film conversion we've seen, but far from an epiphany
REVIEWED OPS2#57 **SCORE** 6

CONTRA: SHATTERED SOLDIER
SHOOTING PLAYED IT? ☐
Arcade-style shoot-'em-up that doesn't keep up with the times
REVIEWED OPS2#33 **SCORE** 5

COOL SHOT
SPORT PLAYED IT? ☐
An extremely poor and difficult pool sim
REVIEWED OPS2#39 **SCORE** 3

CORVETTE 50TH ANNIVERSARY
RACING PLAYED IT? ☐
Boring, outdated and simply crap racer
REVIEWED OPS2#50 **SCORE** 2

CRASH 'N' BURN
RACING PLAYED IT? ☐
Drab presentation and simplistic yet awkward races means this never grips
REVIEWED OPS2#54 **SCORE** 5

CRASH BANDICOOT: THE WRATH OF CORTEX
ADVENTURE PLAYED IT? ☐
Fantastic to look at but nothing new in the gameplay. A missed opportunity
REVIEWED OPS2#14 **SCORE** 6

CRASH NITRO KART
RACING PLAYED IT? ☐
Presses the right pedals, but offers little in the way of innovation
REVIEWED OPS2#41 **SCORE** 6

CRASH TAG TEAM RACING
RACING PLAYED IT? ☐
Fun cartoon battle racer with some top tracks
REVIEWED OPS2#67 **SCORE** 7

CRASH TWINSANITY
ADVENTURE PLAYED IT? ☐
While concentrating on being amazing to look at, Twinsanity has forgotten to be actually playable. A disappointing return for Crash
REVIEWED OPS2#53 **SCORE** 5

CRASHED
RACING PLAYED IT? ☐
Smash-'em-up racer drives us to despair
REVIEWED OPS2#26 **SCORE** 5

CRAZY FROG RACER
RACING PLAYED IT? ☐
This is every bit as stinking as you would expect. Imagine playing a game designed by someone who really, really hates you
REVIEWED OPS2#68 **SCORE** 1

CRAZY FROG RACER 2
RACING PLAYED IT? ☐
The most unwanted sequel ever. Hideous
REVIEWED OPS2#81 **SCORE** 2

CRAZY TAXI
RACING PLAYED IT? ☐
Thrills aplenty in this fast and frenetic punter-delivering romp. Ace mini-games too
REVIEWED OPS2#7 **SCORE** 8

CRICKET 2002
SPORT PLAYED IT? ☐
EA Sports gives the gentleman's game a gently addictive PS2 spin
REVIEWED OPS2#15 **SCORE** 8

CRICKET 2004
SPORT PLAYED IT? ☐
Improves on its illustrious predecessor with superior controls and commentary
REVIEWED OPS2#44 **SCORE** 8

CRICKET 2005
SPORT PLAYED IT? ☐
Sodding difficult but if you persevere you'll find it's a well-judged simulation
REVIEWED OPS2#61 **SCORE** 7

CRICKET 07
SPORT PLAYED IT? ☐
To cricket what PES is to football, we'll be playing it long after the Ashes humiliation
REVIEWED OPS2#80 **SCORE** 8

CRIME LIFE: GANG WARS
ACTION PLAYED IT? ☐
As sensitive as a hammer in the face and only slightly more fun
REVIEWED OPS2#68 **SCORE** 4

CRIMSON SEA 2
ACTION PLAYED IT? ☐
A tough but rewarding action/adventure
REVIEWED OPS2#50 **SCORE** 7

CRIMSON TEARS
ACTION PLAYED IT? ☐
An impressive and engaging sequel
REVIEWED OPS2#53 **SCORE** 7

CRISIS ZONE
SHOOTING PLAYED IT? ☐
One for lightgun game zealots and those with an unnerving love of weaponry only
REVIEWED OPS2#52 **SCORE** 4

CROUCHING TIGER, HIDDEN DRAGON
FIGHTING PLAYED IT? ☐
A beat-'em-up that's an insult to the good name of the film
REVIEWED OPS2#41 **SCORE** 3

CRUSTY DEMONS
SPORT PLAYED IT? ☐
Daft name, daft game, but not far off being a thrilling extreme sports title. Sick in the 'get this game to a mental hospital' sense
REVIEWED OPS2#80 **SCORE** 7

CURIOUS GEORGE
ADVENTURE PLAYED IT? ☐
Curious George has none of the humour of other animated films. Likewise, the game only works if you're under six
REVIEWED OPS2#77 **SCORE** 5

CURSE: THE EYES OF ISIS
ADVENTURE PLAYED IT? ☐
A sub-Resi adventure that borrows much from the master but learns nothing
REVIEWED OPS2#42 **SCORE** 6

CY GIRLS
ADVENTURE PLAYED IT? ☐
A second-rate adventure with decent combat and sexy stealth-girl stars
REVIEWED OPS2#47 **SCORE** 6

D

DAEMON SUMMONER
ACTION PLAYED IT? ☐
Sometimes you fire at enemies from point-blank range and do no damage at all. That's how much this horror game sucks
REVIEWED OPS2#75 **SCORE** 3

DAKAR 2
RACING PLAYED IT? ☐
Did this rally racer really need a sequel? Probably not on this evidence
REVIEWED OPS2#32 **SCORE** 5

DANCE FACTORY
DANCE PLAYED IT? ☐
A clever idea that's a laugh with the right kind of music, but is too random to be anything other than an occasional curiosity
REVIEWED OPS2#77 **SCORE** 6

DANCE: UK
DANCE PLAYED IT? ☐
Plenty of dancing fun for everyone but laser-targeted at 12-year-old Girls Aloud fans
REVIEWED OPS2#40 **SCORE** 6

DANCE: UK EXTRA TRAX
DANCE PLAYED IT? ☐
The 'new' 2002 tracks don't help this improve on the original
REVIEWED OPS2#48 **SCORE** 5

DANCE UK: XL
DANCE PLAYED IT? ☐
Dance UK:XL is the guy on the dancefloor who tries a little bit too hard and fails with each and every move
REVIEWED OPS2#52 **SCORE** 5

DANCING STAGE FEVER
DANCE PLAYED IT? ☐
Better tunes needed next time
REVIEWED OPS2#41 **SCORE** 6

DANCING STAGE FUSION
DANCE PLAYED IT? ☐
If you already own a Dancing Stage game or Singstar, then there's little point in this
REVIEWED OPS2#54 **SCORE** 6

DANCING STAGE MEGAMIX
DANCE PLAYED IT? ☐
Much like Michael Flatley, this is truly the lord of the dance(mats). A great way to get any party started
REVIEWED OPS2#34 **SCORE** 7

DANGEROUS HUNTS
SHOOTING PLAYED IT? ☐
Because hunting protected species' is illegal
REVIEWED OPS2#50 **SCORE** 5

DARK ANGEL
ACTION PLAYED IT? ☐
Painfully average TV spin-off actioner
REVIEWED OPS2#32 **SCORE** 5

DARK CLOUD
RPG PLAYED IT? ☐
Role-playing meets 3D real-time strategy
REVIEWED OPS2#11 **SCORE** 7

DARK SUMMIT
ADVENTURE PLAYED IT? ☐
SSX meets The X Files in a novel but motley sports-adventure
REVIEWED OPS2#19 **SCORE** 5

DARKWATCH
SHOOTING PLAYED IT? ☐
Fast paced with cool guns – what's not to like?
REVIEWED OPS2#65 **SCORE** 8

DAVE MIRRA FREESTYLE BMX 2
SPORT PLAYED IT? ☐
Solid BMX sim with a suitably gnarly array of tricks and jumps
REVIEWED OPS2#12 **SCORE** 7

DAVID BECKHAM SOCCER
SPORT PLAYED IT? ☐
Mr Posh lends his name to a shoddy arcade-ish footy game
REVIEWED OPS2#22 **SCORE** 4

DEAD OR ALIVE 2
FIGHTING PLAYED IT? ☐
Blistering, buxom 3D beat-'em-up with an emphasis on counter attack tactics
REVIEWED OPS2#2 **SCORE** 7

DEAD TO RIGHTS
ACTION PLAYED IT? ☐
Dark, goretastic shoot/beat-'em-up that is let down by repetition
REVIEWED OPS2#36 **SCORE** 7

DEAD TO RIGHTS II
ACTION PLAYED IT? ☐
An unpretentious and fun sequel that ultimately becomes a bit tedious
REVIEWED OPS2#61 **SCORE** 6

DARK CHRONICLE

OPS2 TIME TEST

RPG REVIEWED OPS2#35

Sequel to the popular Dark Cloud, this cel-shaded RPG blew us a way with its sumptuous graphics, endearing plot and gameplay variety that made other adventures look one-dimensional

PlayStation 2 OFFICIAL magazine-UK VERDICT

Still stands up today and remains one of the most popular games on the mag. A beautifully crafted RPG experience

9/10

DEVIL MAY CRY 3: DANTE'S AWAKENING

ACTION **REVIEWED OPS2#58**

Capcom introduced us to Dante in his younger years and manage to right many of the wrongs of the first sequel in this explosive and extremely challenging action game with some of the best set-pieces on PS2

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Still streets ahead of its competitors, but you might want to invest in the Special Edition which is slightly more forgiving

9/10

DEADLY SKIES III
ACTION PLAYED IT? ☐
The flying works, but the surrounding dross kills it
REVIEWED OPS2#48 **SCORE** 5

DEATH BY DEGREES
ACTION PLAYED IT? ☐
Average, derivative and sleazy
REVIEWED OPS2#57 **SCORE** 5

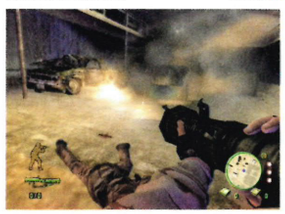
DEF JAM VENDETTA
FIGHTING PLAYED IT? ☐
Wrestling meets hip hop, and it's definitely up to scratch
REVIEWED OPS2#34 **SCORE** 7

DEF JAM: FIGHT FOR NEW YORK
FIGHTING PLAYED IT? ☐
Does everything right that Vendetta did wrong and delivers some great, vicious action
REVIEWED OPS2#52 **SCORE** 8

DEFENDER
SHOOTING PLAYED IT? ☐
'80s revamp that's all alien blasting and 3D flying fun
REVIEWED OPS2#29 **SCORE** 6

DELTA FORCE: BLACK HAWK DOWN
SHOOTING PLAYED IT? ☐
Does nothing new, but does it well and with an eye fixed firmly on playability
REVIEWED OPS2#61 **SCORE** 7

DELTA FORCE: BLACK HAWK DOWN – TEAM SABRE
SHOOTING PLAYED IT? ☐
If you have a war-addiction problem, and no-one else can help, maybe you could hire: The Sabre Team. Don't buy this, though
REVIEWED OPS2#80 **SCORE** 2



DESTROY ALL HUMANS!
ACTION PLAYED IT? ☐
The perfect antidote to a world of gritty shooters. Imaginative, clever and hugely entertaining, this tribute to 1950s alien invasion B-Movies is irresistable
REVIEWED OPS2#60 **SCORE** 9

DESTROY ALL HUMANS! 2
ACTION PLAYED IT? ☐
Funny, packed with inspired elements and more variety than the first game, but marred by the occasional annoying mission
REVIEWED OPS2#78 **SCORE** 8

DESTRUCTION DERBY ARENAS
RACING PLAYED IT? ☐
A brainlessly exciting racer online. Way too shallow offline, though
REVIEWED OPS2#42 **SCORE** 7

DETONATOR
PUZZLE PLAYED IT? ☐
Doesn't warrant attention, but far from a terrible puzzler
REVIEWED OPS2#44 **SCORE** 5

DEUS EX
ADVENTURE PLAYED IT? ☐
Multi-genre hybrid that breaks new ground for the PS2 FPS
REVIEWED OPS2#20 **SCORE** 9

DEVIL KINGS
ACTION PLAYED IT? ☐
A poor man's Dynasty Warriors. The hacking and slashing remains the same throughout
REVIEWED OPS2#70 **SCORE** 5

DEVIL MAY CRY
ACTION PLAYED IT? ☐
Ultra-cool survival horror romp from master arcadesters Capcom with the emphasis firmly on demon-battling combat
REVIEWED OPS2#14 **SCORE** 9

DEVIL MAY CRY 2
ACTION PLAYED IT? ☐
Disappointing follow-up to the uber-cool action game
REVIEWED OPS2#32 **SCORE** 7

DEVIL MAY CRY 3: SPECIAL EDITION
ACTION PLAYED IT? ☐
Having to unlock the best new addition is annoying, but it's an otherwise decent expansion of the original, excellent DMC3
REVIEWED OPS2#77 **SCORE** 8

DIE HARD: VENDETTA
SHOOTING PLAYED IT? ☐
Bog-standard film licence with John McClane doing what he does best
REVIEWED OPS2#36 **SCORE** 6

DIGIMON WORLD 4
RPG PLAYED IT? ☐
A frustating slog of an action RPG for solo players but gains a little pep in multiplayer. But only just
REVIEWED OPS2#65 **SCORE** 5

DIGIMON: RUMBLE ARENA 2
FIGHTING PLAYED IT? ☐
An adequate fan pleaser, but a spectacularly ordinary experience for the rest of us
REVIEWED OPS2#54 **SCORE** 5

DINO STALKER
SHOOTING PLAYED IT? ☐
Enjoyable dino-obliterating lightgun shooter
REVIEWED OPS2#24 **SCORE** 7

DIRGE OF CERBERUS: FINAL FANTASY VII
SHOOTER PLAYED IT? ☐
A competent FFVII spin-off that could have been so much more than the sum of its parts
REVIEWED OPS2#79 **SCORE** 6

DISGAEA: HOUR OF DARKNESS
RPG PLAYED IT? ☐
An imaginative approach and accessibility overcome RPG suspicion
REVIEWED OPS2#47 **SCORE** 8

DISGAEA 2: CURSED MEMORIES
RPG PLAYED IT? ☐
Restrictive and ponderous in places but more often immense and rewarding, Disgaea 2 is an underrated RPG with commendable depth
REVIEWED OPS2#77 **SCORE** 7

DISNEY GOLF
SPORT PLAYED IT? ☐
Surprisingly sturdy waddle round the links with Donald and chums
REVIEWED OPS2#31 **SCORE** 6

DISNEY MOVE
EYETOY PLAYED IT? ☐
A very limited and uninspiring collection of simple excuses to flap about like an idiot
REVIEWED OPS2#54 **SCORE** 4

DISNEY'S STITCH: EXPERIMENT 626
ACTION PLAYED IT? ☐
So-so collect-'n'-shoot-'em-up plagued with nasty camera issues
REVIEWED OPS2#25 **SCORE** 4

DISNEY'S WINNIE THE POOH'S RUMBLY TUMBLY ADVENTURE
ADVENTURE PLAYED IT? ☐
Boring spoon-fed adventure that will keep younger fans of Pooh reasonably happy
REVIEWED OPS2#60 **SCORE** 5

DISNEY'S DINOSAUR
ADVENTURE PLAYED IT? ☐
Follows the tradition of most movie spin-offs – it's pretty poor
REVIEWED OPS2#3 **SCORE** 4

DISNEY'S DONALD DUCK PK
ADVENTURE PLAYED IT? ☐
Disney's poultry offering falls foul of over-simplicity
REVIEWED OPS2#30 **SCORE** 3

DISNEY'S EXTREME SKATE ADVENTURE
SPORT PLAYED IT? ☐
Cartoon skater for the pre-Tony Hawk's generation
REVIEWED OPS2#38 **SCORE** 6

DJ: DECKS & FX
MUSIC PLAYED IT? ☐
An interesting attempt to create a live mixing experience, works surprisingly well
REVIEWED OPS2#51 **SCORE** 8

DNA
ACTION PLAYED IT? ☐
Bloody manga-styled adventure with gene warfare at its heart
REVIEWED OPS2#14 **SCORE** 6

DOG'S LIFE
ADVENTURE PLAYED IT? ☐
Dog lovers get the chance to 'be' a canine in an appealing but utterly bizarro adventure
REVIEWED OPS2#40 **SCORE** 6

DONALD DUCK: QUACK ATTACK
ADVENTURE PLAYED IT? ☐
A first-generation platformer that suffers from Stone Age graphics
REVIEWED OPS2#4 **SCORE** 4

DORA THE EXPLORER: JOURNEY TO THE PURPLE PLANET
ADVENTURE PLAYED IT? ☐
Dora's inoffensiveness and general charm make it passable kiddie fare
REVIEWED OPS2#70 **SCORE** 5

DOWNFORCE
RACING PLAYED IT? ☐
Surprisingly fun spin on F1 racing – think Cart Fury, but better
REVIEWED OPS2#21 **SCORE** 6

DOWNHILL DOMINATION
SPORT PLAYED IT? ☐
Mountain biking for MTB-ers only at full price
REVIEWED OPS2#43 **SCORE** 7

DOWNTOWN RUN
RACING PLAYED IT? ☐
Shooter/racer that tries to be a grown up Mario Kart. But fails
REVIEWED OPS2#34 **SCORE** 4

DR MUTO
ADVENTURE PLAYED IT? ☐
A playable platformer, but nothing we haven't seen loads of times before
REVIEWED OPS2#31 **SCORE** 6

DRAGON'S LAIR
ADVENTURE PLAYED IT? ☐
17-year-old technology crammed on to a DVD disc – and it bloody well shows
REVIEWED OPS2#3 **SCORE** 2

DRAGON'S LAIR 2
ADVENTURE PLAYED IT? ☐
Pull some fingernails out in a random manner and you will have some idea of how this game plays
REVIEWED OPS2#3 **SCORE** 1

DRAGON'S LAIR 3D: SPECIAL EDITION
ADVENTURE PLAYED IT? ☐
A best-forgotten old franchise pointlessly resurrected. In a word: poor
REVIEWED OPS2#44 **SCORE** 2

DRAGON QUEST: THE JOURNEY OF THE CURSED KING
RPG PLAYED IT? ☐
Dragon Quest looks sensational, plays tightly and lasts like a marathon-running robot. Not for casuals but a hardcore delight
REVIEWED OPS2#71 **SCORE** 9

DRAGONBALL Z: BUDOKAI
FIGHTING PLAYED IT? ☐
Alien fighters go up against aliens in this entertaining cartoony treat
REVIEWED OPS2#29 **SCORE** 6

DRAGONBALL Z: BUDOKAI 2
FIGHTING PLAYED IT? ☐
This Japanese martial-arts game retains strictly cult appeal
REVIEWED OPS2#41 **SCORE** 6

DRAGONBALL Z: BUDOKAI 3
FIGHTING PLAYED IT? ☐
DBZ possesses style and some fan-pleasing touches but is still let down by its basic beat-'em-up dynamics
REVIEWED OPS2#53 **SCORE** 6

DRAGON BALL Z: BUDOKAICHI TENKAICHI 2
FIGHTING PLAYED IT? ☐
There are new modes and a better camera, but the developer seems to have accidentally flicked the switch to Extreme Difficulty
REVIEWED OPS2#81 **SCORE** 6

DRAKAN: THE ANCIENTS' GATES
ADVENTURE PLAYED IT? ☐
Quietly impressive Tomb Raider clone
REVIEWED OPS2#18 **SCORE** 7

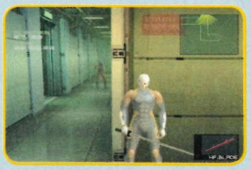
DRAKENGARD
ADVENTURE PLAYED IT? ☐
Fantasy adventure with a slight D&D appeal
REVIEWED OPS2#47 **SCORE** 6

DRAKENGARD 2
ADVENTURE PLAYED IT? ☐
Repetitive and just plain boring sequel
REVIEWED OPS2#70 **SCORE** 4

TOP 5... ANDY'S GREATEST PS2 GAMES EVER!

1 SILENT HILL 2
Creepy in every way and full of genuinely surprising twists: this is the zenith of survival horror

2 BURNOUT 3: TAKEDOWN
Technically, this was a huge leap beyond any other PS2 racer and its still slick as 40W Castrol



3 METAL GEAR SOLID 2
The last great *MGS* game before Kojima fully disappeared up his own rectal passage

4 RESIDENT EVIL 4
It doesn't get much better than making parasite-infested villager's heads explode

5 FUR FIGHTERS
Cute, hilarious and absolutely brutal – the best third-person shooter on PS2

DRIVEN
RACING PLAYED IT? ☐
Cack racing game from a cack film licence
REVIEWED OPS2#15 **SCORE** 4

DRIVEN TO DESTRUCTION
RACING PLAYED IT? ☐
Basic, frantic and lots of fun
REVIEWED OPS2#53 **SCORE** 7

DRIVING EMOTION TYPE-S
RACING PLAYED IT? ☐
Dismal racer. Fails to evoke any emotion at all
REVIEWED OPS2#5 **SCORE** 4

TOP 5... BEST SUPERHERO GAMES

1 THE INCREDIBLE HULK: ULTIMATE DESTRUCTION
Hulks does indeed SMASH in this rampage around San Francisco

2 SPIDER-MAN 2
Free-roaming and beautifully animated web-slinging adventure. It's the best Spidey game ever

3 THE PUNISHER
Brutal, gratuitous and bloody – but that's the Punisher for you. Faithful to the extreme

4 MARVEL ULTIMATE ALLIANCE
An action/RPG hybrid that brings together the great, good and bad of the Marvel universe

5 MARVEL VS CAPCOM 2: NEW AGE OF HEROES
Spidey and co take on the *Street Fighter* cast in this 2D beat-'em-up

DRIV3R
ACTION PLAYED IT? ☐
A scrappy, half-finished disappointment of a sequel. A real waste of a great license after the brilliant PS1 originals
REVIEWED OPS2#49 **SCORE** 6

DRIVER: PARALLEL LINES
ACTION PLAYED IT? ☐
Improves on its predecessor, but still marred by frustrating design. A strong second half showing prevents it from being a write-off but this is still a poor man's GTA
REVIEWED OPS2#70 **SCORE** 7

DROPSHIP: UNITED PEACE FORCE
STRATEGY PLAYED IT? ☐
Futuristic air/tank/jeep combat sim with some gripping scenarios
REVIEWED OPS2#16 **SCORE** 8

DUEL MASTERS: LIMITED EDITION
ACTION PLAYED IT? ☐
Unlikely to convert anyone not already versed in the ways of card battling
REVIEWED OPS2#54 **SCORE** 5

DUKES OF HAZZARD: THE RETURN OF GENERAL LEE
RACING PLAYED IT? ☐
Slippery physics let down this retro TV tie-in
REVIEWED OPS2#54 **SCORE** 5

DYNASTY TACTICS
STRATEGY PLAYED IT? ☐
Impressive turn-based strategy spin-off. Far smarter than the regulat hack 'n' slash Dynasty Warriors games
REVIEWED OPS2#27 **SCORE** 8

DYNASTY TACTICS 2
STRATEGY PLAYED IT? ☐
War strategy with very complicated rules. Approach with caution
REVIEWED OPS2#41 **SCORE** 6

DYNASTY WARRIORS 2
ACTION PLAYED IT? ☐
Feudal battler mixing strategy, swordplay and, um, horse-riding
REVIEWED OPS2#2 **SCORE** 7

DYNASTY WARRIORS 3
ACTION PLAYED IT? ☐
KOEI improves its cult strategy battler in every way. Worth a try
REVIEWED OPS2#19 **SCORE** 8

DYNASTY WARRIORS 3: XTREME LEGENDS
ACTION PLAYED IT? ☐
Cult slaughter-'em-up for anyone hungry for chinese takeaway
REVIEWED OPS2#33 **SCORE** 7

DYNASTY WARRIORS 4
ACTION PLAYED IT? ☐
More-of-the-same hack 'n' slashing boosted by create-a-character and siege options
REVIEWED OPS2#36 **SCORE** 7

DYNASTY WARRIORS 4: EMPIRES
ACTION PLAYED IT? ☐
A worthy mix of strategy and action that adds to the Dynasty Warriors canon
REVIEWED OPS2#51 **SCORE** 7

DYNASTY WARRIORS 4 XTREME LEGENDS
ACTION PLAYED IT? ☐
Decent entry in the samurai-slaughtering saga includes new characters and modes to keep aficonados happy
REVIEWED OPS2#43 **SCORE** 7

ENTER THE MATRIX

OPS2 TIME TEST

ADVENTURE **REVIEWED OPS2#34**

Hugely ambitious movie tie-in that related events that ran parallel with The Matrix Reloaded. Bursting with Bullet Time scrapping and jaw dropping cut-scenes, it plays like an interactive movie

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Feels tainted by the disappointing climax to the film series and time has slipped it just below its original 8/10 rating

7/10

DYNASTY WARRIORS 5
ACTION PLAYED IT? ☐
Feels old and out of date – one for the most hardcore fans only
REVIEWED OPS2#60 **SCORE** 6

DYNASTY WARRIORS 5: EMPIRES
ACTION PLAYED IT? ☐
We're tired of the senseless bloodshed, so the core action drags – the tactical elements are definitely improving though
REVIEWED OPS2#74 **SCORE** 6

DYNASTY WARRIORS 5: XTREME LEGENDS
ACTION PLAYED IT? ☐
Same old Dynasty Warriors. New modes can't disguise the almost criminal lack of progress in this hack 'n' slash relic
REVIEWED OPS2#69 **SCORE** 4

E

EAGLE EYE GOLF
SPORT PLAYED IT? ☐
It might not be licensed but this still serves up a cracking round of golf. Time to start quaking in your over-polished Nikes, Mr Woods?
REVIEWED OPS2#72 **SCORE** 8

EARACHE EXTREME: METAL RACING
RACING PLAYED IT? ☐
A below-par racer with a uniquely hardcore heavy metal soundtrack
REVIEWED OPS2#79 **SCORE** 4

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
ADVENTURE PLAYED IT? ☐
New Age dolphin adventure that's more fun than it sounds
REVIEWED OPS2#16 **SCORE** 8

ECHO NIGHT BEYOND
ADVENTURE PLAYED IT? ☐
Would be worth a punt for 20 dabs if it wasn't for the dull and repetitive gameplay
REVIEWED OPS2#64 **SCORE** 5

ED, EDD 'N' EDDY: THE MIS-EDVENTURE
ADVENTURE PLAYED IT? ☐
Heinously-named travesty would do more long-term psychological damage to children than telling them Santa doesn't exist
REVIEWED OPS2#68 **SCORE** 3

EGGO MANIA
PUZZLE PLAYED IT? ☐
Insipid Tetris-inspired puzzler that's not even a bad yolk
REVIEWED OPS2#25 **SCORE** 4

EJAY CLUBWORLD
MUSIC PLAYED IT? ☐
Know your deep house from your handbag? Then get mixing!
REVIEWED OPS2#24 **SCORE** 8

ENDGAME
SHOOTING PLAYED IT? ☐
Diabolical lightgun game. Keep away
REVIEWED OPS2#23 **SCORE** 3

ENERGY AIRFORCE AIR STRIKE
ACTION PLAYED IT? ☐
Slightly faster and more exciting than a paper plane. But not by much
REVIEWED OPS2#58 **SCORE** 4

ENERGY AIRFORCE
ACTION PLAYED IT? ☐
Promising, up until the point at which the game begins
REVIEWED OPS2#60 **SCORE** 3

ENGLAND INTERNATIONAL FOOTBALL
SPORT PLAYED IT? ☐
A mediocre footie sim that adds nothing to the genre
REVIEWED OPS2#47 **SCORE** 5

ENTHUSIA PROFESSIONAL RACING
RACING PLAYED IT? ☐
Ironically bypasses enthusiasm on its way to earnest okay-ness
REVIEWED OPS2#59 **SCORE** 7

EOE: EVE OF EXTINCTION
ACTION PLAYED IT? ☐
Poor futuristic action adventure from the makers of WWE SmackDown!
REVIEWED OPS2#20 **SCORE** 5

EPHEMERAL FANTASIA
RPG PLAYED IT? ☐
Bemani infused RPG where, bizarrely, pulling off a guitar solo is integral to the plot
REVIEWED OPS2#10 **SCORE** 7

ERAGON
ADVENTURE PLAYED IT? ☐
A likeable adventure hidden beneath a catalogue of design errors. Still less painful than sitting through the movie, mind
REVIEWED OPS2#80 **SCORE** 5

ESCAPE FROM MONKEY ISLAND
ADVENTURE PLAYED IT? ☐
Witty, retro point-and-click adventure gets a well-deserved update
REVIEWED OPS2#9 **SCORE** 8

ESPN INTERNATIONAL TRACK & FIELD
SPORT PLAYED IT? ☐
Athletics sim that's graphically impressive but limited in gameplay
REVIEWED OPS2#1 **SCORE** 6

ESPN INTERNATIONAL WINTER SPORTS
SPORT PLAYED IT? ☐
Event-based winter sports sim that's (s)no fun at all. Stick with SSX Tricky
REVIEWED OPS2#18 **SCORE** 5

ESPN NATIONAL HOCKEY NIGHT
SPORT PLAYED IT? ☐
Playable ice hockey sim, but EA's NHL series is much better than this
REVIEWED OPS2#5 **SCORE** 6

ESPN NBA 2K5
SPORT PLAYED IT? ☐
Average b'ball slam-dunked by NBA Live
REVIEWED OPS2#56 **SCORE** 5

ESPN NBA 2NIGHT
SPORT PLAYED IT? ☐
Decent hoops fare but no great shakes
REVIEWED OPS2#5 **SCORE** 6

ESPN NBA 2NIGHT 2002
SPORT PLAYED IT? ☐
Yet another reason to avoid Konami's ESPN NBA basketball series
REVIEWED OPS2#22 **SCORE** 5

ESPN NBA BASKETBALL
SPORT PLAYED IT? ☐
Flawless execution, but no wow factor to blow you away
REVIEWED OPS2#41 **SCORE** 8

ESPN NFL 2K5
SPORT PLAYED IT? ☐
A complex and bewildering level of authenticity. Only hardcore NFL fans should approach the ten-yard line
REVIEWED OPS2#56 **SCORE** 5

ESPN NFL FOOTBALL
SPORT PLAYED IT? ☐
Quality gridiron action with a clever first-person mode, but it's no Madden
REVIEWED OPS2#41 **SCORE** 8

ESPN NHL 2K5
SPORT PLAYED IT? ☐
A deep, fairly tricky but rewarding experience
REVIEWED OPS2#56 **SCORE** 8

ESPN NHL HOCKEY
SPORT PLAYED IT? ☐
A potentially impressive game ruined by a few bugs
REVIEWED OPS2#41 **SCORE** 6

ESPN WINTER X GAMES SNOWBOARDING
SPORT PLAYED IT? ☐
Fine snowboarding sim let down by a distinct lack of excitement
REVIEWED OPS2#1 **SCORE** 6

ESPN X GAMES SNOWBOARDING 2002
SPORT PLAYED IT? ☐
Second in the series, now going downhill fast
REVIEWED OPS2#18 **SCORE** 4

ESPN X GAMES SKATEBOARDING
SPORT PLAYED IT? ☐
Passable skate sim, marred by dodgy glitches
REVIEWED OPS2#13 SCORE 5

ETERNAL RING
RPG PLAYED IT? ☐
Early rush-released Japanese RPG that's as painful as its title
REVIEWED OPS2#5 SCORE 3

EURO RALLY CHAMPION
RACING PLAYED IT? ☐
Terrible off-roader that chokes on Colin McRae's exhaust fumes
REVIEWED OPS2#55 SCORE 3

EUROPEAN TENNIS MASTERS
SPORT PLAYED IT? ☐
Like Tim Henman: only goes so far towards success, then chokes
REVIEWED OPS2#37 SCORE 4

EVERBLUE
ADVENTURE PLAYED IT? ☐
Undersea diving adventure destined to sink straight to the bargain bins
REVIEWED OPS2#5 SCORE 3

EVERBLUE 2
ADVENTURE PLAYED IT? ☐
Wishy-washy underwater antics. Drown it
REVIEWED OPS2#32 SCORE 4

EVERQUEST ONLINE ADVENTURES
RPG PLAYED IT? ☐
Pure Dungeons & Dragons-style role-playing that works brilliantly online
REVIEWED OPS2#39 SCORE 8

EVERGRACE
RPG PLAYED IT? ☐
Fails to engage at any meaningful level
REVIEWED OPS2#6 SCORE 2

EVERYBODY'S GOLF
SPORT PLAYED IT? ☐
Looks like it's for kids but this is for everyone, brilliant pick-up-and-play golfing fun
REVIEWED OPS2#65 SCORE 8

EVIL DEAD REGENERATION
ACTION PLAYED IT? ☐
Short but mostly sweet horror action, this is unashamed B-list fare
REVIEWED OPS2#67 SCORE 6

EVIL DEAD: A FISTFUL OF BOOMSTICK
ACTION PLAYED IT? ☐
State Of Emergency-style corpse-bruiser without the sugar
REVIEWED OPS2#35 SCORE 6

EVIL TWIN
ADVENTURE PLAYED IT? ☐
Bog-standard platformer with a dark edge
REVIEWED OPS2#17 SCORE 5

EVOLUTION GT
RACING PLAYED IT? ☐
Minor niggles prevent this being a serious challenger to Gran Turismo and TOCA, but the features that do work make it worth a spin
REVIEWED OPS2#73 SCORE 7

EVOLUTION SKATEBOARDING
SPORT PLAYED IT? ☐
Not so much evolution as stagnation. A Hawk's-beater this ain't
REVIEWED OPS2#31 SCORE 4

EVOLUTION SNOWBOARDING
SPORT PLAYED IT? ☐
Woeful collision of snowboarding and beat-'em-up. Erk
REVIEWED OPS2#31 SCORE 2

EX ZEUS
SHOOTING PLAYED IT? ☐
A boring, ugly, stupid button basher of a 3D shooter
REVIEWED OPS2#49 SCORE 1

EXTERMINATION
ADVENTURE PLAYED IT? ☐
Alien-inspired horror adventure. Hardly original, but worth a try
REVIEWED OPS2#8 SCORE 7

EXTREME-G III
RACING PLAYED IT? ☐
WipEout meets Tron to great effect in this testing future bike racer
REVIEWED OPS2#11 SCORE 8

EYETOY: ANTIGRAV
EYETOY PLAYED IT? ☐
Not much to this limb-controlled extreme sports racer, but still entertaining EyeToy fun
REVIEWED OPS2#58 SCORE 7

EYETOY: GROOVE
EYETOY PLAYED IT? ☐
More Camera capers, but dancing isn't the best use for the cam we've seen yet
REVIEWED OPS2#41 SCORE 6

