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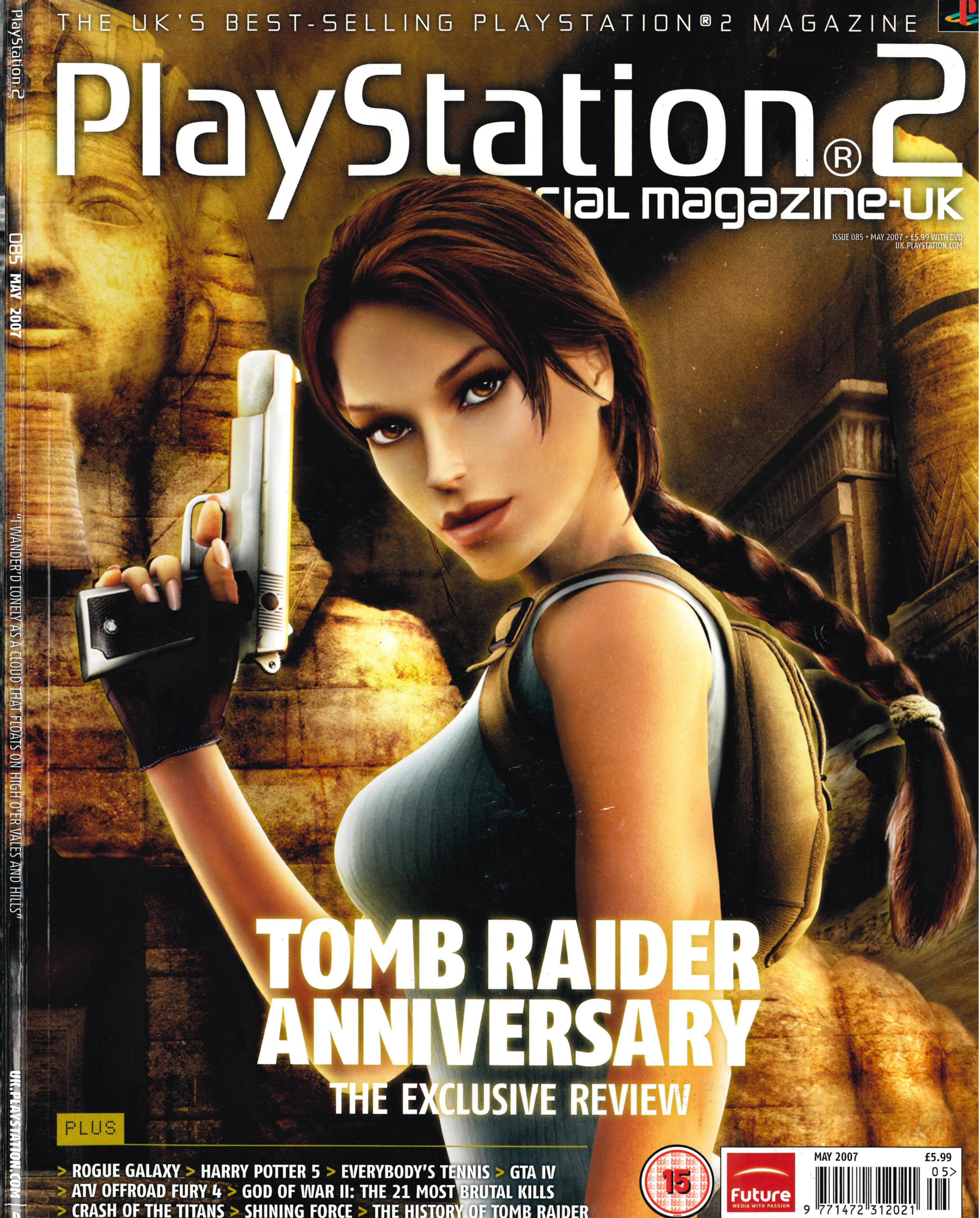

TOMB RAIDER ANNIVERSARY

THE EXCLUSIVE REVIEW

PLUS

> ROGUE GALAXY > HARRY POTTER 5 > EVERYBODY'S TENNIS > GTA IV
> ATV OFFROAD FURY 4 > GOD OF WAR II: THE 21 MOST BRUTAL KILLS
> CRASH OF THE TITANS > SHINING FORCE > THE HISTORY OF TOMB RAIDER

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*We usually ask all the contributors a question here but we forgot this month. Sorry about that but it's getting late and we want to go home and play *Tomb Raider*

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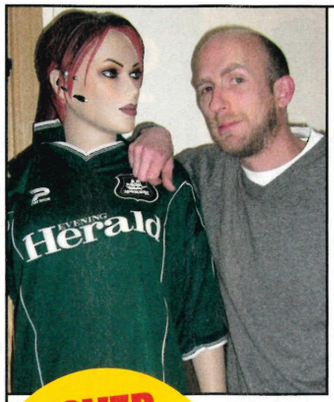


COVER COMPO!
The first person to write or email telling where the quote on the spine comes from and why we used it wins a game and T-shirt

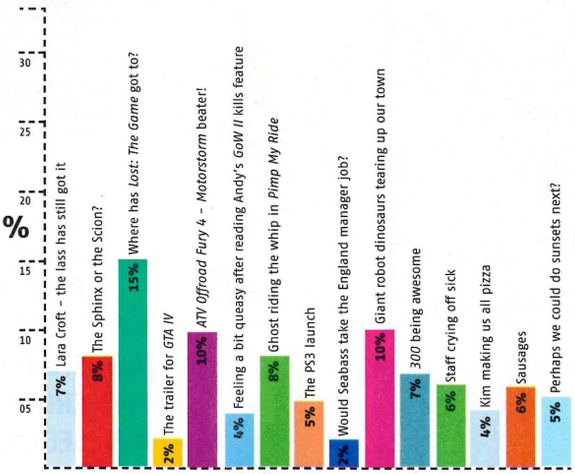
TEN YEARS YOUNG

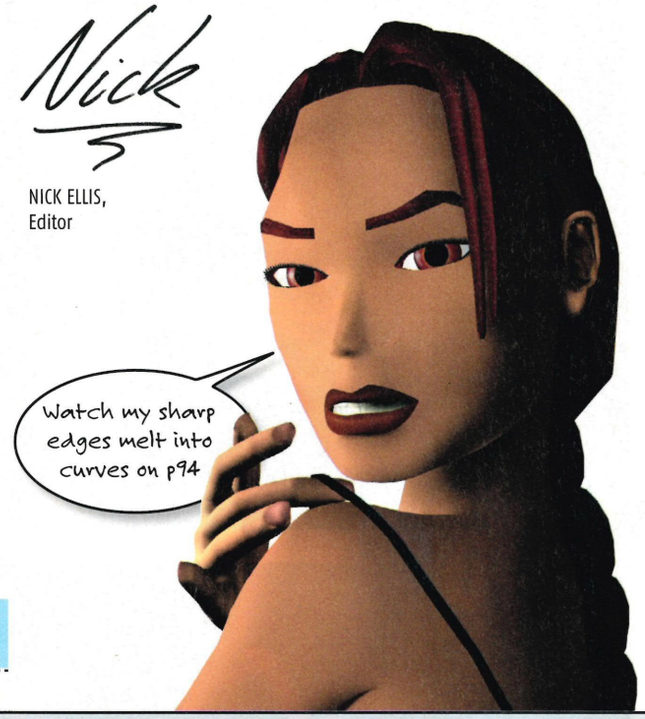
When the original *Tomb Raider* came out on PS1, I had a full head of hair (curly) and my thumbs didn't ache when the wind turned to the north like they do now. Lara Croft has to take a lot of the blame for both my folically challenged bonce and sore finger joints, because I've played every one of her adventures (apart from – whisper it – *Angel Of Darkness*) to completion. Well, I say completion, apart from when I reached the penultimate puzzle in the Great Pyramid in *The Last Revelation* and discovered I was missing a key to complete it. I never did find it. I could have cried. Anyway, we couldn't be any more chuffed that we've bagged the exclusive review of Lara's latest game, and you'll find our verdict on p70. And to celebrate Lara's 10th birthday, you'll also find a complete history of the series starting on p94. It's a whopping 12 pages long and features, among other things, a look at every game in the series, interviews with the original development team, the best of Lara's outfits and the scariest of her obsessive fans. I'd tell you about the rest of the issue too, but I need to go and see a girl about a Scion...

Nick

NICK ELLIS,
Editor

WHAT WE'VE BEEN TALKING ABOUT





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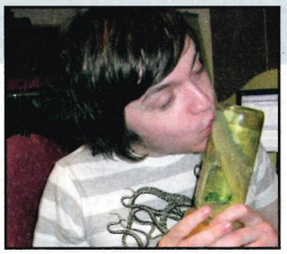
Kim Richards

Writer, *Shining Force* preview (p56)
Say hello to the latest member of Team OPS2, editorial assistant Kim. She's no taller than a moogle but what Kim doesn't know about RPGs, and especially the *Final Fantasy* series, you could write on the back of Lord Vayne's fingernail. Also cooks a mean pizza.

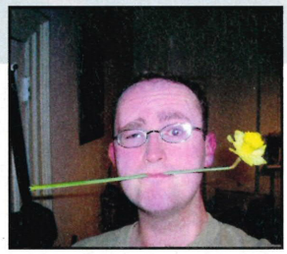
Andy Hartup

Writer, *GoW II* kills feature (p118)
Did you know that Andy counts Tom Clancy as one of his closest friends? The pair holiday together in Vermont, exchange Christmas cards, and are currently plotting a hostile takeover of the entire universe from their base in rural Wiltshire. Sometimes we worry.



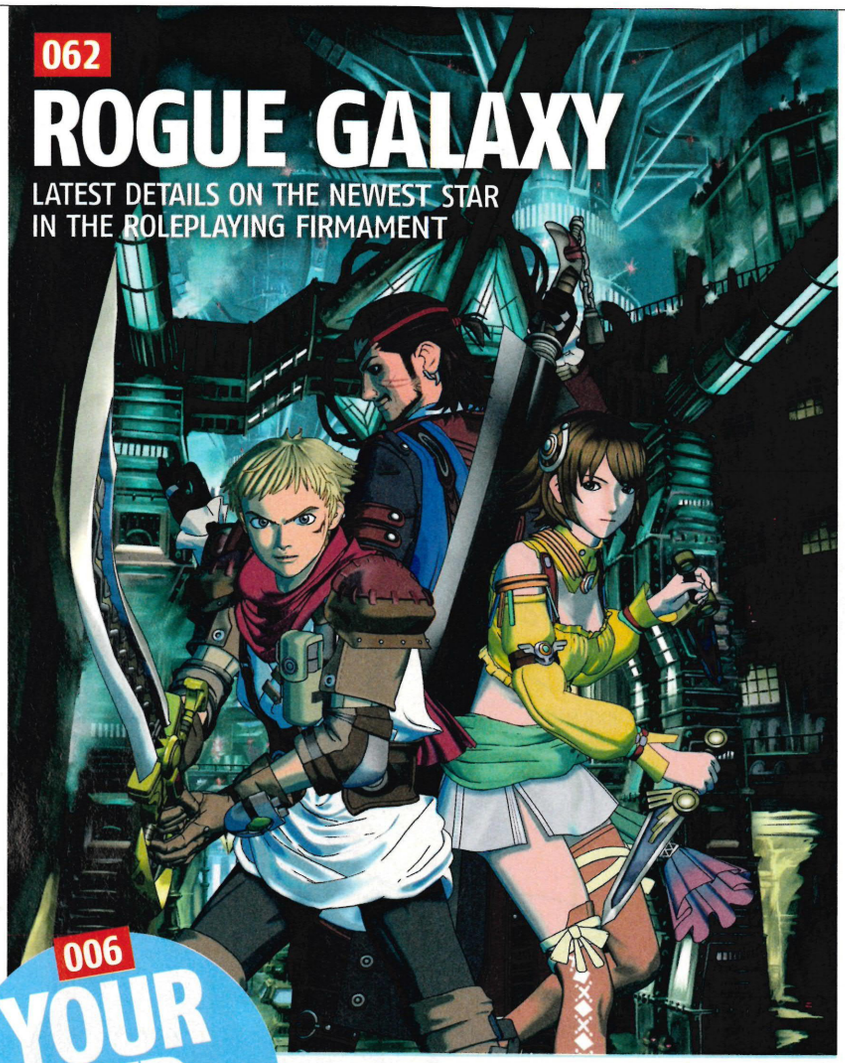
Mike Sterry

Writer, *SOCOM* sausages guide (p116)
Ivan The Sterryble, as we've taken to calling him, found himself embroiled in a world of pork products this month when we got him to seek out all the hidden sausages in the new *SOCOM*. He was none too happy about it and now has a chipolata on his shoulder.



Steve Bailey

Writer, *Tomb Raider* review (p70)
When you need a man to play one of the biggest games of the year to completion and then write a sparkling review of said game, you won't find anyone more suitable than Steve. Fresh from dissecting *God Of War II*, he now fixes his, er, steely gaze on Ms Croft.



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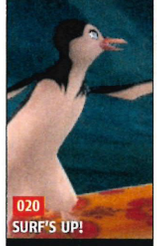

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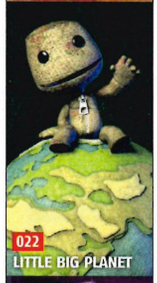

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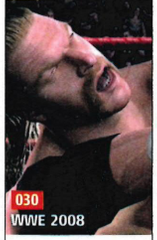

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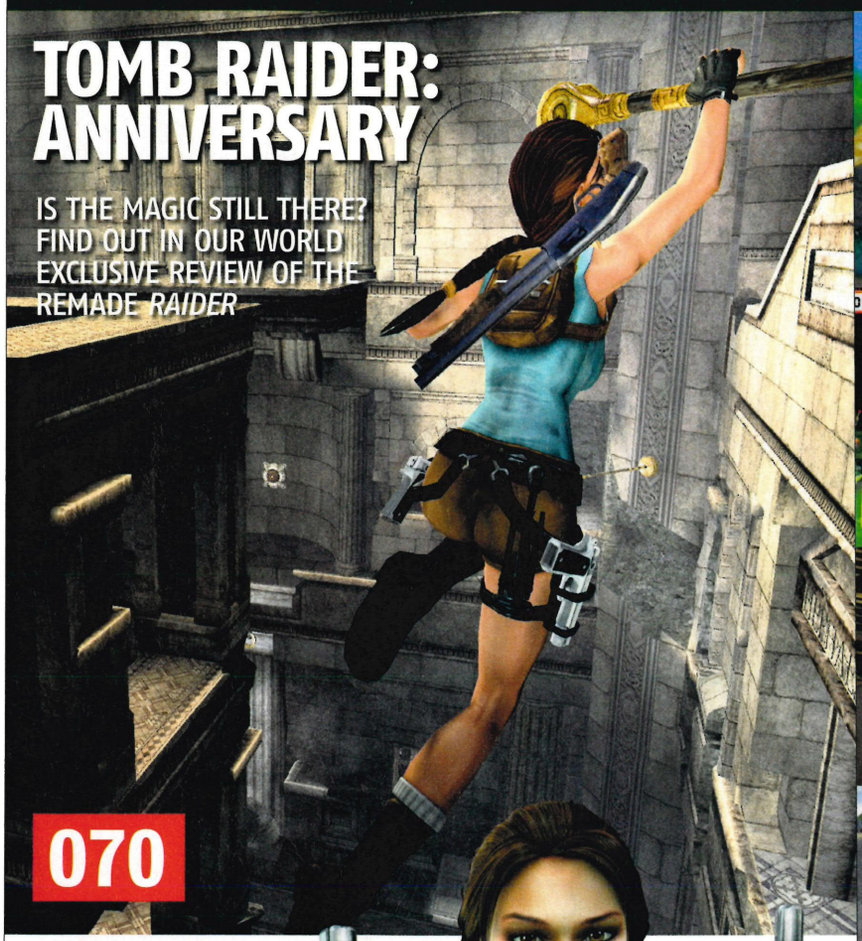

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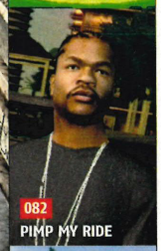

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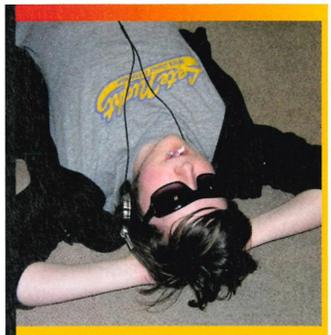


God of War II. If ever there was a reason to fall to your knees and praise Zeus for a game, this is it. And our demo packs in so much action that you'd be forgiven for thinking we mistakenly put the final level on the disc. No, it's just the *first* level. Just make sure you're sitting down before you load it up.

And if the heavy stench of Kratos' testosterone makes you go all a-woozy, we've balanced out the disc with a healthy dose of progesterone, too: *Alias*, *Beyond Good & Evil*, *Primal*, *Cy Girls*, *Buffy* and, of course, Lara – proving once and for all that you don't need to be an extremely cross, recently depowered god in order to kick a little arse.

Mike

Mike Sterry,
Staff writer

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

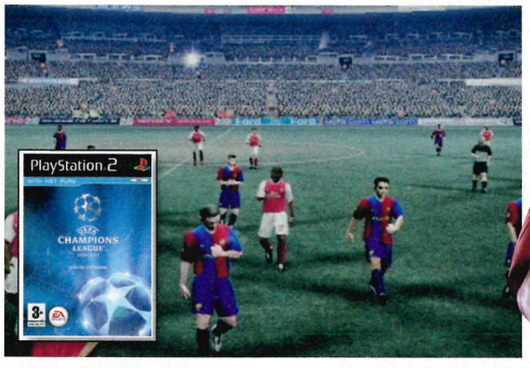
HOW DO I GET *MY* GAME SAVE ON THE DISC?

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 GOD OF WAR II

What you get: The entire first level of this blood-soaked sequel. Using the Blades Of Athena and Poseidon's Rage you'll take on the soldiers of Rhodes and fend off the attacks of the Colossus in the game's epic opening, then in a thundering showdown you'll use the Blade of Olympus weapon to tear the metal giant a new one.



02 UEFA CHAMPIONS' LEAGUE 2006-07

What you get: Half a match of Euro glory, as you take control of either Arsenal or FC Barcelona. Manage your team, fiddle with all the usual presentation options and watch the replays over and over again after knocking in those glorious goals.

DISC CHALLENGE

Win a copy of *God of War II*!

We think *God Of War II* is one of the greatest games PS2 has ever seen and after playing through our massive demo this month, we reckon you'll agree. If you have a PS2, you need this game. If you're one of the few who haven't already rushed out and bought it, we've got five copies to give away. But you'll have to earn them, and here's how. Fire up the *UEFA Champions League* demo and choose the Frenchman-heavy Arsenal side. Knock as many goals past Barca as you can, and snap a picture of the result on your phone. Attach it to an MMS then text **CHALLENGEDISC (then a space)** followed by your name and where you live to **07738 647177**.

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 *God of War II*. Texts charged at 50p plus your standard network tariff rate. Please source all necessary permissions. Lines are open from 26 April 2007 to 23 May 2007. We will not advise non-winners of the result.**

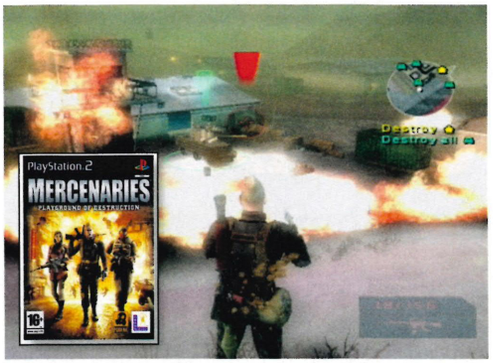
****DISC CHALLENGE COMPETITION TERMS AND CONDITIONS** By entering you are agreeing to receive details of future offers from Future Publishing Ltd and third parties. Only UK residents over the age of 15 may enter. If you do not want to receive information relating to future offers and promotions, please 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.

And there's more...

This month's exclusive extras include:

FFXII trailer

Not yet seen this teaser trailer for the best RPG on PS2? Well, now's your chance to see exactly why *Final Fantasy XII* scored 10/10 in our review and sat at the top of the charts for almost two straight months. Be warned though, the footage contains a surfeit of spoilers, so if you're halfway through a game, we wouldn't recommend watching it.

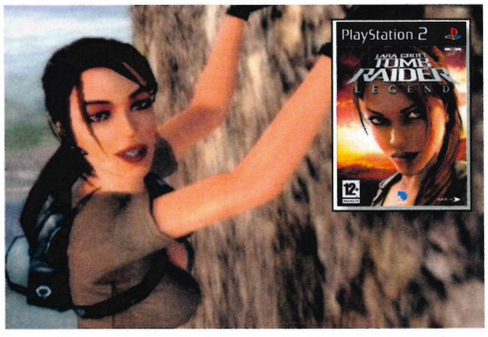


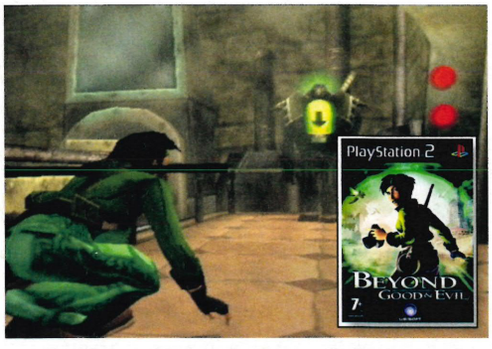
03 MERCENARIES

What you get: An entire mission from the first *Mercenaries* title. Your task is to infiltrate a South Korean base, destroy some surface-to-air missile launchers, then level the whole complex. You'll use many of the game's awesome weapons, as well as hijacking helicopters and tanks.

04 TOMB RAIDER: LEGEND

What you get: The Bolivian level of this excellent adventure game. Learn how to scale walls, leap from ledge to ledge, and riddle your enemies with bullets, Lara Croft-style. The ideal warm-up for anyone looking forward to *Anniversary*, to be released soon.



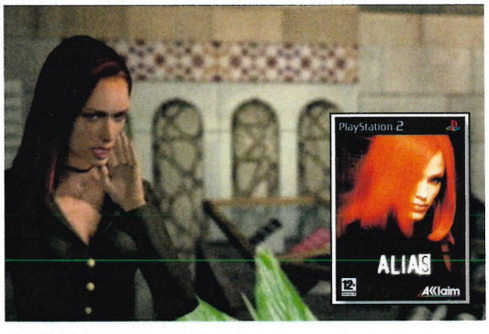


05 BEYOND GOOD & EVIL

What you get: First you'll get a taste of *BG&E*'s hovercraft sections as you take on a giant alien in The Domz Attack. Then control game hero Jade as she sneaks around a heavily guarded base.

06 ALIAS

What you get: Spend some quality time with sultry super-spy Sydney Bristow as she tackles Operation Museum. As well as sneaking around in a dangerously short skirt, you'll get to use a wealth of gadgets and go hand-to-hand with any guards who cross your path.



07 BUFFY: CHAOS BLEEDS

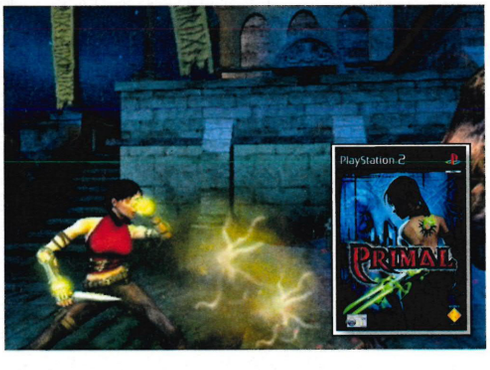
What you get: The Buffy's Magic Box level. Take control of Buffy the Vampire Slayer and her sidekick Willow as they punch, kick and stake their way through a load of attacking vamps.

08 CY GIRLS

What you get: The full first level of this sci-fi shooter. Playing as Ice, a sexy secret agent and weapons expert, your mission is to infiltrate a base, hack its computers and deal appropriately with any security personnel who try to stop you.

09 PRIMAL

What you get: Your chance to play as leading lady Jen and rock-creature Scree in the Temple level of this bizarre beat-'em-up. As well as using your blade, you'll be able to change into a feral state and maul your enemies.



10 TRANSFORMERS

What you get: The opportunity to step into the metallic boots of Autobot Hotshot as he takes on the Amazon mission from this excellent robots-in-disguise shooter. You'll learn how to blast enemies, how to haul your robot bulk up cliffs and, of course, how to transform.

SBK-07 GAME CARDS!

What to do with your brolly dolly game cards, FREE! in this issue of OPS2

Some people think motorbike racing is all about winning. Some say it's all about taking part. They're wrong.

It's about ogling the 'umbrella girls': those charming young things who are paid to stand around holding huge umbrellas to shield the racers from the elements.

Well, in all honesty they're actually paid to stand around looking sexy, seeing as a man who makes his living tearing round a racetrack at hundreds of miles per hour with his knees centimetres from the tarmac probably doesn't worry much about a drop of rain messing up his hairdo.

So, in acknowledgement of these ladies' immeasurable contribution to the sporting world, and to celebrate the launch of *SBK-07 Superbike World Championship* on PS2, we've given you a free pack of game cards featuring real-life umbrella girls.

But what are you supposed to do with them? Here are some ideas:

CHECK OUT OUR SBK-07 REVIEW ON P84!

#1. Cut out the little picture from a card, put it in your wallet and tell your mates she's your girlfriend. With 16 cards to choose from, make sure you change the picture regularly so people are in no doubt that you're the type of stud who has a bagful of beauties on the go at any one time.

#2. Look out for the girls as you watch the races on TV, crossing them off as you go. It's like trainspotting, only prettier.

#3. Share the cards out between you and a mate. Choose an attribute from the top card of your pile – 'cheekiness', for example – and read out your girl's score. If the lass on the card your opponent's looking at can't beat this score on that attribute, you get to keep both cards and go again. If she can't, you surrender your card and it becomes your mate's turn. And so on. Frankly, the other two options are probably going to be more fun.

DOUBLE-SIDED SPIDEY POSTER!

We've also given you a FREE poster with your friendly neighbourhood Spider-Man on one side and his emo alter ego, Black Suit Spider-Man, on the other! Which will you put on your wall? Will you turn the poster around according to your mood? Or will you get another copy of the mag so you can have both at once? It's up to you!

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postal

THIS MONTH: BOARD WITH SNAKE, BAD MEMORIES, AND STUFF WE WANT...

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 get a copy of *Medal of Honor Vanguard* courtesy of ShopTo.com. Only main Postal letters receive games. The Star Letter also wins £100 to spend at ShopTo.com. Letters will be edited for length and clarity.

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ShopTo.Com - Shop Late Play Tomorrow! The unique website that you can shop up to 5.30pm and we dispatch same day for day after delivery (Subject to Royal Mail). All our shipments are dispatched first class Recorded Delivery, all free of charges! Free SMS notification when we dispatch your order! With us you can buy your games, participate in our forum tournaments winning a lot of prizes and you can at the end sell with the SellTo option your old and new games and buy a new one.

star letter

BOARD AT SCHOOL

For the past year as part of my Graphics GCSE I have been making a *Metal Gear Solid 3* board game as a project.

The gameplay is totally unique, the graphic design is all my own work and not to sound smug but it is amazing.

I won't say too much (you know, spies everywhere) but I thought you'd like to see it.

I used no special programs to create it, just Publisher and PhotoShop to cut out the picture below. There are lots more cards.

Sam Mason, Hampshire

PS Please no one steal my idea. That would be really mean.

We agree, Sam, it is amazing and it gets an A from us. So we're sending you a £100 game voucher to distract your attention while we shamelessly copy it and make millions. Anyone else got any videogame-related school projects they'd like to share with us? You know where to send them...*

NIGHTMARE COMES TRUE

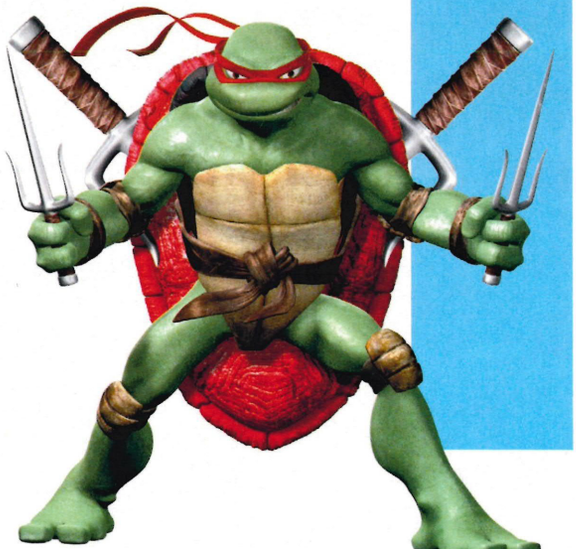
Ten minutes ago I experienced a fate worse than death. I have accidentally corrupted my Official Sony PS2 memory card and was forced to wipe it entirely. This is how:

I have a cheat device made by a third-party company which came with a pen drive for the USB slot and I had the memory program running for it while having my memory card in slot 1.

I needed to free up space on the card to play *Colin McRae 2005* so I decided to move some of my saves to the pen drive. Five saves were selected to move and the first three moved perfectly.

The program then said *Virtua Fighter 4* was too big to move. I selected OK but the program then stuttered and went into a repetitive loop that forced me to reset the PS2.

When I turned the PS2 back on, without a game, I realised to my horror that I had lost everything from my memory card. That's more than 45 save files covering 33 games. They included *Final Fantasy X*, which I was 65 hours into, and 100% complete saves of *Resident Evil: Code Veronica*, *Need for Speed Underground*, *SSX Tricky*, *THPS 3*, *TOCA Race Driver 2* and *Resident Evil 4*, the last of which I'd only just completed and hadn't had a chance to play any of the unlocked content.



CUT 'N' PASTE

John Jennings, email
I'm playing *Kingdom Hearts II*. Tell me I'll see Olette again... Shes soooooooooo cute!!!!! (and much nicer than Kairi...)

LA, Derby
Great news at the launch of *FFXII*. Hints at remake of *FFVIII* for PS3? WOOT!

Sponge Flob
The moon is made of belly button lint and I eat spanners for tea.

Tim C, Swansea
Your time on *Resi 4* in your speed gaming feature was rubbish. I've done it in less than three hours.

SimonSays, text
Teenage Turtles, man. They've got the power, man. I just can't get enough of that Persia Turtle goodness, but what's with the fleshy shell interior? Yeuch.

DISTRESSING DELIVERY

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

NOOOOOOOOO! Whoever you are that sent this in, you're one sick puppy

I have also lost my PS2 settings and can no longer save files to my card.

Please tell your readers that if they don't have enough space they should buy a second official memory card instead of third-party hardware. I will from now on.

Ross Gillespie, Edinburgh

You heard the man, people. And Ross, our deepest condolences on your loss. After reading your letter we came over a bit faint and had to go home early and check our memory cards were still intact.

AM I A NERD?

I always thought roleplaying games were rubbish and solely for nerds. But recently a friend pointed out that *Pro Evolution Soccer 6* and *Grand Theft Auto: San Andreas* are very much RPG in nature. Does this mean that I am a nerd? Help!

Paul Leeves, Brighton

Yes. And so are we (and proud of it). Welcome aboard, Paul.

AM I A PSYCHOPATH?

How can you enjoy RPGs? What is it with them that's... fun?

All you do is run around and then watch them do the killing for you. Isn't killing people the heart of gaming?

When I was young, my dad bought me *Summoner* for the PS2 and me and my brother thought it was awful! We were really disappointed that we couldn't do any of the fighting ourselves.

Then later on, we bought *Final Fantasy X-2* seeing as you gave it a decent 9/10. It was good other than the traditional RPG-style fighting.

Think back to games like *God Of War* or *Grand Theft Auto* which involve killing

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people, and they get the highest marks! (except the new *Final Fantasy* which is an RPG and got 10/10).
Jonny Cohen, London

Well, out here in the world where people are allowed to have sharp cutlery, we think the 'heart of gaming' can also be development and the achievement of goals that are a bit more complicated than 'rawr see face smash'. Plus, RPGs often feature feisty chicks in leather bikinis. Rawr!

I HAVE A DREAM

I wish there was a game that allowed you to do whatever you want, whenever you want.

A game that gives you the freedom to use your imagination in such a way that you could decide the story, the gameplay, even the music and the characters, down to the finest detail.

Not in a complicated way, though, like all those boring edit modes in the *Tony Hawk's* and *SmackDown* games.

I would like something that is easy to manage and exciting but expansive, perhaps using a device that could

READER FACE OFF

THINK OF IT LIKE A FIGHT BUT WITH INK SPILT INSTEAD OF BLOOD. THIS MONTH: SHOULD LARA CROFT RETIRE QUIETLY TO THE COUNTRYSIDE?

ENOUGH IS ENOUGH
Don't get me wrong, I used to love *Tomb Raider* back in the day and really enjoyed the first two games on PS1, and *Legend* on PS2 wasn't bad either. But surely gaming has moved on in the last ten years, and that Lara is well past her sell-by date. I suspect *Anniversary* will just be another hastily knocked together adventure like *Tomb Raider Chronicles*, and after that they'll do the same trick of knocking out a new but tired game every 12 months or so. Let Lara rest in peace, guys, so that our memories are happy ones!
Neil Dawson, Scunthorpe

VS

BETTER THAN EVER
Wow! I read your *Tomb Raider Anniversary* feature last issue and it reminded just what a great game character Lara is and just how great her games are. I've played nearly all of them and they never fail to give me hours of gaming pleasure. The graphics for the new one look amazing and I'm sure it will be the best *Raider* outing ever. I can't wait to get my hands on it.
Lisa May, Croydon

HAVING PLAYED AND LOVED *ANNIVERSARY*, WE'RE SIDING WITH LISA ON THIS ONE

score bores

Are you disrespecting us?

"9/10 for *God Of War II*? Are you completely bonkers? It's a 10/10 or I'm a chicken called Eric"
KratosLovesYou, email

"For the love of all that's good in the world, how can you not give *God of War II* a 10? It's the God of all games"
James Madson, email

"*God of War*? *God of Bore*, more like. I say 7/10 and not a penny more"
Little Matt, email

"I think 5/10 is a completely unfair score for *Medal Of Honor Vanguard*. You should have given it at least an 8"
Phillip Porter, Woking

"*MGS: Portable Ops*. 7/10. Do you see how these two things do not go together? It's a 9/10. Idiots."
Tom, Glasgow

TXT XTRA

Last month we asked:
What would you be god of?
Here's what you said

I WOULD BE GOD OF SEXY WOMEN. IMAGINE THE POSSIBILITIES! SO MANY WOMEN, SO LITTLE TIME

I WOULD BE THE GODDESS OF CHOCOLATE

I WOULD BE THE GOD OF HITTING PEOPLE WITH WET FISH. C HUGHES

I WOULD BE THE GOD OF CHEESE... DONT ASK WHY ITS JUST THAT ME AND MY MATES ARE OBSESSED WITH THE STUFF. PLEASE - DONT ASK.

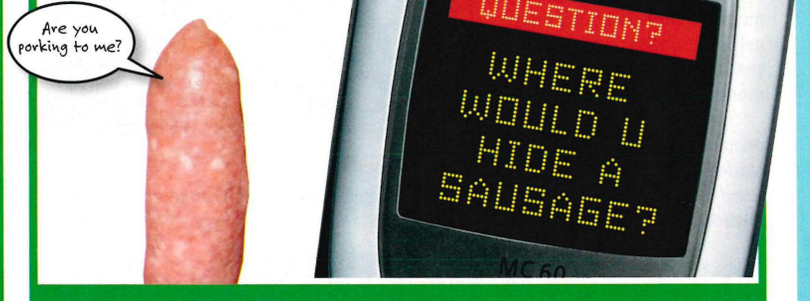
IF I WAS GOD I WOULD GO ON A RAMPAGE. DIE MORTALS!

I WOULD BE GOD OF CHAVS THEN GET THEM TO JUMP OFF THE NEAREST CLIFF IN MY HONOUR

I WANT TO BE GOD OF GAMES AND MACHINES THEN THERE WOULD BE NO REASON WHY BILL GATES SHOULD BE ALLOWED TO MAKE XBOX AND PS2 WOULD RULE THE WORLD!

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 647177

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

SO BORIS JOHNSON THINKS GAMING IS OK FOR GIRLS THEN?

BRING BACK STICKERS. MY PS2 NEEDS A NEW LOOK! J

LIFE SUCKS! SO MANY AWSOME GAMES SO LITTLE MONEY. OKAMI (GOT) HEATSEEKER, BURNOUT & BRIAN LARA 07 OUT WITHIN A FEW WEEKS ITS SO UNFAIR TONY

WHY HASNT GOD OF WAR BIN MADE INTO A FILM YET? IT WOULD B GREAT! I CANT B THE ONLY PERSON WHO THINKS SO! J

IS IT WRONG I WANT TO SLEEP WITH HOTTIES TIFA, AERIS, PENELO, AND YUFFIE AT ONCE?

AFTER READIN ISSUE 883 BOUT RESI 4 AND SPEED GAMIN I'D JUS LIKE 2 POINT OUT I'VE DONE RESI 4 IN UNDER 3 HOURS KEEP UP GOOD WORK ON MAG. AL

HOWS THIS FOR AN IDEA: KILLZONE'S STORY, BLACK'S PHYSICS, KILLSWITCH'S COVER & BLIND FIRE SYSTEM

IVE JUST FINISHED OKAMI AND IT IS THE SINGLE BEST GAME I'VE EVER PLAYED

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letters

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transport your thoughts and/or dreams into the game somehow.
Graeme Stevenson, Co Antrim

Good news, Graeme! Such a game does actually already exist. It's called Your Imagination. *Just close your eyes...*

POOR BORIS

That guy Boris Johnson (OPS2#82) clearly doesn't understand the joys of shooting Nazis in *Call of Duty 3*, killing crazy Spaniards in *Resident Evil 4* or blowing up everything and everyone in *Black*.

Also, he is actually stupid enough to write an article on a website about the PS2 rotting children's brains and think that we'd stop playing them, poor man.
Christopher Connor, Co Down

Christopher Connor, we concur.

DESTROY ALL LEGO!

I hope you like my Lego creation, it's from *Destroy All Humans!* The thing next to the saucer is a probing table and the little statue in the bottom right corner is Arkvoodle. The saucer has my version of the sonic boom on the front.

Oh, and are there going to be any more *Destroy All Humans!* games?
Mark Goldsmith, E Sussex

None are confirmed, but we reckon there will be – we certainly hope so.

THE SHORT ANSWER

Q I've heard that when you play a game on a PS3, it locks it to that machine so you can't play it on your mates' PS3 or trade your games.
Martin Smith, Merthyr Tydfil
A That is utterly untrue

Q Did the game *25 to Life* actually make a UK release? If so, how come nobody seems to stock it?
Benjamin Collard, email
A It was released. Our review, in a word: rubbish

Q Will there be new versions of *Baldur's Gate* on PS2?
Name, address
A Hopefully

Q Does Kieron Gillen, who writes Save Point, also write for *PC Gamer*?
Andrew Barber, Swindon
A Yes

PHANCY IT ONLINE?

Phantasy Star Universe (online mode) is most definitely worth getting broadband for and certainly worth the £5 a month (OPS2#83).

There are always plenty of people online. There are three planets and the Guardians' colony to explore, and with more missions being added frequently there's plenty to do. Sadly the game seems to appeal only to the ones who have played previous *Phantasy Star Online*s. There is a market for this but I don't think PS2 is it.

I've clocked up well over 900 hours and never had any problems with connection apart from when Sega is updating (four hours a week).

The game needs more people from the UK playing the online mode. Give the game a chance and it'll grow on you.
J Taylor, Lancs

You heard the man, get to it.

FALLEN HERO

After spending many nights playing *Guitar Hero I* and *II* I started to get really good at it and after numerous attempts on Six I finally nailed four stars.

After all this time I decided to start playing my actual guitar again and learned quite a few of the *Guitar Hero* songs. After doing this for about a month for about an hour or two a day, I went back to good old *Guitar Hero II* and went straight to Six but I failed immediately.

Two months on, I still can't do it and I even failed 'Mother' once!
Alexander Hunn, email

What, are you trying to tell us that playing a real guitar doesn't involve pressing coloured buttons? That'll be where we've been going wrong all this time, then...

GAMES FOR TAT!

Apparently some new console's been launched. Whatever. Wouldn't you prefer a new game for your PS2? Send in a PS3 and we'll sort it out.

Mark the package 'Games For Tat' and send to the address on p10 (include *your* address). The first PS3 we receive gets the swag, any others will be sold on eBay.

SEND US STUFF LIKE THIS!

Your photos of *SingStar* and *Guitar Hero* rock'n'roll excess! Great gigs, dazzling duets, sensational solos in unusual locations... anything!

We love getting your letters, and we'd love it even more if you could decorate your envelopes with some lovely artwork! Pictures of any kind are welcome, too

We know you're great at games, but why not prove it to the world by sending in pics of your high scores, fastest times and whatnot. Go on, impress us!

ICON BELIEVE IT!

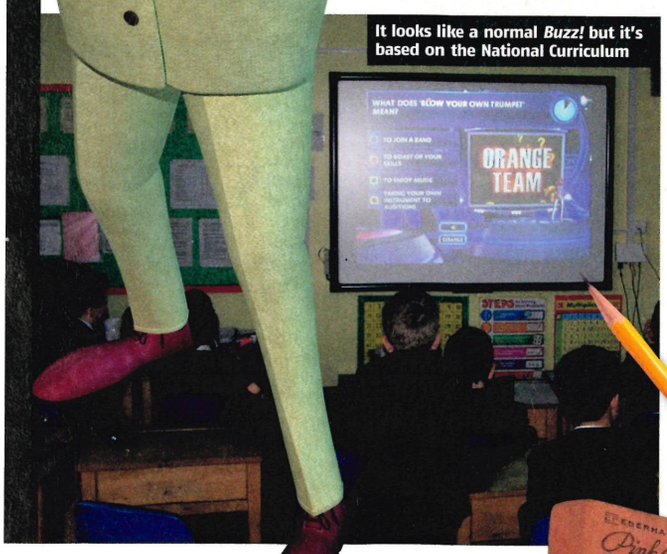
HERE ARE THE ANSWERS TO OPS2#83'S SAVE ICON MEGA QUIZ. HOW DID YOU FARE?

1. Metal Gear Solid 3: Snake Eater
2. Lego Star Wars
3. Resident Evil 4
4. Ghost Rider
5. Black
6. Jak And Daxter: The Precursor Legacy
7. Tekken Tag Tournament
8. The Sopranos: Road to Respect
9. Mortal Kombat Armageddon
10. Grand Theft Auto: Vice City
11. Call Of Duty 3
12. Need For Speed Carbon
13. Ridge Racer V
14. Tomb Raider Legend
15. Resident Evil Code: Veronica X
16. Playboy: The Mansion
17. The Sims 2 Pets
18. 25 To Life
19. God Of War
20. Battlefield 2: Modern Combat
21. Okami
22. The Mark Of Kri
23. Mary-Kate and Ashley: Sweet 16
24. Brothers In Arms: Earned In Blood
25. GTA: San Andreas
26. Ratchet & Clank 2: Locked And Loaded
27. FantaVision
28. Fahrenheit
29. True Crime: New York City
30. Ico
31. Tony Hawk Underground
32. The Lord Of The Rings: The Return Of The King
33. Prince Of Persia: Warrior Within
34. Fight Night Round 3
35. Rayman Raving Rabbids
36. Rez
37. Pro Evolution Soccer 5
38. Midnight Club 2
39. Family Guy
40. Guitar Hero
41. Alien Hominid
42. Ape Escape 3
43. BMX XXX
44. Def Jam Vendetta 2
45. Devil May Cry 3: Special Edition
46. Everybody's Golf
47. Gregory Horror Show
48. Guitar Hero II
49. Lemmings
50. Mercenaries
51. Onimusha 3
52. WipEout
53. Enter The Matrix
54. Shadow Of Rome
55. The Bouncer
56. Transformers
57. Ultimate Spider-Man
58. Virtua Fighter 4
59. Outrun 2006: Coast To Coast
60. Hitman 2: Blood Money

SPY CONTRIBUTORS | JOHN HAMBLIN, ANDY HARTUP, KIM RICHARDS, MIKE STERRY

BUZZ! GOES TO SCHOOL

Some schools of thought suggest that videogames are bad for you. But this school thinks they're great, particularly **Buzz! The Schools Quiz**



It looks like a normal *Buzz!* but it's based on the National Curriculum

'Computer game addicts fail in the classroom'... 'Cathedral official's outrage over terror videogame!'... 'Teenager gets life over 'Manhunt murder''... 'PM slams sick videogames'... You don't have to look far to find negative opinions about videogames in the national press.

Newspapers are permanently chomping at the bit for the latest game-related outrage. In fact, we suspect that they're looking forward to *Manhunt 2* more than we are.

Politicians, too, have been jumping on the bandwagon: most recently Boris Johnson, MP for Henley, who launched a staggering attack on consoles and videogames in the column he writes for *The Telegraph*.

"These machines teach them nothing," he spluttered. "They stimulate no ratiocination, discovery or feat of memory."

If you believe the hype, parents and teachers are up in arms about the digital menace. But not everyone feels that way. Earlier this year Ian Martin, IT coordinator at St Columba's School in St. Albans, wrote to OPS2 to say that not all teachers hated videogames.

"There are a number of us who happily engage in the *FIFA* vs PES debate and even get the whole class involved in *Buzz!*-fests on the interactive whiteboard," he wrote.

He also sent photos of a very impressive display he'd made for his IT classroom, detailing the history of videogames.

We made Ian's missive the Star Letter on our Postal pages, and that's where things started to get *really* interesting. Unbeknownst to Ian, Relentless Software (maker of the *Buzz!* games) was working on an educational version of their popular quiz game, based around the National Curriculum.

'Hurry, we can fit in a round of *Jungle Party* before the kids come back in'

Relentless saw Ian's letter, and asked us if we could put them in touch. One thing led to another, and Ian and his class ended up becoming more-than-willing testers for the National Curriculum game, *Buzz! For Schools*.

TO SIR WITH BUZZ

St Columba's is a smallish independent school hidden away in St Albans, a pretty town just outside London. With just a single nightclub that opens just three evenings a week, it may not be a particularly great place to get lashed, but it's certainly a genteel place to learn.

Or so you'd think if you hadn't heard Ian's Year 6 maths class pile noisily into a room. They're very excited that there's a PS2 in the classroom. "Settle down, lads!" says Ian, quickly sorting everyone into groups of four.

Within moments *Buzz! For Schools* has been set up on the interactive whiteboard, the lights are dimmed, and everyone's raring to go. The look and feel is very similar to the other *Buzz!* games – it's still based around a

spy

PS2 News & More

Emotions run high as points are given and points are taken away...

quiz show set, and the presenter is still voiced by Aussie actor Jason Donovan. The questions are more obviously 'educational', but it's still a lot of fun to play.

POINTS MEAN WISES

"You may and must confer with your partners, I don't just want one person hitting the button!" instructs Ian, and we're off.

The first multiple choice question flashes up on the screen. "How many packs of 30p stickers can I buy if I have £1.45?" asks the quiz master. "Oh I know this one!" yells someone from the Blue team. The Yellow team start frantically working out the question as the clock counts down. They get it right, and there are high fives all round.

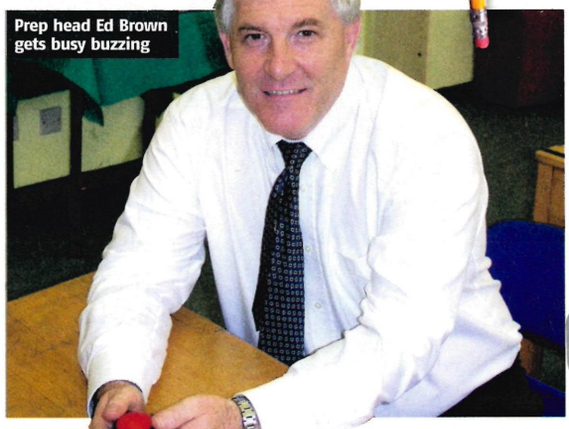
As the game progresses, the Blue team drop one of their three lives early amid pained shouts of "I meant to push the yellow button! I did!". There's a healthy sense of competition in the air: we've certainly never seen a class this excited to be stuck in a maths lesson. Yellow team begin to flag and when the bell goes, Orange are victorious, not having dropped a point the entire game.

Afterwards, the lads are, ahem, buzzing. "It's really exciting," says Djan Salih. "It's better than writing, because it really gets you thinking, and you have to work together."

James Conway reckons it'd be great to have at home, too. "You could play *Buzz!* and your parents couldn't say anything!"

"It'd be good for revision," adds Jack Grey. "You'd be

'So when Mr Bee and Mrs Bee fall in love...' OPS2's John takes over the class



Prep head Ed Brown gets busy buzzing

TOP CLASS?

We asked people from education and gaming what they think of *Buzz!* and PS2 as a tool for schools

The Pupil

"They should have the games in more schools, and at home too, for revision. After you'd done your homework, it'd be good way to play games without getting hassle for it."

The Teacher

"The kids love it. Obviously there are other educational tools that schools can use, but the great thing about *Buzz!* is that kids will be able to play it at home too - it means parents can hang out with the kids and learn with them, as well as giving them an excuse to get out of doing the washing up!"

The Government Education Department

"The Department for Education and Skills is keen to see how devices such as games consoles can be used as internet browsers and enable children at home to access the educational material available through their school portals.

"It is right to debate the possibilities that new technologies can bring to education, but any use of such technologies in the classroom should be appropriate and purposeful. There are no current plans to expand the role of such technologies in education.

"[The use of information and communications technology in education] will be a key aspect that our ICT Home Access Taskforce, launched this month, will look at." (Doug Brown, head, Technology Futures Unit, DfES)

The Reactionary MP

"Unfortunately, Boris is too busy to make a comment at this time." (Boris Johnson's secretary)

The Games Industry Man

"Games are created to be entertaining, engaging and stimulating. Children these days need to be mentally stimulated more and more as they develop. If a child's attention is held and they are more interested in a subject they are learning at school by learning it through a game, this can only be positive.

"Although games are predominantly made for entertainment, many hold huge educational value, both as a direct learning tool and also as an experience builder.

"ELSPA is constantly impressed with the level of interaction that some games produced attain, not to mention the skill base that they can teach.

"So if educationalists believe that games can engage people in learning in a positive and constructive way, then we think this can only be valuable." (Paul Jackson, director general of the European Leisure Software Publishers' Association)

You!

Write to the address on p10 and tell us what *you* think!

Buzz! is on trial to see if it'll complement traditional teaching

begging to be allowed to go and study!" But Djan doesn't reckon he'd like to do all his lessons with *Buzz!* because "you'd just be looking at the whiteboard all the time. Maybe for the boring lessons like RE though...".

TEACHY KEEN

And it's not just the kids who are happy with the experiment. "We've been very supportive of Ian's project," says Ed Brown, head of the school's prep department.

"We thought it was good for the school to be involved, it's good to see how IT technology is developing and what the future might hold – and of course, being on a PS2, it pushes the boys' buttons big time."

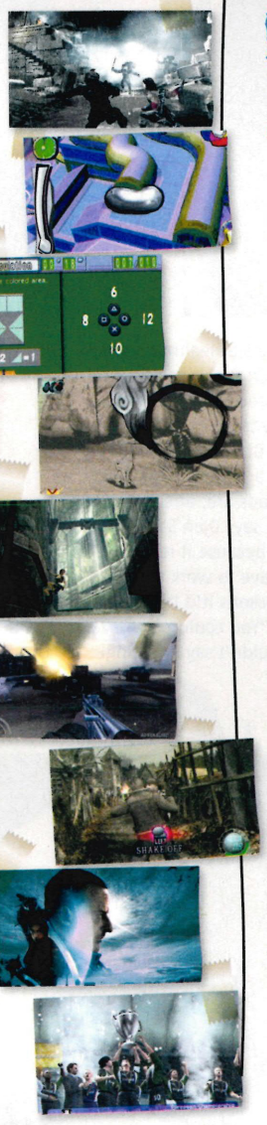
We ask Ed about Boris Johnson's recent comments about videogames rotting kids minds. "He's a twit," says Ed. "He's not a professional educator. He's entitled to his opinion, he just needs to do a bit more research."

Based on our research at St Columba's, it seems that not only can games have a positive impact on learning, they can also be a great way to get kids to work together.

So, if any doom-mongering tabloid hacks are reading this, the next time you're trawling the videogame world for headlines, try this one: "Classroom consoles give smart kids a learning *Buzz!*" ■ **JH**

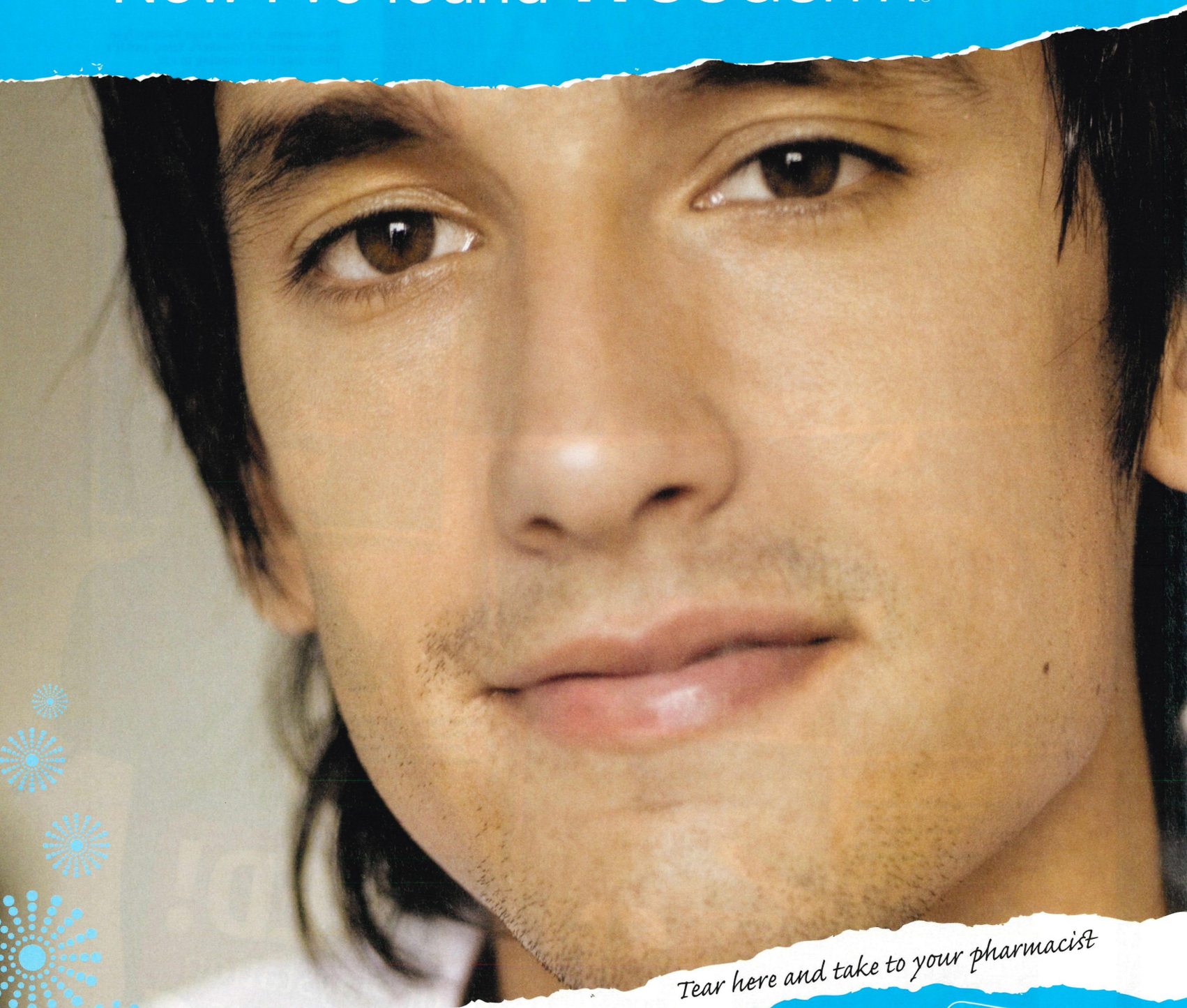
Pens? Pencils? That's so last century, daddio! It's all about buzzers now

Lesson	Game	Class Description
English	Lord Of The Rings: Return of the King	A Helm's Deep compare-and-contrast lesson looking at the differences between the book and the game
Science	Mercury Meltdown	Chemistry – how do liquids like mercury work?
Maths	Mind Quiz	Mental maths – fast, accurate calculations! How many can you get right in 10 minutes?
Art	Okami	Practise ancient brush techniques in Okami, followed by a discussion on ancient Japanese art styles
Geography	Tomb Raider Legend	Where in the world is Lara? A look at some of the locations she visits in her games
History	Medal of Honor: European Assault	History in action! What was it really like for soldiers in World War 2? And how did they cope on the battlefield?
R.E.	Resident Evil 4	Sects and violence – a study of religious cults, how they relate to more traditional faiths and why they are dangerous
French	Onimusha 3: Demon Siege	A virtual tour around Paris with Jean Reno and hundreds of nasty demons
P.E.	Pro Evolution Soccer 6	It's raining outside, but the match still goes ahead! A mini-tournament to finish off the day. It's got to be better than rounders



PLEASE NOTE: BUZZ! THE SCHOOLS QUIZ IS CURRENTLY ON TRIAL IN VARIOUS ESTABLISHMENTS AND IS IN NO WAY BEING DEVELOPED AS A CONSUMER PRODUCT

"I've tried loads of spot treatments. Now I've found **Free**derm®"



Tear here and take to your pharmacist

"Spot treatments. I'd tried loads of them.
Then I found Freederm Gel. It's the only spot treatment with an anti-inflammatory that gets to work inside my pores. In fact, it's clinically proven to reduce inflamed spots and redness. It really works and it even helps stop spots from forming too."

Freederm-freedom from spots

Available from Boots, Superdrug, Tesco, Asda, Lloydspharmacy, Alliance pharmacy and pharmacies nationwide. *IRI Infoscan, Spot and acne category, All outlets MAT 5 Oct '06

Contains nicotinamide.
Always read the label.

www.freederm.co.uk

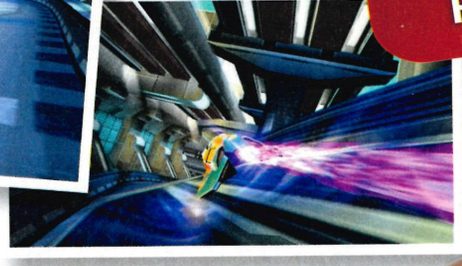
SNAPPED!

The future of PlayStation presented in pictures

The info-droids for the new **Star Wars Unleashed** game have landed! Here's a new shot from the game, which will launch on PS2 in November

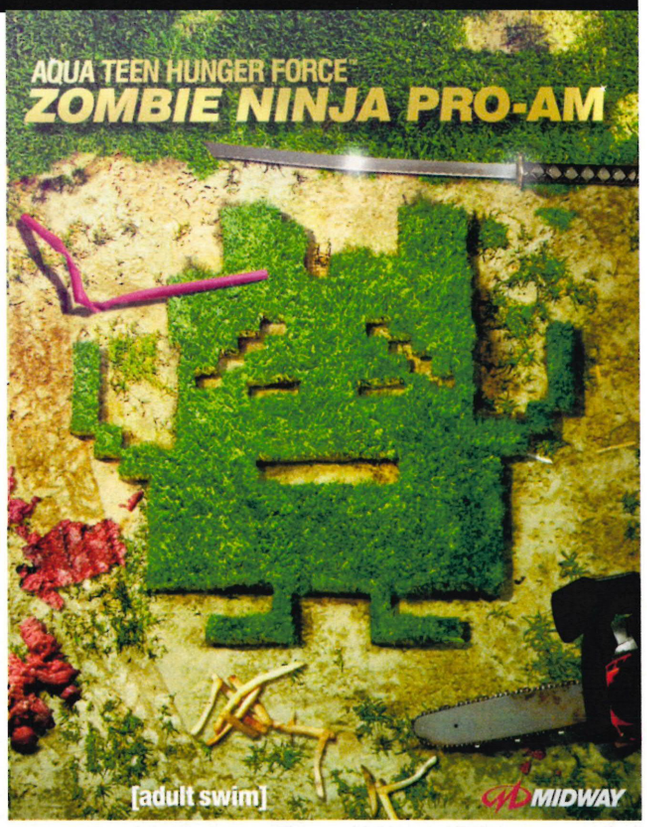
The rumours are true: **Lego Batman** is in development at Traveller's Tales, and it's more than likely heading to PS2

It's been too long since the last WipEout game, so future-racing acolytes will be chuffed to hear that **WipEout Pulse** is zooming onto PSP in September

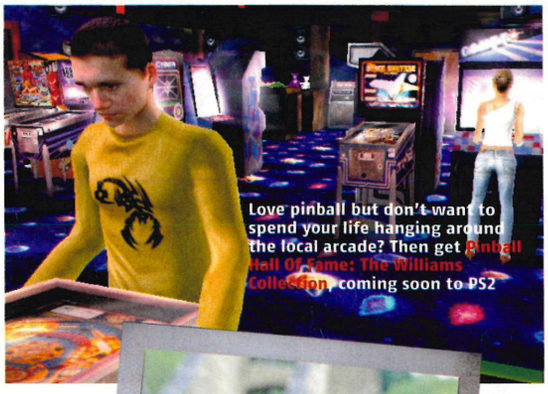


David Hayter, the chap who's voiced Solid Snake in every Metal Gear Solid to date is returning for dubbing duties in **Guns Of The Patriots**

Remember the impressive, but nameless, game shown off last year by Jak developer Naughty Dog? It's now got a name and **Uncharted: Drake's Fortune** is headed straight for PS3



Fans of the Adult Swim cartoons, get ready to pop those champagne corks because a game of **Aqua Teen Hunger Force** is coming to PS2 this summer



Love pinball but don't want to spend your life hanging around the local arcade? Then get **Pinball Hall Of Fame: The Williams Collection**, coming soon to PS2

Oh. My. God. *How* cool are these **Katamari Damacy** trainers? Get them from the USA on eBay – sadly, only in women's sizes. Yet...