EYETOY: KINETIC
EYETOY PLAYED IT? ☐
Interesting use of the technology, but most of it is still the usual hand flapping, only a bit faster and longer
REVIEWED OPS2#64 SCORE 6

EYE TOY: KINETIC COMBAT
EYETOY PLAYED IT? ☐
Although it's dressed up like a game, this is a fairly serious fitness programme. We'd prefer a proper EyeToy beat-'em-up, though
REVIEWED OPS2#79 SCORE 7

EYETOY: MONKEY MANIA
EYETOY PLAYED IT? ☐
This is the first instance of EyeToy looking a bit rubbish, although the incentive of playing mini-games to befreiend monkeys is genius
REVIEWED OPS2#57 SCORE 4

EYETOY: PLAY
EYETOY PLAYED IT? ☐
The future of PS2 gameplay? Like nothing you've ever seen before
REVIEWED OPS2#36 SCORE 8

EYETOY: PLAY 2
EYETOY PLAYED IT? ☐
We are vindicated. EyeToy Play is better second time around
REVIEWED OPS2#53 SCORE 8

EYETOY: PLAY SPORTS
EYETOY PLAYED IT? ☐
A patchily enjoyable collection of sports-themed mini-games that might enliven a party for 15 minutes – so long as none of the guests are over six years old
REVIEWED OPS2#79 SCORE 5

F

F1 2001
RACING PLAYED IT? ☐
Solid and enjoyable F1 sim from EA Sports
REVIEWED OPS2#13 SCORE 7

F1 CAREER CHALLENGE
RACING PLAYED IT? ☐
Finally, an exciting and deep F1 game
REVIEWED OPS2#35 SCORE 7

F1 RACING CHAMPIONSHIP
RACING PLAYED IT? ☐
Good detail but a lot less fun than its rivals
REVIEWED OPS2#6 SCORE 5

F1 CHAMPIONSHIP SEASON 2000
RACING PLAYED IT? ☐
Way too easy for the hardcore F1 fan
REVIEWED OPS2#3 SCORE 6

FAHRENHEIT
ADVENTURE PLAYED IT? ☐
A superior mix of serial killer thriller and sci-fi blockbuster, let down slightly by its brevity, but you know something's good when you're left wanting more
REVIEWED OPS2#64 SCORE 8

FAIRLY ODD PARENTS: SHADOW SHOWDOWN
ADVENTURE PLAYED IT? ☐
A cartoon of this calibre deserves a far better game than what's on offer here
REVIEWED OPS2#62 SCORE 6

FALLOUT: BROTHERHOOD OF STEEL
RPG PLAYED IT? ☐
A likeable action RPG, but it's no Baldur's Gate
REVIEWED OPS2#45 SCORE 6

FAME ACADEMY: DANCE EDITION
MUSIC PLAYED IT? ☐
This abysmal dance mat cash-in gets an instant eviction
REVIEWED OPS2#41 SCORE 3

FAMILY BOARD GAMES
BOARD GAMES PLAYED IT? ☐
They're called board games for a reason – they should be played on a piece of board against real people, not solo on your PS2
REVIEWED OPS2#71 SCORE 3

FAMILY GUY
ADVENTURE PLAYED IT? ☐
This awful game liberally spits in the face of every Family Guy enthusiast, even with its budget price tag
REVIEWED OPS2#80 SCORE 3

FANTASTIC 4
ACTION PLAYED IT? ☐
About as challenging as beating up kittens with a stick, and only slightly less shameful
REVIEWED OPS2#62 SCORE 3

FANTAVISION
PUZZLE PLAYED IT? ☐
Missile Command with fireworks (strange as that sounds)
REVIEWED OPS2#1 SCORE 7

FERRARI F355 CHALLENGE
ADVENTURE PLAYED IT? ☐
Good, if fiddly, driving sim starring Ferrari's super-sexy baby
REVIEWED OPS2#26 SCORE 7

FIFA 06
SPORT PLAYED IT? ☐
Competent, entertaining but far from faultless
REVIEWED OPS2#65 SCORE 7

FIFA 2001
SPORT PLAYED IT? ☐
License-heavy football let down by poor animation and lack of realism
REVIEWED OPS2#2 SCORE 6

FIFA 2002
SPORT PLAYED IT? ☐
Well reinvented but a definite goal down to Konami's Pro Evo
REVIEWED OPS2#14 SCORE 7

FIFA 2003
SPORT PLAYED IT? ☐
A welcome return to form for EA's once-dominant footie series
REVIEWED OPS2#27 SCORE 8

FIFA FOOTBALL 2004
SPORT PLAYED IT? ☐
A great football game now with the added depth of a management-tinged career mode
REVIEWED OPS2#40 SCORE 8

FIFA FOOTBALL 2005
SPORT PLAYED IT? ☐
Flashes of genius. If only FIFA wasn't up against one of the best games ever made
REVIEWED OPS2#52 SCORE 8

FIFA STREET
SPORT PLAYED IT? ☐
An entertaining mix of footie game and beat-'em-up
REVIEWED OPS2#57 SCORE 7

FIFA STREET 2
SPORT PLAYED IT? ☐
You can produce flashier football in PES and FIFA without having to hit ten buttons. Think about that before buying Street 2
REVIEWED OPS2#70 SCORE 6

FIGHT CLUB
FIGHTING PLAYED IT? ☐
It's best for us all to pretend this never existed
REVIEWED OPS2#55 SCORE 5

FIGHT NIGHT 2004
FIGHTING PLAYED IT? ☐
The best boxing sim on the PS2 so far
REVIEWED OPS2#46 SCORE 8

FIGHT NIGHT ROUND 2
FIGHTING PLAYED IT? ☐
Round 2 feels like it's punching slightly below it's weight
REVIEWED OPS2#58 SCORE 7

FIGHT NIGHT ROUND 3
FIGHTING PLAYED IT? ☐
No massive innovations, but a neat fine-tuning job confirms Fight Night as the undisputed heavyweight champion of boxing games, with options galore and a quite brilliant control system
REVIEWED OPS2#71 SCORE 9

TOP 5... WORST SUPERHERO GAMES

1 SUPERMAN RETURNS
The Man of Steel is back, but with games like this we wish he'd stayed away

2 CATWOMAN
Clumsy and awkward action platformer that's as entertaining as the film. As in 'not very'

3 BATMAN: RISE OF SIN TZU
Based on the animated Dark Knight, this is completely lacking in 'pow' and 'wham'

4 FANTASTIC 4
Another super-movie spin-off that has a total absence of guile and craft

5 X-MEN 3: OFFICIAL GAME OF THE MOVIE
Has laughable cut-scenes and will frustrate the hell of you

FIFA 07

OPS2 TIME TEST

SPORT REVIEWED OPS2#77

FIFA used to be a poor substitute for Pro Evo and most people only really bought it for the fully licensed kits, teams and players. But 07 broke the mould by being great, the best FIFA title yet in our book

PlayStation.2 OFFICIAL magazine-UK VERDICT

Some people scoffed at the 9/10 we gave FIFA 07 but we still reckon it's worth it and it's a totally viable alternative to PES

9/10

FIGHTBOX
FIGHTING PLAYED IT? ☐
Beat yourself up – it's more fun
REVIEWED OPS2#44 **SCORE** 1

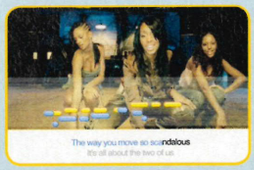
FIGHTING FURY
FIGHTING PLAYED IT? ☐
Basic beat-'em-up with animal fighters
REVIEWED OPS2#37 **SCORE** 3

FINAL FANTASY X
RPG PLAYED IT? ☐
Gorgeous game suffers a bit from linearity
REVIEWED OPS2#20 **SCORE** 8

TOP 5... GAMES TO PLAY WITH YOUR MATES

1 PRO EVOLUTION SOCCER 6
Whether it's one-on-one or eight-player coop, gaming doesn't get any better than *PES* multi-fests

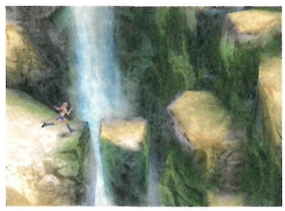
2 TIMESPLITTERS 2
Faster than a greased leopard, more angular than Peter Crouch, and still as essential as oxygen



3 SINGSTAR
Whatever the tune, the track listing or the time, there's no better game to get the party started

4 MASHED
It might be from the bargain bin but it Multi-Taps directly into *Micro Machine*'s legacy... with guns

5 SOCOM 2 NAVY SEALS
The friends you'll need are electric, but the covert ops action you'll face together is very real



FINAL FANTASY X-2
RPG PLAYED IT? ☐
Not as sexy as we'd hoped, but this lady-starring FFX spin-off is still an extremely engaging, action-orientated take on the RPG genre
REVIEWED OPS2#43 **SCORE** 9

FINAL FIGHT: STREETWISE
FIGHTING PLAYED IT? ☐
Disposble urban nonsense. The barbaric content entertains for a while, but it's not long until tedium sets in
REVIEWED OPS2#75 **SCORE** 5

FINDING NEMO
ADVENTURE PLAYED IT? ☐
Pixar's classic gets the usual, uninspired treatment. Looks good, plays... okay
REVIEWED OPS2#39 **SCORE** 5

FIREBLADE
ACTION PLAYED IT? ☐
Airwolf fans unite! A helicopter combat game for coin-op jockeys
REVIEWED OPS2#22 **SCORE** 7

FIREFIGHTER F.D.18
ADVENTURE PLAYED IT? ☐
An entertaining but instantly forgettable episode of London's Burning
REVIEWED OPS2#47 **SCORE** 6

FISHERMAN'S CHALLENGE
SPORT PLAYED IT? ☐
A thoughtful fishing sim. Consequently, as dull as the real thing
REVIEWED OPS2#32 **SCORE** 4

FLATOUT
RACING PLAYED IT? ☐
Fast, fun and frenetic racing but it can't hope to compete with the similar Burnout
REVIEWED OPS2#53 **SCORE** 7

FLATOUT 2
RACING PLAYED IT? ☐
FlatOut 2 is brilliantly chaotic, relentlessly quick and rammed with gaming modes to keep you at it. Fasten your seat belts
REVIEWED OPS2#74 **SCORE** 7

FLIPNIC
PINBALL PLAYED IT? ☐
Pinball as you've never seen it... yet it somehow remains dull
REVIEWED OPS2#43 **SCORE** 5

FLOW: URBAN UPRISING
MUSIC PLAYED IT? ☐
Literally minutes of entertainment. There's nothing really wrong with it but matching symbols feels more like a medical reaction test than a must-play game
REVIEWED OPS2#69 **SCORE** 5

FLUSHED AWAY
ADVENTURE PLAYED IT? ☐
A passable platform romp that will entertain kids who have never been exposed to the superior likes of Jak 3
REVIEWED OPS2#80 **SCORE** 5

FORBIDDEN SIREN
ADVENTURE PLAYED IT? ❑
Unique, ambitious, genuinely scary and brilliantly executed, this is top psychological horror. Very tough though
REVIEWED OPS2#44 **SCORE** 9

FORBIDDEN SIREN 2
ADVENTURE PLAYED IT? ☐
Terrifying ghost story that's frustratingly hard
REVIEWED OPS2#74 **SCORE** 7

FORD RACING 2
RACING PLAYED IT? ☐
An easy going, accessible racer spiced up by challenge variety. File under cheap and cheerful. Result
REVIEWED OPS2#40 **SCORE** 7

FORD RACING 3
RACING PLAYED IT? ☐
A half-hearted attempt at a racing game, no better than its predecessor
REVIEWED OPS2#53 **SCORE** 5

FORD STREET RACING
RACING PLAYED IT? ☐
One of the best budget driving games available, you're still better off with a second-hand Burnout, mind
REVIEWED OPS2#70 **SCORE** 6

FORGOTTEN REALMS: DEMON STONE
RPG PLAYED IT? ☐
Enough fresh ideas in this action RPG to keep your thumbs from button-bashing fatigue
REVIEWED OPS2#52 **SCORE** 7

FORMULA CHALLENGE
RACING PLAYED IT? ☐
Should be stacked on bricks at the back of the grid
REVIEWED OPS2#50 **SCORE** 1

FORMULA ONE 2001
RACING PLAYED IT? ☐
The makers of the best F1 sims on PS1 produce another winner for PS2
REVIEWED OPS2#7 **SCORE** 8

FORMULA ONE 2002
RACING PLAYED IT? ☐
Comprehensive spin on F1 racing, but not a huge leap from 2001
REVIEWED OPS2#27 **SCORE** 8

FORMULA ONE 2003
RACING PLAYED IT? ☐
The most formula fun to be had on PS2 in this stagnating series
REVIEWED OPS2#36 **SCORE** 7

FORMULA ONE 04
RACING PLAYED IT? ☐
Some minor irritations mar an otherwise rewarding F1 driver
REVIEWED OPS2#49 **SCORE** 7

FORMULA ONE 2005
RACING PLAYED IT? ☐
Impressive in parts but it's a tired old formula in comparison to envelope-pushers like Burnout, TOCA and Gran Turismo
REVIEWED OPS2#62 **SCORE** 7

FORUMLA ONE 06
RACING PLAYED IT? ☐
Updated to the start of 2006. Play through the campaign or sample a single Grand Prix weekend. If you love F1 get this
REVIEWED OPS2#75 **SCORE** 7

FRANK HERBERT'S DUNE
ADVENTURE PLAYED IT? ☐
One of the worst action/adventures on PS2. An inept take on a classic sci-fi story
REVIEWED OPS2#20 **SCORE** 3

FRANKLIN: A BIRTHDAY SUPRISE
ACTION PLAYED IT? ☐
A lazy stab at raking in the kiddie pound which is neither particularly educational nor entertaining
REVIEWED OPS2#68 **SCORE** 4

FREAK OUT
ADVENTURE PLAYED IT? ☐
Gorgeous cartoon adventure from cult developer Treasure
REVIEWED OPS2#12 **SCORE** 7

FREAKY FLYERS
RACING PLAYED IT? ☐
Comical pilots loop-the-loop in a limited aircraft racer that has decent mini-games
REVIEWED OPS2#39 **SCORE** 6

FREEDOM FIGHTERS
ACTION PLAYED IT? ☐
Tactical battling in Russian-controlled New York. Insanely addictive
REVIEWED OPS2#37 **SCORE** 9

FREEKSTYLE
RACING PLAYED IT? ☐
SSX Tricky meets motocross in EA Sports BIG's arcade stunt racer
REVIEWED OPS2#23 **SCORE** 6

FREESTYLE METAL X
RACING PLAYED IT? ☐
Extreme motorcycle madness. Tony Hawk's gameplay meets GTA's scale
REVIEWED OPS2#38 **SCORE** 8

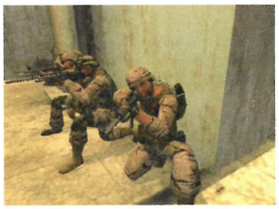
FREQUENCY
MUSIC PLAYED IT? ☐
Totally hypnotic rhythm action game for gamers and clubbers alike
REVIEWED OPS2#21 **SCORE** 8

FRIENDS: THE ONE WITH ALL THE TRIVIA
QUIZ PLAYED IT? ☐
Only an ardent Friends fan will get any lasting enjoyment from this cheap cash-in
REVIEWED OPS2#68 **SCORE** 4

FROGGER BEYOND
RACING PLAYED IT? ☐
The amphibious 2D original gets a wholly unnecessary racing-style modernisation
REVIEWED OPS2#38 **SCORE** 4

FROGGER: THE GREAT QUEST
ADVENTURE PLAYED IT? ☐
Look, they've remade arcade classic Frogger in 3D! Idiots
REVIEWED OPS2#21 **SCORE** 2

FULL SPECTRUM WARRIOR
STRATEGY PLAYED IT? ☐
A great and original concept held up by its repetitive nature
REVIEWED OPS2#58 **SCORE** 8



FULL SPECTRUM WARRIOR: TEN HAMMERS
STRATEGY PLAYED IT? ☐
Entertaining and absorbing warfare. This is an intelligent, testing mix of action and strategy spoilt only by its motor-mouthed characters
REVIEWED OPS2#72 **SCORE** 8

FUR FIGHTERS
SHOOTING PLAYED IT? ☐
Cute fluffy animals go homicidal in this killer first-person shooter
REVIEWED OPS2#8 **SCORE** 8

FUTURAMA
ADVENTURE PLAYED IT? ☐
Cartoony platformer with more appeal than most due to its brilliant cut-scenes
REVIEWED OPS2#35 **SCORE** 7

FUTURE TACTICS THE UPRISING
STRATEGY PLAYED IT? ☐
Incongruous elements mean this is neither fish nor foul
REVIEWED OPS2#52 **SCORE** 5

G

G-SURFERS
RACING PLAYED IT? ☐
Shameless WipEout clone, saved by mega-speed and a powerful global track editor
REVIEWED OPS2#13 **SCORE** 7

G1 JOCKEY
SPORT PLAYED IT? ☐
Horse racing comes to PS2 at a steady canter rather than a gallop
REVIEWED OPS2#20 **SCORE** 5

G1 JOCKEY 3
SPORT PLAYED IT? ☐
All you could want from a jockey sim? Exactly
REVIEWED OPS2#33 **SCORE** 6

G1 JOCKEY 4
SPORT PLAYED IT? ☐
Back in the saddle for the best horse racing action you can get in game form
REVIEWED OPS2#71 **SCORE** 7

GADGET AND THE GADGETINIS
ADVENTURE PLAYED IT? ☐
Gadget fan or not there are better, slicker ways for infant gamers to get their jollies
REVIEWED OPS2#54 **SCORE** 3

FINAL FANTASY XII

OPS2 TIME TEST

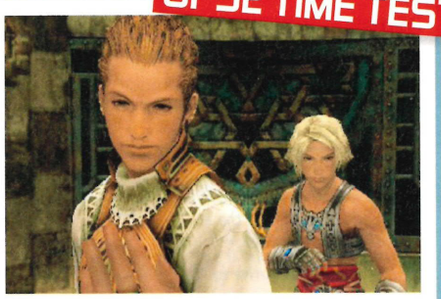
RPG REVIEWED OPS2#81

Another sumptuous addition to Square's RPG series that tells the tale of two teenagers and a pair of sky pirates facing up to the might of an evil empire. Arguably even better than previous high watermark FFVII

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

We're still playing this and expect weeks more joy from probably the greatest RPG on the PS2. We're sticking with our perfect ten score

10/10



GRAND THEFT AUTO: VICE CITY

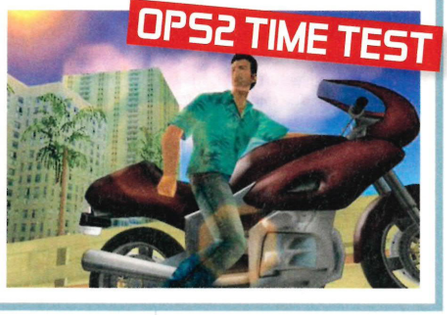
ACTION **REVIEWED OPS2#27**

Sun, sea and massive shoulder pads: '80s excess and Miami Beach fits the GTA franchise like a Saville Row suit. As brilliant now is it was back in 2002, this game shows no sign of aging

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

For our money, this is still the best GTA you can buy, although you really should snap up anything with a GTA brand

10/10



GAELIC GAMES: FOOTBALL
SPORT PLAYED IT? ☐
You'd have more fun trying to play the sport for real while handcuffed and blindfolded than you will here. Avoid it like The Corrs
REVIEWED OPS2#69 **SCORE** 2

GALERIANS: ASH
RPG PLAYED IT? ☐
Repetitive and noisy Japanese spellcaster
REVIEWED OPS2#32 **SCORE** 3

GALIDOR: DEFENDERS OF THE OUTER DIMENSION
ADVENTURE PLAYED IT? ☐
Platforming nonsense that's a dimension short of existence
REVIEWED OPS2#38 **SCORE** 3

GALLOP RACER 2
SPORT PLAYED IT? ☐
Up for something different? If so, your reward is an engrossing and comprehensive racing game, although G1 Jockey 4 beats it by a nose
REVIEWED OPS2#57 **SCORE** 7

GAMETRAK DARK WIND
FIGHTING PLAYED IT? ☐
The motion-sensing hardware is amazing: the software is a lightweight fighter in heavyweight pants
REVIEWED OPS2#52 **SCORE** 7

GAMETRAK REAL WORLD GOLF
SPORT PLAYED IT? ☐
Scores highly for its uniquely faithful control system. Impressive
REVIEWED OPS2#63 **SCORE** 7

GARFIELD
ADVENTURE PLAYED IT? ☐
Absolutely terrible comedy cat nonsense
REVIEWED OPS2#55 **SCORE** 2

GAUNTLET DARK LEGACY
RPG PLAYED IT? ☐
A linear RPG that unfortunately comes off as a pale imitation of its coin-op ancestor
REVIEWED OPS2#8 **SCORE** 5

GAUNTLET: SEVEN SORROWS
ACTION PLAYED IT? ☐
Enjoyably frantic, brief and basic. Gauntlet is showing its age but still offers a decent few hours of mindless maiming
REVIEWED OPS2#70 **SCORE** 6

GENE TROOPERS
SHOOTING PLAYED IT? ☐
Rubbish. Oh, and you can't play without a memory card and when you die your options are 'reload' or 'return to death screen'. WHAT!
REVIEWED OPS2#71 **SCORE** 3

GENJI
ACTION PLAYED IT? ☐
A strange leap back to restrictive, basic gaming that becomes joyless rather quickly
REVIEWED OPS2#65 **SCORE** 4

GET ON DA MIC
MUSIC PLAYED IT? ☐
Trying to rhyme with the likes of Missy and DMX is likely to end in some harsh dissin'
REVIEWED OPS2#53 **SCORE** 5

GHOST IN THE SHELL: STAND ALONE COMPLEX
ACTION PLAYED IT? ☐
Deeply average, with only an occasional flash of style
REVIEWED OPS2#60 **SCORE** 4

GHOST MASTER
ADVENTURE PLAYED IT? ☐
A good idea but it's neither scary nor funny and ultimately a bit empty
REVIEWED OPS2#52 **SCORE** 5

GHOST RECON
SHOOTING PLAYED IT? ☐
Engaging squad-based action from the holiday novel hack Tom Clancy
REVIEWED OPS2#28 **SCORE** 7

GHOST RECON 2
SHOOTING PLAYED IT? ☐
Ghost Recon 2 comes within a bullet's width of brilliance, but the inability to save during missions is ridiculous
REVIEWED OPS2#55 **SCORE** 6

GHOST RECON: ADVANCED WARFIGHTER
SHOOTING PLAYED IT? ☐
Laziness of the worst kind, this is a charmless shadow of the next-gen version. There are plenty of better shooters available on PS2
REVIEWED OPS2#72 **SCORE** 4

GHOST RECON: JUNGLE STORM
SHOOTING PLAYED IT? ☐
Take on druggies terrorists in a quality squad-based shooter with top online multiplayer
REVIEWED OPS2#45 **SCORE** 7

GHOSTHUNTER
ADVENTURE PLAYED IT? ☐
This ethereal, spooky beauty makes a good case for possession
REVIEWED OPS2#40 **SCORE** 8

GIANTS: CITIZEN KABUTO
ADVENTURE PLAYED IT? ☐
Involving but simplistic port of the complex PC adventure/shooter
REVIEWED OPS2#15 **SCORE** 6

GIFT
ADVENTURE PLAYED IT? ☐
Inventive noir take on 3D platforming
REVIEWED OPS2#10 **SCORE** 6

GUITAROO MAN BRONZE
MUSIC PLAYED IT? ☐
PaRappa meets Van Halen in this unique guitar-playing cartoon adventure
REVIEWED OPS2#21 **SCORE** 8

GLADIATOR SWORD OF VENGEANCE
ACTION PLAYED IT? ☐
Gore-strewn combat that just fails to gain the Emperor's favour
REVIEWED OPS2#41 **SCORE** 5

GLADIUS
STRATEGY PLAYED IT? ☐
Tremendously tactical turn-based Gladiatorial RPG
REVIEWED OPS2#40 **SCORE** 7

GLASS ROSE
ADVENTURE PLAYED IT? ☐
Unappealing adventure with little suspense or pace. Avoid
REVIEWED OPS2#46 **SCORE** 3

GLOBAL TOURING CHALLENGE AFRICA
RACING PLAYED IT? ☐
Impressive TOCA clone that's only let down by its short tracks
REVIEWED OPS2#14 **SCORE** 7

GO GO GOLF
SPORT PLAYED IT? ☐
The worst golf sim on PlayStation 2? We like to think so
REVIEWED OPS2#30 **SCORE** 1

GOBLIN COMMANDER: UNLEASH THE HORDE
STRATEGY PLAYED IT? ☐
There's a lack of vibrancy but it's enough fun to warrant a look
REVIEWED OPS2#44 **SCORE** 7

GOD OF WAR
ACTION PLAYED IT? ☐
Absolutely brilliant mythical action-fest, packed with stunning set-pieces, epic boss battles and tons of gore
REVIEWED OPS2#60 **SCORE** 9

GODAI: ELEMENTAL FORCE
ACTION PLAYED IT? ☐
A martial arts parody, third-person beat-'em-up. Nice ideas ruined by bad implementation
REVIEWED OPS2#18 **SCORE** 2

GODZILLA: SAVE THE EARTH
FIGHTING PLAYED IT? ☐
Screamingly average monster battler that doesn't do the Godzilla licence justice
REVIEWED OPS2#54 **SCORE** 5

GOLDEN AGE OF RACING
RACING PLAYED IT? ☐
Mindless, ugly and all but unplayable. We suffered it so you don't have to
REVIEWED OPS2#65 **SCORE** 1

GOLDENEYE ROGUE AGENT
SHOOTING PLAYED IT? ☐
Not a patch on the ancient N64 classic GoldenEye or the PS2's big FPS hitters, a major disappointment
REVIEWED OPS2#54 **SCORE** 6

GOTTLIEB PINBALL CLASSICS
PINBALL PLAYED IT? ☐
Brilliant in short bursts and great looking to boot; only question marks about its longevity prevent Gottlieb earning a higher score
REVIEWED OPS2# 72 **SCORE** 7

GRADIUS III & IV
SHOOTING PLAYED IT? ☐
Dull 2D arcade shooter. Much more PS1 than next-gen
REVIEWED OPS2#1 **SCORE** 2

GRADIUS V
SHOOTING PLAYED IT? ☐
There's no better way to save the world in the second dimension
REVIEWED OPS2#52 **SCORE** 7

GRAN TURISMO 3 A-SPEC
RACING PLAYED IT? ☐
The driving daddy does the business on PS2. A supreme simulation
REVIEWED OPS2#9 **SCORE** 9

GRAN TURISMO 4
RACING PLAYED IT? ☐
GT4 is unconditional love for cars. It's something to luxuriate in; amazing visuals, serious, challenging racing. A must-own for anyone who enjoys being behind the wheel
REVIEWED OPS2#57 **SCORE** 9

GRAN TURISMO 4 PROLOGUE
RACING PLAYED IT? ☐
A pretty taster for GT4 that delivers on quality, but not quantity
REVIEWED OPS2#47 **SCORE** 7

GRAN TURISMO CONCEPT: 2002 TOKYO - GENEVA
RACING PLAYED IT? ☐
GT lite merely whets the appetite for GT3
REVIEWED OPS2#23 **SCORE** 6

GRAND PRIX CHALLENGE
RACING PLAYED IT? ☐
Decent arcade racing fun but lacks attention to detail
REVIEWED OPS2#30 **SCORE** 6

GRAND THEFT AUTO III
ACTION PLAYED IT? ☐
Nothing else on the shelves is quite as sick or fun. Buy this now
REVIEWED OPS2#13 **SCORE** 8

GRAND THEFT AUTO DOUBLE PACK
ACTION PLAYED IT? ☐
GTA III and Vice City packaged together. Two of the best PS2 games for £40. Buy it
REVIEWED OPS2#41 **SCORE** 10

GRAND THEFT AUTO: LIBERTY CITY STORIES
ACTION PLAYED IT? ☐
You still can't beat a dose of GTA, and even though this is a strange backward step on PS2 from the PSP original, the £19.99 price point softens the blow
REVIEWED OPS2#75 **SCORE** 8

GRAND THEFT AUTO: SAN ANDREAS
ACTION PLAYED IT? ☐
Rockstar has taken a genre-defining series and lifted it higher than we thought possible. Gangsta's paradise
REVIEWED OPS2#54 **SCORE** 10

GRANDIA II
RPG PLAYED IT? ☐
Likeably huge but disturbingly ugly old skool RPG game
REVIEWED OPS2#20 **SCORE** 5

GREGORY HORROR SHOW
ADVENTURE PLAYED IT? ☐
One of the craziest puzzle games ever
REVIEWED OPS2#40 **SCORE** 8

GROOVERIDER: SLOT CAR RACING
RACING PLAYED IT? ☐
A cheap couple of days of relative fun
REVIEWED OPS2#42 **SCORE** 5

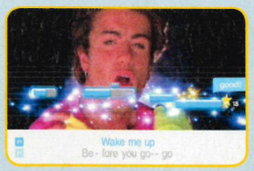
GT RACERS
RACING PLAYED IT? ☐
Awful in every conceivable way
REVIEWED OPS2#55 **SCORE** 1

GT-R 400
RACING PLAYED IT? ☐
Budget racer with sticky handling
REVIEWED OPS2#48 **SCORE** 3

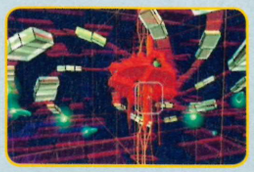
TOP 5... GROOVIEST MUSIC GAMES

1 GUITAR HERO
Simply sublime axe-wielding game that has more track variety than the sequel

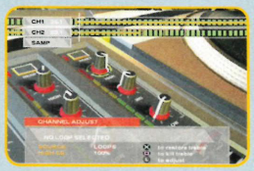
2 AMPLITUDE
Hugely addictive music making game that has similarities with *Guitar Hero*



3 SINGSTAR
The best karaoke game around and a must for all parties. Check out the update to suit taste



4 REZ
A mind-bogglingly trippy space adventure that truly dazzles with its hypnotic beats



5 DJ: DECK & FX
Overlooked superstar-DJ sim that isn't exactly a game but is always entertaining

GUILTY GEAR ISUKA
FIGHTING PLAYED IT? ☐
Full of colour and character, but badly dated
REVIEWED OPS2#62 SCORE 5

GUILTY GEAR X
FIGHTING PLAYED IT? ☐
Ballistic 2D beat-'em-up. A hardcore delight
REVIEWED OPS2#16 SCORE 8

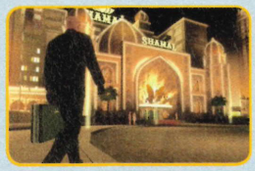
GUILTY GEAR X2
FIGHTING PLAYED IT? ☐
2D fighter fans will love this sequel
REVIEWED OPS2#32 SCORE 8

TOP 5... GAMES TO PLAY TO VENT YOUR ANGER

1 GOD OF WAR
Deities and mortals crumble before your magnificence in this brutal Greek myth

2 BLACK
The pitiable fools! Hot leady death is all they deserve and all they shall get is maimed

3 DEVIL MAY CRY 3: DANTE'S AWAKENING
Revenge: best served cold with mucho garnish added to every kill



4 HITMAN: BLOOD MONEY
Kill one, kill some, kill all. The choice is yours but the quality is there for all to see

5 FIGHT NIGHT ROUND 3
A bit like performing brain surgery in giant over-stuffed mittens, but in a very good way

GUILTY GEAR X2 RELOAD
FIGHTING PLAYED IT? ☐
Very difficult and not different enough to warrant purchase if you already own Guilty Gear X2
REVIEWED OPS2#54 SCORE 6

GUITAR HERO
MUSIC PLAYED IT? ☐
An absolute classic. Simple to play but hugely rewarding, challenging and entertaining like nothing else on PS2. You need this game
REVIEWED OPS2#71 SCORE 9

GUITAR HERO II
MUSIC PLAYED IT? ☐
Just as entertaining as the first offering, but newbies should invest in the original for a more varied selection of sounds
REVIEWED OPS2#80 SCORE 8

GUMBALL 3000
RACING PLAYED IT? ☐
Unremittingly dire driving game based around the real event where rich kid racers drive daddy's sports car like mentalists
REVIEWED OPS2#27 SCORE 3

GUN GRIFFON BLAZE
SHOOTING PLAYED IT? ☐
A chunky robo-shooter for hardcore mech/manga fans
REVIEWED OPS2#3 SCORE 7

GUN
ACTION PLAYED IT? ☐
A brilliantly told story in an immersive Wild West world. Superb rootin' tootin' fun for anyone who ever watched a Clint Eastwood Western and thought 'cool'
REVIEWED OPS2#67 SCORE 9

GUNBIRD SPECIAL EDITION
SHOOTING PLAYED IT? ☐
Two good, solid helicopter shooters packaged together and represnting decent value
REVIEWED OPS2#59 SCORE 6

GUN FIGHTER II: REVENGE OF JESSE JAMES
SHOOTING PLAYED IT? ☐
A Wild West Time Crisis for dusty, desperate lightgun fanatics
REVIEWED OPS2#33 SCORE 4

GUNGRAVE
SHOOTING PLAYED IT? ☐
Manga-styled shooter with points awarded for stylish slaughter
REVIEWED OPS2#27 SCORE 7

GUNGRAVE OVERDOSE
SHOOTING PLAYED IT? ☐
An action-packed sequel that's really just a one trick pony
REVIEWED OPS2#61 SCORE 6

H

HABITRAIL HAMSTER BALL
ADVENTURE PLAYED IT? ☐
Real hamsters last a lot longer and also cost about the same. We recommend getting one of those instead
REVIEWED OPS2#56 SCORE 3

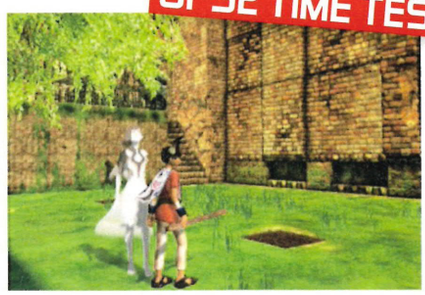
HALF-LIFE
ACTION PLAYED IT? ☐
The classic PC FPS arrives on PS2 in majestic form. No longer cutting edge but the story and set-pieces are among the most memorable in gaming
REVIEWED OPS2#14 SCORE 9