More news on the **Hitman** film! According to the Internet Movie Database, Dougray 'Mission Impossible 2' Scott has joined the cast, and Luc 'Fifth Element' Besson will be producing

INFO NUDGE

MINI MIXER

Budding DJs will be chuffed to hear that Rockstar has announced *Beaterator*, a music mixing program, for PSP. All set to land on the portable this summer, the *Beaterator* has been given the official thumbs-up by top producer Timbaland, who's agreed to lend some exclusive samples and mixes to the game. In addition to cutting tracks, you'll be able to listen to pre-made tunes and play through a selection of rhythm based mini-games. And, of course, there's always the possibility that you'll be able to broadcast your unique *Beaterator* tracks on *GTA IV* when that busts onto PS3 in October...

FREE TV WITH YOUR PS3?

'All good things come to those who wait' was definitely Sony's ethos behind their PS3 launch campaign. Within minutes of the flagship Virgin Megastore on London's Oxford Street opening its doors to the crowd outside on launch day, Sony UK boss Ray Maguire announced that as an apology for the mammoth delays in delivering the goods, everyone buying the revered console was also getting a 45in flat screen TV worth £2000! Speaking to the cheering crowds, Maguire gushed: "I just want to say to all of you that we appreciate the support. Without you we would not have anything to sell to anyone. You are the guys that make it all happen." Oh, stop it Ray – you're making us blush.

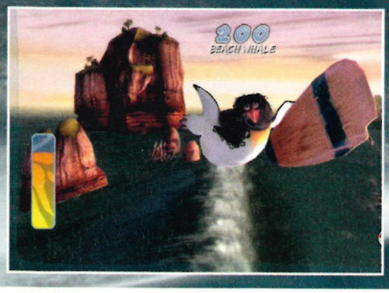
MONSTER MADNESS

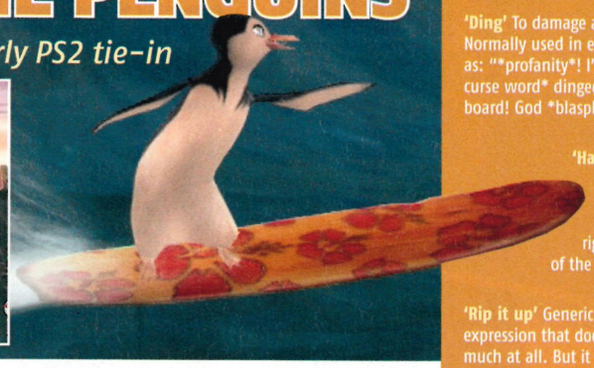
Got £40 and a whole heap of spare testosterone kicking about? Do you like wearing baseball caps and think that regular trucks are just too small? If the answer is 'Yes', you'll be made-up to hear that Activision has signed an agreement with Live Nation to develop games based on its popular Monster Jam franchise. This means that the manly sport of monster truck racing is bulldozering its way to PS2, although the initial announcement doesn't specify a release date for the game.

PENGUINS ON BOARD

SURF OF THE PENGUINS

New CGI movie gets a gnarly PS2 tie-in





Is it just us, or are penguins everywhere? Last year they were popping up in *Happy Feet*, *March of the Penguins* and *Madagascar*, and this year it's *Surf's Up*, a mockumentary style film based on, of all the things you could think of, a penguin entering a surfing competition. And, of course, where there's a CGI film there will always be a gaming spin-off.

So far, the game sounds as though it'll be fairly faithful to the film's storyline, which follows Cody Maverick, a wannabe surfing legend who's left his home in Shiverpool (geddit?!?!?) to make a name for himself in the Big Z Memorial Surf Off, a pro-surfing competition in Pen-Gu Island. Featuring voice acting from the film's cast, with stars such as Jon 'Napoleon Dynamite' Header, Shia LaBeouf (this year's lead actor of the *Transformers* movie) and James Woods, who's already done voice acting for *GTA: San Andreas* and *Scarface*, it's off to a promising start.

Meanwhile, the gameplay itself sounds like a pretty standard affair. Learn how to perform surfing tricks, unlock new locations and characters and wave-ride along to a variety of emo-lite tracks: everything you'd expect from a self proclaimed 'arcade surfing and extreme sports video game'. The penguins will be one step closer to global domination when *Surf's Up* hits these shores in June. ■ **KR**

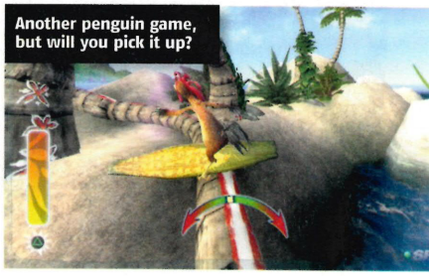
KNOW YOUR SURFER SLANG

'Ding' To damage a surfboard. Normally used in exclamations such as: "*profanity*! I've *adverbial curse word* dinged my *vulgarity* board! God *blaspheme* it!"

'Hang 10': This is where you ride a longboard with both feet right on the nose of the board

'Rip it up' Generic surfing expression that doesn't really mean much at all. But it sounds cool

'Wipeout' When you fall off your board into the sea. Other terms include 'doughnut', 'mullering', 'eating it' and 'pounding', depending on the severity of your fall. 'Gone to meet Davy Jones'? No



Another penguin game, but will you pick it up?

SCARED YET?

WIN! SUPER SEXY HORROR FILMS!

The perfect complement to a portable DVD player – and £50 worth of vouchers too

If you love dark, nail-biting horror films, look no further. Two of the sexiest movies of recent times, *The Covenant* (starring Steven Strait) and *Incubus* (with Tara Reid) are now out to buy and rent on DVD (courtesy of Sony Pictures Home Entertainment), and to celebrate we're going to give you not only a copy of both films, but a portable DVD player to watch them on too! To top it off, we're throwing in £50 worth of vouchers to spend at sci-fi/fantasy store Forbidden Planet (see www.forbiddenplanet.com or check out any of their branches in Birmingham, Bristol, Cambridge, Coventry, Croydon, London, Liverpool, Newcastle and Southampton).

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Question: Which of these films has Tara Reid NOT acted in?
A: American Pie
B: Scream
C: Incubus

PRIZES

FORBIDDEN PLANET

One winner will get:
A portable DVD player
£50 of Forbidden Planet vouchers
A copy of *The Covenant*
A copy of *Incubus*

Five runners up will get:
A copy of both DVDs
A *The Covenant* poster

HOW TO ENTER

By Post Send your answer to 'Scary Movies, Please', Future Publishing, 30 Monmouth St, Bath, BA1 2BW'

By Email Email your answer to ps2compos@futurenet.co.uk and put 'Scary Movies, Please' in the subject line

By SMS Text SCARYMOVIE followed by a space, then your answer (A, B or C) to 80889

Only the first entry that OPS2 randomly draws and judges to be correct will win the DVD player and voucher. Only the next five entries that OPS2 randomly draws and judges to be correct will win the books. Texts will be charged at 50p plus your standard network tariff rate. Please source all necessary permissions. Lines are open from 26 April to 23 May inclusive. We will not advise non-winners of the result.* *SCARY MOVIE 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 18 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.

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Official Magazine - UK

Grand Theft Auto explodes on PS3
World exclusive shots, info and interview
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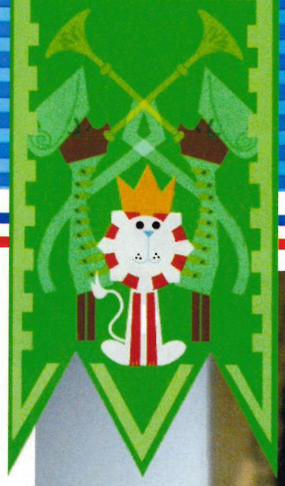
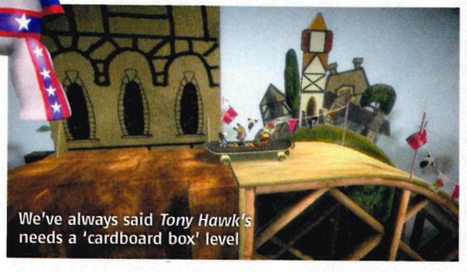
could be a classic



A WHOLE NEW WORLD FOR PS3

LITTLE BIG PLANET

Format: PS3
Publisher: Sony
Developer: Media Molecule
Release: 2008



WHAT WE KNOW

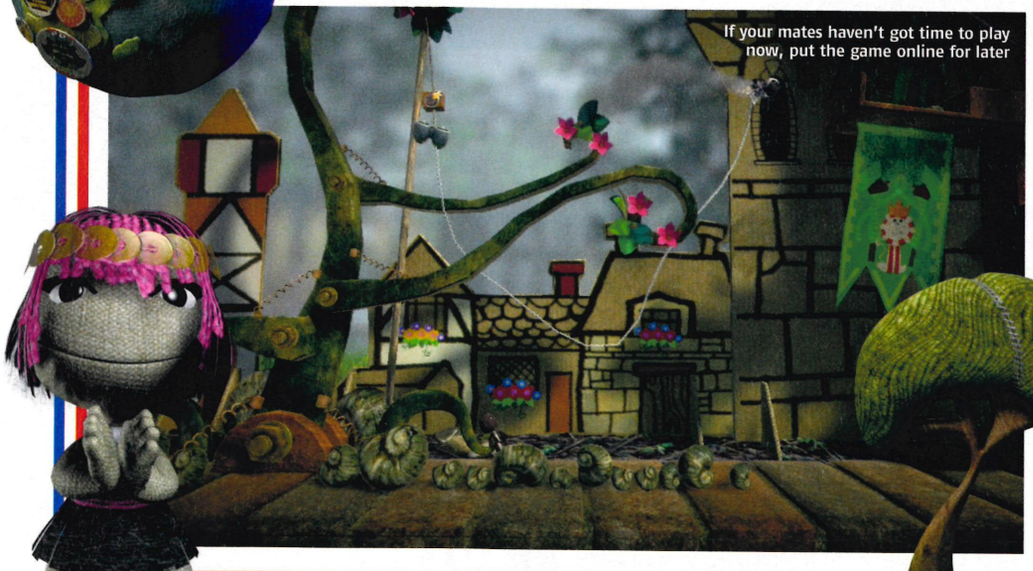
How to describe *Little Big Planet*? On a basic level, it's a platform game: a handsome, revolutionary, awe-inspiring platform game. You see, the thing that sets *Little Big Planet* apart from the crowd isn't a special move, or a clever plot: it's you. Because not only do you control the characters in the world, but you *make* them and their world.

How is that even possible? As well as being a game, *Little Big Planet* is a tool that lets you customise everything on screen. You can make entire worlds from scratch and fill them with whatever you like.

Want a giant rubber beefburger sitting in the middle of the level for you and your mates to bounce around on? Just create it with the simple-to-use in-game toolset, and slap it in there. Fancy building a wall plastered with pictures of your dog? Snap a few pictures of the mutt with your EyeToy, load them onto your PS3 and you can have that wall of pet.

So, you've built a few levels, fashioned a unicycle that you can ride down hills and plastered photos of your face all over town. What next? Invite some mates around, of course!

Four players can mess around in a single world, and the best part is, the game is online so even if you can't lure anyone round to your house to play, you'll still be able to show off your custom-made world. Even if they don't have time to check it out there and then, your mates will be able to download your level and play through it in their own time.



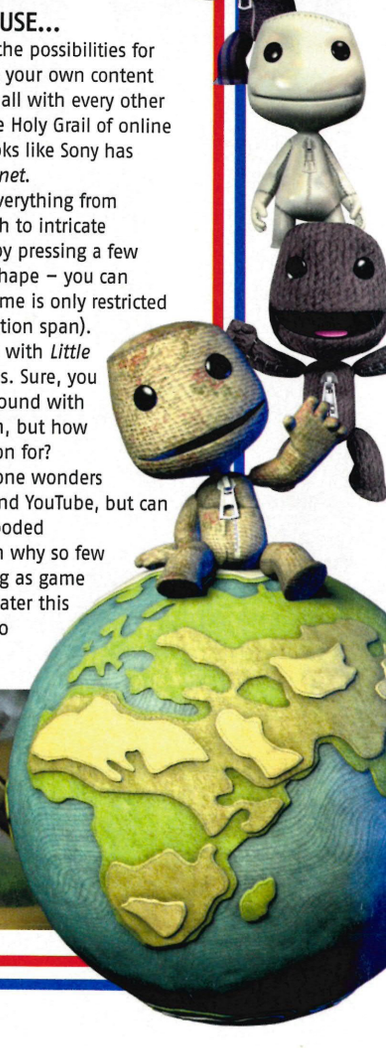
COULD BE A CLASSIC BECAUSE...

It sounds horribly clichéd, but the possibilities for this game are endless. Creating your own content and characters, then sharing it all with every other PlayStation Network users is the Holy Grail of online gaming communities and it looks like Sony has discovered it with *Little Big Planet*.

What's more, it's so easy. Everything from simple spherical objects through to intricate working devices can be made by pressing a few buttons. Size, physics, colour, shape – you can tinker with anything, so the game is only restricted by your imagination (and attention span).

And that's our only concern with *Little Big Planet*: there's no true focus. Sure, you can create puzzles and mess around with your mates trying to solve them, but how long will this hold your attention for?

User-created content has done wonders for websites such as MySpace and YouTube, but can it really translate into a full-blooded videogame? Or is there a reason why so few people manage to make a living as game designers? Well, we'll find out later this year when Sony releases a demo through its online store. ■ **AH**



DON'T DITCH THAT PS2!

Will you be able to play your favourite **PS2 games on the PS3?**

Imagine the scenario. You've spunked the best part of £500 on a PS3 and a single game for it. Then, having completed that one game and played all the extras to death, you slot one of your all-time favourite games, on a trusty PS2 disc, into your shiny wonder-box. But it doesn't work! Disaster! It's not backwards-compatible!

Of course, if you're planning on joining the high-def generation but don't fancy leaving your classic games to rot, the best way to ensure you can still play them is to keep your PS2 under the TV – assuming you have the space, and haven't had to trade in the machine to afford food after you've paid for a PS3.

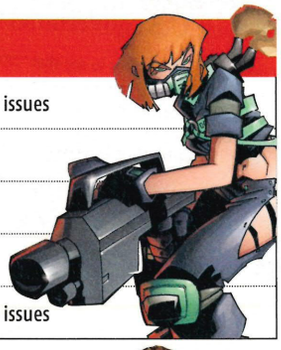
In any case, before you turn your back on PS2, you'd be wise to look at Sony's official PS3 backwards compatibility list at http://faq.eu.playstation.com/bc/. We used it to check our own lists of the games we couldn't bear to lose, and the results were pleasantly surprising, although there are a few shocks, too. No *Rez*? No *Hogs Of War*? Get me Sony on the phone! ■ **AH**

NICK'S PICKS

Dark Chronicle	Plays with minor issues
Hogs of War (PS1)	Not compatible
Resident Evil 4	Plays with noticeable issues
Crash Team Racing (PS1)	Fully compatible
Pro Evolution Soccer 6	Plays with noticeable issues

ANDY'S PICKS

TimeSplitters 2	Plays with noticeable issues
We ♥ Katamari	Fully compatible
Sheep, Dog 'n' Wolf (PS1)	Fully compatible
Fur Fighters	Fully compatible
Silent Hill 2	Plays with noticeable issues



KIM'S PICKS

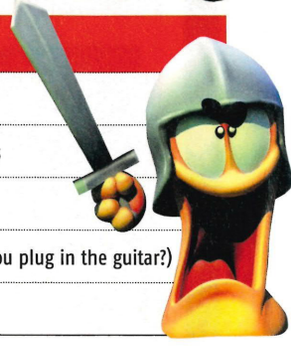
Final Fantasy VII (PS1)	Plays with minor issues
Dragon Quest: JOTCK	Fully compatible
Second Sight	Fully compatible
Silent Hill 3	Not compatible
Tomb Raider Legend	Not compatible

MIKE'S PICKS

Vagrant Story (PS1)	Fully compatible
Shadow Of The Colossus	Fully compatible
Castlevania: SOTN (PS1)	Not compatible
Final Fantasy VI (PS1)	Plays with minor issues
MGS3: Snake Eater	Plays with noticeable issues

SOPHIE'S PICKS

Worms Forts	Fully compatible
Singstar Rocks!	Plays with noticeable issues
Ico	Fully compatible
Guitar Hero	Not compatible (where'd you plug in the guitar?)
Rez	Not compatible



BONO NO!

TOO CLOSE TO THE BONO?

The controversy around **Mercenaries 2** heads towards U2 frontman

The hullabaloo over setting *Mercenaries 2: World in Flames* in Venezuela has taken a turn for the weird, with religious groups now petitioning do-gooding U2 frontman Bono to put the kibosh on its release.

The US groups, under the banner of the Venezuelan Solidarity Network, have written to Bono to express their concern that the game will inflame political relations between the South American nation and the USA.

Why Bono? Because he happens to have invested in a venture capital firm that has a majority share in BioWare/Pandemic Studios, makers of the game.

It follows claims by Venezuelan lawmakers that it was a justification for an imperialist aggression and part of a campaign of psychological terror.

Will the letter have any effect? We print it in full for you to decide... ■ **MS**

Dear Bono,

We hope that this letter finds you well. We applaud your efforts to erase the plagues of debt and famine from our planet and hope 2007 will bring new energy and advances in these struggles. We write with the hope that, while addressing these significant international issues, you will also use your considerable influence in a matter that is closer to home - a violent video game that has the potential to increase tensions between the U.S. and Venezuela while promoting violence in our communities.

Our faith traditions motivate us to confront the international debt problem that robs human dignity and calls us to counter the culture of violence that pervades our society today. The celebration of violence in much of our media, music and video games is poisoning our children. Games such as "Mercenaries 2" only serve to deepen the alienation that already exists in our society, creating fear that drives people away from each other.

As people of faith, we are called to a different way of life. "Mercenaries 2" is an extremely realistic and vicious game in which the player leads a mercenary team to kill a "power hungry tyrant" that has taken control of oil supplies in Venezuela. Images of downtown Caracas are depicted as being completely destroyed during the game, and any "people" on the streets are to be killed.

Pandemic Studios, a company in which your investment partnership has financed hundreds of millions of dollars, is the creator of this game. Behavioral science research demonstrates that playing violent video games increases the likelihood of aggressive behavior, particularly in children and youth. A game like "Mercenaries 2" in which the player assumes the role of killer in scenes that appear very life-like is even more likely to provoke aggressiveness. Of equal concern is the fact that the game inevitably will provoke increased tensions between the U.S. and Venezuela. Pandemic Studios has made a similar training game for the U.S. military. This fact is not overlooked by Venezuelans, who see this as further evidence of U.S. government hostility toward their country.

We ask that you do whatever is necessary to see that "Mercenaries 2" is pulled from stores and not sold anywhere. We also ask you to reconsider your investment in a company that glorifies violence and militarization. Most of our organizations have reconsidered past investments in companies involved in life-draining activities and have reoriented our investments to support more life-encouraging companies. We hope that you will consider the same. We feel your connection with this game detracts from your image as a human rights defender. In the end, to paraphrase a statement of yours, we all know that history, like God, is watching what you do. We look forward to your response and would welcome a meeting to discuss these concerns further.

In Peace,

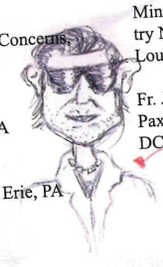
Marie Dennis,
Director, Maryknoll Office for Global Concerns, Washington, DC

Rabbi Michael Lerner
Editor, Tikkun magazine, Berkeley, CA

Dave Robinson,
Executive Director, Pax Christi USA, Erie, PA

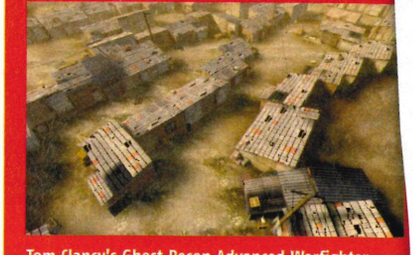
Rev. A David Bos, Presbyterian Minister and founder of Interfaith Community Ministry Network, Louisville, KY

Fr. Joe Nangle, OFM
Pax Christi USA Ambassador for Peace, Washington, DC



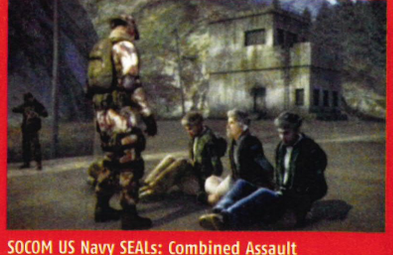
DANGER IN FICTION?

Or, how games have no effect on geopolitics



Tom Clancy's Ghost Recon Advanced Warfighter
Farmer-strangling trade agreements aside, America has yet to invade Mexico (again)

Mercenaries
Two years after the game's release, Kim Jong-Il is still running North Korea and merrily testing nukes



SOCOM US Navy SEALs: Combined Assault
Adjikistan? Hey, you can't invade what don't exist!

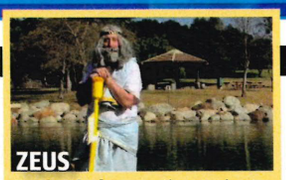
LARKING LARPERS!

FREAK TRAGEDY

The strange things Sony will do to promote **God of War II**

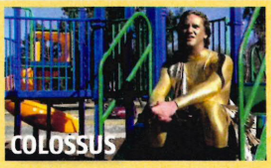
Heard the one about Sony paying a pack of live-action roleplayers to dress up as characters from Greek mythology and have at each other for a *God of War II* promotional website? Well, it's no joke.

Live-action roleplay – LARP to its devotees – boils down to grown men and women dressing up in costumes, hitting each other with foam replica weapons, and making up strange rules such as "When the guy dressed as Colossus approaches, everyone has to get on their knees. Because, he's, y'know, *massive.*" See the results at www.battleofthegods.tv – seriously, you really should check it out. ■ **MS**



ZEUS

By day he's a maths student
He says: "Think you can destroy a god, you egotistical prick?"



COLOSSUS

By day he's an IT technician
He says: "I see a lot of Colossus in me and me in Colossus, because we both have egos."

KRATOS

By day he's a karate school manager
Key quote: "I try to make sure I have creativity in my life, something that works my right brain, you know?"

BARBARIAN KING

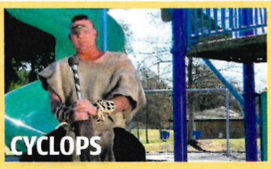
By day he's a full-time dad

MINOTAUR

He says: "I'm just a family guy."

ATROPOS

She says: "Well, in high school, I did wear lots of heavy eye makeup."



CYCLOPS

By day he's a maintenance mechanic and dog trainer

MEDUSA QUEEN

By day she works in an accounting office

ICARUS

He says: "I like to kick people's asses."

CHUBBY KRATOS

He says: "What *doesn't* Chubby Kratos eat?"

VIRTUAL INSANITY

The four best moments from the Battle of the Gods site

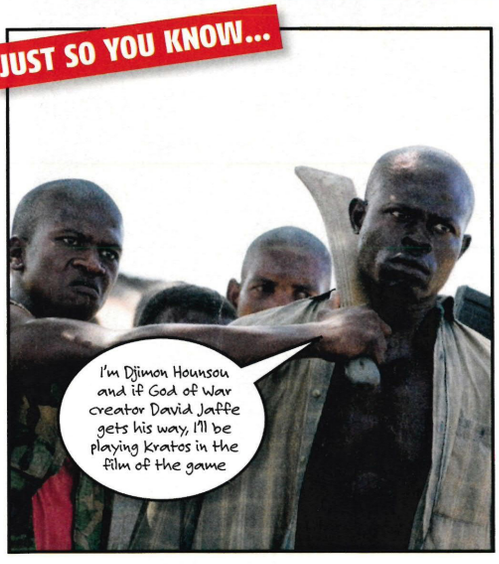
This man is unhappy
We think he was forced into this

This guy's been frozen by Medusa
so he has to stand still for five minutes

Everybody's dead!
The aftermath of the Epic Battle

Everybody's alive!
That's because it's not real, kids!

JUST SO YOU KNOW...



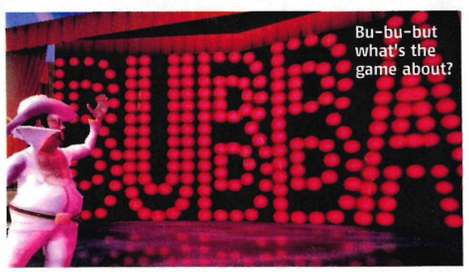
LAS VAGUENESS

BIG BUBBA'S LITTLE SECRET

Just what the heck is **King of Clubs**?

Usually, game makers like to be coy about their products until the last possible second. But sometimes they take secrecy to such extremes that they refuse to share any information at all about the game, even the kind that might (whisper it) get people excited.

Case in point: Oxygen Interactive's *King of Clubs*. All we've been told is that it's a 96-level "trick-based action puzzle game" featuring Big Bubba, a guy who's a cross between Elvis and Comic Book Guy from *The Simpsons* and is to be "this summer's most unusual game".



A Vegas-based hotelier sim? The world's first ever sandwich-themed roleplayer? We're hoping the latter.

It hits PS2 this July, with a PSP version shortly after. Stay tuned for more details, or at the very least, more pictures of Bubba's love-handles. ■ **AH**

POCKET A PRIZE

WIN A PSP!

... plus four great Sega games

Just five months into 2007 and it's a bumper year for PSP already. Ace games including *Virtua Tennis 3*, *After Burner: Black Falcon*, *Metal Gear Solid: Portable Ops* and *Burnout Dominator* are already in shops and potential classics such as *Crush*, *Crazy Taxi*, *Alien Syndrome* and *God of War* are all on the way. You'd have to be wrong in the head not to want a piece of the PSP right now.

So, to celebrate the brilliance of Sony's pocket rocket we've teamed up with Sega to give away a PSP with four of the publisher's freshly released games.

In fact, *Crush* isn't even due in the shops until 25 May, so you could be one of the first in the country to play the game when we rush you your PSP on the competition closing date!

If you were to nip down to the shops and buy this little bundle, you'd struggle to get change from £300. But we're giving it away for nowt. All you have to do is answer the question and keep your fingers crossed. It'll be a great warm-up for all the digit-twisting goodness the winner will get from this sweet portable prize!

HOW-TO-ENTER

By email
Email your answer to ps2compos@futurenet.co.uk, putting 'GIVE ME PSP' in the subject line

By SMS
Text GIVEMEPSP, followed by a space, then your answer (A, B, or C) to 80889

By Post
Mail your answer to
'GIVE ME PSP'
OPS2
Future Publishing
30 Monmouth Street
Bath
BA1 2BW

Closing Date 23 May

QUESTION

One of the pilots in *After Burner* is named after a famous Sega mascot: but which one is it?

A: Sonic
B: Ulala
C: Altered Beast

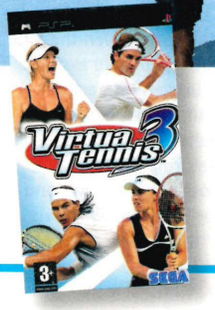
Only the first entry that OPS2 randomly draws and judges to be correct will win the PSP and games. Texts will be charged at 50p plus your standard network tariff rate. Please source all necessary permissions. Lines are open from 26 April to 23 May inclusive. We will not advise non-winners of the result.*

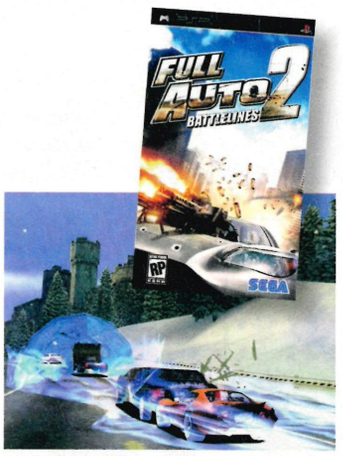
*GIVE ME PSP COMPETITION TERMS AND CONDITIONS By entering you are agreeing to receive details of future offers from Future Publishing Ltd and third parties. Only UK residents over the age of 15 may enter. If you do not want to receive information relating to future offers and promotions, please include the word NO at the end of your text message. Winners will be notified within 28 days.

No employees of Future Publishing, Sega, 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.

PRIZES

One winner will receive:
A PSP Value Pack
One copy of each of *Virtua Tennis 3*, *Full Auto 2*, *Crush* and *After Burner: Black Falcon*





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A TRICKY TRAILER

GRAND THEFT AUTO: LIBERTY CITY'S GLORIES

WE REVEAL THE SECRETS BEHIND THE GTA IV TRAILER

It's official. With Rockstar releasing the first trailer for *Grand Theft Auto IV*, the series comes full circle by once again returning to the city where it all began in *GTA III*. The Big Crab Apple. The City that Never Weeps. The Concrete Jungle-gym. We're talking, of course, about Liberty City.

The more-than-passing resemblance of this crime-ridden metropolis to New York City has managed to get New York mayor Michael Bloomberg's back up. He's none too pleased about Rockstar co-opting his city into the game.

After the trailer's release, his office released a statement that said: "The mayor does not support any videogame where you earn points for injuring or killing police officers." C'mon, Bloomy, what could be better for New York tourism than millions of gamers travelling around a fully-realised three-dimensional representation of the city?

Obviously, though, this being a game from Rockstar, the trailer raises more questions than it answers. And because this is our first introduction to the new New Yo... erm... Liberty City, we decided to break down the architecture-heavy trailer, shot by shot and throw in a bit of our own guesswork about what it all might mean and what we hope it's telling us is included in the new game.

Reckon there's something we missed or something you'd personally like to see in *GTA IV*? Then fill in the coupon and tell us about it, and in the process you could win a copy of *GTA: Vice City Stories*. That's more than just a penny for your thoughts. ■ **MS**

GTA PHWOAR!

What would you like to see in *GTA IV*?

.....

.....

.....

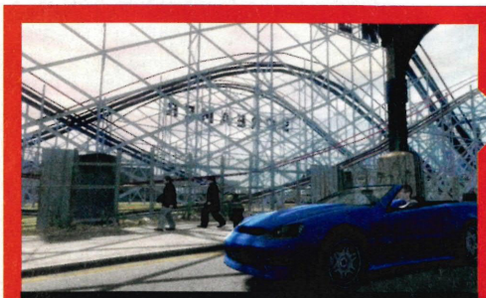
.....

Name .....

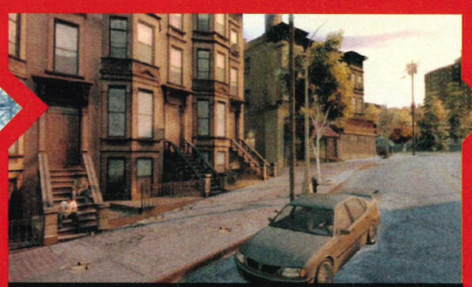
Address .....

.....

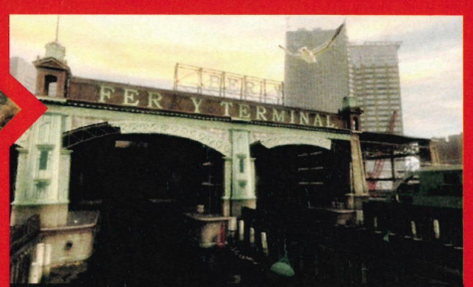
Send to:
GTA PHWOAR!, Official PS2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. The best three entries will win a copy of *GTA: Vice City Stories* for PS2.



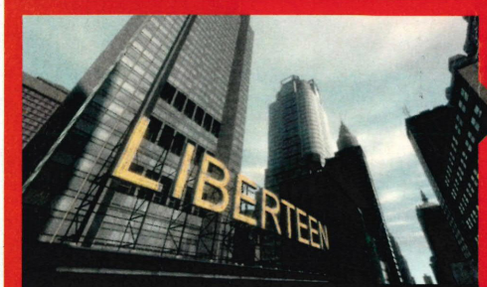
WHAT WE SEE: Coney Island's famous Cyclone rollercoaster, here renamed 'Screamer'
WHAT WE'D LIKE TO SEE: At worst, the ability to ride it. At best, a hilariously over-the-top rollercoaster-riding shootout



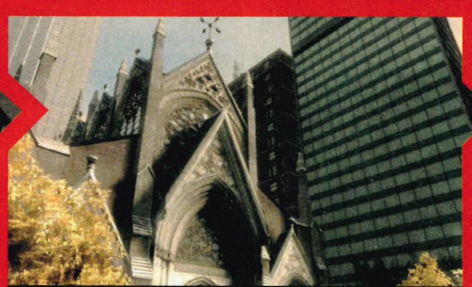
WHAT WE SEE: We can't tell if this is the Bronx, Brooklyn, or Harlem, but we're glad to see New York's iconic brownstone apartment blocks putting in an appearance
WHAT WE'D LIKE TO SEE: Our first safehouse being located in one of these buildings



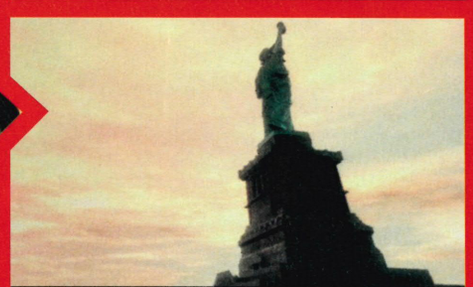
WHAT WE SEE: Rockstar's attention to detail: the 'R' is actually missing from the sign in real life
WHAT WE'D LIKE TO SEE: In the style of *San Andreas'* jumbo jet, why not have a 1000 ton ferry as a drivable vehicle?



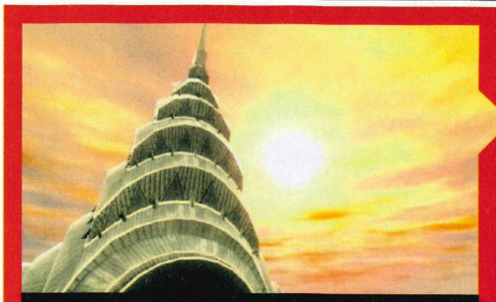
WHAT WE SEE: Hmmm... a mysterious logo. What could it be? We reckon it's Liberty City's answer to *The New Yorker* magazine
WHAT WE'D LIKE TO SEE: The return of the radio stations, but also other types of news media



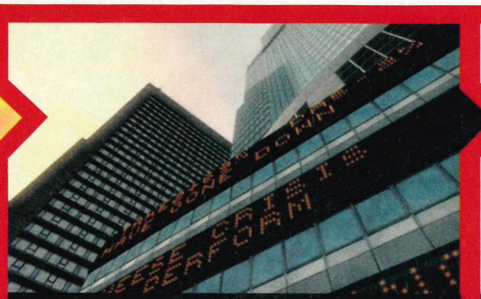
WHAT WE SEE: A semi-simplified version of New York's St Patrick's Cathedral
WHAT WE'D LIKE TO SEE: A crooked padre playing a major role in the game's story



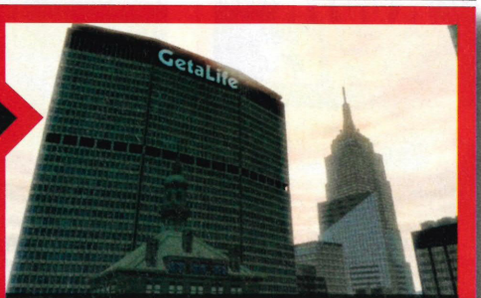
WHAT WE SEE: A big carving of some chick waving her arm in the air
WHAT WE'D LIKE TO SEE: The Statue of Liberty being the setting for the game's explosive finale



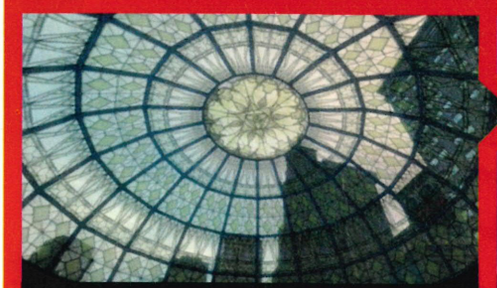
WHAT WE SEE: The Chrysler Building (New York's second tallest skyscraper)
WHAT WE'D LIKE TO SEE: The chance to buy a swanky penthouse suite overlooking the city



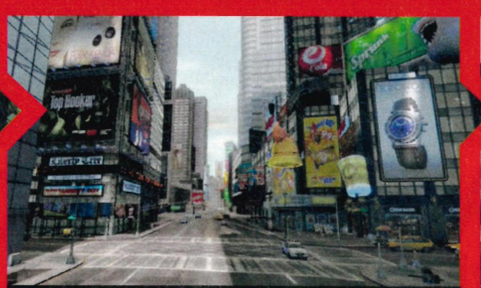
WHAT WE SEE: Times Square's famous news 'zipper', aluding to an impending 'cheese crisis'
WHAT WE'D LIKE TO SEE: News of our illegal exploits appearing here



WHAT WE SEE: A 'hilarious' reinterpretation of the MetLife Building, which is next door to Grand Central Station
WHAT WE'D LIKE TO SEE: Better puns than this, and of course some base-jumping platforms



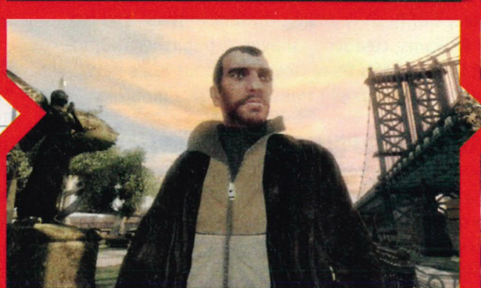
WHAT WE SEE: Grand Central Station's intricate glass ceiling
WHAT WE'D LIKE TO SEE: The ability to train it outside of Liberty City, with other boroughs and cities to be added as downloadable content



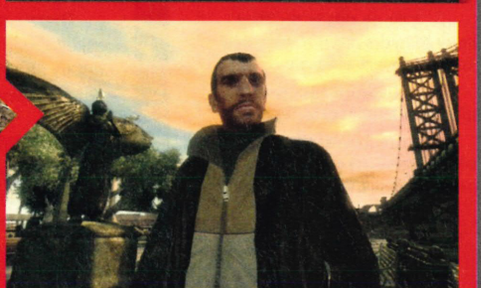
WHAT WE SEE: An intersection featuring a sample of the game's spoof ads, including one for upcoming TV show *America's Next Top Hooker*
WHAT WE'D LIKE TO SEE: A proper simulation of New York-levels of street and pedestrian traffic

WHAT WE SEE: One of New York's iconic silver subway trains going overground
WHAT WE'D LIKE TO SEE: A fully-functioning subway system, unlike the simple A-to-B trains that appeared in previous games

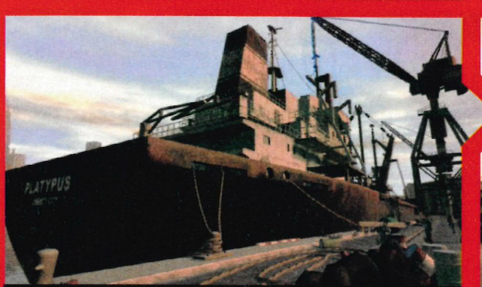
WHAT WE SEE: The Verrazano-Narrows Bridge, which connects Staten Island and Brooklyn
WHAT WE'D LIKE TO SEE: A city completely open from the beginning, without any of those illusion-destroying artificial barriers



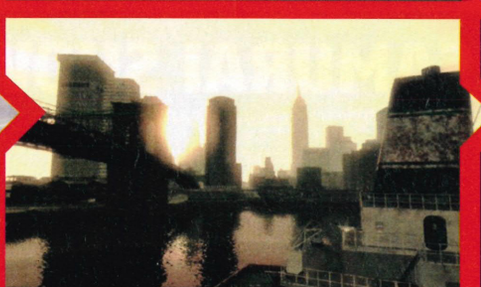
WHAT WE SEE: Our mysterious protagonist. Many are speculating that he's Russian. Given the franchise's love of controversy, we wouldn't be surprised if he turned out to be a Chechen with a dodgy terrorist past



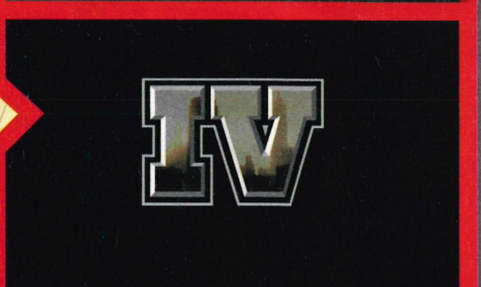
WHAT WE SEE: He blinked! Believe it or not, this is the first time character models have been able to blink in the *GTA* series. Blinking characters: truly, next-gen is upon us!



WHAT WE SEE: As our protagonist tells us he's "smuggled people, killed people, sold people" in the past, we see a shot of this ship
WHAT WE ARE AFRAID WE MIGHT SEE: An in-game slave trade? Oh dear...



WHAT WE SEE: Dawn on Liberty City harbour. A full day/night cycle, realistic water effects, lighting and a substantial draw-distance. Yummy



WHAT WE SEE: The trailer fades to the game logo
WHAT WE'D LIKE TO SEE: More footage please! Clearly this trailer is next gen, but Rockstar was unable to confirm whether there's a PS2 version in the works too. Fingers crossed!

Kwik Fitz

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

CONFIRMED: Traveller's Tales are working on a *Lego Batman* game, although no platforms have been specified as yet

CONFIRMED: Eidos has confirmed that *Just Cause 2* and *Battlestations: Midway 2* are both in development, but won't say whether they're coming to PS2 or PS3

CONFIRMED: EA is working on at least one new *Lord Of The Rings* game after extending its licence agreement with New Line Cinema until 2008

RUMOUR: A slimmer, more streamlined PSP may be on the way, and the rumour mill suggests we'll see it by the end of the year

CONFIRMED: Sony shifted 165,000 PS3s in the first two days of sale in the UK, making this the best console launch in history

RUMOUR: A fourth title in the *Final Fantasy XIII* series called Haeresis may be in development at Square

CONFIRMED: *Pursuit Force: Extreme Justice* has slipped back to September

RUMOUR: Production on the hotly awaited *Castlevania* movie has apparently ground to a halt

FIGHTING TALK

'Ooh, your hands smell like flowers! Is that new soap?'

RINGING THE CHANGES

THQ gives us the official word on what you can expect from **WWE Smackdown! Vs Raw 2008**

The new *Smackdown!* is waiting to leap from the ropes and pin your spare time to the canvas. The long-running series prides itself on innovating for every iteration and *2008* will be no exception.

There's heaps of fresh wrestling content in there and we asked Bryan Williams, creative manager at publisher THQ, to tell us about it. So, here's three hot facts about PS2's new *Smackdown! Vs Raw* – straight from the horse's mouth...

1. THE WAY YOU GRAPPLE HAS CHANGED!

"In *WWE SmackDown vs Raw 2008*, submissions will be controlled via the right analogue stick. The days of button mashing are over! Moving the right analogue stick will cause superstars to wrench defenders in agonising pain in an attempt to make them submit."

2. THERE'S A BRAND NEW CAREER MODE!

"General Manager mode and Season mode will be combined into one huge, globe-spanning *WWE* career mode. We've dubbed it *WWE* 24/7 mode and it will feature character development, career stat tracking, an improved interface, brand new storylines and tons more features to be announced at a later date. The ultimate goal of 24/7 mode is to be inducted into the *WWE* Hall of Fame as a true legend of the squared circle."

3. THE GAME HAS SUPERSTAR FIGHTING STYLES

"*WWE SmackDown vs Raw 2008* will feature eight different fighting styles: powerhouse, brawler, technical, submission, high-flyer, hardcore, showman and dirty. Each style will have a special exclusive ability as well as unique abilities and properties. The superstars on the roster will be assigned two fighting styles: a primary one and a secondary one. The primary style will grant the practitioner use of both the unique and exclusive special ability. The secondary style will allow the practitioner to use that style's unique set of abilities."

Want more info? Tune in next issue for our full, hands-on preview of the latest grapple-fest, along with more insights and secrets from Bryan. ■ **AH**

SAMURAI SHOWDOWN

Two mighty franchises team up and go to war one last time in **Orochi Warriors**

Love 'em or hate 'em, the *Dynasty* and *Samurai Warriors* games are everywhere. Chances are that unless you're greener than Kermit The Frog when it comes to PS2, you will have played at least one game from the prolific, 13-strong series.

Now in *Orochi Warriors*, the characters from both the *Samurai* and *Dynasty* games unite for one massive brawl. And sadly, publisher KOEI has told us that this will be the last *Warriors* outing on PS2.

Japanese gamers are nutty for *Dynasty Warriors* and when the game was released in the East last month it sold more than 500,000 copies in the first weekend on sale, smashing its way to the top of the Japanese gaming charts with ease.

If you're the hack'n'slash-curious type, and fancy picking up a *Warriors* game, KOEI will be releasing *Orochi Warriors* (probably under a different name) in the UK this Autumn.

And if you like that, well you've got a back catalogue of 13 games to work through, which should keep you busy for a while. ■ **AH**

SUE OPS

WHOSE PSI IS IT ANYWAY?

Midway sued over **Psi-Ops** copyright

Game publisher Midway is on the pointy end of the American legal stick. It's facing a claim from a screenwriter who says PS2 sci-fi shooter *Psi-Ops: The Mindgate Conspiracy* bears a few too many similarities to a script he wrote six years before the title's release in 2004.

Both Midway's game and William L Crawford II's screenplay are called *Psi Ops*.

Both feature a class of soldier known as psi agents – American grunts with paranormal abilities – who fight against similarly 'gifted' terrorists, and include a number of standout characters each with their own special abilities like setting stuff on fire with their minds.

And both screenplay and game feature a rogue psi agent who recruits his own band of operatives to form a splinter group.

William L reckons he's due a cut of the profits that the publisher has made from the game and filed a suit on 9 February demanding $1.5m (that's more than £760,000) from Midway.

We asked Midway for its side of the story, but no comment was forthcoming at time of going to print. ■ **AH**

incoming

Our guide to what's coming your way

MAY		
Buzz! The Mega Quiz	Party	Sony
Buzz! Junior: Robo Jam	Party	Sony
CSI: 3 Dimensions Of Murder	Adventure	Ubisoft
Spider-Man 3	Adventure	Activision
Tomb Raider Anniversary	Adventure	Eidos
Top Trumps: Horror And Predators	Puzzle	Ubisoft
Raw Danger	Survival	505 Gamestreet
The History Channel: Great Battles of Rome	Strategy	Black Bean

JUNE		
King Of Clubs	God sim	Oxygen
Manhunt 2	Adventure	Rockstar
Pirates Of The Caribbean: At World's End	Adventure	Disney
Pursuit Force: Extreme Justice	Action	Sony
Rogue Galaxy	RPG	Sony
Spongebob: Battle For Volcano Island	Adventure	THQ
Surf's Up	Sports	Ubisoft

JULY		
ATV Offroad Fury 4	Racing	Sony
Harry Potter & The Order of the Phoenix	Adventure	EA
Transformers	Action	Activision

2007		
Ape Escape: Million Monkeys	Platformer	Sony
Buzz! The Schools Quiz	Party	Sony
Buzz! Junior: Dinos	Party	Sony
Buzz! Junior: Monsters	Party	Sony
Crash of the Titans	Platformer	VU Games
Indiana Jones 2007	Adventure	Activision
Juiced 2: Hot Import Nights	Racing	THQ
Mercenaries 2: World in Flames	Action	EA
Painkiller: Hell Wars	Shooter	TBC
Phantasy Star Universe: Illuminas	RPG	Sega
Ratatouille	Action	THQ
Shining Force EXA	RPG	Sega
Star Wars: The Force Unleashed	Action	Activision
Stuntman: Ignition	Racing	THQ
The Golden Compass	Adventure	Sega
Tony Hawk's Downhill Jam	Racing	Activision
Valkyrie Profile 2: Silmeria	RPG	Square Enix
WWE Wrestlemania 2007	Fighting	THQ
Yakuza 2	Adventure	Sega

PSP

MAY		
Dead Head Fred	Action/Adventure	D3
Earthworm Jim	Action	Atari
Metal Gear Solid: Portable Ops	Action	Konami

JUNE		
Alien Syndrome	RPG	Sega
Crush	Puzzle	Sega
Elder Scrolls Travels: Oblivion	RPG	Ubisoft
Ghost Recon Advanced Warfighter	Action	Ubisoft
Pursuit Force: Extreme Justice	Action	Sony

2007		
Castlevania: The Dracula X Chronicles	Adventure	Konami
Crazy Taxi: Fare Wars	Racing	Sega
Exit 2	Puzzle	Ubisoft
Final Fantasy Tactics: The Lion War	RPG	Square Enix
God Of War	Action	Sony
Jeanne d'Arc	RPG	Sony
Juiced 2: Hot Import Nights	Racing	THQ

THE LIGHT SIDE

LARA LOVE

Anniversary makes us fall in love with *Tomb Raider* all over again. Check out why in our exclusive review (p70)

SCHOOLS' BOUT

Every school should have a PS2 and a copy of *Buzz! The Schools Quiz*. But not *Little Britain*. No

GOD OF WEB

Full marks to Sony for its excellent Battle Of The Gods website (www.battleofthegods.tv). Seriously, check it out right now: Chubby Kratos is genius

GT YAY!

The new *Grand Theft Auto* trailer is all we hoped it would be. A fully mapped-out New York cityscape to play through, a serious villain to control and lashings of that smart *GTA* humour we know and love. Hooray!

IN THE SABER

GETTING IT ALL BACKWARDS

Despite having extensive backwards compatibility, PS3 won't play many classic PS2 games such as *Metal Gear Solid 2* and *Silent Hill 3*. See p23

JACKED OFF

To be honest, we were expecting a little more from *Pirates Of The Caribbean*. Okay, graphics aren't everything, but that's one *fugly* lookin' game

BAD RELIGION

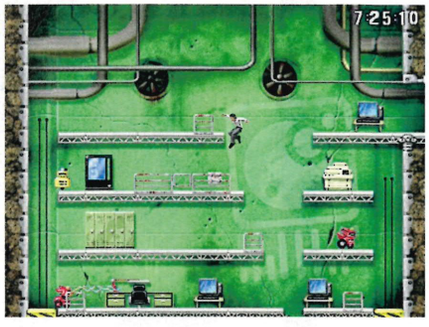
American religious leaders have gone crying to Bono like a smacked child over *Mercenaries 2*. Why Bono? He's one of the backers of Pandemic, who developed the Venezuela-set game (p24)

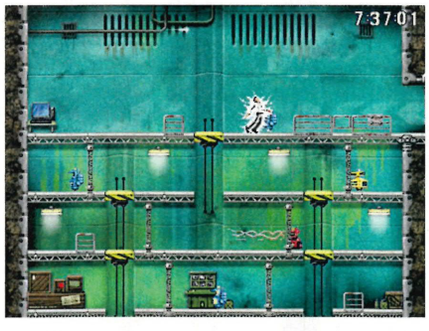
THE DARK SIDE

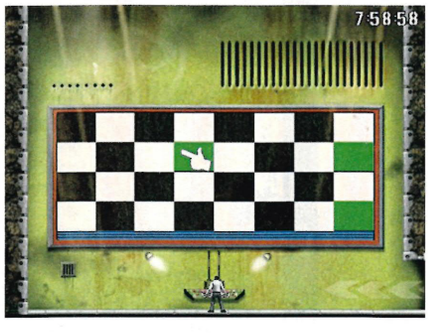
Come with us if you dare inside Dr Atombender's evil lair...

REMADE TO MEASURE

The march of the retro remake continues with **Impossible Mission** and **California Games**







With the arrival of *Tomb Raider Anniversary*, you could be forgiven for thinking that the gaming world is going the way of Hollywood and all but giving up on any projects other than regurgitating past product for present pounds.

Well, that's because it is. But, unlike the Tinseltown sewerage foisted upon unfortunate film goers, we lucky gamers have had *Mega Man Powered Up* and *Ultimate Ghosts 'n' Goblins*, arguably superior updates to classic titles made with the new generation of gamers in mind.

Has this happy trend continued with this year's 'reimaginings' of golden oldies Impossible Mission and California Games on PS2 and PSP?

THUNDERBALLS

Originally released on the Commodore 64 back in 1984, *Impossible Mission* is a game you may well not have heard of. In fact, even *we* are too young to remember it (yes, even 30-somethings Nellis and Sophie, and you can't say that about much).

With a plot revolving around the nefarious plans of evil genius Dr Elvin Atombender, *Impossible Mission* casts you in the role of a lone secret agent who had six hours to solve a randomly-generated puzzle. This was achieved by creeping into the various rooms of Atombender's fortress and rooting around for the components of a 36-piece puzzle 'key', which had to be assembled correctly to gain access to his secret lair.

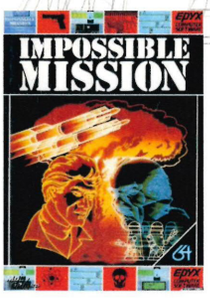
Your job is further complicated by Atombender's buzzing army of robots and floating, electrified spheres, all of which are programmed with a randomly generated AI pattern. So while some will simply guard a specific tile in the room, others will actively try and murder you. Sound complicated? Well, that's part of the fun, and the reason why retro gamers speak of the game in hushed, reverent tones.

By including the original *Impossible Mission* alongside the new version of the game, developer System 3 has wisely decided to cater for both hardcore fans and new converts alike.

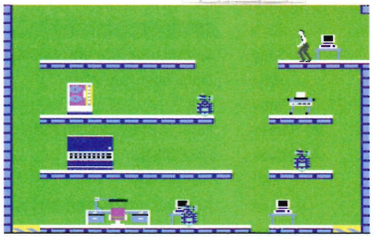
What's the remake like? Well, you've now the cosmetic choice of either a male, female or cyborg agent and, wonderfully, you no longer have to plunge into Atombender's toilets in order to retrieve a puzzle-piece, because, in the words of the developers, "it's not a very pleasant thing to have your player do in a game".

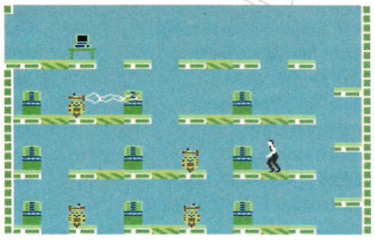
There's even a Merged mode, which, true to its name, features the gameplay of the original with the updated graphics of the remake. In this mode only your little secret agent man is rendered Commodore 64-style.

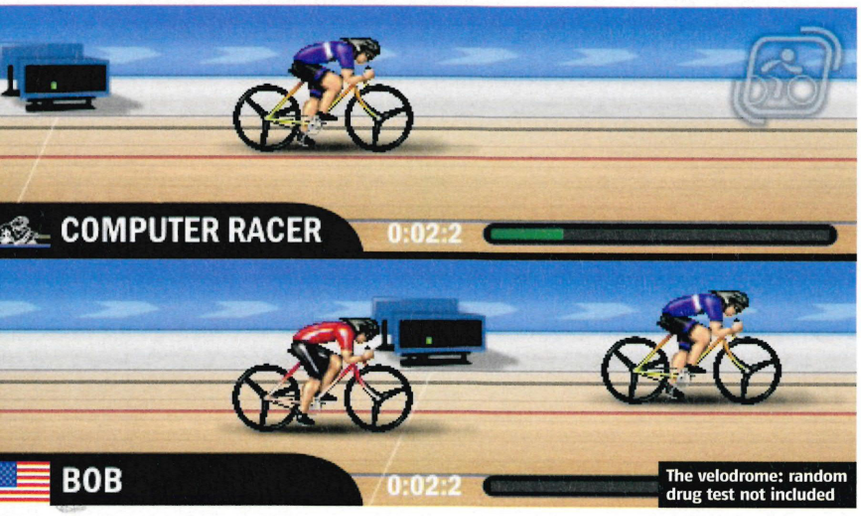
Add to that the PSP's option for gamesharing, and here you have a very generous retro package indeed.

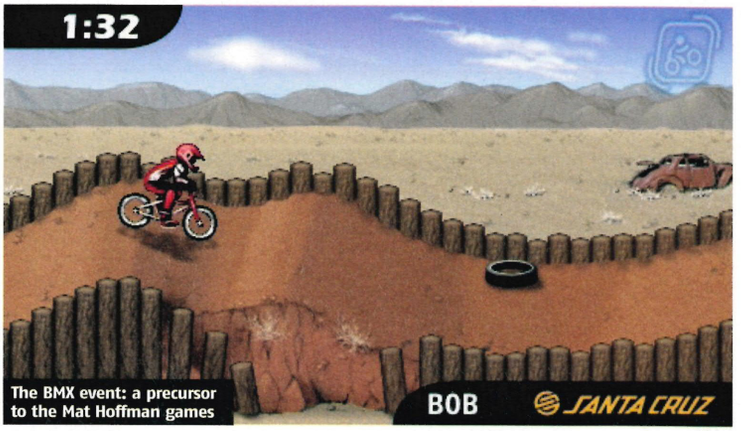


"They're remaking *Impossible Mission*? Pardon me while I retreat to my study to weep hot, manly tears of joy and think whimsically of my lost youth," your father would probably say









CALIFORNIA GOLD

The first extreme sports game ever made, *California Games* was groundbreaking. While most games of the era were simplistic affairs, high in pixels and low on gameplay, *California Games* audaciously offered six games in one, featuring an array of events such as BMX racing, surfing and, erm, hacky-sack.

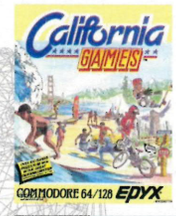
Without it, there might never have been a Tony Hawk's series. Or Dave Mirra, for that matter. Heavens, it's something not even worth contemplating.

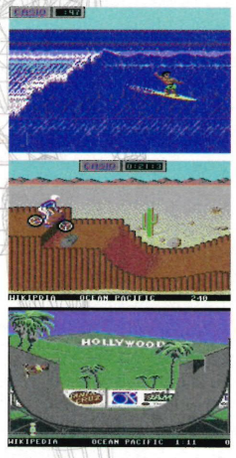
Not only have System 3 updated the game's graphics, they've thrown in semi-sequels *Summer Games 1* and *2* as unlockable rewards for medalling in *California Games*, bringing the total number of events to 22.

From skateboarding to show jumping, there's a slice of retro sports action for everyone, and you'll be able to gameshare every event with your PSP-owning mates.

But let's not forget the important questions. *California Games* plays host to one of the greatest moments in retro gaming, a moment that we dare say still resonates in gaming today. A moment so powerful that, 10 years after the game's release, modern developers are still inspired by it. The question is, will this remake of California Games retain it? Well, we can answer that question, here and now.

Yes: you'll still be able to twat the seagull with your hacky-sack. ■ **MS**





The looks are basic, but gameplay is highly addictive

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A FISTFUL OF FUTURE GAMES

As summer lazily buzzes towards us like a bumble bee drunk on nectar, there's a growing optimism around OPS2 Towers. And it's not just because we're finally getting to cast off our thick winter coats and get some sun on our pasty arms.

The reason for our upwards mood-swing is *Harry Potter And The Order Of The Phoenix*. No, really. As people who have only ever taken a passing interest in the pubescent wizard (we've seen all the films but not all of us have read all the books), we weren't exactly brimming with excitement at the prospect of sitting on a train for two hours to visit EA for some hands-on time with the *Order Of The Phoenix* game.

But after a three-hour session with Potter and a chat to the developer, we're enchanted.

Forget the magic beans and the endless platforming. This is what the legions of loyal Potter fans deserve. Check out our preview on p38, and don't forget to look in on the other awesome games we've previewed this month.

Ironically, we've found plenty of reasons for you to stay out of the sun and in front of your PS2 this summer. Still, pale is the new tan, after all.

Andy

Andy Hartup,
News editor

HARRY POTTER & THE ORDER OF THE PHOENIX

THINK YOU KNOW HARRY? THINK AGAIN AS YOU READ OUR WORLD EXCLUSIVE ON POTTER'S FIRST GREAT GAME

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Yo ho ho, a pirate's life for us! Find out whether it's sweet to be Sparrow in our hands-on preview

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Caesar the day and check out our first look at the History Channel's bloody factual real-time strategy

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From The New World is the title of this weird and wonderful roleplayer from Ghostlight. Spooky!

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Warning: Sega's latest PSP puzzler will melt your brain. Find out why in our hands-on playtest

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Watch your back, *Naruto*. Cartoon scrapper *LOTD* is coming to PS2 and we've got the first details

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The Bandicoot is back, and he's brought some giant mutant mates with him

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Find out if the PSP remake of this classic game is fare play or not worth going south of the river for

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Fort honour! Start sharpening your virtual sword: this classic roleplayer is invading PS2 in 2007

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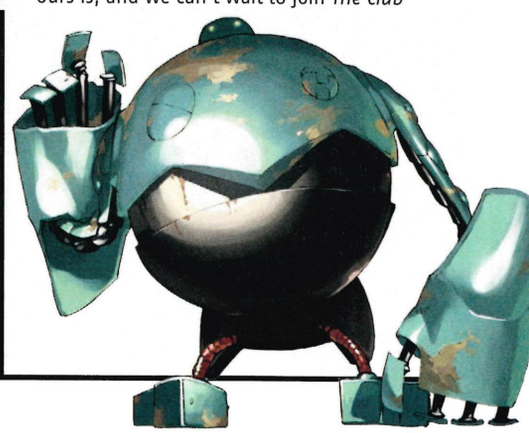
If your name's not down, you're not coming in. Ours is, and we can't wait to join *The Club*



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HARRY POTTER AND THE ORDER OF THE PHOENIX

THE CLOSEST THING TO ACTUALLY BEING AT HOGWARTS

The huge Hogwarts in which you roam at will is perfectly faithful to the film sets

Finally, a Harry Potter game with some real magic. No, we're not talking about Incendio, Wingardium Leviosa and all that wizardy stuff (although both those spells do appear in *Order Of The Phoenix*). We mean the kind of magic that makes you want to explore every nook and cranny of a game; magic that leaves you desperate to spend hours messing about levitating benches, setting trees on fire or just looking for random hidden stuff.

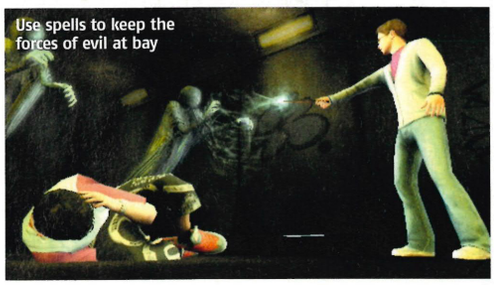
Yes, believe your eyes. You are reading a positive preview of a Harry Potter game. Previous instalments in this franchise have been victim to the sad, money-spinning practice of licensing first, gaming second, but the tables have turned.

PlayStation 2 OFFICIAL MAGAZINE-UK hands on

HOGWARTS AND ALL

With *Order of the Phoenix*, developer EA set out to build a great game that could accommodate JK Rowling's mighty ideas rather than shoehorning the boy wizard into a generic template.

So what's different? Well, all the improvements stem from the way *Order Of The Phoenix* has been built.


Use spells to keep the forces of evil at bay

Hogwarts School and its grounds and outbuildings are now part of one enormous environment that you can explore at leisure. Hagrid's cabin, the Owlry, all seven floors of the moving staircase hallway – everything.

Each area has been built using the film-makers' blueprints and every one of them has been approved by JK Rowling herself.

Not only that, but the environments are strewn with tiny details that real fans will delight in spotting, such as the authentic way the pieces move when you play Wizard Chess, or the way all the portraits are exactly as they appear in the films.

Oh, and did we mention that there's no loading throughout the game? You can sprint from one side of Hogwarts to the other without stopping.

It's a magnificent thing and a great testament to how smart developers have gotten with PS2's hardware – especially when you burst out of one part of the castle to be greeted with a fully rendered Hogwarts stretching out into the distance, begging to be explored.

CAST MAN STANDING

As you play through the story, you're fully encouraged to visit every location in the game as you perform tasks to encourage the school's pupils to attend your special Order Of The Phoenix meetings.

There's a great variety of missions, from simple tasks like fetching objects off roofs and passing messages between characters to rearranging entire rooms and even getting your wand dirty roughing up a few Slytherin thugs. Aside from a few key events that mirror scenes from the new film, you're free to pick up and tackle the missions as and when you choose.

Approach a character, chat to them and a task will be added to your existing list of objectives, but when you decide to actually help them out is entirely up to you.

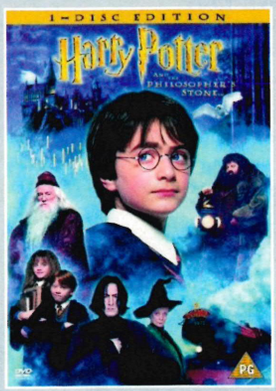
Need to deliver a message to someone in one of the dormitory rooms? You don't have to rush straight over there, so why not wait until you're in the area anyway?

To make sure you don't get lost, or forget about certain missions, if you wander into an area relevant to one of your active tasks, Ron or Hermione will chip in with a little reminder.

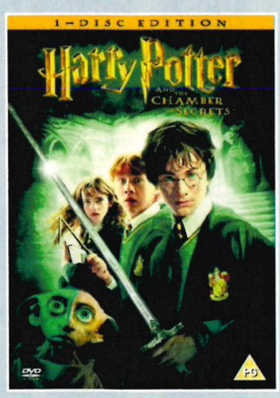
This fine balance between depth and accessibility is the key to *Order Of The Phoenix*'s success. If you're a seasoned gamer, you can ignore all the hints and push to find every hidden item and secret in the game (there's a

A POTTERED HISTORY

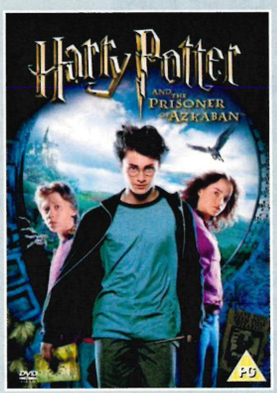
Haven't got time to read the books? Can't be bothered to watch the films? Just use our bluffer's guide to the story so far...



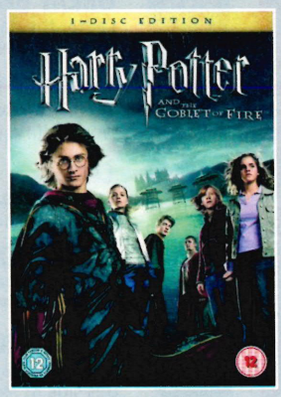
Philosopher's Stone: Harry Potter starts at Hogwarts school for wizards. Learns his parents were killed by evil Lord Voldemort. Pals up with Ron and Hermione, becomes sport star



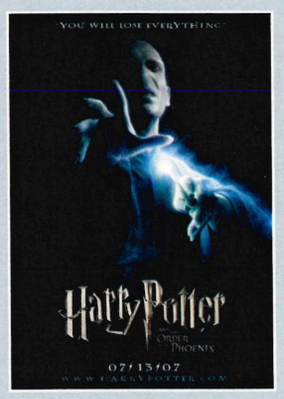
Chamber Of Secrets: Harry's accused of bumping off fellow pupils. It wasn't him. He kills a big lizard, learns more about his dad and generally saves the school from evil



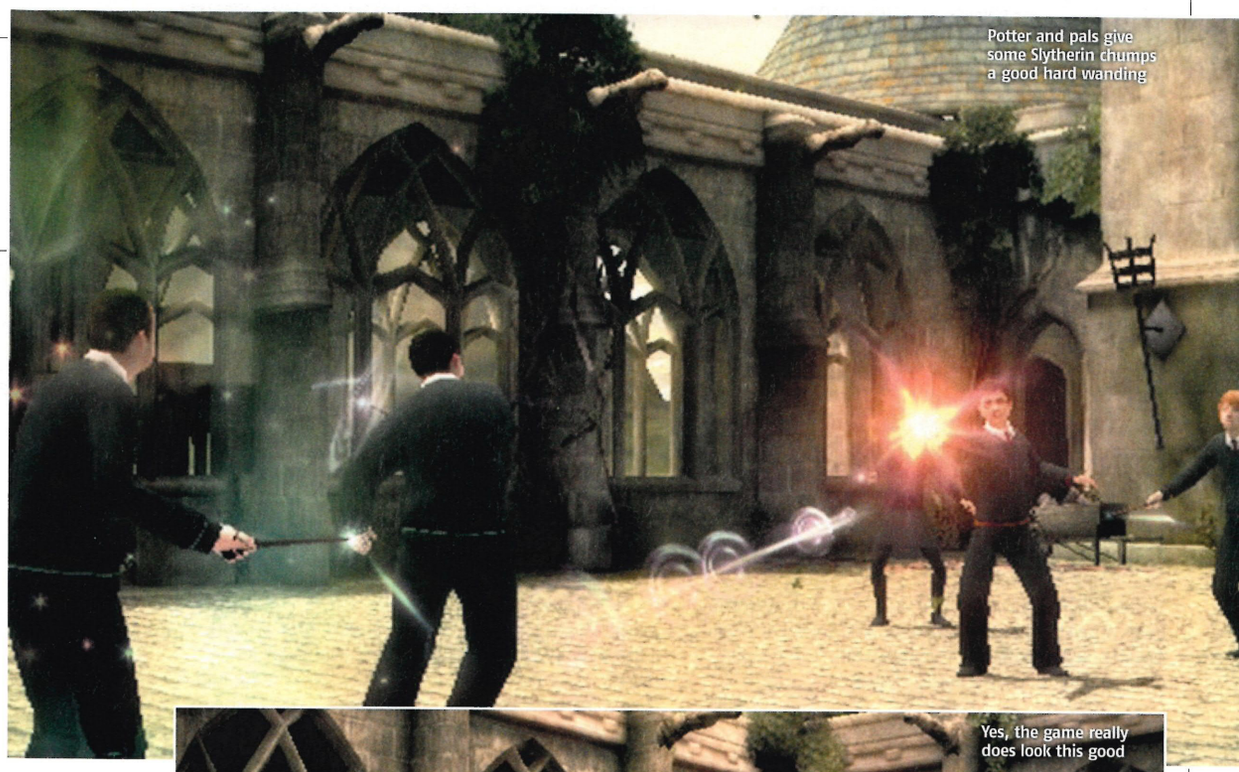
Prisoner Of Azkaban: Escaped prisoner Sirius Black is accused of helping kill Harry's parents. Turns out, it wasn't him, he's actually a top bloke and Harry's godfather



Goblet Of Fire: Harry fights Voldemort in a graveyard, escapes death on a wand-technicality. He tells people Voldemort has returned, but no one believes him



Order Of The Phoenix: Harry recruits a gang of pupils who believe him. Voldemort gets wind of this, sets a trap, and in the battle Sirius Black is killed. More adults now believe Harry



Potter and pals give some Slytherin chumps a good hard wanding

Yes, the game really does look this good

massive list of them in one of the menu screens). On the other hand, if you're a young Potter fan and you keep getting lost trying to find, ooh, say, the Quidditch Trophy room, you can select the area on a pause screen map and follow the ghostly footprints that appear on the floor to take you straight there. *Order Of The Phoenix* really tries to cater for everyone and it looks like it just might pull it off.

SPELLS LIKE TEAM SPIRIT

One aspect of the game that could potentially win over even the most ardent Potter-hater is the magic system. All 11 (at the last count) spells are controlled by the right thumbstick, and they're fantastically intuitive to cast.

First, you whip out your wand by tapping up on the thumbstick, then you have to mimmick Harry's gestures. So, for something like Incendio (setting fire to stuff) you have to move the thumbstick up and down like you're striking a match. For Wingardium Leviosa (picking objects up and moving them around) you push upwards and move your stick in a semicircular motion from left to right to pick up the item, then use both analogue sticks to move it around in the air.

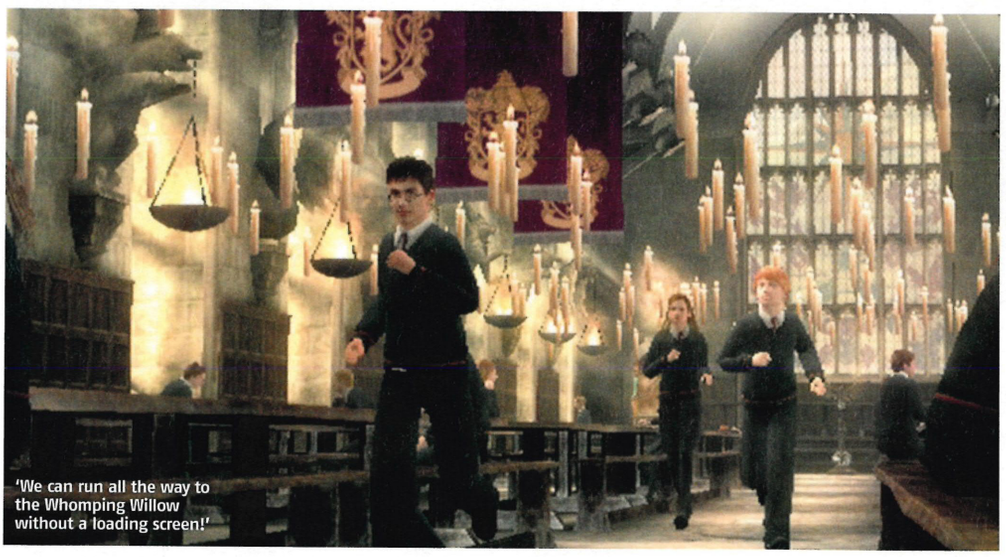
Way better than simply selecting a spell and pressing a button, this control method is satisfying, simple to use, and it immerses you further into the game. We spent ages picking up benches and lobbing them at passing pupils, and battering Hermione with the rubber duck we found in Myrtle's bathroom.

Mucking around with magic will help you level up too, because every time you successfully fiddle with the scenery you're awarded with Discovery points.

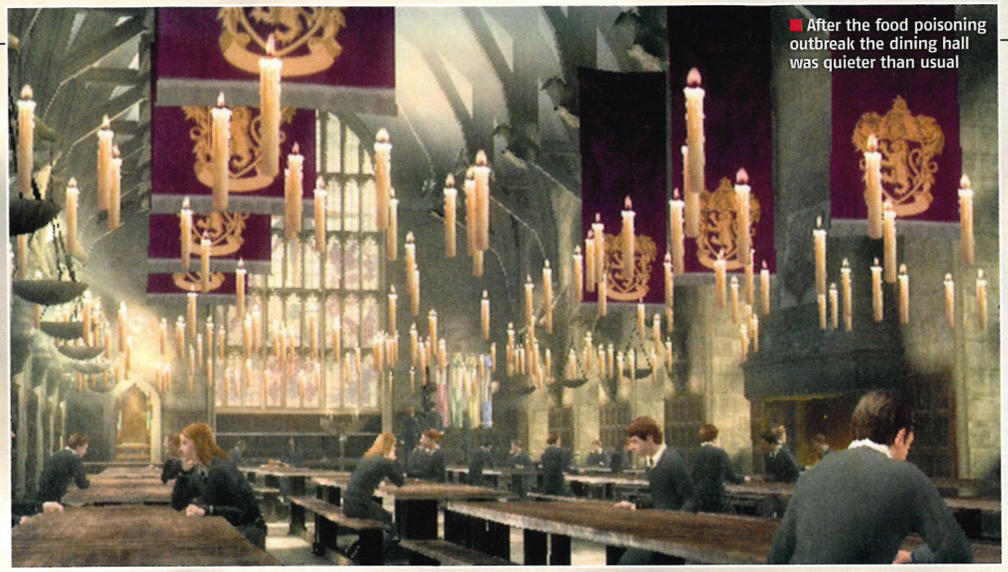
Almost everything in the game can be interacted with, and this means finding the right magic for the job. At its most basic, this means finding a mop and levitating it over a puddle to clean the floor of a room. Easy points.

However, most areas will have multi-layered puzzles that reward you for combining different types of magic to solve them. One example we played involved Harry fetching a camera from a high windowsill.

First off we had to move a bench over so we could step up and reach the first ledge. Then we burned down a tree that was blocking our path, and finally (after some ▶



'We can run all the way to the Whomping Willow without a loading screen!'



After the food poisoning outbreak the dining hall was quieter than usual

serious drainpipe shimmying) we were almost there. A quick repair spell on the last ledge and we could move close enough to knock the camera down (using magic of course) to our chums below. Sweet.

CLASS PROJECT

With the film only a few weeks away, the team at EA UK is working flat out to make sure *Phoenix* the game hits its release date. Most major characters from the film have added their voices and likenesses, and for the first time, the official soundtrack is in there too (it makes a surprisingly big difference to the feel of the game).

The game's 8600 lines of dialogue are being translated into no fewer than 22 different languages, making it the largest development project EA has ever taken on and every aspect has to be sent away for approval by JK Rowling.

Most importantly of all, though, the version we played still had an infestation of bugs to pick out and crush before the game can be considered ready for release. It's a mammoth task, but EA is on the case and if everything comes together, this will be the best Potter game ever made. Whether you're into the boy wizard or not, it'll be an essential summer buy. ■ **AH**

monitor — PlayStation 2 Official Magazine UK

A FULLY INTERACTIVE, finely detailed Hogwarts to explore? This is what PS2 owning Potter nuts have been dreaming of since they read the first paragraph of *Philosopher's Stone*

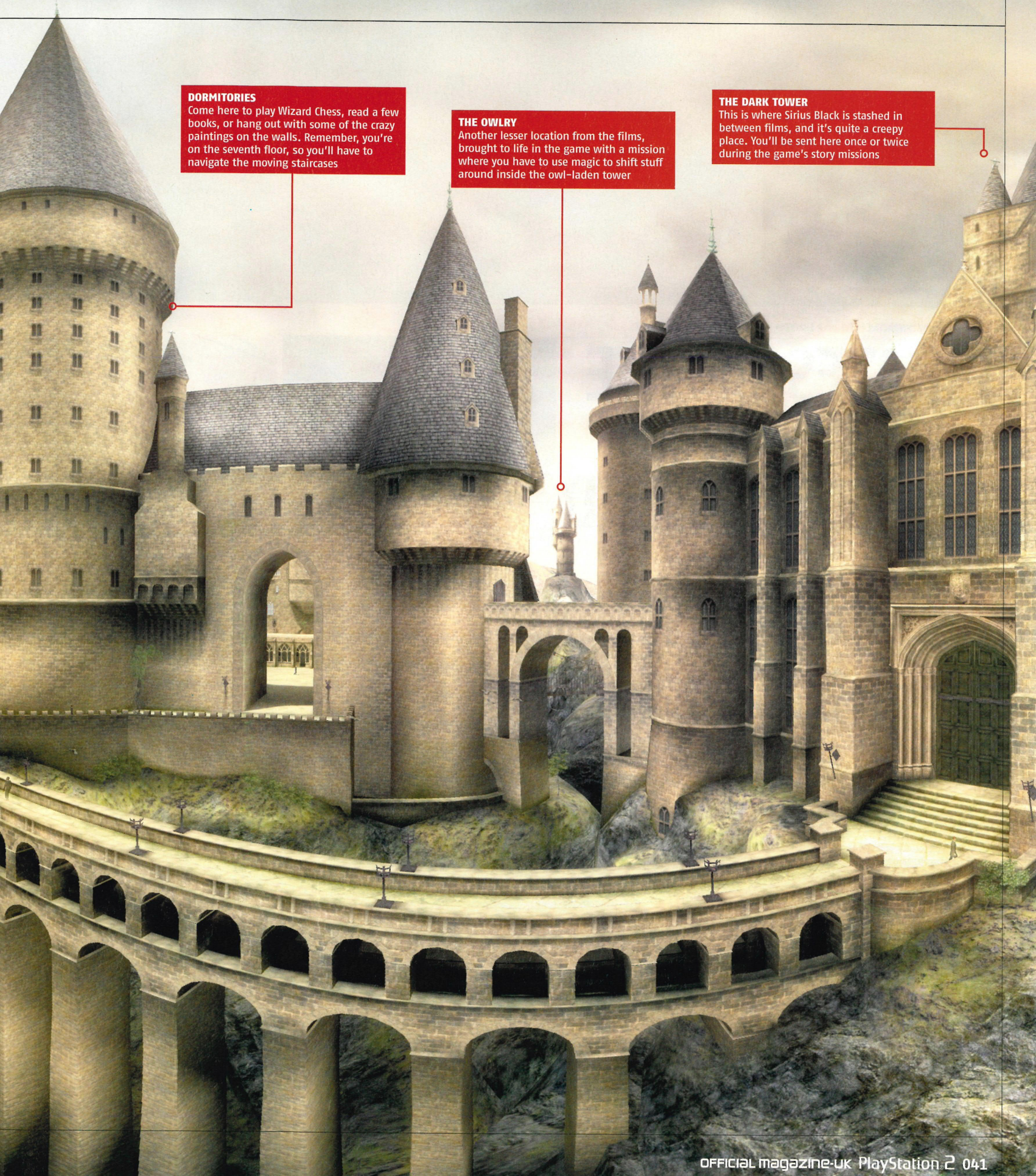
HOT OR NOT

TEPID | WARM | HOT | BOILING | MELTDOWN

THE GREAT HALL
Dining, house events, assemblies: all the important stuff at Hogwarts happens here, and you can explore it to your heart's content. Fiddle with the candles, sit in Dumbledore's chair, even raise your favourite house flags from the rafters

THE CLOISTERS
A staple location in the films, the cloisters in front of the Great Hall are where Harry and his chums hang out and chat. This area was actually filmed in Lacock Abbey

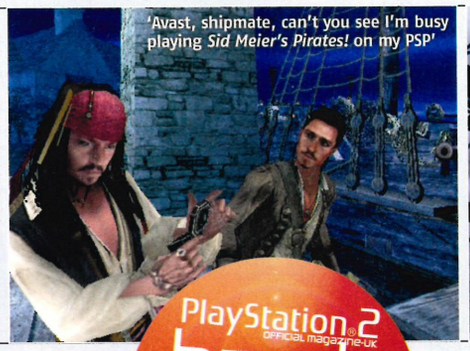
THE BOATHOUSE
The boathouse is used to store the vessels used in the first-year ritual. It's not a major part of the films or books, but in *Order of the Phoenix* you'll be able to pop down and check it out anyway


DORMITORIES
Come here to play Wizard Chess, read a few books, or hang out with some of the crazy paintings on the walls. Remember, you're on the seventh floor, so you'll have to navigate the moving staircases
THE OWLRY
Another lesser location from the films, brought to life in the game with a mission where you have to use magic to shift stuff around inside the owl-laden tower
THE DARK TOWER
This is where Sirius Black is stashed in between films, and it's quite a creepy place. You'll be sent here once or twice during the game's story missions

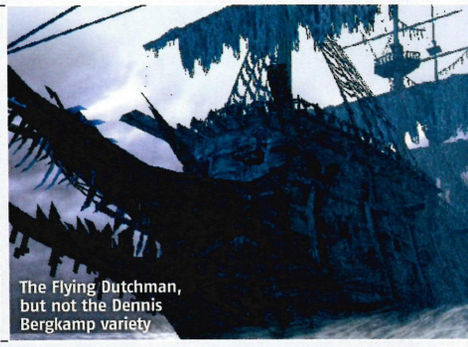
Despite featuring the chiselled jaws of both Johnny and Orlando, the game kind of bites

PUBLISHER **DISNEY INTERACTIVE** | DEVELOPER **EUROCOM** | WEBSITE **DISNEY.COM/VIDEOGAMES**

PIRATES OF THE CARIBBEAN: AT WORLD'S END



'Avast, shipmate, can't you see I'm busy playing *Sid Meier's Pirates!* on my PSP'



The Flying Dutchman, but not the Dennis Bergkamp variety

PlayStation 2 Official Magazine-UK hands on

YO HO HO AND A LOAD OF OLD BUM

Buoyed by the high quality of recent movie tie-in games such as *Scarface*, *Ghost Rider* and *Meet The Robinsons*, we had high hopes for *Pirates of the Caribbean: At World's End*.

An enigmatic lead character, an engaging fantasy storyline, plenty of swashbuckling: all the ingredients were in place. Then, the first batch of screenshots suggested everything was coming together nicely.

Now we've had hands-on time with four of the game's 12 levels. And we're sorry to report that although that experience hasn't quite consigned those hopes to Davy Jones' Locker, they're certainly floundering in a rough sea with the mainsail torn asunder.

To recap, the action takes place in locales from the second and third *Pirates* films and expands upon key scenes. You play as Jack, Will and Elizabeth, according to the situation, and our first taster involved guiding Jack Sparrow out of a prison fortress.

DUEL SHOCK

Armed with a sword, naturally, for the most part the level involved beating off the guards using combos executed with the ⊗ and ▢ buttons. You are able to block oncoming attacks and can top up your health by munching bits of chicken, either found in crates or dropped by downed foes. One-shot pistols are acquired by similar means.

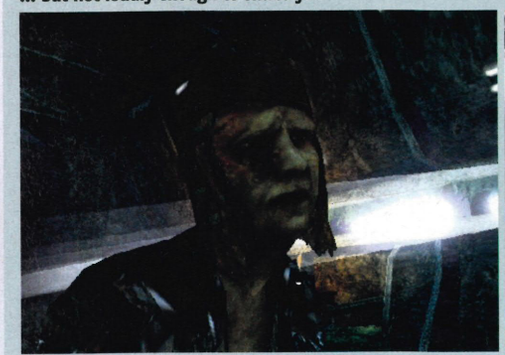
The control system is by no means poor, but button-bashing is likely to yield the same results as studied combat strategy.

There are secondary tasks, too, such as freeing fellow prisoners, and bonuses are earned by collecting a set number of items, locating secret areas and stringing together combos in a chain. However they barely break up the incessant sword-fighting.

Boss battles come in the form of duels, and amount to much the same as regular fighting but are more

BOOTY CALLS

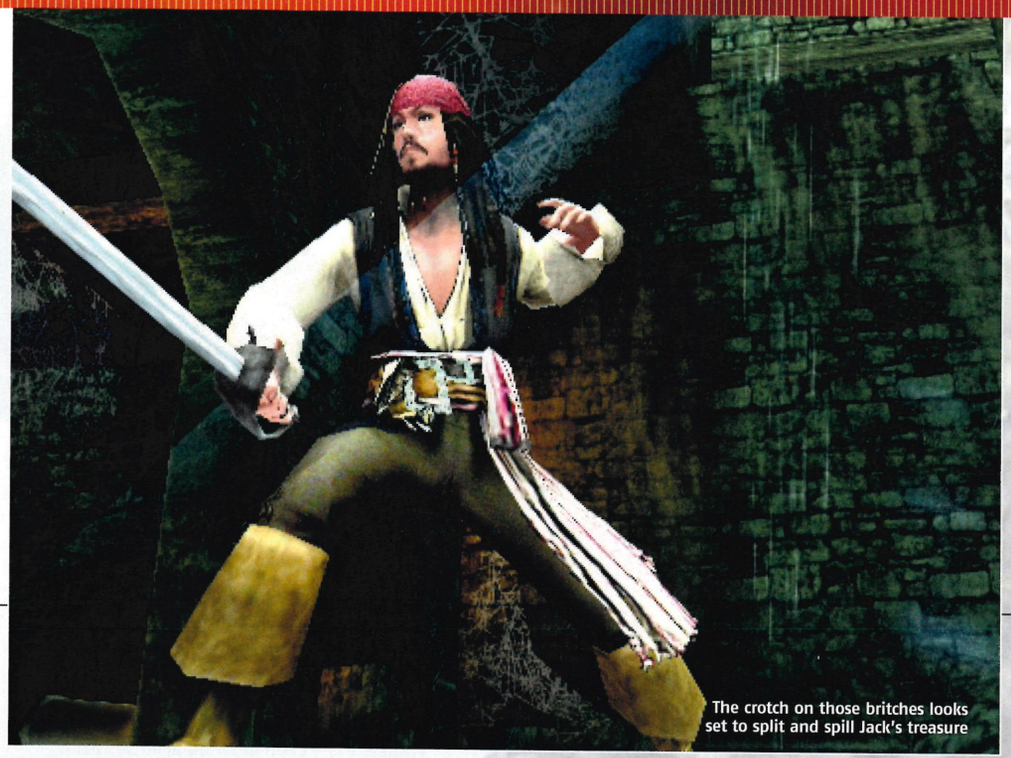
... but not loudly enough to shake you



Once you've beaten the game and completed side quests, extra characters are unlocked to play either in the main game, or in several lacklustre challenge modes

Hurrah! You can play cards in a mini-game and earn yourself some cash, presumably so you can get drunk on strong rum and forget you ever ended up in this videogame

There's a wealth of bonus material to be unlocked. Although we're not privy to the full details, it'll be character bios, movie stills and, if you're really lucky, concept art like this

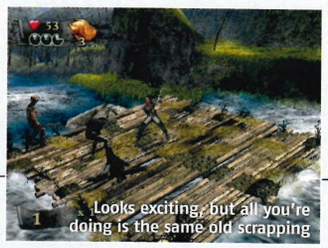

The crotch on those britches looks set to split and spill Jack's treasure

You're rated on your attacks, and can string combos together

KEEL DEAL?

At least the film might be good...

When Barbossa and his crew travel to the South Seas during their hunt for Sparrow, they encounter oriental pirate Sao Feng, who's played by Chow Yun Fat, and we love Chow Yun Fat in almost any movie. And of course Kiera Knightley is also in the movie, reprising her role as Elizabeth. Although she might be more drippy than a freshly keel-hauled able seaman, she is incredibly sexy.


Looks exciting, but all you're doing is the same old scrapping

prolonged and require a certain degree of strategy to win, but it's hardly head-scratching stuff. There are also set-pieces that the developers are calling 'Jackisms', where you match button presses to on-screen prompts, but they're few and far between and a bit superfluous.

SPARROW'S MESS

So far, not too shabby. But the second and third levels we tried – aboard the Black Pearl fighting the crew of The Flying Dutchman and battling natives on the jungle island from *Dead Man's Chest* – involved much the same thing: hammering buttons to beat off attackers.

Tedium set in so fast that we were almost relieved that the levels were so brief. A fourth level set in Toruga at least offered a little variety and the chance for some exploration, plus the cracking secondary objective of getting 10 women to give you a slap in the chops.

Our time at World's End left us suspecting two things: for one, this game will be incredibly short, and for two, the sword-centric gameplay will become incredibly tiresome. Meanwhile, we are sure of two things: for one it's visually average at best, and for two if you want proper pirating, you'd be better off playing *Sid Meier's Pirates!* on PSP. ■ **NE**

The swashbuckling opportunities provided by the swordfighting are tragically under-used

monitor PlayStation 2 Official Magazine UK

FROM OUR HANDS-ON sessions it appears that *Pirates of the Caribbean* has all the trappings of the uninspired movie licence tie-in and hence is found wanting in pretty much every department

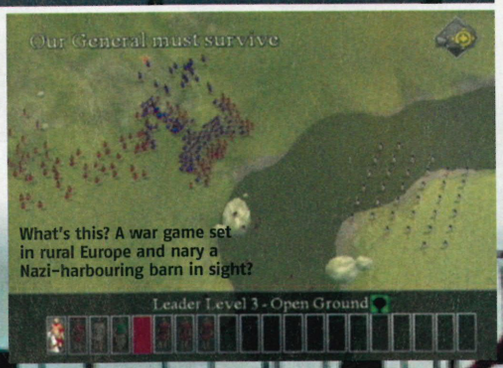
HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN

PUBLISHER **BLACK BEAN** | DEVELOPER **SLITHERINE/ATOMIC PLANET** | WEBSITE **WWW.GREATBATTLESOFROME.COM**

THE HISTORY CHANNEL: GREAT BATTLES OF ROME

HEY, KIDS, HISTORY DOESN'T HAVE TO BE BORING!



What's this? A war game set in rural Europe and nary a Nazi-harbouring barn in sight?

So, it turns out Rome wasn't built in a day. Instead it was developed over centuries establishing its position as the seat of ancient civilisation thanks in part to awesome military might that built its unshakeable foundations.

And we've learned all that from this History Channel-endorsed real-time strategy game. It aims to educate and entertain (or edu-tain, if you will) and clearly, the education bit is working, but is it entertaining?

PlayStation 2 Official Magazine-UK **new screens**

ROME ON THE RANGE

You take control of more than 100 key battles spread over 14 campaigns, charting the rise of the Roman Empire. These include battles against the Samnites for the control of Italy, the invasion of Britain, the bitter struggle against Hannibal and his elephants and a number of small skirmishes design to test your military cunning and wit.

The action is like a primitive version of *Rome: Total War*, a hugely successful RTS that wowed PC gamers with its ability to replicate epic battles in which you could sweep right into the heart of the fight by manipulating the camera and so witness every clash of sword against shield.

Unfortunately, *Great Battles of Rome* can't compete in terms of spectacle, but beyond the cosmetic differences it does offer a similar hands-on strategic challenge.

At the start of each battle you survey the terrain, ascertain the strength of the opposing troops then arrange your units (a maximum of 20 at one time) in an appropriate formation and give them suitable commands. When the battle begins however, you can

A CLASS APART

From the beginning it's easy to spot which class of unit is most effective against others, and with this in mind it's important to use the time you have before the battle matching your forces against those that can be easily defeated.

The cavalry are the stars of the team, extremely effective at decimating skirmish troops and light infantry, but they have problems against spearmen

The infantry do most of the fighting so it's essential you give your troops the edge over the opposition by providing them with upgrades and superior weaponry

Skirmish troops are useful but vulnerable; they're best protected by being positioned in forests or just behind infantry and they need time and space to fire their arrows

click on any units and change the direction of attack to affect events directly.

With planning and some quick thinking you can then outnumber the opposition in key parts of the field with your infantry, then use the might and speed of the cavalry to strike at their very heart.

LATIN THE GAME

With 12 different types of unit you have enough tools at your disposal to try to outwit the opposition rather than merely outmuscle them. And there's always time to recruit and upgrade between each confrontation.

In between battles there's stylised footage of people jumping at each other with toy swords while booming voiceovers describe how Rome was 'weathered and shaped by the winds of time'. Possibly this is supposed to be the educational bit, but while it's okay to watch we don't recommend it being a key part of GCSE revision.

For while the History Channel's involvement does add some weight and authority, we think this is going to attract over-eager parents rather than anyone looking for a decent sword-and-sandal-scrap. ■ **DH**

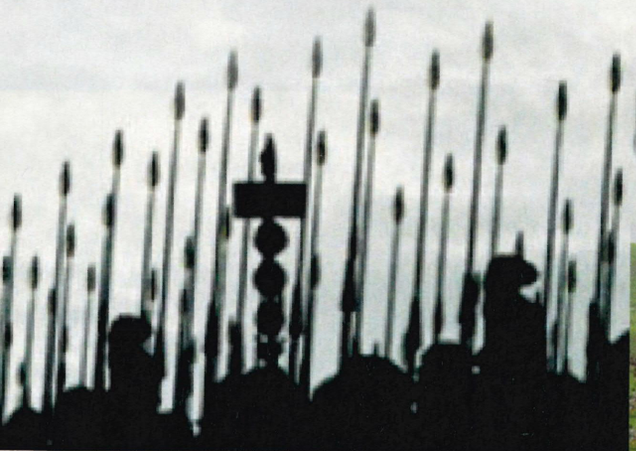
Come back here and fight like men you cowardly scum!

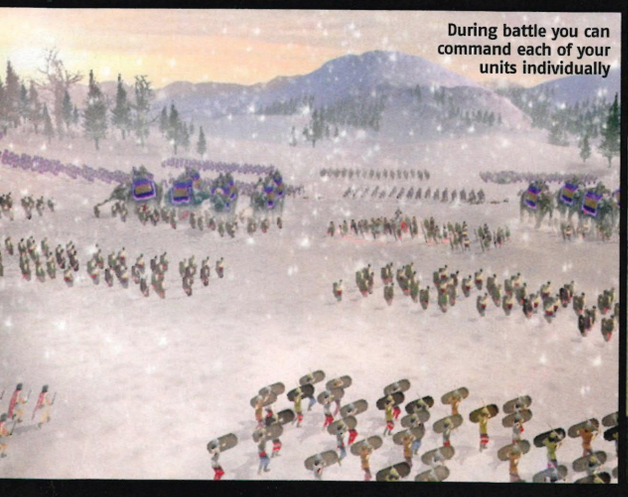
monitor PlayStation 2 OFFICIAL magazine UK

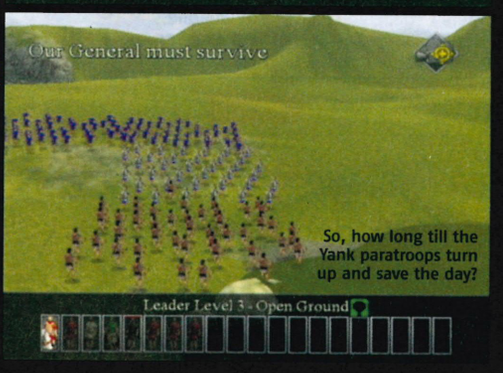
THIS IS DRAMATISED edu-tainment of a schools' programme quality level dressed up in shabby real-time-strategy game clothing, and therefore we're not too sure to whom it's supposed to appeal

HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN

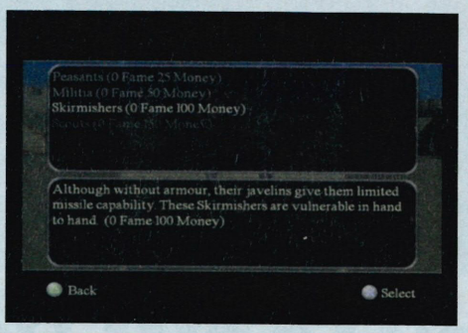



During battle you can command each of your units individually



ON MY COMMAND, UNLEASH HELL!

To be a great leader of men, just shouting at them will only get you so far. A more effective way of ensuring they're on your side and willing to lay down their lives for you is to prepare them well.



RECRUIT LOTS OF THEM

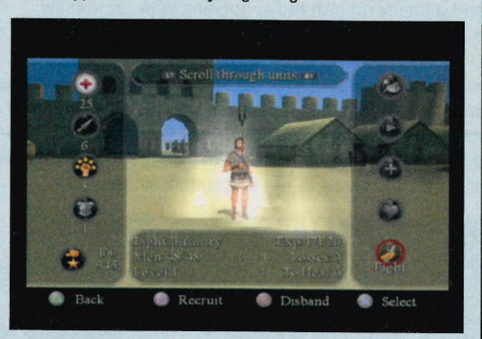
Make sure you've got loads of soldiers. Often war is just simple maths – if you've got more men there's more chance of winning

GIVE THEM SHINY WEAPONS

Spend money earned by victories on better equipment, giving your troops that all-important cutting edge

KEEP THEM CHEERFUL

Maintaining morale can be done by upgrading troops' abilities or leadership, which means they'll fight longer and harder



LOVE THEM LIKE YOUR OWN CHILDREN

After each victory it's important to look after your casualties and maintain the numbers in each of your units

ETA 1 month
June 2007

This big circle thing is the Judgement Ring, the game's fighting mechanism

This is Shania, a woman who knows how to make a dramatic entrance

PlayStation 2 OFFICIAL magazine-UK hands on

PUBLISHER **GHOSTLIGHT** | DEVELOPER **XSEED** | WEBSITE **WWW.SHADOWHEARTSNEWWORLD.COM**

SHADOW HEARTS: FROM THE NEW WORLD

THE WEIRDEST RPG THIS SIDE OF THE WORLD

New York. 1929. A 16-year-old orphan detective named Johnny Garland is investigating a missing person. Upon finding the man, a window into another dimension opens and a demon devours the man without so much as a hello. As they do. And it looks like Johnny will be dessert.

But wait! A scantily clad bounty hunter gal called Shania rocks up and saves young Johnny from the creature's maw. Then, together, they embark on a quest to discover why monsters are appearing.

Yes, even by roleplaying game standards, the plot of *Shadow Hearts: From the New World* is a little weird. And the oddness doesn't end there. It looks at first glance very much like a normal Japanese RPG, complete with bouncy-breasted babes in skimpy outfits, mysterious magic-wielding maniacs and a young, blonde hero who kind of looks like a girl. But just five minutes in, the arrival of two leather-clad gay bikers who run the travelling 'Just Us Guys' store starts you thinking that this is an RPG like none you've played before.

And they're just for starters. *SH:FTNW* is packed with odd characters ranging from historical celebrities to the plain bizarre, including a giant, kung fu cat, Al Capone and a totally rubbish ninja. Bursting with personality, this huge cast really make the game stand out.

Added to that is the fact that the action takes place in 'real life' locations such as the Caribbean, Macchu Piccu and, oh yes, New York. Mind you, although the appeal of scrapping with demons at the Grand Canyon is overwhelming, be warned that the game's representation of some of these areas is a bit condensed. New York is reduced to four streets with a jazz bar and a hot dog stand, while Las Vegas becomes the City of the Single Casino; it seems the sprawling fantasy-universe geography with which most RPGs indulge their players doesn't extend to Planet Earth.

TELL IT TO THE JUDGE

SH:FNW sees the return of the series' trademark battle system, the Judgement Ring. Once you've selected an attack, a ring appears with different hit zones. A cursor begins to circle around the ring; hit ⊗ every time it passes over a hit zone to attack successfully.

Simple in theory, tough to master, the Judgement Ring brings a real skill element to a rather controlled RPG concept.

There are so many features packed into this game that it's a real injustice to sum it up in so few words. Maintaining a delicate balance between heart wrenching and bizarre, it definitely keeps up *Shadow Hearts*' unique take on the RPG tradition. ■ **KR**

A giant, talking, kung fu cat is among your eccentric cast

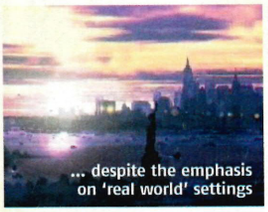
monitor — PlayStation 2 OFFICIAL magazine-UK

FALLS DOWN IN SOME respects, especially compared to the best current RPGs, but there's enough originality and weirdness in here, and a big enough stock of crazy characters, to rocket it right back up again

HOT OR NOT?

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

There's plenty of swooshy magic...


... despite the emphasis on 'real world' settings

ETA 1 month
June 2007

It's on PSP

PUBLISHER **SEGA** | DEVELOPER **ZOE MODE** | WEBSITE **WWW.SEGA.COM/CRUSH**

CRUSH

ANOTHER DIMENSION FOR PSP

Crush is the world's first 5D game. No, really. It's a mixture of both modern 3D exploration, and classic 2D puzzling. Add that together and, assuming you were listening in maths lessons, you've got five dimensions in one game.

You play as stressed-out insomniac Danny, who's on a quest for inner-peace. To help solve his psychological hang-ups, Danny turns to Dr Reubens, who offers to try out a new type of psychotherapy on him: 'crush therapy'.

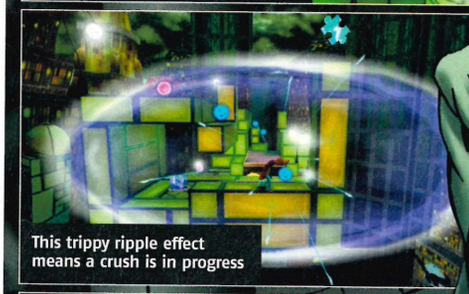
That's why you play as a lethargic man in a dressing gown, wandering around surreal cityscapes. Danny is exploring his own mind and working out the solutions to puzzles is his way of unravelling his emotional knots.

The aim of each level is to go from start to finish, collecting gems, trophies and puzzle blocks (which help you piece together your memory) as you go.

The thing is, you'll only get to the end by employing Danny's ability to crush his environment from a 3D space into a 2D grid for puzzling purposes.

How does that work? Check out our step-to-step guide to crushing, below, and keep your eyes peeled for more on this potentially classic PSP puzzler. ■ **AH**

Puzzles that look insurmountable in 3D view can be tackled in 2D



This trippy ripple effect means a crush is in progress

This is what your mind looks like when you're playing Tetris. Really

PlayStation 2 OFFICIAL magazine-UK hands on

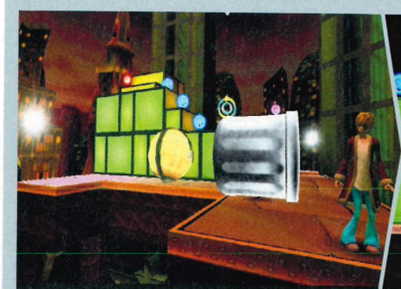
monitor — PlayStation 2 OFFICIAL magazine-UK

WITH ITS GENUINELY taxing puzzles and inventive yet simple gameplay mechanics, we reckon *Crush* has the potential to be one of the best ever head-scratchers on PSP

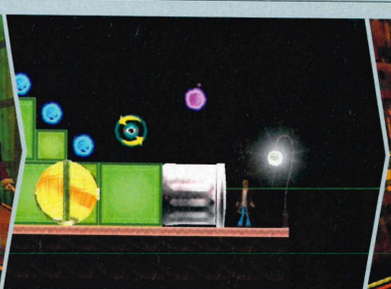
HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN

THE GENTLE ART OF CRUSHING Can't get your mind around the concept? Let us walk you through it...

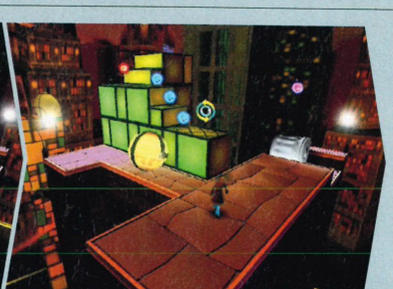


Here's one of the starting levels of the game. Your priority is to collect enough gems to open the level exit portal



The same scene after using Danny's Crush ability. As you can see, that gem-encrusted platform is too high to jump onto

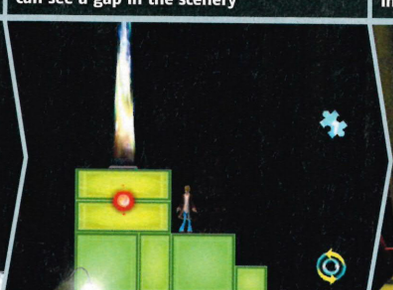
So, you uncrush the world and take a look around. If you shift the camera angle, you can see a gap in the scenery



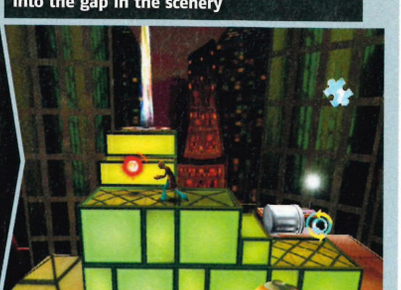
Danny can interact with certain objects in the game world. Here, he pushes the bin into the gap in the scenery

Why would you want to do that? Well, in the 3D world, all you've done is shifted an object into a seemingly useless position...

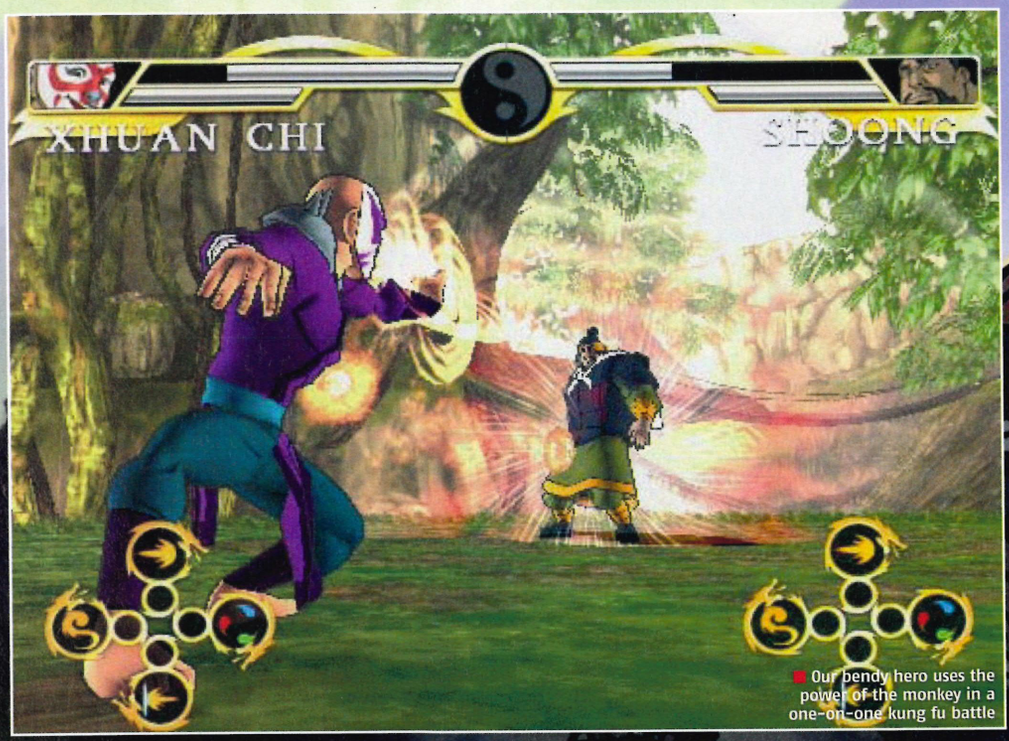
...but use the Crush ability and you can see that the bin is now a handy stepping stone to help you access the higher ledge!



Now you've got enough gems, the portal opens and you can leave the level. But oh no! That platform is too high to reach...



...you need to return to the 3D view. The two steps, which were an insurmountable object in 2D, are now your ticket out of the stage!



Our pendy hero uses the power of the monkey in a one-on-one kung fu battle

Next, he uses the power of the lino (or something) to unleash some breakdancing

Luckily for the plucky little fella, size doesn't matter in kung fu

PUBLISHER GAMES FACTORY | DEVELOPER GAMES FACTORY | WEBSITE WWW.LEGENDOFTHEDRAGON.COM

LEGEND OF THE DRAGON

PlayStation 2 Official Magazine-UK hands on

EVERYBODY LOVES KUNG FU FIGHTING

There is an ancient Chinese saying: 'Réu yào liau shù yào py.' It translates as: 'A person needs a face, a tree needs bark, a TV cartoon needs a spin-off videogame.'

Okay, so maybe not the last bit, but it's true, and *Legend of the Dragon* is the latest in a long line of games to prove this.

For those who don't have the luxury of being able to watch daytime television, *LOTD* is set in modern-day China, a land of sacred temples and satellite dishes. There are 12 temples dedicated to each animal from the Chinese zodiac.

The guardians of these temples are entrusted with a magical armband that turns them into their Zodiac creature, giving them the power to kick ass in that particular style. Enter the token bad guy, Zodiac Master Woo Yin, who has the typical evil madman's ambitions of wanting to steal all the armbands of the Zodiac and rule China, and then the world! Mwahaha! And so on.

The story begins with the selection of the next 'Golden Dragon', an honourable title given to a warrior chosen to fight Woo Yin. Twin brother and sister, Ang and Ling Leung, are both in line for the title and its associated 'power band'.

In a shock decision, it goes to Ang, and the humiliation drives Ling to the dark side, becoming the Shadow Dragon. Their bitterness and magical powers combined take sibling rivalry to a whole new level.

'Big Henchman'? Were his parents psychic or what?

A LITTLE BIT FRIGHTENING

The game picks up just after the Leung twins both acquire their powers, and you can choose to control either Ang or Ling in their personal quests for retribution. Along the way they'll have to defeat the 12 Zodiac guardians and various other mugs, each of whom have unique offensive and defensive strategies.

Using a blend of classic beat-'em-up arcade battles with roleplaying game elements slotted in between to push forward the storyline, winning each battle isn't simply a case of beating the opponent into mulch.

Instead you must fulfil various conditions such as, 'knock out the opponent within 60 seconds' or 'only combos will cause damage'. This is slightly annoying at times, but it does add a new dimension to what could lapse into a mundane fighting affair.

As well as the quest, you can go for one-on-one action in some straight fights. Here you can choose from 19 characters, including Beingal the Tiger Guardian, Xuan Chi the Monkey God and even Woo Yi his bad self. These battles take place in a variety of attractive locations that are, naturally, inspired by Chinese mythology, and are packed full of destructible architecture and handy places to throw your enemy.

FAST AS LIGHTNING

The kung fu action is fast paced and elegant. If you fill your magic gauge, hit the L1 and R1 buttons to draw on your armband's power and you'll turn into your guardian animal. In this hardcore state, you can launch three different types of energy attacks that require different button bashing combinations to pull off.

Succeed, and your opponent will be launched to the other side of the screen, reeling in seven kinds of pain, something you'll want to do to anyone who dares cross your path.

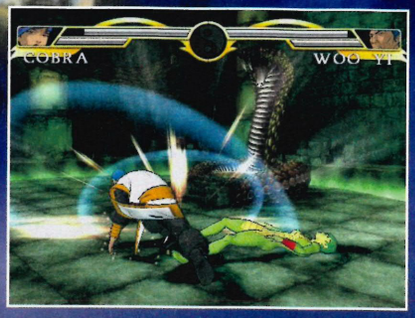
For you must remember: 'Yí jiàng gong chéng wàn gu ku' ('Tens of thousands of bones will become ashes when one general achieves his fame'). In other words, a great person needs others to sacrifice themselves to build his success. Which suits us just fine, especially when they're cartoon megalomaniacs. ■ KR

monitor — PlayStation 2 Official Magazine UK

NOT AS COMPLEX as most beat-'em-ups and disadvantaged by the fact that there's no blood, but *Legend of the Dragon* is shaping up to be an entertaining, if basic, addition to the arcade genre

HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN

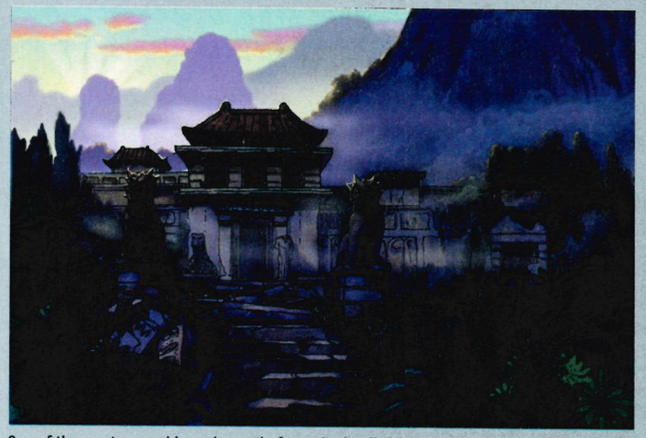


Charging up your magic meter allows you to call on special abilities

ROOMS OF DOOM

Some of the places you'll be scrapping in

This is the Dragon Dojo, where the story's main characters Ang and Ling trained in martial arts, and you can too because it's the setting for the game's tutorial



One of the most venerable and sacred of temples in all China. Don't those stone dragons look just perfect for smashing over someone's head?

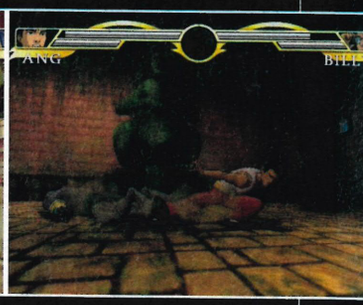
Hong Kong Bay. Come for the view, stay for the violence

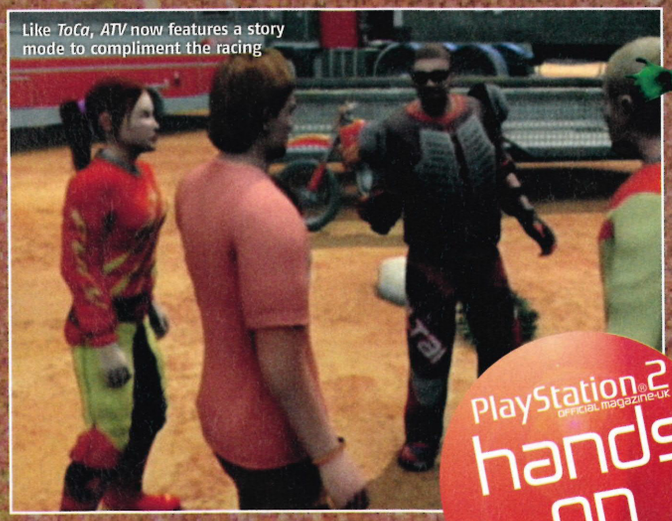
STARS IN THEIR EYES

Each character in the game is entrusted with a magical armband that can turn them into a zodiac creature. Here's a look at how it works for one of our favourite man beasts, although he's not anything we remember seeing Mystic Meg talking about...

Here's our friendly Jaguar in his normal form. Note the enticing loincloth, a sure sign he's not to be trifled with

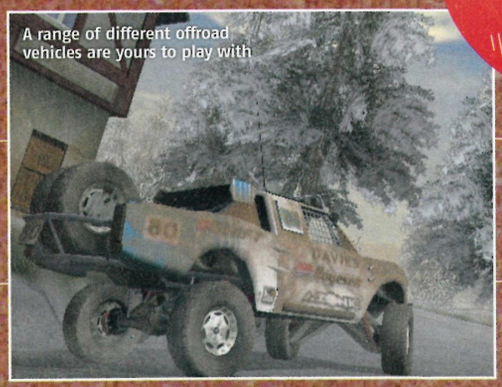
Empower the Jaguar! And his trusty armband turns him into a muscle-rippling, claw-scratching, 7ft kitty cat. Also in a loincloth




Like *ToCa*, *ATV* now features a story mode to compliment the racing

If you're about to meet Death, you may as well have a big hug waiting for him

PlayStation 2 official magazine-UK hands on


A range of different offroad vehicles are yours to play with

PUBLISHER SONY | DEVELOPER CLIMAX | WEBSITE WWW.US.PLAYSTATION.COM/ATVOFFROADFURY4/

ATV OFFROAD FURY 4

IT'S BACK ON TRACK AGAIN

By the time a developer is grafting together the fourth game in a series, you can be sure that they're either doing something fantastically right or something that nobody really cares about.

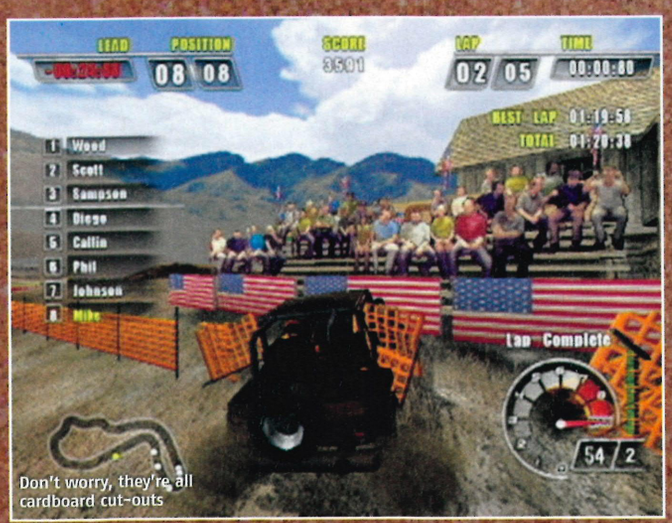
In the case of *ATV Offroad Fury*, the woefully few tweaks apparent in each subsequent underhauling of the title meant the series unfortunately found itself somewhere in the middle. Until now, that is.

Developer Climax was brought on board for *Offroad Fury 3*, but it's only really with 4 that the team there have had the chance to put their own spin on things.

Essentially, they've retained everything that's always been great about *ATV*, such as the arcadey physics and bowel-quaking jumps, while improving upon the previous sore points (track design and opponent AI). Even more importantly, they have kindly provided the sort of gameplay features that should have been there from right about the time of *ATV Offroad Fury 2*.

The most notable additions are major ones: three new vehicle types, a Story mode and epic point-to-point races in the style of the Baja 1000.

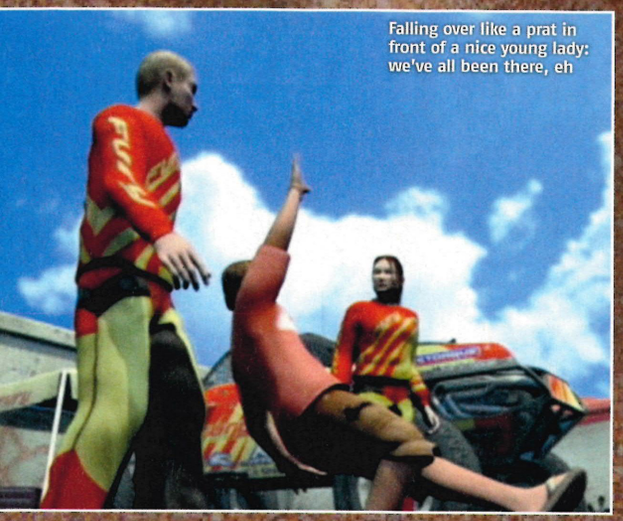
Story mode, telling the tale of disgraced champion 'Slick' clawing his way back to the top, is an utter joy. It's hilariously hackneyed, loaded with cheesy dialogue along the lines of "Calm down Slick, save it for the race!". It's like a lobotomised episode of *The OC* where everyone bombs down dirt tracks in street-illegal vehicles.

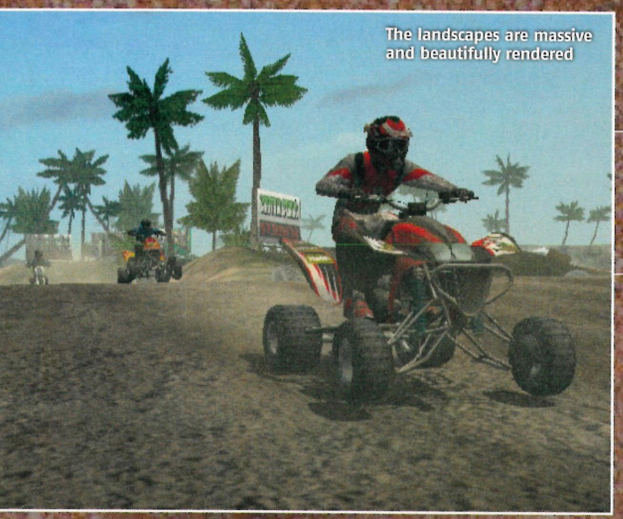

Don't worry, they're all cardboard cut-outs

A DIRTY JOB

Sure, you can now climb into a trophy truck, but the star of the show is still the all-terrain vehicle of the title – and, to a lesser extent, its svelte cousin, the motocross bike. This is mostly because of the intricacies of 'preloading' (that thing that ATV riders do before they take a jump, to get maximum air).

In the game, preloading is simple: just hack back on the left analogue stick as you approach the peak of a jump, then jam it forward as you're about to take off. The challenge is choosing which jumps to preload and which to zoom over, because


Falling over like a prat in front of a nice young lady: we've all been there, eh


The landscapes are massive and beautifully rendered

preloading the wrong jump can mean you catch your face on a tree branch or under the tyres of an opponent.

On top of that is the game's simplistic trick system, in which you can earn big cash by pulling a wide array of mother-worrying stunts midair.

SLIDE AND SEEK

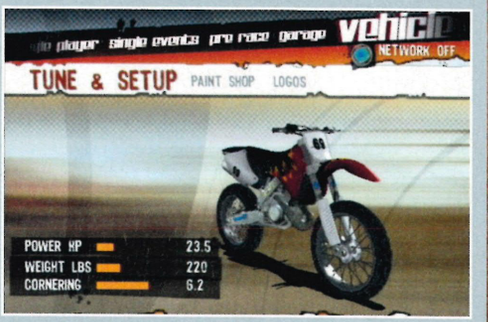
In a buggy or truck, though, you'll be more concerned with racking up points via corner-slides and airtime. Compared to the ludicrous stuff you can do on an ATV, the heavier vehicles seem a tad vanilla, but do add variety.

But the point-to-point races are our favourite feature: epic contests featuring dozens of each vehicle type across huge, beautifully rendered landscapes. Each three-part race has a number of possible routes, with ATVs and bikes taking the high, jump-strewn road and trucks and buggies taking the flatter, muddier, route. A few hours of that and all we can say is "*Motorstorm*? What *Motorstorm*?" ■ MS

MUD BROTHERS

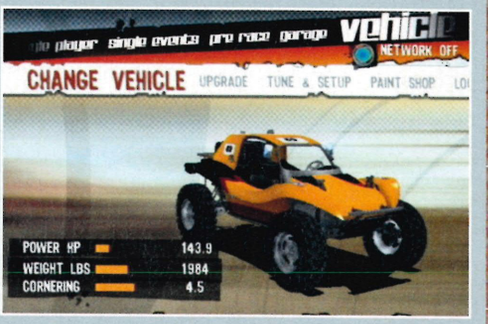
For the first time in the series, there are multiple classes of vehicle to choose from. These are they:

ATV Quad Bike Four wheels; many ways to die – none of which are represented, happily, in *ATV Offroad Fury 4*. Should you have the misfortune to find yourself sailing over the handlebars into a wall of sandstone, you'll be placed back on your vehicle in seconds

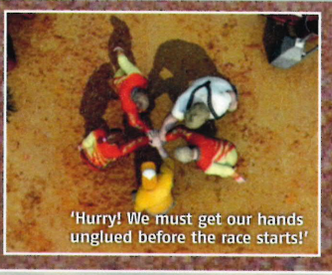


MX Bike You'd think motocross bikes would be the utter underdog in long-haul point-to-point races such as the Baja 1000, but you'd be wrong. They consistently take first place. Flying over the opposition care of *Offroad Fury 4*'s numerous jumps, it's easy to see why

Trophy Truck This one initially handles like a bathtub full of gravel but once you get the hang, you'll rack up the points thanks to *ATV*'s bizarre bias towards heavy vehicles, where a casual slide round a corner earns you the same credits as a five-trick combo on an ATV



Dune Buggy The buggy is lighter than the trophy truck and takes corners more easily, but as a consequence it's prone to cage-roll in the hands of inexperienced drivers. You're able to choose between truck and buggy throughout the game, and we go buggy every time


'Hurry! We must get our hands unglued before the race starts!'