ICO

OPS2 TIME TEST

ADVENTURE REVIEWED OPS2#69

Horn-hatted Ico must escort Princess Yorda to safety in this exquisite adventure that is truly unique in the way it looks and plays. The spiritual predecessor to the Shadow of the Colossus



PlayStation 2 OFFICIAL magazine-UK VERDICT

Still deserving of all the fuss. A magical experience that reminds you how emotionally powerful games can be

9/10

HAMSTER HEROES
PUZZLE PLAYED IT? ☐
Tedious puzzler that's fun for around three minutes, before you tire of its awkward controls and repetitive, one-note gamplay
REVIEWED OPS2#77 SCORE 3

HAPPY FEET
DANCE PLAYED IT? ☐
Inoffensive and pretty licensed effort that's too repetitive to be anything more than a brief and causal diversion
REVIEWED OPS2#80 SCORE 6

HARDWARE: ONLINE ARENA
ACTION PLAYED IT? ☐
One idea, but it's a good one: online battles in a variety of arenas at the wheel of tanks, jeeps and buggys. Explosive fun
REVIEWED OPS2#39 SCORE 7

HARRY POTTER AND THE CHAMBER OF SECRETS
ADVENTURE PLAYED IT? ☐
Pre-pubescent wizardry in the halls of Hogwarts. Makes good use of the licence
REVIEWED OPS2#29 SCORE 7

HARRY POTTER AND THE PHILOSOPHER'S STONE
ADVENTURE PLAYED IT? ☐
Looks convincing but the gameplay doesn't rise above the average
REVIEWED OPS2#42 SCORE 6

HARRY POTTER AND THE PRISONER OF AZKABAN
ADVENTURE PLAYED IT? ☐
Essential adventure for Potter fans, not recommended for all
REVIEWED OPS2#48 SCORE 7

HARRY POTTER QUIDDICH WORLD CUP
SPORT (KIND OF!) PLAYED IT? ☐
Produced with real care. Potter aficionados will love this take on the sport of wizards
REVIEWED OPS2#41 SCORE 7

HARVEST MOON: A WONDERFUL LIFE
RPG PLAYED IT? ☐
Ripe with early frustration, but put in a bit of hard work and Harvest Moon does deliver a bumper crop of fun
REVIEWED OPS2#69 SCORE 7

HAUNTING GROUND
ACTION PLAYED IT? ☐
Initially intriguing, but too dreamlike and distant to engage for long
REVIEWED OPS2#59 SCORE 6

HAVEN: CALL OF THE KING
ADVENTURE PLAYED IT? ☐
Genre-busting mix of action with an abundance of gameplay styles
REVIEWED OPS2#27 SCORE 8

HE-MAN DEFENDER OF GREYSKULL
ACTION PLAYED IT? ☐
The plastic toys that accompanied the cartoon are more fun to play with than this rubbish
REVIEWED OPS2#58 SCORE 3

HEADHUNTER
ADVENTURE PLAYED IT? ☐
Dirty Harry meets Metal Gear Solid in this futuristic stealth adventure
REVIEWED OPS2#16 SCORE 7

HEADHUNTER: REDEMPTION
ADVENTURE PLAYED IT? ☐
The creaky old gameplay means this is a game out of place up against Splinter Cell and MGS
REVIEWED OPS2#51 SCORE 6

HERACLES: BATTLE WITH THE GODS
ADVENTURE PLAYED IT? ☐
Leave this 'jump and bash' rubbish well alone
REVIEWED OPS2#73 SCORE 4

HERDY GERDY
ADVENTURE PLAYED IT? ☐
Ultra-inventive and surprisingly rewarding cartoon herding adventure
REVIEWED OPS2#18 SCORE 8

HEROES OF MIGHT AND MAGIC
ADVENTURE PLAYED IT? ☐
Patchy PC-style adventure
REVIEWED OPS2#8 SCORE 3

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
SPORT PLAYED IT? ☐
No home run for this baseball game
REVIEWED OPS2#22 SCORE 6

HITMAN 2: SILENT ASSASSIN
ACTION PLAYED IT? ☐
Contract killing's the game. Stealth or six-shooter? It's your choice
REVIEWED OPS2#26 SCORE 9

HITMAN: BLOOD MONEY
ACTION PLAYED IT? ☐
Blood Money is without question the best Hitman yet, and although it can be punishing at times it's also hugely compelling and extremely stylish
REVIEWED OPS2#73 SCORE 9

HITMAN CONTRACTS
ACTION PLAYED IT? ☐
An endearing yet perplexing stealth sequel
REVIEWED OPS2#46 SCORE 8

HOLOGRAM TIME TRAVELLER
OTHER PLAYED IT? ☐
The first and hopefully the last 0/10 score for a PS2 game
REVIEWED OPS2#3 SCORE 0

HOME RUN
SPORT PLAYED IT? ☐
Really, really bad budget baseball
REVIEWED OPS2#39 SCORE 2

HOMURA
SHOOTING PLAYED IT? ☐
A surprisingly accessible shooter that's available at a good price
REVIEWED OPS2#77 SCORE 6

HOTWHEELS: VELOCITY X
RACING PLAYED IT? ☐
Lukewarm racer that cashes in on the kiddie toy licence without delivering the goods
REVIEWED OPS2#30 SCORE 4

HOTWHEELS: WORLD RACE
RACING PLAYED IT? ☐
Futuristic racer, a bit like WipEout for kids
REVIEWED OPS2#40 SCORE 6

HULK
ACTION PLAYED IT? ☐
Like an invincibility cheat, rampaging as the Hulk is a lot of fun. For a while
REVIEWED OPS2#35 SCORE 7

HUNTER: THE RECKONING WAYWARD
ACTION PLAYED IT? ☐
Satisfying horror action with hordes of gruesome beasties to hack 'n' slash
REVIEWED OPS2#39 SCORE 7

HYPER STREET FIGHTER 2: 15TH ANNIVERSARY EDITION
FIGHTING PLAYED IT? ☐
Every character from every SF2 game ever equals an old school completist's dream
REVIEWED OPS2#44 SCORE 8

I

I-NINJA
ADVENTURE PLAYED IT? ☐
A varied and consistently inventive platformer that deserves to be played by all
REVIEWED OPS2#43 SCORE 8

ICE AGE 2: THE MELTDOWN
ADVENTURE PLAYED IT? ☐
Lovely-looking if unadventurous platform fare that does the bare minimum
REVIEWED OPS2#72 SCORE 5

INDIANA JONES AND THE EMPEROR'S TOMB
ADVENTURE PLAYED IT? ☐
Indy may be the archealogical daddy but this is no match for Lara's adventures
REVIEWED OPS2#37 SCORE 7

INDYCAR SERIES
RACING PLAYED IT? ☐
Dul Yank racing executed well
REVIEWED OPS2#35 SCORE 6

INDYCAR SERIES 2005
RACING PLAYED IT? ☐
If you like ovals this is a top racer
REVIEWED OPS2#49 SCORE 7

INTELLIVISION LIVES: THE HISTORY OF VIDEOGAMING
RETRO PLAYED IT? ☐
Just because it deserves a place in gaming history doesn't mean you should play it
REVIEWED OPS2#55 SCORE 2

INTERNATIONAL CUE CLUB
SPORT PLAYED IT? ☐
Pool sim with a surprising amount of charm but no match for 50 pences down the pub
REVIEWED OPS2#33 **SCORE** 6

INTERNATIONAL GOLF PRO
SPORT PLAYED IT? ☐
Doesn't match the majesty of Tiger Woods, but plays a mean 18
REVIEWED OPS2#47 **SCORE** 7

INTERNATIONAL LEAGUE SOCCER
SPORT PLAYED IT? ☐
Easily one of the worst footy sims ever to kick off on PS2
REVIEWED OPS2#10 **SCORE** 2

INTERNATIONAL SUPER KARTS
RACING PLAYED IT? ☐
A hopeful ten minutes fades into a frustrating but familiar rollercoaster of tedium
REVIEWED OPS2#65 **SCORE** 3

INTERNATIONAL SUPERSTAR SOCCER
SPORT PLAYED IT? ☐
Good, but this isn't the ISS of PS1 fame – confusingly that series is now called Pro Evolution Soccer – it's a more simplistic, arcade-style brand of football
REVIEWED OPS2#1 **SCORE** 8

IRON ACES: BIRDS OF PREY
ACTION PLAYED IT? ☐
Flight sim where you fly your way through aviation history. Yes, it is really is as dull as it sounds
REVIEWED OPS2#18 **SCORE** 4

ISS 2
SPORT PLAYED IT? ☐
Enjoyable arcade footie game for those who like it chunky'
REVIEWED OPS2#20 **SCORE** 7

ISS 3
SPORT PLAYED IT? ☐
Bit-on-the-side footie action with little longterm appeal
REVIEWED OPS2#33 **SCORE** 6

J

JACKED
RACING PLAYED IT? ☐
The fact that it's a budget title doesn't excuse Jacked's dated graphics and gameplay. Motorbikes shouldn't feel this tame
REVIEWED OPS2#70 **SCORE** 4

JACKIE CHAN ADVENTURES
ACTION PLAYED IT? ☐
Spectacularly fails to capture any of Jackie's charm or charisma with its cack-handed fighting and truly abysmal plot
REVIEWED OPS2#53 **SCORE** 3

JADE COCOON 2
RPG PLAYED IT? ☐
Pokémon-for-kidults RPG with a neat Japanese twist
REVIEWED OPS2#19 **SCORE** 7

JAK AND DAXTER: THE PRECURSOR LEGACY
ADVENTURE PLAYED IT? ☐
Great free-roaming platformer from the makers of Crash
REVIEWED OPS2#15 **SCORE** 9

JAK II: RENEGADE
ADVENTURE PLAYED IT? ☐
The rarest of videogame animals – an epic treat with quality that soars throughout. You need this game
REVIEWED OPS2#39 **SCORE** 9

JAK 3
ADVENTURE PLAYED IT? ☐
Another massively ambitious Jak game with loads of gameplay variety and considerable charm. Great stuff
REVIEWED OPS2#53 **SCORE** 8

JAMES BOND 007: AGENT UNDER FIRE
SHOOTING PLAYED IT? ☐
Thrilling first-person shooter with added driving levels
REVIEWED OPS2#15 **SCORE** 8

JAMES BOND 007: EVERYTHING OR NOTHING
SHOOTING PLAYED IT? ☐
Popcorn Bond gaming at its best
REVIEWED OPS2#43 **SCORE** 9

JAMES BOND 007: NIGHT FIRE
SHOOTING PLAYED IT? ☐
Technically impressive but soulless outing for the suave spy
REVIEWED OPS2#28 **SCORE** 7

JAWS UNLEASHED
ACTION PLAYED IT? ☐
Jaws is genuinely witty, outrageously violent and top fun but – wait for it – slightly lacking in depth
REVIEWED OPS2#75 **SCORE** 7

JET ION GP
RACING PLAYED IT? ☐
Almost surreally poor Wipeout clone
REVIEWED OPS2#21 **SCORE** 1

JET SKI RIDERS
SPORT PLAYED IT? ☐
Great water effects, race action and 'official' jet skis. Hmm
REVIEWED OPS2#15 **SCORE** 6

JEREMY MCGRATH SUPERCROSS WORLD
SPORT PLAYED IT? ☐
Slow, scrappy and ugly biking
REVIEWED OPS2#16 **SCORE** 3

JIMMY NEUTRON JET FUSION
ADVENTURE PLAYED IT? ☐
Cartoon platformer that offers just enough for the young 'uns
REVIEWED OPS2#41 **SCORE** 5

JONNY MOSELY MAD TRIX
SPORT PLAYED IT? ☐
Perform tricks on skis. Offers nothing new, exiting or fun
REVIEWED OPS2#18 **SCORE** 4

JUDGE DREDD: DREDD VS DEATH
SHOOTING PLAYED IT? ☐
The biggest man in Mega-City One is no big shot on PS2
REVIEWED OPS2#38 **SCORE** 6

JUICED
RACING PLAYED IT? ☐
A quality street racer compromised by handling that has a split personality
REVIEWED OPS2#51 **SCORE** 7

JUNIOR SPORTS BASKETBALL
SPORT PLAYED IT? ☐
All very well if you like your sports sims to be frantic, pointless and drastically unrewarding
REVIEWED OPS2#55 **SCORE** 4

JUNGLE BOOK GROOVE PARTY
MUSIC PLAYED IT? ☐
Only the very young and easily pleased could possibly like this. Buy a copy of the film instead
REVIEWED OPS2#8 **SCORE** 4

JURASSIC PARK: OPERATION GENESIS
STRATEGY PLAYED IT? ☐
Build and manage your own dino zoo
REVIEWED OPS2#32 **SCORE** 7

JUST CAUSE
ADVENTURE PLAYED IT? ☐
A jaw-dropping adventure that delivers great action but disappoints slightly due to a short central plot padded out with repetitive mission objectives
REVIEWED OPS2#77 **SCORE** 8

JUSTICE LEAGUE HEROES
ACTION PLAYED IT? ☐
As good, if not slightly better than Marvel Ultimate Alliance – it really just depends which heroes you prefer, DC or Marvel
REVIEWED OPS2#80 **SCORE** 7

K

KAIDO RACER
RACING PLAYED IT? ☐
So random and confusing it's unnerving. So awkward and unrewarding to play that we suggest you don't
REVIEWED OPS2#68 **SCORE** 4

KAIDO RACER 2
RACING PLAYED IT? ☐
Rubbish racer that doesn't cut it on the track. If this is the only driving game you can afford, keep saving
REVIEWED OPS2#80 **SCORE** 3

KAO THE KANGAROO: ROUND TWO
ADVENTURE PLAYED IT? ☐
A challenging platformer that can be a little to tough at times for its young target audience
REVIEWED OPS2#13 **SCORE** 7

KARAOKE STAGE
MUSIC PLAYED IT? ☐
Fun and worryingly addictive party game, now superseded by SingStar
REVIEWED OPS2#48 **SCORE** 8

KARAOKE STAGE 2
MUSIC PLAYED IT? ☐
You can probably pick up a couple of SingStars for the same price, and they let you ogle Beyonce when you're hungover
REVIEWED OPS2#70 **SCORE** 6

KELLY SLATER'S PRO SURFER
SPORT PLAYED IT? ☐
Passable, if uninspired surfing. Oh, and that Kelly's a bloke, or so he says
REVIEWED OPS2#26 **SCORE** 6

KENGO: MASTER OF BUSHIDO
FIGHTING PLAYED IT? ☐
Limited but fun ninja action
REVIEWED OPS2#7 **SCORE** 6

KESSEN
STRATEGY PLAYED IT? ☐
3D real-time strategy set in feudal Japan. Gorgeous cut-scenes
REVIEWED OPS2#4 **SCORE** 7

KESSEN II
STRATEGY PLAYED IT? ☐
Everything gets a generous polish in this rewarding strategy sequel
REVIEWED OPS2#13 **SCORE** 7

KESSEN III
STRATEGY PLAYED IT? ☐
In trying to be more accessible, Kessen III ends up being plain and a bit tedious
REVIEWED OPS2#59 **SCORE** 6

KILLER 7
ACTION PLAYED IT? ☐
Stunning stylised visual, oddball demon-slaughtering action, set around an incredibly twisty plot. Completely unforgettable
REVIEWED OPS2#61 **SCORE** 8

KILL.SWITCH
SHOOTING PLAYED IT? ☐
Brutal, brainless but brilliant shooter
REVIEWED OPS2#43 **SCORE** 8

KING ARTHUR
ACTION PLAYED IT? ☐
Fascinating legend, dreadful game
REVIEWED OPS2#44 **SCORE** 5

KING KONG
ACTION PLAYED IT? ☐
A brilliant mix of massive monkey combat and more lowkey human adventuring that is that rarest of things: an excellent movie tie-in
REVIEWED OPS2#66 **SCORE** 9

KING OF FIGHTERS 2000/2001
FIGHTING PLAYED IT? ☐
Little appeal outside of retro fighting fans
REVIEWED OPS2#53 **SCORE** 6

KING OF FIGHTERS: MAXIMUM IMPACT
FIGHTING PLAYED IT? ☐
No match for Soul Calibur or Tekken, but this is still a quality slice of old skool fighting
REVIEWED OPS2#57 **SCORE** 7

KING OF FIGHTERS NEOWAVE
FIGHTING PLAYED IT? ☐
Even ignoring the modernity of Soul Calibur, Marvel Vs Capcom 2 and Guilty Gear do the 2D thing so much better than this
REVIEWED OPS2#78 **SCORE** 4

THE KING OF ROUTE 66
RACING PLAYED IT? ☐
Truck racer loses much of its charm without the huge wheel and cabinet of the arcade orignal, but bashing cars off the road is always going to be fun
REVIEWED OPS2#39 **SCORE** 6

TOP 5... GAMES FOR A SUNDAY MORNING

1 ICO
Somnambulistic, soothing and yet, in places, vital enough to please every sense simultaneously

2 OKAMI
A lovely lupine tale that maintains a relaxed, artistic air throughout its epic sprawl

3 WE ♥ KATAMARI
Let the Prince Of Space roll over you in a calming puzzler that is every bit as clever as it is cute

4 BEYOND GOOD AND EVIL
Delightful storytelling, varied missions, an oddball cast, a soothing pace *and* photography

5 THE SIMS 2
Relax by forcing the little computer people to get a job, a life and a widescreen TV

KILLZONE

OPS2 TIME TEST

SHOOTING **REVIEWED OPS2#51**

This shooter was billed as PS2's answer to Halo, but the reality was a painfully bog-standard shooter set in an uninspiring, brown landscape. And now? There are plenty of better shooters out there

PlayStation 2 OFFICIAL MAGAZINE-UK **VERDICT**

Take away the hype factor, add the fact that there are plenty of superior shooters and Killzone's original nine seems too generous

7/10

KINGDOM HEARTS
RPG PLAYED IT? ☐
Disney partners with Square for an ultra-cute RPG crossover starring just about every Disney character imaginable (from Mickey to Hercules) plus iconic Square heroes
REVIEWED OPS2#27 **SCORE** 8

KINGDOM HEARTS II
RPG PLAYED IT? ☐
Improves on the original with an even greater scope and suberb production values – the visuals are a real showcase for PS2
REVIEWED OPS2#78 **SCORE** 8

TOP 5... 'NORMAL' SPORTS GAMES

1 PRO EVOLUTION SOCCER 6
The peak of footballing perfection in a sporting series that has become our best friend

2 CRICKET 07
The best cricket game you can buy, if a little inaccurate: England are good in it

3 MADDEN NFL 07
EA really know their Gridiron and this latest version takes *Madden* to unbelievable heights

4 TIGER WOODS PGA TOUR 2005
The most comprehensive and accessible golf game around

5 NBA STREET V3
Experience pure basketball magic with this skilliant, ultra-slick 3-on-3 playa

KING'S FIELD: THE ANCIENT CITY
RPG PLAYED IT? ☐
An honest, but terrifically dull RPG that doesn't come up to standard
REVIEWED OPS2#23 **SCORE** 3

KLONOA 2: LUNATEA'S VEIL
ADVENTURE PLAYED IT? ☐
Cute cel-shaded platform adventure featuring a spunky rabbit hero
REVIEWED OPS2#13 **SCORE** 8

KNIGHT RIDER
ACTION PLAYED IT? ☐
Only hardcore devotees of the '80s TV show should look closer
REVIEWED OPS2#27 **SCORE** 3

KNIGHT RIDER 2
ACTION PLAYED IT? ☐
A car combat game that's a mindless and pointless piece of licence milking
REVIEWED OPS2#54 **SCORE** 3

KNIGHTS OF THE TEMPLE: INFERNAL CRUSADE
ACTION PLAYED IT? ☐
Repetitive, yet cathartic Dark Ages combat
REVIEWED OPS2#47 **SCORE** 6

KNIGHTS OF THE TEMPLE II
ACTION PLAYED IT? ☐
With more loose ends than a fistful of hair, the missions could be tighter. But the action and exploration make this an above average budget title
REVIEWED OPS2#71 **SCORE** 7

KNOCKOUT KINGS 2001
FIGHTING PLAYED IT? ☐
A more-than-competent boxing sim. Not good enough to earn its royal status, though
REVIEWED OPS2#5 **SCORE** 6

KNOCKOUT KINGS 2002
FIGHTING PLAYED IT? ☐
The latest EA Sports boxing sim is way better and smoother than the last one
REVIEWED OPS2#19 **SCORE** 7

KUON
ADVENTURE PLAYED IT? ☐
A competent chiller that could have used an injection of adrenaline and a less bizarre plot
REVIEWED OPS2#64 **SCORE** 6

KURI KURI MIX
PUZZLE PLAYED IT? ☐
Ultra-cutesy co-operative platform puzzler for Tetris fans
REVIEWED OPS2#7 **SCORE** 7

KYA: DARK LINEAGE
ADVENTURE PLAYED IT? ☐
Original and playable platform romp set in a captivating world
REVIEWED OPS2#44 **SCORE** 7

L

LA PUCELLE TACTICS
RPG PLAYED IT? ☐
Shows its age in both graphics and gameplay, but the series' DNA is in place and sturdy
REVIEWED OPS2#58 **SCORE** 6

LA RUSH
RACING PLAYED IT? ☐
Not an exceptional racer but fast and enjoyable all the same
REVIEWED OPS2#65 **SCORE** 7

LAKE MASTERS EX
SPORT PLAYED IT? ☐
Monumentally dull and half-baked in every regard, this fishing game is like being slapped with a wet kipper
REVIEWED OPS2#20 **SCORE** 2

LARGO WINCH: EMPIRE UNDER THREAT
ADVENTURE PLAYED IT? ☐
French 007 wannabe does text adventure
REVIEWED OPS2#32 **SCORE** 4

LEADERBOARD GOLF
SPORT PLAYED IT? ☐
Shouting 'world's most lavish golfing challenge' on the box might dupe granny when she's rummaging through the Tesco bargain bin, but it's not fooling us
REVIEWED OPS2#75 **SCORE** 4

LE MANS 24 HOURS
RACING PLAYED IT? ☐
Fun and accessible day-long racer, with thrills by the bootload
REVIEWED OPS2#9 **SCORE** 8

LE TOUR DE FRANCE: CENTENARY EDITION
SPORT PLAYED IT? ☐
Want to cycle? Cycle here. Then get bored and drive a car instead
REVIEWED OPS2#36 **SCORE** 6

LEAGUE SERIES BASEBALL 2
SPORT PLAYED IT? ☐
Budget batter that's better than the price suggests (although only just)
REVIEWED OPS2#47 **SCORE** 5

LEGACY OF KAIN: DEFIANCE
ADVENTURE PLAYED IT? ☐
The fifth and finest instalment of this combative adventure series
REVIEWED OPS2#41 **SCORE** 7

LEGAIA 2: DUEL SAGA
RPG PLAYED IT? ☐
Traditional Japanese RPG with predictable, but not unapproachable, gameplay
REVIEWED OPS2#27 **SCORE** 7

LEGEND OF KAY
ADVENTURE PLAYED IT? ☐
Ignore the laughable Puss In Boots-esque lead character and this is a decent platformer with genuinely exciting combat
REVIEWED OPS2#57 **SCORE** 7

LEGENDS OF WRESTLING
FIGHTING PLAYED IT? ☐
'Violent ballet' with a shortage of modes, fighters and options
REVIEWED OPS2#17 **SCORE** 5

LEGENDS OF WRESTLING II
FIGHTING PLAYED IT? ☐
Nostalgic wrestling action that's not quite the Big Daddy
REVIEWED OPS2#30 **SCORE** 6

LEGION: LEGEND OF EXCALIBUR
ACTION PLAYED IT? ☐
Ropey batter 'n' bludgeon actioner, with RPG and strategy knobs on
REVIEWED OPS2#25 **SCORE** 5

LEGO DROME RACERS
RACING PLAYED IT? ☐
Build LEGO cars, then race them around really dull courses
REVIEWED OPS2#29 **SCORE** 4

LEGO FOOTBALL MANIA
SPORT PLAYED IT? ☐
Poor brick-based, pre-pubescent footy
REVIEWED OPS2#25 **SCORE** 5

LEGO ISLAND EXTREME STUNTS
ACTION PLAYED IT? ☐
Pleasantly ambitious Tony Hawk's/GTA fusion aimed at the young
REVIEWED OPS2#31 **SCORE** 5

LEGO RACERS 2
RACING PLAYED IT? ☐
It's LEGO! Build cars and characters! Then race them! And that's it!
REVIEWED OPS2#14 **SCORE** 5

LEGO STAR WARS
ACTION PLAYED IT? ☐
The Star Wars prequels recreated with small Danish toy bricks. Lots of charm and fun make for an irresistible package
REVIEWED OPS2#59 **SCORE** 8

LEISURE SUIT LARRY: MAGNUM CUM LAUDE
ADVENTURE PLAYED IT? ☐
Gags are spread too thinly between a series of grotty parlour games
REVIEWED OPS2#54 **SCORE** 5

LEMMINGS
PUZZLE PLAYED IT? ☐
A straight port of the PSP version with a few EyeToy challenges thrown in. Fun and challenging but the controls are just too fiddly in the end
REVIEWED OPS2#78 **SCORE** 6

LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS
ADVENTURE PLAYED IT? ☐
Short, easy and wholly uninspiring
REVIEWED OPS2#55 **SCORE** 5

LETHAL SKIES
ACTION PLAYED IT? ☐
Aerial arcade gunnery that's a bitch to control. Try Ace Combat instead
REVIEWED OPS2#25 **SCORE** 4

LETHAL SKIES II
ACTION PLAYED IT? ☐
By-the-book combat flight sim
REVIEWED OPS2#45 **SCORE** 5

LET'S MAKE A SOCCER TEAM!
SPORT PLAYED IT? ☐
A cute idea for a management sim that has stacks of accidental humour, but is let down by a colossal mess of a match machine
REVIEWED OPS2#76 **SCORE** 4

LMA MANAGER 2002
SPORT PLAYED IT? ☐
Codemasters' extremely playable football management game does the business on PS2
REVIEWED OPS2#20 **SCORE** 8

LMA MANAGER 2003
SPORT PLAYED IT? ☐
Stat-heavy management sim for lovers of sheepskin coats
REVIEWED OPS2#27 **SCORE** 7

LMA MANAGER 2004
SPORT PLAYED IT? ☐
Still the finest football management game for PS2, although the series hasn't progressed very much
REVIEWED OPS2#45 **SCORE** 8

LMA MANAGER 2005
SPORT PLAYED IT? ☐
LMA retains the management silverware... for now
REVIEWED OPS2#52 **SCORE** 8

LMA MANAGER 2007
SPORT PLAYED IT? ☐
Remains the premier management sim on PS2 but just too similar to last year's outing to make it a compulsory purchase
REVIEWED OPS2#77 **SCORE** 7

LONDON RACER II
RACING PLAYED IT? ☐
Twitchy, sluggish racer that's visually unworthy of PS2
REVIEWED OPS2#25 **SCORE** 3

LONDON RACER: DESTRUCTION MADNESS
RACING PLAYED IT? ☐
Awful destructo-racing action
REVIEWED OPS2#68 **SCORE** 3

LONDON RACER: POLICE MADNESS
RACING PLAYED IT? ☐
Dodge the filth as your bomb around the capital in this half-decent racer
REVIEWED OPS2#68 **SCORE** 5

LONDON TAXI: RUSH HOUR
RACING PLAYED IT? ☐
This Crazy Taxi homage is rank and not worth £2 let alone £20
REVIEWED OPS2#76 **SCORE** 2

LONDON RACER: WORLD CHALLENGE
RACING PLAYED IT? ☐
The Londoner abroad. Like so many others, this one fails to score
REVIEWED OPS2#38 **SCORE** 3

LOONEY TUNES: BACK IN ACTION
ADVENTURE PLAYED IT? ☐
Bugs and Daffy team up for standard platform tomfoolery based on a cack movie
REVIEWED OPS2#43 **SCORE** 5

LEGO STAR WARS II: THE ORIGINAL TRILOGY

ACTION **REVIEWED OPS2#77**

The original Star Wars trilogy meets the most popular kid's toy in history, on the best-selling console known to man. The result is a fresh, funny game that still rocks our world. The best Star Wars game money can buy

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Still loads of fun, although if you're not a Star Wars fan you might want to knock a couple of points off our original score

9/10

MANHUNT

ACTION REVIEWED OPS2#42

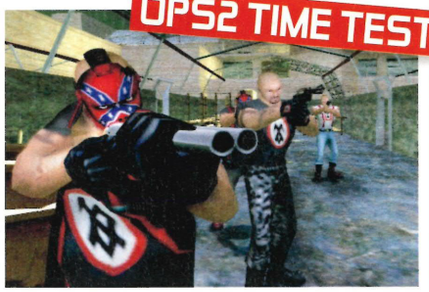
Rockstar's hugely controversial mix of stealth, horror and gardening utensils sees you thrown into the centre of a snuff film nightmare, where butchering everyone who gets in your way is the only option

PlayStation 2 OFFICIAL MAGAZINE-UK

VERDICT

A macabre masterpiece that manages to thrill and chill like no other game before or since. Not for the sensitive, though

9/10



LOTUS CHALLENGE
RACING PLAYED IT? ☐
Little in the way of fun gameplay even if your really, really love Lotus cars
REVIEWED OPS2#14 **SCORE** 5

M

MACE GRIFFIN: BOUNTY HUNTER
SHOOTING PLAYED IT? ☐
Surprisingly varied sci-fi shoot-'em-up that keeps you guessing
REVIEWED OPS2#36 **SCORE** 8

MAD MAESTRO!
MUSIC PLAYED IT? ☐
Bizarre orchestral addition to the rhythm action Bemani family
REVIEWED OPS2#20 **SCORE** 6

MADAGASCAR
ADVENTURE PLAYED IT? ☐
Enjoyed the film? Don't tarnish the memory with this sloppy waste of space
REVIEWED OPS2#63 **SCORE** 4

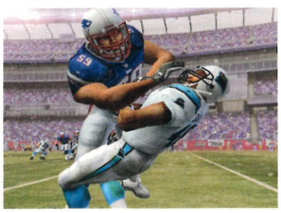
MADDEN NFL 2001
SPORT PLAYED IT? ☐
A rewarding and comprehensive NFL sim
REVIEWED OPS2#13 **SCORE** 7

MADDEN NFL 2002
SPORT PLAYED IT? ☐
Even better the second time out
REVIEWED OPS2#13 **SCORE** 7

MADDEN NFL 2003
SPORT PLAYED IT? ☐
Gridiron goliath returns to PS2 in superb form
REVIEWED OPS2#26 **SCORE** 8

MADDEN NFL 2004
SPORT PLAYED IT? ☐
The NFL hero gets updated for another scintillating touchdown
REVIEWED OPS2#38 **SCORE** 9

MADDEN NFL 2005
SPORT PLAYED IT? ☐
The perfect US footie game gets better
REVIEWED OPS2#52 **SCORE** 9



MADDEN NFL 06
SPORT PLAYED IT? ☐
As deep, realistic and rewarding as ever
REVIEWED OPS2#64 **SCORE** 9

MADDEN NFL 07
SPORT PLAYED IT? ☐
A very occasional lack of realism aside, this is one of the most comprehensive yet accessible sports games ever to grace PS2
REVIEWED OPS2#77 **SCORE** 9

MADE MAN
ADVENTURE PLAYED IT? ☐
All the natty Mafia dialogue and realistic story threads can't disguise the fact that, at its core, Made Man is bland like breadsticks
REVIEWED OPS2#79 **SCORE** 6

MAFIA
ACTION PLAYED IT? ☐
Fairly entertaining mix of shooting and driving criminality set in a convincing world
REVIEWED OPS2#44 **SCORE** 7

MAGIX MUSIC MAKER
MUSIC PLAYED IT? ☐
Music creation tool with loads of sounds and samples to play with
REVIEWED OPS2#17 **SCORE** 6

MAGNA CARTA: TEARS OF BLOOD
RPG PLAYED IT? ☐
Decent blend of RPG elements and innovative additions, let down by some confusing execution. Don't touch it until you've clocked Dragon Quest
REVIEWED OPS2#72 **SCORE** 6

MAKAI KINGDOM: CHRONICLES OF THE SACRED TOME
RPG PLAYED IT? ☐
What could have been an engaging effort has been spoiled by bland presentation, a cliched story and tedious gameplay
REVIEWED OPS2#65 **SCORE** 5

MAKEN SHAO: DEMON SWORD
ACTION PLAYED IT? ☐
Lovely manga-style visuals and a good plot spoiled by repetitive sword-slashing action
REVIEWED OPS2#37 **SCORE** 5

MALICE
ADVENTURE PLAYED IT? ☐
An uninspired and average platformer
REVIEWED OPS2#48 **SCORE** 5

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE
ACTION PLAYED IT? ☐
This is a baseball bat in the face of anyone who reckons original games are dead. Sneak around a city creating graffitti masterpieces on every spare patch of environment. Buy it and unleash your inner Rolf Harris
REVIEWED OPS2#69 **SCORE** 8

MARVEL VS CAPCOM 2: NEW AGE OF HEROES
FIGHTING PLAYED IT? ☐
Marvel heroes take on Capcom legends in a 2D beat-'em-up with some showy spot effects
REVIEWED OPS2#27 **SCORE** 7

MARVEL ULTIMATE ALLIANCE
ACTION PLAYED IT? ☐
Decent comic book effort which certainly captures the Marvel spirit. Unlikely to become as revered as the icons that star in it, though
REVIEWED OPS2#80 **SCORE** 6

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE
RACING PLAYED IT? ☐
Virtual tag. On a beach. Utterly pointless
REVIEWED OPS2#33 **SCORE** 2

MASHED
RACING PLAYED IT? ☐
A little car racer that's a cracking experience with a Multitap and friends
REVIEWED OPS2#48 **SCORE** 9

MASHED: FULLY LOADED
RACING PLAYED IT? ☐
One of the best multiplayer games around gets a welcome remix with new tracks, modes and cars but the same mini-racing addiction
REVIEWED OPS2#59 **SCORE** 8

MASTER CHESS
BOARD GAME PLAYED IT? ☐
One of the most pointless PS2 games ever
REVIEWED OPS2#60 **SCORE** 1

MASTER RALLYE
RACING PLAYED IT? ☐
Rally racing that's been left in the dust by superior competitors
REVIEWED OPS2#30 **SCORE** 4