The all-terrain vehicle is the true star of the game

monitor PlayStation 2 OFFICIAL magazine UK

AT LONG LAST, *ATV Offroad Fury* is doing what it should have been doing from the very beginning, proving that furious, multi-vehicle motocross isn't just for next-gen. Extremely promising

HOT OR NOT

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

PUBLISHER VU GAMES | DEVELOPER TRAVELLER'S TALES | WEBSITE WWW.CRASHBANDICOOT.COM

CRASH OF THE TITANS

NEW CRASH CRAZINESS SET TO BE A FURR-OCIOUS RETURN TO FORM

Break out the party poppers and brace for a chorus of "For he's a jolly good marsupial": everyone's favourite bandicoot, Crash, is set to celebrate his 10th game on a PlayStation console. His recent efforts have stunk up the PS2 like a month-old carton of milk on a warm Antipodean afternoon, but his new game *Crash of the Titans* looks to be something of a welcome return to (plat)form.

Yes, the new Crash isn't a kart racer. Thank goodness. This is a full-fat adventure that once again sees our hero going toe to toe with his arch nemeses, Nina and Neo Cortex.

The evil Cortex family unit has been tinkering with the genetics of the creatures on Crash's home island, moulding them into King Kong-sized titans with a taste for blood. Needless to say, this has put a dampener on Crash's peaceful life. So it's time for the furry orange hero to get his spin on again and platform his way to victory.

But there's a twist. Using his tree-climbing instincts Crash can climb aboard and hijack the mutated creatures rampaging across his homeland and use their unique powers against his enemies. Weird? Sure, but that's what we loved about Crash in the first place.

When he stormed out of Naughty Dog's development studio onto the PS1, Crash's wacky take on adventuring was a breath of fresh air for the stagnating 3D platforming genre, and it's this craziness which gives us hope that *Titans* marks a turning point in the stale series.

JACK OF ALL TRADES

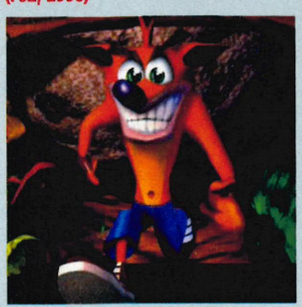
There will be fifteen different enemies to jack, ranging from the tame (ish) sounding Ratcicle to the mighty Shellephant and, our favourite, the Scorporilla. Each one offers a particular unique ability or attack of its own, so

Hands up everyone who's hoping this Crash game's better than the last one

A STASH OF CRASH

A full list of the Bandicoot's back catalogue

CRASH BANDICOOT (PS1, 1996)

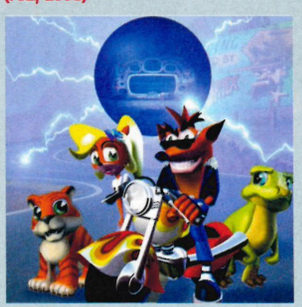


Crash smashes onto PS1, and into (some) gamers' hearts

CRASH BANDICOOT 2: CORTEX STRIKES BACK (PS1, 1997)

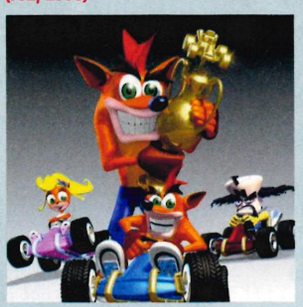
Crash's big enemy Cortex is back for revenge. More of the same

CRASH BANDICOOT WARPED (PS1, 1998)



More platforming, with Crash taking on bosses' abilities. Nice

CRASH TEAM RACING (PS1, 1998)



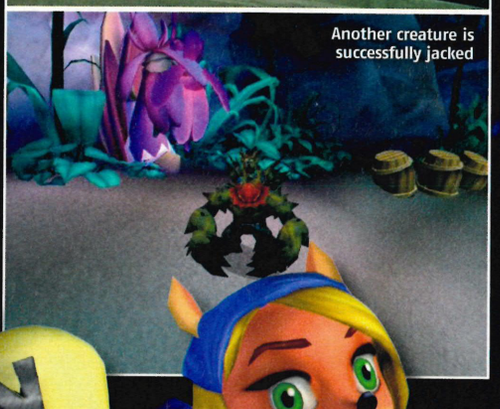
Crash meets *Mario Kart*. But not as good as *Mario Kart*, sadly

CRASH BASH (PS1, 2000)

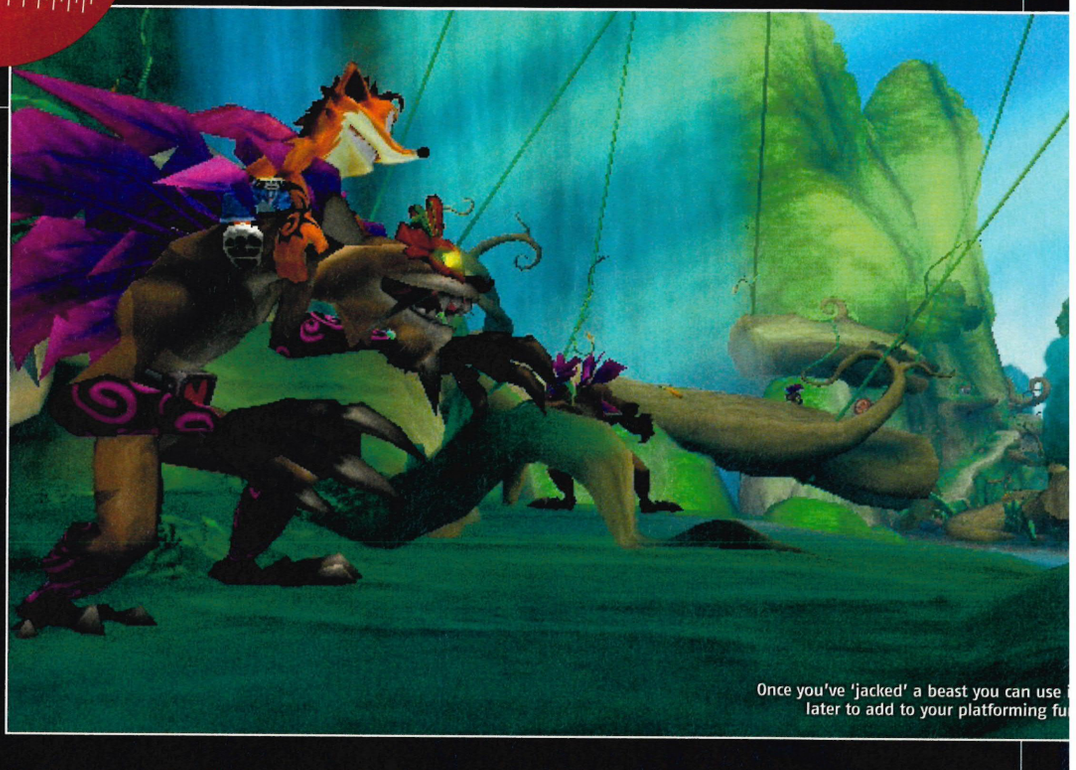
The first non-Naughty Dog Crash. A so-so set of party games

PlayStation 2 Official Magazine-UK

new screens



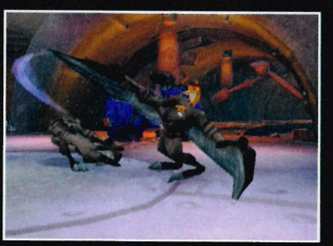
Another creature is successfully jacked



Once you've 'jacked' a beast you can use later to add to your platforming fu

it's safe to assume they'll play a large role in puzzle-solving as well as combat.

To make sure you get the most out of this fresh gameplay device, the developer has told us that once you've defeated a new type of beast in combat, it will be available for you to select from that point onwards – so you'll be able to use each beast later in the game, or replay certain levels using that creature's skills to access platforms and areas that were previously out of reach for the bandicoot.



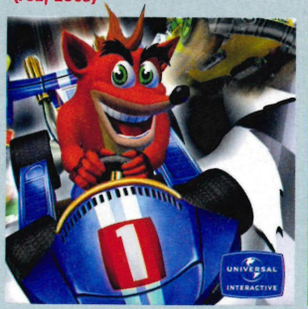
It might sound like a massive departure for the series, but Bandicoot fans will be pleased to hear that the focus is still on platforming and spinning wildly. In keeping with modern adventure games, Crash will now be able to swing on vines, bounce off springboards, scale trees and generally explore every nook and cranny of each stage. He's not afraid of a little extreme sport either, and *Titans* will see our hero using voodoo mask companion Aku Aku as some kind of all-purpose board to surf and skate through parts of the game. In fact he's so 'street' that we wouldn't be surprised to see him listening to some 50 Cent on a tiny cartoon iPod...

It's not just Crash's acrobatics that have been given an overhaul either. The legendary bandicoot has been putting in some hours down at N Sanity Island's martial arts dojo, and has mastered a few fresh moves. He's learned how to punch, perform Jet Li-style flying kicks and string combos together, as well as adding some extra grunt to his trademark spin attack. What's more, as you progress through the game, you can level up your ▶▶

CRASH BANDICOOT: THE WRATH OF CORTEX (PS2, 2000)

Crash's PS2 debut sees him back to his platforming roots

CRASH NITRO KART (PS2, 2003)



More karts, but in PS2 shiny-o-vision. Still not great, mind you

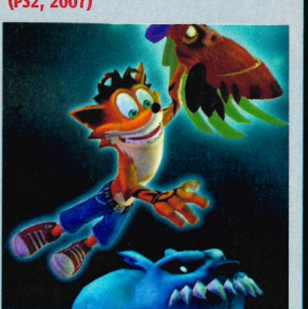
CRASH TWINSANITY (PS2, 2004)

More platforming, but Crash is looking so very tired by now

CRASH TAG TEAM RACING (PS2, 2005)

More racing, but with two drivers per kart, one driving, one firing

CRASH OF THE TITANS (PS2, 2007)

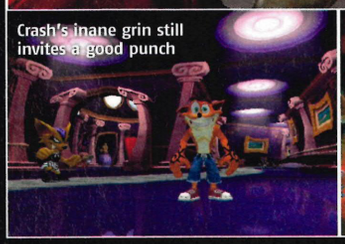


Can the newest *Crash* breathe new life into the tired series?

ETA 4 months
Sep 2007

There are 15 different beasts to best. Crash seems to think this one is a surfboard

The annual monster chess tournament was well under way



Crash's inane grin still invites a good punch

Some of the monsters have had baked beans for lunch

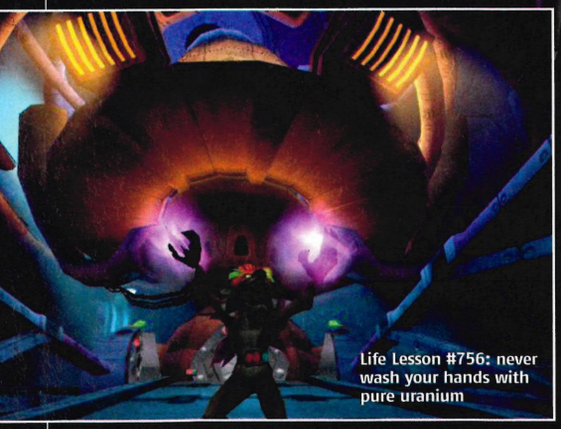
▶ moves and expand your fighting repertoire to create bigger combos and pull off more powerful attacks.

CRASH IN THE PAN

So Crash is now more capable of looking after himself, but that doesn't mean this will be a solo mission. Several of his best friends make a comeback in *Titans*, including Crunch and Coco. Inevitably more will follow, and we wouldn't be surprised to see a whole new set of characters making an appearance – on both sides of the fight. We're hoping Fake Crash makes some sort of emphatic comeback, complete with voice acting by ex-A-Team nut-job Dwight Shultz.

However, the most significant new character in *Crash Of The Titans* is your own real-life mate. No really. The game features anytime cooperative play, so one of your friends can jump in and join your game whenever they feel the urge. We're not talking about special co-op stages here, either. All your friend has to do is pick up a pad while you're playing through the main game and press START – they'll be able to take control of Carbon Crash and play alongside you. He's an exact copy of Crash, with the same moves, abilities, and witticisms, and two whirligig bandicoots are clearly better than one. Plus, the player in control of Crash will be able to hijack Carbon Crash like one of the new monsters in the game.

With its raft of improvements and updated look, *Crash of the Titans* is shaping up to be a mighty impressive platformer. But will it be able to recapture the almost regal glory that oozed from the *Crash* brand when it was riding high on PS1? Furry fingers crossed. ■ **AH**



Life Lesson #756: never wash your hands with pure uranium

monitor — PlayStation 2 Official Magazine UK

CRASH HAS BEEN a poor second to the likes of Daxter and Sly in recent years, but *Titans* could well be the game where the wily Bandicoot double jumps to the top spot once again

HOT OR NOT

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

FIVE THINGS YOU NEVER KNEW ABOUT CRASH BANDICOOT

1. When the first Crash game was in development, its working title was *Willy the Wombat*
2. The first Crash game was made at Naughty Dog Studios (the same guys that made *Jak & Daxter*) when the developer only had 10 employees
3. Crash is allergic to bees
4. Crash is a genetically-enhanced Eastern Barred Bandicoot. The female of this species has eight nipples
5. The Crash franchise has sold over 34 million copies worldwide and appeared on no less than seven platforms

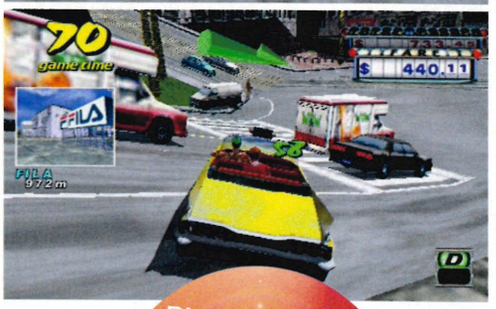
ETA 1 month
June 2007

0 1 2 3 4 5 6 7 8 9 10 11 12

It's on PSP

The fare-ferrying game remains the same, but is it enough in this day and age?

The controls are a bit fiddly for a modern driving game



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

CRAZY TAXI: FARE WARS

PlayStation 2 Official Magazine-UK hands on

IS SUMMER FINALLY OVER FOR THIS CLASSIC?

Many people radiate a warm glow of nostalgia whenever you mention *Crazy Taxi* – Sega's classic 'get passengers from A to B, ASAP' arcade game. The West Coast setting, the punk soundtrack, the bouncy gameplay... it was Sega at its best and a game that actually *felt* like summer.

This same warm glow also appears when people hear that *Crazy Taxi* is making a comeback on PSP. But after playing it, we suspect those feelings will soon cool.

As a package, *Fare Wars* doesn't disappoint. It includes the first two games plus a new ad-hoc multiplayer option, so there are more than enough punters to keep you busy. This is combined with the type of crisp presentation that still enables the PSP to draw gasps so, initially, *Fare Wars* seems guaranteed to deliver.

But get stuck into the action and you have to face the fact that games have moved on since *Crazy Taxi*'s day.

The game retains its simple gear system, which requires you to switch between drive and reverse before hitting the accelerator – a hangover from the original arcade cabinet. This isn't a huge ask, we suppose, but it does seem a bit fiddly for a driving game that is supposed to be simple and immediate.

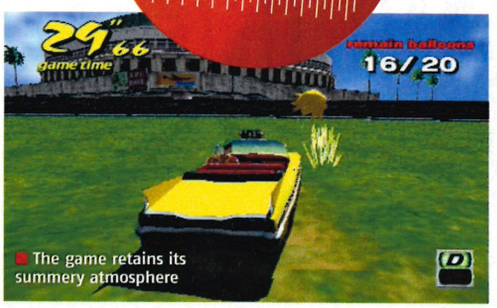
PEDESTRIAN STUFF

Then there's the fact that since *Crazy Taxi* was last around, the qualities that made it a hit – the speed, the joy of weaving through oncoming traffic – have been used and enhanced by other games. *Burnout*, for example.

Of course, *Burnout* has that effect on many games, but without that nerve-tingling thrill of extreme driving, what else has *Crazy Taxi* to offer?

We must point out that the code we played was very rough around the edges – particularly in terms of the soundtrack, so we were without the punk rock accompaniment – meaning there's definitely room for the game to get slicker before its release.

But we fear that for all the happy memories the game has provided over the years, it might be that *Crazy Taxi* has finally run out of gas. We'll see. ■ **DH**



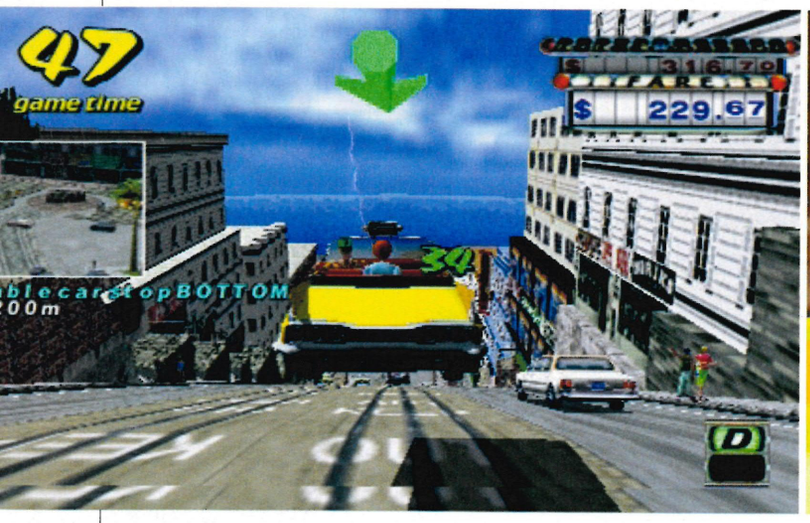
The game retains its summery atmosphere

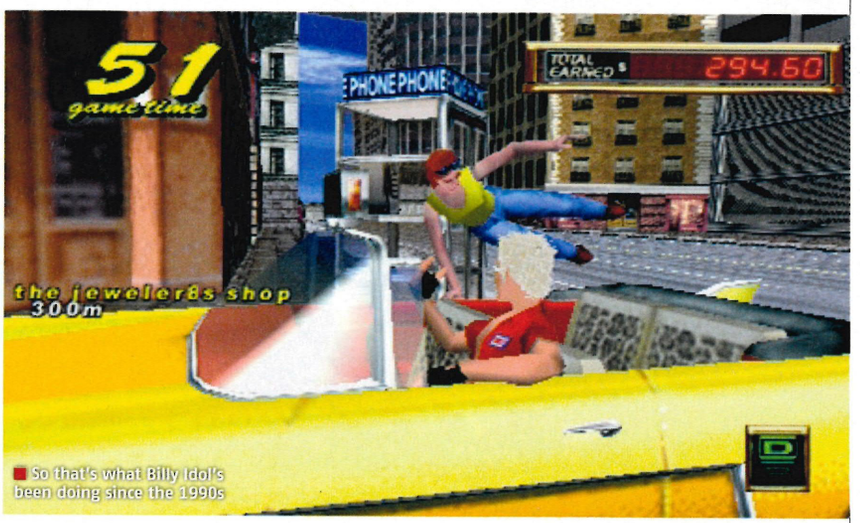
monitor — PlayStation 2 Official Magazine-UK

A COMPREHENSIVE AND SLICK port that we hope will provide the same pleasure as the arcade classic did several year ago. The problem is, though, we've a nagging suspicion that it won't

HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN





So that's what Billy Idol's been doing since the 1990s

PlayStation 2 OFFICIAL MAGAZINE-UK new info

You must fight for justice in a world torn apart by warring empires

Apparently, much of the action takes place atop multistorey car parks

PUBLISHER SEGA | DEVELOPER NEVERLAND | WEBSITE UK.PLAYSTATION.COM

SHINING FORCE EXA

HEY! YOU! PUT DOWN THAT *FINAL FANTASY* AND PAY ATTENTION...

With *Final Fantasy XII* still fresh on shop shelves, RPG developers will have a hard time convincing sword-wielding gamers to even consider turning away from the adventures of Penelo and pals for long enough to have a look at other roleplaying rampages.

But the latest instalment in Sega's *Shining Force* series is a welcome distraction from the world of Ivalice.

Set as a loose sequel to 2005's *Shining Force Neo*, *SF EXA* takes place in a wartorn world of humans and demons. A band of four adventurers, each with their own agenda, are on a quest to find the holy Shining Force sword. While the Northworld Empire and Fireland nations are intent on destroying one another, the rest of the world has been reduced to rubble and it seems that only the one who wields the Shining Force can bring this whole nasty business to an end, for better or worse.

You take control of either hotheaded and outspoken Toma or cool, guarded magician Cyrille as they set out to achieve just that.

WELL FORT

The action is based around a classic anime concept: the magic castle. Located in the border lands between the warring empires, the Geo Fortress appears when your party pulls the Shining Force sword from its resting place, and serves as a base for them.

Like all good adventuring headquarters, it comes equipped with elite weaponry, magical defences and even a robot factory. And it is truly the heart of *SF* , its uses touching every aspect of the game.

Missions are split between sending a party out into the world on a quest and using the remaining warriors to defend your fortress against enemy attacks.

If you find yourself in the middle of a quest gone bad, you can warp yourself back to the fortress to heal up, change your equipment or switch party members, then simply warp right back to where you left off.

As the game progresses, you can upgrade your fortress, adding more living quarters, vendors, facilities and, most importantly, big, fat guns.

The aim is to turn your fortress into a full fantasy town, with its own community. The way you do this is entirely up to you, so for example, if you chose to keep a close eye on the living quarters, you can forge strong friendships with your teammates, who in turn will shower you with gifts of new equipment, as well as inviting their friends to join your cause.

Shining Force fans will be glad to learn that *EXA* is not only sticking to the real-time battle system used in its predecessor, but tweaking problems and annoyances identified in *Neo* to make the whole thing run more smoothly.

Monkeys and robots? Fighting together? Only in *Shining Force*

One of the best new features is that you have more control over the AI members of your party. Unlike previous games, if you equip your buddies with certain items, you can change the tactics they use in a battle.

For example, if you equip Maebelle the Elven archer with a magical archer item, she'll pull back in battle to charge up magical shots. Give her the tender archer item instead and she'll go all Florence Nightingale and focus on healing everyone.

COMBO ALL YE FAITHFUL

To overcome the communal complaint that battles in *Neo* were often reduced to button-bashing mayhem, Neverland has introduced weapons with their own unique combos and special finishing moves, which are triggered by pushing sequences of buttons.

And that's a good job, too, because the battles themselves will consist of hordes of bad guys swarming all over your heroes like ants on marmalade, so you'll have to refine your fighting system to earn that sense of satisfaction that comes from mowing down a crowd of vicious enemies.

The way you level up has been overhauled too, so that as well as the usual 'gain experience points to advance a level' routine, there's also the Power Art

BATTLE SYSTEMS GO!

The ins and outs of saving the world

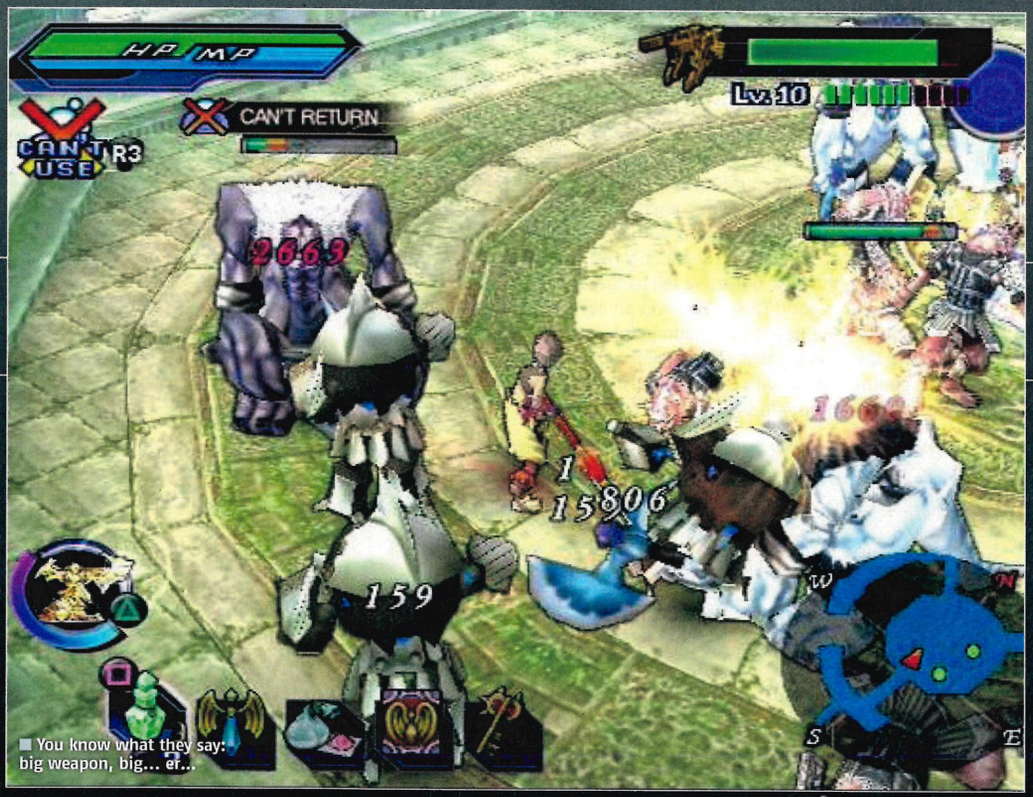
Fights aren't turn-based and don't cause a new screen to appear. You just walk into a room full of baddies and start slashing away

To cast a spell, first assign it to △. The strength of your spell depends on its level, which can be upgraded using the Power Art system

Hit ⊗ to perform a basic attack, hold it to charge or perform a combo then hold ⊗ to unleash a special move, which differs depending on your weapon

Your range of weapons includes swords, axes, bows and even magic books. Only magicians can cast magic, which is nice and logical

Every battle is huge and you'll often lose sight of your playable character during the chaos – time to play 'Where's Cyrille?' again...



You know what they say: big weapon, big... er...

MEET THE TEAM

Choose from two playable characters

TOMA

The hero of *SF EXA*, Toma is quick-tempered and extrovert. He grew up in a nomadic community and so doesn't initially understand why Northworld and Fireland are at war

CYRILLE

Calm and mysterious, Cyrille is a learned historian and magician. Hailing from the capital of Northworld, she consequently has a much better-informed view of the world than Toma

system: an expansion on *Neo*'s Force Art idea, this is how you customise Toma and Cyrille as characters.

It works on a similar concept to *Final Fantasy*'s sphere grid. You collect Mythril, which is converted into Power Art at the Geo Fortress, then use the Power Art to 'buy' upgrades to your character's attributes or abilities.

If used wisely, you can really even out stats that your character is lacking. The emphasis in *SF EXA* is very much on developing your character how you want them to be, personalising the whole world to suit your fighting style.

IF LOOKS COULD KILL

In true RPG fashion there are hundreds of bits of armour, weaponry and clothing to be found in the world of *EXA* but it's not just about adding to your stats. Your character's physical appearance will change depending on what kit you equip them with. And since weapons and armour can be customised if you lure a blacksmith into your Geo Fortress, you can spend many happy hours accessorising your outfits and save the world in style.

It's shaping up to be a great action RPG, and with the added bonus of all the customisation systems that are, combined, deeper than Roman Abramovich's pockets, it's set to be a stonking addition to the PS2's catalogue of RPGs.

Sega is boasting that the game features a whopping 40 hours of straight gameplay and, given that this excludes sidequests and the multiple storyline paths to explore, *SF EXA* could take quite a chunk out of your *Final Fantasy* playing time. But from what we've seen, you won't regret that. ■ **KR**

monitor

PlayStation.2 OFFICIAL magazine-UK

THE TWIN FACTS that the developer has taken into account what folks didn't like in the last game and added new ideas, too, means *EXA* has the potential to be hotter than a Texas Chilli Dog

HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN

PUBLISHER **SEGA** | DEVELOPER **BIZARRE CREATIONS** | WEBSITE **WWW.BIZARREONLINE.NET**

THE CLUB

EXCLUSIVE MEMBERSHIP? YOU BET YOUR LIFE...

PlayStation 2 OFFICIAL MAGAZINE-UK hands on

What is *The Club*? Well, it's a game that's surprisingly tough to define. The title doesn't give much away, and even developer Bizarre Creations hasn't really decided on how to categorise its very handsome next-generation game.

"Inspirations for *The Club* include *House of the Dead*, *Tekken*, *Virtua Fighter*, *Project Gotham Racing*, *Resident Evil* and *GoldenEye*, but the game plays like none of these," says the game's design manager, Nick Davis.

"We've been calling it a racing game with guns," chips in lead designer Matt Cavanagh. Riiiiight...

On a basic level, *The Club* is a third-person shooter. You play as one of eight different characters and the aim is to shoot as many people as possible with a variety of weapons. With a nod to 1980s Arnie flick *The Running Man*, the plot revolves around an illegal betting organisation (the titular 'club'), whose members wager money on how quickly and stylishly a man can run through an area and kill a set number of enemies.

So far, so familiar. The reason why *The Club* is so tricky to pigeonhole is because of the *way* it asks you to kill.

It's about running and gunning with style and speed. "The game is based on a really detailed scoring system, and there are literally hundreds of variables which determine your score," explains Nick. "For example, shooting a guy from a long way away is worth a lot, but shooting a guy hiding behind a barrel is more valuable.

"Taking him out from behind that barrel from distance is good, but nailing a headshot (another bonus) with the last bullet in your magazine (and another) is what the best players will do."

CLUB 18 TO HURTY

In other words, the more risks you take and the more moves you can cram into each of the game's relatively short levels, the higher your score will be at the end of the stage.

The way to really rack up the points in *The Club* is to chain together kill combos. Every time you make a kill a counter starts up, and if you manage to off another bloke before this timer reaches zero you'll get a multiplier (x2, x3 and so on) and another countdown. Potentially, you can string together one humungous combo starting at the beginning of the level, and ending with the final kill.

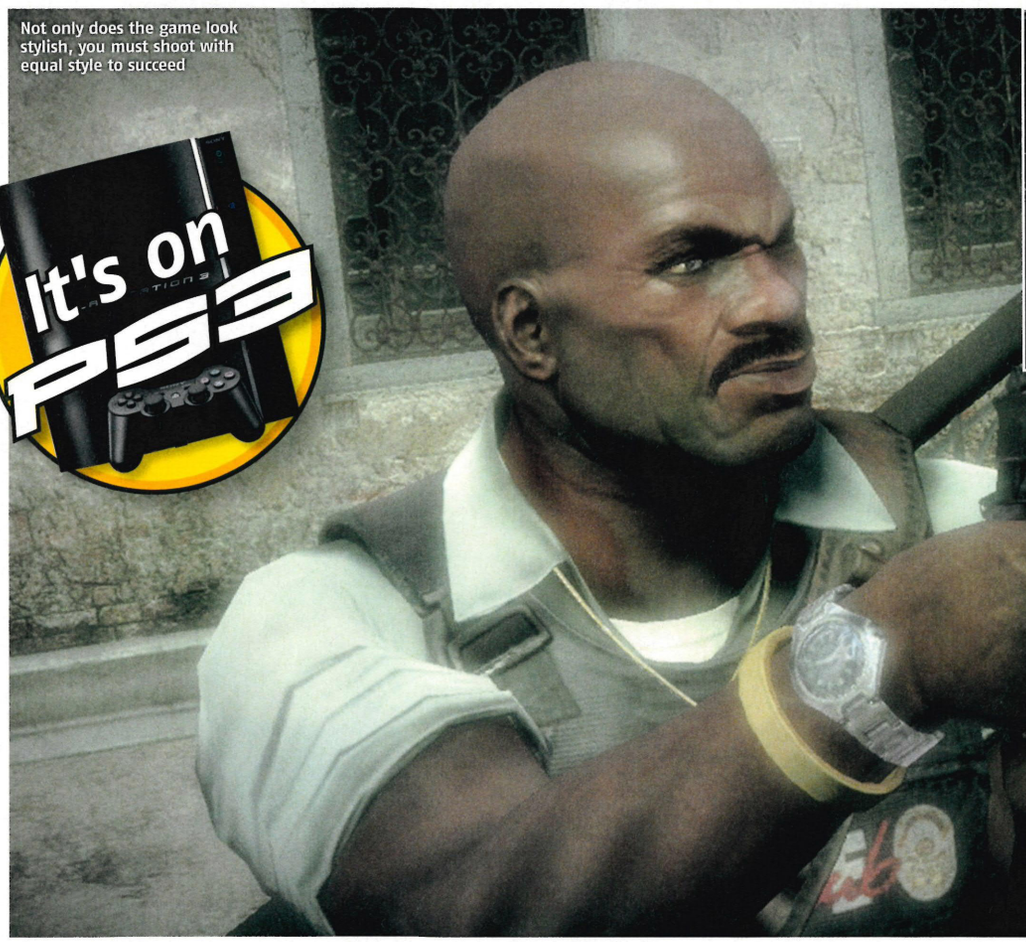
Although the stages in the game are only two to five minutes in length, the boys at Bizarre tell us that the difference between a good *Club* player and an average *Club* player can extend beyond a million points.

The way a real *Club* pro will grab maximum pointage is through getting tactical with the action. Using the right weapons for the appropriate situation will be important▶

The levels are small but look as good as next-gen graphics can get

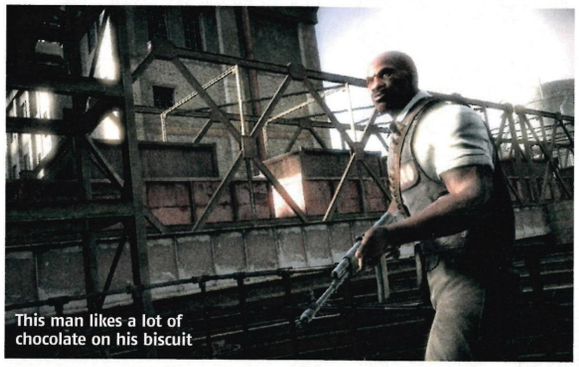
Down that guy with a headshot and you'll bag yourself a bonus

Some clubbers need a little help to understand the 'no trainers' rule



Not only does the game look stylish, you must shoot with equal style to succeed

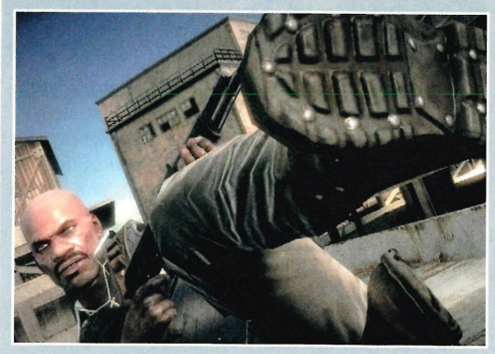
'For the last time: your name's not down, you're not coming in'



This man likes a lot of chocolate on his biscuit

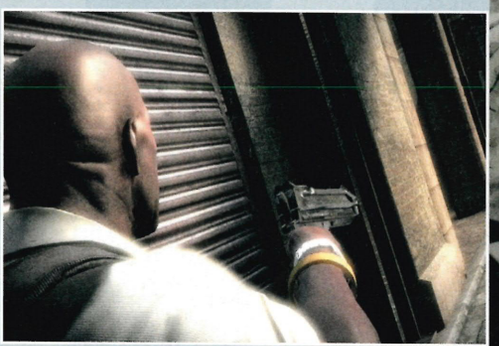
HE'S GOT THE MOVES

How to keep your combos together



Diving If there's one thing we've learned from films such as *Bad Boys* and *Die Hard*, it's that shooting while diving is the celebrity marriage of killing. It may be pretty much impossible in real life without accidentally blasting your nose off, but it looks mighty impressive on screen. Score mega-points for it in *The Club*

Rolling Ideal for dodging bullets and getting under objects in a hurry, forward rolling is an essential skill for any self-respecting action man. Roll and kill in one fluid motion in *The Club* and you'll grab the big points, and you'll also keep yourself safe from flying bullets. This is what all those forward rolls in gym class were for!



Turning *The Club* features a quick 180° turn move (like the one in *Resident Evil*), because when time's ticking away, you'll need to be sharp to keep your combo running. Nail a 180° turn followed by a headshot and the Club members watching on CCTV will shower you with praise. Which means points, naturally

We suspect this 'cop' might not appreciate being asked for directions. Just a hunch

A wide variety of playable characters adds emotional depth

COP THIS

This guy is ex-fuzz. You can tell by the fact that he's wearing a police-branded bullet-proof vest, although it has 'The Club' scrawled across it

You can change weapons as you go to maintain your killing efficiency

The environments aren't just for show, they're designed to help you gun with glory

so, for example, if you don't have time to reload because your combo-timer is about to run out, whip out your pistol for a fast kill and carry on maiming.

WORLD OF PAIN

Another thing you'll be forced to think about is the scenery around you. In *The Club* the environments aren't just there to look handsome (although they certainly do), they're geared to helping you to show off as you play.

"We've got doors you can smash through by kicking them in or by sprinting full-pelt and shoulder-barging," says Nick. "Some of the bigger characters don't even use their shoulders, they just head-butt through!"

"If you smash through a door and shoot two guys on the other side in one smooth motion, you'll score big points," adds Matt.

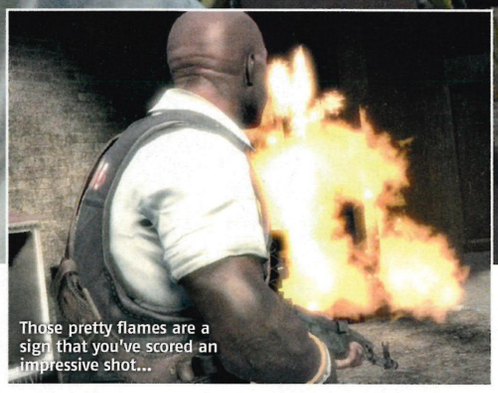
So, this game has what you might call a strong action focus. But it's more than a random slaughterhouse. Bizarre has taken great pains to ensure that players get emotionally involved with *The Club* by spending time fleshing out some of the strange character's back-stories and idiosyncrasies.

"It's just like a fighting game in that we tried to get some real emotion responses from gamers with these guys," says Matt. "You don't just play as some boring space marine."

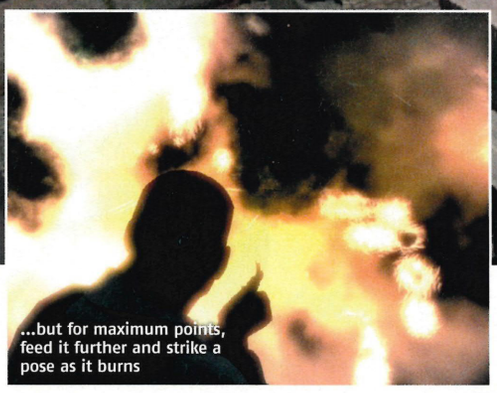
The list of characters isn't complete, but Bizarre is promising a real variety including crooked ex-cops, Japanese techno-punks, burned-out Las Vegas gamblers and what Matt describes as a "secretive psychopath in a fishing suit, complete with mask, metal hooks and ropes like some crazy b****rd from a horror movie". We

SCENE IT HERE FIRST
You can damage the scenery to help damage your targets. This means blowing up exploding barrels to fry your enemies, and even bringing down loose scenery onto their heads

CLUBBED TO DEATH
Who are these unfortunate chaps used as cannon fodder by *The Club*'s contestants? We don't know. Most likely criminals and down-and-outs armed with high-powered rifles



Those pretty flames are a sign that you've scored an impressive shot...



...but for maximum points, feed it further and strike a pose as it burns

wouldn't be at all surprised to find a few foxy army ladies in there too... we can only hope, at least.

Our only real concern for *The Club* right now is longevity. With such short levels, the game is going to have to lean heavily on its replayability and its online play to keep players glued to their screens.

MULTIPLE MURDER

Bizarre clammed up when we broached the subject of online play, but Nick did confirm that split-screen, head-to-head play and leaderboards are all definites.

What we'd love is some kind of spectator mode that would allow players to join 'The Club' online and make bets on fellow gamers' runs through each level. Not with real money, of course, but with some kind of virtual currency that you could spend on unlockables and extras in the main game.

Nick told us that this could "potentially" be done, but wouldn't confirm if such an idea was in development. But one wager we're willing to make is that *The Club* is going to be an essential purchase for anyone who's going next-gen in 2007. ■ **AH**

monitor PlayStation.2 OFFICIAL MAGAZINE UK

A FRESH SPIN on the tired 'men with guns' genre, *The Club* has the potential to be the most pulse-pounding shooter this side of Christmas. Let's just hope it's more substance than style

HOT OR NOT

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

ANIMAL MAGIC

Is *The Club* a spiritual successor to Bizarre's PS2 classic cuddly shooter, *Fur Fighters*?

Bizarre Creations, the game's developer, is a talent-heavy UK outfit based in Liverpool. It's best known for its Xbox racing series *Project Gotham Racing*, but before the studio discovered cars it made a sweet third-person shooter for PS2 called *Fur Fighters*, starring fuzzy animals and a personal favourite of OPS2's Andy. So is *The Club* just *Fur Fighters 2* minus the fluff and stuffing? "Well, it's not really a successor..." says Nick Davis. "However, it is made by the same team who did *FF*, so I guess it's as much of a continuation as anything is at the moment". Fair enough. We'll continue our one-mag vigil in the hope that one day the PS2 will see a *Fur Fighters* sequel. Please?

THE HITCHHIKER'S GUIDE TO ROGUE GALAXY

When it was announced that Level 5, the team behind legendary games *Dark Chronicle* and *Dragon Quest VIII: Journey of the Cursed King*, was working on a new roleplaying title, gamers all over the world simultaneously wet themselves. And the more we see of it, the more we like.

Mixing sci-fi, pirates and magic with a live-action combat system, it could reap a whole new generation of RPG fans. But what the sea-devil is it all actually about?

Well, in the past few issues of OPS2 we've been telling you everything we can find out about the plot (swashbuckling intergalactic adventures against the backdrop of an evil empire), characters (a naïve orphan, cocksure bounty hunters, sidekick robots, a camp cat) and action (RPG-style battles with huge swords and rollicking rocket-launchers).

And now we've had a chance to play it properly, we bring you the Hitchhiker's Guide to Rogue Galaxy: our interstellar map of what's what and who's who. There's nothing 'mostly harmless' about it, trust us...

ROSA

THERE'S NO PLACE LIKE HOME

A barren, empty place, Rosa is hometown of our bratty hero, Jaster. Occupied by the Longardian Federation, troops riddle the streets and locals are forbidden to travel. Orphaned, Jaster wants to escape to somewhere more exciting. But when a giant lizard beast attacks the town Jaster, because of his unfeasibly large sword, is mistaken for an infamous bounty hunter and the story begins...

CHARACTER

We're walking in the sky...

JASTER

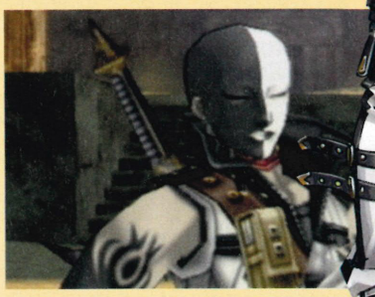
Straight from the ready-made-RPG-hero catalogue, Jaster's an orphan with a mysterious past and the looks of an *X Factor* entrant. He was dumped on the steps of Rosa's church as a baby and raised by a local priest. You must learn to love the little tyke, because he'll be with you for the next 100 hours of gameplay.

BOSS

Could he be any Cruella?

SEED

Don't laugh at the 1980s-style make up: Seed is a seriously brutal boss, and this won't be the last time you see him. He'll do anything to please the man who created him, the president of the evil Drayton Corporation, even if it's serving you up in bloody slices.



BEASTS

Rosa's flora and fauna explained

LIVING LAVA

Perfect company if you like your flesh barbecued

SHIA

Weird cat statue thing with an attitude problem

LORD BEE

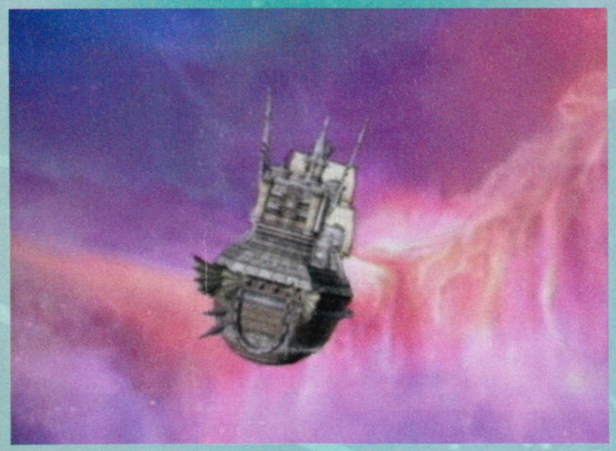
All out of honey, but poison aplenty!

INTERLUDE 01 THE ROSE NEBULA

It's like space suddenly came over all embarrassed

PRETTY IN PINK

More then just a pretty pink cloud of space candyfloss, the Rose Nebula is a place where giant monsters lurk, ready to attack anyone recreating the 'king of the world!' bit from *Titanic* on the deck of a spaceship



STORY

'Just hold this for a second...'

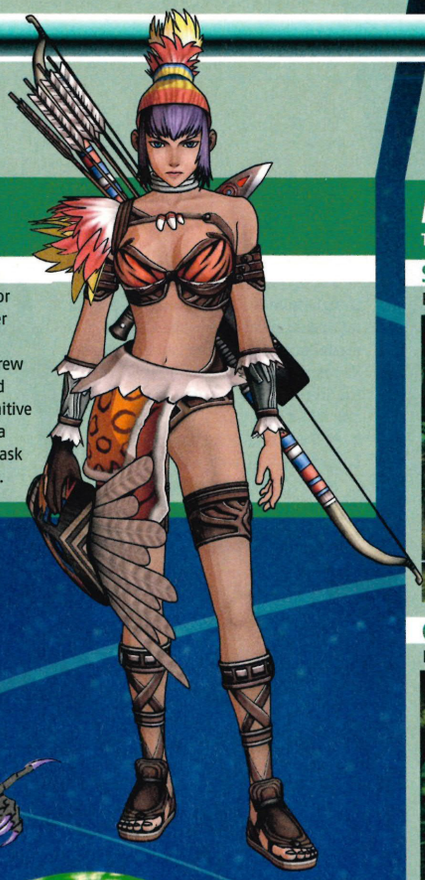
THE BEGINNING

Rosa suddenly gets interesting when a giant scaly monster sporting bracelets attacks the town. A bounty hunter shows up and, rather irresponsibly, hands Jaster his sword with which to defeat the beast. This leads to our plucky hero being dragged off to a world of space-pirate adventure by some new pals

JURAIKA

IN THE JUNGLE, THE MIGHTY JUNGLE...

Juraika's lush jungle is home to a tribe that has rejected technology, and anyone who so much as suggests a flushing toilet is banished. Dotted among the greenery and mud huts lies ancient ruins and within them the altar of the Leo King, a great place to check out the native killer wildlife. Local celebrities include a frog god and a barmy sorceress.



CHARACTER

Representing the junglist crew

LILIKA

Well hello there. Lilika is a warrior babe who leaves the safety of her tribe to travel the galaxy on the pirate ship Dorgenark after the crew save her little sister. Her bow and hatchet combo may seem a primitive weapon choice but in fact she's a brutal fighter, particularly if you ask whether her fur bikini is chafing.

BEASTS

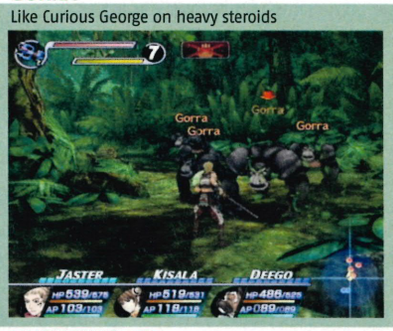
The jungle... it just came alive...

STUMP

Revenge of the tree stump

GORRA

Like Curious George on heavy steroids



BLUE THUNDER

More poisonous than a gaggle of WAGS

BOSS

She's crazy for you

THE MAD WITCH

The toughest of the bosses you'll face whilst trying to collect some errant key pieces, and mental as a box of Britneys. She's handy with the old electricity blasts and her pet cobra can kill you with one well aimed attack, so you'll need all your special moves to keep them both at bay.

INTERLUDE 02

CAGED CRAWLIES

Like Tamagotchi, but with mandibles

BATTLE OF THE BUGS

Use something tasty to snare a bug in your trap and then keep it in your Rearing Cage. Find another and breed them to create a champion you can use in the strategy-based Insectron Tournaments on Zerard. And don't forget to feed the bloody things!

STORY

Captain's frog, star date 5943.7...

THE CROAK'S ON YOU

Your first landing on jungle planet Juraika is more of an unscheduled crash. While running around trying to find fire fruit to make fuel, you get the cold shoulder from the locals until you save a young girl from the evil frog god terrorising the area.

ZERARD

WELCOME TO THE FUTURE

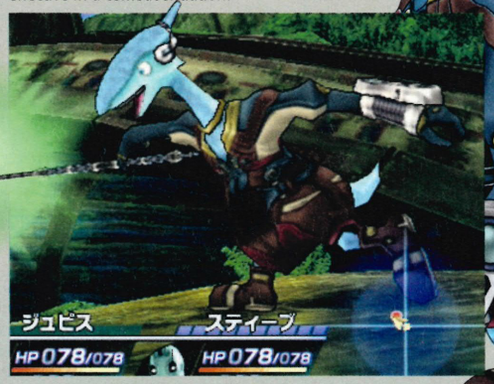
A shiny, futuristic planet living in the shadow of the Galaxy Coorporation, Zerard is home to the Starship Factory and the Insectron Tournament (see 'Caged Crawlies', opposite). It's also the only place to get a visa. Rosencraster prison is a must-see (whether you like it or not...) but watch out for the giant spiders.

CHARACTER

He's got the blues

JUPIS

A smaller, bluer, Jar Jar Binks-type of creature, Jupis is an uber-geek with a passion for the space-time continuum and a hatred of excess physical activity. His special moves include blowing giant gum bubbles and drinking super-strong coffee, both of which are suprisingly effective in a combat situation.



BOSS

Gazelle, Gazelle, let down your hair

PHANTOM LORD GAZELLE

A giant, ghostly knight who likes to whip up tornados. We don't know what he's compensating for but this guy lives in a giant tower and carries huge weapons. After a long trudge up to the top of the Gladius tower he's almost a welcome sight, at least until the hurting begins.

BEASTS

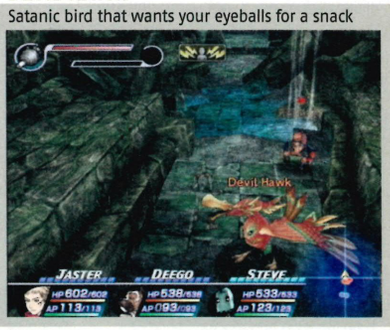
The zoology of Zerard

REDBOLT

Hide the jam! Giant red wasp attack!

DEVIL HAWK

Satanic bird that wants your eyeballs for a snack



TYPE-G

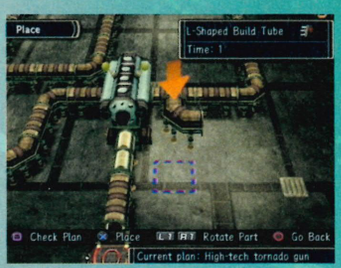
Armoured robot with deadly spinning blades

INTERLUDE 03 STARSHIP FACTORY

Build it and they will come

DO KIT YOURSELF

Once you've got access to the Starship Factory during your Zerard visit you can get blueprints from anyone with a flashing sphere above their head. Arrange the conveyor belt by adding new pipes and equipment, then select your materials to create weapons and items.



STORY

Between a rock and a Zerard place

PARTY HEARTIES

Your first taste of Zerard is the dubious hospitality of the prison, but later it becomes the place to hop, pick up bounty-hunter missions and play with bugs. Your second visit will involve the impressive Gladius towers, and lots of stairs...

VEDAN

IT'S ALL MINE, MINE, MINE

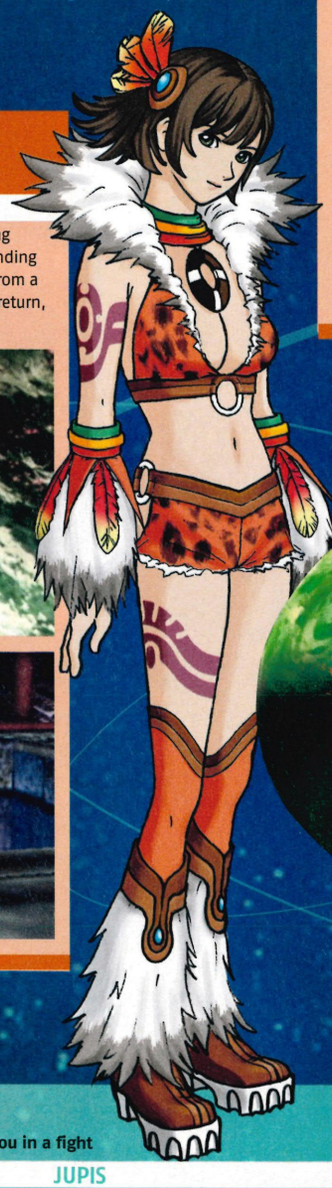
Vedan is a mining town where the streets are run by sharp-suited gangsters with tommy guns and wily orphans patrol underground like pack rats.

STORY

A friend in need

CHILD'S PLAY

Your first visit to Vedan will have you scurrying about the mines, the second sees you befriending fellow orphan Harry, who helps you escape from a bunch of soldiers. He doesn't want much in return, just for you to help his best friend Borga...

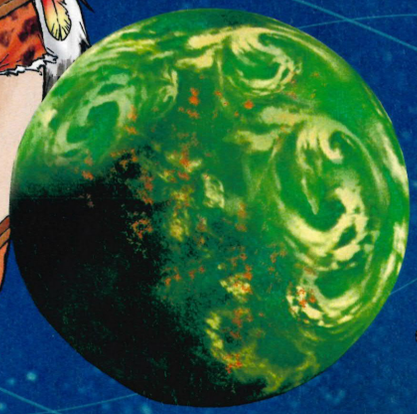


CHARACTER

Doggone it!

DEEGO

Say hi to Deego, a giant, musclebound dog with a massive axe and a bionic arm. A former soldier, Deego makes a welcome addition to the gang: behind those puppy dog eyes lies a tragic love story, as well as the ability to pee with alarming accuracy. Just don't mention the vet.



BEASTS

Variety is the spice of Vedan

ZOMBIE

Lumbering, slow, but hungry for your brains

DEATH CROW

Deadlier than a pigeon with bird flu

METAL MAN

Pure, dazzling, chrome-effect evil

INTERLUDE 04

SPECIAL MOVES

What your pirating pals can do for you in a fight

KISALA

Kisala's parmesan-scented stench socks can poison any enemy in seconds

JUPIS

A wad of bubblegum and Jupis's expert spitting glues enemies to the floor

LILIKA

Her Voodoo dance move leaves the bad guys weak as hungover kittens

STEVE

By powering up, Steve can raise the whole team's kick-ass rating

ALISTIA

BORN IN THE USA

The enigmatic fifth planet was added for the American release of the game and is the most stunning of them all. Four-fifths of it is covered by azure water, the rest is a sandy holiday resort with amazing views, friendly fish-headed people and a jolly weapons vendor with impressive stock.

BOSS

He's so shellfish

GIANT CRAB

Typical. As soon as you've smeared on the factor 30 and got out that new paperback this guy comes wading into your sunlight. As long as you avoid the pincers and aim for his weak spots you'll have him down in minutes and you can go back to sunbathing, and perhaps a tasty seafood buffet lunch?

STORY

Mission in action

GO QUEST, YOUNG MAN

Alistia, which only becomes an available location late in the game, has an extra mission unconnected to the main story. It involves a feud between the Sleegs and the near-extinct Mermels, and it's your job to save the day. The quest is only available at certain points in the game, so keep checking back.

BEASTS

Do you smell something fishy?

KULL JELLY

Bubble-headed jellyfish with poisonous stingers

CHADETH

Is it a plant, is it a crab? Kill it anyway

BLUE JELLY

Enough jelly! Serve him up with some whipped ass

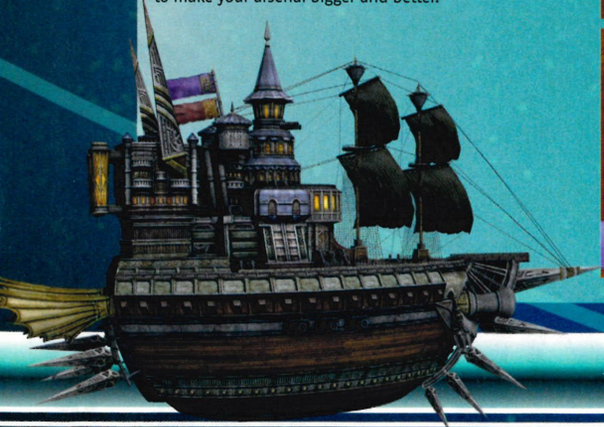
INTERLUDE 05

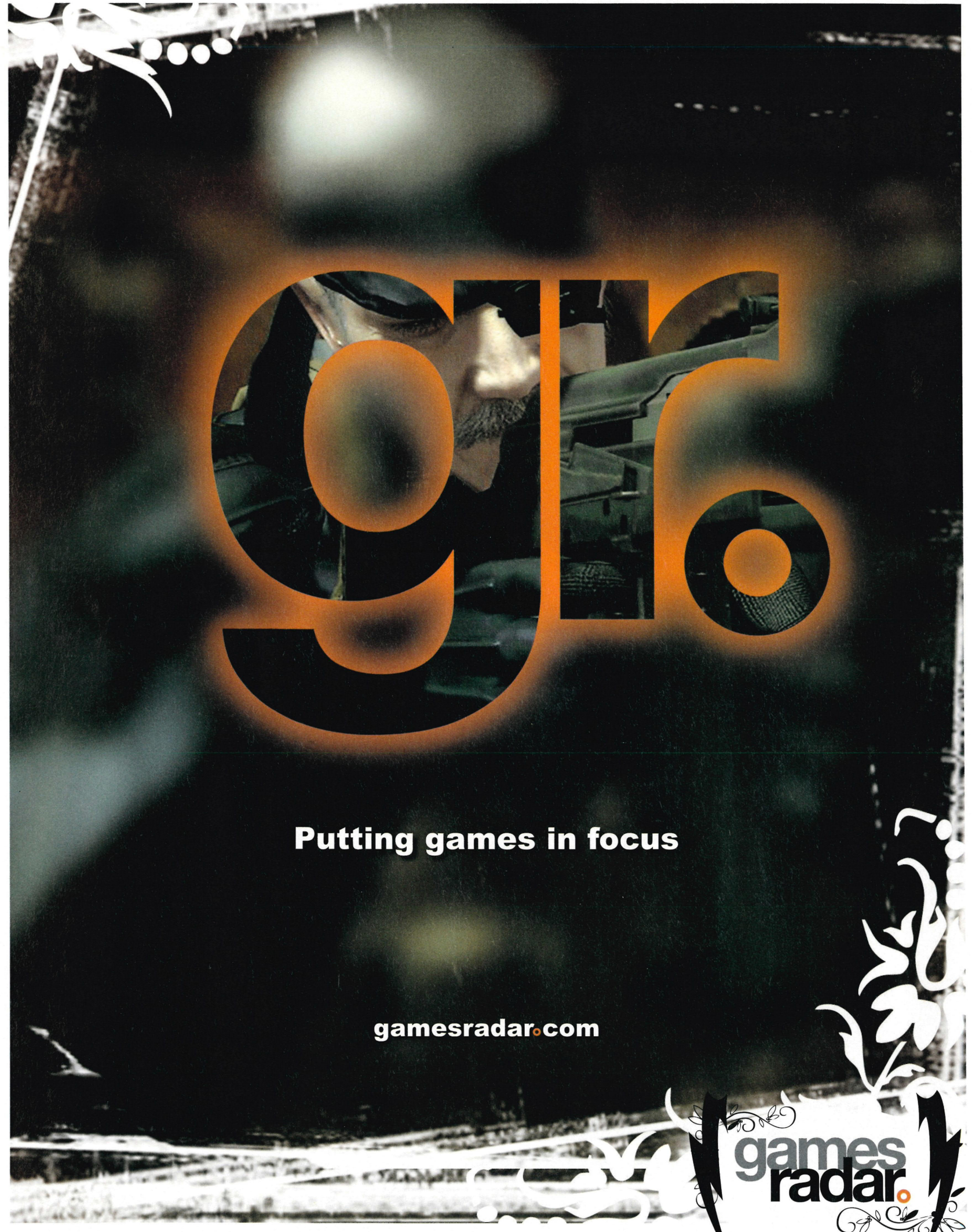
THE TOAD TO SUCCESS

Don't frog-get to upgrade your weapons

SPAWN COCKTAILS

Weapon synthesis can be a dull sort of activity. How do you stop it getting boring? Introduce a smiley lilac frog! You shove your weapons and magic ingredients into his mouth and watch his face swell up like a toddler with a peanut allergy. He'll spit out anything he can't synth like it was yesterday's tapioca and use everything else to make your arsenal bigger and better.

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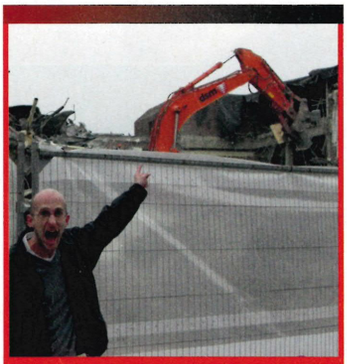
review

THE ONLY REVIEWS SECTION YOU CAN TRUST



Help! Giant robot dinosaurs are eating our town! It's like one of those Japanese *Godzilla* movies out there, people. So this got us talking about how cool it would be to have a game based around trashing buildings with a machine like this one.

Imagine earning your mechanical beast a wrecking ball upgrade or a spoiler for your cab!

Then I remembered *Power Diggerz*, a PS1 game that came out in the console's twilight years. It didn't quite let you smash up buildings, and there was a lot of putting sand in trucks and the like, but there were levels that involved destroying limousines within a time limit. Which is always good.

All of which has absolutely nothing to do with this month's reviews section, but hey, it's not like Lara Croft needs any formal introduction.

Tomb Raider Anniversary is clearly the highlight this month, but you'll find a few other gems nestling in here too, not least of which is *Everybody's Tennis*, the follow-up to one of my favourite ever sport games, *Everybody's Golf*. Now let's be having *Everybody's Demolition Digger*...

Nick

Nick Ellis,
Editor

070

TOMB RAIDER ANNIVERSARY

THE FIRST LADY OF PS2 IS BACK AND WE'VE GOT THE WORLD EXCLUSIVE REVIEW FOR YOU...

PS2

078 **EVERYBODY'S TENNIS**
No Maria Sharapova or Wimbledon, but still one of the best tennis titles on the market

080 **BUZZ! JUNIOR: ROBOJAM**
Robotic jam? Whatever next, mechanical marmalade? Or is this a new Sony quiz game?

082 **PIMP MY RIDE**
Things that we simple West Country folk don't understand #243: Ghost riding the whip. WTF?

083 **HARLEY DAVIDSON**
You may be correct in suspecting that this one features hairy old bikers and their choppers

084 **SBK-07 SUPERBIKE**
You will have seen the pretty ladies adorning the cards that came with the mag. This is their game

086 **MEET THE ROBINSONS**
Proving once again that not every tie-in to a movie has to stink up the gaff like a kipper

087 **PACMAN WORLD RALLY**
Proving once again that every aging arcade game has to reinvent itself as a kartoon kart racer

087 **SKATE ATTACK**
'Hey, I've got a great idea. How about we combine skateboarding with fighting? Guys? Guys...?'

PSP

088 **RATCHET & CLANK: SIZE MATTERS**
With a title that runs contrary to everything the missus has ever told us, we hail the return of R&C

089 **WORLD CHAMPIONSHIP POKER 2**
Promising more thrills than that scene in *Casino Royale*! Actually, it's not promising that at all

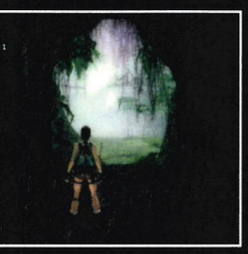
089 **DINER DASH**
So there's this diner, right, and you've got to dash around it, right, and...

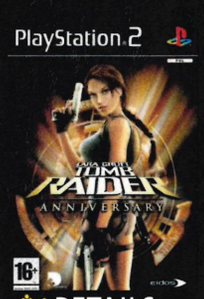
090 **CALL OF DUTY: ROADS TO VICTORY**
Incredibly, it's a review of a war game that's not been written by our man at the front, Andy

091 **FULL AUTO 2: BATTLE LINES**
Fast cars with big guns mounted on them, surely this idea can't backfire? Or can it?

All the classic encounters from the original *Raider* are still there

Most of Lara's enemies are violent wild animals





TOMB RAIDER ANNIVERSARY

bronze
PlayStation 2 official magazine-uk

DETAILS

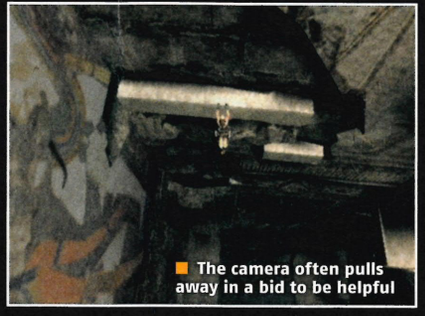
PUBLISHER EIDOS
DEVELOPER CRYSTAL DYNAMICS
PRICE £29.99
PLAYERS 1
OUT 25 MAY
WEBSITE WWW.TOMBRAIDER.COM/ANNIVERSARY
60HZ MODE NO (BUT HAS PROG SCAN)
WIDESCREEN YES
SURROUND SOUND NO
ONLINE NO

AT A GLANCE
A remake of the very first *Tomb Raider* game that sticks to the vintage formula of acrobatic exploration and grand puzzles

Welcome home, Lara. We've missed you

Tomb Raider: Angel of Darkness, the first *Tomb Raider* game to come out on PS2 in the wake of Lara Croft's superstardom on PS1, left a trail of bruised hearts and sad faces in its wake. The First Lady of PlayStation, one of the best-loved adventure stars in videogames, had been given a makeover that felt more like vandalism than rebirth.

Last year's *Tomb Raider Legend* wafted away a lot of those bad vibes by offering epic puzzles, fancy locations and an emphasis on exploration. It was precisely what fans were after and it's also exactly why *Tomb Raider Anniversary* is one of the best ideas since someone first set fire to a slice of bread.


The camera often pulls away in a bid to be helpful

WORTH HER ORIGINALS

A 'reimagining' of the nearly-11-year-old original PS1 title, *Anniversary* puts Lara's classic, virgin outing through the up-to-date game engine of *Legend*. It's a fusion of old ideas and new technology that works well.

How so? First and foremost, *Anniversary* shows great respect to the things that made *Tomb Raider* such a hit when it debuted. But it resists the temptation to over-egg or bastardise the template with needless new bits.

ANNIVERSARY RESISTS THE TEMPTATION TO OVER-EGG OR BASTARDISE THE TEMPLATE WITH NEEDLESS NEW BITS

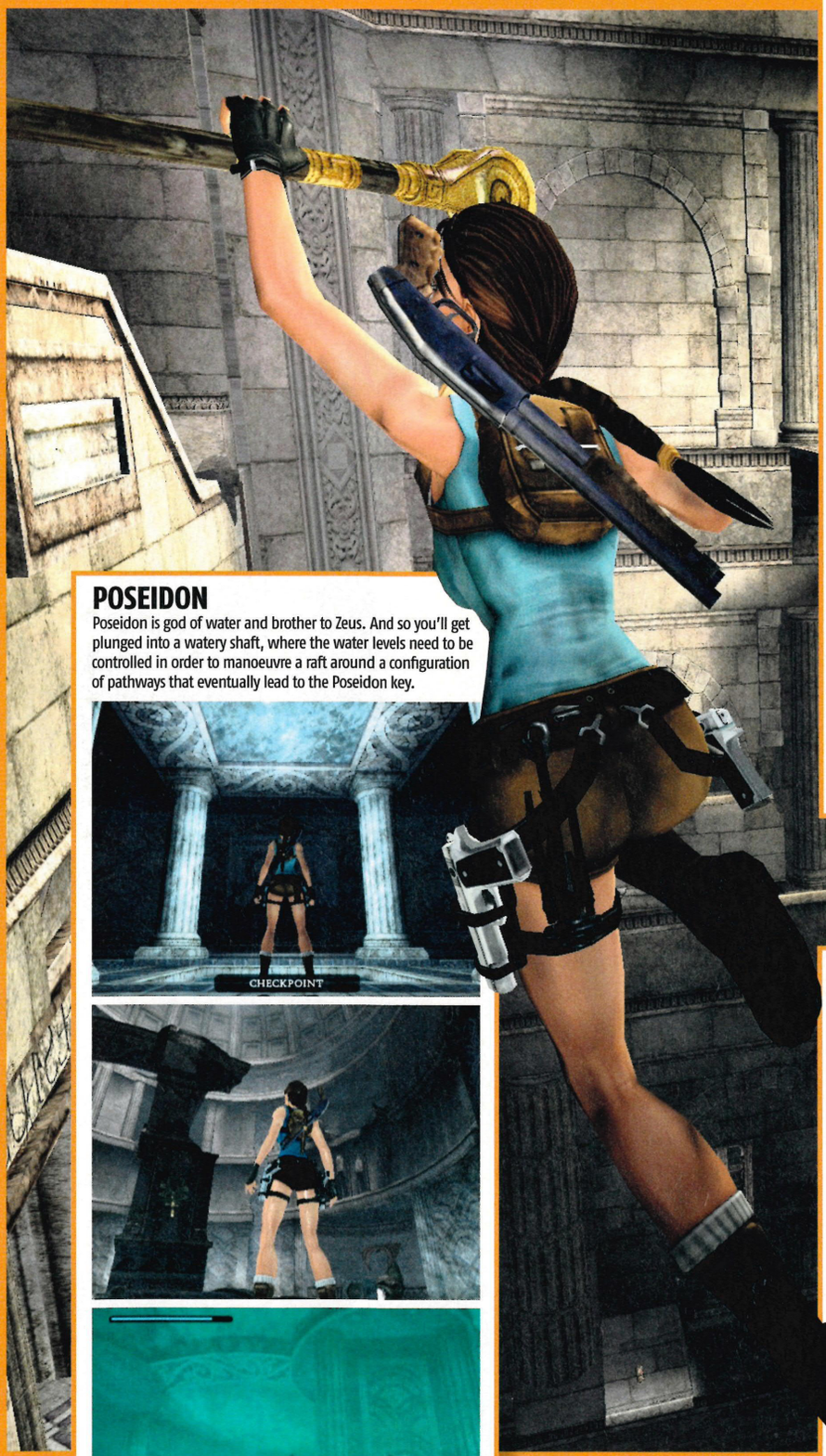
Like the original, it prioritises a sense of adventure above everything else as it follows Lara's quest to unearth Atlantis, via tombs raided (well, what else would you do with them?) in Peru, Greece and Egypt.

If *Legend* was your first ever lump of Lara, then *Anniversary*'s going to be a shock. There's little gunplay, and far

FOLLY GOOD SHOW

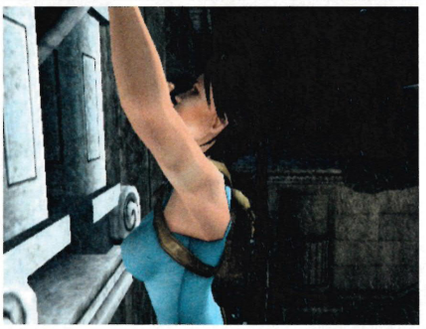
The mysterious St Francis' Folly revealed...

Lara comes across St Francis' Folly not long into the Greek sequence of stages, as the gateway into the tomb of King Midas. And the folly section perfectly demonstrates exactly why people loved *Tomb Raider* in the first place. It's a giant shaft filled with vertiginous ledges and platforms, with four themed 'challenges' branching out from the main area. The whole thing's a giant puzzle broken up into smaller puzzles, and your brain smiles like a recently fed raptor when you finally solve it all.



ATLAS

Not a god, but a Titan. His statue carries the world on its back, which in *Tomb Raider* terms means, of course, that you'll end up having to find a way to avoid a giant sphere of death that rolls towards you down a narrow corridor.



POSEIDON

Poseidon is god of water and brother to Zeus. And so you'll get plunged into a watery shaft, where the water levels need to be controlled in order to manoeuvre a raft around a configuration of pathways that eventually lead to the Poseidon key.

DAMOCLES

Damocles was a greek courtier who was forced to sit underneath a sword suspended by a single strand of hair. Getting the Damocles key is easy; escaping its tortuous gauntlet of spiked floor panels and plummeting blades isn't. The most challenging of the four trials.

HEPHAESTUS

Greek god of fire and metalworking. So you have to prance around on an electrified dancefloor (a grid getting zapped by a large metal sphere) before using a giant hammer to smash rocks and solve the puzzle that results in Hephaestus' key.

■ The Lost World requires you to find three cogs to control the water flow

fewer popcorn moments involving mounted guns, frantic motorbike rides, button-prompt action sequences and the like.

You'll spend most of your time alone – an important part of the game's ambience – and the enemies you do face are rarely human.

There are still action scenes that require well-timed button presses, but they're infrequent and much more restrained by comparison to *Legend*, so they shouldn't annoy even the most fanatical of those who hold the original dear. There are a handful of other additions, but they're not excessive or invasive enough to taint the game's strengths.

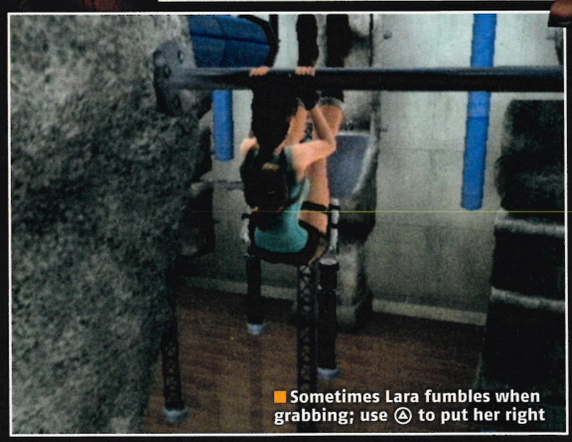
FEW GAMES DO ENVIRONMENTAL PUZZLES AS WELL AS TOMB RAIDER DID, AND ANNIVERSARY DOES

The major strength is this: very few games do environmental puzzling as well as *Tomb Raider* did, and *Anniversary* does.

ARCHAEO-LOGICAL

That's not to say each stage is filled with puzzles; the levels themselves often *are* the puzzles, which just

■ Look lonely? Oh, it is. And we love it that way

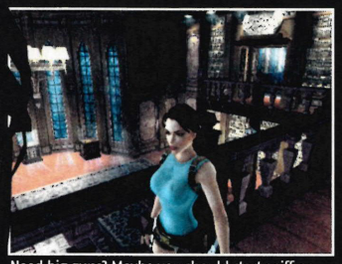


■ Sometimes Lara fumbles when grabbing; use △ to put her right

TO THE MANOR REBORN

All back to Lara's...

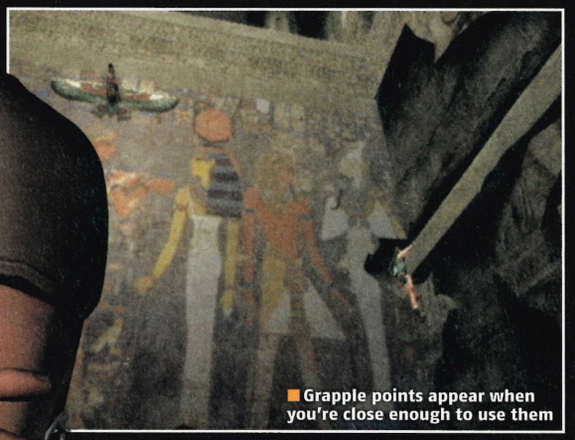
Remember Lara's Mansion in *Legend*? It was a self-contained stage, featuring dozens of little secrets and hidden passages to unearth. It's back, of course, and once again demanding to be explored as you find items and hidden bits of your inventory tucked away behind bookshelves, up in the rafters... or wherever. Seems that just like us, Lara has a habit of putting household items in a 'safe' place and then forgetting where they are.



Need big guns? Maybe you should start sniffing around the library

Lara's vertiginous home gym is back, with some slight modifications

Something hidden in the fireplace? You'll need some water to put out that cosy blaze



Grapple points appear when you're close enough to use them

goes to show the scale and intricacy involved. Often, some of the grander setups can be testing, but that's why there's such a satisfying payoff when you find the solution.

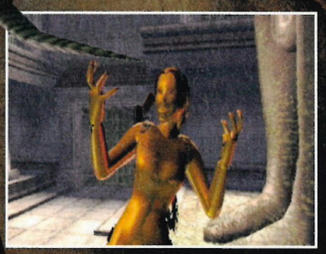
There are moments when your next step is staring you in the face, but you lose it among the scenery; you slap yourself once you spot it, but there are a handful of times when you feel it's the fault of the game, rather than you.

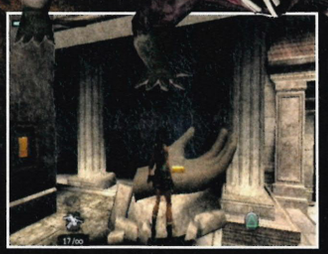
SUPER MONKEY BRAWL

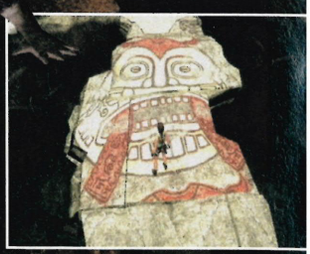
By and large, though, this is a playground built from some serious spatial logic, with epic conundrums that feel intensely good to solve when everything slots into place and you move on to the next section.

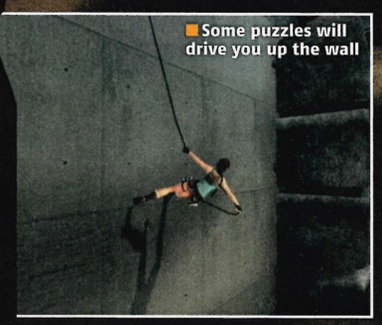
Incidentally, the stages are now streamed, so there are only loading screens when you move between countries – a minor touch but effective.

Anniversary also provides that classic *Tomb Raider* atmosphere of solitude, the feeling that you really are creeping around long-forgotten, mystical and enigmatic vaults and chambers that haven't heard human footsteps in centuries. The perfectly moody music buffers that sensation well and the infamous sights – the Colosseum, the tomb of King Midas, the









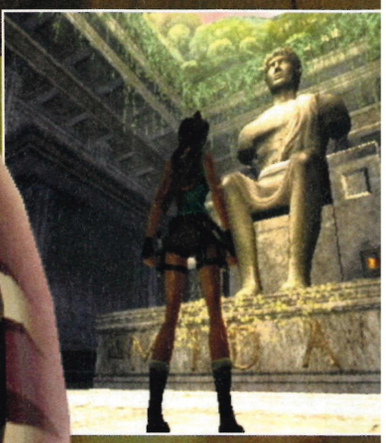
Some puzzles will drive you up the wall

This massive stone water tank ends the Greek chapter

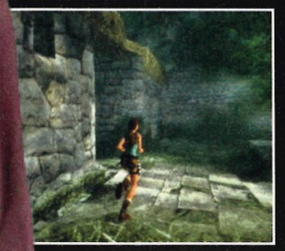
SHOT TO THE HEART

Thanks to the Adrenaline Shot, Lara's a highered gun

To spice up the combat, enemies now become enraged when you've put enough bullets into them. They charge, and you have the chance to get in a mega-damaging Adrenaline Shot. Dodge at the right time and the world goes slow-mo while crosshairs track across the enemy's head. Timing it right means an instant kill in most cases.



Lara's Mansion has a maze and sundial in the garden



Sphinx – still wow, especially if you're a return visitor. Indeed, having pleasant memories of *Tomb Raider* re-ignited is a lovely sensation, as well as testament to how much Anniversary sticks to the roadmap of the original.

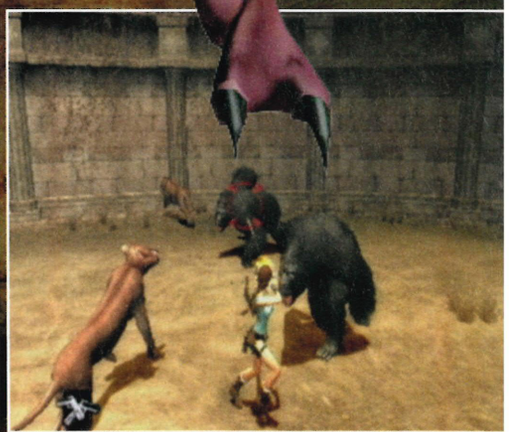
CAN YOU DIG IT?

And that's a good summary of the experience awaiting you. When it all works it feels as good as your memories of the first game do, instead of having those memories put out of joint by actually playing the PS1 version and realising just how much crap we used to have to put up with in the wobbly olden days.

But there will be times when it won't work as smoothly as you'd

Watch out for protuberances: hidden ledges hold treasure!

The Lost World is packed with rickety planks and rotten poles



D'YA THINK HE SAW US?

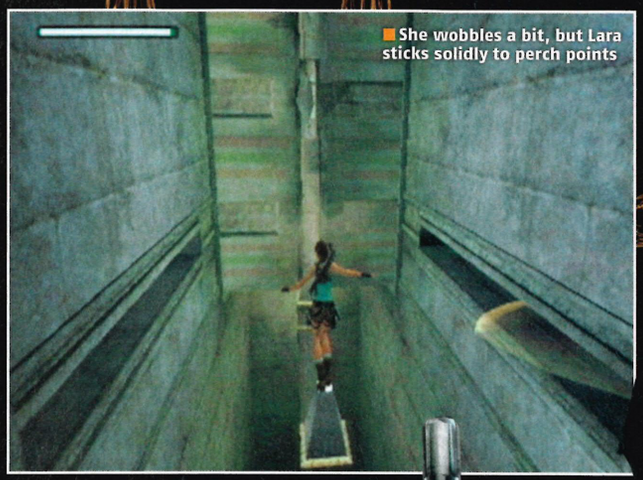
It's time, once again, for the dino to die

While mooching about the Lost World stage, you'll bump into a herd of velociraptors. That's enough of a shock and a tussle in itself, but once you're done with that entrée, the prehistoric buffet is only just beginning, thanks to Anniversary's first proper boss encounter...

What's that coming up behind the velociraptors? Shee-it, it's a T-Rex, and bullets bounce off it like Jelly Babies!

There's nothing to gain by pussy-footing around. Go in close and anger it, and you can get a clean head shot...

... which should dizzy Mr Lizard enough to send him crashing into the wall

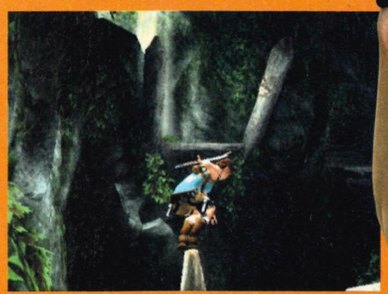


She wobbles a bit, but Lara sticks solidly to perch points

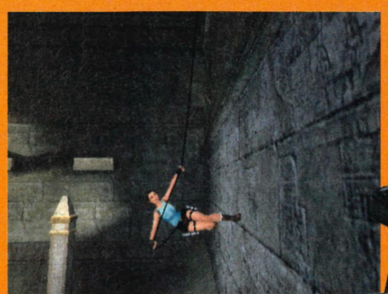
GYM'LL FIX IT

Those legs have been anything but lazy

Additions to Lara's movement set may make purists grumble, but these new manoeuvres don't rock the boat too much and actually add to the fun. She can settle into a perch on the top of a pole, and when wall-running – activated by certain grapple hook points – she can sprint back and forth in a curve, and jump off at a right angle.



As well as shimmying up poles, Lara can squat atop them



The wall run. You can lower or raise yourself before launching, too

have liked. Lara can still misbehave on rare occasions, missing a vital jump or grab because the camera has attempted to pan automatically. The combat's fine, but can still feel humdrum; mind you, we'd rather that than have it wrecked by any needless complexity or having it fleshed out until it eclipses the impression of lonely exploration.

And the checkpoint system is a bit weird. When you die, you restart at the last checkpoint, and you can save at any point to make the most recent checkpoint the one you'll start at when you next boot the game up; nothing strange

THE COMBAT FEELS HUMDRUM BUT WE'D RATHER THAT THAN HAVE IT WRECKED BY COMPLEXITY

■ Fifth floor: hats, gloves and ladies' underwear...

THE REAL EXTRAS

Never mind the sacred Scion artefact. There are other goodies to be found...

As with *Tomb Raider Legend*, collecting secret treasures and relics scattered throughout each stage will unlock bundles of bonus bits: costumes, artwork, music, commentaries and cheats, plus a few special bits that includes a 'note to the fans'. The time trial feature also returns – replay and complete each while a clock tracks just how swiftly you manage it – although these will likely prove tougher this time around, what with the puzzles being so much more substantial and demanding than those of *Legend*.

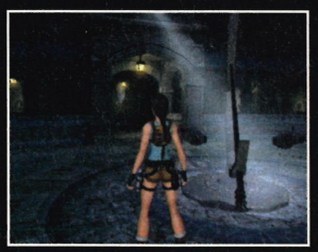
there. The problem comes when you're stuck and want to respawn at the last checkpoint, but you haven't manually saved – then it's a case of finding a way to kill yourself, or simply having to bite down and return to the last point where you *did* save. See? Weird.

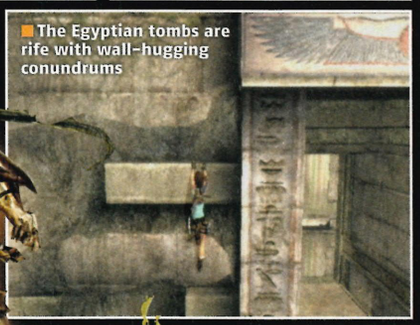
BACK FOR GOOD

Yet despite those issues, *Anniversary* is a success. It pays knowing homage to one of the most highly regarded adventure games without feeling like lazy recycling. And it provides plenty of slow-burning thrills that can snag your attention for hours at a time, so you'd best be ready to put the effort in if you want to get at the immense satisfaction and atmosphere that offers.

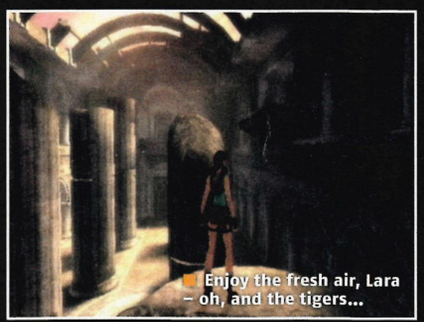
It's definitely not something for dipping into on a whim, and anyone after brutal, nose-cracking action should stick with *God of War II*.

But for the rest of us, this is the *Tomb Raider* game we've long been waiting for. And it speaks volumes about the games market that something that's essentially a remastered update can seem such a breath of fresh air. ■ **Steve Bailey**





■ The Egyptian tombs are rife with wall-hugging conundrums

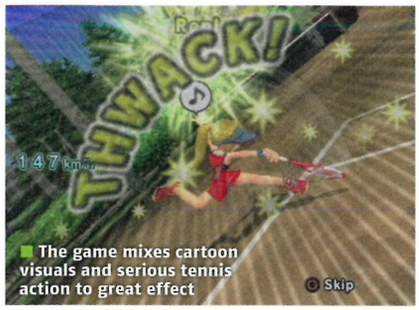


■ Enjoy the fresh air, Lara – oh, and the tigers...

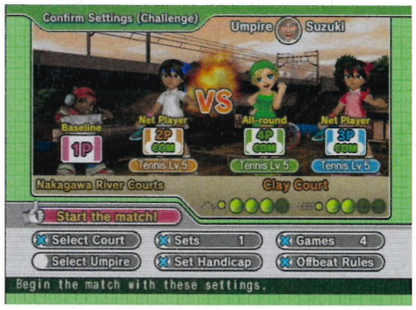
PlayStation 2 OFFICIAL magazine-UK	VERDICT	
Graphics	08	Great lighting, but the odd splotchy texture
Sound	08	Nicely remixed music, spooky ambience
Gameplay	08	Genuinely head-scratching and involving
Lifespan	08	Longer than *Legend*, plus extras to collect

Could be slicker, but stays faithful enough to the original to remain a spellbinding adventure with few rivals

8/10



The game mixes cartoon visuals and serious tennis action to great effect



The AI opponents make mistakes sometimes, too

EVERYBODY'S TENNIS

You'll love-all this deuced fine racket-fest

DETAILS

PUBLISHER SONY
DEVELOPER CLAP HANZ
PRICE £24.99
PLAYERS 1-4
OUT NOW
WEBSITE UK.PLAYSTATION.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

The team behind the excellent *Everybody's Golf* give tennis the same cartoony makeover. Ace!

Sometimes, appearances can be very deceptive. For example, compare *Virtua Tennis 3* with *Everybody's Tennis*. On the one hand, you have an eerily realistic presentation where only the player models' waxy skin betrays their authenticity. On the other, you have fat-headed sub-anime kids yelping at each other.

Now, which do you think will provide the most realistic tennis-playing experience? Surpisingly, it's 15-love to the game with the Charlie Brown-proportioned noggins.

Everybody's Tennis, as the name suggests, is supposed to be playable by everybody. Hence the rather socialist-sounding title and the cutesy, colourful look. But you would be sorely mistaken if you took this to mean the gameplay was simple and shallow.

In fact it has a real devil about it, making for an immensely challenging and addictive game.

STROKE OF GENIUS

The thing that makes it so compelling is the stroke mechanism, which differs significantly from that of *Virtua Tennis*. In *Virtua*, the longer you hold down the stroke button, the better the shot will be, so it rewards players who can get into position sooner. It's so accommodating, however, that most returns will be successful as long as you're in the general area of the ball.

In *ET*, though, you must punch the stroke button just when the ball is in the perfect position. Swinging too early or too late will cause you to miss or misdirect even the easiest shots.

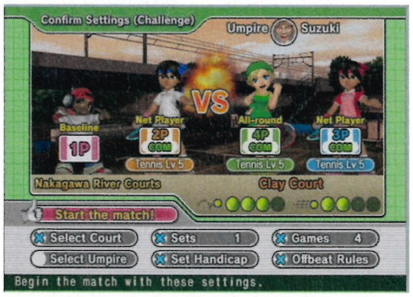
This means that after you scramble into position you need the composure to thwack the ball sweetly. Swinging a fraction too late or too early will affect the speed and direction of a shot, which can have dire consequences because your AI opponents are extremely cunning.

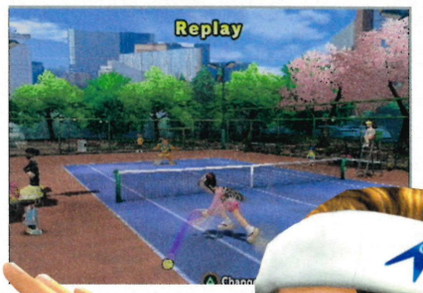
Oh yes, they may all look sweet and innocent but they are ruthless on the court and quickly punish mistakes by dominating the rally according to their own specific playing style.

Hit anything half-court to a strong volleyer and they'll pounce on it to strike a deep approach shot and then dominate the net. Bassliners are experts at punishing poor footwork and sloppy timing.

COURT JESTER

The sharp AI has two positive effects. It creates a game where every single shot has to have purpose and every rally must be thought about. And it creates a compelling single player game,





Despite the cartoony look, it's a real challenge

PERFECT TIMING

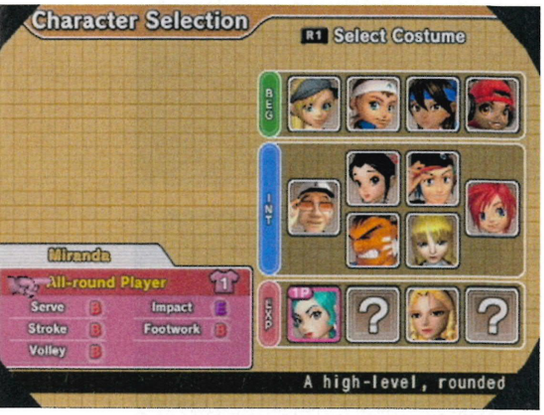
To master *Everybody's Tennis* you must learn how to time your strokes. Onscreen indicators let you know how well you're doing: pictures that appear in small speech bubbles above your player's head

Those musical notes mean you've hit it perfectly so it will speed directly into the corner of the desired area

A single note means it's okay. The ball will land roughly in the area that you wanted it to

A hare means you swung too early. This will affect the ball's speed and accuracy and it could well land out

A tortoise means you hit the ball too late and again, it could well land miles away from where you hoped



something *Virtua Tennis* has never managed.

Virtua's luscious visuals and beautifully balanced control system will mean it will remain many gamers' first choice, of course. But with *ET*, Clap Hanz has created a credible alternative, one that is superior in many ways.

So don't be put off by *Everybody's* puppy dog eyes and eager-to-please attitude. This is a game with a lot of balls. ■ **Dave Harrison**

PlayStation 2 OFFICIAL MAGAZINE UK	VERDICT
Graphics	06 Sweet, but stays the right side of sickly
Sound	06 Not as irriating as you might imagine
Gameplay	08 Inspired and with considerable depth
Lifespan	08 Multiplayer options keep it fresh

Maintains the* Everybody's *good name by being a deceptively brilliant sports sim that constantly surprises and challenges

8/10

■ **Despite her dislocated right leg, she played on**

EVERYONE FOR TENNIS

Play through the Challenge Mode and you unlock a bunch of playable characters, each with a unique on-court style. Their abilities are rated A to F (A is good, F is bad) so you can pick one you like – but they all present challenges, too

YELENA

All-round player

SERVE	E
STROKE	F
VOLLEY	E
IMPACT	A
FOOTWORK	D

One of the weakest characters, but she's fairly quick around the court and okay at the net

YUKI

All-round player

SERVE	E
STROKE	E
VOLLEY	F
IMPACT	A
FOOTWORK	E

Yuki suffers from poor technique and can't manipulate the ball well but is a clean hitter

JUN

Net player

SERVE	E
STROKE	F
VOLLEY	C
IMPACT	B
FOOTWORK	C

Surly and tough to play against, but her expert volleying makes her a great doubles partner

JJ

Bassline player

SERVE	F
STROKE	E
VOLLEY	F
IMPACT	B
FOOTWORK	A

JJ is like lightning around the court and his high Impact rating makes it easy to time shots

SUZUKI

Bassline player

SERVE	D
STROKE	D
VOLLEY	D
IMPACT	C
FOOTWORK	C

A wily and experienced player who's quicker on his feet than you might think. Umpires the occasional match, too

MOMOKO

All-round player

SERVE	D
STROKE	D
VOLLEY	C
IMPACT	C
FOOTWORK	D

Cute as a button, Momoko mixes her tactics well: she's able to slug it out from the baseline or dominate the net

KAITO

All-round player

SERVE	D
STROKE	D
VOLLEY	C
IMPACT	C
FOOTWORK	C

Grouchy, snarling thug who's an expert at punishing poor passing shots and weak lobs at the net

CAROL

Bassline player

SERVE	C
STROKE	C
VOLLEY	E
IMPACT	D
FOOTWORK	B

A punky, spunky lass, supposedly British and a left-hander. Fast and able to control rallies from the baseline

ROCK BULL

Big server

SERVE	A
STROKE	D
VOLLEY	B
IMPACT	D
FOOTWORK	F

A giant of a man, Rock Bull has an explosive serve and can follow it up with punchy volleys

GLORIA

All-round player

SERVE	C
STROKE	C
VOLLEY	C
IMPACT	D
FOOTWORK	D

Hailing from eastern Europe, this blonde bombshell can pay back shots with interest from any part of the court

MIRANDA

All-round player

SERVE	B
STROKE	B
VOLLEY	B
IMPACT	E
FOOTWORK	B

A bit of a hottie and a joy to play with – so to speak. Her only weakness is the timing of her shots

LOLA

Net player

SERVE	B
STROKE	C
VOLLEY	A
IMPACT	E
FOOTWORK	C

Only precise lobs and intelligent shot selection can prevent Lola from coming to the net and taking her opponent to the cleaners

RYU

Bassline player

SERVE	C
STROKE	A
VOLLEY	D
IMPACT	E
FOOTWORK	D

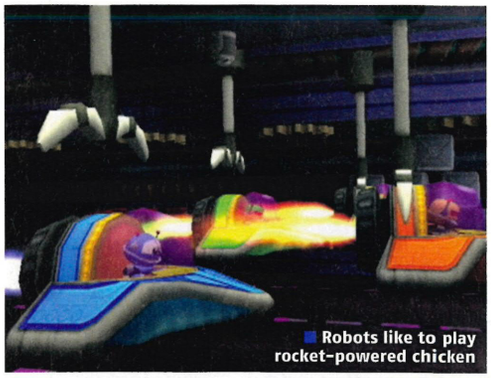
Excellent from the back of the court, but very vulnerable to drop shots and quick counters

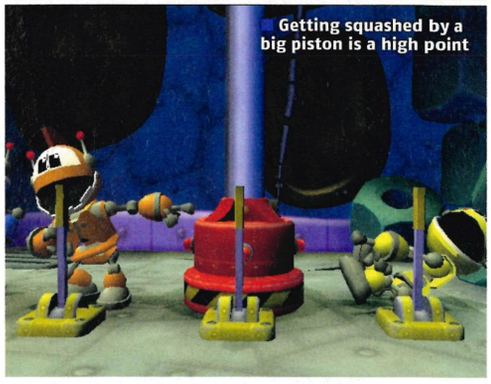
WILL

All-round player

SERVE	A
STROKE	B
VOLLEY	A
IMPACT	F
FOOTWORK	C

Arrogant and just asking to be taken down. Trouble is, his serve is so strong that it's very hard to break him


Robots like to play rocket-powered chicken


Getting squashed by a big piston is a high point

Colour-matching with robots: this is about as exciting as *RoboJam* gets

BUZZ! JUNIOR: ROBOJAM

Your plastic pals are fun to be with... some of the time

Sony spreads its RoboJam far too thinly

DETAILS

PUBLISHER SONY
DEVELOPER SONY AUSTRALIA
PRICE £19.99 (GAME ONLY) £39.99 (WITH CONTROLLERS)
PLAYERS 1-4
OUT 1 MAY
WEBSITE WWW.BUZZJUNIOR.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

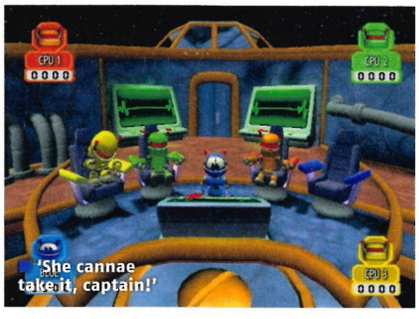
AT A GLANCE
The latest mini-game mayhem from the *Buzz! Junior* series, this time set in outer space and starring robots

Good mini-games are easy to spot. They should be straightforward to grasp, simple to play and generate the type of ire that is usually reserved for slights against ones parents, century-old blood feuds and paper cuts. A bad mini-game is one that is straightforward to grasp, simple to play and generates total indifference.

It's with this in mind that we approach RoboJam, a mini-game collection from Sony that's been designed to make use of the *Buzz!* controllers. Instead of being used to answer trivia questions, the coloured buttons are here used in competitive tests of skill and timing.

YOUNG GUNS

It's the second time this has been done. First was *Buzz! Junior: Jungle Party*, a compendium of short challenges starring monkeys and set against a rainforesty backdrop. In *Buzz! Junior: RoboJam* we have an intergalactic theme with four cheeky robots instead of simians. But the aim is the same: to amuse, excite and provoke healthy competition. Does it succeed? Barely.



The problem with *RoboJam* is that for all the perky presentation and chuckling animated cans, the quality of the mini-games is too weak.

There are 25 in total and you could only class four or five as being good, using the previously mentioned criteria.

The worst ones include a bizarre galactic goal-keeping game and a asteroid blasting contest that both require each player to take a turn at the challenge. This leaves everyone else sitting idle for three-quarters of the time, halting any competitive momentum that was generated by the previous games.

SOME GAMES LEFT US ONLY WITH THE FEELING THAT WE'D HAD TIME STOLEN THAT WE'LL NEVER GET BACK

Then there are other games that come across as pure fillers, such as collecting nuts on floating platforms or playing an extra-terrestrial version of Whac-a-Mole. These left us only with a feeling that we'd had time stolen from us that we can never get back.

But sometimes a game turns up that's funny, addictive and, importantly, gets a stick and pokes the bear of competitiveness that's caged within us all. For instance there's a cute homage to *Asteroids*, and a test of nerve involving a hydraulic crushing machine that really gets under your skin.

But the excitement, back-slapping and trash-talking are over almost as soon as they begin and the boredom starts to set back in, especially when the next challenge is just a drawn-out version of Snap.

ROBO SLOP

For sure, *RoboJam* is aimed at kids, but good children's games should appeal to all, especially if the idea is to get families playing together.

To be honest, the only real advantage of these *Buzz! Junior* games that we can see is that they are a cost-effective way of participating in four-player gaming without the need to get a multitap and four DualShock controllers.

Unfortunately, all this cheap multiplaying provides is fleeting, and rather isolated, cheap thrills. ■ **Dave Harrison**

PlayStation.2 OFFICIAL MAGAZINE UK VERDICT

Graphics	06	Bright and bouncy but lacking real charm
Sound	07	Good sound effects for the robots' cackling
Gameplay	05	Not enough games with wit or cunning
Lifespan	05	Won't stand up to that much repeat play

Designed to satisfy only the very easy-to-please, and therefore bound to disappoint anyone expecting a game of real bite

5/10

THE GOOD

These are the mini-games that make you laugh, cry and possibly hate the other players

PISTON PERIL
See who can stay under the piston for longest without getting crushed. You need nerves of steel!

BASKET EYE-BALL
A classic test of rhythm and timing in which you must loop shots to complete robots

CRASH TEST DUMMIES
A game of chicken in which you have to time your braking to maximise your points

GALAXY GRAB
Zoom across the screen trying to snap up the power-ups while avoiding the black holes

ROBOT TELEPORT
Move round the platforms to knock off your opponents. This one requires real thought and strategy

THE BAD

The ones that are annoying to play or completely forgettable

ROCKET ROBOTS
Tedious target practice while sat in miniature tanks

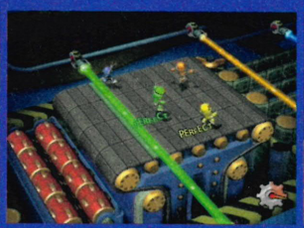
SAUCER SHOOTOUT
Random, badly thought-out blasting that seems to require no skill at all

SPACE JUMPING
Drop into a cave while pressing the odd coloured button. Uninspired

BARREL BASHING
Mind-numbing 'match the colour' challenge that outstays its welcome

BUG BLAST
Colour-matching shooting range that's just like Mad Mallets

MAD MALLETS
Whac-A-Mole type of thing that's just like Bug Blast



CRAZY CONVEYOR
Three dull rounds of skipping over a laser beam and nothing else

GO NUTS!
Another nut-collecting game! How many nuts do these robots need?

HIGH DIVE
Target practice that rewards the awake rather than the skilled

NITRO RACING
Button-tapping race with explosive consequences if you're too hasty

ODD BOT OUT
Spot the odd one out. Yep, it's as inventive and as exciting as that

PILLOW FIGHT
A test of reflexes and the ability to recognise a colour. Real dull

PLUMMETING PLATFORMS
Messy but dull scrap to pick up nuts off some platforms that lower

ROBO ROLLER
Just like Crazy Conveyor but with some colour-matching

POP-UPS PAIRS
A multi-player game of Snap that challenges the will to live

AND THE PAINFULLY DRAWN OUT

The games that seem to take an eternity to play, and not in a good way

COSMIC KEEPERS
Take it in turns to swat coloured balls away from coloured goals

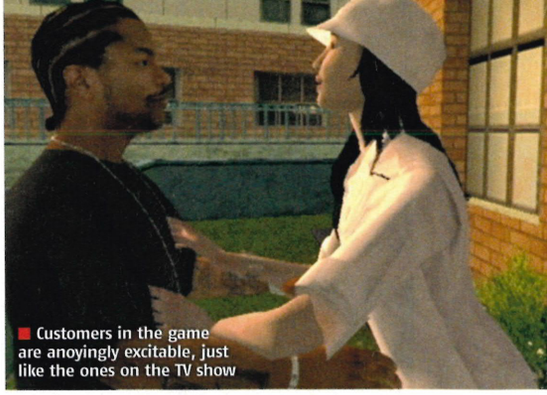
ROBOT THROWING
Ever been tossed by a giant robot? Well here's your chance

OCTO-BEAT
Three rounds of the dullest rhythm action game ever, with horrid music

ASTRO BLASTER
Take it in turns to fire one missile. Everyone else falls asleep

CRAZY COOK
A seemingly endless test of who can fart the most without being seen

The shiny end product of a hard day's pimpin'


Customers in the game are anoyingly excitable, just like the ones on the TV show

PlayStation 2

DETAILS

PUBLISHER ACTIVISION
DEVELOPER EUTECHNYX
PRICE £39.99
PLAYERS 1
OUT NOW
WEBSITE WWW.EUTECHNYX.COM
60HZ MODE NO
SURROUND SOUND NO
ONLINE NO

PIMP MY RIDE

In a world of street racers, this is the mod one out

AT A GLANCE
Help MTV's favourite rapper Xzibit turn a handful of lucky punter's cars into full-on pimped rides

We've been playing *Pimp My Ride* for for only an hour and we've already installed a mini-anvil into the back of a hatchback, been given a Pimp Hint and danced in front of a group of factory workers who showed up to admire our car.

But somehow, it's hard to muster up the enthusiasm to play any more. Of course we must, in the spirit of fair reviewing, but sadly it continues to be more dross than boss.

You have to build up enough cash to pimp out your customer's car, so first off you travel around showing off in your own vehicle.

You can Ghost Ride your Whip (a rhythm mini-game involving dancing alongside your driverless car as it rolls down the street), Cruise and Holla or knock down billboards.

UNDER THE HOOD

Once you've pocketed enough dollars, you're ready to pimp the ride, but there's a catch. You're going head to head with another pimper, who will be modding the same style ride, so it's important yours looks the best.

But the pimping itself is massively disappointing. All it involves is you driving round the city, stopping at garages and playing a set of mini-games to lower the price of the parts. You can choose the custom mods you install, but the options are limited. Once you deliver the car... you start on another customer.

And that's it. After you've been through the process once, you've seen all *Pimp My Ride* has to offer. Each client demands you trudge through the same mini-games over and over again, and they get tiresome very quickly.

A LOAD OF OLD CARS-E

Driving around doesn't spruce up the action either, especially since every time you hit another car you earn cash. This seems odd: surely you should be penalised for smashing up the car you just spent half an hour pimping?

Not that the damage would be too noticeable. The car models are plain ugly, the handling is ridiculously light and the physics are laughable. Knock into another car and it'll fly into the air as if it's been slammed by a wrecking ball.

Never mind the rides, this whole game is one step from the scrapheap and in need of some serious pimping itself. ■ **Andy Hartup**

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT	
Graphics	04	Dull environments, naff car models
Sound	04	Monotonous rap soundtrack
Gameplay	04	Repetitive and dull
Lifespan	03	You'll be bored within an hour

A collection of mini-games and a couple of dreadful driving sections. Just watch the show and play **Need For Speed Carbon**

4/10

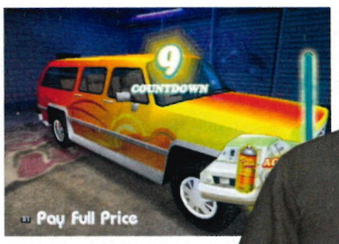
When *Burnout* has nightmares this is what it sees

HAGGLE FOR YOUR HOOPTIE

When you're pimping a ride, you'll be able to play mini-games to knock down the price of parts

These rims will cost far less if you rotate the left thumbstick like a madman and help screw in the bolts yourself

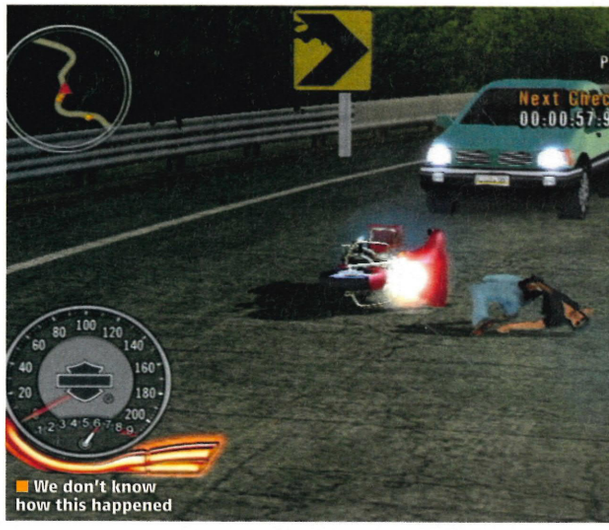
It seems the team is having trouble fitting the speaker into this cut-out hole! Help them out by tapping ⊗



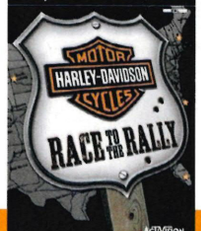
Tap combinations of buttons to give the car a new paint job – quickly, your cash wad is shrinking...

A miniature recording studio in the boot of a car. How, er, useful

Chaining stunts together is rewarded with boosts


We don't know how this happened

PlayStation 2



HARLEY-DAVIDSON: RACE TO THE RALLY

Could have been hog heaven. Instead, it's hogwash

DETAILS

PUBLISHER ACTIVISION
DEVELOPER SAND GRAIN STUDIOS
PRICE £19.99
PLAYERS 1
OUT NOW
WEBSITE WWW.ACTIVISIONVALUE.COM/TITLES/HARLEY/
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

Ride and customise Harley-Davidson motorbikes in a sub-standard road racer

Making a Harley-Davidson game isn't as easy as it would first appear. A game that revolved around a man's mid-life crisis, the purchase of a Harley, his gradual induction into the rowdy biker world and the subsequent dissolution of his family after he brought home a bevy of short-shorted slutlets would be tough to pull off.

So you can't fault the developer of *Harley-Davidson: Race to the Rally* for taking the easy option: the straight racer. Still, they forgot one thing. Harleys are for cruising, not for the bruising quasi-combat offered up here.

As such, *Race to the Rally* captures none of the noble rebellion that the iconic Harley hog personifies. Instead, the game positions itself as a hard-ridin', Harley-based version of *Burnout*, dangerous driving reward system and all.

It's a style of gameplay that doesn't suit these beautiful machines one bit. So, sadly, ogling and tuning your burgeoning collection of Harleys in your virtual garage is by far the best part of the game.

The tracks (modelled on such iconic strips of asphalt as Route 66 and Big Sur) are overlong, the AI laughably inept, and the handling pitiful.

Eventually, you'll have suped up your ride enough to make racing almost a passable thrill, but even then your minimal enjoyment is marred by a series of bugs, framerate collapse, and stomach-churning visuals - all of which could have been avoidable had Sand Grain Studios bothered to, like, finish the game.

You'll also unlock additional riders as you progress, but apart from their politically correct racial distribution, they're seemingly indistinguishable in terms of riding ability.

Oddly, despite the Tour Mode giving you the impression of being a young gun starting off in the Harley racing world, you're able to change rider at any point in the game, muddling the illusion somewhat.

CHOPPER LOAD OF THIS

Crashes, with your rider's spaghetti limbs flailing unrealistically, are interesting at first. But we soon got tired of them as the game's gimped physics forced us into unintended pile-up after tragic smash-up.

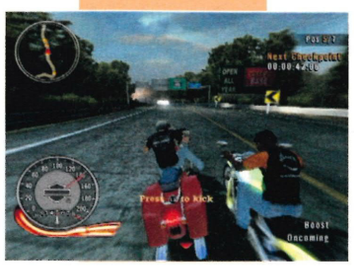
It's a cardinal rule of gaming: don't punish the player for something they didn't do. Buggier than the Amazon rainforest during the rainy season, *Race to the Rally* doesn't so much break this rule as smash it into dust and blow it into the player's face.

You're better off with a DVD of *Easy Rider*. And, should you happen to know anyone with a real love for Harley-Davidson motorcycles, it is your moral duty to warn them to stay away from this game. ■ **Mike Sterry**

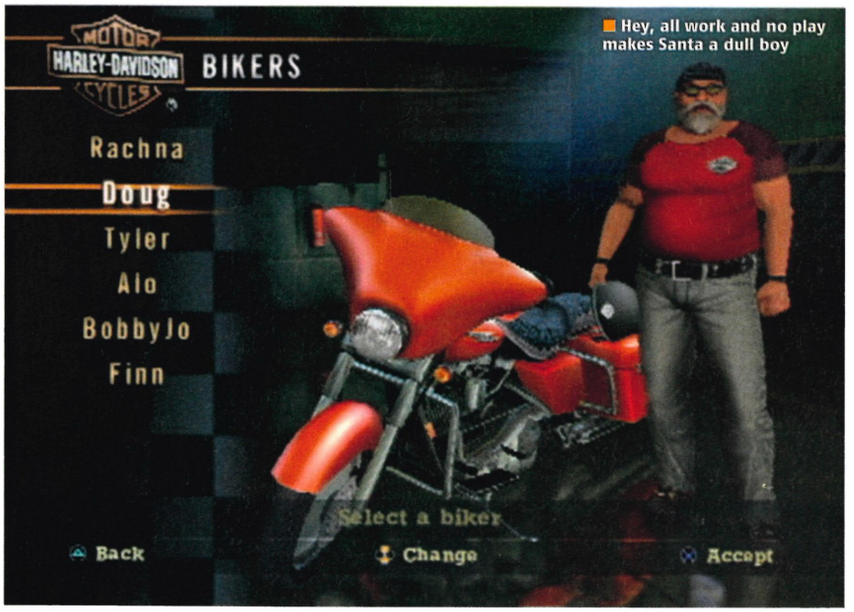
PlayStation 2 OFFICIAL MAGAZINE UK	VERDICT	
Graphics	03	Insulting to the beauty of these machines
Sound	05	The music of your dad's misspent youth
Gameplay	03	Doesn't really apply here
Lifespan	03	You won't be able to stand it for long

An offence to Harley lovers and gamers alike, Race to the Rally *crams all the worst crimes in gaming into one package*

3/10



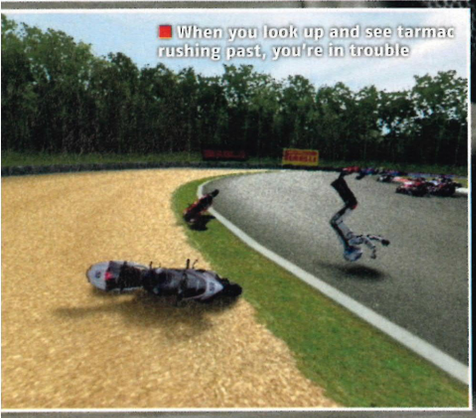
Spray-painting your ride: the highlight of the game



Hey, all work and no play makes Santa a dull boy

SBK is hardcore. It'll be a while before you're pulling victory wheelies

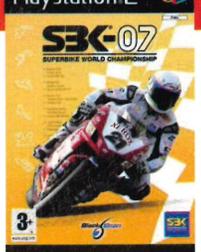
Racing in rain: like riding a rocket-powered penny farthing


When you look up and see tarmac rushing past, you're in trouble

It's safer to concentrate on the road ahead, mate

SBK-07 SUPERBIKE WORLD CHAMPIONSHIP

Superbikes? Check. Super hard? Check. Super game?



DETAILS

PUBLISHER KOCH
DEVELOPER BLACK BEAN/MILESTONE
PRICE £29.99
PLAYERS 1-2
OUT 18 MAY
WEBSITE WWW.BLACKBEANGAMES.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND YES
ONLINE NO

AT A GLANCE

Hop onto a two-wheeled firecracker and jostle for the win with fellow nutters

There are probably some people who are really excited about *SBK-07 Superbike World Championship*. People who really *care* about motorcycle racing. And it's not like that's a bad thing; after all, the game is stuffed with stars of the sport – Troy Corser, Max Biaggi and the man who beat the *MotoGP* boys at their own game in the season finale last year, Troy Bayliss. Not only that, but Milestone is an old hand at bike games, having created the classic EA *Superbike* titles on PS1, and last year's *Superbikes Riding Challenge* as well.

So with the sport in rude health and a veteran development squad behind the title, what could possibly put a spanner in the works?

Well, the *MotoGP* series, for a start, which is based on the Superbike championship's brasher, faster and more theatrical younger brother. The last in the series, *MotoGP 4*, was extremely slickly produced, featuring bikes that would hold their own in an F1 race. And the biggest personality in the sport, Valentino Rossi, is parked firmly in that particular paddock.

So *SBK-07* may start from strong foundations, but it has a mountain to climb.

TORRENTIAL PAIN

It's certainly not all fun in the sun on the Superbike circuit

One of the best aspects of *SBK-07* is a feature that's often forgotten in racing games – wet-weather effects. With realistic spray on the camera and great reflection effects on the tarmac, Milestone's efforts ensure that the three British tracks on the calendar look absolutely convincing. If you think these bikes are difficult to tame in the dry, just wait until you try and keep one between your legs in a downpour.

CROTCH ROCKETS

The first thing a hardened biker will look for (and with so much scar tissue and so many metal plates, most bikers are indeed hardened), is how close the physics engine gets to making you feel like you're in control of a snorting, tarmac-swallowing racing machine. The good news is that *SBK-07* does a reasonable job.

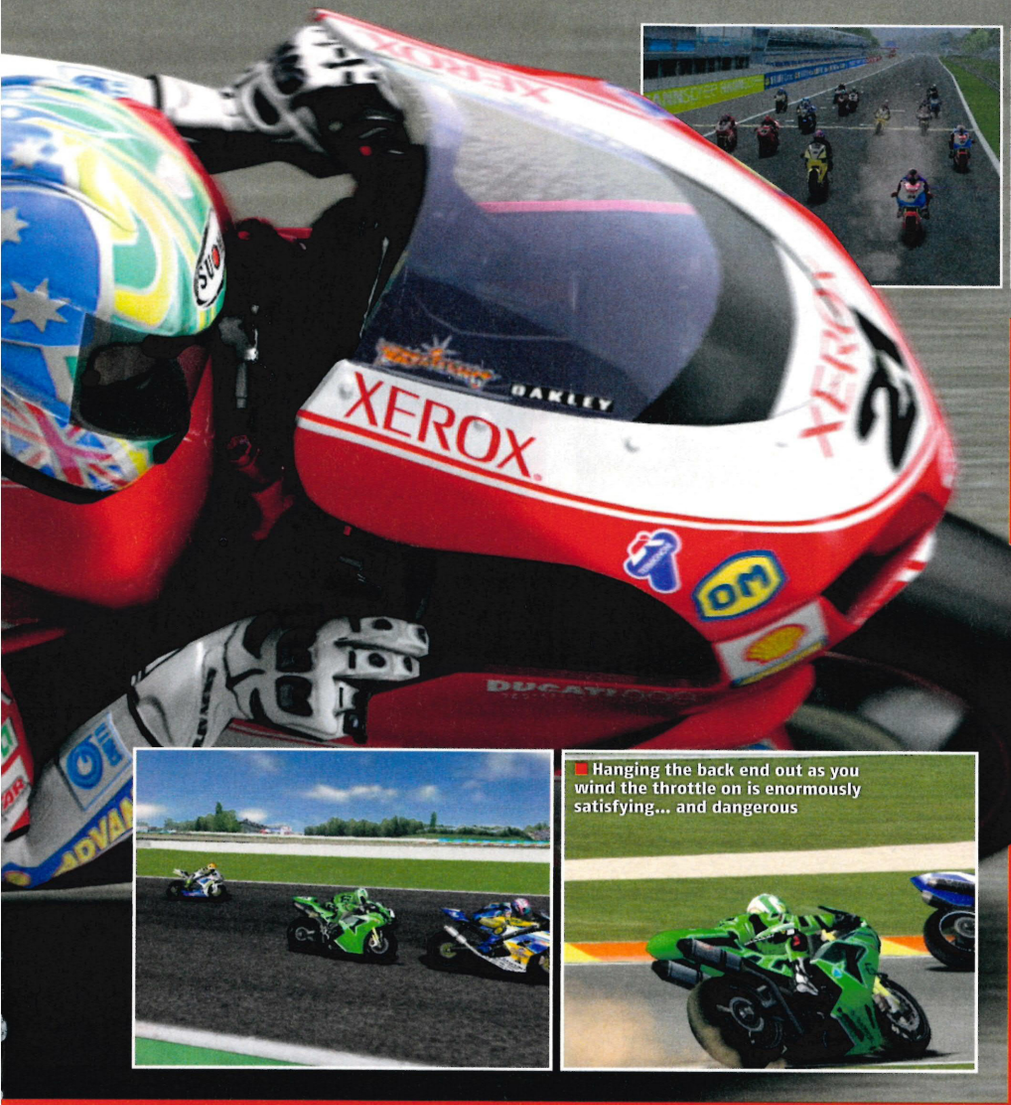
KEEPING CONTROL OF THE REAR IN HIGH SPEED CORNERS IS A DARK ART

On loading, all the driving aids are switched on, in what the game calls Arcade mode. You'll want to get rid of some of the more obtrusive ones – why anyone would want to play a racing game that does the braking for you is beyond us, for example – but you do get a wide range of options to tailor the complex handling model to suit your particular talents.

Don't be tempted to whack it straight on simulation, though, because trying to juggle independent front and rear brakes, rear wheel slide and tyre wear from the off will mean you spend far more time cartwheeling over the gravel trap at 150mph than actually racing.

There are some great touches that show Milestone has really thought about the handling. For example, it's great to see the bike really squirm under heavy braking, and keeping control of the rear end in high speed corners is a dark art, especially in the wet.

The only major issue we had was that, while it's really easy to drop the bike in a lowside (when you lean too much into the corner and the bike topples over like a sack of spuds), we only experienced one highside accident (where the back wheel steps out so far that the bike stops, pitching the rider into the air) in our time with the game, despite it being a common feature of real-life racing.



Please, this is no time for a lie-down

Hanging the back end out as you wind the throttle on is enormously satisfying... and dangerous

CRASH COURSE

The reason 90% of viewers tune in

FIRST CORNER INCIDENT
Superbikes have terrible brakes, so if you're close behind someone you're likely to be surprised when they throw the anchors out

LOW AND BEHOLD
You don't want the bike to be this low, because you're in danger of dropping it in a lowside accident. Unfortunately, this is exactly what you want to do if you've come into the corner too quickly and run wide

ARTIFICIAL STUPIDITY
It won't just be you that makes mistakes. Every so often one of the computer riders cocks it up hilariously, leaving you to sail past – guffawing as you go

More could have been made of the crashes, too. They're spectacular, but the camera cuts away quickly, so those amazing pile-ups that end up with half the field rattling along on their arses just aren't to be seen [sicko – Ed].

THE SKIDS ARE ALRIGHT

Black Bean and Milestone's development team clearly don't have money pouring out of their ears, so compared to the big budget gloss of the *MotoGP* or the lovingly crafted *Tourist Trophy*, *SBK-07*'s bikes do look a bit shonky. Still, when you're mixing it up with 21 other adrenalin junkies around faithful representations of famous circuits – with a very healthy sensation of speed – it seems churlish to complain.

Presentation wise, *SBK-07* is entirely capable of competing with the big boys, boasting all the official teams and riders, video previews of every circuit and some rather tasty umbrella girls to help while away the loading times.