MAT HOFFMAN'S PRO BMX 2
SPORT PLAYED IT? ☐
More pad-grabbing tricks and flicks from pedal guru Mr Hoffman
REVIEWED OPS2#25 **SCORE** 7

MAX PAYNE
ACTION PLAYED IT? ☐
Noirish third-person shooter, boasting Matrix-style bullet time as it's standout
REVIEWED OPS2#18 **SCORE** 7

MAX PAYNE 2: THE FALL OF MAX PAYNE
ACTION PLAYED IT? ☐
A mostly satisfying blast through film noir NY
REVIEWED OPS2#43 **SCORE** 7

MAXIMO
PLATFORMER PLAYED IT? ☐
Quality 3D remake of Ghost N' Goblins
REVIEWED OPS2#18 **SCORE** 8

MAXIMO VS ARMY OF ZIN
PLATFORMER/ACTION PLAYED IT? ☐
A combat-heavy platformer with a top tale, Maximo never fails to entertain
REVIEWED OPS2#43 **SCORE** 8

MAXXED OUT RACING
RACING PLAYED IT? ☐
A totally unremarkable driving game
REVIEWED OPS2#47 **SCORE** 2

MCFARLANE'S EVIL PROPHECY
ACTION PLAYED IT? ☐
Boring, ugly supernatural malarkey
REVIEWED OPS2#51 **SCORE** 2

MDK2 ARMAGEDDON
SHOOTING PLAYED IT? ☐
A third-person shooter that mixes sci-fi and humour to ace effect
REVIEWED OPS2#7 **SCORE** 8

MEDAL OF HONOR: EUROPEAN ASSAULT
SHOOTING PLAYED IT? ☐
MOH's bigger free-form levels only serve to pinpoint just how out of date it is
REVIEWED OPS2#62 **SCORE** 6

MEDAL OF HONOR: FRONTLINE
SHOOTING PLAYED IT? ☐
War at its rawest in this brilliantly executed first-person shooter
REVIEWED OPS2#21 **SCORE** 9

MEDAL OF HONOR: RISING SUN
SHOOTING PLAYED IT? ☐
EA's shooter goes ballistic in the Pacific and delivers a captivating war experience
REVIEWED OPS2#40 **SCORE** 9

MEGAMAN X: COMMAND MISSION
ACTION PLAYED IT? ☐
A sadly linear action RPG, which is only enlivened by some great combat touches
REVIEWED OPS2#54 **SCORE** 6

MEGAMAN X8
SHOOTING PLAYED IT? ☐
An average blaster that bores as much as it bewilders
REVIEWED OPS2#56 **SCORE** 5

MEN IN BLACK II: ALIEN ESCAPE
ACTION PLAYED IT? ☐
Flawed and frustratingly vapid tie-in
REVIEWED OPS2#24 **SCORE** 4

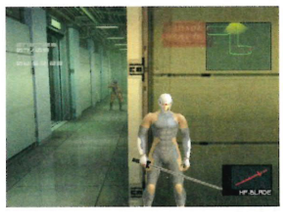
MERCENARIES
ACTION PLAYED IT? ☐
Coming on like GTA set in a warzone, you must use any means necessary to track down war criminals in an ultra-violent, lawless Korea. Near limitless in its scope and power, don't miss it
REVIEWED OPS2#55 **SCORE** 9

MERCURY MELTDOWN REMIX
PUZZLE PLAYED IT? ☐
Decent port of an accomplished handheld puzzler that isn't worth buying for the extras, but if you haven't tried it, worth a shout
REVIEWED OPS2#80 **SCORE** 7

METAL ARMS: GLITCH IN THE SYSTEM
ACTION PLAYED IT? ☐
Surprisingly enjoyable PS2 Halo for kids
REVIEWED OPS2#40 **SCORE** 7

METAL GEAR SOLID 2: SONS OF LIBERTY
ADVENTURE PLAYED IT? ☐
A must-own, state-of-the-art tactical espionage stealth adventure
REVIEWED OPS2#17 **SCORE** 10

METAL GEAR SOLID 2: SUBSTANCE
ADVENTURE PLAYED IT? ☐
The original 'perfect 10' stealth adventure expanded with over 400 VR missions
REVIEWED OPS2#32 **SCORE** 7

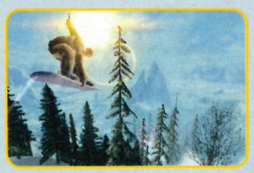


METAL GEAR SOLID 3: SNAKE EATER
ADVENTURE PLAYED IT? ☐
Pretentious and long-winded it may be, but this is also exciting, dynamic and utterly unique, which is why you have to own it
REVIEWED OPS2#57 **SCORE** 9

METAL GEAR SOLID 3: SUBSISTENCE
ADVENTURE PLAYED IT? ☐
Subsistence is one hell of a package, encompassing Metal Gear's past, present and future. Essential for newcomers, recommended for fans
REVIEWED OPS2#78 **SCORE** 9

METAL SLUG 3
SHOOTING PLAYED IT? ☐
There's a good reason why arcade machines collect so much money – this is one of them
REVIEWED OPS2#53 **SCORE** 7

TOP 5... 'EXTREME' SPORTS GAMES



1 SSX 3
The stuntadelic summit for EA's snowboarding spectacular. Air has never been so big

2 TONY HAWK'S UNDERGROUND
The 'extreme' godfather proves there's life in the old series yet

3 AGGRESSIVE INLINE
Get your skates on and grind, flip and trick your way through the streets in this *Hawk*'s-esque romp

4 ATV OFFROAD FURY 2
Engaging racer that treads the line beautifully between sim and arcade

5 DOWNHILL DOMINATION
Mountain bike game that's guaranteed to quicken the pulse and dampen the brow

METAL SLUG 4
SHOOTING PLAYED IT? ☐
An explosive retro blaster that lacks creativity
REVIEWED OPS2#67 **SCORE** 6

METAL SLUG 5
SHOOTING PLAYED IT? ☐
This is 'classic' gaming at its best
REVIEWED OPS2#69 **SCORE** 7

MIAMI VICE
ACTION PLAYED IT? ☐
Franchise abuse of the highest order
REVIEWED OPS2#57 **SCORE** 2

TOP 5... GAMES THAT WILL SCARE YOU STUPID

1 RESIDENT EVIL 4
Beyond just scary or gory, this is a masterpiece that your PS2 needs like you need your braaiiiins

2 SILENT HILL 3
Instead of cheap shocks and a trail of shotgun shells, here the horror is creeping and absorbing

3 RESIDENT EVIL CODE VERONICA X
A skewed storyline plus thrilling set-pieces equals classic horror

4 FORBIDDEN SIREN
The first-person view gives this unrelentingly gloomy ghost story an eerily mysterious air

5 PROJECT ZERO 2: CRIMSON BUTTERFLY
An atmosphere of palpable menace leaves you shaking like a Polaroid

MICRO MACHINES
RACING PLAYED IT? ☐
Not a disaster but there's little here that PS1 didn't do better
REVIEWED OPS2#27 **SCORE** 6

MICRO MACHINES V4
RACING PLAYED IT? ☐
Offering a commendably tongue-in-cheek driving experience, slick multiplayer races make V4 well worth a spin
REVIEWED OPS2#74 **SCORE** 7

MIDNIGHT CLUB
RACING PLAYED IT? ☐
Tazz around New York and London in this fun but simple racer
REVIEWED OPS2#1 **SCORE** 4

MIDNIGHT CLUB II
RACING PLAYED IT? ☐
Gorgeous street racer gets a turbo boost from online gameplay
REVIEWED OPS2#34 **SCORE** 8

MIDNIGHT CLUB 3: DUB EDITION
RACING PLAYED IT? ☐
This is as good a street racer as you'll find on PS2
REVIEWED OPS2#59 **SCORE** 8

MIDWAY ARCADE TREASURES
RETRO PLAYED IT? ☐
Some solid gold retro classics but it won't hold your interest for long
REVIEWED OPS2#43 **SCORE** 5

MIDWAY ARCADE TREASURES 2
RETRO PLAYED IT? ☐
Treasure? Not quite. This lot are better left dead and buried
REVIEWED OPS2#53 **SCORE** 5

MIDWAY ARCADE TREASURES 3
RETRO PLAYED IT? ☐
Really scraping the barrel now. You'll get more nostalgia getting your old mobile out for a game of Snake
REVIEWED OPS2#64 **SCORE** 3

MIKE TYSON HEAVYWEIGHT BOXING
FIGHTING PLAYED IT? ☐
A decent, entertaining box-'em-up
REVIEWED OPS2#21 **SCORE** 7

MINORITY REPORT
ACTION PLAYED IT? ☐
Movie-based action without its short-arsed star or any of the depth
REVIEWED OPS2#29 **SCORE** 5

MISSION: IMPOSSIBLE OPERATION SURMA
ACTION PLAYED IT? ☐
Inventive gadgetry and gameplay, but too frustrating and limited
REVIEWED OPS2#42 **SCORE** 6

MOBILE SUIT GUNDAM: FEDERATION VS ZEON
ACTION PLAYED IT? ☐
Popular Jap mech franchise lacks variety but provides lots of fun
REVIEWED OPS2#28 **SCORE** 7

MODERNGROOVE: MINISTRY OF SOUND EDITION
MUSIC PLAYED IT? ☐
Not a game but a lightshow generator with five full dance albums
REVIEWED OPS2#11 **SCORE** 6

MONOPOLY PARTY
BOARD GAME PLAYED IT? ☐
Redundant and less fun than the board game
REVIEWED OPS2#31 **SCORE** 2

MONSTER HOUSE
ADVENTURE PLAYED IT? ☐
An upbeat adventure that, while simple, throws up enough laughs and horror thrills to entertain its intended early teens audience
REVIEWED OPS2#77 **SCORE** 6

MIDNIGHT CLUB 3: DUB EDITION REMIX

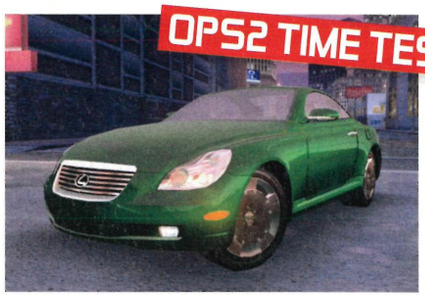
RACING **REVIEWED OPS2#72**

An updated version of Midnight Club 3 rather than a game in its own right, DUB Edition is scorching value for money – available at £20 – and flies the flag for online gaming too, so top marks for that

PlayStation 2 OFFICIAL MAGAZINE-UK **VERDICT**

The definitive version of a great series, and every bit as pimped out as Need For Speed. This is still top racing action

8/10



MONSTER HUNTER
ACTION PLAYED IT? ☐
Hunt, kill and barbecue a menagerie of fantasy creatures. Good stuuf but you must play online for the full experience
REVIEWED OPS2#60 **SCORE** 7

MONSTER JAM: MAXIMUM DESTRUCTION
RACING PLAYED IT? ☐
Truck sim that's a sure-fire bet for bargain bin obscurity
REVIEWED OPS2#33 **SCORE** 3

MONSTERS, INC
ADVENTURE PLAYED IT? ☐
Simple Crash-styled platformer based on the Disney/Pixar film
REVIEWED OPS2#17 **SCORE** 4

MORTAL KOMBAT ARMAGEDDON
FIGHTING PLAYED IT? ☐
The vast amount of characters will excite fans, but MKA feels old fashioned. The series needs to evolve if it's going to survive
REVIEWED OPS2#79 **SCORE** 7

MORTAL KOMBAT: DEADLY ALLIANCE
FIGHTING PLAYED IT? ☐
Brutal and bloody martial arts action with a stylish edge
REVIEWED OPS2#29 **SCORE** 8

MORTAL KOMBAT: DECEPTION
FIGHTING PLAYED IT? ☐
Are too many modes spoiling the game or is this just an old dog trying to learn new tricks?
REVIEWED OPS2#52 **SCORE** 6

MORTAL KOMBAT: SHAOLIN MONKS
FIGHTING PLAYED IT? ☐
Shaolin Monks rams home the action with style, guts and excitement to spare, a real return to form for the Kombat
REVIEWED OPS2#65 **SCORE** 8

MOTO GP
RACING PLAYED IT? ☐
Gran Turismo on two wheels? Ish. A great motorbike sim that rewards repeated play
REVIEWED OPS2#3 **SCORE** 7

MOTO GP2
RACING PLAYED IT? ☐
Better/faster/bigger/longer than before but a tad repetitive
REVIEWED OPS2#17 **SCORE** 7

MOTO GP3
RACING PLAYED IT? ☐
Quality racer with plenty of depth
REVIEWED OPS2#33 **SCORE** 8

MOTO GP4
RACING PLAYED IT? ☐
As technically polished as ever, MOTO GP4 is now much more accessible too, making it the best bike sim around
REVIEWED OPS2#60 **SCORE** 8

MOTOCROSS MANIA 3
RACING PLAYED IT? ☐
A budget game that's value for money
REVIEWED OPS2#61 **SCORE** 6

MOTOR MAYHEM
ACTION PLAYED IT? ☐
Deathmatch-based vehicle blasting
REVIEWED OPS2#13 **SCORE** 5

MOTORBIKE KING
RACING PLAYED IT? ☐
Deeply rubbish two-wheeler
REVIEWED OPS2#60 **SCORE** 3

MOTORSIEGE: WARRIORS OF PRIME TIME
ACTION PLAYED IT? ☐
Budget deathmatch fun with loads of modes for you to unleash vehicular carnage
REVIEWED OPS2#39 **SCORE** 7

MR MOSKEETO
ACTION PLAYED IT? ☐
Brilliantly original and mildly addictive insect sim. Yes, insect sim
REVIEWED OPS2#20 **SCORE** 6

MTV MUSIC GENERATOR 2
MUSIC PLAYED IT? ☐
Home DJ sample/mixer music maker that works a treat
REVIEWED OPS2#8 **SCORE** 9

MTV MUSIC GENERATOR 3
MUSIC PLAYED IT? ☐
Not deep enough for real music-making, but addictive as hell
REVIEWED OPS2#48 **SCORE** 7

MTX: MOTOTRAX
RACING PLAYED IT? ☐
Makes a pretty convincing argument for two-wheel racers
REVIEWED OPS2#46 **SCORE** 7

MUPPETS PARTY CRUISE
ACTION PLAYED IT? ☐
A really good party game. For a while
REVIEWED OPS2#47 **SCORE** 6

MUSIC 3000
MUSIC PLAYED IT? ☐
An authoritative music title, which works as a fun diversion or serious tool. Unmissable for wannabe bedroom artists
REVIEWED OPS2#33 **SCORE** 9

MUSASHI SAMURAI LEGEND
RPG PLAYED IT? ☐
Hardly a Final Fantasy or even Kingdom Hearts rival, but a nice slice of RPG-lite for in-between times
REVIEWED OPS2#64 **SCORE** 7

MX 2002 FEATURING RICKY CARMICHAEL
RACING PLAYED IT? ☐
Pleasingly chunky arcade-style motocross sim
REVIEWED OPS2#12 **SCORE** 7

MX RIDER
RACING PLAYED IT? ☐
Motocross/supercross sim that lacks the true grit of the sport
REVIEWED OPS2#13 **SCORE** 6

MX SUPERFLY
RACING PLAYED IT? ☐
Formidable trick-packed, mud-caked motocross simulation
REVIEWED OPS2#24 **SCORE** 7

MX UNLEASHED
RACING PLAYED IT? ☐
A slow-burning bike racer that rewards perseverance with probably the best motocross action on PS2
REVIEWED OPS2#45 **SCORE** 7

MX VS ATV UNLEASHED
RACING PLAYED IT? ☐
Fans of previous MX/ATV games will be in hog heaven
REVIEWED OPS2#59 **SCORE** 7

MYST III: EXILE
ADVENTURE PLAYED IT? ☐
Wow, an interactive photo album! Now, slowly, start backing away...
REVIEWED OPS2#28 **SCORE** 3

MYSTIC HEROES
ACTION PLAYED IT? ☐
Hack 'n' slash action dressed in Disney-like sheen. An odd mix but it's half-decent
REVIEWED OPS2#33 **SCORE** 6

MY STREET
RPG PLAYED IT? ☐
Create a character and make friends in your neighbourhood via a selection of online mini-games. Simple but fun for young 'uns
REVIEWED OPS2#39 **SCORE** 6

N

NAMCO MUSEUM 50TH ANNIVERSARY
RETRO PLAYED IT? ☐
A decent retro package for folks who like that sort of thing. 14 games is abit stingy but at least six of them remain extremely playable, especially the timeless Pac-Man
REVIEWED OPS2#70 **SCORE** 5

NANOBREAKER
ACTION PLAYED IT? ☐
The neat visuals and potential customisation are gently suffocated by a big unimaginative pillow of a game
REVIEWED OPS2#57 **SCORE** 5

NARC
ACTION PLAYED IT? ☐
A great idea – undercover narcotics cop busting pushers and gangsters... or giving in and getting high on their supply – that's been badly realised
REVIEWED OPS2#59 **SCORE** 5

NASCAR 06: TEAM CONTROL
RACING PLAYED IT? ☐
A decent rendition of a sport we can't bring ourselves to care about one little bit
REVIEWED OPS2#65 **SCORE** 4

NASCAR 07
RACING PLAYED IT? ☐
Overflowing with licensed material but severely lacking what it needs the most: involving and exhilarating racing action with decent smash-ups
Reviewed OPS2#80 **SCORE** 4

NAVAL OPS: COMMANDER
STRATEGY PLAYED IT? ☐
Bland battleships sequel
REVIEWED OPS2#48 **SCORE** 6

NAVAL OPS: WARSHIP GUNNER
STRATEGY PLAYED IT? ☐
Surprisingly enjoyable sea combat
REVIEWED OPS2#40 **SCORE** 7

NBA 2K3
SPORT PLAYED IT? ☐
Virtual basketball at its most generic
REVIEWED OPS2#33 **SCORE** 6

NBA 2K6
SPORT PLAYED IT? ☐
Solid but nowhere near spectacular sim that will own satisfoy basketball fans who can fully appreciate the subtleties
REVIEWED OPS2#67 **SCORE** 6

NBA 2K7
SPORT PLAYED IT? ☐
Quick, responsive, immaculately presented. Like all great sports games, this is a true everyman gem dressed up in niche clothing
REVIEWED OPS2#79 **SCORE** 9

NBA BALLERS
SPORT PLAYED IT? ☐
Quality one-on-one balling with no faffing and no rules
REVIEWED OPS2#50 **SCORE** 8

NBA HOOPZ
SPORT PLAYED IT? ☐
Arcade-styled hoops and tall people sim. Go for NBA Street instead
REVIEWED OPS2#16 **SCORE** 8

NBA JAM
SPORT PLAYED IT? ☐
Basketball that delivers instant fun at the expense of longevity
REVIEWED OPS2#40 **SCORE** 6

NBA LIVE 2001
SPORT PLAYED IT? ☐
Solid and playable. Thrills are thin on the ground, though
REVIEWED OPS2#5 **SCORE** 6

NBA LIVE 2002
SPORT PLAYED IT? ☐
An update of NBA Live 2001, but no real improvements gameplay-wise
REVIEWED OPS2#15 **SCORE** 6

NBA LIVE 2003
SPORT PLAYED IT? ☐
A truly accurate and innovative addition to the powerhouse series
REVIEWED OPS2#29 **SCORE** 8

NBA LIVE 2004
SPORT PLAYED IT? ☐
Slick basketball action, with real atmosphere and authority
REVIEWED OPS2#40 **SCORE** 8

NBA LIVE 2005
SPORT PLAYED IT? ☐
As good a five-on-five game as you'll see anywhere but it doesn't have the casual appeal of NBA Street
REVIEWED OPS2#53 **SCORE** 6

NBA LIVE 07
SPORT PLAYED IT? ☐
A sloppy attempt to inject new life into the NBA Live series. Rival offering NBA 2K7 pounds this off the court
REVIEWED OPS2#78 **SCORE** 4

NBA STREET
SPORT PLAYED IT? ☐
Great looks, great to play, but doesn't last the full four quarters
REVIEWED OPS2#10 **SCORE** 6

NBA STREET 2
SPORT PLAYED IT? ☐
Anything goes in this slick and versatile basketball sequel
REVIEWED OPS2#33 **SCORE** 8

NBA STREET V3
SPORT PLAYED IT? ☐
This is the best-looking and most playable basketball game for PS2. A sizzling slam-dunk with real mass appeal
REVIEWED OPS2#57 **SCORE** 9

NEED FOR SPEED HOT PURSUIT 2
RACING PLAYED IT? ☐
Combining hair-raising car chases with a scant regard for realism
REVIEWED OPS2#26 **SCORE** 8

NEED FOR SPEED MOST WANTED
RACING PLAYED IT? ☐
As an urban racer, Most Wanted is at the top of its game. Burnout Revenge still rules the arcade racer roost though
REVIEWED OPS2#67 **SCORE** 8

NEED FOR SPEED UNDERGROUND
RACING PLAYED IT? ☐
An addictive, fast and thrilling street racer with a clever link to the customisation scene
REVIEWED OPS2#41 **SCORE** 9

NEED FOR SPEED UNDERGROUND 2
RACING PLAYED IT? ☐
Open city racing plus mucho modding means you'll still feel the need for speed
REVIEWED OPS2#53 **SCORE** 8

NEO CONTRA
ADVENTURE PLAYED IT? ☐
While there's some enjoyment on offer, a slice this thin won't satisfy many
REVIEWED OPS2#56 **SCORE** 5

NEOGEO BATTLE COLISEUM
FIGHTING PLAYED IT? ☐
A varied mix of disciplines and characters make this an entertaining if largely unspectacular fighter
REVIEWED OPS2#79 **SCORE** 6

NEXT GENERATION TENNIS 2003
SPORT PLAYED IT? ☐
Easy tennis doesn't make good tennis. Try Smash Court instead
REVIEWED OPS2#36 **SCORE** 4

NEXT GENERATION TENNIS
SPORT PLAYED IT? ☐
Would have been a solid tennis outing if it weren't for the dire controls
REVIEWED OPS2#23 **SCORE** 4

NFL 2K3 BRONZE
SPORT PLAYED IT? ☐
Everything any die-hard NFL fan could desire
REVIEWED OPS2#33 **SCORE** 8

NFL QUARTERBACK CLUB 2002
SPORT PLAYED IT? ☐
American football sim that almost rivals the mighty Madden
REVIEWED OPS2#13 **SCORE** 8

NFL STREET
SPORT PLAYED IT? ☐
Even those with no interest in the sport will find this entertaining
REVIEWED OPS2#43 **SCORE** 7

NFL STREET 2
SPORT PLAYED IT? ☐
Great gridiron action without all the usual boring stuff like rules and that. It won't replace PES as the post-pub choice, but it does make a refreshing change
REVIEWED OPS2#56 **SCORE** 8

NHL 2001
SPORT PLAYED IT? ☐
EA Sports' perennial ice hockey licence hits the mark
REVIEWED OPS2#2 **SCORE** 8

NHL 2002
SPORT PLAYED IT? ☐
The definitive ice hockey sim gets even better in 2002
REVIEWED OPS2#14 **SCORE** 8

NHL 2003
SPORT PLAYED IT? ☐
Chunky ice hockey action returns in this year's EA franchise update
REVIEWED OPS2#26 **SCORE** 7

NHL 2004
SPORT PLAYED IT? ☐
Grown men who skate and wear thigh pads? Decent game though
REVIEWED OPS2#38 **SCORE** 8

NHL 2005
SPORT PLAYED IT? ☐
There are patches of thin ice in places, but skate around them and you'll find this to be an extremely enjoyable experience
REVIEWED OPS2#52 **SCORE** 7

NHL 06
SPORT PLAYED IT? ☐
Near identical gameplay to its 05 counterpart plus a more intricate management aspect
REVIEWED OPS2#65 **SCORE** 7

NHL 07
SPORT PLAYED IT? ☐
A superb return to form, and one that's capped off by a very slick on-ice match engine. If you're looking for the best hockey game on PS2, you've found it
REVIEWED OPS2#79 **SCORE** 8

NHL 2K3
SPORT PLAYED IT? ☐
Not the best icing on the NHL hockey cake
REVIEWED OPS2#32 **SCORE** 7

NHL 2K6
SPORT PLAYED IT? ☐
A respectable enough take on frozen hockey, with some off-the-wall but fun multiplayer modes thrown in for good measure
REVIEWED OPS2#67 **SCORE** 7

NHL 2K7
SPORT PLAYED IT? ☐
If you have a thirst for foreign sports, then you can get a comprehensive ice hockey fix here
REVIEWED OPS2#79 **SCORE** 6

NHL HITZ 2002
SPORT PLAYED IT? ☐
A satisfying, if short-lived, arcade-style ice hockey game
REVIEWED OPS2#14 **SCORE** 6

NHL HITZ 2003
SPORT PLAYED IT? ☐
It's diddy teams but big bruises in this dirty version of ice hockey
REVIEWED OPS2#26 **SCORE** 6

NHL HITZ PRO
SPORT PLAYED IT? ☐
Offensive second to NHL 2004 by the width of a puck
REVIEWED OPS2#40 **SCORE** 7

NIGHTSHADE
ADVENTURE PLAYED IT? ☐
3D update of Sega's classic scrolling beat-'em-up Shinobi. This improves on the original's basic gameplay with, of all things, a flowing scarf that's used for everything from attacks to navigation
REVIEWED OPS2#44 **SCORE** 6

NINJA ASSAULT
LIGHTGUN PLAYED IT? ☐
Slick and solid lightgun shooter. With ninjas. Nothing special, though
REVIEWED OPS2#25 **SCORE** 6

NOBLE RACING
RACING PLAYED IT? ☐
Not awful by any means, but deficient in every important menu-related respect, Noble Racing feels like the auto equivalent of a tin of Tesco no-frills beans
REVIEWED OPS2#73 **SCORE** 4

NO ONE LIVES FOREVER
SHOOTING PLAYED IT? ☐
Quake goes Bond in this spy-themed first-person shooter that's actually more Austin Powers than 007
REVIEWED OPS2#19 **SCORE** 7

TOP 5... GAMES FOR TEARING UP THE TARMAC

1 GRAN TURISMO 4
As dour as Gordon Brown, but still a phenomenal collusion of cars, physics and visual complexity

2 BURNOUT 3: TAKEDOWN
A pure arcade racer in every squeal of tortured steel. So fast it will make your vision blur

3 TOCA RACE DRIVER 3
Gorge yourself on the variety, versatility and sheer joie de vivre of this lighter but larger simulation

4 COLIN MCRAE RALLY 2005
As fashionable and practical as an anorak but a supreme feeling of the road beneath your wheels

5 WRC II EXTREME
Still trailing *Colin* all the way home but don't underestimate this sublime licensed rally simulation

NEED FOR SPEED CARBON

RACING **REVIEWED OPS2#79**

The latest instalment of EA's Need for Speed series that has become a monster during its time on the PS2. Reintroduces drifting and a new crew system to help you through races and is pretty much as fast as games can get

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Doesn't offer that much longevity once you've got the motor you're happy with. Perhaps it should have got less than nine...

8/10

NY RACE
RACING PLAYED IT? ☐
Future racer, based on The Fifth Element, not quite as bad as the film
REVIEWED OPS2#14 **SCORE** 5

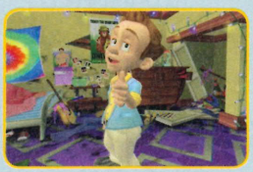
O

OBSCURE
ADVENTURE PLAYED IT? ☐
Offers a refreshing spin on horror staples, but fails to correct some of the flaws
REVIEWED OPS2#52 **SCORE** 7

TOP 5... NAUGHTIEST GAMES

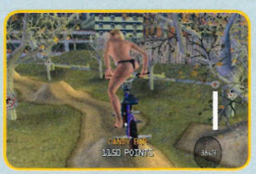
1 FAHRENHEIT
A few 'interactive' scenes add rudity and nudity but it's classy enough to be called art

2 RUMBLE ROSES
Underneath the skimpy costumes and sauciness there rests a solid grappling game. Honest



3 LEISURE SUIT LARRY: MAGNUM CUM LAUDE
A grotty, misogynistic collection of mini-games and polygonal bongo

4 PLAYBOY THE MANSION
A smutty version of *The Sims* with you as Hef, but somehow less interesting than it sounds



5 BMX XXX
About as saucy, tired and pointless as *Carry On Metallurgist* would be. If it existed

ONI
ADVENTURE PLAYED IT? ☐
Enjoyable third-person manga-inspired sci-fi romp
REVIEWED OPS2#5 **SCORE** 7

ONIMUSHA 2: SAMURAI'S DESTINY
ADVENTURE PLAYED IT? ☐
Adventure gaming refined to perfection. Capcom, we salute you!
REVIEWED OPS2#25 **SCORE** 9

ONIMUSHA 3
ADVENTURE PLAYED IT? ☐
A superb climax to one of the best franchises on PS2 transports the action to modern day Paris for some incredible samurai madness
REVIEWED OPS2#48 **SCORE** 9

ONIMUSHA BLADE WARRIORS
FIGHTING PLAYED IT? ☐
A brash and energetic excursion into multiplayer battling for Onimusha that's fun for a while but ultimately throwaway
REVIEWED OPS2#47 **SCORE** 6

ONIMUSHA: WARLORDS
ADVENTURE PLAYED IT? ☐
Tactical but action-packed samurai adventure
REVIEWED OPS2#9 **SCORE** 8

OPEN SEASON
ADVENTURE PLAYED IT? ☐
A boring, bland movie tie-in that is hard to recommend even if you're seven and you really, really loved the movie
REVIEWED OPS2#79 **SCORE** 4

OPERATION WINBACK
ADVENTURE PLAYED IT? ☐
Enjoyable enough stealth adventure, but no Metal Gear Solid
REVIEWED OPS2#7 **SCORE** 6

ORPHEN
RPG PLAYED IT? ☐
Surprisingly unimaginative, anime-inspired Japanese RPG
REVIEWED OPS2#1 **SCORE** 4

OUTLAW GOLF 2
SPORT PLAYED IT? ☐
The focus on tits, ass and violence dulls the overall effect, but ignore it and there's a rewarding game mechanic to be enjoyed
REVIEWED OPS2#54 **SCORE** 8

OUTLAW VOLLEYBALL
SPORT PLAYED IT? ☐
Enjoyable, but virtually over before its started
REVIEWED OPS2#46 **SCORE** 6

OUTLAW VOLLEYBALL: REMIXED
SPORT PLAYED IT? ☐
'If remix' actually meant 'radically re-worked and altered in every possible way' then this might be okay. But it's not
REVIEWED OPS2#65 **SCORE** 4

OUTRUN 2006: COAST 2 COAST
RACING PLAYED IT? ☐
A handsome looking and crazily addictive arcade racer remake that's only limited by its overly faithful take on the Sega's original '80s blue sky classic
REVIEWED OPS2#70 **SCORE** 8

OVER THE HEDGE
PLATFORMER PLAYED IT? ☐
Repetitive platform action. It's playable, just, but staggeringly uninventive, uninspiring and instantly forgettable
REVIEWED OPS2#75 **SCORE** 5

P

PAC-MAN WORLD 2
ADVENTURE PLAYED IT? ☐
The voracious yellow blob gets a cute, uncomplicated platformer
REVIEWED OPS2#31 **SCORE** 5

PAC-MAN WORLD 3
ADVENTURE PLAYED IT? ☐
Not an awful game by any means, but one totally devoid of anything to recommend it. You'd have more fun with the super-addictive original Pac-romp
REVIEWED OPS2#70 **SCORE** 4

PACIFIC THEATRE OF OPERATIONS IV
STRATEGY PLAYED IT? ☐
Cumbersome, but rewarding strategy with some great visuals
REVIEWED OPS2#45 **SCORE** 5

PANZER ELITE ACTION: FIELDS OF GLORY
SHOOTING PLAYED IT? ☐
Deeply average graphics and frustrating controls crush Panzer Elite's chances for tank battle glory
REVIEWED OPS2#76 **SCORE** 5

PANZER FRONT AUSF. B
STRATEGY PLAYED IT? ☐
Almost zero presentation, excitement, action, graphical flourish or indeed point. We could go on, but it's too depressing
REVIEWED OPS2#71 **SCORE** 2

PARAPPA THE RAPPER 2
MUSIC PLAYED IT? ☐
Top rhythm action that's become a bit of a cult hit
REVIEWED OPS2#17 **SCORE** 7

PARIS-DAKAR RALLY
RACING PLAYED IT? ☐
Multiple vehicles or not, this rally sim does little to inspire
REVIEWED OPS2#13 **SCORE** 5

PDC WORLD CHAMPIONSHIP DARTS
SPORT PLAYED IT? ☐
A decent game of darts – just not as decent as the one you'd get down the pub with real people and a frothing pint of bitter
REVIEWED OPS2 #81 **SCORE** 5

PENNY RACERS
RACING PLAYED IT? ☐
A half-baked and underfed GT3, with just a few good tracks to recommend it
REVIEWED OPS2#14 **SCORE** 4

PERFECT ACE PRO TOURNAMENT TENNIS
SPORT PLAYED IT? ☐
Another tennis game that's nothing like real tennis
REVIEWED OPS2#36 **SCORE** 4

PETER PAN: RETURN TO NEVERLAND
ADVENTURE PLAYED IT? ☐
Cartoon-based platformer that never grew up
REVIEWED OPS2#19 **SCORE** 2

PHANTASY STAR UNIVERSE
RPG PLAYED IT? ☐
A solid and substantial attempt at bringing online RPG play to offline gamers, but it lacks any long-term appeal without others
Reviewed OPS2#80 **SCORE** 7

PHANTOM BRAVE
RPG PLAYED IT? ☐
Nowhere near the best of the genre
REVIEWED OPS2#56 **SCORE** 7

PIGLET'S BIG GAME
ADVENTURE PLAYED IT? ☐
Polished pre-teenage puzzle adventure
REVIEWED OPS2#36 **SCORE** 6

PILOT DOWN: BEHIND ENEMY LINES
ADVENTURE PLAYED IT? ☐
The tense survival action is let down by some truly dim enemy A.I. Shame
REVIEWED OPS2#64 **SCORE** 5

PINBALL
PINBALL (!) PLAYED IT? ☐
Simple but decent, just like bashing a metal ball around an arcade
REVIEWED OPS2#37 **SCORE** 6

PINBALL FUN
PINBALL PLAYED IT? ☐
A total ball-pinging mess
REVIEWED OPS2#60 **SCORE** 2