If you're handy enough to actually get on the podium, there are bonuses such as ghost laps by the developers and video footage to unlock. If you get bored of simple racing, there's a fiendish Challenge mode with acceleration, overtaking and skidding missions that require grim determination and focus to complete.

If you know your motorcycle racing, you'll appreciate *SBK-07* is an impressive rendition of the sport. While there are some out there who will be super-enthused by the prospect of a new

'No, no, this is definitely a short cut, I'm sure of it'

Superbike game, for most people, wrestling with the realistic handling is likely to seem a little too much like hard work.

But if you've dabbled in *MotoGP* and feel like graduating to a simulation of the sport, or excel at driving games and want a new challenge, you'll find plenty to love here. ■ **Mike Channell**

PlayStation 2 OFFICIAL MAGAZINE UK VERDICT

Graphics	06	Good animation, but too many hard edges
Sound	08	The engine samples are excellent
Gameplay	07	A touch too hardcore for beginners
Lifespan	07	Loads of unlockables will keep you busy

It's good to see someone taking bike racing seriously, but make sure you can do without stabilisers – this is no easy rider.

7/10

Time-travelling as Wilbur Robinson is surprisingly fun even if you're not a fan

MEET THE ROBINSONS

Quite literally full of invention

DETAILS

PUBLISHER DISNEY
DEVELOPER AVALANCHE
PRICE £24.99
PLAYERS 1
OUT NOW
WEBSITE DISNEY.GO.COM/DISNEYPICTURES/MEETTHEROBINSONS/
60HZ MODE YES
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

Action-adventure based on the events of Disney time-travel cartoon *Meet the Robinsons*

When a game has an automatic jump feature, our game-reviewers' alarm goes 'awooga awooga'. It's usually a sign that the developers think you're an idiot. You can't be trusted to tap ⊗ whenever you're near a gap so they have created a game where there's no danger of being distressed, challenged or entertained in anyway.

The alarm bells ring even louder when the game's based on a family cartoon blockbuster: such titles usually have more to do with marketing than magic.

So it was with almighty, bacon-sandwich-dropping surprise that we discovered that, despite displaying both these characteristics, *Meet the Robinsons* the game is a compendium of fascinating ideas and charming play.

Evidently the automatic jump is in there to speed things up because there are so many more interesting things you could be doing.

TIME ARTIST

You control Wilbur Robinson, youngest in the futuristic family of inventors, and must retrieve the family time machine which has been stolen by the mysterious and evil Bowler Hat. This requires using the prototype time machine in the family's mansion to chase the fiendish felon through the aeons.

What elevates *The Robinsons* above most action adventures is that it doesn't rely on combo scrapping or endless power-up collection to drive the game. Instead, every level is puzzle-based and you must use Wilbur's wonderful gadgets to solve them.

They include a Scanner to analyse objects, a Chargeball that fires electric bolts and a Levitation Ray that lifts heavy things.

These might not be in the same class as, say, Ratchet's gadgets, but they're sophisticated enough for engaging puzzles to be constructed: for example, forcefield platforms that need charging from distance or a route forward that must be created by stacking blocks.

To help matters, it all looks extremely polished, convincingly replicating the look and atmosphere of the film. And instead of boringly following the plot of the film, the game weaves in and out of the story, making it a perfect accompaniment for fans.

The game maintains the film's look and feel

THE CHARGEBALL GLOVE

One of the best gadgets in the game is the Chargeball Glove. It's not really an invention, more a piece of futuristic sports equipment. Chargeball is an aggressive, Tron-like virtual sport that involves firing bolts of electricity into a goal. This can then be taken into the game's 'real' world and used to attack robots and tamper with switches. Handy!

This is the Chargeball game that you play in between saving the world

The glove then becomes your primary weapon for attacking enemies

Using the manual aim you can chart a path for the bolt and have it bounce off several targets

There is a downside though: the lock-on aiming comes very close to ruining all the good work. Hitting L1 doesn't necessarily target the nearest threat to you; instead it often locks on to an inanimate object that's there to be scanned.

This really doesn't help when under attack from the (very camp) killer robots or ants, and trying to correct the auto-aim by hand can turn the action into a twitchy mess.

With care and patience this problem can be overcome, though, and with the quality of the rest of the game so high it's worth the effort.

Of course there are better action adventure games on the market. But it's not often that a film spin-off, and an unheralded one at that, surprises and delights as much as this... even if it doesn't trust you to handle the jumping yourself. ■ **Dave Harrison**

PlayStation 2 OFFICIAL magazine-UK VERDICT

Graphics	07	Replicates the look of the film very well
Sound	04	We recommend turning the music off
Gameplay	07	Constantly surprising and enjoyable
Lifespan	06	The levels are sizeable but too few

Some issues with the control system can't stop this being a fun and surprisingly enjoyable game for fans of the film

7/10

PAC-MAN WORLD RALLY

Packed full of pac-tastic pac-tion

DETAILS

PUBLISHER NAMCO
DEVELOPER SMART BOMB INTERACTIVE
PRICE £39.99
PLAYERS 1-2
OUT NOW
WEBSITE WWW.NAMCOGAMES.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

We'd like to tell you that *Pac-Man Rally* is a breath of fresh air in the Mario-clogged world of kart racing. Sadly, we can't. The similarities to the Italian plumber/racer/footballer/sellout's work are overwhelming, from the use of weapon pickups to the 'jump, right, left, hold, *hold*...!' power-sliding techniques.

That's not to say, though, that there aren't enough innovative features to keep Pac-fans happy, from the inclusion of familiar faces such as Ms Pac-Man, Pac-Devil and various Ghosts, to the nostalgic Pac-tunes.

The Pac dots also return. Trigger a Power Pellet switch and hundreds of golden dots will appear; grab enough to fill your Pac-mobile meter and you'll transform into a massive Pac monster, while your enemies turn into ghosts... you can see where this is going.

Taking the powerslide technique further, if you hold one for long enough to fill the Slide meter you'll earn a Guardian Pac: a little guy who'll protect you for a short period of time. And you definitely need him, because competitors will ram you from every side and all manner of fruit-based projectilees are hurled in your direction.

DESSERT COURSE

The courses are pretty hazardous but, adding another dimension to the action, if you activate a Fruit switch, a fruity shortcut will open up.

Single player mode gets stale after completion but there are plenty of multiplayer options to entertain you and your mates: free-for-alls, deathmatches and the rather, um, tastelessly named Binge mode, where you eat as much fruit as you can find. After all, Pac-Man is about eating everything in sight, not cashing in. ■ **Kim Richards**

PlayStation 2 OFFICIAL MAGAZINE UK VERDICT

Graphics	06	Slightly outdated, but colourful enough
Sound	05	Nostalgic in places, annoying in others
Gameplay	06	Rock 'ard rivals, easy-to-learn controls
Lifespan	07	Multiplayer will keep you going for a time

A fun, competitive racer. There are enough features, options and unlockables to entertain but it does feel 'been there, done that'

6/10

SKATE ATTACK

Fight robots on a skateboard – or actually, don't bother

DETAILS

PUBLISHER MIDAS INTERACTIVE
DEVELOPER ZEROSCALE
PRICE £19.99
PLAYERS 1-4
OUT NOW
WEBSITE UK.PLAYSTATION.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

So many game companies seem to think that extreme sport games are a quick and easy way of bringing in wads of cash. Probably they've been looking at the *Tony Hawks* series and saying to themselves: "We'll have a bit of that, thank you very much!"

But there are many criteria to fulfil to make a good skate game. And *Skate Attack* barely scrapes the most basic of these.

The action is slow, the tricks are no more than your five-year-old brother could probably pull off – in fact, the game pretty much insults skateboarders in its entirety.

The unusual idea of basing the action in the future could have been a redeeming feature, but it just isn't used well enough. A giant robot called Virus (they must have thought hard about that one) is causing havoc and mayhem, even going as far as kidnapping your mate. You have to complete a series of trials to get him back.

The thing is, the trials are all along the lines of 'grind this rail to do blah', 'hold a lip trick for 20 secs to do blah blah', and 'collect these items to blah de blah de blah'.

GRINDINGLY OBVIOUS

The only breaks from the norm are a few battle scenes that try to advance the tepid storyline, but these simply consist of jumping onto a robot's head until it explodes, probably from embarrassment. The graphics and locations look bland and outdated, the missions are unoriginal and tired and the boring multiplayer mode consists only of setting yet more trials.

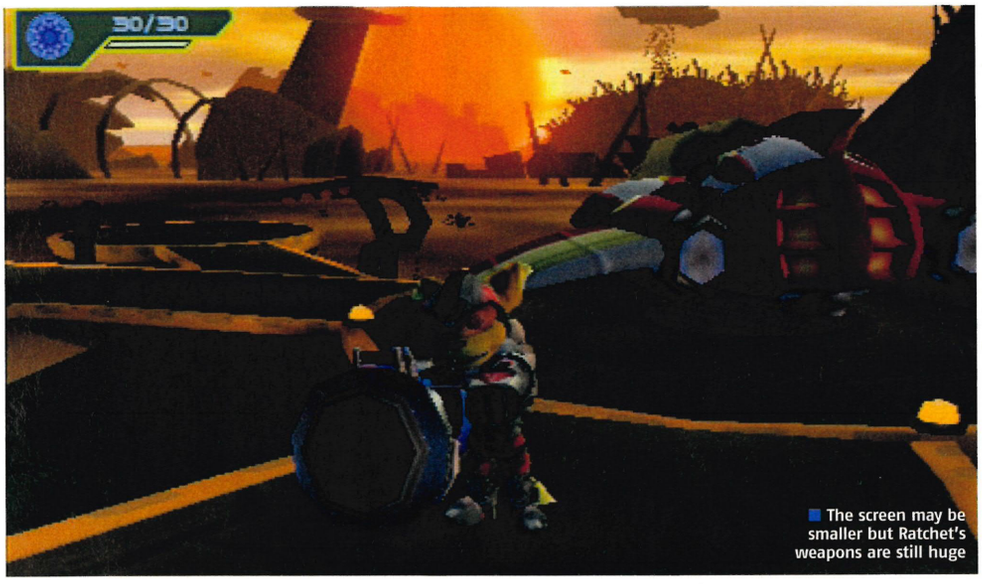
There are unlockable features, sure: boards, players, multiplayer levels. But, obviously, this is nothing that hasn't been done before, and done a lot better. Tony, where are you? Your people need you. ■ **Kim Richards**

PlayStation 2 OFFICIAL MAGAZINE UK VERDICT

Graphics	04	Poorly detailed, old-fashioned and fuzzy
Sound	04	Thin effects and a gimmicky soundtrack
Gameplay	03	Some controls interfere with others
Lifespan	03	So tedious, it's tempting just to turn off

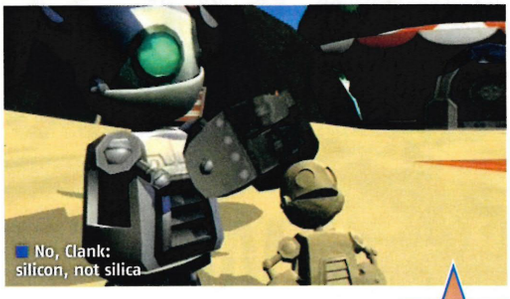
Appears to be trying to target younger skaters, but is uncool and stagnant. Doesn't even have guys in baggy trousers, for god's sake

4/10

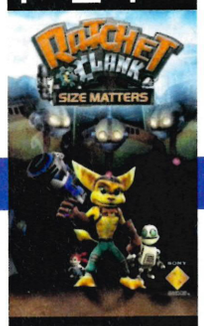


The screen may be smaller but Ratchet's weapons are still huge

No, Clank: silicon, not silica



PS2



RATCHET & CLANK: SIZE MATTERS

Actually, on R&C's first PSP outing, it *doesn't*

bronze
PlayStation 2 Official Magazine-UK

DETAILS

PUBLISHER SONY
DEVELOPER HIGH IMPACT GAMES
PRICE £29.99
OUT NOW
WIFI MULTIPLAYER YES
CUSTOM SOUNDTRACKS NO
GAMESHARING NO

AT A GLANCE
Ratchet and Clank arrive on PSP on sparkling form, with everything you loved about the PS2 series present and correct

Size Matters. It's not just some half-clever innuendo, you know. It works on multiple levels. Firstly, as is apparent to anybody who plays for a few minutes, it's referring to the fact that this PSP game sits so comfortably alongside its console cousins that PSP-less fans of *Ratchet & Clank* will feel that they're missing out.

Secondly, it's got something to do with the plot. Without dropping any major spoilers, let's just say it involves the return of Giant Clank, Shrink Rays and an army of evil little men...

BIG IDEAS

With such an engaging yarn in place, despite the move to handheld, *Ratchet & Clank*'s cheerfully twisted sense of imagination is, happily, entirely intact: from a brain-melting, *Psychonauts*-esque 4D maze you navigate with magnetic boots to a level set entirely within Clank's whirring innards (Ratchet must repair his broken heart, bless).

As always, Ratchet's weapons are the star of the show. Our favourites are of the fire-and-forget variety. The Bee Mine, for example, allows you to chuck a swarming hive of robo-bees into a throng of enemies, and after a few upgrades, the bee stings drive enemies so crazy they start attacking each other in anguish. Naturally, with such a large, customisable arsenal, you'll probably find your favourites quickly and stick with them. Although every weapon has its use, some you'll fire far less than others.

Complete the game to open up Challenge mode, and you'll be able to purchase even more powerful, Titan versions of your armament, all of which can be levelled up and further upgraded.

Even Ratchet's wrench can be upgraded in a sense – with every complete armour set you acquire, a new ability will be added to your trusty bolt-basher, such as poisoning enemies or setting them aflame.

Players who wish to simply plough through can do so, but there are plenty of hidden bolts, armour and weapons for those wishing to eke more from the game.

BITESIZE PLAY

The checkpoint system has been suitably adapted for the PSP, with the game broken up neatly into bus ride-friendly, 10-minute chunks.

That said, the level design falls down in places, with a few maps guilty of space-station corridor syndrome. But with so much variety at hand, it's just about excusable.

The control scheme and camera are a bit finicky, but with a bit of practice you'll soon be strafe-flambéing enemies' faces with ease.

So good news: Ratchet and Clank have survived the leap to PSP, with nary a niggling nubbin to trouble them. Kids will love it, adults will smile, and everyone can go to bed glad that they own a PSP. ■ **Mike Sterry**

You'd think the game's Grindlock sections would be irritating. They're not

SPANK THAT CLANK!

How Clank steals the show in *Size Matters*' mini-games

Some of the most entertaining diversions in *Size Matters* are Clank's Challenges, four unique mini-games that variously imitate *Lemmings* (with Gadgebots, naturally), a destruction derby, a *Star Wing*-style space shooter and robo-football. They're none too difficult, but they break up the action nicely

Never trust a seven-year-old with four ponytails

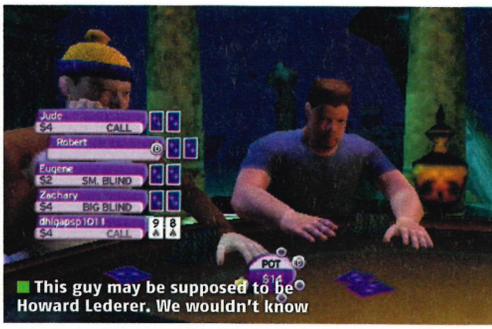
PlayStation 2 Official Magazine-UK VERDICT

Graphics	09	Almost indistinguishable from PS2
Sound	08	Fantastic music, great voice work
Gameplay	09	Lots of colour and variety
Lifespan	08	Around eight hours, excluding secrets

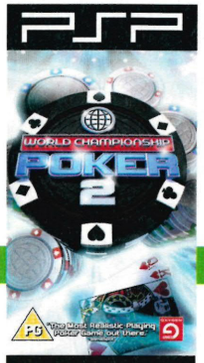
It's still just* Ratchet & Clank, *but that's no bad thing. It feels as fresh and fun as ever, despite the change in format

8/10

Is that a poker face or is he just bored of pretending to gamble?



This guy may be supposed to be Howard Lederer. We wouldn't know



WORLD CHAMPIONSHIP POKER 2

If a game of poker is played alone, does it make a sound?

DETAILS

PUBLISHER CRAVE ENTERTAINMENT
DEVELOPER POINT OF VIEW
PRICE £19.99
OUT NOW
WIFI MULTIPLAYER YES
CUSTOM SOUNDTRACKS NO
GAMESHARING YES

Pro Evolution Soccer is great because most of us aren't gifted international football stars. *God of War* is great because most of us will never have the opportunity to garrotte a flaming minotaur.

But anybody can play cards and hence the allure of playing poker on a handheld games device for virtual money has always eluded us.

Rather than fork out 20 quid for the game, you could buy a poker set, get the crisps, dips and tinnies in, call your mates round from a payphone and still have some money left over to bet with. So, apart from casino-illegal minors and the terminally friendless, who actually needs poker sims?

Well, anyway, even if the theory behind the existence of videogame poker is a conundrum, *World Championship Poker 2* is itself the perfect poker sim, and there's no danger of accidentally wagering your spouse or developing a taste for green eyeshades and wraparound sunglasses.

BLUFF AND READY

In Career mode, you start off stuck in your mum's basement playing weekly games against the local poker pack, before going pro and exchanging chips with actual poker stars such as Howard Lederer (look, he's a household name in households that like watching poker on the telly, mm-kay?).

Should you find yourself on a losing streak, you'll have to sell your belongings at the local pawn shop and even take out murderously high-interest loans. See, it's just like real life.

Less realistic, but no less intriguing, is the game's RPG-style skill system, which allows you to level up things like 'Stone Face', 'Keen Eyes', and 'Slapping the Cocktail Waitress' Arse'. Okay, we made the last one up, but the skills are a nice touch anyway. ■ **Mike Sterry**

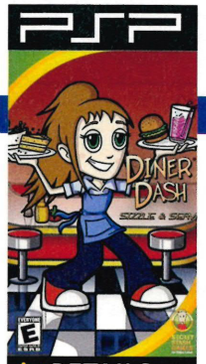
PlayStation 2 OFFICIAL MAGAZINE UK	VERDICT
Graphics	06 Basic looks but lots of player avatar variety
Sound	06 Vegas-lite lounge cheese, natch
Gameplay	08 Perfectly pleasing PSP poker
Lifespan	07 Until you start to thirst for the real thing

Lots of variety with some interesting touches but it's still just poker, only without the banter, gambling and beer

6/10

Stay in school, kids, or this really will be your life

These people need cake! And they need it now!



DINER DASH

Caters for people who like to cater

DETAILS

PUBLISHER EIDOS
DEVELOPER PLAYFIRST
PRICE £29.99
PLAYERS 1-2
OUT NOW
WIFI MULTIPLAYER YES
CUSTOM SOUNDTRACKS NO
GAMESHARING NO

Usually, videogames offer an escape from the pressures and pains of life; a way to relax and hide from everyday woes. *Diner Dash*, on other hand, serves up a smorgasbord of workplace stress, casting you as a waitress in a busy diner.

You have to seat customers, take their orders, serve their orders and clean the tables all before their patience runs out.

If done quickly, it scores points. Sounds easy, but, as anyone who's had a Saturday job in their local Harvester will tell you, it really isn't.

TRAY MAGNIFIQUE

This is partly by design and partly not. The designed-in difficulties come in the form of numerous distractions: families who require high chairs; businesswomen with short fuses; stroppy restaurant critics; spilt drinks to mop up.

You must make split-second decisions and prioritise tasks, or you'll just end up with a tangled mind and high blood pressure.

The unintended difficulty comes from onscreen cursor occasionally blending in with the graphics. Also the commands that use the shoulder buttons aren't as snappy as they should be.

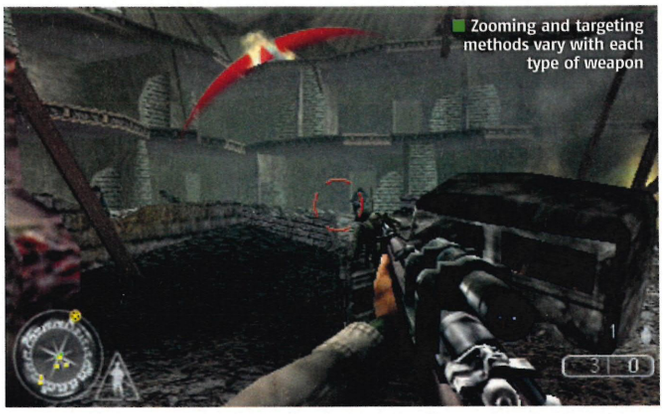
Fortunately it's the simple but vicious gameplay that lingers long in the memory and gets under your skin, making *Diner Dash* surprisingly moreish. But be warned: gorge yourself on it too much, and you could end up suffering a coronary. ■ **Dave Harrison**

PlayStation 2 OFFICIAL MAGAZINE UK	VERDICT
Graphics	05 Very simple: it's also available on phones
Sound	04 The crying babies really start to grate
Gameplay	07 Tough and stressful yet somehow fun
Lifespan	07 Perfect for short bursts of play

A simple concept that makes for a fiendishly tricky and addictive game. Sadly let down slightly by some clumsy controls

5/10

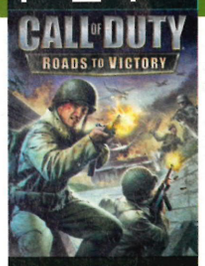
The stop-start rhythm of play feels just like *Call of Duty* on PS2


Zooming and targeting methods vary with each type of weapon

Nazi interior decor hasn't changed in the move to PSP

CALL OF DUTY: ROADS TO VICTORY

A trip down a well-trodden road – in miniature



DETAILS

PUBLISHER ACTIVISION
DEVELOPER AMAZE
PRICE £34.99
PLAYERS 1-6
OUT NOW
WEBSITE WWW.CALLOFDUTY.COM
WI-FI YES
DOWNLOADS NO
CUSTOM SOUNDTRACK NO
GAMESHARING NO

AT A GLANCE

The legendary WW2 blockbuster series explodes onto PSP for a handheld bonanza of Nazi-battling

Nailing the controls for a first-person shooter on a handheld has been the Holy Grail for every developer that has tried to bring no-scoping headshots to PSP. Some have succeeded, most notably in *Medal of Honor Heroes*, while others flounder.

With *Call Of Duty: Roads To Victory* we get something in between. It delivers accessible controls but doesn't manage to emulate truly the fluidity of playing an FPS.

As with *Heroes* you move with the analogue control and aim using the D-pad. But, unlike *Heroes*, you can't run and gun manually; you rely heavily on auto-aim to nail the target on the move.

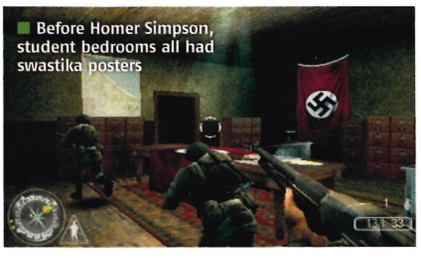
Despite how this sounds, the rigid system manages to emulate the chaos and stop-start nature of the *COD* series on PS2. Just like on the big console, you get into a rhythm of running for cover, zooming down the rifle for manual aim and popping the hat off a target before sprinting to new cover.

FORCES SWEETHEART

Although it lacks the grace of *Heroes*, *Roads To Victory* does trump EA's trooper in terms of visual oomph and the raucous recreation of war for which *COD* has become known. By bringing the series' authentic scenarios to handheld, it's easily one of the best-looking PSP titles to date.

The wartorn streets, cratered fields and snowy trenches are packed with detail and incident. Typically you'll be facing off against half a dozen Germans, tanks and columns of exploding dirt and debris – just like on PS2.

The aim towards a realistic, if highly stylised, rendition of war stretches to the weapons, too. All the usual WW2 suspects are in here, such as the Sten, MP-40 and Thompson SMG, but it's in the handling that they impress.


Before Homer Simpson, student bedrooms all had swastika posters

GUNNING FOR YOU

The compulsory auto-aim feature changes with each weapon, so it's essential to pick the right shooter for the job. And zooming down the gun barrel changes with each weapon: manually targeting with a sniper rifle will automatically zoom you onto a target, but try this with a less accurate weapon, such as the MP44 machine gun, and you'll have to find your foe unaided.

Where *Roads To Victory* stumbles, really, is multiplayer. There's no Infrastructure mode and the six-player ad-hoc games are simple Deathmatch and Capture The Flag variants. The unlockables lack purpose, ignoring new skins and weapons in favour of vehicle profiles.

So the game's lifespan is limited to completing the (shallow) campaign. Whereas *Heroes*' structure had PSP-friendly, bite-sized chunks of replayable, score-driven action, we doubt you'll return to *COD* once the job's done.

You'll need to adjust the way you think about how you play an FPS to get the most from *Roads To Victory*, but there's no doubt that it feels like playing *Call of Duty*. ■ **Ian Dean**

ACES HIGH

From feet on the ground to head in the clouds

Once you get the hang of it, *Roads To Victory* is a fun and fraught blast through familiar wartorn scenarios. The main campaign casts you in the muddy boots of an American, Canadian and British soldier at various stages in the Allies' assault on Nazi Germany – much like its next-gen counterparts.

But this PSP shooter stretches its legs with a bomber mission high over Germany. Your goal is to protect your squadron, reach the target and drop your load on Nazi soil. To complete this hazardous mission, you must get to grips with the guns of your B17 and pound anything that flits by with hot lead.

It's a fun distraction that adds some much needed variety to the on-foot indoors and outdoors fighting that makes up pretty much all of the rest of the game.

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Graphics	09	Stunning levels of detail and action
Sound	09	Booms out of your palms
Gameplay	07	Simplistic maps but solid shooting action
Lifespan	06	Half-assed multiplayer, easy main mission

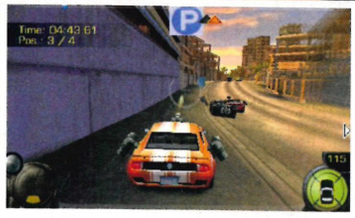
The campaign lacks the depth of its console counterparts but while you're involved its one of the most atmospheric shooters on PSP

7/10

Features that impress on PS3 just don't transfer to PSP

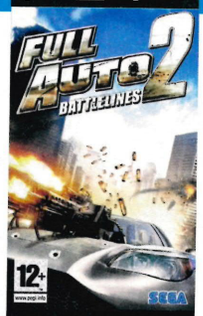
The game's maps are all built from the same stock components. Yawn

FULL AUTO 2: BATTLELINES



PSP

Newsflash: game involving car wrecks is a wreck itself



DETAILS

PUBLISHER SEGA
DEVELOPER DEEP FRIED ENTERTAINMENT
PRICE £29.99
OUT NOW
WIFI MULTIPLAYER YES
CUSTOM SOUNDTRACKS NO
GAME SHARING NO

AT A GLANCE
Portable version of a solid PS3 car combat game, meant to persuade you into parting with more hard-earned cash

With its two-way exchange of titles, the happy marriage between the PS2 and PSP is one that should rightly be celebrated. But when PS3 games get the portable treatment, the huge difference in hardware means they must be built again from scratch. And lo, there was *Full Auto 2: Battlelines* PSP, a game so unlike its PS3 namesake that for them to share the same title is almost rude.

You see, car combat requires a careful balancing act between imparting a sense of speed, while at the same time allowing players enough time to comprehend their surroundings and take aim at their opponent.

Full Auto 2 PS3 struck the balance perfectly, whereas the PSP 'version' sticks two fingers up to gameplay and cranks the speed up to 'blindingly incomprehensible' – something that even this fantasic handheld's generous screen dimensions can't cope with.

SHAME YOU CAN'T REWIND TO THE POINT YOU ACTUALLY PAID MONEY

With such inconvenient speeds, surely Deep Fried Entertainment implemented a robust targeting system to aid you in destroying distant vehicles, right? Nope.

HARD TARGET

In practice, attempting to destroy an enemy vehicle is more frustrating than trying to flick a grain of salt into a gnat's anus across a pool table. Sure, your targeting reticule locks onto things occasionally, but by the time you've noticed – through the blizzard of pixels that occurs every time you smash through street furniture – your lock-on is gone, and your sad-faced reticule is merely pointed impotently at a patch of tarmac.

It's enough to make you rip clumps of your hair out, but don't, because by the time you come across the game's impossible 'Destroy X Amount of Monuments' objectives, you'll look like Jean-Luc Picard.

The purpose of these objectives? Well, believe it or not, *Battlelines* has an elaborate plot: some guff about freedom fighters using vehicular combat as a means to confuse an all-powerful artificial intelligence. Look, car combat doesn't need any justifying exposition, in the same way as *Virtua Tennis* doesn't rely on time travel and cyborg dinosaurs as a plot device.

Perhaps we should mention the one thing *Battlelines* does well, and that's its Unwreck feature. Basically, it's a bit like you've got the Prince of Persia riding shotgun – so a particularly bad crash can be rewound to the point before your head went through the windshield. Shame you can't rewind to the point before you actually paid money for *Battlelines* though.

Ultimately, this isn't something you want to play on PSP – it's something that you'd even be ashamed to own on a Mega Drive. *Full Auto 2* PS3: great. *Full Auto 2* PSP: grot. ■ **Mike Sterry**

The 'objectives' are all to do with the cheesy storyline

PlayStation 2 OFFICIAL magazine UK	VERDICT	
Graphics	04	Uglier than an elephant foetus
Sound	07	Good tunes, passable sound effects
Gameplay	03	Better than a kick in the crotch. Just
Lifespan	02	Mayflies enjoy a longer one

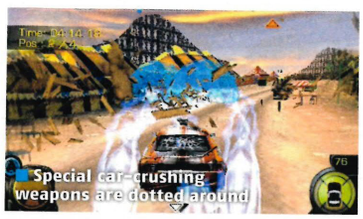
Dull, repetitive, inspired – had it been anything like its PS3 cousin, Battlelines could have been a great game. As it's not, it's not

3/10

CARSENAL

Full Auto 2 **has a wide array of cars, paint jobs and weaponry – all of which are extremely incompetent at destroying your opponents. A few machine gun rounds to your vehicle and it's junkyard time. The same treatment of your opponents merely tickles them slightly.**

If you want to decorate your car, buy a can of spray paint rather than spending money on this game



Special car-crushing weapons are dotted around

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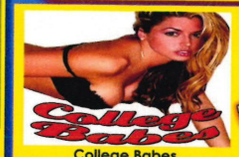

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LEILANI'S SEXY GOLF
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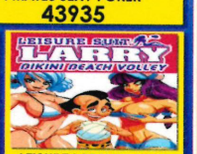

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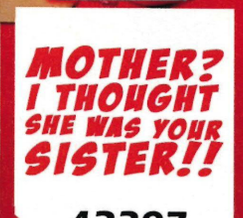

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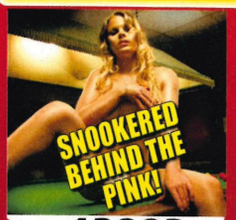

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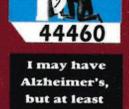

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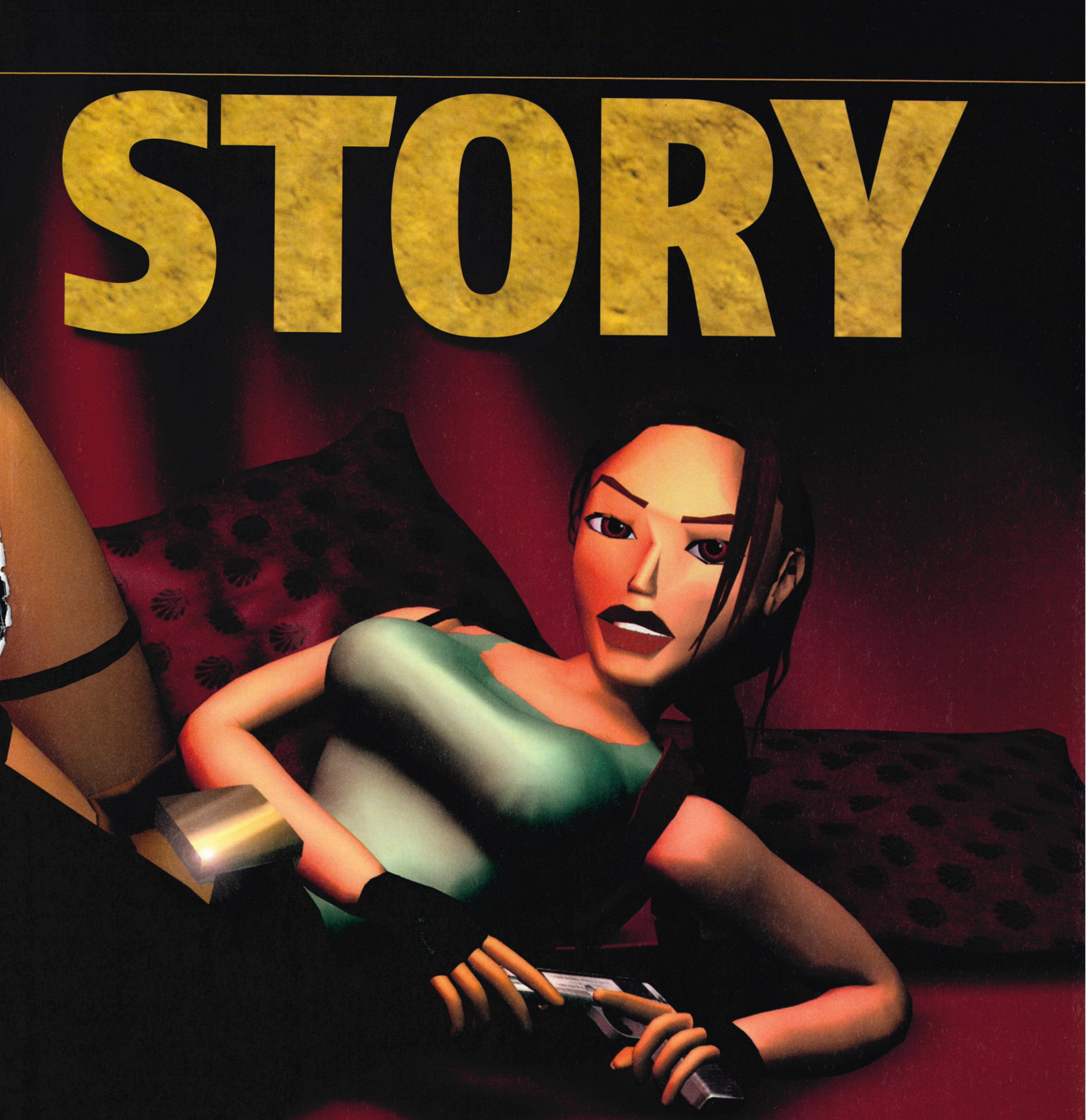
LARA'S

Tomb Raider star Lara Croft has seen her fair share of highs and lows in the 10 years she's been jumping, climbing, shooting and puzzling across our PlayStations. Now, wth the remake of her legendary first game about to be released, we pay tribute with a look back at her journey from rough sketch on an artist's drawing board to fully fledged cultural icon...

STORY



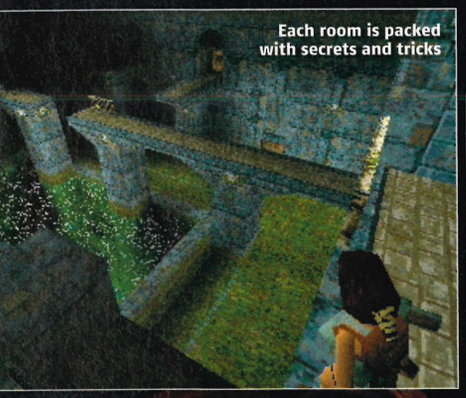
Cash cow. Hype. A character that's become synonymous with marketing excess. Lara Croft, star of the *Tomb Raider* series, is and has been all these things. But back in 1995, when the first *Raider* title was coming together and stories about the game were beginning to filter into the press, she seemed exciting, mysterious, gutsy... different.

There's no question that the earlier annual sequels, the marketing hype, movies and merchandise have tarnished her early image as an independent spirit. But the stellar sales of her most recent outing, *Tomb Raider Legend*, and the genuine excitement that surrounds the release of *Tomb Raider Anniversary*, the updated remake of that very first game, suggests that people are willing to give Lara another chance.

SOFT SPOTS

Would the *Tomb Raider* games have been as good without her? Unlikely. The series has contained some of the most memorable moments, architecture, characters and enemies in the videogame pantheon but there have also been some terrible duds and weak spots. It's testament to Lara's appeal that she weathered even the travesty that was *Angel of Darkness*.

So, to celebrate her 10th birthday, we bring you Lara's complete story, from conception to resurrection, from PS1 to PS2, from small to big screen. We look at the games, the guns, the graphics; the clothes she wore and took off; the developers who brought her to life and the procession of real-world girls who've pretended to be her. And above all, we pay tribute to this icon of the PlayStation generation.


Each room is packed with secrets and tricks

Nice carpet! But who's stolen the floor?

TOMB RAIDER

1996: IT BEGINS

How an icon was born

It may be Tomb Raider's 10th anniversary but Lara's story really starts way back in 1994 when Toby Gard, an artist and animator at Core Design, first drafted an image of a curvaceous, gun-toting heroine on his drawing board. He had wild plans to do an Indiana Jones-style PS1 game in glorious 3D, which at the time was almost unheard of.

Core's co-founders, Jeremy and Adrian Heath-Smith, were sceptical at first but after seeing early images of the heroine they told a small team to put a concept together. As well as Toby, that team included programmers Paul Douglas, Jason Gosling and Gavin Rummery and artists Heather Gibson and Neal Boyd.

Gavin coded a powerful, flexible 3D level editor that gave the project impetus and led to the beautiful architectural spaces with their amazing sense of space and height.

The level maps were taller and higher than any before

WELL BUILT

He recalls: "Heather produced a fantastic temple in 3D Studio but we all thought 'how the hell are we going to get that into the game?' But I was a big fan of a game called *Ultima Underworld* which was based around a grid system and it gave me inspiration.

"The editor I built had a maximum room size, though several could be connected together by doorways. Then I thought: 'Would it be good to go through trap doors?'

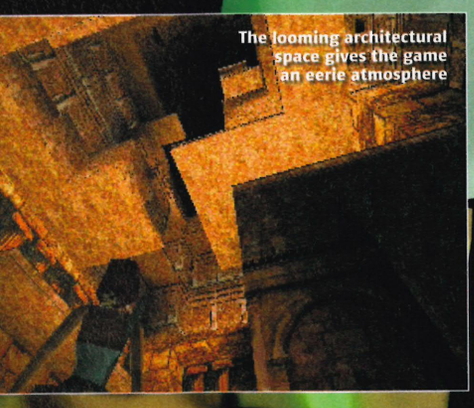
"Toby and Paul expanded my room to four rooms, then with rooms stacked on top. I said: 'It's not meant to be that way!' but it worked."

Meanwhile, the main character, then called Laura Cruz, was undergoing her own transformations. In early concepts she was much more cold-bloodied, militaristic and, ahem, anatomically realistic.

It was, so the story goes, an accidental slip of the mouse that increased her chest size by 150% but the impact was obvious and the bigger cleavage stayed. Her name was changed to appeal to American audiences and, as the game's archaeology theme developed, she became more like a female Indiana Jones.

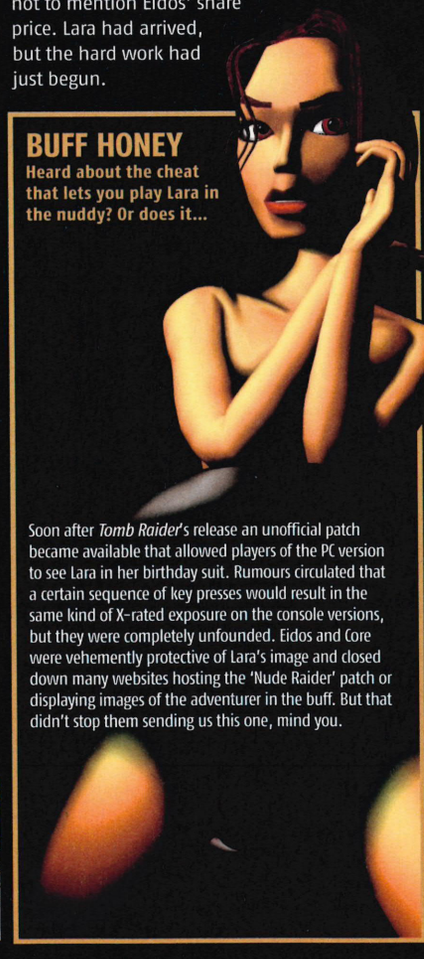
Tomb Raider took more than 18 months to finish. For the period, that was a long time to make a game. But the results were extraordinary. *Tomb Raider* debuted in October 1996 and set a new benchmark for adventure games.

But no one at Sony, Core or publisher Eidos could have predicted the interest their leading lady generated outside the gaming world. Newspapers from *The Times* to *The Sun* were talking about Lara's effect on modern culture, not to mention Eidos' share price. Lara had arrived, but the hard work had just begun.


The looming architectural space gives the game an eerie atmosphere

BUFF HONEY

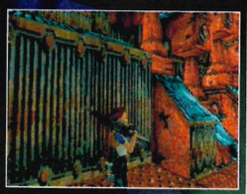
Heard about the cheat that lets you play Lara in the nuddy? Or does it...

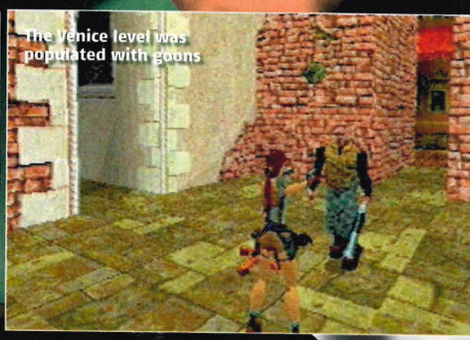


Soon after *Tomb Raider*'s release an unofficial patch became available that allowed players of the PC version to see Lara in her birthday suit. Rumours circulated that a certain sequence of key presses would result in the same kind of X-rated exposure on the console versions, but they were completely unfounded. Eidos and Core were vehemently protective of Lara's image and closed down many websites hosting the 'Nude Raider' patch or displaying images of the adventurer in the buff. But that didn't stop them sending us this one, mind you.

Vehicles were a major new addition for the second game

This time she really gets her just deserts, arf arf





The Venice level was populated with goons

TOMB RAIDER II™

STARRING LARA CROFT

1997: SECOND COMING

Lara goes overland and underwater in an awesome sequel

The original game was so successful that a sequel was instantly put into production and Sony snapped up the rights to keep Lara exclusively to itself, at least for the next few years. And although the first game had taken more than 18 months to make, *Raider II* was only granted 10 months of production time to secure it a pre-Christmas release.

The small team that had built *Tomb Raider* took on new members. But it lost Toby Gard and Paul Douglas, who went on to start Confounding Factor, the company responsible for *Galleon*. Gard in particular was unhappy at how Lara was already being exploited for marketing purposes and vowed always to retain intellectual property rights to any of his future games.

GREAT EXPECTATIONS

"It was a mind-boggling level of pressure," says Gavin Rummery, who was promoted to project lead, of the rush to meet the deadline. "We worked like bulls. There wasn't a level of expectation for [the first] but with the sequel everyone expected much more. It was clear that Eidos wanted an injection of cash every year."

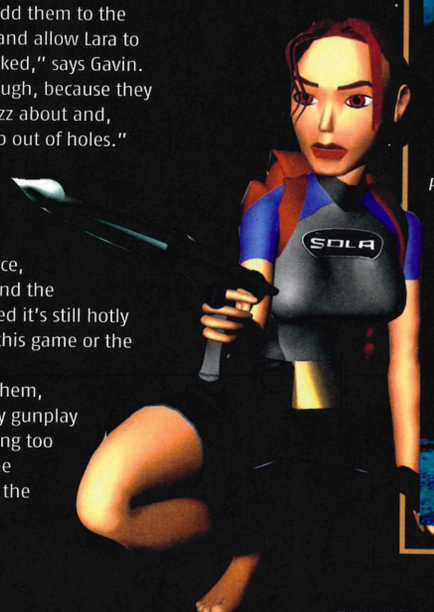
Raider II was a tremendous achievement. It introduced many new elements and improved features that didn't quite work first time around, including the save system. In the original it was rigid and forced you to replay large segments; in the sequel a clever crystal-collecting mechanic was used that let you to save at your discretion.

The inclusion of vehicles was another major achievement. "It was cool to add them to the relatively free-roaming world and allow Lara to get on and off whenever she liked," says Gavin.

"They were a challenge, though, because they needed plenty of space to whizz about and, unlike Lara, they couldn't climb out of holes."

Lara was granted fresh animations, underwater abilities, a new arsenal of powerful weapons and some fantastic locations such as Venice, Tibet, the Great Wall of China and the Wreck of the Maria Doria. Indeed it's still hotly debated among fans whether this game or the first is the best in the series.

But *Raider II* did have its, ahem, knockers. A new focus on heavy gunplay left some feeling Lara was getting too cold-bloodied; others found the puzzles irksome. It still outsold the original with ease, however.



WATER WAY TO GO

The topsy-turvy underwater shenanigans in *Tomb Raider II* cemented Lara as the face that launched 1000 sunken ships...

The sequel's best level, The Wreck of the Maria Doria, was named after a real ship: the SS Andrea Doria, a cruise liner that sank off the coast of New York in 1952 after colliding with another vessel. But many of the brilliant topsy-turvy levels also pay homage to *The Poseidon Adventure*, a 1972 'sunken cruise liner' disaster movie. The disorientating environment inspired some excellent lateral-thinking puzzles.

CANOE'S YOUR DADDY?

Lara finds herself up the creek with a paddle as she tackles new and difficult environmental hazards

With *Tomb Raider III* the team literally needed to push the boat out in terms of new features. Fresh environmental hazards were introduced to give players more to think about – and avoid – including piranha-infested pools, life-sapping icy waters, quicksand and powerful currents. Fortunately, new vehicles, such as the motorboat and kayak, were available to help out. In hindsight, though, some of these features were seen as too wicked and were dropped in later games.

TOMB RAIDER III™

ADVENTURES OF LARA CROFT

1998: THREE AS A BIRD

Three-quel continues to break new ground

The third *Raider* began as an add-on package but soon morphed into a full game, again scheduled for pre-Christmas release. By this time, some of the team were understandably burned out by the tough deadlines and although Gavin Rummery had a hand in Lara's third adventure he, and others from the original gang, had already begun a new project that would eventually become PS2 title *Project Eden*.

Richard Morton was background artist on *Tomb Raider III* but also helped add features to the engine and create the game's puzzles. "The programmers basically started the engine from scratch," he says. "But it still allowed us to use the same editor, with enhancements of course.

"The old system only gave us the use of boxes to create the geometry, so we added triangles which made the backgrounds look more organic. We also added coloured lighting and dynamic lights to really bring the game to life. The whole particle system was overhauled, as was the AI.

"We also added more moves for Lara such as monkey climbing, and new vehicles and weapons including the quad bike, kayak and mine cart."

MODERN BEHAVIOUR

The story had a much more contemporary flavour with levels taking place in an Antarctic research station, London and the Nevada Desert.

Further refinements included the addition of environmental hazards, larger, more open levels and a dash-and-crawl move so Lara could avoid new types of trap such as poisoned darts. But the modern feel rankled with many hardcore fans and some claimed the game had moved too far away from its archaeological roots.

GO YOUR OWN WAY

However, the game that emerged far surpassed most other action adventures on the market at the time. Its biggest innovation was its structure, which allowed players to take different paths within the levels and even choose which mission to play for most of the game.

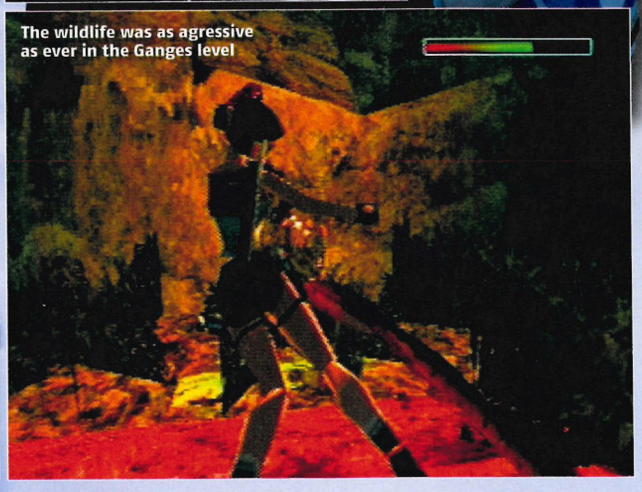
More interesting wildlife was also introduced although the helpful monkeys who'd lead Lara towards puzzle solutions felt somewhat lame.

Other complaints focused on the puzzles, which were considered too tricky with instant death practically around every corner.

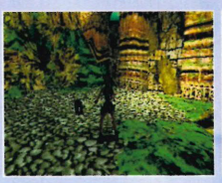
Lara purists also derided the title for its body count, which had risen significantly. Area 51, where you had to gun down workers going about their jobs, came in for the most criticism.

But while *Tomb Raider III* was becoming ever more technological, it sold in bucketloads and did nothing to stop the Lara phenomenon continuing. Talk of a movie was getting louder...

Lara faced fast currents, icy water and piranhas



The wildlife was as agressive as ever in the Ganges level



THE WANNABES

Many girls would like to be Lara. These ones got paid for it

Nathalie Cook first dressed up as Crofty for Core Design before the *Tomb Raider* brand became world famous and Vanessa Demouy and Ellen Rocche promoted the game briefly for foreign magazines. But there have been six official 'live action' Laras who have taken on the daunting task of embodying – with the focus on 'body' – our heroine, some to better effect than others...

RHONA MITRA (1997)

Thanks to her partly Indian ancestry and a boarding school education, Rhona came complete with dark brown hair, brown eyes and an upper-class accent. Her figure, though, was nothing to do with her heritage: she famously had her chest enlarged from 34A to 34DD to help get into the role. After appearing at trade shows such as ECTS and E3 she quickly became popular with fans and is still considered by many to be the ultimate Lara. She has since gone on to a modest movie career with supporting roles in *Get Carter* and *The Hollow Man*.

SHE SAYS: "I remember receiving a beautifully typed letter from 12 boys in Exeter asking if I'd marry them all. Apparently I was supposed to be shared on some kind of weekly rota system."

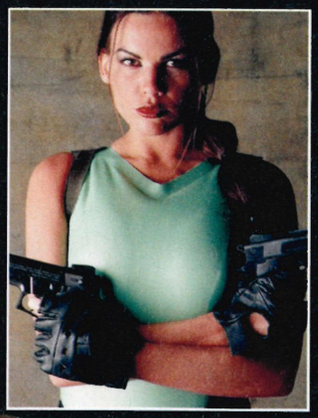
LARA FACTOR: 4/5

NELL McANDREW (1998 – 1999)

Hired during the promotion of *Tomb Raider III*, this natural blonde from Leeds did not appear to be an ideal choice. But her straight-talking attitude and Northern wit soon won her a place in fans' hearts. Unfortunately she was fired from the role when she appeared nude in *Playboy* magazine next to renders of Lara Croft. Eidos was not pleased and even took the magazine to court over the photos. Nell has gone on to be a TV presenter, appear on *I'm A Celebrity... Get Me Out of Here* and marry Dale Winton (though that was a chucklesome ruse).

SHE SAYS: "Being the real-life version of the character took me all over the world to promote *Tomb Raider III*. My favourite place was Nashville, Tennessee. It was there I met Elvis himself, or so I thought, until I came across another Elvis at the same place."

LARA FACTOR: 2/5



LARA WELLER (1999)

Dutch model Lara Weller didn't just have the serendipitous name going for her but luscious dark brown hair and brown eyes to match the Croft original. Although she was one of the best look-a-likes, Weller never really hit it off with the public, perhaps because of her accent and lack of dynamism. Only a live-action Lara for a short time, Weller's thunder was stolen when Angelina Jolie was announced for the movie role during her tenure. Something of a stop-gap.

SHE SAYS: "It's actually quite amazing since in the past people have mentioned that I remind them of the *Tomb Raider* girl!"

LARA FACTOR: 3/5

LUCY CLARKSON (2000 – 2002)

When Rotherham-born Lucy became a live-action Lara at the tender age of 16 the words 'barely legal' greeted her in many a news article. She was an instant hit with fans and her youth and vibrancy secured her one of the longest tenures as the videogame heroine. She has also modelled lingerie for Vivienne Westwood and appeared in magazines including *FHM*, but has failed to maintain a high profile.

SHE SAYS: "I'd been in South Africa on a modelling job and they told me to lose weight. I didn't fancy that so I went back home. And that was when I got the call telling me I was the new Lara. It's such a high-profile job – and one of the few that lets you keep your boobs and bum."

LARA FACTOR: 5/5

JILL DE JONG (2002 – 2004)

Brought in to represent Lara during the *Angel of Darkness* period, Dutch lass Jill was selected from thousands of wannabes for her sassy attitude, similar looks and ability to pout on demand. By this point in *Tomb Raider*'s history, Core needed a marketing coup to get Lara back into the public eye and Jill's appointment did the job. Unfortunately, the game's troubles did little for her career.

SHE SAYS: "Being Lara helped me realise even more how I like to perform. I also learned some combat moves to help me fight the evil."

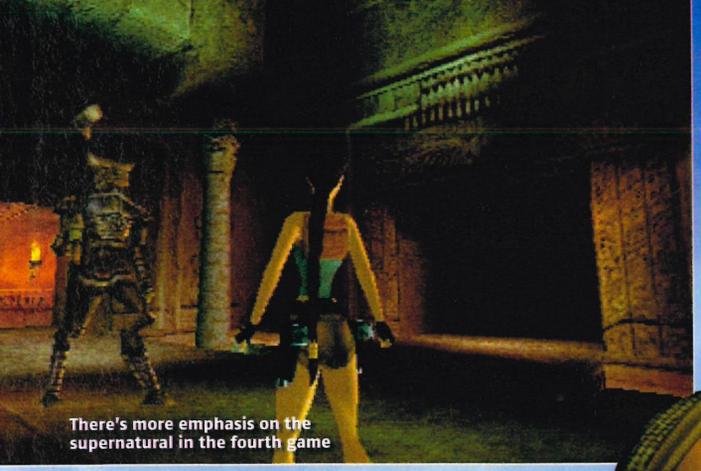
LARA FACTOR: 3/5

KARIMA ADEBIBE (2004 – 2007)

A former Topshop sales assistant and complete unknown (although she did play a sacrificial maiden in the movie *Alien vs Predator*) Karima gets her sultry looks from her Moroccan/Irish family and perfectly embodies the fresh, new-look Lara. Having first played the original *Tomb Raider* at the age of 10, she is said to be a die-hard fan of the games. Oh, and never mind boob jobs: Karima has had SAS training and elocution lessons to improve her Lara credentials.

SHE SAYS: "[My boyfriend] hasn't seen me pictured as Lara. I've not taken the costume home either, but maybe I will! There's a lot of latex and I've got guns and grenades. I'm already the dominant one in the relationship, so just imagine if I showed up as Lara: I reckon he'd cry."

LARA FACTOR: 4/5



There's more emphasis on the supernatural in the fourth game

TOMB RAIDER THE LAST REVELATION

1999: LOOKING TIRED

Things start to go a bit wrong...

Eidos pressed on with its strategy of churning out a *Tomb Raider* game every Christmas. Indeed, the original level editor coded by Gavin Rummery for the first game was used for five iterations. And, although the engine was continually being tinkered with, by 1999 it was starting to groan.

To be fair, *The Last Revelation* was more epic than any of the previous games and its clever hub system allowed levels to be far larger than in previous games. There were load points but even these were disguised with cutscenes. The more cinematic feel and back-to-basics approach hit a chord with enthusiasts, too.

But there was no getting away from the poor camera, aging graphics and 'blocky' level design that was looking tired next to titles such as *Final Fantasy VIII*, *Metal Gear Solid* and *Silent Hill*.

Even so, Richard Morton, lead artist on the game and responsible for much of its design, is proud of it. "I think [the criticism] is unfair. *Tomb Raider IV* is my personal favourite in the franchise. I think we nailed the game in every aspect from story to level design and for me it was the ultimate homage to Indiana Jones and the best in the series."

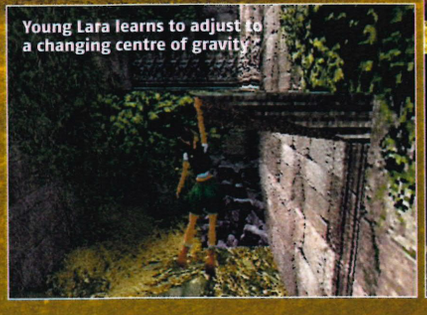
Revelation was a return to the classic 'traps and tombs' format and was praised for its atmosphere. But its ending was either met with shock or derision, depending on how much of a Lara fan you were.

Lara died, seemingly crushed under several tons of Egyptian sandstone. Or was she? In any case, the game ended on a low and had some fans berating Eidos and Core for killing off their favourite heroine.

Richard explains: "The death came about because we wanted to reinvent Lara for PS2. *The Last Revelation* was meant to be the last PS1 *Raider* game, so I had the idea that we should leave the series on a cliffhanger. I think it worked very well and got people talking about Lara again.

"But when we were told we had to do another PS1 title, the plan fell apart a little...".

The first level tells us some of Lara's childhood story



Young Lara learns to adjust to a changing centre of gravity

New mechanics allowed levels to be larger than ever

ME AND MR JONES

With their mutual love of tombs, traps and treasure galore, Lara Croft and Indiana Jones have a lot in common – especially in *Revelation*

Of all the *Raider* games, *The Last Revelation* owes the biggest debt to the Indiana Jones films. Set almost entirely in Egypt, the large levels and seamless full-motion video give it a Saturday-matinee feel. Skeletal adversaries and hazards including poisonous darts, rolling boulders and collapsing chambers pay homage to classic Indy and in one level the bony remains of a body complete with whip and fedora can be found.

HER FLICKS

Lara's adventures in celluloid

The two *Tomb Raider* films released so far have hardly been snowed under with Oscar nominations but they still represent the most wide-reaching representations of a videogame character in celluloid form. Both have been commercially successful and after the success of the game *Tomb Raider Legend*, talks are now in progress for a third movie. It's tentatively titled *Tomb Raider III*, and Angelina Jolie is expected to reprise her role in the skin-tight costume once again (although it's not known whether she will wear the padded bra she sported in the first film).

Nice set of shooters you've got there, Angelina

LARA CROFT: TOMB RAIDER (2001)

When Angelina Jolie was drafted in to play Lara in the first movie the initial reaction from fans was disappointment – most were hoping the first real-life Lara, Rhona Mitra, would get the call. But Jolie went on to be one of the most admired Lara incarnations of all.

The movie mixed cybernetic robots with ancient Illuminati mythology, and was widely ridiculed (although it earned $275m worldwide).

Directed by Simon West, the pop video style and disjointed narrative provoked derision from most reviewers. The *Washington Post* called it "the perfect modern product: loud, banal, empty, frenzied, plasticised, flavourless, drab, violent in a bloodless way and sexy in a sexless way".

LARA CROFT TOMB RAIDER: THE CRADLE OF LIFE (2003)

With a plot involving the recovery of Pandora's Box from a place known as The Cradle of Life, the second *Raider* movie was no less silly than the first. But it was at least injected with director Jan de Bont's trademark energy and wit. The sequel cost more than $100m to make but fared worse than the first, taking $157m worldwide. Paramount Pictures blamed the poor quality and reception of the game *Tomb Raider: Angel of Darkness* (released just weeks before the movie) but it was probably simply that Lara apathy was setting in.

You wouldn't *think* she'd be nippy in all that neoprene...

COSTUME DRAMA

No other bunch of pixels ever looked slinkier

'It's gotta be a loose fit' sang the Happy Mondays. Well, not for Lara. From the original crop top and short shorts to the chip-shop-scally look in *Angel of Darkness*, we celebrate the best and worst of her figure-hugging outfits

CLASSIC KHAKI

Used in every version of the game, the original costume with its revealingly tight shorts and light green vest with scoop hemline became an instant favourite among cosplayers. Possibly even more requested in the bedroom than Princess Leia's slave costume from *Return of the Jedi*.

SOLA WETSUIT

One of our favourites, this half-length wetsuit with zip-down back was introduced for the second *Tomb Raider*. The height of fashion for all saucy sea adventurers.

FLIGHT JACKET

A blast from the past, this butch, brown flight jacket with sheepskin-lined collar and cuffs exudes the style of the 1980s. It also kept Lara warm when she visited the chilly mountains of Tibet for *Tomb Raider II*. In case you're wondering, the patch on the jacket represents the US 8th Air Force.

NEVADA DESERT CAMO

Worn during Lara's infiltration of Area 51 in *Tomb Raider III* this combination of low-cut vest top and blue camo pants is durable and looks comfortable. However no amount of cleavage and navel jewellery can make up for the fact that it looks tacky and, being blue, is pointless as camouflage in a desert setting.

DISASTROUS DENIM

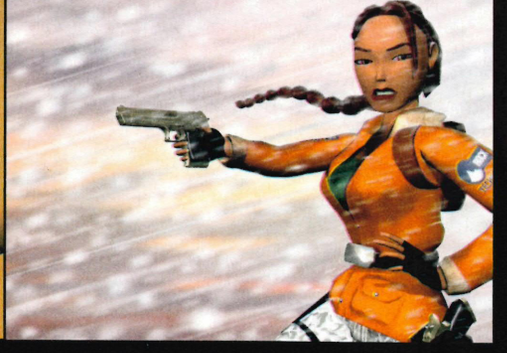
Dressing down is clearly not Lara's strong point as this denim outfit from the Parisian levels of *Angel of Darkness* shows. The jacket is nicely tailored but it's simply too much of a bad thing with the matching jeans. This outfit may work in Slovakia but anywhere else, it's a one-way ticket to Shakin' Stevens hell.

ANTARCTIC SNOW JACKET

This dreadful mismatch of styles, textures and colours could only be worn on snowy mountains or in the presence of monks. The Satsuma-coloured jacket with its canvas and nylon mix together with green vest and grey camos is a faux pas best left to a charity shop mannequin. Used by Lara during the Antarctic levels in *Tomb Raider III*, although she forgot to zip it up – giving us a nice glimpse of cleavage while Lara caught her death of cold, we don't doubt.

BLACK CATSUIT

This is the outfit that model Lucy Clarkson wore to great effect during her tenure as Croft in 2002, and is probably why she's still our favourite live-action Lara. Like all practical action gear, this full length PVC catsuit is slashed to the naval, fastens with a button, has zips on both knees and requires tit tape to stay decent. Superb.



TOMB RAIDER CHRONICLES™

2000: CHRONICALLY BAD

The queen is dead

The fifth *Raider* looked better than any before, but that wasn't enough

By the time *Tomb Raider Chronicles* was released the games were still selling so well that a movie was in the pipeline. But there was little goodwill for the franchise and the knives were out for *Chronicles* long before it was released.

With Lara dead and buried, there was nowhere to go but the past, hence the title. The premise was clever and simple: an assorted bunch of strange friends and adventurers attend Lara's memorial service and as each reminisce about her past, you go back through time and play that particular episode.

New abilities included tightrope walking, parallel bar swinging and a stealth attack – a feature becoming all the rage after the release of *Metal Gear Solid* but panned in this case for being illogical. In one level you have to sneak up behind a chef and knock him out, but failure renders Lara helpless. Odd, considering she once took out a T-Rex with a pistol.

The game's puzzles were generally easier than in previous iterations but the find-key-open-door concepts were tired beyond belief. *Chronicles* was also a much shorter experience with only four small main missions.

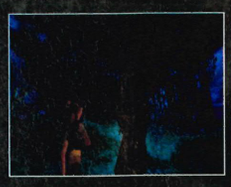
'Um, when I said I wouldn't be seen dead in this boiler suit...'

LOOKING GOOD

On the positive side, *Chronicles* was one of the better-looking games in the series with less pixelated graphics, fewer blocky environments and sumptuous locales, Rome being among the stand-out levels. However, it was marred by hammy voice acting, particularly for teen Lara.

The 'twist', of course, was that Lara wasn't dead at all. At the close of the game her mentor, Werner Von Croy, finds Lara's backpack in an Egyptian tomb, heavily suggesting – as if we didn't already know – that Lara's alive and well and ready to be milked a little more on PS2.

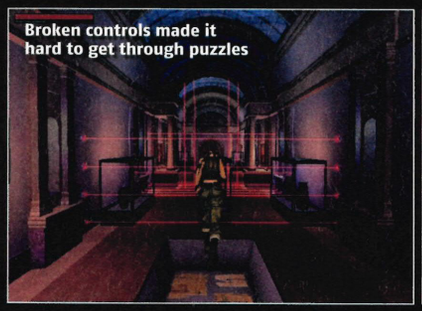
When released, according to Metacritic and Gamerankings, *Chronicles* was the lowest-rated game in the series. At least Core could look forward to a complete revamp of Lara for her PS2 debut. But no one at Core or Eidos could have predicted the horror that was to come.



WE CAN REBUILD HER

The original storyline for game five was like a weirdly sadistic version of *Shipwrecked*

Lead artist Richard Morton reveals that the first story concept for the fifth game was very different to the one that eventually got the green light. "The idea we nearly settled with was this: Lara's seemingly dead body is taken to a remote tropical island. There she is treated until she is fit again but she doesn't remember how she got there. The island's owned by an eccentric billionaire who wants to hunt the ultimate prey, Lara Croft. The whole game would be set on the island with Lara's goal to escape."



LARA CROFT TOMB RAIDER
the angel of darkness

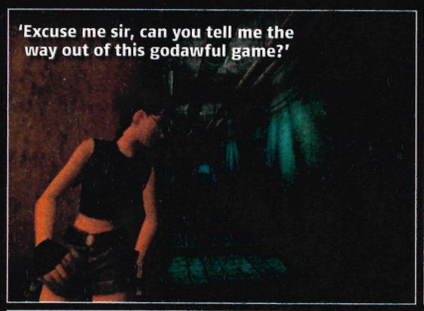
2003: THE DARKEST DAYS
Darling, what have they done to you?

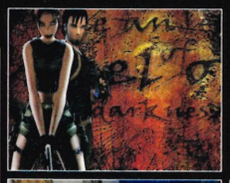
This project, the first *Raider* on PS2, was to be the most controversial of the series. Work began in 1999, with a fresh team designing the new-gen Lara game while series stalwarts were knocking out *Chronicles*, although *Angel of Darkness* would not see the light of day until 2003 – a lifetime considering Eidos' penchant for annual releases.

Richard Morton, who moved over to *Angel* after completing *Chronicles*, explains: "The tech had to be completely rewritten from PS1 to PS2 and scrapped again when the *Chronicles* team started on the game. We lost the first year because of *Chronicles* and only had the basic story, character models and concept art.

"The challenge was not to use a block-based system but still give the player an obvious route through the environment, allowing for an intuitive control system and camera.

"It was something we didn't fully achieve because we weren't given the time to develop any one idea for any amount of time." This clumsy control system proved to be the game's biggest undoing, with players tearing their hair out over Lara's stilted, ungainly movement.





BIG IDEAS

Originally the game was set in France, Germany, Prague and Turkey and would chart the rise of a religious cult. However, the game was practically cut in half when problems began to arise with the engine and editor. Germany and Turkey were culled midway through production.

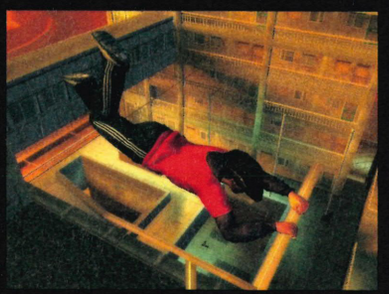
Many features were brainstormed into the design: Lara had a new playable sidekick called Kurtis Trent, a stamina bar and RPG-style levelling-up features; her stealth attacks, introduced in *Chronicles*, were greatly expanded and there was even talk of making *Angel of Darkness* episodic with downloadable levels available after initial purchase, but this idea was soon dropped.

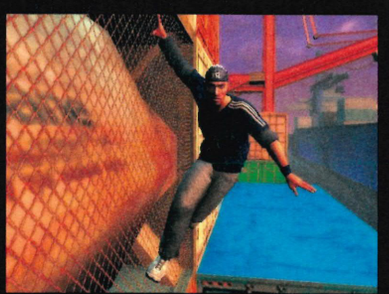
The final game was beset by bugs and felt disjointed in the extreme. Characters, clues and levels seemed tagged on or made no sense in the plot. Morton says: "We weren't able to fully control the game as a team and there were far too many chiefs to cooks. As a result the game lost direction. It was also technically a nightmare with editors only coming online in the last eight months of development."

Due to Lara's inherent appeal *Angel* still sold in millions, but it tarnished her reputation. For Core, the game's poor critical reception resulted in an embarrassing break with the series.

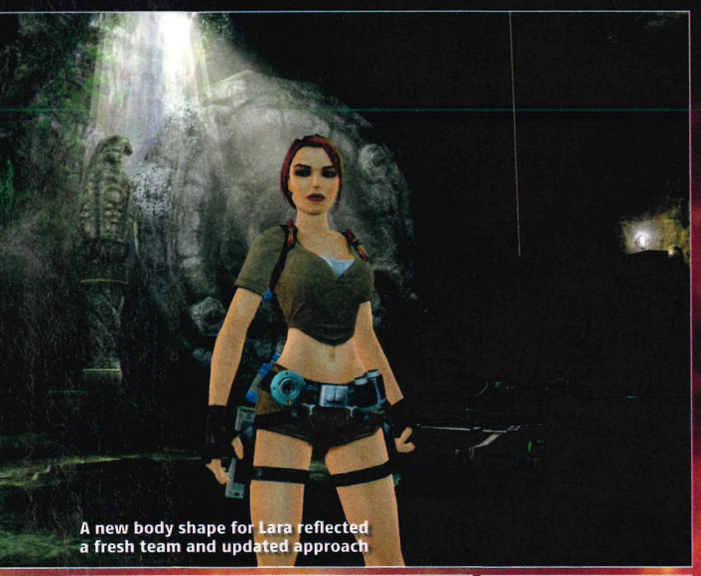
HOW IT MIGHT HAVE BEEN

Recent game *Free Running* shows the moves that Lara should have been doing in *Angel*



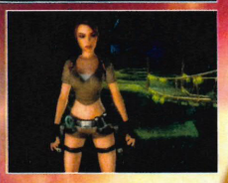


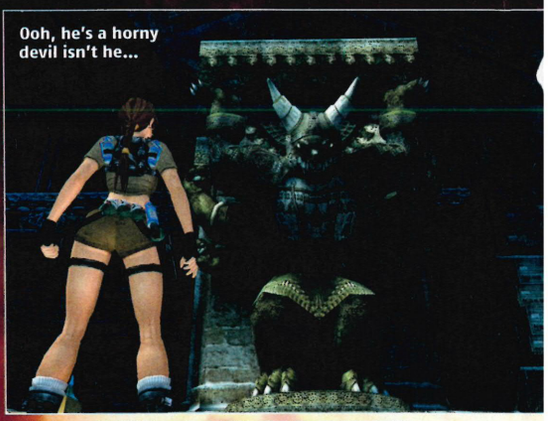
Core say Angel's atrocious controls happened because the original design was so ambitious that not enough quality time was given to key areas. Interestingly, many of the team went on to develop the recent *Free Running*, which uses some of the principles that underpin Lara's motion and hones them to impressive fluidity and accessibility.



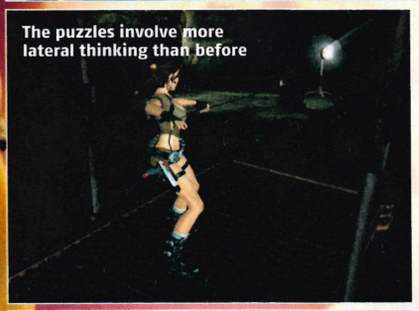
A new body shape for Lara reflected a fresh team and updated approach

Modern physics allowed better movement than in *Angel*





Ooh, he's a horny devil isn't he...



The puzzles involve more lateral thinking than before

Legend's developer also made *Legacy of Kain*

LARA CROFT TOMB RAIDER LEGEND

2006: RETURN TO FORM

It looked like the franchise would be consigned to history, but there was life in the old girl yet...

Eidos' decision to entrust the *Tomb Raider* franchise to San Francisco-based Crystal Dynamics was initially met with shock. But it turned out to be a shot in the arm for the series. After all, this was the company responsible for the superb *Legacy of Kain* games, a series that had begun to eclipse *Tomb Raider* for invention, strong narrative, smooth animation and controls several years previously.

Eidos also drafted in original Lara creator Toby Gard. Some observers suggested this was a cynical marketing ploy. But in reality Toby's changes were instrumental in making this a triumphant return and, arguably, his fingerprints were all over the final build.

The plot was a little convoluted but tomb raiding was most definitely back on the agenda with Lara globetrotting from Nepal to Kazakhstan. In a flashback we discover a teenage Lara witnessing the mysterious disappearance of her mother in the Himalayas.

Lara's adventuring then takes her on an Arthurian quest to recover four pieces of the mythic sword Excalibur. This finally results in a semi-comical level underneath a tacky King Arthur tourist attraction in Cornwall and the eventual revelation that Lara's mother isn't actually dead but living in Avalon.

Although the narrative was on the hokey side there's no question that in terms of visuals, movement, controls and puzzle-solving this was the best Lara since the original.

SHORT AND SWEET

The only major disappointment with *Legend* was that it was over too quickly, with many players complaining of its condensed feel.

Actually, this was a conscious decision on the part of Eidos and Crystal Dynamics, the idea being to focus on quality rather than length. It paid off and *Legend* hit the top of the charts for three weeks, eventually becoming the fastest-selling game in the series.

Lara's look altered significantly for this episode, with our curvaceous heroine taking on a softer, more supple and contemporary feel. Gone were the butch snarls and combat fatigues of old. Newer technology gave her greater definition with naturalistic eye movements and detailed facial features. And her chest, although still pneumatic, was noticeably less imposing, in line with this more 'realistic' appearance.

Her life story was rewritten, as well, with many details, such as her ancestry and the events surrounding the deaths of her parents, altered wholesale.

But it was the game's lush visuals, modern physics and rethought challenges that made the experience what it was. Never had Lara looked, played or responded so well. Many of the best puzzles involved tumbling or swinging objects and there was far more emphasis on lateral thinking than the block-pushing puzzles of old.

Legend has sold more than three million copies worldwide since its release in spring last year. And with Crystal Dynamics again at the helm for her next title, *Tomb Raider Anniversary* (reviewed on p70) the future's bright for Lara. ■

DID WE MISS SOMETHING?

Legend is a notoriously short play and early publicity material makes it obvious which bits were dropped late in development

Early trailers and screens released to promote *Legend* suggest that key areas were cut back so Crystal Dynamics could focus on its mantra of quality over quantity. A lengthy rooftop motorbike stunt scene was removed along with levels and puzzle rooms from South America and Kazakhstan. There was also early code showing Lara with a rocket launcher, but this weapon never made it into the final edit. PS2 owners got an introductory movie that was denied to Xbox players, too – the Xbox development team forgot to include this on the final build disk when submitting it to Microsoft. Oops!

HOPELESSLY DEVOTED

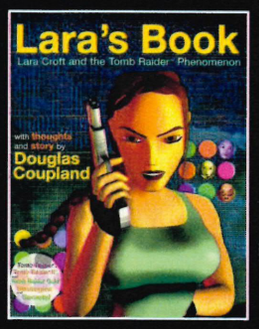
How Lara made the world take gaming seriously

As the first 'sexy' videogame character Lara inevitably became an instant hit with console enthusiasts more familiar with super-deformed animals and camp plumbers. But her appeal went further afield encouraging the kind of devotion usually reserved for FHM cover girls and leaders of religious cults. Here's just a taste of the hype, spin-offs and devotion that has characterised Croft's infiltration into the mainstream.

'Silicon chick'? They must have worked hard to come up with that one

POP CULTURE

Although videogame characters had been talked about in the tabloids, broadsheets and mainstream press before 1996 it was usually in po-faced business articles. But Lara was different. When influential style magazine *The Face* put her on its front cover it gave a green light to other editors who had previously pigeon-holed the hobby as geeky and niche. Her status as a cultural icon was further sealed when she appeared in digital form on U2's 1997 PopMart tour.



Hey, Doug, are you maybe taking this whole thing a bit too seriously, mate?

DOUGLAS COUPLAND

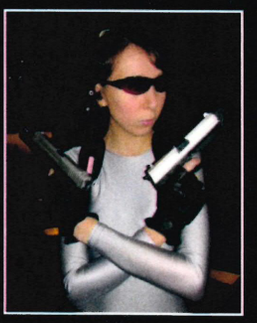
Respected author Douglas 'Generation X' Coupland brought out an entire book dedicated to Lara in 1998. It received mixed reviews because of its highfalutin' tone and schizophrenic approach to the subject: the essays about Croft interspersed with hundreds of glossy renders didn't sit well with the *Tomb Raider* strategy guides. Still, it provided more grist to the Eidos marketing mill.

FAN FICTION AND COSPLAY

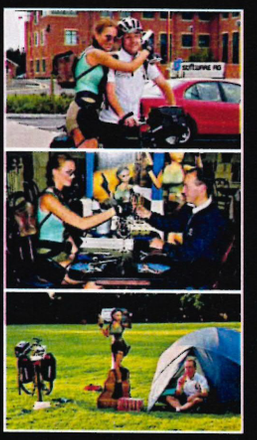
One of the easiest ways to get involved in Lara fandom is to either create fan fiction or simply dress up as the heroine. The classic Tomb Raider costume is instantly recognisable so even those without Lara's impossible figure can avoid the awkward who-have-you-come-as moments when turning up to fancy dress parties. The fan fiction covers anything from the diary of Werner Von Croy to Lara's early days as a schoolgirl but they are almost universally dreadful. See www.cosplay.com for more on some of the best and worst real-life Laras and www.laracroft.name for Tomb Raider inspired fan fiction.

MOST DEDICATED?

Many Lara followers have staked a claim for number one fan status but surely it belongs to Dutch Tomb Raider enthusiast Niels Berndsen. He's played all the games, of course, but took his devotion to another level by writing 'beautifully written and illustrated' letters to Core Design over a number of years. In 2001 his obsession led to a 500 mile cycling trip in Lara-branded clothing from his home in Amsterdam to Core's Derby studio. Luckily for him the company embraced his efforts (it would provide a few headlines after all) and staff give him a champagne reception, the chance to meet Lara in the form of Lucy Clarkson and a tour of the studio. We have no idea what Niels is doing now but we continue to pray for him.



This young lady won't give her real name. We can only imagine why not.



Cycling from Amsterdam to Derby in the name of Lara? Well, a man needs a hobby

MAMA MERCHANDISE

When cynical marketing ploy becomes collector's item

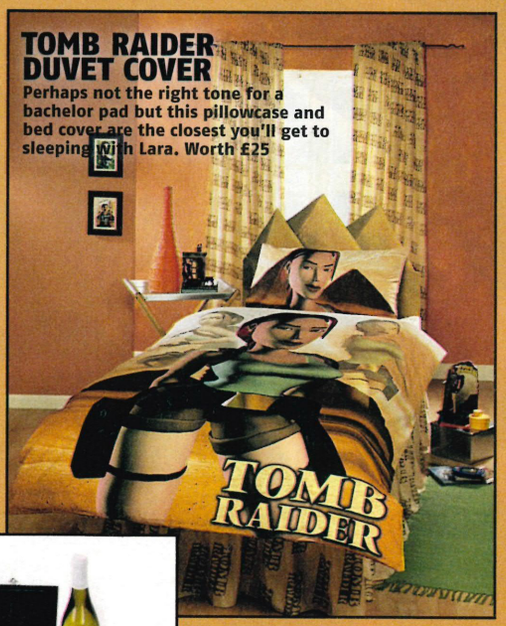
Like every successful modern phenomenon Lara has generated a monumental amount of merchandise, some of it collectible, some of it tat. Click on to www.planetlara.com for more information about Tomb Raider collectibles. Here are a few of our favourites – not including the lifesize Lara mannequin who beautifies OPS2 Towers, of course. She's not for sale.

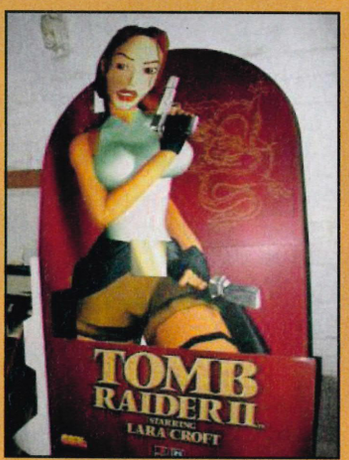
1ST EDITION LARA FIGURINE

The classic Lara figurine from the first game. Made in resin and becoming rarer by the year, its current estimated worth is £70

TOMB RAIDER DUVET COVER

Perhaps not the right tone for a bachelor pad but this pillowcase and bed cover are the closest you'll get to sleeping with Lara. Worth £25





TOMB RAIDER II STANDEE

Expect all Tomb Raider marketing bumph to continue increasing in value. This cardboard standee from *Tomb Raider II* is worth around £25

TOMB RAIDER FRUIT MACHINE

The original *Tomb Raider* fruit machine is a good place to start your collection and gambling addiction. Worth around £600

WINE KIT

A wine set used to promote *Angel of Darkness* but probably not a vintage year. Its rarity means it'll still set you back about £30, though

OIL PAINTING

This magnificent Lara oil painting is an unofficial item but planetlara.com reckons it could be worth £1000 of anyone's money

THE PLAYSTATION 3 MAGAZINE

PSM3

PLUS!

Ratchet And Clank PS3
Elder Scrolls: Oblivion
Little Big Planet
Star Wars PS3
Killzone PS3
PS3 Home
GTA IV

EXCLUSIVE!

DEVIL MAY CRY 4

DEVIL WORSHIP: Why you'll hand it to the best DMC yet

Free 16-page 'Future of PS3' guide + PS3 DVD!

PSM3 On Sale: Thursday April 12

replay

WE WON'T LET YOU MISS A THING

Writing a list of 'our top 21 kills from *God of War II*' might make us sound a bit like we're bloodthirsty psychopaths who need to be kept away from sharp objects.

But we're not (although, now you come to mention it, they have stopped letting us have biros in the office since Andy tried to test his 'emergency tracheotomy' technique on one of the subscriptions team last month).

No, we're not like that at all. We're nice and fluffy, really. We're just not afraid to admit that when you've had a bad day at work or school or whatever, slaughtering an array of fictional creatures in gorey, blood-spattered detail can be a great way to vent your frustration and ease your stress.

Perhaps we should say 'don't try this at home'. Well, okay then, if you should happen across a couple of minotaurs by the frozen peas next time you're in the supermarket, or find your car sitting stationary in traffic backed up behind a huge, bloated Sister of the Fates, think twice before you stab them in the head with a magical sword, mm-kay?

Sophie Mason,
Production editor

GOD OF WAR II

IT'S BLOODY MURDER: OUR TOP 21 KILLS FROM ONE OF THE PS2'S SMASHINGEST SLASH-UPS

118

116

114

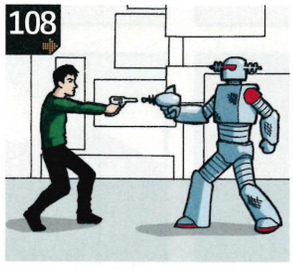
108 CHARTS
Ooh, tell you what, have you seen what's number one in the games chart? You'll never guess...

109 CHALLENGES & ONLINE
We're giving away games and T-shirts for free! Go on, have a go, someone's got to win them

110 HOT 100
The best century of games you could hope to see on your console, plus readers' favourites

112 CHEATS
The latest cheats and unlockables including *GTA: Vice City Stories* and *God of War II*

116 SOCOM SAUSAGES
We serve you up a full helping of the hidden sausages from *SOCOM: Combined Assault*



charts

FACTS, FIGURES AND FUNNIES

WHAT THE OTHER MAGS SAID

WE READ 'EM SO YOU DON'T HAVE TO

PSM3	"Easily the worst *Burnout* yet. Shame." 81%	"A welcome trip back to Vice City" 83%	"Plenty of room for improvement" 68%	"Worth plundering your local games shop for" 80%
PSW	"As fast and thrilling as ever" 8/10	"What a game!" 8/10	"Not bad if you are a big cricket fan" 6/10	NO REVIEW*
PLAY	NO REVIEW*	"You'll love it to bits" 90%	NO REVIEW*	NO REVIEW*
PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT	"Another cracking *Burnout*" 8/10	"Fundamentally classic criminal fun" 8/10	"A quick-fire, enjoyable game of cricket" 7/10	"One of the finest games to swagger onto PSP" 8/10

*Review not available at time of going to press

THE TOP 20 ChartTrack ELSPA

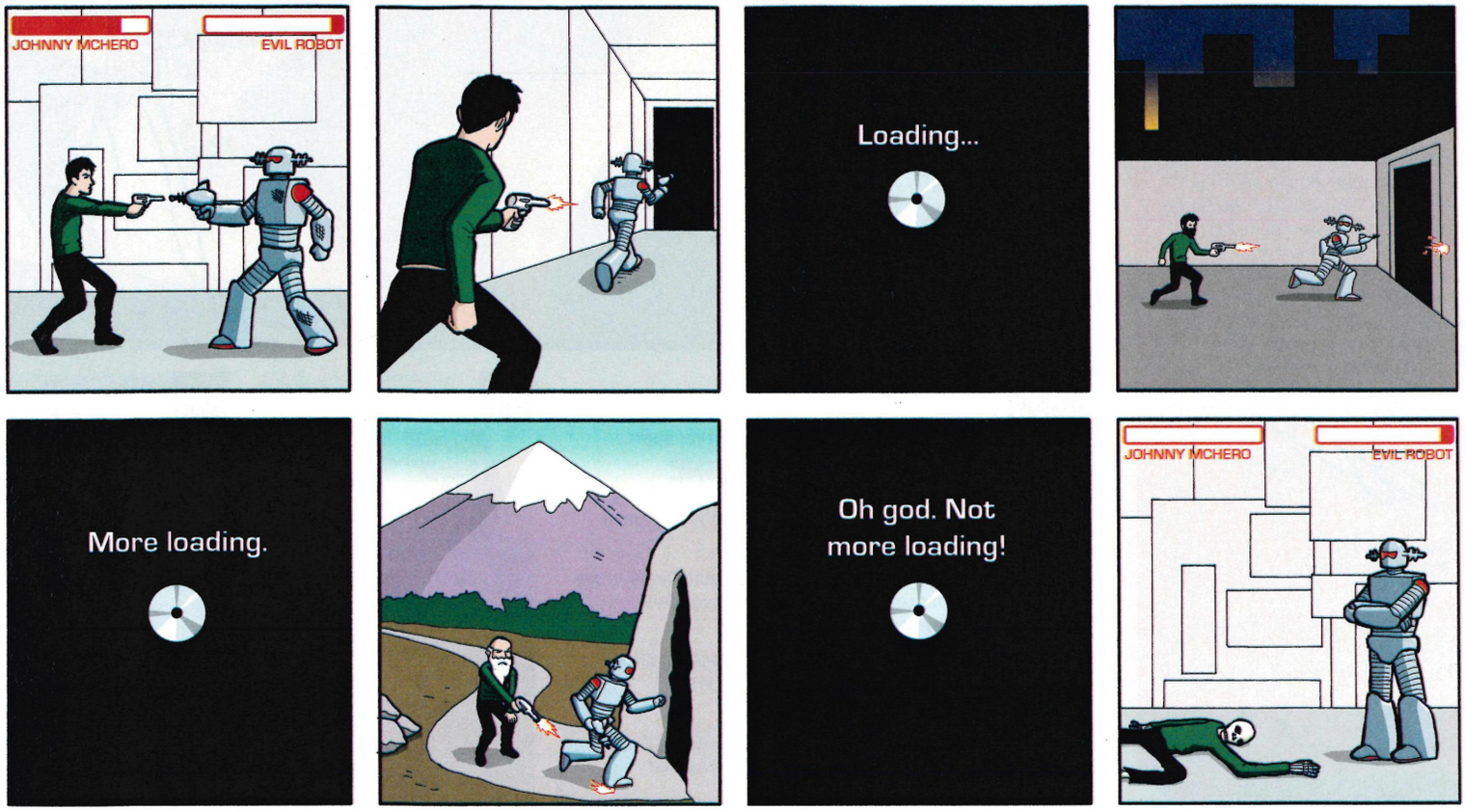
	Game Name	Publisher	Score
1.	Final Fantasy XII	Square Enix	10/10
2.	Brian Lara International Cricket 2007	Codemasters	7/10
3.	Test Drive Unlimited	Atari	7/10
4.	UEFA Champions' League 2006-2007	EA Sports	7/10
5.	Burnout Dominator	EA Games	8/10
6.	TMNT	Ubisoft	7/10
7.	Cricket 07	EA Sports	8/10
8.	Lego Star Wars II	Eidos	9/10
9.	Pimp My Ride	Activision	4/10
10.	FIFA 07	EA Sports	9/10
11.	Pro Evolution Soccer 6	Konami	10/10
12.	Championship Manager 2007	Eidos	7/10
13.	The Fast And The Furious	EA Games	5/10
14.	Ghost Rider	Take 2	7/10
15.	WWE Smackdown Vs Raw 2007	THQ	8/10
16.	Call Of Duty 3	Activision	8/10
17.	Need For Speed Carbon	EA Games	8/10
18.	Avatar: The Legend of Aang	THQ	5/10
19.	Buzz! The Big Quiz	Sony	7/10
20.	Scarface: The World Is Yours	VU Games	8/10

BURNED OUT?
A *Burnout* game charting at number five? That seems mighty low for a racing series that's been smashing our socks off for the past few years, doesn't it?

NO SPIRIT
Okay, so the game was a tad derivative. And the film, well, the film's a pile of arse. Still, we expected more sales than this from *Ghost Rider*'s mega-bucks tie-in.

SAVE POINT TAKING THE LESS TRAVELLED ROUTE TO GAMING WISDOM

WORDS: KIERON GILLEN ART: JAMIE MCKELVIE



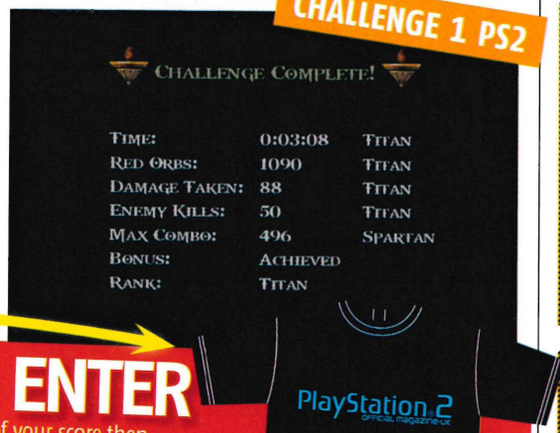
challenges

THINK YOU CAN BEAT US? GO AHEAD, MAKE OUR DAY

GOD OF WAR II

CHALLENGE 1 PS2

You can never have enough red orbs. So, after completing the game, go to Challenge of the Titans mode, pick Reap the Rewards and rack up a red orbs total that beats our 1090.
Highest Proved Orb Total Gets...
Three ace PS2 games and an Official PS2 Magazine T-shirt.



GRAND THEFT AUTO: VICE CITY STORIES

At the dirt bike track north of Downtown, hop on the lonely Sanchez and plough through the available courses until you hit Course 12. The target time is 2:55. We did 2:54. Beat it and we'll reward you accordingly.
Best Proved Time Gets...
Three PS2 games and a T-shirt.

CHALLENGE 2 PS2

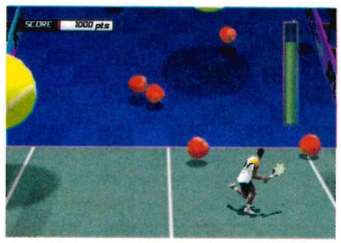
HOW TO ENTER

Attach your MMS picture of your score then text either **CHALLENGE1, CHALLENGE2 or CHALLENGE3 (then a space)** followed by your name and full address to **07738 647 177**

Only the entries that OPS2 judges as the best score / time 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 26 April to 23 May inclusive. We will not advise non-winners of the result.*

VIRTUA TENNIS 3

CHALLENGE 3 PSP



We couldn't resist. In World Tour mode, you'll uncover a bizarre little mini-game called Avalanche, involving fruit and oversized tennis balls. Pick Level 2 and beat our woeful score of 2500, and we'll reward the best.
Best Proved Score Gets...
Two great PSP games and a T-shirt.

online

IS IT WORTH GETTING BROADBAND FOR THIS GAME?

TEST DRIVE UNLIMITED

What you get: Some very impressive numbers. 1500 km² of simulated Hawaiian island (that's Oahu, geography fans), 1600km of virtual road, more than 125 licensed vehicles, and (potentially) thousands of players driving around the island with you.

In fact, developer Melbourne House wants us to refer to *Test Drive Unlimited* as a Massively Open Online Racer, and seeing as we can't think of anything better than that to describe the game, we'll go along with it.

What it's like: Well, if you don't want the single player game ruined for you, avoid playing online, because once you've tasted the multiplayer life, returning to the lonesome road may leave you feeling a little hollow. Why? Because *Test Drive Unlimited* online has all the features of the single player game, only with the added unknown quantity that comes from playing alongside fellow humans.

Don't like the cut of another player's jib? Honk him down and challenge him to an impromptu race. Or if that's not satisfying enough, shove him into oncoming traffic. The result might not be as explosive as, say, chucking a Molotov cocktail through his windscreen à la *Grand Theft Auto*, but it's an inconvenience all the same.

That said, *Test Drive* encourages a more gentlemanly approach to racing; the best method to test other players' skills is to create a challenge in the single player game and import it online. Not quite the same as *Burnout*, then.

SHOULD I GET BROADBAND FOR THIS? ✓

PSP WIFI TEST

METAL SLUG ANTHOLOGY

What you get: A nearly arcade-perfect translation of the seven *Metal Slug* games, all playable with another *Anthology* owner over WiFi.

What it's like: Solo, they're okay, but side-scrolling 2D shooters are meant to be enjoyed with a friend. So does *Metal Slug Anthology* make this easy? Nope. With no game-sharing, it's yet another tragic case of having to fork out £60 in order to get your multiplayer on – making for a prohibitively expensive simulation of two players having to drop their respective monies into an arcade machine. Dreadfully sluggish menus and frequent (but faithful) in-game slowdown mar the action, but for true *Metal Slug* mentalists, these things needn't stop you.

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 26 April to 23 May inclusive.

the hot 100

IF YOU ONLY BUY 100 GAMES TODAY, BUY THESE

THIS MONTH

Question. What's a better way to have fun with family and friends of all ages than playing *Buzz! The Big Quiz*? That's right: playing *Buzz! The Mega Quiz*.

Sure, it might not have the thrills of *Resident Evil*, the beauty of a *Final Fantasy* or the big, bright, stress-busting explosions of *Black*.

But it's good, clean fun that really *is* fun, for everyone. And for that reason it gains a place in the Hot 100, stealing a spot from the previous *Buzz!*.

Also new to the list and replacing its predecessor is *Grand Theft Auto: Vice City Stories*. Its formula of the usual *GTA* antics, heavily satirised 1980s pop culture and Phil Collins helps give it the edge over *Liberty City Stories*.

Think we've missed something out? Let us know by sending your top five titles, with reasons, to: 'My All-Time Top 5', OPS2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

YOUR KEY TO THE TOP 100

GOLD — Reserved exclusively for games that scored the elusive 10/10

SILVER — Only awarded to games that scored a mighty 9/10

BRONZE — Lovingly given to games that scored an impressive 8/10

DVD#78 — Want to try before you buy? Here's the issue where we ran a playable demo

24: THE GAME — BRONZE
A quality re-creation of the show that's fun to play.
REVIEWED *OPS2#69* / **OVERALL** 08 / **DVD#69/#72**

ACE COMBAT: SQUADRON LEADER — BRONZE
Great flight sim that's well worth a fly-by.
REVIEWED *OPS2#56* / **OVERALL** 08 / **DVD#56/#57**

AMPLITUDE — SILVER
Fun music/rhythm game with tunes adults or teens will recognise.
REVIEWED *OPS2#38* / **OVERALL** 09 / **DVD#38**

AREA 51 — SILVER
Guns, aliens and conspiracies make for a top-notch shooter.
REVIEWED *OPS2#60* / **OVERALL** 09 / **DVD#58/#62**

BATTLEFIELD 2: MODERN COMBAT — SILVER
Body-swapping war shooter full of challenges and action.
REVIEWED *OPS2#65* / **OVERALL** 09 / **DVD#68**

BEYOND GOOD & EVIL — BRONZE
A gripping, engaging platformer from the makers of *Rayman*.
REVIEWED *OPS2#40* / **OVERALL** 08 / **DVD#39** ON THE DVD

BLACK — GOLD
Hollywood-style gun porn – by far the best shooter on PS2.
REVIEWED *OPS2#69* / **OVERALL** 10 / **DVD#72/#76**

BROTHERS IN ARMS: ROAD TO HILL 30 — BRONZE
An addictive take both on WW2 and squad-based shooters.
REVIEWED *OPS2#58* / **OVERALL** 08 / **DVD#60/#62**

BURNOUT DOMINATOR — BRONZE
Another cracking *Burnout*. When it shines, oh boy, it dazzles.
REVIEWED *OPS2#83* / **OVERALL** 08

BURNOUT REVENGE — GOLD
The best arcade racer in existence.
REVIEWED *OPS2#64* / **OVERALL** 10 / **DVD#64**

BUZZ! THE MEGA QUIZ — BRONZE
Latest and greatest instalment of this mega-fun family quiz.
REVIEWED *OPS2#84* / **OVERALL** 08

CALL OF DUTY 3 — BRONZE
The most atmospheric and intense WW2 shooter we've played.
REVIEWED *OPS2#80* / **OVERALL** 08

CANIS CANEM EDIT — SILVER
Funny, silly yet always enjoyable school-based adventure.
REVIEWED *OPS2#79* / **OVERALL** 09

COLIN MCRAE RALLY 2005 — SILVER
The career mode means this driving title is still loads of fun.
REVIEWED *OPS2#51* / **OVERALL** 09 / **DVD#51**

CRICKET 07 — BRONZE
EA's solid, good-looking cricket sim will bowl you over.
REVIEWED *OPS2#80* / **OVERALL** 08

DESTROY ALL HUMANS! 2 — BRONZE
Globe-hopping comedy alien mayhem set in the 1960s.
REVIEWED *OPS2#78* / **OVERALL** 08 **DVD#78**

DEVIL MAY CRY 3: DANTE'S AWAKENING — SILVER
Combat-heavy, demonic adventure with shooters and swords.
REVIEWED *OPS2#58* / **OVERALL** 09

DRAGON QUEST: THE JOURNEY OF THE CURSED KING — SILVER
Vintage Japanese role-player: long, strong and good-looking.
REVIEWED *OPS2#71* / **OVERALL** 09 **DVD#73/#75**

EVERYBODY'S GOLF — BRONZE
Cartoon visuals with some seriously dazzling golfing action.
REVIEWED *OPS2#65* / **OVERALL** 08 / **DVD#64**

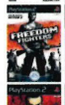
EYETOY: PLAY 2 — BRONZE
Games collection that uses the EyeToy to full effect.
REVIEWED *OPS2#53* / **OVERALL** 08 / **DVD#54**

FAHRENHEIT — SILVER
Stylish, cinematic reinvention of the point-and-click adventure.
REVIEWED *OPS2#64* / **OVERALL** 09 / **DVD#64/#69**

FIFA 07 — SILVER
Finally tackling *PES*'s unchallenged champion status.
REVIEWED *OPS2#77* / **OVERALL** 09 / **DVD#82**

FIGHT NIGHT ROUND 3 — SILVER
Knockout boxing sim takes face-punching to the next level.
REVIEWED *OPS2#71* / **OVERALL** 09 **DVD#74/#82**

FINAL FANTASY XII — GOLD
The best role-playing game PS2, or any console, has ever seen.
REVIEWED *OPS2#81* / **OVERALL** 10



FREEDOM FIGHTERS — SILVER
Tactical battling in an urban setting. Insanely addictive.
REVIEWED *OPS2#37* / **OVERALL** 09 / **DVD#38**

FROM RUSSIA WITH LOVE — BRONZE
This is the finest Bond game on PS2. Simple and enjoyable.
REVIEWED *OPS2#66* / **OVERALL** 08 / **DVD#67**

FULL SPECTRUM WARRIOR: TEN HAMMERS — BRONZE
Tactical army sim that's accessible and truly gripping.
REVIEWED *OPS2#72* / **OVERALL** 08

GOD OF WAR — SILVER
Heart-in-mouth joy from this frantic and bloody hack-fest.
REVIEWED *OPS2#60* / **OVERALL** 09 / **DVD#62/#63**

GOD OF WAR II — SILVER
Accesible, exhilarating and macho as hell.
REVIEWED *OPS2#83* / **OVERALL** 09 ON THE DVD

GRAND THEFT AUTO DOUBLE PACK — GOLD
Two superb games in the same box for just £40? Grand!
REVIEWED *OPS2#41* / **OVERALL** 10

GRAND THEFT AUTO: VICE CITY STORIES — BRONZE
Another killer *GTA* title ported from PSP. Stars Phil Collins!
REVIEWED *OPS2#82* / **OVERALL** 08

GRAND THEFT AUTO: SAN ANDREAS — GOLD
Enormous, even more so than *Vice City*, and cracking good fun.
REVIEWED *OPS2#54* / **OVERALL** 10

GRAN TURISMO 4 — SILVER
Unsurpassed, automotive beauty. The best driving game on PS2.
REVIEWED *OPS2#57* / **OVERALL** 09

GUITAR HERO II — BRONZE
Slightly more challenging than the first one but just as much fun.
REVIEWED *OPS2#80* / **OVERALL** 08

GUN — SILVER
This *GTA*-inspired Wild West shooter is mighty fine, if a little short.
REVIEWED *OPS2#67* / **OVERALL** 09

HITMAN: BLOOD MONEY — SILVER
Agent 47's biggest, bloodiest and best adventure yet.
REVIEWED *OPS2#73* / **OVERALL** 09 / **DVD#73/#75**

ICO — SILVER
Beautiful, inventive, magical: *Ico* is an adventure like no other.
REVIEWED *OPS2#18 & #69* / **OVERALL** 09

JAK 3 — BRONZE
Ambitious platform adventure with oodles of varied gameplay.
REVIEWED *OPS2#53* / **OVERALL** 08 / **DVD#58/#75**

READER TOP 5

THIS MONTH'S TOP 5 COMES FROM GARY HOLLOWAY OF MIDDLESEX

1 RESIDENT EVIL 4
9/10 IN OPS2#65
"The finest horror game ever made" says Gary, and we agree

2 BURNOUT 3: TAKEDOWN
10/10 IN OPS2#51
This one makes Gary's list because "it's before they cocked the Crash Junctions".

3 PRO EVOLUTION SOCCER 5
10/10 IN OPS2#64
Honest Gary admits this is his favourite PES because "I'm still much better at it than PES 6".

4 PROJECT ZERO
8/10 IN OPS2#24
"Being armed with only a camera scared the sh*t out of me." No paparazzi career for Gary, then

5 SHADOW OF MEMORIES
8/10 IN OPS2#5
"I remember its brilliant storyline," says Gary. "Yes, I am that old!"

DISAGREE? LET US KNOW ABOUT IT

NEED A BACK ISSUE OF *OPS2* TO CHECK OUT THE FULL REVIEW? THEN CALL:
UK: 0870 837 4773
OVERSEAS: +44 1858 438 795

replay

JUST CAUSE — BRONZE
Massive parachuting fun in a '*GTA* does jungle' adventure.
REVIEWED *OPS2#77* / **OVERALL** 08

KILLER 7 — BRONZE
Insane shooter with exploding zombies and multiple personalities.
REVIEWED *OPS2#61* / **OVERALL** 08

KINGDOM HEARTS II — BRONZE
Disney roleplayer from the makers of *Final Fantasy*.
REVIEWED *OPS2#78* / **OVERALL** 08

LEGO STAR WARS II — SILVER
Hugely enjoyable and comical retelling of the original trilogy.
REVIEWED *OPS2#77* / **OVERALL** 09 **DVD#76/#77**

MADDEN NFL 07 — SILVER
One of the most accurate sports sims ever made.
REVIEWED *OPS2#77* / **OVERALL** 09

MANHUNT — SILVER
A dirty, grisly, filthy but downright brilliant game experience.
REVIEWED *OPS2#42* / **OVERALL** 09

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE — BRONZE
Graffiti game created by a fashion designer. Original and good.
REVIEWED *OPS2#69* / **OVERALL** 08 / **DVD#71**

MASHED — SILVER
Got friends? Get the brilliant party racer *Mashed*.
REVIEWED *OPS2#48* / **OVERALL** 09 / **DVD#49/#55**

MERCENARIES — SILVER
Enjoy all the fun of free-roaming warfare, and get paid for it!
REVIEWED *OPS2#55* / **OVERALL** 09 / **DVD#55** ON THE DVD

METAL GEAR SOLID 2: SONS OF LIBERTY — GOLD
A must-own, tactical espionage stealth-a-thon.
REVIEWED *OPS2#17* / **OVERALL** 10 / **DVD#17/#37**

METAL GEAR SOLID 3: SUBSISTENCE — SILVER
The superb *Snake Eater* gets a new camera and an online mode.
REVIEWED *OPS2#78* / **OVERALL** 09

MIDNIGHT CLUB 3: DUB EDITION REMIX — BRONZE
Super-bling street racer, now with extra tunes and vehicles.
REVIEWED *OPS2#73* / **OVERALL** 08

MORTAL KOMBAT: SHAOLIN MONKS — BRONZE
The classic beat-'em-up gets a spectacular adventure makeover.
REVIEWED *OPS2#65* / **OVERALL** 08

MOTO GP4 — BRONZE
Fast, pretty and very challenging motorbike racing.
REVIEWED *OPS2#60* / **OVERALL** 08

MUSIC 3000 — SILVER
A virtual recording studio for £30? Can anyone say no to that?
REVIEWED *OPS2#33* / **OVERALL** 09

NBA 2K7 — SILVER
Great looking, responsive basketball game that's not just for fans.
REVIEWED *OPS2#79* / **OVERALL** 09

NEED FOR SPEED CARBON — BRONZET
The latest instalment of this consistently good series.
REVIEWED *OPS2#79* / **OVERALL** 08

NHL 07 — BRONZE
New controls and great looks make for a pucking brilliant time.
REVIEWED *OPS2#79* / **OVERALL** 08

OKAMI — GOLD
A beautiful, original, magical, picture-book adventure.
REVIEWED *OPS2#81* / **OVERALL** 10 / **DVD#81/#82**

ONIMUSHA 3 — SILVER
If you're looking for the best '*Musha* this is your boy.
REVIEWED *OPS2#79* / **OVERALL** 09

OUTRUN 2006: COAST 2 COAST — BRONZE
Sun-kissed retro-racer makes a blistering comeback.
REVIEWED *OPS2#70* / **OVERALL** 08 / **DVD#73/#75**

PETER JACKSON'S KING KONG — SILVER
The best movie tie-in on PS2. An awesome adventure.
REVIEWED *OPS2#66* / **OVERALL** 09 / **DVD#66**

PRINCE OF PERSIA: THE TWO THRONES — SILVER
The best *PoP* so far.
REVIEWED *OPS2#67* / **OVERALL** 09

PRO EVOLUTION SOCCER 6 — GOLD
The most realistic footie on PS2, good licences, great online stuff.
REVIEWED *OPS2#79* / **OVERALL** 10 / **DVD#80/#82**

PROJECT ZERO — BRONZE
Genuinely disturbing survival horror, dripping with menace.
REVIEWED *OPS2#24* / **OVERALL** 08 / **DVD#23**

RAINBOW SIX 3 — BRONZE
Squad-based shooter with a realistic edge and online missions.
REVIEWED *OPS2#45* / **OVERALL** 08

RATCHET & CLANK 3 — SILVER
Weapons and flashgun-centric play make this the series' best.
REVIEWED *OPS2#53* / **OVERALL** 09 / **DVD#51/#58**

RED DEAD REVOLVER — SILVER
Wild West shooter that's like a cool breeze in Death Valley. Yeehaw!
REVIEWED *OPS2#47* / **OVERALL** 09

RESIDENT EVIL 4 — GOLD
One of the greatest games ever made. Buy it now.
REVIEWED *OPS2#65* / **OVERALL** 10

REZ — SILVER
Psychedelic, music-based rhythmic shoot-'em-up. Hypnotic stuff.
REVIEWED *OPS2#16* / **OVERALL** 09 / **DVD#17**

SCARFACE: THE WORLD IS YOURS — BRONZE
Excellent drug-dealing film tie-in.
REVIEWED *OPS2#78* / **OVERALL** 08

SECOND SIGHT — BRONZE
Slick, absorbing thriller touched with psychic powers.
REVIEWED *OPS2#50* / **OVERALL** 08 / **DVD#50**

SHADOW OF ROME — BRONZE
A historic blend of bloody action and stealth set in Roman times.
REVIEWED *OPS2#56* / **OVERALL** 08

SHADOW OF THE COLOSSUS — SILVER
Original, beautiful and haunting – nothing else feels like this.
REVIEWED *OPS2#68* / **OVERALL** 09 / **DVD#69**

SILENT HILL 3 — SILVER
Wet-the-bed scary survival horror. We dare you to play it.
REVIEWED *OPS2#33* / **OVERALL** 09 / **DVD#34/#80**

SINGSTAR ROCKS! — BRONZE
Party fun of the highest order, whether you can sing or not.
REVIEWED *OPS2#72* / **OVERALL** 08 / **DVD#76/#82**

SLY 3: HONOUR AMONG THIEVES — SILVER
Clever, funny and essential for all platformer fans.
REVIEWED *OPS2#66* / **OVERALL** 09 / **DVD#66**

SMASH COURT PRO TENNIS TOURNAMENT 2 — BRONZE
A new career mode makes the top tennis seed even better.
REVIEWED *OPS2#47* / **OVERALL** 08

SOCOM II: US NAVY SEALS — BRONZE
Move in for the commander-in-chief of online tactical shooters.
REVIEWED *OPS2#43* / **OVERALL** 08

SOUL CALIBUR III — SILVER
Better than ever, this is the greatest fighting game on PS2.
REVIEWED *OPS2#66* / **OVERALL** 09 / **DVD#65/#84**

SPARTAN: TOTAL WARRIOR — SILVER
Mythological hack'n'slash epic.
REVIEWED *OPS2#64* / **OVERALL** 09 / **DVD#66**

SPLINTER CELL: DOUBLE AGENT — BRONZE
Challenges your ethics as well as your stealthiness.
REVIEWED *OPS2#79* / **OVERALL** 08

SSX 3 — SILVER
Super-long, fast races make this an essential PS2 purchase.
REVIEWED *OPS2#40* / **OVERALL** 09 / **DVD#43**

STAR WARS: BATTLEFRONT II — BRONZE
Fantastic set-pieces and brilliant space battles. Buy it.
REVIEWED *OPS2#66* / **OVERALL** 08

SUPER MONKEY BALL DELUXE — BRONZE
Steer monkeys in Perspex balls around courses in this arcade oddity.
REVIEWED *OPS2#59* / **OVERALL** 08 / **DVD#60**

TEKKEN 5 — BRONZE
The original PlayStation fighter beats its way back to top form.
REVIEWED *OPS2#61* / **OVERALL** 08 / **DVD#61/#63**

THE SIMS 2 — BRONZE
The soap opera you can play. Entertaining and addictive.
REVIEWED *OPS2#66* / **OVERALL** 08

THE SUFFERING: TIES THAT BIND — BRONZE
Hardcore, ultra-bloody, action-survival horror.
REVIEWED *OPS2#64* / **OVERALL** 08

TIGER WOODS PGA TOUR 2006 — BRONZE
Like the man himself, this year's edition is on fine form.
REVIEWED *OPS2#65* / **OVERALL** 08

TIMESPLITTERS 2 — GOLD
As vital to PS2 as your central nervous system is to your brain.
REVIEWED *OPS2#25* / **OVERALL** 10 / **DVD#25/#31**

TIMESPLITTERS FUTURE PERFECT — SILVER
Shooter with enough guns to satisfy the most trigger-happy soul.
REVIEWED *OPS2#57* / **OVERALL** 09 / **DVD#56**

TOCA RACE DRIVER 3 — SILVER
Tones down the Story mode and ups the red-hot driving experience.
REVIEWED *OPS2#69* / **OVERALL** 09 / **DVD#68/#72**

TOMB RAIDER: LEGEND — BRONZE
A spectacular return to form for the first lady of adventuring.
REVIEWED *OPS2#71* / **OVERALL** 08 **DVD#75/#82** ON THE DVD

TOTAL OVERDOSE — BRONZE
Comedy Tex-Mex shoot-a-thon with entertaining special attacks.
REVIEWED *OPS2#65* / **OVERALL** 08

URBAN CHAOS: RIOT RESPONSE — BRONZE
Loud, brash, highly enjoyable law-and-order shooter.
REVIEWED *OPS2#72* / **OVERALL** 08 /

VIEWTIFUL JOE 2 — BRONZE
Cartoon-style action adventure with great fighting controls.
REVIEWED *OPS2#57* / **OVERALL** 08

WALLACE & GROMIT: THE CURSE OF THE WERE-RABBIT
For once, a kid's game that doesn't treat you like a child.
REVIEWED *OPS2#65* / **OVERALL** 08 / **DVD#65**

WE ❤ KATAMARI — BRONZE
Very odd, very Japanese puzzler. Relaxing and enjoyable.
REVIEWED *OPS2#69* / **OVERALL** 08 / **DVD#70/#72**

WRC RALLY EVOLVED — SILVER
Fantastic tracks with random events to test your skill.
REVIEWED *OPS2#65* / **OVERALL** 09 / **DVD#65**

WWE SMACKDOWN! VS RAW 2006 — SILVER
With better online play and new match types, this is essential.
REVIEWED *OPS2#66* / **OVERALL** 09

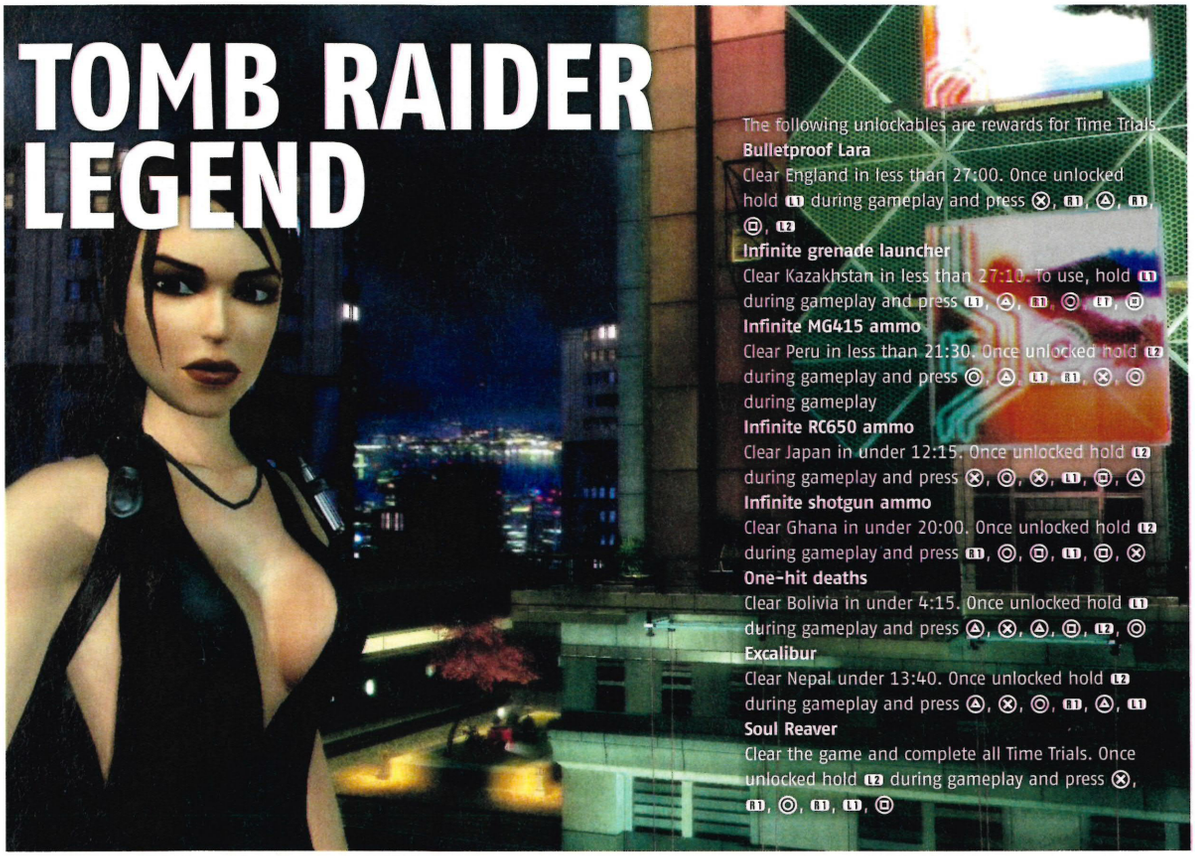
XIII — BRONZE
Gorgeous PS2 shooter based on the comic-book adventure.
REVIEWED *OPS2#40* / **OVERALL** 08 / **DVD#42**

ZONE OF THE ENDERS: THE 2ND RUNNER — BRONZE
Strikingly impressive robo-scrapper.
REVIEWED *OPS2#38* / **OVERALL** 08 / **DVD#38/#83**

cheats

CHEATS AND SECRETS FOR YOUR FAVOURITE GAMES

TOMB RAIDER LEGEND



The following unlockables are rewards for Time Trials.

Bulletproof Lara
Clear England in less than 27:00. Once unlocked hold L1 during gameplay and press ⊗, R1, △, R1, □, L2

Infinite grenade launcher
Clear Kazakhstan in less than 27:10. To use, hold L1 during gameplay and press L1, △, R1, ○, L1, □

Infinite MG415 ammo
Clear Peru in less than 21:30. Once unlocked hold L2 during gameplay and press ○, △, L1, R1, ⊗, ○ during gameplay

Infinite RC650 ammo
Clear Japan in under 12:15. Once unlocked hold L2 during gameplay and press ⊗, ○, ⊗, L1, □, △

Infinite shotgun ammo
Clear Ghana in under 20:00. Once unlocked hold L2 during gameplay and press R1, ○, □, L1, □, ⊗

One-hit deaths
Clear Bolivia in under 4:15. Once unlocked hold L1 during gameplay and press △, ⊗, △, □, L2, ○

Excalibur
Clear Nepal under 13:40. Once unlocked hold L2 during gameplay and press △, ⊗, ○, R1, △, L1

Soul Reaver
Clear the game and complete all Time Trials. Once unlocked hold L2 during gameplay and press ⊗, R1, ○, R1, L1, □

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

The following are all unlockables.

Anthony Stewart Head interview
Complete level 1

Male Vampire (multiplayer mode)
Complete level 1 with a Professional rank

Female Vampire (multiplayer mode)
Complete level 1 with a Slayer rank

Amber Benson interview
Complete level 2

Zombie Skeleton (multiplayer mode)
Complete level 2 with a Professional rank

Cemetary Arena
Complete level 2 with a Slayer rank

Nicholas Brendan interview
Complete level 3

Zombie Demon (multiplayer mode)
Complete level 3 with a Professional rank

Tara (multiplayer mode)
Complete level 3, getting a Slayer rank

Robin Sachs interview
Complete level 4

Bat Beast (multiplayer mode)
Complete level 4, getting a Professional rank

Zombie Devil (multiplayer mode)
Complete level 4 getting a Slayer rank

Chaos Bleeds comic
Complete level 5

Materani (multiplayer mode)
Complete level 5 getting a Professional rank

James Marster voiceovers
Complete level 6

Psycho Patient (multiplayer mode)
Complete level 6, getting a Professional rank

Sid the Dummy (multiplayer mode)
Complete level 6 with a Slayer rank

Anthony Stewart Head voiceovers
Complete level 7

S&M Slave (multiplayer mode)
Complete level 7 getting a Professional rank

Dominatrix (multiplayer mode)
Complete level 7 with a Slayer rank

Amber Benson voiceovers
Complete level 8

Faith (multiplayer mode)
Complete level 8 with a Professional rank

Initiative Arena (multiplayer mode)
Complete level 8 with a Slayer rank

Nicholas Brendon voiceovers
Complete level 9

Zombie Soldier (multiplayer mode)
Complete level 9 getting a Professional rank

Kakistos (multiplayer mode)
Complete level 9, getting a Slayer rank

Robin Sachs voiceovers
Complete level 10

Abominatot (multiplayer mode)
Complete level 10 with a Professional rank

Chainz (multiplayer mode)
Complete level 10, getting a Slayer rank

Joss Whedon voiceovers
Complete level 11

Zombie Gorilla (multiplayer mode)
Complete level 11 getting a Professional rank

Quarry Arena (multiplayer mode)
Complete level 11, getting a Slayer rank

Out-takes
Complete level 12

Joss Whedon (multiplayer mode)
Complete Level 12, getting a Professional rank

Chris (multiplayer mode)
Complete Level 12 with Slayer rank

BURNOUT REVENGE

To get unlockable cars you must achieve the following:

Black Elite Racer ..... Elite Rank 11

Criterion GT Racer ..... Complete White Mountain Challenge Sheet

Custom Classic ..... Complete Sunshine Keys Challenge Sheet

Dominator Assassin .....Have a *Burnout 3* save file on your memory card

EA GT Racer..... Complete Central Route Challenge Sheet

Etnies Racer.....Complete Motor City Challenge Sheet

Euro Classic LM ..... Complete Eternal City Challenge Sheet

Hot Rod .....Complete Lone Peak Challenge Sheet

Logitech World Racer..... Complete Rank 10 GP Race

Low Rider..... Complete Angel Valley Challenge Sheet

Madden Challenge Bus.....Have a *Madden NFL 06* save file on your memory card

Nixon Special ..... Complete Eastern Bay Challenge Sheet

Revenge Racer..... Finish the game

FINAL FANTASY XII

To unlock Sky Pirate's Den figures:

Ashe ..... Get the average party level over 50

Ba'Gamnan..... Complete the hunt catalogue

Balthier.....Attack 300 times

Basch..... Kill 500 foes

Belias .....Get every Esper

Carrot ..... Defeat Carrot

Chocobo ..... Walk 50,000 steps

Crystal..... Get every character's magicks

Dalan.....Complete every map

Death Gaze .....Defeat Death Gaze

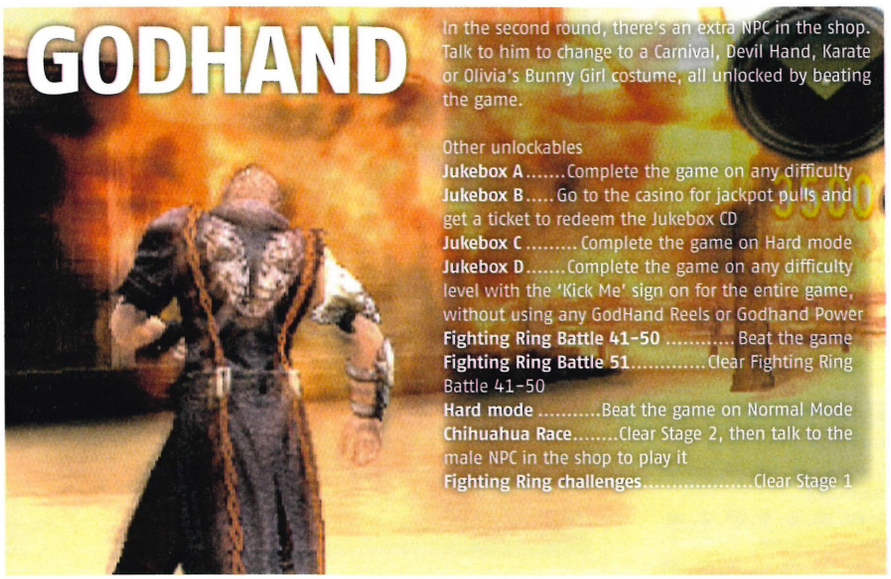
Fafnir..... Defeat Fafnir

Fran..... Use magic 200 times

Gabranth..... Initiate every fusion technique

Gilgamesh .....Defeat Gilgamesh

Gurdy.....Use or spend 1 million Gil



In the second round, there's an extra NPC in the shop. Talk to him to change to a Carnival, Devil Hand, Karate or Olivia's Bunny Girl costume, all unlocked by beating the game.