PINK PONG
SPORT PLAYED IT? ☐
The option to ogle the female cast is poor compensation for the main game
REVIEWED OPS2#59 **SCORE** 2

PIRATES OF THE CARIBBEAN: THE LEGEND OF JACK SPARROW
ADVENTURE PLAYED IT? ☐
A lightweight grog and cutlass battler. Prince of Persia does the swashbuckling action so much better
REVIEWED OPS2#76 **SCORE** 5

PIRATES: THE LEGEND OF BLACK KAT
RPG PLAYED IT? ☐
An action RPG with unique pirate battles, but little to treasure
REVIEWED OPS2#19 **SCORE** 3

PITFALL: THE LOST EXPEDITION
ADVENTURE PLAYED IT? ☐
Indiana Jones meets Crash in an average platform outing
REVIEWED OPS2#45 **SCORE** 5

PLAYBOY: THE MANSION
STRATEGY PLAYED IT? ☐
A real copy of Playboy provides ample more filth and hiding it from your parents provides more strategy
REVIEWED OPS2#58 **SCORE** 5

PLAYWIZE POKER AND CASINO
GAMBLING PLAYED IT? ☐
Comprehensive in terms of games but not well presented or that much fun. You'd be better off taking the £20 this costs and putting it on a horse
REVIEWED OPS2 #81 **SCORE** 4

POLAROID PETE
ACTION PLAYED IT? ☐
Certifiably insane side-scrolling cartoon photographer sim
REVIEWED OPS2#16 **SCORE** 7

POLICE 24/7
SHOOTING PLAYED IT? ☐
Lightgun cop shoot-'em-up that can utilise a webcam
REVIEWED OPS2#17 **SCORE** 5

POOL PARADISE
SPORT PLAYED IT? ☐
A bit zany but well-done pool action
REVIEWED OPS2#46 **SCORE** 7

POOL PARADISE: INTERNATIONAL EDITION
SPORT PLAYED IT? ☐
Nothing happens for so long in this game that you'll think it's crashed. So unless you're going to play it with a mate, when you can dictate the pace, leave well alone
REVIEWED OPS2#79 **SCORE** 4

POOL SHARK 2
SPORT PLAYED IT? ☐
Imprecise and uninvolving
REVIEWED OPS2#53 **SCORE** 5

POOLMASTER
SPORT PLAYED IT? ☐
Realistic but dull pool sim. You're so much better off playing the real thing
REVIEWED OPS2#2 **SCORE** 5

POP IDOL
MUSIC PLAYED IT? ☐
A missed opportunity. But it still shames Fame Academy: Dance Edition
REVIEWED OPS2#41 **SCORE** 5

PORTAL RUNNER
ADVENTURE PLAYED IT? ☐
Army Men spin-off platformer starring a tired Lara wannabe
REVIEWED OPS2#13 **SCORE** 5

POWERDROME
RACING PLAYED IT? ☐
Fast and fun Wipeout-esque futuristic racer
REVIEWED OPS2#48 **SCORE** 6

POWER RANGERS DINO THUNDER
ACTION PLAYED IT? ☐
It's really not worth your time, money or patience even if you love the Rangers
REVIEWED OPS2#55 **SCORE** 4

OKAMI

OPS2 TIME TEST

ADVENTURE REVIEWED OPS2#81

Control the wolf-shaped reincarnation of goddess Amaterasu through a picture book adventure of magical brush strokes and jaw dropping visuals. One of the most original and impressive games on PS2

PlayStation 2 OFFICIAL MAGAZINE-UK **VERDICT**

Continues to amaze and make other games seem monotone in comparison. A fitting parting gift from Capcom's Clover Studios

10/10

PRO EVOLUTION SOCCER 6

SPORT — REVIEWED OPS2#79

Konami's attempt to refine its already exceptional football sim into pure perfection. Now with better online options, even bigger Master League and the Man Utd license along with the most realistic football known to man

PlayStation 2 Official Magazine-UK — VERDICT

Still the best footy game around and still the game we play most. It just needs to be wary that FIFA is catching up

10/10

POWERPUFF GIRLS: RELISH RAMPAGE
ADVENTURE — PLAYED IT? ☐
Cute and cartoony alright, but lacks any gameplay depth
REVIEWED OPS2#29 — **SCORE** 4

PREDATOR: CONCRETE JUNGLE
ACTION — PLAYED IT? ☐
The Predator name is ripe with potential, but Concrete Jungle is a completely waste
REVIEWED OPS2#60 — **SCORE** 3

PREMIER MANAGER
SPORT — PLAYED IT? ☐
Meagre football management with a lack of game action
REVIEWED OPS2#34 — **SCORE** 3

PREMIER MANAGER 2003/2004
SPORT — PLAYED IT? ☐
Still bad, but a marginal improvement on the last outing
REVIEWED OPS2#42 — **SCORE** 4

PREMIER MANAGER 2004/2005
SPORT — PLAYED IT? ☐
Solid management fare is let down by truly awful presentation
REVIEWED OPS2#53 — **SCORE** 6

PREMIER MANAGER 2006/2007
SPORT — PLAYED IT? ☐
Reasonable management sim that will satisfy those looking for some light-hearted dugout action, but isn't fit to fetch the ball for its big-name contemporaries
REVIEWED OPS2#77 — **SCORE** 6

PRIDE FC
FIGHTING — PLAYED IT? ☐
Dirty, gritty no-holds-barred beat-'em-up
REVIEWED OPS2#32 — **SCORE** 7

PRIMAL
ADVENTURE — PLAYED IT? ☐
Deep, dark, huge fantasy adventure with one girl and her gargoyle
REVIEWED OPS2#30 — **SCORE** 8

PRINCE OF PERSIA: THE SANDS OF TIME
ADVENTURE — PLAYED IT? ☐
The caffeine-charged answer to Ico. Go get some
REVIEWED OPS2#40 — **SCORE** 8

PRINCE OF PERSIA: THE TWO THRONES
ADVENTURE — PLAYED IT? ☐
If you love your adventures on the epic side you'll have to make time for this one – great plot, scintillating combat
REVIEWED OPS2#67 — **SCORE** 9

PRINCE OF PERSIA: WARRIOR WITHIN
ADVENTURE — PLAYED IT? ☐
A more angry, combat-orientated game than its predecessor but still corking
REVIEWED OPS2#54 — **SCORE** 9

PRISONER OF WAR
ADVENTURE — PLAYED IT? ☐
Stealthy, tense WW2 adventure where you must escape from a prisoner of war camp
REVIEWED OPS2#22 — **SCORE** 7

PRO BEACH SOCCER
SPORT — PLAYED IT? ☐
Niche-appeal seaside kickabout action that doesn't quite score
REVIEWED OPS2#37 — **SCORE** 4

PRO EVOLUTION SOCCER
SPORT — PLAYED IT? ☐
Sublime update of the old PS1 favourite ISS Pro Evo
REVIEWED OPS2#14 — **SCORE** 9

PRO EVOLUTION SOCCER 2
SPORT — PLAYED IT? ☐
Tweaked to perfection, without a shadow of doubt the best footie game around
REVIEWED OPS2#27 — **SCORE** 9

PRO EVOLUTION SOCCER 3
SPORT — PLAYED IT? ☐
The most fun you'll ever have with 22 tiny men. The perfect football game demands the perfect OPS2 score
REVIEWED OPS2#39 — **SCORE** 10

PRO EVOLUTION SOCCER 4
SPORT — PLAYED IT? ☐
Still not as good as actually playing football but, worryingly, it's getting there. Another PES masterpiece
REVIEWED OPS2#52 — **SCORE** 10

PRO EVOLUTION SOCCER 5
SPORT — PLAYED IT? ☐
No other game has captured the feel of football so beautifully
REVIEWED OPS2#64 — **SCORE** 10

PRO EVOLUTION SOCCER MANAGEMENT
SPORT — PLAYED IT? ☐
A reasonable management sim that's hindered by its parent game's success and a glaring lack of licences
REVIEWED OPS2#71 — **SCORE** 6

PRO RALLY 2002
RACING — PLAYED IT? ☐
Playable enough rally title, but no Colin McRae or WRC
REVIEWED OPS2#21 — **SCORE** 5

PROJECT EDEN
SHOOTING — PLAYED IT? ☐
Complex and impressive FPS/adventure
REVIEWED OPS2#12 — **SCORE** 8

PROJECT MINERVA PROFESSIONAL
SHOOTING — PLAYED IT? ☐
Has the charm of a fat man belly-flopping you
REVIEWED OPS2#61 — **SCORE** 3

PROJECT: SNOWBLIND
SHOOTING — PLAYED IT? ☐
A great shooter held up by a few flaws – the biggest being its anorexic length
REVIEWED OPS2#57 — **SCORE** 7

PROJECT ZERO
ADVENTURE — PLAYED IT? ☐
Genuinely disturbing survival horror, dripping with menace
REVIEWED OPS2#24 — **SCORE** 8

PROJECT ZERO 2: CRIMSON BUTTERFLY
ADVENTURE — PLAYED IT? ☐
Some of the best plot and atmospherics of the survival horror genre
REVIEWED OPS2#46 — **SCORE** 8

PROJECT ZERO 3: THE TORMENTED
ADVENTURE — PLAYED IT? ☐
It's not perfect but it is creepy. The mix of investigation and scares easily outweighs the clunky controls and occasional lulls in the action
REVIEWED OPS2#70 — **SCORE** 7

PROSTROKE GOLF: WORLD TOUR 2007
SPORT — PLAYED IT? ☐
A decent attempt to snaffle the crown away from King Woods, ProStroke Golf is let down by its lack of rewards and features
REVIEWED OPS2#76 — **SCORE** 6

PRYZM CHAPTER ONE: THE DARK UNICORN
RPG — PLAYED IT? ☐
If the name doesn't put you off, the abject RPG gameplay should
REVIEWED OPS2#33 — **SCORE** 6

PSI-OPS: THE MINDGATE CONSPIRACY
ACTION — PLAYED IT? ☐
Rather too short but gratifyingly fresh action
REVIEWED OPS2#50 — **SCORE** 8

PSYCHONAUTS
ACTION — PLAYED IT? ☐
Hugely inventive, charming and funny. A suprise hit and this year's platform star
REVIEWED OPS2#65 — **SCORE** 9

PUYO POP FEVER
PUZZLE — PLAYED IT? ☐
Quite possibly the second best puzzle game of all time after Tetris
REVIEWED OPS2#44 — **SCORE** 8

Q

QUAKE III
SHOOTING — PLAYED IT? ☐
Fast, smooth, violent?' This first-person shooter is one of the best
REVIEWED OPS2#6 — **SCORE** 9

QUEST FOR SLEEPING BEAUTY
ADVENTURE — PLAYED IT? ☐
Kid's adventure reduced to a frustrating pain by a hatefully obstructive camera
REVIEWED OPS2#76 — **SCORE** 2

R

R-TYPE FINAL
SHOOTING — PLAYED IT? ☐
Quality 'final' version of the classic old school shoot-'em-up
REVIEWED OPS2#44 — **SCORE** 7

RAGING BLADES
FIGHTING — PLAYED IT? ☐
Combo-packed fighting for the angry at heart. Limited but fun
REVIEWED OPS2#37 — **SCORE** 6

RAIDEN III
SHOOTING — PLAYED IT? ☐
A purebred '80s throwback. Look elsewhere for your shoot-'em-up thrills
REVIEWED OPS2#77 — **SCORE** 3

RAINBOW SIX 3
ACTION — PLAYED IT? ☐
RS3 works the formula brilliantly, and arguably outifghts SOCOM
REVIEWED OPS2#45 — **SCORE** 8

RAINBOW SIX: LOCKDOWN
ACTION — PLAYED IT? ☐
Dull, lifeless, unexciting and other words for 'boring', this is uninspired and not worth your cash
REVIEWED OPS2#65 — **SCORE** 6

RALLY CHAMPIONSHIP
RACING — PLAYED IT? ☐
Fast-paced, playable rally racer with good use of ghost mode
REVIEWED OPS2#22 — **SCORE** 7

RALLY FUSION: RACE OF CHAMPIONS
RACING — PLAYED IT? ☐
Solid rally package but outpaced by its big name competitors
REVIEWED OPS2#27 — **SCORE** 6

RAMPAGE: TOTAL DESTRUCTION
FIGHTING — PLAYED IT? ☐
Repetitive and dull retread of a once-enjoyable retro favourite
REVIEWED OPS2#72 — **SCORE** 4

RAPALA PRO FISHING
SPORT — PLAYED IT? ☐
At budget prices there are more engaging alternatives to choose from
REVIEWED OPS2#62 — **SCORE** 5

RATCHET & CLANK
ADVENTURE — PLAYED IT? ☐
Sumptuous platformer. Quite simply, an absolute joy to explore
REVIEWED OPS2#26 — **SCORE** 9

RATCHET & CLANK 2: LOCKED AND LOADED
ADVENTURE — PLAYED IT? ☐
Still a clanking corker and ratchets up a good score but can't match the original's magic
REVIEWED OPS2#40 — **SCORE** 7

RATCHET & CLANK 3
ADVENTURE — PLAYED IT? ☐
A love-bullet to the brain. The best in the series and a spot-on mix of crazed combat and clever adventuring
REVIEWED OPS2#53 — **SCORE** 9

RATCHET: GLADIATOR
ACTION — PLAYED IT? ☐
Combat was always the star of Ratchet games, but with barely a sniff of exploration, the destruction feels a bit one-note
REVIEWED OPS2#67 — **SCORE** 7

RAYMAN 3: HOODLUM HAVOC
ADVENTURE — PLAYED IT? ☐
Surprisingly accomplished Gallic platformer
REVIEWED OPS2#32 — **SCORE** 8

RAYMAN M
RACING — PLAYED IT? ☐
Inventive use of the Rayman licence
REVIEWED OPS2#15 — **SCORE** 6

RAYMAN RAVING RABBIDS
ACTION — PLAYED IT? ☐
Fun mini-games based Rayman romp
REVIEWED OPS2 #81 — **SCORE** 6

TOP 5... SEXIEST GAME CHARACTERS

1 ADA WONG FROM RESIDENT EVIL 5
With legs that go all the way to her holster, she's deadly *and* playable

2 STACY KEIBLER FROM THE WWE SERIES
The one who doesn't look like gerbils fighting inside a condom

3 EMMANUELLE FROM NEED FOR SPEED CARBON
Even the plastification of her entire skin can't dull her charms

4 JENNY FROM PRIMAL
She pierced, she's friends with a gargoyle and she's smart – if you ignore the arse-crack tattoo

5 US FROM ALL THE EYETOY GAMES
Okay, so we look a bit fuzzy but that can't disguise the loveliness

RAYMAN REVOLUTION
ADVENTURE PLAYED IT? ☐
Animation-quality graphics elevate this
REVIEWED OPS2#2 **SCORE** 8

RC REVENGE PRO
RACING PLAYED IT? ☐
An eminently avoidable remote control racer
REVIEWED OPS2#2 **SCORE** 3

RC SPORTS COPTER CHALLENGE
ACTION PLAYED IT? ☐
Flying RC choppers can be fun. No, it can. Um
REVIEWED OPS2#26 **SCORE** 4

TOP 5... FACE-PULVERSING FIGHTING GAMES

1 SOUL CALIBUR III
Perched perfectly between hardcore and accessibility, this is still the one to beat

2 VIRTUA FIGHTER 4 EVOLUTION
Exacting in its demands for perfection, it's the hardcore choice

3 WWE SMACKDOWN! VS RAW 2007
The most comprehensive, strategic and satisfying grappler in the ring

4 TEKKEN 5
Flat floors and putting the snap back in each blow made this a big return to form for the originator

5 MORTAL KOMBAT: SHAOLIN MONKS
Deserves a Top 5 spot purely for the viciousness of its fatality moves

READY 2 RUMBLE: ROUND 2
FIGHTING PLAYED IT? ☐
Hilarious cartoon boxing action
REVIEWED OPS2#1 **SCORE** 7

REAL WORLD GOLF 2007
SPORT PLAYED IT? ☐
You'll still look like a prat playing it, but more courses and superior putting make this an in interesting alternative to Tiger Woods
REVIEWED OPS2#76 **SCORE** 7

REBEL RAIDERS: OPERATION NIGHTHAWK
ACTION PLAYED IT? ☐
Surprisingly good-ish flying, wrapped in a no-expense-at-all package
REVIEWED OPS2#71 **SCORE** 5

RED CARD SOCCER
SPORT PLAYED IT? ☐
Brutal arcade footy action where fists are as important as feet
REVIEWED OPS2#21 **SCORE** 6

RED DEAD REVOLVER
ADVENTURE PLAYED IT? ☐
A thrilling gunfighter game. Rough around the edges but fun throughout
REVIEWED OPS2#47 **SCORE** 9

RED FACTION
SHOOTING PLAYED IT? ☐
Clever Mars-based first-person shooter that melds Metal Gear with Total Recall
REVIEWED OPS2#8 **SCORE** 8

RED FACTION II
SHOOTING PLAYED IT? ☐
More anti-authority action but this time it's set on Earth
REVIEWED OPS2#27 **SCORE** 8

RED NINJA: END OF HONOUR
ACTION PLAYED IT? ☐
A lacklustre stain on the stealth genre
REVIEWED OPS2#59 **SCORE** 4

REEL FISHING III
SPORT PLAYED IT? ☐
Deserves praise for its detail and atmosphere
REVIEWED OPS2#39 **SCORE** 6

REIGN OF FIRE
ACTION PLAYED IT? ☐
Apocalyptic shooter with dragon flying and buggy riding
REVIEWED OPS2#28 **SCORE** 7

RESERVOIR DOGS
ACTION PLAYED IT? ☐
A bad idea executed only slightly better. When will companies learn that great films don't necessarily make great games?
REVIEWED OPS2#77 **SCORE** 5

RESIDENT EVIL CODE: VERONICA X
ADVENTURE PLAYED IT? ☐
Curious about the history of all this survival horror lark? Then play this classic
REVIEWED OPS2#10 **SCORE** 9

RESIDENT EVIL: DEAD AIM
ADVENTURE PLAYED IT? ☐
Stylish but brief adventure, sacrificing tension in favour of carnage
REVIEWED OPS2#35 **SCORE** 7

RESIDENT EVIL OUTBREAK
ACTION PLAYED IT? ☐
This stoic survival horror benchmark still delivers in this team-based spin-off
REVIEWED OPS2#50 **SCORE** 7

RESIDENT EVIL 4

ADVENTURE **REVIEWED OPS2#65**

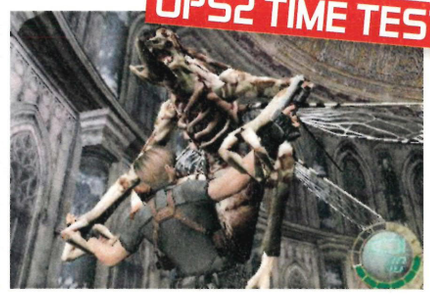
Resident Evil gets a timely revamp and turns from shuffling survival horror to an ultra-tense blaster as cop Leon takes on the terrors of rural Spain while searching for the US President's daughter

PlayStation 2 OFFICIAL MAGAZINE-UK **VERDICT**

How could we ever tire of game in which you can shoot old men in the knees and get chased by a giant stone midget. Sheer genius

10/10

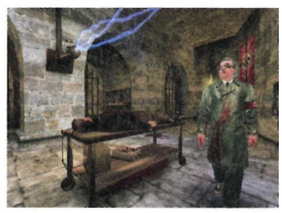
OPS2 TIME TEST



RESIDENT EVIL OUTBREAK FILE #2
ACTION PLAYED IT? ☐
Resi goes online but even that can't make Outbreak File#2 essential
REVIEWED OPS2#64 **SCORE** 7

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
SHOOTING PLAYED IT? ❑
Poor lightgun spin-off from Capcom's survival horror series. Avoid
REVIEWED OPS2#18 **SCORE** 4

RETURN TO CASTLE WOLFENSTEIN
SHOOTING PLAYED IT? ☐
Cunning combination of Nazi-slaying and zombie-wasting
REVIEWED OPS2#35 **SCORE** 8



REZ
MUSIC PLAYED IT? ☐
Sega's psychedelic gem boasts superb visuals and gameplay. A real head trip of a game
REVIEWED OPS2#16 **SCORE** 9

RHYTHMIC STAR
EYETOY PLAYED IT? ☐
Want some gameful employment for your EyeToy? Then don't even think about touching this. You'll enjoy a single EyeToy: Play 2 mini-game infinitely more
REVIEWED OPS2#72 **SCORE** 3

RIBBIT KING
SPORT PLAYED IT? ❑
Frogs play golf in space... insane but fun
REVIEWED OPS2#53 **SCORE** 6

RICHARD BURNS RALLY
RACING PLAYED IT? ❑
A rally sim that refuses to compromise. The absolute definition of 'hardcore' and one for serious enthusiasts only
REVIEWED OPS2#48 **SCORE** 8

RIDGE RACER V
RACING PLAYED IT? ☐
Decent but dated update of the popular arcade racer
REVIEWED OPS2#1 **SCORE** 7

RIDING SPIRITS
RACING PLAYED IT? ☐
Slightly flawed motorbike sim. Wants to be GT3 on two wheels, doesn't achieve it
REVIEWED OPS2#26 **SCORE** 7

RIDING SPIRITS II
RACING PLAYED IT? ☐
Meticulous and competent but rather dull motorbike racer
REVIEWED OPS2#47 **SCORE** 6

RIG RACER 2
RACING PLAYED IT? ☐
A fairly likeable premise that's wrecked beyond all hope of recovery by some awful, unforgivable bugs
REVIEWED OPS2#77 **SCORE** 2

RING OF RED
STRATEGY PLAYED IT? ☐
Engaging mech strategy set in an alternative post-WW2 world
REVIEWED OPS2#7 **SCORE** 8

RISE TO HONOUR
ACTION PLAYED IT? ☐
Ropey plot but, like John Woo's films, brilliant when the fighting kicks off
REVIEWED OPS2#44 **SCORE** 7

RISK: GLOBAL DOMINATION
STRATEGY PLAYED IT? ☐
A great board game given a decent rebirth for the PS2
REVIEWED OPS2#45 **SCORE** 6

ROAD RAGE 3
RACING PLAYED IT? ☐
Seriously low rent racing. Do not buy
REVIEWED OPS2#39 **SCORE** 1

ROAD TRIP ADVENTURE
RACING PLAYED IT? ☐
Cartoony car racing for under a tenner? There are worse things
REVIEWED OPS2#37 **SCORE** 6

ROADKILL
ACTION PLAYED IT? ☐
Shameless GTA clone but it's well worth a look for fans of automotive violence
REVIEWED OPS2#41 **SCORE** 7

ROBIN HOOD: DEFENDER OF THE CROWN
STRATEGY PLAYED IT? ☐
An enjoyably energetic addition to PS2's lightweight RTS portfolio
REVIEWED OPS2#40 **SCORE** 6

ROBOCOP
ACTION PLAYED IT? ☐
Prime directive number four – don't buy this game. A shameful waste of a potentially great licence
REVIEWED OPS2#43 **SCORE** 2

ROBOT WARLORDS
SHOOTING PLAYED IT? ☐
Poor and clunky mech shooter, outranked by its chunkier rivals
REVIEWED OPS2#6 **SCORE** 4

ROBOT WARS: ARENAS OF DESTRUCTION
FIGHTING PLAYED IT? ☐
Just think how good this TV spin-off could've been? Instead, we get a half-arsed spare part of a game
REVIEWED OPS2#14 **SCORE** 5

ROBOTECH: BATTLECRY
ACTION PLAYED IT? ☐
US spin on the mech genre ends up rusting on the scrapheap
REVIEWED OPS2#28 **SCORE** 4

ROBOTECH INVASION
ACTION PLAYED IT? ☐
Has done itself no favours in ditching its rich Japanese history
REVIEWED OPS2#53 **SCORE** 5

ROBOTS
ADVENTURE PLAYED IT? ☐
Visually accomplished but with far too simplistic find-and-collect gameplay
REVIEWED OPS2#59 **SCORE** 5

ROCKET POWER: BEACH BANDITS
ACTION PLAYED IT? ☐
Shonky, tweenage, extreme sports mystery. As good as it sounds
REVIEWED OPS2#31 **SCORE** 3

ROCKY
FIGHTING PLAYED IT? ☐
Briliant boxing sim, faithfully based on the Italian Stallion's career and featuring all the fighters from the Rocky movies
REVIEWED OPS2#27 **SCORE** 8

ROCKY LEGENDS
FIGHTING PLAYED IT? ☐
Not a lot more than an add-on pack, but we still loved getting back in the ring with Rocky and the boys and the movie soundtrack can't help but get the adrenalin pumping
REVIEWED OPS2#52 **SCORE** 8

ROGUE OPS
ADVENTURE PLAYED IT? ☐
Unoriginal and frustrating, yet smart and challenging stealth game
REVIEWED OPS2#42 **SCORE** 7

ROGUE TROOPER
ACTION PLAYED IT? ☐
Intuitive controls make Rogue Trooper easy to pick up, but a 'meh' storyline and dull surroundings make it easy to put down
REVIEWED OPS2#73 **SCORE** 7

ROLLERCOASTER WORLD
STRATEGY PLAYED IT? ☐
Coaster-building game that provides miniscule pleasure for a while
REVIEWED OPS2#44 **SCORE** 4

ROLLING
SPORT PLAYED IT? ☐
Copies Tony Hawk's but can't match the big fella's gnarled greatness
REVIEWED OPS2#40 **SCORE** 6

ROMANCE OF THE THREE KINGDOMS VIII
RPG PLAYED IT? ☐
Slow pace and dull visuals cloud the involving possibilities of this RPG
REVIEWED OPS2#45 **SCORE** 5

R: RACING EVOLUTION
RACING PLAYED IT? ☐
Flawed, story-driven Ridge Racer game that doesn't convince as either arcade racer or proper sim
REVIEWED OPS2#44 **SCORE** 6

RTX RED ROCK
ADVENTURE PLAYED IT? ❑
Standard sci-fi platform adventure that's fun for a weekend
REVIEWED OPS2#36 **SCORE** 6

RUGBY
SPORT PLAYED IT? ☐
Surprisingly enjoyable take on the odd-shaped ball game
REVIEWED OPS2#8 **SCORE** 8

RUGBY 2004
SPORT PLAYED IT? ☐
Sloppy and as hollow as an over-inflated ball
REVIEWED OPS2#39 **SCORE** 4

RUGBY 2005
SPORT PLAYED IT? ☐
Converted even us PES fanatics. Just a shame that it isn't as polished as it could be
REVIEWED OPS2#58 **SCORE** 7

RUGBY 06
SPORT PLAYED IT? ☐
Don't bother if you own the last edition of Rugby, but give it a try if you don't – you'll be scrumming like a pro in no time at all
REVIEWED OPS2#70 **SCORE** 7

RUGBY LEAGUE 2
SPORT PLAYED IT? ☐
PS2 is still lacking a perfect rugby sim, but look past the crude graphics and this is a decent slice of Northern egg-shaped action
REVIEWED OPS2#69 **SCORE** 6

RUMBLE RACING
RACING PLAYED IT? ☐
Fast and furious arcade stunt racer. Think SSX but on four wheels
REVIEWED OPS2#8 **SCORE** 8

RUMBLE ROSES
FIGHTING PLAYED IT? ☐
If you're drooling for more after spanking Trish Stratus in Smackdown! Then you're really going to love this
REVIEWED OPS2#56 **SCORE** 6

RUN LIKE HELL
ADVENTURE PLAYED IT? ☐
Silent Hill in space, and all the exciting bits sucked out through the airlock
REVIEWED OPS2#28 **SCORE** 5

RUNABOUT 3 NEO AGE
RACING PLAYED IT? ☐
GTA made on a shoestring budget. By spider monkeys
REVIEWED OPS2#32 **SCORE** 3

RUNE: VIKING WARLORD
ACTION PLAYED IT? ☐
Lacklustre Viking slash-'em-up, crying out for more blood and fire
REVIEWED OPS2#11 **SCORE** 4

RYGAR: THE LEGENDARY ADVENTURE
ADVENTURE PLAYED IT? ☐
Yo-yos and mythical adversaries fill this rough and ready action adventure
REVIEWED OPS2#34 **SCORE** 7

S

SAINT SEIYA
FIGHTING PLAYED IT? ☐
Not a bad reserve team effort, but there's nothing here to make you want to buy it over Tekken 5 or Soul Calibur II
REVIEWED OPS2#63 **SCORE** 6

SAINT SEIYA: THE HADES
FIGHTING PLAYED IT? ☐
Simplistic and often frustrating beat-'em-up gameplay dressed up in colourful, brash but authentic visuals
REVIEWED OPS2#79 **SCORE** 5

SALT LAKE 2002
SPORT PLAYED IT? ☐
Winter Olympics game lacking in variety, fun and depth
REVIEWED OPS2#17 **SCORE** 5

SAMURAI JACK: THE SHADOW OF AKU
ADVENTURE PLAYED IT? ☐
Action-platformer that plays like a samurai-ed Maximo
REVIEWED OPS2#47 **SCORE** 6

SAMURAI SHOWDOWN V
FIGHTING PLAYED IT? ☐
An apparently faithful port of the coin-op version, which says a lot about why arcades are dying on their arse
REVIEWED OPS2#69 **SCORE** 2

SAMURAI WARRIORS
ACTION PLAYED IT? ☐
Repetitive yet seriously fun samurai combat
REVIEWED OPS2#48 **SCORE** 7

SAMURAI WARRIORS 2
ACTION PLAYED IT? ☐
This is virtually the same old hack 'n' slash action that we've been playing for years in the Dynasty Warriors series. Yawnsome stuff
REVIEWED OPS2#78 **SCORE** 4

SAMURAI WARRRIORS XTREME LEGENDS
ACTION PLAYED IT? ☐
Too pricey for an exapnsion disk and not enough fresh meat for a stand-alone title
REVIEWED OPS2#57 **SCORE** 6

SAMURAI WESTERN
ACTION PLAYED IT? ☐
Loading is about the only thing that really works in this game. A boring, relentless slog
REVIEWED OPS2#62 **SCORE** 4

SCALER
ACTION PLAYED IT? ☐
Destined to be overlooked in favour of bigger games, Scaler is a pleasant slice of platforming
REVIEWED OPS2#55 **SCORE** 6

SCAR: SQUADRA CORSE ALFA ROMEO
RACING PLAYED IT? ☐
Full marks for innovation but doesn't come close to challenging PS2's top racers
REVIEWED OPS2#61 **SCORE** 6

SCARFACE: THE WORLD IS YOURS
ACTION PLAYED IT? ☐
Unlike other pretenders, Scarface offers plenty in its own right to set it apart from GTA and it captures the excess of the movie expertly
REVIEWED OPS2#78 **SCORE** 8

SCOOBY-DOO! MYSTERY MAYHEM
ADVENTURE PLAYED IT? ☐
Suitably cartoony but short, stupid and ever so easy
REVIEWED OPS2#46 **SCORE** 4

SCOOBY-DOO! NIGHT OF 100 FRIGHTS
ADVENTURE PLAYED IT? ☐
Family-orientated platform fun (and not as bad as that sounds)
REVIEWED OPS2#23 **SCORE** 6

SCOOBY-DOO! UNMASKED
ADVENTURE PLAYED IT? ☐
An enjoyable slice of cartoon gaming that's boosted by fresh creative flair
REVIEWED OPS2#67 **SCORE** 7

SCRABBLE 2003 EDITION
BOARD GAME PLAYED IT? ☐
Decent game. Can't fault it. But it's Scrabble for God's sake
REVIEWED OPS2#38 **SCORE** 5

SECOND SIGHT
ADVENTURE PLAYED IT? ☐
A great plot is the bedrock for this excellent sci-fi horror title
REVIEWED OPS2#50 **SCORE** 8

SECRET WEAPONS OVER NORMANDY
ACTION PLAYED IT? ☐
Not a Blitzkrieg of gaming fun, but still lively and accessible
REVIEWED OPS2#41 **SCORE** 7

SEEK AND DESTROY
ACTION PLAYED IT? ☐
Seek out and destroy this terrible tank battler
REVIEWED OPS2#37 **SCORE** 3

SEGA BASS FISHING DUEL
SPORT PLAYED IT? ☐
Light pipe, adjust stool, open flask. Catch fish. Yawn
REVIEWED OPS2#32 **SCORE** 4

SEGA CLASSICS COLLECTION
RETRO PLAYED IT? ☐
A shoddy selection of oldies that could have been so much better. It's only rescued by Space Harrier and the still superb Columns
REVIEWED OPS2#70 **SCORE** 5

SEGA MEGA DRIVE COLLECTION
RETRO PLAYED IT? ☐
The best retro compendium around. Some turkeys, but the impressive number of classics present makes their inclusion forgivable
REVIEWED OPS2#80 **SCORE** 8

SEGA SOCCER SLAM
SPORT PLAYED IT? ☐
Pitiful footy game with shocking frame rate. Boot it to row Z
REVIEWED OPS2#28 **SCORE** 2

SEGA SUPERSTARS
EYETOY PLAYED IT? ☐
The use of Sega's back catalogue of stars – Sonic, House Of The Dead, Crazy Taxi – is a stroke of genius and really works in the world of EyeToy gaming
REVIEWED OPS2#53 **SCORE** 8

SENSIBLE SOCCER 2006
SPORT PLAYED IT? ☐
A needless, exploitative 'update' of a fondly remembered classic. Compared to PES or even FIFA Street, this is an embarrassment
REVIEWED OPS2#75 **SCORE** 4

SERIOUS SAM: NEXT ENCOUNTER
SHOOTING PLAYED IT? ☐
Hardly reinvents the FPS genre but it's good, mindless fun
REVIEWED OPS2#47 **SCORE** 7

SEVEN SAMURAI 20XX
ACTION PLAYED IT? ☐
Somewhat repetitive, but a decent, button-bashing action title
REVIEWED OPS2#47 **SCORE** 6

SHADOW HEARTS
RPG PLAYED IT? ☐
Extremely enjoyable Japanese RPG
REVIEWED OPS2#19 **SCORE** 7

SHADOW HEARTS: COVENANT
RPG PLAYED IT? ☐
An adequate but unadventurous sequel
REVIEWED OPS2#57 **SCORE** 7

SHADOW MAN: 2ECOND COMING
ADVENTURE PLAYED IT? ☐
Gory action adventure with a horror comic book lean
REVIEWED OPS2#18 **SCORE** 7

SHADOW OF MEMORIES
ADVENTURE PLAYED IT? ☐
Intelligent, filmic adventure from Konami with a serpentine plot
REVIEWED OPS2#5 **SCORE** 8

SHADOW OF ROME
ACTION PLAYED IT? ☐
Occaisionally frustrating but mostly fantastic Gladiator-esque actioner. The vast scope covers everything from stealthy detective work to brutal battles and the plot is as unpredictable as a Roman emperor's mood
REVIEWED OPS2#56 **SCORE** 8

SHADOW THE HEDGEHOG
ADVENTURE PLAYED IT? ☐
Flaccid gunplay, horrible stop/start pacing and dull bosses make this a pale shadow of the Sonic games
REVIEWED OPS2#67 **SCORE** 4

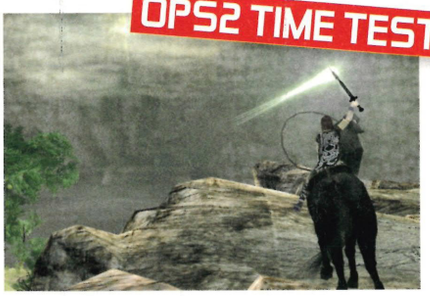
SHAMAN KING: POWER OF SPIRIT
STRATEGY PLAYED IT? ☐
Based on a long-running manga franchise, this is a crude mix of strategy and fighting that should never have made it out of Japan
REVIEWED OPS2#68 **SCORE** 4

SHAMU'S DEEP SEA ADVENTURES
ADVENTURE PLAYED IT? ☐
Underwater escapade with plenty of nice touches. Aimed at youngsters, but even over-nines will get some enjoyment out of it
REVIEWED OPS2#71 **SCORE** 7

SHADOW OF THE COLOSSUS

ADVENTURE **REVIEWED OPS2#68**

From the fertile minds responsible for Ico, this has a young Wander attempting to slay 16 mystical colossi in order to save his true love. An epic adventure laced with exquisite detail that is like no other game



PlayStation 2 OFFICIAL magazine-UK **VERDICT**

We may be aware of the game's many secrets but this still remains one of the most awe inspiring titles on PS2

9/10

TOP 5... FRAG-TASTIC SHOOTERS

1 BLACK
A sledgehammer of a shooter. Bigger, noiser and meaner than the Old Testament God Himself

2 TIMESPLITTERS 2
The Lotus of FPS gaming compared to other Rolls Royce's of realism; light, bright and nippy

3 CALL OF DUTY 3
Proving that PS2 can still cut it, this is a frantic, atmospheric and explosive series finale

4 BATTLEFIELD 2: MODERN COMBAT
Genius huge-scale war shooter that simply never lets up

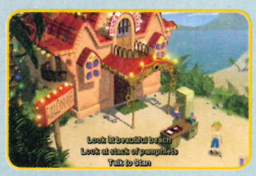
5 XIII
Highly original, sumptuously appointed, cel-shaded shooter that's as French as Camembert

SHARK TALE
ADVENTURE PLAYED IT? ☐
Your typical inoffensive, uninspiring, movie tie-in
REVIEWED OPS2#53 **SCORE** 6

SHAUN PALMER'S PRO SNOWBOARDER
SPORT PLAYED IT? ☐
Good, serious snowboarder but lacks the speed to recreate the thrills of the real thing. SSX doesn't have the realism but it's a vastly superior game
REVIEWED OPS2#15 **SCORE** 6

TOP 5... GAMES TO TEST YOUR BRAIN

1 AGE OF EMPIRES II: THE AGE OF KINGS
Cut trees, mine coal or research catapults? The decision is agonising



2 ESCAPE FROM MONKEY ISLAND
Witty and clever like Stephen Fry in a pirate's outfit

3 LMA MANAGER 2008
Sell, buy, sack for punching a copper. Players, fans and chairman, they all depend on your skills

4 SPLINTER CELL: DOUBLE AGENT
Moral dilemmas beyond 'should I kill him with the shotgun or knife?'

5 BUZZ: THE BIG QUIZ
Like *University Challenge* but without the Sellotape-repaired glasses and huge centre partings

SHELLSHOCK: NAM '67
ACTION PLAYED IT? ☐
Atmospheric warfare that just lifts its head above the norm
REVIEWED OPS2#49 **SCORE** 8

SHIFTERS
RPG PLAYED IT? ☐
An intriguing RPG premise is throttled by inept execution. Avoid
REVIEWED OPS2#25 **SCORE** 3

SHIN MEGAMI TENSEI: LUCIFER'S CALL
RPG PLAYED IT? ☐
A manga twist on role-playing let down by lack of imagination
REVIEWED OPS2#62 **SCORE** 6

SHIN MEGAMI TENSEI: DIGITAL DEVIL SAGA
RPG PLAYED IT? ☐
A commendably original RPG, which throws up plenty of surprises and improves substantially on previous outing, Lucifer's Call
REVIEWED OPS2#73 **SCORE** 7

SHINOBI
ACTION PLAYED IT? ☐
Ancient ninja game in no-brainer PS2 action
REVIEWED OPS2#33 **SCORE** 6

SHINOBIDO:WAY OF THE NINJA
ACTION PLAYED IT? ☐
Archaic, leaden stealth that mixes bland, unchallenging environments and clunky controls to plumb new gaming lows
REVIEWED OPS2#75 **SCORE** 3

SHOWDOWN: LEGENDS OF WRESTLING
FIGHTING PLAYED IT? ☐
Lacks the exhaustive detail and scope of the Smackdown games
REVIEWED OPS2#47 **SCORE** 6

SHOX
RACING PLAYED IT? ☐
Flashy, rally-based racer which attempts to innovate but fails
REVIEWED OPS2#27 **SCORE** 5

SHREK 2
ACTION PLAYED IT? ☐
A well-pitched and fun platform title
REVIEWED OPS2#48 **SCORE** 6

SHREK SUPER PARTY
ACTION PLAYED IT? ☐
Colourful platform romp for the under nines
REVIEWED OPS2#31 **SCORE** 4

SHREK SUPERSLAM
FIGHTING PLAYED IT? ☐
Too easy and too short, but still manages to capture the spirit of the movies
REVIEWED OPS2#68 **SCORE** 6

SILENT HILL 2
ADVENTURE PLAYED IT? ☐
One of the most atmospheric and frightening adventures on PS2
REVIEWED OPS2#13 **SCORE** 8

SILENT HILL 2: DIRECTOR'S CUT
ADVENTURE PLAYED IT? ☐
A new scenario extends the lifespan
REVIEWED OPS2#31 **SCORE** 8

SILENT HILL 3
ADVENTURE PLAYED IT? ☐
Wet-the-bed scary survival horror. We double dare you to play it
REVIEWED OPS2#33 **SCORE** 9

SILENT HILL 4: THE ROOM
ADVENTURE PLAYED IT? ☐
Feels different without solving old problems or really offfering anything new
REVIEWED OPS2#51 **SCORE** 7

SILENT LINE: ARMORED CORE
ACTION PLAYED IT? ☐
You don't need huge controllers to enjoy a decent mech game. This, sadly, is not one
REVIEWED OPS2#63 **SCORE** 4

SILENT SCOPE
SHOOTER PLAYED IT? ☐
Slick shooting gallery-style game where you pick off the bad guys sniper-style
REVIEWED OPS2#1 **SCORE** 8

SILENT SCOPE 2
SHOOTER PLAYED IT? ☐
Konami's sniper sim gets an update, but usurped by Time Crisis 2
REVIEWED OPS2#14 **SCORE** 7

SILENT SCOPE 3
SHOOTER PLAYED IT? ☐
The arcade favourite hits PS2 again, but is really starting to show its age
REVIEWED OPS2#30 **SCORE** 5

SINGSTAR
MUSIC PLAYED IT? ☐
One of the best party/karaoke games ever, fantastic fun for all the family
REVIEWED OPS2#46 **SCORE** 9

SINGSTAR '80S
MUSIC PLAYED IT? ☐
Themed editions are definitely the way forward. Roll on the Bond songs edition
REVIEWED OPS2#65 **SCORE** 8

SINGSTAR ANTHEMS
MUSIC PLAYED IT? ☐
Kinks in the scoring are starting to grate and the track listing isn't for everyone, but it's still after-pub gaming at its very best
REVIEWED OPS2#76 **SCORE** 7

SINGSTAR LEGENDS
MUSIC PLAYED IT? ☐
Better than Anthems, but how could they include a medley called Born In The USA and not include Springsteen? Shameful
REVIEWED OPS2#79 **SCORE** 8

SINGSTAR PARTY
MUSIC PLAYED IT? ☐
Party is a welcome addition to the Singstar family, expanding the mutiplayer options so that eight singers can take part at the same time
REVIEWED OPS2#53 **SCORE** 8

SINGSTAR POPWORLD
MUSIC PLAYED IT? ☐
The tracklist threatens to derail the soul train, yet doesn't crash the party too much
REVIEWED OPS2#59 **SCORE** 8

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
SPORT PLAYED IT? ☐
Solid footie management sim fronted by cheery United supremo
REVIEWED OPS2#12 **SCORE** 6

SKI RACING 2006
SPORT PLAYED IT? ☐
Ski Racing captures the Zen-like swoosh of weaving through blue gates admirably
REVIEWED OPS2#68 **SCORE** 6

SKY ODYSSEY
ACTION PLAYED IT? ☐
Gentle but addictive mission-based flight sim
REVIEWED OPS2#6 **SCORE** 8

SKY SURFER
SPORT PLAYED IT? ☐
Awful. The utter lack of depth is astonishing
REVIEWED OPS2#4 **SCORE** 3

SLAI
ACTION PLAYED IT? ☐
A pointless game with hardly anything going for it
REVIEWED OPS2#67 **SCORE** 4

SLAM TENNIS
SPORT PLAYED IT? ☐
Slick tennis sim that doesn't quite break the Sega/Namco stranglehold
REVIEWED OPS2#23 **SCORE** 7

SLED STORM
SPORT PLAYED IT? ☐
A motorised version of SSX Tricky and a fine arcade racing title
REVIEWED OPS2#20 **SCORE** 8

SLIPHEED: THE LOST PLANET
SHOOTER PLAYED IT? ☐
Pointless translation of a mediocre 1980s shooter with shocking slowdown and no new ideas. Avoid
REVIEWED OPS2#3 **SCORE** 3

SLY RACCOON
ADVENTURE PLAYED IT? ☐
Visually stunning and boasts hugely varied platform gameplay
REVIEWED OPS2#29 **SCORE** 7

SLY 2: BAND OF THIEVES
ADVENTURE PLAYED IT? ☐
Charming and slick, if a little basic, Sly 2 deserves your pennies
REVIEWED OPS2#52 **SCORE** 7

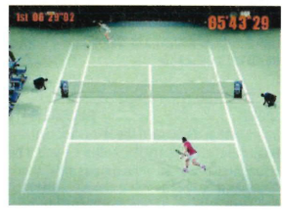
SLY 3: HONOUR AMONG THIEVES
ADVENTURE PLAYED IT? ☐
A brilliant adventure with more ideas in its little finger than some games manage in a while disc. Way better than the more famous likes of Crash and Spyro this is an essential purchase for all fans of platforming action
REVIEWED OPS2#52 **SCORE** 9

SMARTIES: MELTDOWN
ADVENTURE PLAYED IT? ☐
Avoid like a hammer to the teeth
REVIEWED OPS2#68 **SCORE** 1

SMASH CARS
RACING PLAYED IT? ☐
Poor toy car racer with humans for obstacles and tedious tracks
REVIEWED OPS2#36 **SCORE** 4

SMASH COURT TENNIS PRO TOURNAMENT
SPORT PLAYED IT? ☐
PS2 tennis at its very best. Looks ace and plays almost flawlessly
REVIEWED OPS2#21 **SCORE** 8

SMASH COURT TENNIS PRO TOURNAMENT 2
SPORT PLAYED IT? ☐
Supreme tennis sim that builds on its predecessor. Only Virtua Tennis 2 can live with this
REVIEWED OPS2#47 **SCORE** 8



SMUGGLER'S RUN
RACING PLAYED IT? ☐
Drive like the wind with a trunkload of illegal booty
REVIEWED OPS2#1 **SCORE** 7

SMUGGLER'S RUN 2: HOSTILE TERRITORIES
RACING PLAYED IT? ☐
Rockstar's frantic mission-based racer gets a solid makeover
REVIEWED OPS2#15 **SCORE** 7

SNIPER 2
ACTION PLAYED IT? ☐
Rubbish, mission-based assassinate-'em-up. Do yourself a favour, stick with Hitman
REVIEWED OPS2#47 **SCORE** 2

SNIPER ELITE
ACTION PLAYED IT? ☐
There's not quite enough freedom for that perfect shot, but this is still a rewarding and enjoyably fresh sniper sim
REVIEWED OPS2#65 **SCORE** 7

SNK VS CAPCOM: SVC CHAOS
BEAT-'EM-UP PLAYED IT? ☐
We wondered what'd finally kill our love for these characters, and this game very nearly did it
REVIEWED OPS2#57 **SCORE** 4

SOCCER LIFE 2
SPORT PLAYED IT? ☐
Totally average game of football
REVIEWED OPS2#75 **SCORE** 5

SINGSTAR ROCKS!

OPS2 TIME TEST

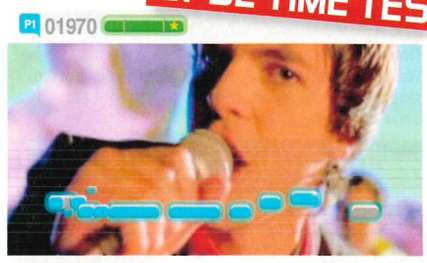
MUSIC **REVIEWED OPS2#72**

Our favourite of all the Singstar add-ons due to its quirky interpretation of 'rock' and the inclusion of some undeniable classics such as Teenage Kicks, Come As You Are and, er, Wind Of Change

PlayStation 2 OFFICIAL MAGAZINE-UK **VERDICT**

If Bonnie Tyler's Total Eclipse Of The Heart could be shoved onto this game then we doubt we'd need any other Singstar

8/10



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SOUL CALIBUR III

OPS2 TIME TEST

FIGHTING **REVIEWED OPS2#66**

Namco's sword swinging scrapper maintains its high standards for the third in the Calibur series, blending gorgeous graphics with action you can really get your teeth into

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Able to seduce with its looks alone, but this is beautifully balanced, constantly challenging and deserving of its reputation

9/10

SOCOM: US NAVY SEALS
SHOOTING PLAYED IT? ☐
Special forces combat online and with voice command? Yes sir!
REVIEWED OPS2#34 **SCORE** 8

SOCOM II: US NAVY SEALS
SHOOTING PLAYED IT? ☐
SOCOM II is an utterly gripping stealth shooter and the online component is much-improved
REVIEWED OPS2#43 **SCORE** 8

SOCOM 3: US NAVY SEALS
SHOOTING PLAYED IT? ☐
SOCOM 3 is a schizoid game. Close to brilliant online, but very much less than offline. Whether or not to buy depends on how much you enjoy network play
REVIEWED OPS2#72 **SCORE** 7

SOLDIER OF FORTUNE: GOLD EDITION
SHOOTING PLAYED IT? ☐
The gore-heavy first-person shooter suffers a sub-standard port from PC
REVIEWED OPS2#22 **SCORE** 5

SONIC GEMS COLLECTION
RETRO PLAYED IT? ☐
Sega hasn't made this for you, it's made it for people who still have a Mega Drive in its original box. Ignore
REVIEWED OPS2#65 **SCORE** 4

SONIC HEROES
ADVENTURE PLAYED IT? ☐
A gem that refuses to tread the fashionable 'platform adventure' avenue
REVIEWED OPS2#44 **SCORE** 8

SONIC MEGA COLLECTION PLUS
RETRO PLAYED IT? ☐
Out of the 17 Sonic games included, only a few are worthy of repeated play
REVIEWED OPS2#56 **SCORE** 5

SONIC RIDERS
RACING PLAYED IT? ☐
An undercooked cartoon racer that again blemishes the once-great Sonic name
REVIEWED OPS2#71 **SCORE** 5

SOS: THE FINAL ESCAPE
ADVENTURE PLAYED IT? ☐
An earthquake survival adventure that's refreshingly different
REVIEWED OPS2#30 **SCORE** 7

SOUL CALIBUR II
FIGHTING PLAYED IT? ☐
A tale of swords and souls. Officially the best fighting game ever
REVIEWED OPS2#37 **SCORE** 10

SOUL REAVER 2
ADVENTURE PLAYED IT? ☐
Soul-sucking fantasy adventure for goth gamers everywhere
REVIEWED OPS2#14 **SCORE** 7

SPACE ACE
ADVENTURE PLAYED IT? ☐
Absolutely horrendous arcade port from 1847, or something
REVIEWED OPS2#4 **SCORE** 1

SPACE CHANNEL 5 V1
MUSIC PLAYED IT? ☐
A sci-fi rhythm action game from Sega with style by the bucketload
REVIEWED OPS2#18 **SCORE** 7

SPACE INVADERS: INVASION DAY
SHOOTING PLAYED IT? ☐
A surprisingly faithful and enjoyable revamp of the all-time classic
REVIEWED OPS2#40 **SCORE** 6

SPACE RACE
RACING PLAYED IT? ☐
Simple but fun cartoon kart racer featuring the Looney Tunes gang
REVIEWED OPS2#17 **SCORE** 5

SPARTAN: TOTAL WARRIOR
ACTION PLAYED IT? ☐
Spartan's combat is so good it makes every massacre the purest of joys. A hack-'em-up action game on the grandest of scales, boasting some top boss battles
REVIEWED OPS2#64 **SCORE** 9

SPAWN: ARMAGEDDON
ACTION PLAYED IT? ☐
While competent enough, this is a tired DMC clone
REVIEWED OPS2#44 **SCORE** 5

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION
RACING PLAYED IT? ☐
Racing that's both frustrating and dull. And what's with the licence?
REVIEWED OPS2#31 **SCORE** 2

SPEED KINGS
RACING PLAYED IT? ☐
Buff up your motorcycle leathers, it's Burnout for bikes
REVIEWED OPS2#34 **SCORE** 7

SPHINX AND THE CURSED MUMMY
ADVENTURE PLAYED IT? ☐
A thoughtful if unremarkable adventure
REVIEWED OPS2#44 **SCORE** 6

SPIDER-MAN
ACTION PLAYED IT? ☐
Cool mission-based superhero adventure spun from the movie
REVIEWED OPS2#21 **SCORE** 7

SPIDER-MAN 2
ACTION PLAYED IT? ☐
A thrillingly freeform combat/action licence that really makes you feel like the web-slinger as you swing through the sprawling city and beat up on bad guys
REVIEWED OPS2#49 **SCORE** 8

SPINDRIVE PING PONG
SPORT PLAYED IT? ☐
There is a limit to what you get for a tenner – a good ping pong game is evidently beyond this
REVIEWED OPS2#59 **SCORE** 3

SPLASHDOWN
RACING PLAYED IT? ☐
Accessible Sea-Doo stunt racer with fairly impressive water effects
REVIEWED OPS2#14 **SCORE** 7

SPLASHDOWN 2: RIDES GONE WILD
RACING PLAYED IT? ☐
Watered down Sea-Doo racing that's gone totally berserk
REVIEWED OPS2#38 **SCORE** 6

SPLINTER CELL
ADVENTURE PLAYED IT? ☐
Superior stealth action. Sam Fisher could even smoke out Snake
REVIEWED OPS2#32 **SCORE** 9

SPLINTER CELL: CHAOS THEORY
ADVENTURE PLAYED IT? ☐
A darker sneaking experience than MGS3, Chaos Theory is everything that was good about Pandora Tomorrow, plus so much more
REVIEWED OPS2#58 **SCORE** 9

SPLINTER CELL: DOUBLE AGENT
ADVENTURE PLAYED IT? ☐
Double Agent is a slick game that ably demonstrates how great stealth can be when done right. It's just too murky to be a real classic, though
REVIEWED OPS2#79 **SCORE** 8

SPLINTER CELL: PANDORA TOMORROW
ADVENTURE PLAYED IT? ☐
Not a great leap over the stealthy original, but fun despite itself
REVIEWED OPS2#48 **SCORE** 8

SPONGEBOB AND FRIENDS: UNITE!
ADVENTURE PLAYED IT? ☐
We like SpongeBob, but teaming him with his Nickelodeon pals has resulted in a generic platformer with precious originality or energy
REVIEWED OPS2#72 **SCORE** 4

SPONGEBOB SQUAREPANTS: CREATURE FROM THE KRUSTY KRAB
ADVENTURE PLAYED IT? ☐
Hardly inspiring, but SpongeBob and friends are still starring in a capable game that should satisfy younger gamers
REVIEWED OPS2 #81 **SCORE** 6

SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS
EYETOY PLAYED IT? ☐
The usual type of EyeToy mini-games dressed up in different pants
REVIEWED OPS2#55 **SCORE** 6

SPONGEBOB SQUAREPANTS: LIGHTS, CAMERA, PANTS!
PARTY PLAYED IT? ☐
An entertaining set of party games for your younger brother or sister that you might get a kick out of too
REVIEWED OPS2#68 **SCORE** 6

SPY FICTION
ACTION PLAYED IT? ☐
All the good work is thrown away by the cocked-up camera
REVIEWED OPS2#51 **SCORE** 6

SPY HUNTER
ACTION PLAYED IT? ☐
Like James Bond's gadget-laden cars? You'll love this action racer
REVIEWED OPS2#12 **SCORE** 8

SPYHUNTER 2
ACTION PLAYED IT? ☐
A decent fusion of shootin' and drivin'
REVIEWED OPS2#44 **SCORE** 6

SPY HUNTER: NOWHERE TO RUN
ACTION PLAYED IT? ☐
Oh dear. We've seen some drab ill-judged resurrections of 'retro classics' in our time, but this takes the pixelated biscuit
REVIEWED OPS2#79 **SCORE** 3

SPYRO: A HERO'S TAIL
ADVENTURE PLAYED IT? ☐
Outshone in practically every department by numerous other efforts
REVIEWED OPS2#54 **SCORE** 6

SPYRO: ENTER THE DRAGONFLY
ADVENTURE PLAYED IT? ☐
Platformer fails to move on. Not poor, but we can't recommend it
REVIEWED OPS2#28 **SCORE** 6

SPYTOY
EYETOY PLAYED IT? ☐
A solid attempt, but not as successful as, say, EyeToy: Play or EyeToy: AntiGrav
REVIEWED OPS2#65 **SCORE** 5

SPY VS SPY
ACTION PLAYED IT? ☐
Playing on your own is dreary, playing with others will leave you friendless
REVIEWED OPS2#58 **SCORE** 3

SRS: STREET RACING SYNDICATE
RACING PLAYED IT? ☐
Good but totally forgettable racing
REVIEWED OPS2#60 **SCORE** 6

SSX
SPORT PLAYED IT? ☐
Addictive high-speed snowboard racer
REVIEWED OPS2#1 **SCORE** 9

SSX TRICKY
SPORT PLAYED IT? ☐
The semi-sequel to PS2's sleeper hit is now bigger and better
REVIEWED OPS2#15 **SCORE** 9

SSX 3
SPORT PLAYED IT? ☐
Tony Hawk's, on snow with no wheels... and just as much fun
REVIEWED OPS2#40 **SCORE** 9

SSX ON TOUR
SPORT PLAYED IT? ☐
SSX still rules the snowboarding scene, but On Tour fails to surpass its predecessors. Go for SSX 3 instead
REVIEWED OPS2#66 **SCORE** 8

STAR OCEAN TILL THE END OF TIME
RPG PLAYED IT? ☐
Massive RPG which takes patience and perseverance. Make the effort and you'll be rewarded in spades
REVIEWED OPS2#52 **SCORE** 7

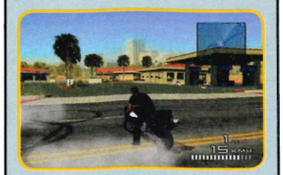
TOP 5... SNEAK AND DESTROY GAMES

1 SPLINTER CELL
Less action-packed than the later games, this is all about remaining invisible

2 MANHUNT
Use the shadows to survive this butt-clenching, nut-tightening snuff-'em-up

3 METAL GEAR SOLID 3: SNAKE EATER
Takes stealth to a whole new level with Snake's incredible camo index

4 TENCHU: WRATH OF HEAVEN
Messy to look at but this bloody and gritty ninja adventure will off you in complete silence



5 HEADHUNTER
Futuristic action adventure with great ideas, a big motorbike and lovely facial hair

STARSKY & HUTCH
ACTION PLAYED IT? ☐
Enjoyable 'drive and shoot' cop caper, but it's nowhere near as cool as the TV show. The two-player option where one of you drives while the other one blasts is a real winner
REVIEWED OPS2#36 **SCORE** 7

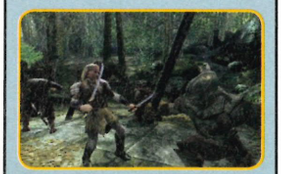
STAR TREK: ENCOUNTERS
STRATEGY PLAYED IT? ☐
Ask yourself what sort of game makes you follow vapour trails for half an hour. One that hates you, that's what
REVIEWED OPS2#81 **SCORE** 2

TOP 5... MOVIE TIE-INS THAT DON'T SUCK

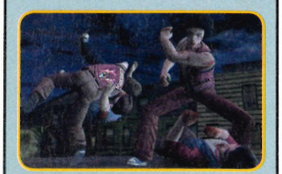
1 KING KONG
Not always bright enough but it's bold and daring in a world of predictable platformers

2 SPIDER-MAN 2
The original might have scaled the heights but this free-form adventured topped even that

3 THE THING
Creepy snowbound shooter based on a 1970s horror flick where anyone can be an enemy



4 THE LORD OF THE RINGS: THE TWO TOWERS
3-hour film reduced to hacking and slashing. But it's fun and gory

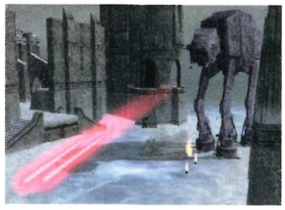


5 THE WARRIORS
A brawler built with the same care and eye for comedy as a *GTA*, but with an even nastier edge

STAR TREK SHATTERED UNIVERSE
SHOOTING PLAYED IT? ☐
A repetitive shooter – one for the most extreme Trekkies only
REVIEWED OPS2#46 **SCORE** 5

STAR TREK VOYAGER: ELITE FORCE
SHOOTING PLAYED IT? ☐
What was a cool first-person shooter on PC loses its way on PS2
REVIEWED OPS2#23 **SCORE** 4

STAR WARS: BATTLEFRONT
ACTION PLAYED IT? ☐
Star Wars fans will revel in this toybox of Jedi iconography
REVIEWED OPS2#52 **SCORE** 7



STAR WARS: BATTLEFRONT II
ACTION PLAYED IT? ☐
This is a rollicking Star Wars combat game
REVIEWED OPS2#66 **SCORE** 8

STAR WARS: BOUNTY HUNTER
ACTION PLAYED IT? ☐
Solid 3D romp through the underbelly of the Star Wars universe
REVIEWED OPS2#28 **SCORE** 7

STAR WARS EPISODE III: REVENGE OF THE SITH
ACTION PLAYED IT? ☐
An unambitous game of the film, further damaged by technical flaws
REVIEWED OPS2#61 **SCORE** 6

STAR WARS: RACER REVENGE
RACING PLAYED IT? ☐
Diddy Darth goes podracing in this fast and furious space racer
REVIEWED OPS2#19 **SCORE** 7

STAR WARS: STARFIGHTER
SHOOTING PLAYED IT? ☐
Cool 3D Star Wars blaster with deep missions and furious action
REVIEWED OPS2#6 **SCORE** 9

STAR WARS: SUPER BOMBAD RACING
RACING PLAYED IT? ☐
Fun, until you realise the CPU opposition has an unfair advantage, while derivative gameplay doesn't help either. The Force is weak in this one
REVIEWED OPS2#8 **SCORE** 5

STAR WARS: THE CLONE WARS
SHOOTING PLAYED IT? ☐
Film-inspired inter-stellar battler that's hot on Starfighter's heels
REVIEWED OPS2#30 **SCORE** 6

STATE OF EMERGENCY
ACTION PLAYED IT? ☐
A full-blown riot sim from the folks behind Grand Theft Auto
REVIEWED OPS2#19 **SCORE** 7

STATE OF EMERGENCY 2
ACTION PLAYED IT? ☐
Wildly derivative and senselessly exploitative, SOE2 neither challenges nor entertains. Thug gaming at the very lowest level
REVIEWED OPS2#72 **SCORE** 3

STEAMBOT CHRONICLES
RPG PLAYED IT? ☐
Steambot isn't as polished or as deep as Dragon Quest or Final Fantasy, but it's still a charming curiosity laden with fresh ideas. Recommended for RPG fanatics
REVIEWED OPS2#77 **SCORE** 7

STAR WARS JEDI STARFIGHTER

SHOOTING **REVIEWED OPS2#19**

Intergalactic blasting set in the locations found in Episode II: Attacks of the Clones which places gamers in the cockpit of Starfighter and gives them various Force powers. For anyone who ever wanted to be a Star Wars fighter pilot

PlayStation 2 OFFICIAL MAGAZINE-UK **VERDICT**

Impressive at the time, but hasn't really aged well. Deserves a lesser score than 8/1- – we like our Star Wars in LEGO form these days

7/10

STEEL DRAGON EX
SHOOTING PLAYED IT? ☐
A cheap and cheap shooter. Be sensible and buy R-Type Final instead
REVIEWED OPS2#50 **SCORE** 4

STELLA DEUS: THE GATE OF ETERNITY
RPG PLAYED IT? ☐
Starts off well and features some decent strategizing, but is ultimately stifled by a poor script and some uninspired character design
REVIEWED OPS2# 72 **SCORE** 6

STOCK CAR CRASH
RACING PLAYED IT? ☐
Uninspired tracks and clunky physics make this one to avoid. Burnout available on Platinum renders the existence of this game totally pointless
REVIEWED OPS2#75 **SCORE** 3

STOLEN
ACTION PLAYED IT? ☐
Soulless and almost completely without originality, Not even worth nicking
REVIEWED OPS2#58 **SCORE** 5

STREET FIGHTER ALPHA ANTHOLOGY
FIGHTING PLAYED IT? ☐
Despite its pedigree, there's not enough here to prise open our wallets. We're sticking with Street Fighter Alpha Max on PSP, thanks
REVIEWED OPS2#74 **SCORE** 6

STREET FIGHTER EX3
FIGHTING PLAYED IT? ☐
Pyrotechnic beat-'em-up for the Capcom hardcore, its curious amalgamation of 2D and 3D doesn't really work
REVIEWED OPS2#3 **SCORE** 6

STREET GOLFER
SPORT PLAYED IT? ☐
A potentially crowd-pleasing idea that's horribly marred by half-hearted execution and woefully dull environments. Tiger's still the king of this particular jungle
REVIEWED OPS2#77 **SCORE** 4

STREET HOOPS
SPORT PLAYED IT? ☐
Pedestrian street basketball title. Rips off NBA Street but cocks it up real bad
REVIEWED OPS2#26 **SCORE** 5

STRIKE FORCE BOWLING
SPORT PLAYED IT? ☐
Cheep and cheerful, but is this worth your time or your money? Hint: no
REVIEWED OPS2#62 **SCORE** 4

STUART LITTLE 3: BIG PHOTO ADVENTURE
ADVENTURE PLAYED IT? ☐
As kiddie-friendly games go this is real quailty stuff
REVIEWED OPS2#65 **SCORE** 7

STUNT GP
RACING PLAYED IT? ☐
Practise car stunts with remote-controlled cars. Or not
REVIEWED OPS2#14 **SCORE** 3

STUNTMAN
RACING PLAYED IT? ☐
Car-flipping, bus-skidding, bike-crashing addictive movie mayhem. Pity it's so teeth-gnashingly hard, mind
REVIEWED OPS2#23 **SCORE** 8

SUB REBELLION
ACTION PLAYED IT? ☐
Woefully sub-standard submarine title fails to make a splash
REVIEWED OPS2#26 **SCORE** 4

SUIKODEN IV
RPG PLAYED IT? ☐
A ponderous RPG experience, delivering essentials but lacking in excitement, fun and any hint of originality
REVIEWED OPS2#57 **SCORE** 6

SUIKODEN V
RPG PLAYED IT? ☐
Its intelligent plot and great looks could have made Suikoden V spellbinding – if only it wasn't so tedious
REVIEWED OPS2#78 **SCORE** 5

SUIKODEN TACTICS
RPG PLAYED IT? ☐
Some nice ideas that could have made this effort stand out from the crowd were it not so chock-full of cliché
REVIEWED OPS2#69 **SCORE** 6

SUMMER HEAT BEACH VOLLEYBALL
SPORT PLAYED IT? ☐
Compelling action if you can look beyond the superbly animated beach babes
REVIEWED OPS2#36 **SCORE** 7

SUMMONER
RPG PLAYED IT? ☐
An RPG that's cool to watch with good action set-pieces
REVIEWED OPS2#4 **SCORE** 8

SUMMONER 2
RPG PLAYED IT? ☐
Less dazzling second time around but this huge RPG still satisfies
REVIEWED OPS2#27 **SCORE** 7

SUNNY GARCIA SURFING
SPORT PLAYED IT? ☐
Surf's up in this wave-riding sim. Not a patch on Kelly Slater though
REVIEWED OPS2#19 **SCORE** 3

SUPER-BIKES RIDING CHALLENGE
RACING PLAYED IT? ☐
A likeable enough bike racer that's simply too po-faced to stay interesting
REVIEWED OPS2#77 **SCORE** 6

SUPER BUST-A-MOVE
PUZZLE PLAYED IT? ☐
It's Bust-A-Move, but no extras and no spark
REVIEWED OPS2#2 **SCORE** 4

SUPER DRAGON BALL Z
FIGHTING PLAYED IT? ☐
Its colourful looks may appeal to younger gamers, but Super DBZ is too limited in every department to attract interest from anyone else
REVIEWED OPS2#75 **SCORE** 5

SUPER FARM
FIGHTING PLAYED IT? ☐
Multiplayer mode rescues this beat-'em-up from being bland cattle fodder
REVIEWED OPS2#40 **SCORE** 7

SUPER MONKEY BALL ADVENTURE
ACTION PLAYED IT? ☐
Certainly nothing to go ape for. The adventure slips on a banana peel, but the classic mode and mini-games redeem the package
REVIEWED OPS2#74 **SCORE** 6

SUPER MONKEY BALL DELUXE
ACTION PLAYED IT? ☐
At £25, you just can't grumble
REVIEWED OPS2#59 **SCORE** 8

SUPER TRUCKS
RACING PLAYED IT? ☐
Unique but unrewarding truck racing sim, left behind at the greasy spoon services by 18 Wheeler
REVIEWED OPS2#20 **SCORE** 4

SUPERCAR STREET CHALLENGE
RACING PLAYED IT? ☐
Race in cool customisable cars around sadly barren cities
REVIEWED OPS2#14 **SCORE** 4

SUPERMAN RETURNS
ACTION PLAYED IT? ☐
Repetitive and dull. It seems that spin-off games are as effective as Kryptonite when it comes to bringing down Superman
REVIEWED OPS2#80 **SCORE** 5

SUPERMAN: SHADOW OF APOKOLIPS
ACTION PLAYED IT? ☐
Less than inspirational take on the Man Of Steel's adventures
REVIEWED OPS2#27 **SCORE** 5

SURFING H30
SPORT PLAYED IT? ☐
Lacklustre surf sim that's wet in the wrong sense of the word
REVIEWED OPS2#2 **SCORE** 4

SVEN GORAN-ERIKSSON'S WORLD CHALLENGE
SPORT PLAYED IT? ☐
The worst football game ever? It could be. Play it and weep
REVIEWED OPS2#23 **SCORE** 1

SVEN-GORAN ERIKSSON'S WORLD MANAGER
SPORT PLAYED IT? ☐
Pedestrian football manager, namechecked by the pedestrian so-called coach
REVIEWED OPS2#24 **SCORE** 5

SWAT: GLOBAL STRIKE TEAM
SHOOTING PLAYED IT? ☐
Earns its badge, even alongside the likes of Freedom Fighters and SOCOM
REVIEWED OPS2#40 **SCORE** 8

SWING AWAY GOLF
SPORT PLAYED IT? ☐
Cutesy golf sim with mucho slowdown
REVIEWED OPS2#2 **SCORE** 3

SWORD OF THE SAMURAI
ACTION PLAYED IT? ☐
Kendo action with distinct lack of polish
REVIEWED OPS2#33 **SCORE** 6

SWORDS OF DESTINY
ACTION PLAYED IT? ☐
Action-packed Castlevania crib that isn't terrible, but is overly predictable and unchallenging from the outset
REVIEWED OPS2#76 **SCORE** 5

SX SUPERSTAR
RACING PLAYED IT? ☐
Arcade biking that's too easy to finish
REVIEWED OPS2#36 **SCORE** 6

SYBERIA
ADVENTURE PLAYED IT? ☐
Puzzle-solving adventure in need of much more action
REVIEWED OPS2#34 **SCORE** 5

SYBERIA II
ADVENTURE PLAYED IT? ☐
Best left out in the cold
REVIEWED OPS2#55 **SCORE** 4

SYPHON FILTER: THE OMEGA STRAIN
ACTION PLAYED IT? ☐
A classy and accessible action title that's like an interactive Die Hard movie
REVIEWED OPS2#47 **SCORE** 8

T

T3: THE REDEMPTION
ACTION PLAYED IT? ☐
Suffers from a bewildering mix of styles
REVIEWED OPS2#53 **SCORE** 6

TAITO LEGENDS
RETRO PLAYED IT? ☐
Yes, Rainbow Islands, Bubble Bobble and New Zealand Story are actually still quite good. That'll be two-thrids of a mark a piece, then
REVIEWED OPS2#65 **SCORE** 2

TAK AND THE POWER OF JUJU
ADVENTURE PLAYED IT? ☐
Pleasant and harmless platformer set in an impressively realised fantasy world
REVIEWED OPS2#45 **SCORE** 6

TAK 2: THE STAFF OF DREAMS
ADVENTURE PLAYED IT? ☐
Trips up at the final step to gaming greatness through a last-minute lack of effort
REVIEWED OPS2#59 **SCORE** 7

TAK: THE GREAT JUJU CHALLENGE
ADVENTURE PLAYED IT? ☐
There's plenty of crossover with previous Taks and enough new features to keep the series fresh
REVIEWED OPS2#70 **SCORE** 7

TARZAN FREERIDE
SPORT! PLAYED IT? ☐
Based on the Disney film, this SSX clone (no really) fails to impress
REVIEWED OPS2#16 **SCORE** 4

TAZ WANTED
ADVENTURE PLAYED IT? ☐
This humdrum platformer features Looney Tunes hilarity. Grimace
REVIEWED OPS2#26 **SCORE** 5

TD OVERDRIVE
RACING PLAYED IT? ☐
Enjoyable but formulaic arcade racer
REVIEWED OPS2#21 **SCORE** 6

TEEN TITANS
FIGHTING PLAYED IT? ☐
Bland, repetitive brawling that lacks both panache and depth. A decent cartoon feel isn't nearly enough to redeem this hollow, tedious experience
REVIEWED OPS2 #81 **SCORE** 2

TEENAGE MUTANT NINJA TURTLES
ACTION PLAYED IT? ☐
This retro arcade battler become little more than mindless button bashing
REVIEWED OPS2#45 **SCORE** 5

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS
ACTION PLAYED IT? ☐
Visually this is a great companion to the cartoon, but the 'game' part is terminally average throughout
REVIEWED OPS2#57 **SCORE** 5

TEENAGE MUTANT NINJA TURTLES 3: MUTANT NIGHTMARE
ACTION PLAYED IT? ☐
This is another substandard Turtles beat-'em up that won't test your brain, but might have you dipping your thumbs in TCP afterwards
REVIEWED OPS2# 72 **SCORE** 3

TEKKEN 4
FIGHTING PLAYED IT? ☐
The beat-'em-up action remains good fun and the character roster is peerless, but where are the new ideas?
REVIEWED OPS2#25 **SCORE** 7

TEKKEN TAG TOURNAMENT
FIGHTING PLAYED IT? ☐
Namco's hugely playable and graphically spectacular beat-'em-up now with added tagging gameplay
REVIEWED OPS2#1 **SCORE** 8

TENCHU: FATAL SHADOWS
ACTION PLAYED IT? ☐
So old you'll want to help it across the road
REVIEWED OPS2#59 **SCORE** 6

TENCHU: TIME OF THE ASSASSINS
ACTION PLAYED IT? ☐
As a bloody beat-'em-up this is fine, but as the stealth-driven outing it wants to be, it's a long way off top form
REVIEWED OPS2#75 **SCORE** 6

TENCHU: WRATH OF HEAVEN
ACTION PLAYED IT? ☐
Fine ninja-flavoured stealth-'em-up set in ye olde Japan
REVIEWED OPS2#31 **SCORE** 8

TERMINATOR 3: RISE OF THE MACHINES
ACTION PLAYED IT? ☐
Too easy and too short. A poor adaptation of the film
REVIEWED OPS2#42 **SCORE** 4

TEST DRIVE: OFF-ROAD WIDE OPEN
RACING PLAYED IT? ☐
A tidy off-road racer that delivers more than expected
REVIEWED OPS2#14 **SCORE** 6

TETRIS WORLDS
PUZZLE PLAYED IT? ☐
Addictive personalities beware! Tetris will take over your life
REVIEWED OPS2#21 **SCORE** 7

TG DARE DEVIL
RACING PLAYED IT? ☐
Mission-based car racing with minimal appeal
REVIEWED OPS2#2 **SCORE** 5

THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: ATTACK OF THE TWONKIES
ADVENTURE PLAYED IT? ☐
Polished but average, the well worked flow is let down by annoying controls
REVIEWED OPS2#60 **SCORE** 6

THE ANT BULLY
ADVENTURE PLAYED IT? ☐
All too familiar platforming action spoiled further by utterly dreary objectives
REVIEWED OPS2#76 **SCORE** 4

THE BARD'S TALE
ADVENTURE PLAYED IT? ☐
Spoilt by an un-engaging gameplay and a script that lacks edge
REVIEWED OPS2#58 **SCORE** 5

THE BIBLE GAME
QUIZ PLAYED IT? ☐
Hallowed be thy game? No, actually. However much you love the man upstairs, you will not going to like this
REVIEWED OPS2#72 **SCORE** 4

THE BOUNCER
FIGHTING PLAYED IT? ☐
Limited story-based beat-'em-up from Final Fantasy fellas, Square
REVIEWED OPS2#9 **SCORE** 6

THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
ADVENTURE PLAYED IT? ☐
Frustrates and delights in not quite equal measure, but avoids being totally whiffy
REVIEWED OPS2#67 **SCORE** 6

THE DA VINCI CODE
ADVENTURE PLAYED IT? ☐
A pain to control and not that rewarding if you persist, this should have been a top puzzle-strewn adventure. It isn't
REVIEWED OPS2#74 **SCORE** 5

THE FLINTSTONES IN VIVA ROCK VEGAS
RACING PLAYED IT? ☐
You should not care less about this kart racer. Oddly, it seems, neither did the developer
REVIEWED OPS2#11 **SCORE** 2

THE GETAWAY
ACTION PLAYED IT? ☐
Mockney mayhem that manages to live up to the hype. Geezer
REVIEWED OPS2#28 **SCORE** 9

THE GETAWAY: BLACK MONDAY
ACTION PLAYED IT? ☐
Feels too similar to its predecessor to land classic status but this is still a very strong adventure with great set-pieces
REVIEWED OPS2#53 **SCORE** 8

THE GODFATHER
ACTION PLAYED IT? ☐
An extremely average crime sim bolted onto a much-loved licence, this just proves that you can't buy class. Not horrific, just freakin' dull and desperate to steal some of GTA's thunder
REVIEWED OPS2#71 **SCORE** 6

THE GREAT ESCAPE
ADVENTURE PLAYED IT? ☐
Classic WW2 escape drama manages to escape the mediocrity
REVIEWED OPS2#37 **SCORE** 7

THE HAUNTED MANSION
ADVENTURE PLAYED IT? ☐
Very short but good fun while it lasts
REVIEWED OPS2#44 **SCORE** 6

THE HOBBIT
ADVENTURE PLAYED IT? ☐
Cute adventure aimed at a young audience
REVIEWED OPS2#41 **SCORE** 7

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION
ACTION PLAYED IT? ☐
A festival of big green destruction; not pretty, but fun
REVIEWED OPS2#63 **SCORE** 7

THE INCREDIBLES
ACTION PLAYED IT? ☐
Nothing new to see here but not the total disaster it could have been when compared to most movie licenses
REVIEWED OPS2#54 **SCORE** 6

THE INCREDIBLES: RISE OF THE UNDERMINER
ADVENTURE PLAYED IT? ☐
Does a pretty decent job of capturing the spirit of the film and provides some mindless laughs along the way
REVIEWED OPS2#68 **SCORE** 6

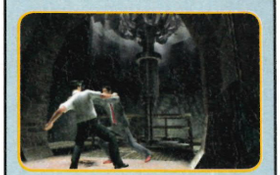
TOP 5... MOVIE TIE-INS THAT SUCK BAD

1 SUPERMAN RETURNS
Grey, messy, infantile and repetitive; and those are the good points picked from our notepads

2 CATWOMAN
War crimes tribunals have been convened in The Hague for less than this. Nice coat, though

3 X-MEN: THE OFFICIAL GAME OF THE MOVIE
If we're looking for positives it can be completed in about three hours

4 BATMAN BEGINS
Holy crap game Batman! New ideas are unleashed, but they aren't followed through at all well



5 THE DA VINCI CODE
Nowhere near as bad as it could have been, but steadfastly not very good either

TEKKEN 5

FIGHTING **REVIEWED OPS2#61**

The Iron Fist tournament returned with over thirty fighters, tons of head cracking moves and an absence of interactive environments that cluttered up the previous outing. A major return to fighting form

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

All of the ballistic battering associated with Tekken and some of the best graphics on the PS2. Second only to Soul Calibur III

8/10

THE ITALIAN JOB: LA HEIST
RACING PLAYED IT? ☐
A new game of a new film, both fairly poor
REVIEWED OPS2#38 **SCORE** 6

THE KING OF FIGHTERS 2002
FIGHTING PLAYED IT? ☐
Old skooler will enjoy this 2D throwback
REVIEWED OPS2#62 **SCORE** 7

THE KING OF FIGHTERS 2003
FIGHTING PLAYED IT? ☐
Plays like a decrepit, broken pensioner
REVIEWED OPS2#70 **SCORE** 4

TOP 5... SPELL-BINDING RPGS

1 FINAL FANTASY XII
The culmination of years of brilliance, refined and reinvented, leaving you hugely rewarded

2 DARK CHRONICLE
Innovation meets exploration, all in real-time and all in wonderful cel-shaded glory

3 DRAGON QUEST
Proof that Square Enix pour just as much care and attention into their non-*Fantasy* efforts

4 KINGDOM HEARTS
The cast is Disney's but the mechanics are pure Square in this sublime and original cartoon RPG

5 FINAL FANTASY X
It's been superseded since but excellence of this magnitude takes more than time to fade

THE LEGEND OF SPYRO: A NEW BEGINNING
ADVENTURE PLAYED IT? ☐
A rather lazy prequel, even with the changes there's nowt here you won't have seen before
REVIEWED OPS2#80 **SCORE** 6

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING
ADVENTURE PLAYED IT? ☐
Shabby literary adventure that lacks the showmanship and excitement of EA's The Two Towers
REVIEWED OPS2#28 **SCORE** 4

THE LORD OF THE RINGS: THE RETURN OF THE KING
ACTION PLAYED IT? ☐
Awesome scale, stunning visuals and relentless battling take you straight to the heart of Tolkien's epic
REVIEWED OPS2#40 **SCORE** 8

THE LORD OF THE RINGS: THE THIRD AGE
RPG PLAYED IT? ☐
Goes deeper than other LOTR games, but lets itself down with samey gameplay
REVIEWED OPS2#53 **SCORE** 7

THE LORD OF THE RINGS: THE TWO TOWERS
ACTION PLAYED IT? ☐
This movie tie-in gives hack 'n' slash a thrilling next-gen makeover
REVIEWED OPS2#27 **SCORE** 8

THE MARK OF KRI
ADVENTURE PLAYED IT? ☐
Fantasy adventure with a big barbarian and his raven sidekick
REVIEWED OPS2#31 **SCORE** 7

THE MATRIX: PATH OF NEO
ACTION PLAYED IT? ☐
A much better proposition than Enter The Matrix. Here you actually get to play as Neo, re-enacting the finest set-pieces from the movie trilogy in an orgy of bullet time and kung fu that's only let down by lack of depth
REVIEWED OPS2#66 **SCORE** 7

THE MUMMY RETURNS
ADVENTURE PLAYED IT? ☐
Based on the by-the-numbers Hollywood romp and equally derivative
REVIEWED OPS2#14 **SCORE** 5

THE PLAN
ACTION PLAYED IT? ☐
A half-hearted approach, crap graphics and soul-destroying repetition sully this actioner
REVIEWED OPS2#70 **SCORE** 4

THE POLAR EXPRESS
ADVENTURE PLAYED IT? ☐
Like a Christmas puppy a couple of months into Spring, this is small, pitiful and in dire need of a swift termination
REVIEWED OPS2#56 **SCORE** 3

THE PUNISHER
ACTION PLAYED IT? ☐
The most faithful comic-to-game since Spider-Man 2. Totally sick and brutal – but in a good way
REVIEWED OPS2#57 **SCORE** 7

THE SCORPION KING: RISE OF AKKADIAN
ACTION PLAYED IT? ☐
Movie cash-in with few appealing features – unless you fancy The Rock
REVIEWED OPS2#27 **SCORE** 4

THE SHADOW OF ZORRO
ADVENTURE PLAYED IT? ☐
Stealth-based adventure for die hard fans of el Zorro only
REVIEWED OPS2#18 **SCORE** 3

THE SIMPSONS: HIT & RUN
ACTION PLAYED IT? ☐
Bart wouldn't play Hit & Run. He'd play GTA
REVIEWED OPS2#40 **SCORE** 5

THE SIMPSONS: ROAD RAGE
RACING PLAYED IT? ☐
Shameless Crazy Taxi rip-off, but with Homer behind the wheel
REVIEWED OPS2#15 **SCORE** 6

THE SIMPSONS: SKATEBOARDING
SPORT PLAYED IT? ☐
Eat my shorts. Then go and buy Tony Hawk's 4
REVIEWED OPS2#30 **SCORE** 5

THE SIMS
STRATEGY PLAYED IT? ☐
Life simulation. It's a godsend for comically-minded control freaks
REVIEWED OPS2#30 **SCORE** 8

THE SIMS BUSTIN' OUT
STRATEGY PLAYED IT? ☐
Builds on the first Sims with a broader range of options
REVIEWED OPS2#41 **SCORE** 8

THE SIMS 2 PETS
STRATEGY PLAYED IT? ☐
Whatever EA says, this feels like a mere expansion pack. It's a welcome one though, and it'll make your little Sim home all the more complete
REVIEWED OPS2#78 **SCORE** 8

THE SNIPER 2
ACTION PLAYED IT? ☐
Shocking. Let's hope Sniper 1 is around somewhere to pick this one off
REVIEWED OPS2#47 **SCORE** 2

THE SOPRANOS: ROAD TO RESPECT
ACTION PLAYED IT? ☐
Dull, short, unambitious and misguided, Road To Respect has all the appeal of Big Pussy's body after it got riddled with bullets
REVIEWED OPS2 #81 **SCORE** 3

THE SPONGEBOB SQUAREPANTS MOVIE
ADVENTURE PLAYED IT? ☐
It's not bad but it doesn't have an original bone in it's body
REVIEWED OPS2#57 **SCORE** 6

THE SUFFERING
ACTION PLAYED IT? ☐
A conservative, but impressive survival horror
REVIEWED OPS2#46 **SCORE** 8

THE SUFFERING: TIES THAT BIND
ACTION PLAYED IT? ☐
Not for the faint hearted, this is a cleverly shocking demon-blasting game for those who can take the darkness
REVIEWED OPS2#64 **SCORE** 8

THE SUM OF ALL FEARS
SHOOTING PLAYED IT? ☐
Repetitive gameplay dictates this squad-based shooter
REVIEWED OPS2#27 **SCORE** 5

THE SWORD OF ETHERIA
ACTION PLAYED IT? ☐
A playable hack-'em-up that delivers big on colourful enemy kills, but loses out because you're so reliant on dumbass AI team-mates to aid you along the way
REVIEWED OPS2#71 **SCORE** 6

THE TERMINATOR: DAWN OF FATE
ACTION PLAYED IT? ☐
Toe-curlingly inadequate film tie-in. Clunkier than Arnie rapping
REVIEWED OPS2#26 **SCORE** 4

THE THING
ACTION PLAYED IT? ☐
Top-class survival horror action based on John Carpenter's classic arctic-set movie. Trust nobody
REVIEWED OPS2#25 **SCORE** 9

THE ULTIMATE TRIVIA QUIZ
QUIZ PLAYED IT? ☐
Trivial in every sense. Still, it'll make a nice surprise for your binman among the cat sick and cold pizza
REVIEWED OPS2#72 **SCORE** 2

THE ULTIMATE WORLD CUP QUIZ
QUIZ PLAYED IT? ☐
Get on Google and make up your own football quiz parlour game with paper and pens. Easier, cheaper, and more fun
REVIEWED OPS2#75 **SCORE** 2

THE URBZ: SIMS IN THE CITY
STRATEGY PLAYED IT? ☐
More accesible than previous Sims games for people who don't really 'get it'
REVIEWED OPS2#54 **SCORE** 8

THE WARRIORS
ACTION PLAYED IT? ☐
An enjoyable beat-'em-up that does the cult classic movie justice. You must guide your gang across NYC with the rest of the city's crews on your trail. Repetitive button bashing combat ensues but the atmosphere rocks
REVIEWED OPS2#66 **SCORE** 7

THE WEAKEST LINK
QUIZ PLAYED IT? ☐
Quiz show cash-in. Watch it on TV instead if you can endure the Robinson
REVIEWED OPS2#14 **SCORE** 4

THE X FACTOR SING
MUSIC PLAYED IT? ☐
Technically, it just about works, but the whole package feels sloppily put together. Stick with SingStar
REVIEWED OPS2#67 **SCORE** 5

THE X-FILES: RESIST OR SERVE
ADVENTURE PLAYED IT? ☐
A lacklustre survival horror effort
REVIEWED OPS2#48 **SCORE** 5

THEME PARK WORLD
STRATEGY PLAYED IT? ☐
Take on the role of a theme park tycoon in this quality sim
REVIEWED OPS2#3 **SCORE** 7

THIS IS FOOTBALL 2002
SPORT PLAYED IT? ☐
An atmospheric, option-rich and surprisingly playable addition to a once weak series
REVIEWED OPS2#12 **SCORE** 7

THIS IS FOOTBALL 2003
SPORT PLAYED IT? ☐
Respectable latest instalment in the fast-improving footy series
REVIEWED OPS2#26 **SCORE** 7

THIS IS FOOTBALL 2004
SPORT PLAYED IT? ☐
Not a league leader but the best-executed online football game
REVIEWED OPS2#45 **SCORE** 7

THIS IS FOOTBALL 2005
SPORT PLAYED IT? ☐
Insultingly similar to TIF2004 and therefore still vastly inferior to PES and FIFA
REVIEWED OPS2#53 **SCORE** 6

THRILLVILLE
STRATEGY PLAYED IT? ☐
A great theme park management game that's packed with smart ideas and presented in such an appealing way that you can't help but fall under its spell
REVIEWED OPS2#80 **SCORE** 8

THUNDERHAWK: OPERATION PHOENIX
ACTION PLAYED IT? ☐
Brave attempt to blend arcade and sim in this chopper blaster
REVIEWED OPS2#12 **SCORE** 7

TIGER WOODS PGA TOUR 2001
SPORT PLAYED IT? ☐
Unlike Tiger himself, this plays things just a bit too safe
REVIEWED OPS2#6 **SCORE** 6

TIGER WOODS PGA TOUR 2002
SPORT PLAYED IT? ☐
Tiger's game is still the best mainly thanks to its ace analogue control system which cleverly replicates the swing action
REVIEWED OPS2#19 **SCORE** 7

TIGER WOODS PGA TOUR 2003
SPORT PLAYED IT? ☐
Gorgeous courses. Innovative controls. A great golf sim
REVIEWED OPS2#28 **SCORE** 8

THE SIMS 2

OPS2 TIME TEST

STRATEGY **REVIEWED OPS2#66**

Will Wright's sublime and often ridiculous life-simulator returned with a goal-based gameplay where you must attend to your Sims desires and fears. Another top entry in arguably the most mass-appeal series on PS2

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Thanks to the ace characterisation and animation Sims 2 feels like an interactive soap opera. Entertaining and hugely addictive

8/10

TIMESPLITTERS 2

SHOOTING **REVIEWED OPS2#25**

A sequel that kept the time-hopping ideas of the original then added substance to the single-player game and ramped up the speed of the split screen multiplayer action to sensational effect

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Ousted PES as our lunchtime multiplayer game of choice – it was that good! Still the finest multiplayer shooter on PS2

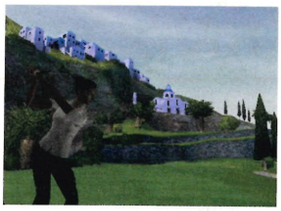
10/10

OPS2 TIME TEST

TIGER WOODS PGA TOUR 2004
SPORT **PLAYED IT?** ☐
Another hole in one for the world's least temperamental sportsman
REVIEWED OPS2#38 **SCORE** 8

TIGER WOODS PGA TOUR 2005
SPORT **PLAYED IT?** ☐
Enough improved features to make it still a must-buy
REVIEWED OPS2#51 **SCORE** 9

TIGER WOODS PGA TOUR 2006
SPORT **PLAYED IT?** ☐
There are no massive revolutions since last time, but this easily retains its 'king of the swingers' crown
REVIEWED OPS2#65 **SCORE** 8



TIGER WOODS 07
SPORT **PLAYED IT?** ☐
A slightly lazy overhaul rather than a full-blown sequel, but still bloody good stuff that's essential for noobs or lapsed fans and is the best golf game on the fairway
REVIEWED OPS2#78 **SCORE** 8

TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS: OOGIE'S REVENGE
ADVENTURE **PLAYED IT?** ☐
Slow, far too simplistic, horribly confusing and terminally dull
REVIEWED OPS2#64 **SCORE** 4

TIME CRISIS 2
SHOOTING **PLAYED IT?** ☐
Namco's cool arcade lightgun game gets a graphical polish for PS2
REVIEWED OPS2#13 **SCORE** 8

TIME CRISIS 3
SHOOTING **PLAYED IT?** ☐
Unevolved lightgun gaming. But who cares when it's this much fun?
REVIEWED OPS2#40 **SCORE** 7

TIMESPLITTERS
SHOOTING **PLAYED IT?** ☐
Fun, fast and frantic first-person shooter
REVIEWED OPS2#1 **SCORE** 9

TIMESPLTTERS FUTURE PERFECT
SHOOTING **PLAYED IT?** ☐
A truly brilliant shooter with bages of ideas. It's sold out on its hardcore roots but we're the only ones complaining
REVIEWED OPS2#57 **SCORE** 9

TOCA RACE DRIVER
RACING **PLAYED IT?** ☐
Ultra-realistic racer, bolstered by smart storyline and great visuals
REVIEWED OPS2#24 **SCORE** 8

TOCA RACE DRIVER 2
RACING **PLAYED IT?** ☐
The inviting storyline and uncomplicated racing will draw in even the most casual of drivers
REVIEWED OPS2#52 **SCORE** 8

TOCA RACE DRIVER 3
RACING **PLAYED IT?** ☐
When it comes to realism, TOCA is hot on Gran Turismo's heels. As for variety, accessibility and heart, it's already way ahead. TOCA 3 is a real challenger for the title of PS2's best driving game
REVIEWED OPS2#69 **SCORE** 9

TOKOBOT PLUS: MYSTERIES OF THE KARAKURI
PUZZLE **PLAYED IT?** ☐
Tokobot Plus is a straightforward puzzler with a neat robo-twist, but it's better suited to life on PSP
REVIEWED OPS2#80 **SCORE** 5

TOKYO ROAD RACE
RACING **PLAYED IT?** ☐
Simple isn't always best in the world of street racing sims
REVIEWED OPS2#30 **SCORE** 3

TOKYO XTREME RACER
RACING **PLAYED IT?** ❑
Sedate and sadly extremely dull Gran Turismo clone
REVIEWED OPS2#11 **SCORE** 4

TOM AND JERRY IN WAR OF THE WHISKERS
ADVENTURE **PLAYED IT?** ☐
Pawful cartoon inspired fighter that licks (fur) balls
REVIEWED OPS2#34 **SCORE** 3

TOMB RAIDER: LEGEND
ADVENTURE **PLAYED IT?** ☐
Legend is a largely tremendous update of the classic Raider template, only let down by the short lifespan and lack of challenge
REVIEWED OPS2#71 **SCORE** 8

TOMB RAIDER: THE ANGEL OF DARKNESS
ADVENTURE **PLAYED IT?** ☐
Lara's first outing on PS2. We were clearly mesmerised by her pert polygonal buttocks when we gave this 8/10. In hindsight this is pants
REVIEWED OPS2#35 **SCORE** 8

TONY HAWK'S PRO SKATER 3
SPORT **PLAYED IT?** ☐
Essential online-enabled skate sim that's almost perfect to play
REVIEWED OPS2#15 **SCORE** 9

TONY HAWK'S PRO SKATER 4
SPORT **PLAYED IT?** ☐
Another year, another essential title from the skateboard daddy
REVIEWED OPS2#28 **SCORE** 9

TONY HAWK'S PROJECT 8
SPORT **PLAYED IT?** ☐
Rough visuals can't hide the fact that this is the best Hawk's game yet with superb animation and so much stuff going on it'll keep you occupied for months
REVIEWED OPS2#80 **SCORE** 8

TONY HAWK'S UNDERGROUND
SPORT **PLAYED IT?** ☐
Takes skating games one step further up the evolutionary ladder
REVIEWED OPS2#40 **SCORE** 9

TONY HAWK'S UNDERGROUND 2
SPORT **PLAYED IT?** ☐
Precise, sharp and hugley enjoyable: another class effort
REVIEWED OPS2#53 **SCORE** 8

TOP ANGLER 2
SPORT **PLAYED IT?** ☐
More fishing that's just as dull as all the competition out there
REVIEWED OPS2#20 **SCORE** 5

TOP GUN: COMBAT ZONES
ACTION **PLAYED IT?** ☐
A flight sim that appears to have been designed by people who've never flown in a plane
REVIEWED OPS2#14 **SCORE** 4

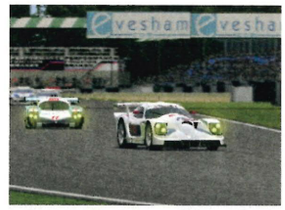
TOP SPIN
SPORT **PLAYED IT?** ☐
Aside from the shockingly ropey visuals Top Spin equips itself pretty well
REVIEWED OPS2#65 **SCORE** 6

TORINO 2006
SPORT **PLAYED IT?** ☐
Without any surprise inclusions – where's the naked luge event? – this is just a standard set of okay-ish winter sports
REVIEWED OPS2#69 **SCORE** 5

TOTAL CLUB MANAGER 2004
SPORT **PLAYED IT?** ☐
Football management sim that cleverly links up with FIFA 2004 so you can actually play as the team you manage
REVIEWED OPS2#41 **SCORE** 7

TOTAL CLUB MANAGER 2005
SPORT **PLAYED IT?** ☐
No leap forward from the original but still a quality dugout game
REVIEWED OPS2#53 **SCORE** 7

TOTAL IMMERSION RACING
RACING **PLAYED IT?** ☐
Solid if slightly unspectacular racer with aggressive AI
REVIEWED OPS2#29 **SCORE** 6



TOTAL OVERDOSE
ACTION **PLAYED IT?** ☐
Addictive and action-packed, racking up combo kills creates a twist that will keep pulling you back in for just one more go
REVIEWED OPS2#65 **SCORE** 8

TOURIST TROPHY
RACING **PLAYED IT?** ☐
Gran Turismo's flaws plus questionable handling make this hard to love. As a glossy bike catalogue, it's lush. As a game, it's not quite right
REVIEWED OPS2#72 **SCORE** 7

TRANSFORMERS
ACTION **PLAYED IT?** ☐
A beautifully made license of the cult 'robots in disguise' series
REVIEWED OPS2#46 **SCORE** 8

TRANSWORLD SURF
SPORT **PLAYED IT?** ☐
Limited surf sim with some nice wave physics and nothing much else
REVIEWED OPS2#23 **SCORE** 6

TRAPT
STRATEGY **PLAYED IT?** ☐
A kinky maiden luring unsuspecting men into her vicious trap? It's exactly what mother warned us about, and wisely avoided
REVIEWED OPS2#70 **SCORE** 4

TREASURE PLANET
ADVENTURE **PLAYED IT?** ☐
Treasure Island meets Disney in this nipper-friendly platform romp
REVIEWED OPS2#27 **SCORE** 6

TRIBES AERIAL ASSAULT
SHOOTING **PLAYED IT?** ☐
Sub-par shooter sure to arouse a certain cult following online
REVIEWED OPS2#35 **SCORE** 6

TRIVIAL PURSUIT UNHINGED
BOARD GAME **PLAYED IT?** ☐
A perfect example of why board games don't work on PS2. Why choose this over an, actual, physical Trivial Pursuit set?
REVIEWED OPS2#56 **SCORE** 2

TRUCK RACING 2
RACING **PLAYED IT?** ☐
A perfect recreation of the thrill-less experience that is road haulage: slow, cumbersome and ugly. Avoid this
REVIEWED OPS2#71 **SCORE** 2

TRUE CRIME: NEW YORK CITY
ACTION **PLAYED IT?** ☐
There's plenty here, but the emphasis on quantity rather than variety gets tiresome. A poor man's GTA
REVIEWED OPS2#67 **SCORE** 7

TRUE CRIME: STREETS OF LA
ACTION **PLAYED IT?** ☐
Swings between gleeful brilliance and car crash awfulness
REVIEWED OPS2#41 **SCORE** 7

TT SUPERBIKES
RACING **PLAYED IT?** ☐
Anyone who doesn't know what Pillion is should really steer clear of this
REVIEWED OPS2#59 **SCORE** 6

TUROK EVOLUTION
SHOOTING **PLAYED IT?** ☐
Dino-hunting mayhem marred by dodgy AI
REVIEWED OPS2#25 **SCORE** 6

TWIN CALIBER
ACTION **PLAYED IT?** ☐
Twin shooters can't redeem this abject effort
REVIEWED OPS2#26 **SCORE** 3

TWISTED METAL: BLACK
ACTION **PLAYED IT?** ☐
Top multiplayer car battler
REVIEWED OPS2#12 **SCORE** 8

TOP 5... GAMES THAT SHOULDN'T HAVE BEEN MADE

1 CRAZY FROG RACER
Imagine *Wipeout* but on your mobile. Lurching, lumping... you could laugh, but you'd feel cruel

2 JET ION GP
Imagine *Wipeout* but on your mobile. Lurching, lumping... you could laugh, but you'd feel cruel

3 SVEN GORAN ERIKSSON'S WORLD CUP CHALLENGE
Sven outshines his captain with a right Goldenballs up of a game

4 DAVID BECKHAM SOCCER
So very bad that the only question is did Dave programme it himself, with his left foot?

5 GOLDENEYE: ROGUE AGENT
Not a terrible game but it's so disrespectful to a classic that it teabags the original's corpse

TWISTED METAL: BLACK ONLINE
ACTION PLAYED IT? ☐
Post-apocalyptic car crashing goes online
REVIEWED OPS2#35 **SCORE** 6

TY THE TASMANIAN TIGER
ADVENTURE PLAYED IT? ☐
A flamin' galah of an Aussie platformer, not fit to throw on the barbie
REVIEWED OPS2#27 **SCORE** 4

TY THE TASMANIAN TIGER 2: BUSH RESCUE
ADVENTURE PLAYED IT? ☐
A pleasant enough Jak II clone that is vastly superior to the original Ty and should please younger gamers
REVIEWED OPS2#53 **SCORE** 6

U

U MOVE SUPER SPORTS
EYETOY PLAYED IT? ☐
Takes the winning EyeToy formula and updates it more than enough to tide you over until the next official game rolls along
REVIEWED OPS2#51 **SCORE** 7

UEFA CHALLENGE
SPORT PLAYED IT? ☐
A football game so terrible it's almost an admirable achievement. Buy anything else but this
REVIEWED OPS2#10 **SCORE** 2

UEFA CHAMPIONS LEAGUE SEASON 2001/2002
SPORT PLAYED IT? ☐
Solid gameplay and fluid animation but sorry, no Pro Evo
REVIEWED OPS2#16 **SCORE** 7

UEFA CHAMPIONS LEAGUE 2004-2005
SPORT PLAYED IT? ☐
A fresh approach is blown away by the ham-fistedness of what really matters – the actual football
REVIEWED OPS2#56 **SCORE** 6

UEFA EURO 2004
SPORT PLAYED IT? ☐
Not essential, but outplays its predecessor comfortably
REVIEWED OPS2#46 **SCORE** 8

UFC: SUDDEN IMPACT
FIGHTING PLAYED IT? ☐
Misses the true appeal of wrestling but somewhat rewarding
REVIEWED OPS2#48 **SCORE** 6

UFC: THROWDOWN
FIGHTING PLAYED IT? ☐
No-holds-barred scuffling comes to PS2. Effective, blood-soaked and totally brutal but no classic
REVIEWED OPS2#26 **SCORE** 6

ULTIMATE MIND GAMES
PUZZLE PLAYED IT? ☐
A less than stellar games compendium that soon becomes mind numbing
REVIEWED OPS2#48 **SCORE** 3

ULTIMATE SPIDER-MAN
ACTION PLAYED IT? ☐
This could've been stunning, but after a strong start, the story and missions descend into repetitive, formulaic play. Stick with Spider-Man 3's glorious wall-crawling
REVIEWED OPS2#66 **SCORE** 7

UNDER THE SKIN
ACTION PLAYED IT? ☐
Under The Skin is a game that eventually Gets On The Nerves
REVIEWED OPS2#53 **SCORE** 6

UNLIMITED SAGA
RPG PLAYED IT? ☐
Finally, an RPG game that'll take your entire life to play. Gaah!
REVIEWED OPS2#38 **SCORE** 7

UNREAL TOURNAMENT
SHOOTING PLAYED IT? ☐
A gory first-person shooter that's now showing its age
REVIEWED OPS2#4 **SCORE** 8

URBAN CHAOS: RIOT RESPONSE
SHOOTING PLAYED IT? ☐
Great trigger happy action, epic set-pieces, regrettable sewer level. This is a satirical, heartfelt love letter to the kind of police force we'd like to join
REVIEWED OPS2#72 **SCORE** 8

URBAN EXTREME
RACING PLAYED IT? ☐
Possibly the worst driving game to ever grace not only the PS2, but every other console in history. Yes, it's that bad
Reviewed OPS2#77 **SCORE** 1

URBAN FREESTYLE SOCCER
SPORT PLAYED IT? ☐
A decent stab at four-a-side football with tongue firmly in cheek, but with no lasting appeal. FIFA Street is loads better
REVIEWED OPS2#44 **SCORE** 6

URBAN REIGN
FIGHTING PLAYED IT? ☐
Apparently, monks chant the same phrase hundreds of times to reach a meditative state. This is like that, but with punching
REVIEWED OPS2#69 **SCORE** 6

USA RACER
RACING PLAYED IT? ☐
Shut your eyes and stick it in reverse
REVIEWED OPS2#33 **SCORE** 2

V

V-RALLY 3
RACING PLAYED IT? ☐
Superb on PS1, the V-Rally brand speeds to PS2 with some style but not enough oomph to get past Colin McRae
REVIEWED OPS2#22 **SCORE** 8

VAMPIRE NIGHT
SHOOTING PLAYED IT? ☐
Demonic lightgun shoot-'em-up – think Time Crisis with vampires
REVIEWED OPS2#19 **SCORE** 6

VAN HELSING
ACTION PLAYED IT? ☐
Almost an unofficial sequel to DMC. Wholly unoriginal but fun
REVIEWED OPS2#47 **SCORE** 8

VEXX
ADVENTURE PLAYED IT? ☐
Borderline boiler platform game that lacks essential Vexx appeal
REVIEWED OPS2#32 **SCORE** 6

VICTORIOUS BOXERS
FIGHTING PLAYED IT? ☐
Knocked senseless by Ready 2 Rumble
REVIEWED OPS2#11 **SCORE** 4

VIETCONG: PURPLE HAZE
SHOOTING PLAYED IT? ☐
Nice set-pieces and apparent authenticity but not surprising or thrilling
REVIEWED OPS2#52 **SCORE** 6

VIEWTIFUL JOE
ACTION PLAYED IT? ☐
A brilliant game, especially at a bargain price. Idiosyncratic and relentless action madness
REVIEWED OPS2#52 **SCORE** 8

VIEWTIFUL JOE 2
ACTION PLAYED IT? ☐
Rather than a full on sequel, this is more like Viewtiful Joe 1.5. But that doesn't mean it's any less brilliant
REVIEWED OPS2#57 **SCORE** 8

VIRTUA COP: ELITE EDITION
SHOOTING PLAYED IT? ☐
Was once great, but only for antique lightgun wielders this time around
REVIEWED OPS2#29 **SCORE** 5

VIRTUA FIGHTER 4
FIGHTING PLAYED IT? ☐
Complex yet fast-moving beat-'em-up that rewards the patient
REVIEWED OPS2#19 **SCORE** 8

VIRTUA FIGHTER 4 EVOLUTION
FIGHTING PLAYED IT? ☐
A modest improvement on VF4
REVIEWED OPS2#35 **SCORE** 8

VIRTUA PRO FOOTBALL
SPORT PLAYED IT? ☐
A sub-standard PES rip-off
REVIEWED OPS2#79 **SCORE** 3

VIRTUA TENNIS 2
SPORT PLAYED IT? ☐
Tennis games do't get any more playable and addictive than this and the selection of fantastic mini-game are ace too
REVIEWED OPS2#28 **SCORE** 8

W

WE ♥ KATAMARI
PUZZLE PLAYED IT? ☐
Roll around a city collecting debris and making your ball of junk as gigantic as possible. A genius piece of eccentric gaming that's a hair's breadth from being indispensable
REVIEWED OPS2#69 **SCORE** 8

WACKY RACES STARRING DASTARDLY AND MUTTLEY
RACING PLAYED IT? ☐
Appealing cel-shaded kart racer with all your fave Wacky characters
REVIEWED OPS2#9 **SCORE** 6

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY
SPORT PLAYED IT? ☐
Want to cling on for dear life to the back of a speedboat? Fill your boots
REVIEWED OPS2#35 **SCORE** 6

WALLACE AND GROMIT: THE CURSE OF THE WERE-RABBIT
ADVENTURE PLAYED IT? ☐
Blends a range of gaming influences into an extremely appealing adventure that does justice to the movie
REVIEWED OPS2#65 **SCORE** 8

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
MUSIC PLAYED IT? ☐
Fun dance mat game with Disney appeal
REVIEWED OPS2#8 **SCORE** 4

WAR OF THE MONSTERS
FIGHTING PLAYED IT? ☐
Monster-themed homage to fifties B-movies that stomps like Godzilla and grips like King Kong. Brilliant visuals too
REVIEWED OPS2#32 **SCORE** 8

WARHAMMER 40,000: FIRE WARRIOR
SHOOTING PLAYED IT? ☐
Quality futuristic shooting action
REVIEWED OPS2#38 **SCORE** 7

WARRIORS OF MIGHT AND MAGIC
RPG PLAYED IT? ☐
Dreadful adventure/RPG hybrid that was unbelievably a hit on PC
REVIEWED OPS2#7 **SCORE** 3

WAY OF THE SAMURAI
ACTION PLAYED IT? ☐
Dismal, often tedious Bushido Blade clone
REVIEWED OPS2#26 **SCORE** 5

WAY OF THE SAMURAI 2
ACTION PLAYED IT? ☐
Tough combat and strong visuals make for a much better sequel
REVIEWED OPS2#47 **SCORE** 7

WHIPLASH
ADVENTURE PLAYED IT? ☐
The funniest game since Futurama – but monkey facials and blazing bunnies still can't bring this up to the level of Jak and Ratchet
REVIEWED OPS2#44 **SCORE** 7

WHIRL TOUR
ACTION PLAYED IT? ☐
If Mr Hawk rode a futuristic scooter it'd look something like this
REVIEWED OPS2#34 **SCORE** 5

WHITEOUT
SPORT PLAYED IT? ☐
Sled racer that's as interesting and exciting as watching snow thaw
REVIEWED OPS2#41 **SCORE** 4

WHO WANTS TO BE A MILLIONAIRE: 2ND EDITION
QUIZ PLAYED IT? ☐
Scary animation of Tarrant + easy questions = dull game
REVIEWED OPS2#15 **SCORE** 4

WHO WANTS TO BE A MILLIONAIRE? PARTY EDITION
QUIZ PLAYED IT? ☐
As the subtitle suggests, this is only any fun at parties – when no-one else turns up. The option to play as a selection of kerrazy stereotypes does not make a party game
REVIEWED OPS2#80 **SCORE** 5

WILD ARMS 3
RPG PLAYED IT? ☐
FFX clone Wild West RPG adventure that's mostly 'armless
REVIEWED OPS2#30 **SCORE** 5

WILD ARMS 4
RPG PLAYED IT? ☐
Wild Arms has always been the role-playing underdog, and this won't change anything despite some nice touches
REVIEWED OPS2#79 **SCORE** 7

WILD WATER ADRENALINE
SPORT PLAYED IT? ☐
Overall we're left feeling damp. And not in a good way, either...
REVIEWED OPS2#63 **SCORE** 5

WILD WILD RACING
RACING PLAYED IT? ☐
Off-road buggy racing game that's just 'okay'
REVIEWED OPS2#1 **SCORE** 6

WINBACK 2: PROJECT POSIEDON
ACTION PLAYED IT? ☐
A poor cut-and-shut of other (far better) titles, guaranteed to fall to bits on your first drive. Avoid Winback 2: Project Poseidon as you would a stray bullet
REVIEWED OPS2#74 **SCORE** 3

WINX CLUB
ACTION PLAYED IT? ☐
Faithful to the TV show, there's nothing particularly wrong about this; but the spoon-fed levels lack any serious challenge
REVIEWED OPS2#71 **SCORE** 6

WITHOUT WARNING
ACTION PLAYED IT? ☐
You can actually feel your IQ drop as you play. Use your common sense and steer clear
REVIEWED OPS2#65 **SCORE** 4

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK
ADVENTURE PLAYED IT? ☐
Dull cartoon platform adventure aimed at kids. Stop this evil!
REVIEWED OPS2#17 **SCORE** 3

WORLD CHAMPIONSHIP POKER 2
GAMBLING PLAYED IT? ☐
Dodgy implementation lets down some genuinely nice ideas and shark-like AI in one of PS2's better gambling games
REVIEWED OPS2#78 **SCORE** 5

WORLD CHAMPIONSHIP POOL 2004
SPORT PLAYED IT? ☐
Competent, but as pleasant to look at as chopped liver
REVIEWED OPS2#46 **SCORE** 6

WORLD CHAMPIONSHIP RUGBY
SPORT PLAYED IT? ☐
The best rugby game yet. Hugely playable
REVIEWED OPS2#45 **SCORE** 7

WORLD CHAMPIONSHIP SNOOKER 2002
SPORT PLAYED IT? ☐
Detailed and incredibly playable snooker sim
REVIEWED OPS2#11 **SCORE** 8

WORLD CHAMPIONSHIP SNOOKER 2003
SPORT PLAYED IT? ☐
Satisfying yet rough-looking ball-sinking
REVIEWED OPS2#35 **SCORE** 7

WORLD CHAMPIONSHIP SNOOKER 2004
SPORT PLAYED IT? ☐
Similar to other PS2 snooker titles, but has the extra incentive of online play
REVIEWED OPS2#48 **SCORE** 7

WORLD CHAMPIONSHIP SNOOKER 2005
SPORT PLAYED IT? ☐
Frustrating because a bit of spit and polish would've made it great
REVIEWED OPS2#59 **SCORE** 7

WORLD DESTRUCTION LEAGUE: THUNDER TANKS
ACTION PLAYED IT? ☐
Fun arcade tank sim with an ace four-player deathmatch mode
REVIEWED OPS2#5 **SCORE** 7

WORLD DESTRUCTION LEAGUE: WARJETZ
ACTION PLAYED IT? ☐
It's unfortunate that a title like this has been so badly executed. It could have been an enjoyable arcade dogfighter, but instead it's just awful
REVIEWED OPS2#10 **SCORE** 2

WORLD POKER TOUR 2006
GAMBLING PLAYED IT? ☐
Until there's an online PS2 poker game where you can play with real money, games like this are an irrelevance in the face of the Internet gambling phenomenon
REVIEWED OPS2#67 **SCORE** 4

WORLD RACING
RACING PLAYED IT? ☐
There's a whole big world out there and, apparently, it's full of bad racing
REVIEWED OPS2#38 **SCORE** 5

WORLD RACING 2
RACING PLAYED IT? ☐
World Racing 2 offers loads of cars to try out, shortcuts to find, and career options to play, but you won't bother because the racing itself just isn't up to scratch
REVIEWED OPS2#71 **SCORE** 5

WORLD SERIES OF POKER
GAMBLING PLAYED IT? ☐
Another attempt to cash in on poker's current online renaissance. But with no cash and terrible graphics it's a bum-deal
REVIEWED OPS2#71 **SCORE** 5

WORLD SNOOKER CHAMPIONSHIP 2007
SPORT PLAYED IT? ☐
Soothing but strategic; dull but addictive; new, but at the same time a bit old. This is probably as good as computer snooker can get
REVIEWED OPS2#81 **SCORE** 8

WORLD SUPER POLICE
RACING PLAYED IT? ☐
Despite pipping Need for Speed Carbon to the post with squad-based pursuit, poor graphics and shameful AI means this sucks
REVIEWED OPS2#78 **SCORE** 2

WORLD WAR ZERO: IRONSTORM
SHOOTING PLAYED IT? ☐
Highly atmospheric alternate-history shooter
REVIEWED OPS2#46 **SCORE** 7

WORMS 3D
STRATEGY PLAYED IT? ☐
Worms evolves. Loses gameplay, gains 3D graphics. A poor trade...
REVIEWED OPS2#40 **SCORE** 6

WORMS 4: MAYHEM
STRATEGY PLAYED IT? ☐
Another step back for the once great series
REVIEWED OPS2#62 **SCORE** 5

WORMS BLAST
STRATEGY PLAYED IT? ☐
Not your usual Worms game – think a more stealthy Bust-A-Move instead – and it works a treat
REVIEWED OPS2#19 **SCORE** 8

WORMS FORTS: UNDER SIEGE
STRATEGY PLAYED IT? ☐
A new fort-building strategic element to the usual Worms action is a real white elephant
REVIEWED OPS2#53 **SCORE** 5

WRATH UNLEASHED
ACTION PLAYED IT? ☐
This is a dull franchise that has less chance of taking off than Concorde
REVIEWED OPS2#44 **SCORE** 5

WORLD RALLY CHAMPIONSHIP 2001
RACING PLAYED IT? ☐
An immersive driving sim for novices and experts alike
REVIEWED OPS2#14 **SCORE** 9

WRC II EXTREME
RACING PLAYED IT? ☐
Truly realistic rally sim that challenges McRae for the off-road title
REVIEWED OPS2#27 **SCORE** 9

WRC 3: THE OFFICIAL GAME OF THE FIA WORLD RALLY CHAMPIONSHIP
RACING PLAYED IT? ☐
Excellent rally game, silly long name
REVIEWED OPS2#40 **SCORE** 9

WRC 4
RACING PLAYED IT? ☐
Genuinely different from WRC 3, it's way more realistic and yet remains accessible
REVIEWED OPS2#65 **SCORE** 9

WRC RALLY EVOLVED
RACING PLAYED IT? ☐
Challenging but accessible, WRC is a brilliant rally sim
REVIEWED OPS2#65 **SCORE** 9

WRECKLESS: THE YAKUZA MISSIONS
ACTION PLAYED IT? ☐
Car-based action title works pretty well
REVIEWED OPS2#27 **SCORE** 7

WTA TOUR TENNIS
SPORT PLAYED IT? ☐
If this game was a tennis player, it'd be a British woman. Awful
REVIEWED OPS2#26 **SCORE** 4

WWII: TANK BATTLES
ACTION PLAYED IT? ☐
Tanks for nothing...
REVIEWED OPS2#75 **SCORE** 2

WWE: CRUSH HOUR
FIGHTING PLAYED IT? ☐
Wrestlers, cars, guns, and a whole world of pain
REVIEWED OPS2#35 **SCORE** 5

WWE SMACKDOWN! HERE COMES THE PAIN
FIGHTING PLAYED IT? ☐
Wrestling brilliance if you're a fan, but still fun if you're not
REVIEWED OPS2#41 **SCORE** 8

WWE SMACKDOWN! 'JUST BRING IT!'
FIGHTING PLAYED IT? ☐
Fun and realistic representation of the full-on WWE experience
REVIEWED OPS2#13 **SCORE** 8

WWE SMACKDOWN! VS RAW
FIGHTING PLAYED IT? ☐
Doesn't fix many of the last version's flaws, but still delivers plenty
REVIEWED OPS2#53 **SCORE** 8

WWE SMACKDOWN! VS RAW 2006
FIGHTING PLAYED IT? ☐
A game so comprehensive it renders every previous wrestling title redundant
REVIEWED OPS2#66 **SCORE** 9

WWE SMACKDOWN VS RAW 2007
FIGHTING PLAYED IT? ☐
An influx of enjoyable new characters and stacks of authenticity keep this the finest grapple game on the planet. It sweats comprehensiveness
REVIEWED OPS2#79 **SCORE** 8

WWE SMACKDOWN! SHUT YOUR MOUTH
FIGHTING PLAYED IT? ☐
Slick, wrestling title with commendable attention to detail
REVIEWED OPS2#26 **SCORE** 8

X

X-MEN LEGENDS
RPG PLAYED IT? ☐
As a budget title, this would be worth checking out, but at full price it's a sadly underwhelming X-Men game
REVIEWED OPS2#53 **SCORE** 6

X-MEN: NEXT DIMENSION
FIGHTING PLAYED IT? ☐
Mutton-dressed-as-lamb gameplay. Great characters and environments, but this mutant needs to evolve again
REVIEWED OPS2#29 **SCORE** 5

X-MEN: THE OFFICIAL GAME
ACTION PLAYED IT? ☐
Unispired action, laughable cinematics and repetitive gameplay make this the summer blockbuster tie-in to avoid
REVIEWED OPS2#74 **SCORE** 3

X-MEN 2: WOLVERINE'S REVENGE
ACTION PLAYED IT? ☐
A quality action adventure that blends stealth with hand-to-hand combat. Only a few irritations deny this a higher score but this is still the best X-game around
REVIEWED OPS2#33 **SCORE** 7

X-SQUAD
ACTION PLAYED IT? ☐
The lack of attention to detail makes this seem thrown together – it's enjoyable enough, but never inspiring
REVIEWED OPS2#2 **SCORE** 5

XGRA: EXTREME G RACING ASSOCIATION
RACING PLAYED IT? ☐
Passable Wipeout clone with a smattering of guns and death but not enough speed to challenge the master
REVIEWED OPS2#38 **SCORE** 6

XII STAG
ACTION PLAYED IT? ☐
Stag isn't very good at all, hoping to get by on retro charm alone
REVIEWED OPS2#60 **SCORE** 5

Y

YAKUZA
ACTION PLAYED IT? ☐
No threat to GTA, but it's not meant to be. Instead it's an absorbing adventure with plenty to keep you busy
REVIEWED OPS2#76 **SCORE** 7

YETISPORTS ARCTIC ADVENTURES
EYETOY PLAYED IT? ☐
Dull, bland and uninspired, Yetisports is an unfriendly exercise in making yourself look like an idiot
REVIEWED OPS2#62 **SCORE** 2

YU YU JAKUSO: DARK TOURNAMENT
FIGHTING PLAYED IT? ☐
Like a drunk in a doorway it makes no sense, is no fun to deal with and is potentially dangerous
REVIEWED OPS2#63 **SCORE** 3

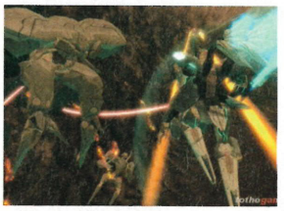
YU-GI-OH! CAPSULE MONSTER COLISEUM
STRATEGY PLAYED IT? ☐
A low quality, exploitative cash-in with nothing but the Yu-Gi-Oh logo going for it
REVIEWED OPS2#57 **SCORE** 3

Z

ZAPPER
ADVENTURE PLAYED IT? ☐
Below par kiddy's platformer action with a cricket hero. By Jiminy
REVIEWED OPS2#34 **SCORE** 3

ZATHURA
ADVENTURE PLAYED IT? ☐
A charmless adventure based on the flop movie that'll make little Jimmy feel more violent than if he'd indulged in a 20-hour San Andreas session. Avoid like Truth Or Dare with the in-laws
REVIEWED OPS2#70 **SCORE** 3

ZONE OF THE ENDERS
SHOOTING PLAYED IT? ☐
Splendid mech shooter from Metal Gear creator Hideo Kojima. Looks gorgeous and the interstellar combat is thrill-a-minute
REVIEWED OPS2#6 **SCORE** 9



ZONE OF THE ENDERS: THE 2ND RUNNER
SHOOTING PLAYED IT? ☐
The striking and impressive robot scrapping returns. Awesome
REVIEWED OPS2#38 **SCORE** 8

ZOOCUBE
PUZZLE PLAYED IT? ☐
This inventive puzzler is one of only a few budget offerings out there that you can rescue from the bargain bin without fearing for your sanity
REVIEWED OPS2#77 **SCORE** 5

ZOO PUZZLE
PUZZLE PLAYED IT? ☐
A brilliant game in no way diminished by its simple concept and visuals
REVIEWED OPS2#56 **SCORE** 8

XIII

SHOOTING **REVIEWED OPS2#40**

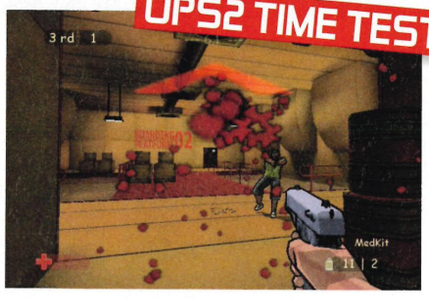
An ambitious FPS from Ubisoft that used cel-shading to create a unique graphic novel look. Gorgeous to look at and fiendishly tough to complete, it's how we imagine a Sin City game would be

PlayStation 2 OFFICIAL magazine-UK **VERDICT**

Remains a visually striking game that really stands apart from the grit and grime of shooters such as Black and Killzone

8/10

OPS2 TIME TEST



STOP PRESS! OOPS. WE MISSED SOME...

AMERICAN CHOPPER REVIEWED OPS2#66 SCORE 4
ANUBIS II REVIEWED OPS2#66 SCORE 4
BRATZ ROCK ANGELZ REVIEWED OPS2#68 SCORE 2
BROTHERS IN ARMS: EARNED IN BLOOD REVIEWED OPS2#66 SCORE 7
BUJINGAI SWORDMASTERS REVIEWED OPS2#58 SCORE 6
CAPCOM CLASSICS COLLECTIONS REVIEWED OPS2#66 SCORE 5
CONFLICT GLOBAL STORM REVIEWED OPS2#64 SCORE 8
CT SPECIAL FORCES: FIRE FOR EFFECT REVIEWED OPS2#60 SCORE 6
DANCING STAGE MAX REVIEWED OPS2#66 SCORE 7
DRAGONBALL Z BUDOKAI TENKAICHI REVIEWED OPS2#66 SCORE 5
EYETOY PLAY 3 REVIEWED OPS2#66 SCORE 6
FROM RUSSIA WITH LOVE REVIEWED OPS2#66 SCORE 8
HARRY POTTER AND THE GOBLET OF FIRE REVIEWED OPS2#67 SCORE 6
HEROES OF THE PACIFIC REVIEWED OPS2#64 SCORE 7
JAK X REVIEWED OPS2#66 SCORE 7
JIMMY NEUTRON – ATTACK OF THE TWONKIES REVIEWED OPS2#60 SCORE 6
LMA MANAGER 2006 REVIEWED OPS2#66 SCORE 8
MARVEL NEMESIS: RISE OF THE IMPERFECTS REVIEWED OPS2#66 SCORE 2
MINI DESKTOP RACING REVIEWED OPS2#66 SCORE 3
NBA LIVE 2006 REVIEWED OPS2#66 SCORE 7
NINJA BREADMAN REVIEWED OPS2#66 SCORE 5
ONIMUSHA: DAWN OF DREAMS REVIEWED OPS2#71 SCORE 7
OPERATION AIR ASSAULT REVIEWED OPS2#58 SCORE 3
RUGBY CHALLENGE REVIEWED OPS2#66 SCORE 7
TEENAGE MUTANT NINJA TURTLES: MUTANT MELEE REVIEWED OPS2#66 SCORE 2
TONY HAWK'S AMERICAN WASTELAND REVIEWED OPS2#66 SCORE 7
TRIXIE IN TOYLAND REVIEWED OPS2#66 SCORE 4
X-MEN LEGENDS II: RISE OF APOCALYPSE REVIEWED OPS2#66 SCORE 6
XENOSAGA EPISODE II REVIEWED OPS2#66 SCORE 7
YS THE ARK OF NAPISHTIM REVIEWED OPS2#63 SCORE 7

next month

AUTOMOBILE EXPLOSION!

BURNOUT DOMINATOR

THE BEST YET? FIND OUT IN THE **EXCLUSIVE** REVIEW

PLUS
TWO **TOP-SECRET PS2 CAR GAMES** REVEALED AND PUT THROUGH THEIR PACES – ONLY IN OPS2

AND

HEATSEEKER
Playable demo and exclusive review – it's *Burnout* in the sky!

TEENAGE MUTANT NINJA TURTLES
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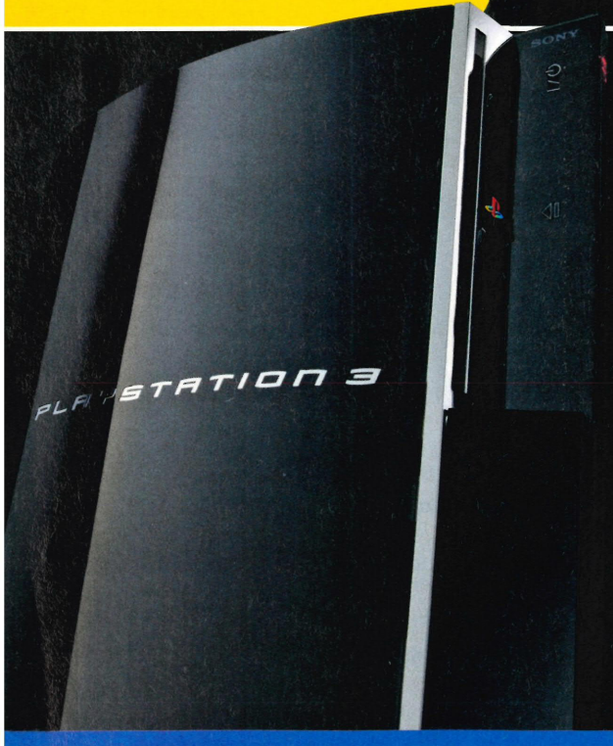

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Boogie 2nite	153545	153551	151876
Smack That	153450	153459	151839
All Good Things	153542	153548	151873
My Love	153362	153363	151823
Irreplaceable	153335	153342	151811
Put Your Hands Up For Detriot	153345	153352	151815
Downtown	153541	153547	151872
America	153305	153309	151797
Whistle For The Choir	153582	153587	151878
Yeah Yeah	153346	153353	151816
Something Kinda Ooooh	153331	153338	151807
Knights Of Cydonia	153583	153588	151879
Bones	153584	153589	151880
The Rose	153448	153457	151837
Welcome To The Black Parade	153304	153328	151796
I Don't feel Like Dancing	153243	153247	151772
Hurt	153456	153464	151845

TV and FILM

	REAL
The A Team Intro	157169
Banana Man	157170
Austin Powers	157158
Mission Impossible	157286
Knight Rider	152005
The Godfather	157154
Ghostbusters	157138
Highway To The Dangerzone	157156

REAL SOUNDS

	REAL
Napoleon Dynamite - Freeking Idiot	157920
Happy Gilmore - Go Home Ball	157923
Scarface - Say Hello To My Little Friend	157924
The Shining - Heres Johnny!	157925
South Park - Suck On My Balls	157176
Stifler - Stiflers Back Baby	153610
Captain Jack Sparrow	153620
Paddy - Ding Dang Doo	153612
Noel Edmonds - Deal Or No Deal	153613
David Brent - (Office)	153615
Brent And Finchy - (Office)	153621
Andy Millman - (Extras)	153626
Alan Partridge	153627
Best Of Little Britain	153623
Bitty Bitty	153622
Darth Vader	157300
Godfather	157304
Homer Simpson	157306
Weirdo Alert	157194
Darth Vader	157300

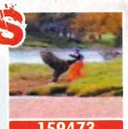
CLASSICS

	TRUE	FULL MP3	POLY
All The Small Things	158549	157521	---------
Sweet Child Of Mine	158709	157706	152138
Wonderwall	158906	157784	151056
Gangstas Paradise	158617	157590	---------
Californication	158943	157827	---------
You Cant Touch This	158824	157761	151171
Ghetto Gospel	158476	152477	151286
Back In Black	158495	157492	---------
Black Betty	158212	157825	---------

ULTIMATE FIGHT VIDEOS

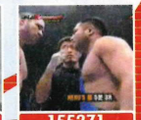
154333 NINJA VS CHAV

155269 GIRL SCRAP


159473 KUNG FU BEAR

155266 PARTY FIGHT

155261 BEACH FACE OFF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154128 SCARY SHOCKER

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154799 CALM... THEN SCARY

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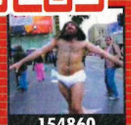

154860 I WILL SURVIVE

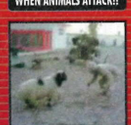
150252 BATH DIVING

150205 POOLSIDE MISHAPS

150204 WHEN ANIMALS ATTACK!!

154197 BATMAN VS WARDORBE

154802 FIRECRACKER IDIOT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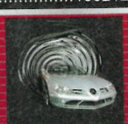
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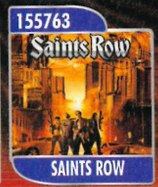
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155875 DARKEST FEAR

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155741 LEILANI'S SEXY HOLD 'EM

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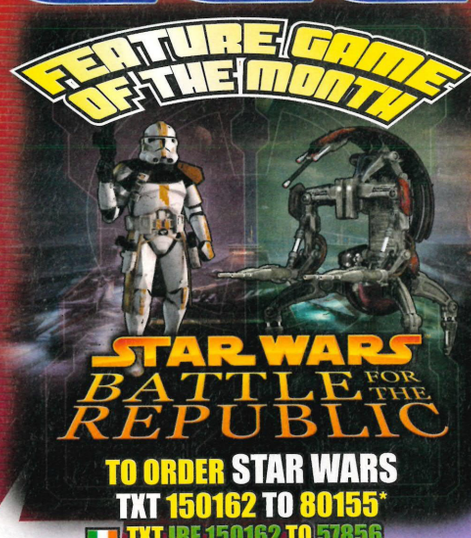

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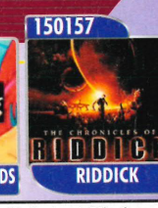
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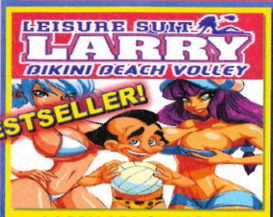

LARRY BEACH VOLLEY
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40439

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36418

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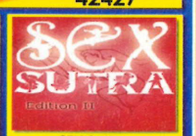

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ARCADE CLASSICS
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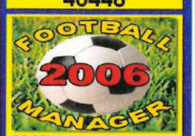

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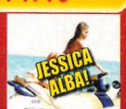

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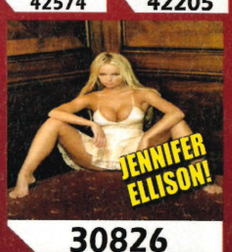

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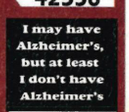

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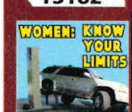

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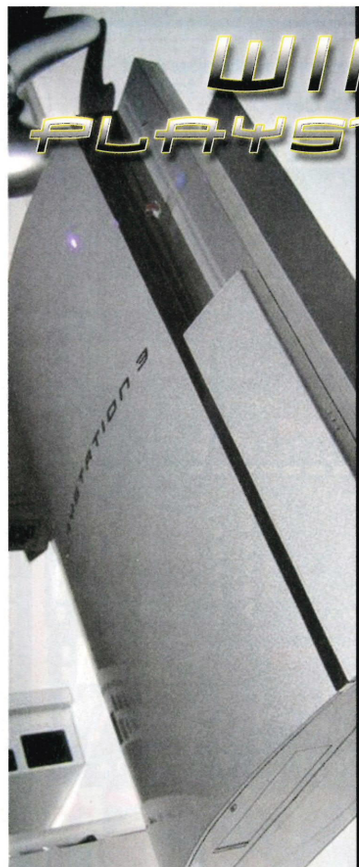

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ENDGAME

FINISHING GAMES SO YOU DON'T HAVE TO. THIS MONTH: PES 6: THE MASTER LEAGUE

Okay, so you can't really 'finish' *Pro Evolution Soccer 6* as such, but in OPS2's opinion there is one achievement that shows you have thoroughly beaten the game. That's completing the Master League treble (Division 1 League champions, Division 1 Cup winners and European Championship winner) in a single season, on the hardest possible difficulty settings. There's no greater achievement in the real domestic footballing world than winning the treble, so we reckon the same applies to the finest game in the virtual footballing world. Or perhaps we've just gone a little bit mental after so many hours playing *PES 6*...

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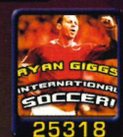

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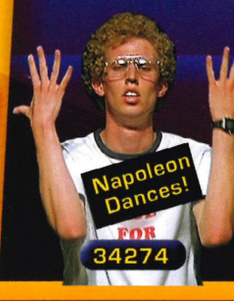

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