Other unlockables
Jukebox A.....Complete the game on any difficulty
Jukebox B.....Go to the casino for jackpot pulls and get a ticket to redeem the Jukebox CD
Jukebox C.....Complete the game on Hard mode
Jukebox D.....Complete the game on any difficulty level with the 'Kick Me' sign on for the entire game, without using any GodHand Reels or Godhand Power
Fighting Ring Battle 41-50.....Beat the game
Fighting Ring Battle 51.....Clear Fighting Ring Battle 41-50
Hard mode.....Beat the game on Normal Mode
Chihuahua Race.....Clear Stage 2, then talk to the male NPC in the shop to play it
Fighting Ring challenges.....Clear Stage 1

Hell Wyrm..... Defeat Devil Dragon
King Behemoth..... Defeat King Behemoth
Migelo.....Sell 1000 pieces of loot
Montblanc... Reach monster chain level 50
Penelo.....Get 100,000 Gil
Reks..... Earn 500,000 clan points
Rasler..... Complete all characters' licence boards
Trickster..... Defeat Trickster
Ultima..... Defeat Ultima
Vaan.....Steal from enemies 50 times
Vayne.....Use technicks 100 times
Vossler..... Get every character's technicks
Yazmat..... Defeat Yazmat
Zodiark..... Defeat Zodiark

GHOST RIDER

To unlock **Classic Ghost Rider**, beat the game on Extreme mode. Finishing the game on Easy mode will unlock **Extreme mode** plus **Blade**, **Ghost Rider 2099**, **Infinite Link Charge**, **Infinite Spirit**, **Invincibility**, **One-Hit-Kill**, **Turbo Mode**, **Ultimate Ghost Rider** and **Vengeance**

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
←, →, ←, →

MARVEL ULTIMATE ALLIANCE

Enter the following codes at the Team menu, then press START:
100k
↑, ↑, ↑, ←, →, ←
Level 99
↑, ←, ↑, ←, ↓, →, ↓, →
$300,000
↑, ↑, ↑, ←, →, ←, START, ←, START, ←

Enter the following codes while in the game, then press START:
Super Speed
↑, ←, ↑, →, ↓, →
Touch of Death
←, →, ↓, ↓, →, ←
God mode
↑, ↓, ↑, ↓, ↑, ←, ↓, →

Enter the following codes while in the Review menu, then press START:
Unlock all wallpapers
↑, ↓, →, ←, ↑, ↑, ↓
Unlock all cinematics
↑, ←, ←, ↑, →, →, ↑
Unlock all concept art
↓, ↓, ↓, →, →, ←, ↓
Unlock all comics
←, →, →, ←, ↑, ↑, →

Enter the following codes in the Start menu or Hero Management menu, then press START:
Unlock all costumes
↑, ↓, ↑, ↓, ←, →, ←, →, ↑, ↓
Unlock all powers
←, →, ←, →, ↑, ↓, ↑, ↓, ←, →

MERCENARIES

Enter these codes in PDA Factions mode:
Unlock every item in the Merchant of Menace shop
↓, ↓, ↓, ↓, ↑, ←, →, →
Get $1,000,000
→, ↓, ←, ↑, ↑, ←, ↓, →
Infinite ammo
→, ←, →, →, ←, →, ←, ←
Infinite health
↑, ↓, ↑, ↓, ←, →, ←, →
Reset all factions to neutral
↑, ↑, ↑, ↑, ↓, ↓, →, ←
Unlock all costumes
→, →, ←, ←, ↑, ↑, ↓, ↓, ↑, →, ←, ↓, ↓, ←, →, ↑, ↓, ↓, ↑, ↑, ←, ←, →, →

To unlock the following, collect the specified number of blueprints:
All C4 crate drop..... 1
Sniper rifle drop..... 5
Stringer supply drop..... 10
Anti-tank supply drop..... 15
Play as Mafia Heavy Soldier.... 20
Play as NK Elite Soldier..... 30
Prototype supply drop..... 40
Play as NK Number Card (spades)..... 50
Play as Han Solo.....110
$100,000..... 60
$100,000..... 60
$250,000..... 80
$250,000..... 90
$500,000.....100

To unlock the North Korean ZSU 57 Anti-Air Delivery, destroy 10 monuments. To get $250,000, destroy 20 monuments.

To unlock the following, collect the specified number of National Treasures:
Chinese delivery scout..... 1
H3 delivery..... 5
Chinese fuel truck delivery..... 10
$50,000..... 15
Play as Indiana Jones..... 20
Play as Civilian doctor..... 30
Play as Civilian prisoner..... 40
Play as Ace of Diamonds..... 50
Play as SKU Elite Soldier.....110
$100,000..... 60
$100,000..... 70
$250,000..... 80
$250,000..... 90
$500,000.....100

To unlock the following, destroy the specified number of SKU Listening Posts:
Health crate supply drop..... 10
Civilian baggage carrier delivery.. 20
Mafia MD-350 Scout delivery.. 30
Play as NK Numeric Card (Hearts)..... 40
Play as pilot..... 50
$250,000..... 55

NBA 2K7

At the main menu, select Extras, then Codes, then enter the following codes:
zw9idla..... Wizards golden jerseys
zjb3lau.....Jazz blue jerseys
bcb8sta..... Bobcats navy jerseys
nrd4esj.....Nets red jerseys
syt6cii.....2007 All-Star uniforms
vdr5lya.....New Orleans Hornets (Valentine's Day)
rta1spe.....unlock Superstar team
bestsim.....unlock NBA 2K team
tns9roi..... unlock International All-Star team

At the Codes screen in Features, enter these passwords:
ironman.....Maximum durability
norest.....Unlimited stamina
payrespect.....ABA ball
getstops..... Defensive awareness
inthezone.....Offensive awareness
topps2ksports.....Topps 2K Sports All-Stars

PS2 CHEATS

THE WARRIORS

Enter the following cheat codes during gameplay:
100% completion in Story mode
←, SELECT, ◎, ↓, ←, →
Complete current mission
↓, ◎, ⊗, SELECT, →, ←
Brass Knuckles
◎, ◎, ◎, ←, SELECT, △
Knife
↓, ↓, SELECT, ↑, ↑, ←
Receive 99 Credits in Armies Of The Night
↑, ↑, ↓, ↓, ←, →
Machete
←, ⊗, R2, SELECT, →
Unbreakable bat
←, ←, ◎, ↑, ◎, SELECT
Unlimited health
↑, △, →, SELECT, ⊗, ←
Unlimited rage
□, ◎, △, SELECT, ⊗, ←
Unlock all dealers
→, R1, ◎, ⊗, SELECT, □
Unlock handcuff keys
←, ⊗, ⊗, R1, L1, ↓
Unlock handcuffs
⊗, ↑, SELECT, L1, L1
Upgrade flash capacity
←, ⊗, →, ←, ←, ◎
Upgrade stamina
⊗, L1, ↓, □, ↑, ⊗

JUSTICE LEAGUE HEROES

At the Pause menu hold L1 and R1 and enter these codes
20 free shields.... ↑, ↑, ↓, ↓
25 boosts..... ←, →, ←, →
Invincibility.....←, ↓, →, ↑, ←, ↓, →, ↑
Max abilities .... →, ↓, →, ↓
Unlock everything .....↓, ←, ↑, →
Unlimited energy ....↓, ↓, →, →, ↑, ↑, ←, ←

GRAND THEFT AUTO: VICE CITY STORIES

ALL THE CHEATS YOU NEED FOR THE PS2 VERSION OF *VICE CITY STORIES*, DIVIDED INTO THE 'FOUR Vs' FOR EASE OF REFERENCE

VIC VANCE

Weapon set 1
←, →, ⊗, ↑, ↓, □, ←, →
Weapon set 2
←, →, □, ↑, ↓, △, ←, →
Weapon set 3
←, →, △, ↑, ↓, ○, ←, →
Full armor
↑, ↓, ←, →, □, □, L1, R1
Full health
↑, ↓, ←, →, ○, ○, L1, R1
Get $250,000
↑, ↓, ←, →, ⊗, ⊗, L1, R1
Lower Wanted Level
↑, →, △, △, ↓, ←, ⊗, ⊗
Raise Wanted Level
↑, →, □, □, ↓, ←, ○, ○
Guy magnet
→, L1, ↓, L1, ○, ↑, L1, □
Commit suicide
→, →, ○, ○, L1, R1, ↓, ⊗

VIOLENCE

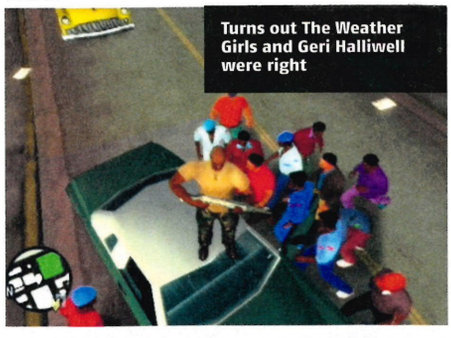
Pedestrians attack you
↓, △, ↑, ⊗, L1, R1, L1, R1
Pedestrians have weapons
↑, L1, ↓, R1, ←, ○, →, △
Pedestrians riot
R1, L1, L1, ↓, ←, ○, ↓, L1

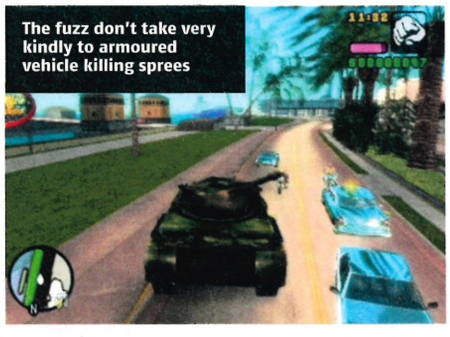
VEHICLES

No traction (press the left thumbstick to make car jump)
↓, ←, ↑, L1, R1, △, ○, ⊗
Aggressive traffic
↑, ↑, →, ←, △, ○, ○, □
Black vehicles
L1, R1, L1, R1, ←, ○, ↑, ⊗
Chrome vehicles
→, ↑, ←, ↓, △, △, L1, R1
Coax pedestrian into vehicle (You must be inside a vehicle)
↓, ↑, →, L1, L1, □, ↑, L1
Destroy cars near you
L1, R1, R1, ←, →, □, ↓, R1
Spawn Rhino tank
↑, L1, ↓, R1, ←, L1, →, R1
Spawn Trashmaster
↓, ↑, →, △, L1, △, L1, △

VARIOUS

Permanent green lights
↑, ↓, △, ⊗, L1, R1, ←, ○
Faster clock
R1, L1, L1, ↓, ↑, ⊗, ↓, L1
Slow down game
←, ←, ○, ○, ↓, ↑, △, ⊗
Speed up game
←, ←, R1, R1, ↑, △, ↓, ⊗
Foggy weather
←, ↓, △, ⊗, →, ↑, ←, L1
Overcast weather
←, ↓, L1, R1, →, ↑, ←, □
Rainy weather
←, ↓, L1, R1, →, ↑, ←, △
Sunny weather
←, ↓, L1, R1, →, ↑, ←, ○
Upside-down mode 1
□, □, □, L1, L1, R1, ←, →
Upside-down mode 2
←, ←, ←, R1, R1, L1, →, ←





GOD OF WAR II

URNS

Once found, these are only accessible during Bonus Play.

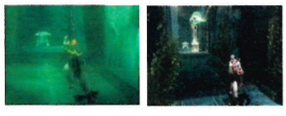
URN OF GAIA

Makes red orbs worth 10 times their normal value.
Found in Rhodes Palace. Destroy the eagle statue on the pedestal you've been pushing around and use it to double-jump to three previously inaccessible chests.

URN OF THE GORGONS

Makes Kratos' weapons turn creatures to stone
Found near Euryale's Temple. Use the Golden Fleece on the petrifying beams on the conveyor belt to reveal this urn

URN OF OLYMPUS



Grants you infinite magic
Found after defeating Perseus, but before you find the Spear of Destiny. To get to it, push the Statue of the Fates close enough to the pressure-triggered gate so you'll be able to get through once you've slowed down time.

URN OF PROMETHEUS

Grants you infinite Rage of the Titans
Found after the Titan Minotaur, inside Atlas, hidden in a stalactite hanging from the ceiling (you'll be able to see Atlas's face). Smash the stalactite to get the urn.

URN OF THE FATES

Extends your combo timer by three seconds
Found in Challenge of the Titans.

URN OF POSEIDON

Replaces Cronos' Rage with Poseidon's Rage from the original *God of War* game
Found in Challenge of the Titans.

CHALLENGE OF THE TITANS MODE

Complete the game on any difficulty to unlock this mode in the Treasures section.

BLIND FURY

Aim Rip out the cyclops' eye before the time runs out
Bonus Stone-shatter two enemies as well
Tip Use Ⓐ to flash-freeze enemies with Euryale's Stare

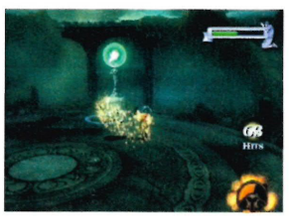
DEATH FROM ABOVE

Aim Kill 10 enemies in the air before the time runs out
Bonus Kill 15
Tip The faster you dispatch the first round of enemies, the quicker the goat-legged Fates sentries appear, who are easy to air-kill.

GORGON GRAVEYARD

Aim Turn 25 enemies to stone and shatter them before time runs out
Bonus Shatter 35
Tip This challenge is pretty much based on luck because the Gorgon uses her stare as and when she pleases, so you may need to repeat this one a few times. Oh yeah, and don't kill the Gorgon.

PROTECT THE WEAK



Aim Protect the Translator at all costs
Bonus Don't let the Translator's health go below 50%
Tip Keep using the Amulet of the Fates to slow time and use Cronos' Rage when things get hairy.

REAP THE REWARDS

Aim Collect 500 red orbs before time runs out
Bonus Collect 750 orbs
Tip Use the Sword of the Gods to keep racking up the combos, using the ever-handy Cronos' Rage to link them together for maximum red orbs.

SURVIVAL OF THE FITTEST

Aim Destroy all your enemies before your health runs out
Bonus Don't use Rage of the Titans
Tip Use Kratos' finishing moves whenever possible, as these tend to yield more health and mana, and kill the Fates priests before they have a chance to summon Cerberus.

PERFECTION IS DIVINE

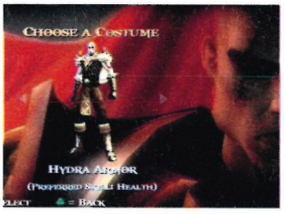
Aim Kill all your enemies without being hit
Bonus Don't use magic
Tip They don't call it Challenge of the Titans for nothing you know. All we can say is kill the Titan Minotaur to make your life easier, and don't get greedy with your combos.

UNLOCKABLE COSTUMES

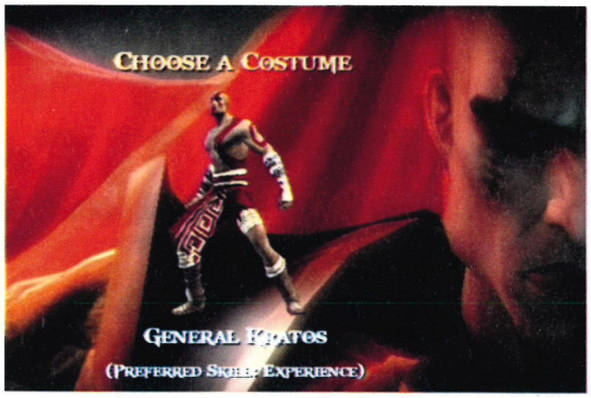
COD OF WAR

Boosts Magic, health
Weakness None
To get it complete the game on any difficulty level

HYDRA ARMOUR



Boosts Armour, health, magic
Weakness Damage dealt
To get it Complete the game on any difficulty level



GENERAL KRATOS

Boosts Experience
Weakness Everything else
To get it Collect 20 Cyclops Eyes

DARK ODYSSEY

Boosts Experience, damage dealt
Weakness None
To get it Complete the game on God mode

ATHENA

Boosts Experience, magic, health
Weakness Armour
To get it Complete the game on Titan mode

HERCULES

Boosts Damage dealt
Weakness Armour
To get it Complete the game on Titan mode

GOD ARMOR

Boosts Everything
Weakness None
To get it Achieve God ranking in Challenge mode

SOCOM US NAVY SEALS: COMBINED SAUSAGES

THEY HID THE SAUSAGES. WE FOUND THEM

SOCOM: Combined Assault's hidden sausages are tricky to find and give you nothing but a poxy medal if you locate them all. But nonetheless, we'll be damned if those dirty terrorists are going to hide them from us! So on your behalf, we've spent several painstaking hours looking for all 18 pre-packaged pork products.

MISSION 1: WINTERBLADE

1 Once you've destroyed the enemy's communications equipment, face the entrance of the tent and head northwest towards the creek.
2 You should spot a large boulder on the far bank of the creek you come across. To your right will be a pathway to the cliffs and a fallen tree.
3 Your sausage sits quietly on the ground behind the boulder to the left of the tree.

MISSION 2: REPRISAL

1 Head to navigational point JULIET, all the while keeping an eye out for your crafty foes.
2 At JULIET, you'll be presented with two choices: entering the cave or continuing up the wooden walkway. Choose the latter.
3 After proceeding up the walkway, you'll come across a second entrance into the caves. Sausage number two can be found steaming away on a ledge to the right of the cave-mouth.

MISSION 3: WHIPSAW

1 From your starting position, head northeast until you hit a road. Follow the road towards checkpoint DELTA until you come across a tunnel.
2 Continue on the road, keeping the sawmill on your right. Once you're around 95m from checkpoint ECHO, you should see a dirt path on your left. Take it.
3 Rummage around the tree stumps until you uncover yet another secret piece of pork.

MISSION 4: BROKEN CHAINS

1 In the lighthouse, on a shelf next to the doorway. 'Nuff said.

MISSION 5: STOCKPILE

1 Head to the bunker at FOXTROT. Pass through the halls until you reach a room on your right with a nasty tile floor. There'll be a white table leaning against the wall and a ventilation shaft on the ceiling next to it. Hop into the shaft.
2 Take the shaft until you hit a fork. Take a right. Then another fork. This time, go left.
3 On your left will be some green pipes and pressure gauges. And someone dropped a sausage here!

MISSION 6: HIGHWIRE

1 Take your clumsy stealth humvee to checkpoint DELTA. Once there, head right and take the path leading up the wall. Hop up onto the ledges and head down the mountain pass.
2 Hold your fire, trooper, those men ahead are friendly rebels. Looks like they're cooking something special for dinner. Gosh, what could it possibly be?

MISSION 7: DISRUPTION

1 Get to the backdoor of the training camp via checkpoint FOXTROT. Open the door and head left until you see some training equipment.
2 Climb all the way up the equipment and jump from there to the balcony across the way. See the barrel?
3 Sausage time.

MISSION 8: BOMBSHELL

1 Swim towards checkpoint ECHO. Once there, keep swimming and stay right until checkpoint FOXTROT appears. At FOXTROT, enter the large sewage pipe.
2 Wade through the sewer until you can climb out. You'll now see three trailers. Head inside the middle one.
3 A familiar smell emanates from the bottom drawer...

MISSION 9: SEA WASP

1 This one's simple: your sausage is in the freighter, in the randomly placed cargo hold, hidden among the crates.

MISSION 10: BLINDSIDE

1 Take the south bridge to checkpoint LIMA. Once there, trundle along to KILO; 45m away from that checkpoint you'll see a copse of trees and access to the river. Dive in.
2 Keep to the left of the river until you can see a bridge. Climb out of the water and walk to the bridge. Nearby is a large tree. Guess what you'll find under it?

MISSION 11: DRAGONFLY

1 Jump in the river and swim along to checkpoint DELTA. There, you'll see a boat with a blue sail nearby. Climb aboard and it's sausage ahoy!

MISSION 12: STORMCLOUD

1 March over to the south bridge and jump, yet again, into the water. Wade past checkpoint DELTA and onwards to FOXTROT.
2 After aiding your allies, keep heading forward until you're at the waterfall.
3 Meaty morsel number 12 is hidden underfoot at the bottom of the waterfall.

MISSION 13: CHOKEHOLD

1 In a back alley behind the garage, you'll see a dumpster. Climb from the dumpster to the ledge above. What's that on the ledge? Une grande saucisse, naturellement!

MISSION 14: TRAILBLAZER

1 Go from checkpoint CHARLIE to DELTA. At DELTA, head left at the fork in the road and continue forth until checkpoint WHISKEY appears in your HUD. Head there.
2 Note the barrels on the right side of the bridge. Walk around the right side of them to a small ledge, which will lead you to your next banger. It's perched on the sewer grate.

MISSION 15: SNAKE PIT

1 Make your way through the mission until you come across checkpoint JULIET. Head down the

WIN A GOOD PORKING!

So, you spent hours looking for *SOCOM*'s sausages, to be rewarded with only a worthless Sausage Badge. No unlocked characters, no secret Pig level, not even a not-so-comical Big Head mode. So it falls to OPS2 to recognise your achievement in a suitable fashion. The the first person to text us a photo of their Sausage Badge, (start your message with the word SAUSAGE) will get a *SOCOM* hoody and a sackful of sumptuous snags from Bath Sausage Shop, the posh banger emporium recommended by Delia Smith. Veggie options available.

HOW TO ENTER

Attach your MMS picture then text **SAUSAGE** or **BADGES** (then a space) followed by your name and full address to **07738 647 177**

Only the first entries received by OPS2, as specified to the right, will win the respective prizes. Texts will be charged at 50p plus your standard network tariff rate. Please source all necessary permissions. Lines are open from 26 April to 23 May inclusive. We will not advise non-winners of the result.*

*** SAUSAGE AND BADGES COMPETITIONS 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. The Sausage and Badges competitions are open from 26 April to 23 May inclusive.

'If it's sausages for tea again you're dead meat'

nearby staircase to checkpoint FOXTROT.
2 Once at FOXTROT, take a quick left into the kitchen, where a quick search of the shelves will unveil your prized meat.

MISSION 16: FROSTBITE

1 You will need some form of explosive for this one. Frag grenades will do nicely.
2 Head to checkpoint KILO via LIMA. On your way to KILO, you'll stumble across a delightful, terrorist-built snowman.
3 Blow it up.
4 We'd rather not imagine why there was a sausage in there.

MISSION 17: SHEPHERD

1 Follow the convoy route all the way to the extraction zone.
2 After some hard battling, you'll see a pair of grenade turrets on your left. Your penultimate pork product is atop the chimney.
3 Use the nearby box to climb up and grab it.

MISSION 18: KINGFISHER

1 Plough through the final mission until you get to checkpoint JULIET. From there, take a left at the fork.
2 Head down the corridor, ignoring the open door, until you reach the closed door.
3 Inside is a set of white cabinets. One contains your final sausage. Hooray! Now snap a pic of your badge and send it in for our competition (below left).

COMBINED ASSAULT'S BADGES IN FULL

CAPTURE BADGE
Complete all 'Capture' Instant Action missions at any rank

DEFUSE BADGE
Complete all 'Defuse' Instant Action missions at any rank

DEMOLISH BADGE
Complete all 'Demolish' Instant Action missions at any rank

ESCORT BADGE
Complete all 'Escort' Instant Action missions at any rank

EXTRACT BADGE
Complete all 'Extract' Instant Action missions at any rank

RECOVER BADGE
Complete all 'Recover' Instant Action missions at any rank

SECURE BADGE
Complete all 'Secure' Instant Action missions at any rank

OVER ACHIEVER BADGE
Complete all Instant Action missions at Admiral rank

COVER OPS BADGE
Complete the campaign with a cumulative stealth score of more than 300,000 points

TRIDENT BADGE
Complete the campaign with a total score of more than 1,200,000 points

EFFICIENCY BADGE
Complete the campaign in less than seven hours

PDQ BADGE
Complete the campaign in less than four hours

EXEMPLARY RECORD BADGE
Complete the campaign with a cumulative performance score of more than 400,000 points

TADPOLE BADGE
Complete the campaign at Ensign rank or higher

FROGMAN BADGE
Complete the campaign at Commander rank or higher

SEAL BADGE
Complete the campaign at Admiral rank

SUB-ROSA BADGE
Complete a mission with a stealth score greater than 30,000 points

DODGER BADGE
Complete a Campaign or Instant Action mission with no team members downed and no medkit charges used

MERCY BADGE
Complete a Campaign or Instant Action mission without any member of the fireteam killing any enemies

MARKSMANSHIP BADGE
Complete a Campaign or Instant Action mission with an accuracy rating higher than 85%

GRENADIER BADGE
Kill at least 40 enemies with explosives during your career in Campaign or Instant Action modes

UNSEEN STRIKE BADGE
Kill at least 20 enemies with knife attacks during your career in Campaign or Instant Action

BASTILLE BADGE
Capture at least 40 enemies during your career in Campaign or Instant Action modes

LIQUIDATOR BADGE
Kill 600 or more enemies during your career in Campaign or Instant Action modes

SHADOW OPERATOR BADGE
Kill at least 150 enemies undetected during your career in Campaign or Instant Action modes

FIRST AID BADGE
Use 40 medkit charges during your career in Campaign or Instant Action modes

ANTI-ARMOUR BADGE
Destroy at least 10 vehicles during your career in Campaign or Instant Action modes

MELON HUNTER BADGE
Kill at least 150 enemies with headshots during your career in Campaign or Instant Action modes

SUPPORT BADGE
Complete all secondary objectives in Campaign mode during your career

ABOVE AND BEYOND BADGE
Complete all bonus objectives in Campaign mode

COMMUNICATOR BADGE
Complete all *SOCOM: Combined Assault* crosstalk objectives in Campaign mode during your career

SAUSAGE BADGE
Obtain all sausages in Campaign mode

MEDAL GEAR? SOLID!

Are you a *SOCOM* nut? Do you wake up at night in a cold sweat screaming "Man down!"? Then prove it to us. Text us a photo proving you've achieved every single badge in *Combined Assault* (starting your text with the word BADGES). The first three to reach us will win an official *SOCOM* hoodie and a shiny special edition 'tin' copy of *Brothers in Arms: Road to Hill 30*.

UNLOCKABLES

Here are the unlocks and the number of badges needed for each one.

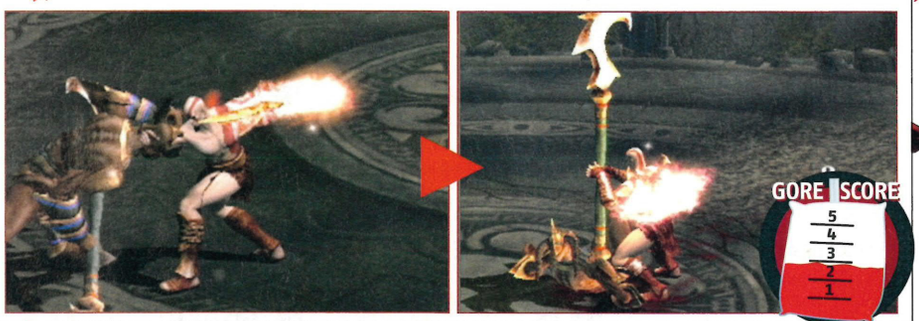
Adjustable scopes 6
Defense force weapon set 15
Enemy explosives 30
Mercenary weapon set 21
MM-1 grenade launcher 32
Paramilitary heavy weapon set 12
Paramilitary light weapon set 9
R44M gun 27
Rebel weapon set 18
Seal weapon set 24

21 Most Brutal Kills in God Of War II

Kratos is an angry ex-god. Stripped of his powers, his armour and his followers, our favourite baldy badass has some serious steam to vent in his latest adventure. Here are his maddest moments

1 Can't get the staff

When you're scrapping it out with a Satyr, hit ◎ and Kratos will rip the monster's bladed staff from its hands, throw the beast to the floor and plunge the pointy end into its chest.

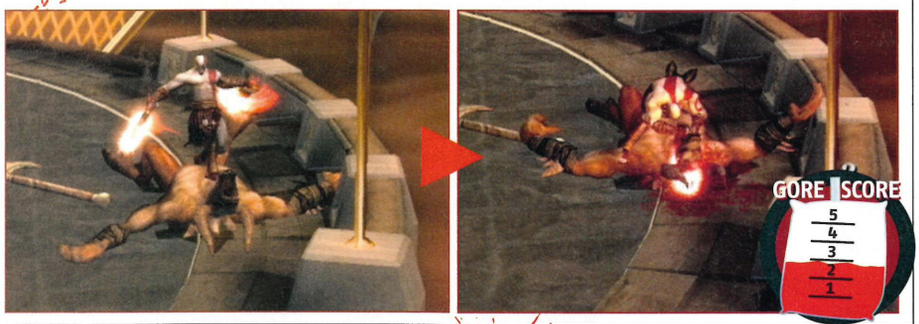


2 Deadly doorstop

Theseus, keeper of the Steeds Of Time, fancies himself in a fight, but he comes a poor second against Kratos. After yanking him off his platform, the grim Greek shoves Theseus' head into a nearby doorway and slams it shut. Again and again.

3 Minotaur mouthful

A classic, this one. Our hero head-butts his half-bull, half-man foe to the ground and then, as you tap ◎, slowly forces his blade into the protesting Minotaur's mouth – and rips it out sideways.



4 Hooked on you

Kratos hammers Perseus' head into a wall, half-drowns him in the pool they're duelling in, then slams him through the scenery onto a nearby meat hook. That'll teach him to try tricksy stuff like invisibility.

5 It's a blinder

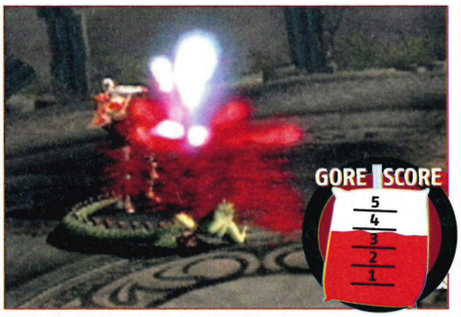
Kratos takes a leaf out of Odysseus' book for this one. After weakening the Cyclops, he climbs up its body, reaches into its single eye socket and rips out the soft, juicy eyeball. It's an agonising death for poor 'Clops.

6 Greek necktie

Finishing off the Fates Juggernaut is one of Kratos' most savage kills. He sticks his blades into the Juggernaut's chest, leaps over his head and whips the chains out to decapitate his victim.

7 Don't lose your head

With snakes for hair and a gaze that can turn you to stone, a Gorgon's head is best avoided. Kratos knows this all too well, so to finish off these classical femme fatales, he twists their heads clean off.



8 The horror hug

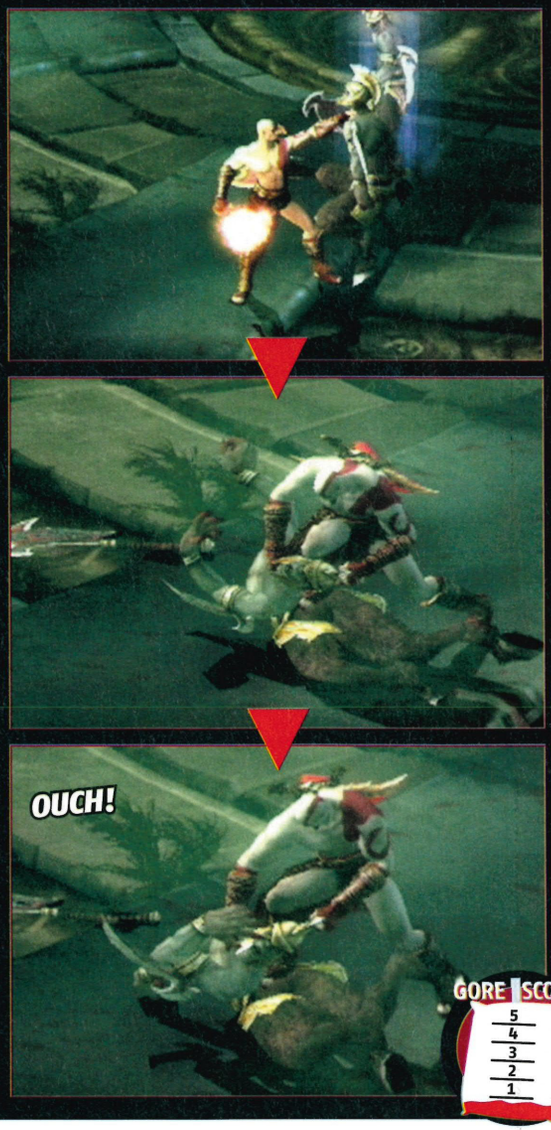
Life's always rosier after a quick cuddle: unless you're Kratos. He prefers tougher love, as he shows by grabbing the Siren Widow and pushing her head so far back that her spine snaps like kindling.

9 Gutted

Regular humans are, quite frankly, a nuisance for a hard-working God of War. That's why Kratos chooses simply to lift them off the floor and stab them repeatedly in the guts.

10 Make it snappy

Sentry soldiers aren't the toughest troops in the game and Kratos dispatches them neatly. After grabbing one by the throat, he forces him to the ground and swiftly breaks his neck.

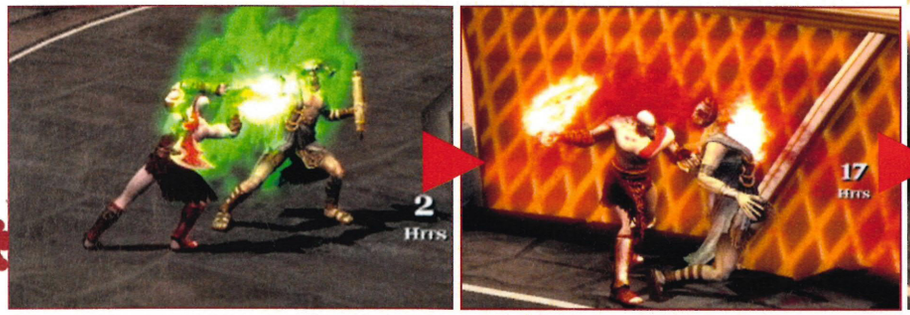


11 Wing and a slayer

If you're on a flying steed and find yourself bothered by a flock of flying Gryphons, the quickest way to despatch them is to lop off their wings and hurl their bodies towards terra firma.

12 Ritual sacrifice

If you leave them alone, High Priests Of The Fates can be a real problem, summoning creatures and sucking out your magic orbs. So it's best to deal with them by forcing them to their knees and slitting their throat in a kind of, well, ritual sacrifice style.



13 Pendu-glum

The third Sister of Fate is just too damn bulky to kill with normal weapons, so Kratos is forced to improvise. So he raises one of the bladed pendulums from the Loom Chamber, then slams it through her bonce.

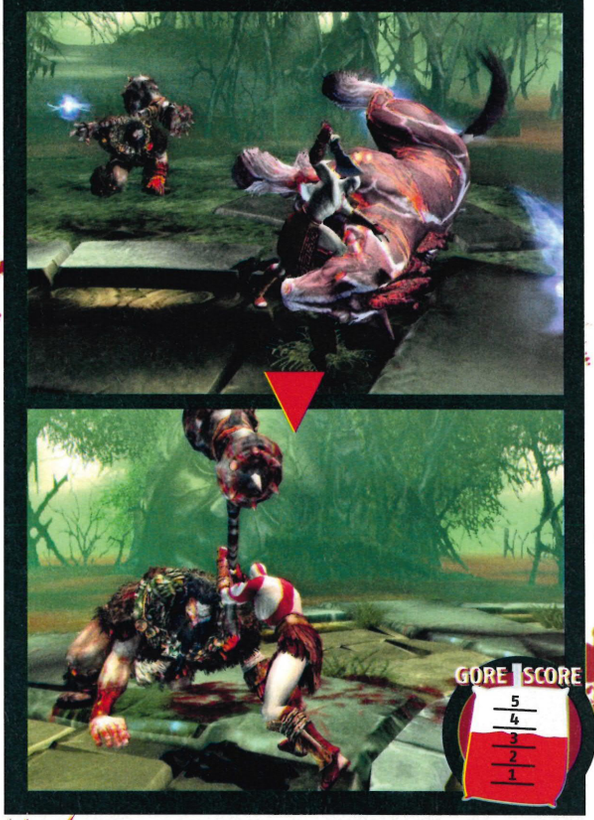
EDITORS CHOICE
PlayStation.2 OFFICIAL MAGAZINE-UK

14 Dog-gone

The defining characteristic of a Cerberus – aside from being a large dog – is that it's got three heads. So, killing it requires Kratos to remove all of them, one noggin at a time. While the others bleed.

15 Get hammered

The Barbarian Leader is a tough nut to crack but, given the proper tools, Kratos can finish him with style. First off, the God of War slays his enemy's horse, then he rips the hammer from the Leader's grasp and uses it to flatten his head.



16 For the chop

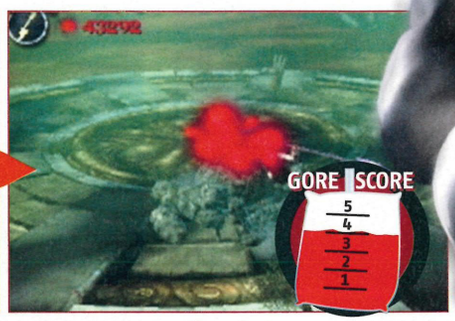
On their own, Beast Lords are easy, but give them a Cyclops to ride on and they get dangerous. Its wise, then, to use their own double axes to hack them into pieces.

17 Pig sick

Wild boar are notoriously timid creatures, and after watching Kratos picking them up by their hind legs and brutally relieving them of all their internal organs, we can see why.

18 Stone cold sober

Whip out Euryale's Head and you've got a guaranteed kill on the creature of your choice. A quick blast using L2 petrifies your enemy, and then a few blows with whatever weapon you fancy after that will shatter them into rubble, and bloody rubble at that.

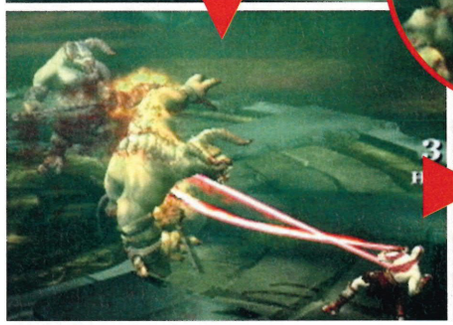


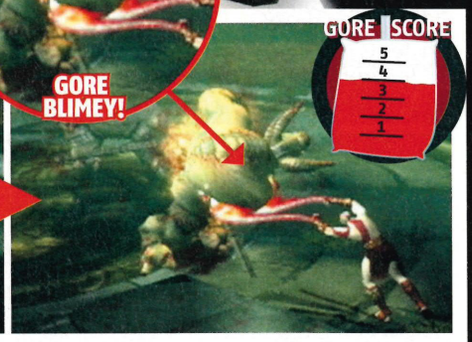
19 A stab in the dark

How to tackle an enemy with a massive sword? Well, when it comes to the Hades Legionnaire, Kratos prefers to twist its blade-wielding arm behind its back and ram the sword straight through its vertebrae.

20 Roast beef

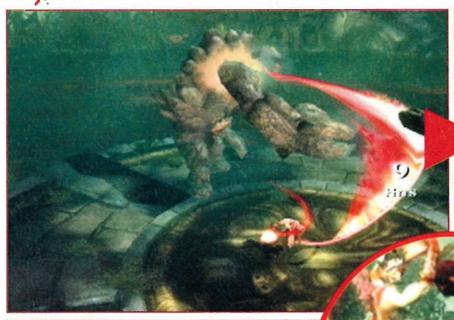
A Hades Minotaur carries a flaming mace and, ever the opportunist, Kratos turns this to his advantage. He grabs it, sticks it into the ground, then impales the minotaur on it.





21 Tummy tuck

The Titan Minotaur is a pain to kill, but the pay-off is worth the effort. Kratos climbs onto the shoulders of the brute, knocks it down and drives his blade into its firey belly.



Finish the game to find out where Kratos fits in...

The Ludicrously Complicated World of Ancient Greek Family Politics

CHAOS ORIGINAL GAPING VOID

EROS TITAN

12 CHILDREN INCLUDING:

GAIA TITAN

URANUS GAIA'S SON AND HUSBAND

IAPETUS ALL PURPOSE TITAN

CRONUS TITAN. HOBBIES INCLUDE SWALLOWING OWN KIDS

RHEA CRONUS' WIFE AND SISTER

EVENTUALLY RESCUED BY HERCULES

PROMETHEUS STOLE FIRE FROM GODS. LIVER EATEN BY GIANT EAGLE IN PUNISHMENT

ATLAS LED TITANS' REVOLT AGAINST GODS. FORCED TO CARRY SKY ON SHOULDERS

ZEUS SKY GOD AND RULER OF OLYMPUS. BIT OF A LADIES' MAN TOO

HERA QUEEN OF GODS. VERY JEALOUS WIFE

POSEIDON SEA GOD

HADES GOD OF UNDERWORLD

DEMETER GODDESS OF FERTILITY

PERSEPHONE GOT KIDNAPPED BY HADES

PERSEPHONE HAS TO SPEND TIME IN HADES EACH YEAR. THAT'S WHAT CAUSES WINTER

THESEUS HERO. BECAME KING OF ATHENS

TANTALUS FED HIS OWN SON TO GODS. BANISHED WITH ETERNAL HUNGER AND THIRST

LOTS OF OTHER GODS AND GODDESSES

THETIS SEA NYMPH (NEREID)

PELEUS ARGONAUT

PELOPS LUCKILY REASSEMBLED BY GODS AFTER DAD COOKED HIM

HIPPODAMIA

TRIED TO HELP HIS MATE ABDUCT PERSEPHONE. ESCAPED THE KING OF HELL BY THE SEAT OF HIS PANTS

LEDA RAPED BY ZEUS IN FORM OF A SWAN. LAID AN EGG

TYNDAREUS (BIT PART PLAYER) KING OF LACADAEMON

ATREUS KING OF MYCENE

AEROPE QUEEN OF MYCENE

THYESTES FIGHTING HIS BROTHER FOR MYCENE THRONE

ATREUS COOKED THYESTES' TWO SONS & SERVED THEM TO HIM TO GET HIM BACK FOR BOFFING HIS WIFE

CLYTEMNESTRA WAS SEDUCED BY AEGISTHUS AND HELPED HIM MURDER AGAMEMNON

ATREUS DIDN'T KNOW PELOPEA WAS THYESTES DAUGHTER & BELIEVED THAT AEGISTHUS WAS HIS OWN SON

PELOPEA GAVE BIRTH TO HER OWN FATHER'S CHILD

CANNON FODDER SON

CANNON FODDER SON

THETIS DIPPED HER SON IN RIVER STYX TO MAKE HIM IMMORTAL

HELEN HATCHED FROM AN EGG. THE ORIGINAL HOT CHICK

CLYTEMNESTRA MAKES LADY MACBETH LOOK SQUEAMISH

AGAMEMNON KING OF MYCENAE

MENELAUS RULER OF LACADAEMON

AEGISTHUS INCESTUOUS SON OF THYESTES BY THYESTES' DAUGHTER

SEDUCED CLYTEMNESTRA AND PLOTTED TO MURDER AGAMEMNON

KILLED HER MOTHER TO AVENGE HER FATHER

ODYSSEUS KING OF ITHACA. THE WOODEN HORSE WAS HIS IDEA

FIGHTING AGAINST TROJANS

DEIDAMEIA PRINCESS OF SCYROS

HERMIONE

ORESTES ONE VENGEFUL MAN

IPHIGENIA SACRIFICED BY MENELAUS FOR A FAVOURABLE WIND

ELECTRA HELPED ORESTES KILL MOTHER AND STEPFATHER

MURDERED AEGISTHUS TO AVENGE HIS FATHER

AJAX GREEK HERO. WELL HARD BUT NOT THE SHARPEST TOOL IN THE BOX

ACHILLES TOP GREEK HERO. VULNERABLE IN ONE HEEL

KILLED NEOPTOLEMUS IN A DUEL FOR HERMIONE

AGAMEMNON ABDUCTED CASSANDRA AS HIS CONCUBINE

NEOPTOLEMUS ACHILLES' SON. TOTAL PSYCHO. THREW ASTAYNAX OFF WALLS OF TROY

BIG KILLING SPREE

PARIS GOT DRAGGED INTO A DIVINE QUARREL OVER WHICH GODDESS WAS THE MOST BEAUTIFUL. WHEN HE CHOSE THE GODDESS OF LOVE, SHE GAVE HIM HELEN, THE MOST BEAUTIFUL WOMAN IN THE WORLD. INCONVENIENTLY, SHE WAS ALREADY MARRIED TO MENELAUS OF MYCENAE. BUT PARIS ABDUCTED HER ANYWAY, STARTING A TEN YEAR WAR IN THE PROCESS

POOR CASSANDRA HAD THE GIFT OF PROPHECY. BUT WAS CURSED SO NO-ONE EVER BELIEVED HER. SHE FORESAW THE MURDER OF AGAMEMNON AND HERSELF AFTER THE TROJAN WAR

ASTYANAX

ANDROMACHE PRINCESS OF THEBES

HECTOR KILLED BY ACHILLES TO AVENGE DEATH OF ACHILLES' BEST MATE

POLYXENIA CANNON FODDER

MOLOSSUS

OLYMPIAS

ALEXANDER THE GREAT (OR SO THEY SAY)

PRIAM KING OF TROY

HECUBA QUEEN OF TROY

LAOMEDON KILLED BY HERCULES IN FIRST TROJAN WAR

KEY

- TITAN
- GOD
- DEMI-GOD
- OTHER IMMORTAL
- MORTAL

- RELATED TO
- MARRIED TO
- ABDUCTED/SHAGGED
- MURDERED

next month

OUT OF THIS WORLD?

ROGUE GALAXY THE UK EXCLUSIVE REVIEW

TRANSFORMERS

EXCLUSIVE FIRST LOOK

PlayStation®2 OFFICIAL magazine-UK

#86 ON SALE 24TH MAY

Contents subject to change. Blame Kratos. Or Lara.

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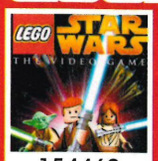
COOL GAMES



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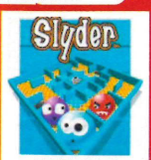

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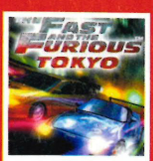

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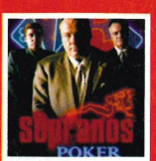

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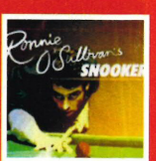

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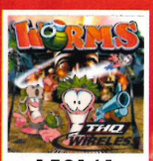

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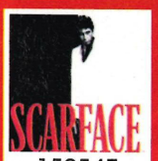

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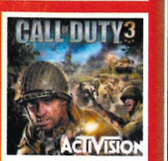

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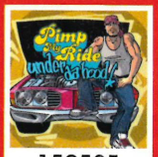

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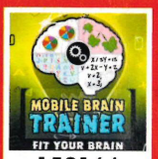

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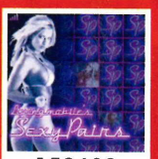

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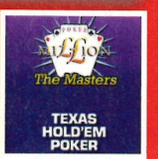


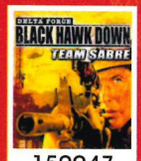
150702

RINGTONES

CHART	TRUE	MP3	POLY
Walk This Way	153812	153813	151957
Sweet Escape	153239	153772	151941
(I'm Gonna Be) 500 Miles	153824	153828	151963
Shine	153763	153764	151936
How To Save A Life	153701	153712	151921
Ruby	153780	153253	151781
Grace Kelly	153673	153688	151909
What Goes Around...	153202	153773	151942
The Creeps	153793	153798	151948
Acceptable In The 80's	153807	153811	151956
Say It Right	153642	153373	151900
Lil Star	153765	153779	151937
Standing In The Way Of...	153782	153784	151686

FAVOURITES	TRUE	MP3	POLY
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
My Neck My Back	158769	157743	151141
Simply The Best	157216	153104	
Summer Of 69	158175	157559	152124
Ghetto Gospel	158476	157477	
All The Small Things	158549	157521	
Gold Digger	158318	157918	151378
Drop It Like Its Hot	158998	157995	
Bet You Look Good On The Dance...	158292	157499	151427

TALKING TONES	TRUE
Scarface - Say Hello To My Little Friend	157924
The Shining - Heres Johnny!	157925
Stifler - Stiflers Back Baby	153610
Paddy - Ding Dang Doo	153612
Alan Partridge	153627
Best Of Little Britain	153623
Godfather	157304
Donald Duck Getting A BJ (Hilarious)	158056
Police - 'Come Out With Your Hands Up'	158118
Gun Shots	158107



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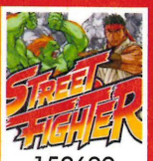


150699

150048

151096

155427

150732

CRAZY VIDEOS

151006
Bull-Dozed

151342
Air Bag Stunt

155535
Strick Man War

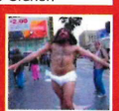
154130
Bike Tree Crunch

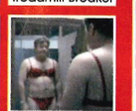
159833
Treadmill Breaker

156302
Kick Boxers Big Break

150793
Begging For BJ

154341
Face Vs A**


154860
I will Survive


150794
T.V. Exposed!

150797
Pool Slingshot

159473
Kung Fu Bear

154131
Office Fun

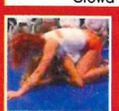
154333
Ninja Vs Chav

151002
Crowd Chase

155266
Bitch Fight

150850
Cheerleader Ruck

155532
Rollercoaster Horror


155269
Girls Wrestling

155078
Fattys Workout

SHOCKER VIDS

155514
Ghostliness

154128
Watch Out... Scary

154339
Scary Shock

154799
Nice scenery...

154798
Look Out!

155516
Train Spook

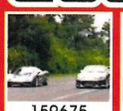
155296
Spider Vs Reptile

155517
CCTV spirit

154795
Nice... Until!

155076
Nice Girl Turns Nasty

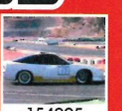
COOL CAR VIDS


159675
McLaren Vs Supra

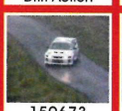
155029
Drift Action

154094
Porsche Donuts

155030
R32 Rips up Road


154095
Drift Champ

154092
Evo Vs Elise


159673
Evo Crash

159846
MX Stunt

150761
Pimped Skyline

154680
Tractor Boy-Racer

COOL WALLPAPERS

155409

155839

155393

155925

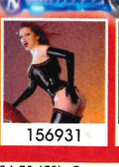
159389

155800

150648

150639

150603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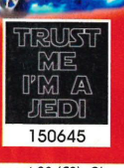


150645

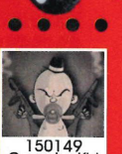
ANIMATIONS

150147
Sexy Screencleaner

156223
Bouncing Boobs

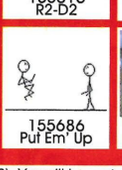
156015
R2-D2

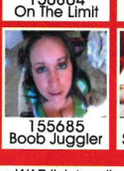
150804
On The Limit


150149
Gangster Kid

150155
The Ring

155689
Psycho The Clown


155686
Put Em' Up


155685
Boob Juggler

155683
Scarface Kitty

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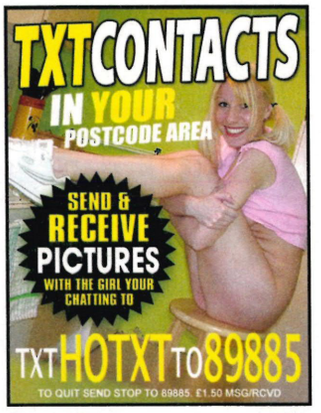

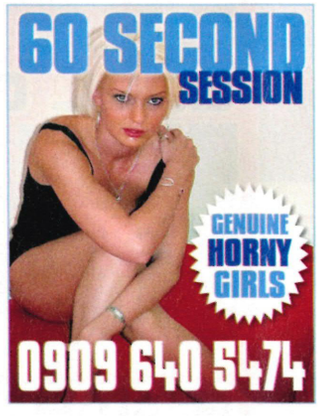

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PN85859 — LMA Manager 2007 — **9.5/10** "The best mobile manager game around! You can even watch the games being played!"

PN85913 — TONY HAWK'S PROJECT 8 — **9.5/10** "Fast paced intense skateboarding game gauranteed to keep you entertained"

PN85848 — TEXAS HOLD'EM POKER The Masters — **10/10** "Finally... poker on your mobile. Involves all the challenges of texas hold'em, and you wont lose any real money!"

LATEST

PN85037 — Solitaire Classic 2

PN85631 — LEISURE SUIT LARRY MAGNA CUM LAUDE

PN85920 — Sexy SOCCER

PN85915 — SEXY FRUIT Jana Cova

PN85618 — EXTREME RALLY

PN85788 — Sexy Pool

PN85775 — CRASH BANDICOOT — new!

PN85897 — ZER36 VIDEO POKER

PREMIUM

PN85906 — STAR MARINE

PN85890 — LEISURE SUIT LARRY

PN85198 — Slot — new!

PN85617 — KAMASUTRA Girl on Girl

PN85916 — PUB FIGHT

PN85805 — 3D FAST & FURIOUS TOKYO

PN85905 — HITMAN BLOOD MONEY

PN85898 — JORDAN — new! UNCOVERED!

PN85914 — RBS NATIONS RUGBY

PN85638 — Roulette

PN85119 — BABEWATCH

PN85867 — MOBILE BRAIN TRAINER FIT YOUR BRAIN

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PlayStation Education Part 4

ENDANGERED SPECIES

Tomb Raider Anniversary pits Lara and her guns against all manner of animals on the brink of extinction. Innocent fun? Or a sick and wrong activity that must be stopped right now? It's time to take a good look at ourselves as PlayStation gamers and consider the harm we're doing to the world's most endangered wildlife...

ASIAN ELEPHANT

Species *Elephas maximus*
Conservation status Endangered
Habitat *Medal of Honor: Rising Sun*
Number killed by gamers 0

TIGER

Species *Panthera tigris*
Conservation status Endangered
Habitat *Shadow of Rome*
Number killed by gamers 148*

AFRICAN BUSH ELEPHANT

Species *Loxodonta africana*
Conservation status Vulnerable
Habitat *Age of Empires 2*
Number killed by gamers 9,613

CHINESE ALLIGATOR

Species *Alligator sinensis*
Conservation status Critically endangered
Habitat *Turok: Evolutions*
Number killed by gamers 8901

GREY BAT

Species *Myotis grisescens*
Conservation status Endangered
Habitat *Castlevania* games
Number killed by gamers 1.37 million

CURIOUS GEORGE THE PYGMY CHIMPANZEE

Species *Pan paniscus*
Conservation status Endangered
Habitat *Curious George*
Number killed by gamers 0 (Hey, it's a kid's game after all!)

CHANG THE RED PANDA

Species *Ailurus fulgens*
Conservation status Endangered
Habitat *Fur Fighters*
Number killed by gamers 5979

GRAND SKINK

Species *Oligosoma grande*
Conservation status Vulnerable
Habitat *Shadow of the Colossus*
Number killed by gamers 6673

KIWI

Species *Apteryx australis*
Conservation status Vulnerable
Habitat *Taito Legends*
Number killed by gamers 112

LOGGERHEAD SEA TURTLE

Species *Caretta caretta*
Conservation status Endangered
Habitat *Ecco The Dolphin: Defender of the Future*
Number killed by gamers 0

TY THE TASMANIAN TIGER

Species *Thylacinus cynocephalus*
Conservation status Possibly extinct
Habitat *Ty the Tasmanian Tiger*
Number killed by players 902

HAMMY THE RED SQUIRREL

Species *Sciurus vulgaris*
Conservation status Near threatened
Habitat *Over the Hedge*
Number killed by gamers 0

JAVAN RHINOCEROS

Species *Rhinoceros sondaicus*
Conservation status Critically endangered
Habitat *Cabela's African Safari*
Number killed by gamers 2 (Thankfully for the rhinoceros, almost nobody buys these games)

UNICORN

Species *Equus cornusa*
Conservation status Practically mythical
Habitat *Elder Scrolls IV: Oblivion* (PS3)
Number killed by gamers 7'234

MILES 'TAILS' PROWERS THE TWIN-TAILED FOX

Species *Kitsune anthropomorphens*
Conservation status Numbers are, ahem, tailing off
Habitat the *Sonic* series
Number killed by gamers 16

MANED THREE-TOED SLOTH

Species *Bradypus torquatus*
Conservation status Endangered
Habitat *We ❤ Katamari*
Number killed by gamers 0 (they only get a little squashed)

WHITE-RUMPED VULTURE

Species *Gyps bengalensis*
Conservation status Critically endangered
Habitat *Metal Gear Solid 3: Snake Eater*
Number killed by gamers 198,214

PEGASUS THE WINGED HORSE

Species *Equus hippocrene*
Conservation status Practically mythical
Habitat *God of War II*
Number killed by gamers 15

PHOENIX

Species *Egretta pyroresurgere*
Conservation status Regularly repopulates
Habitat *Final Fantasy V-XII*
Number killed by gamers 187

PANDA

Species *Ailuropoda melanoleuca*
Conservation status Endangered
Habitat The *Tekken* series
Number beaten by gamers 478,912

***SOURCE:**
The OPS2 Research Institute For Interesting Gaming Facts and Figures, Swindon

***All the animals on this page are under real threat of extinction (apart from the fictional ones, clearly). Check out www.wwf.org to see how you can help*

TRADING PAGES

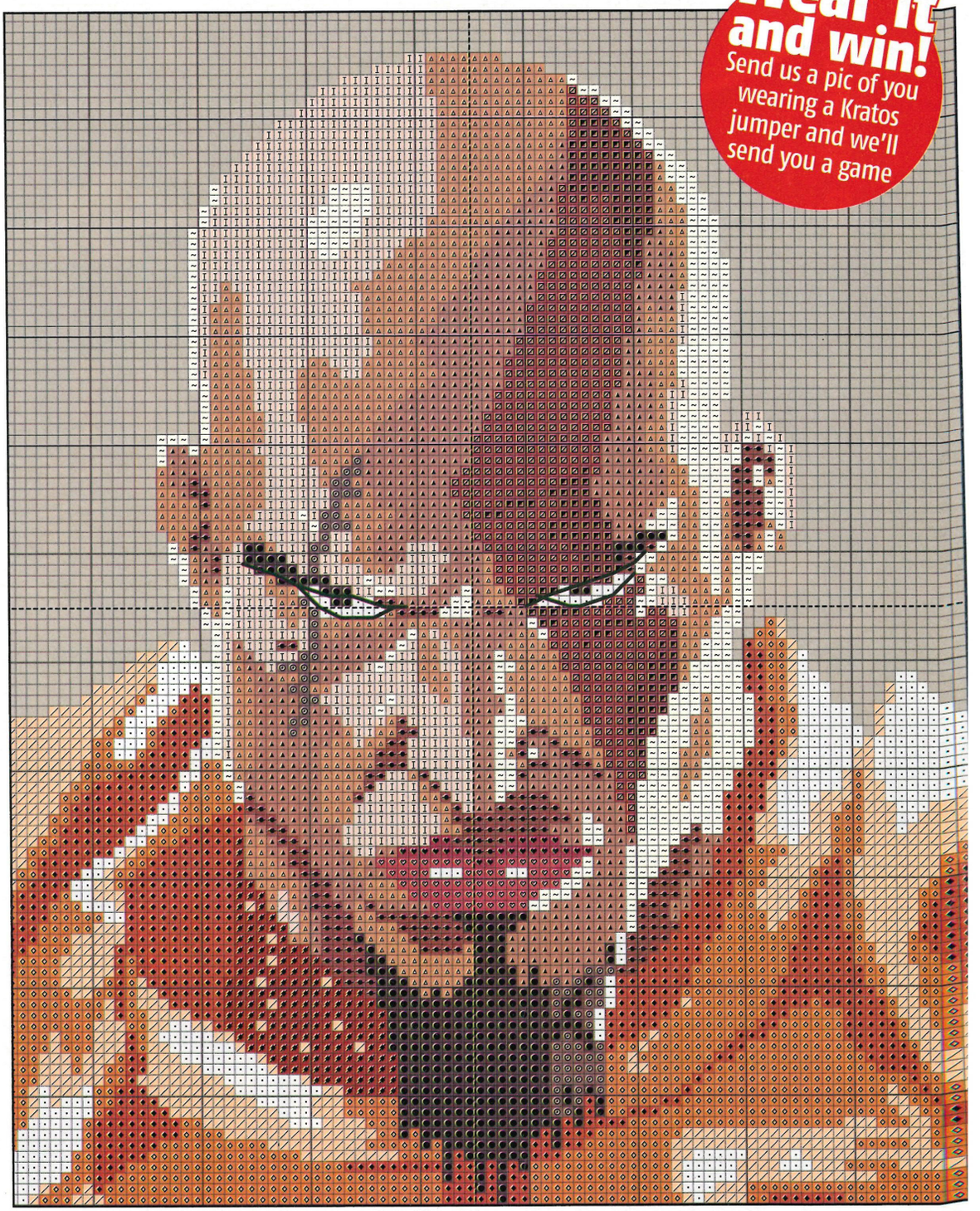
WHAT HAPPENS WHEN WE LET OTHER MAGS PLAY WITH OUR PS2...

THIS MONTH: Love *God of War II*? Then why not make your own Kratos jumper? *Cross Stitcher* magazine have done us a design for both knitters or stitchers, so get those needles going*. After all, he's a 'cross' kinda guy!

KRATOS

	DMC	Anchor	Madeira
Cross stitch in two strands			
	White	002	2401
	356	338	0402
	814	045	0514
	815	043	0513
	918	341	0314
	919	340	0313
	921	884	0311
	938	381	2005
	3371	382	2004
	3770	1009	2314
	3771	882	2309
	3825	323	2307
	3830	5975	0402
	3857	936	0811
Cross stitch in one strand of each colour			
	355	1014	0401
	814	045	0514
	355	1014	0401
	816	1005	0512
Back stitch in two strands			
	3371	382	2004

Stitch count 106 high x 90 wide



Wear it and win! Send us a pic of you wearing a Kratos jumper and we'll send you a game

* Don't understand our chart and key? Don't worry, none of us did either, apart from Sophie, who likes to knit, and started jabbering on about tension squares and needle gauges and, well, frankly, we stopped listening. Just show this page to a craft-loving friend or relative and insist that they create this design for you on a nice woolly jumper. They'll love it!

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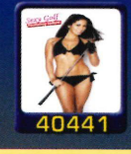
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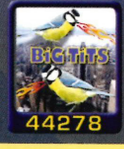

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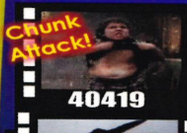

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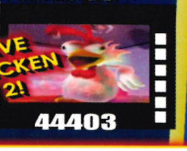

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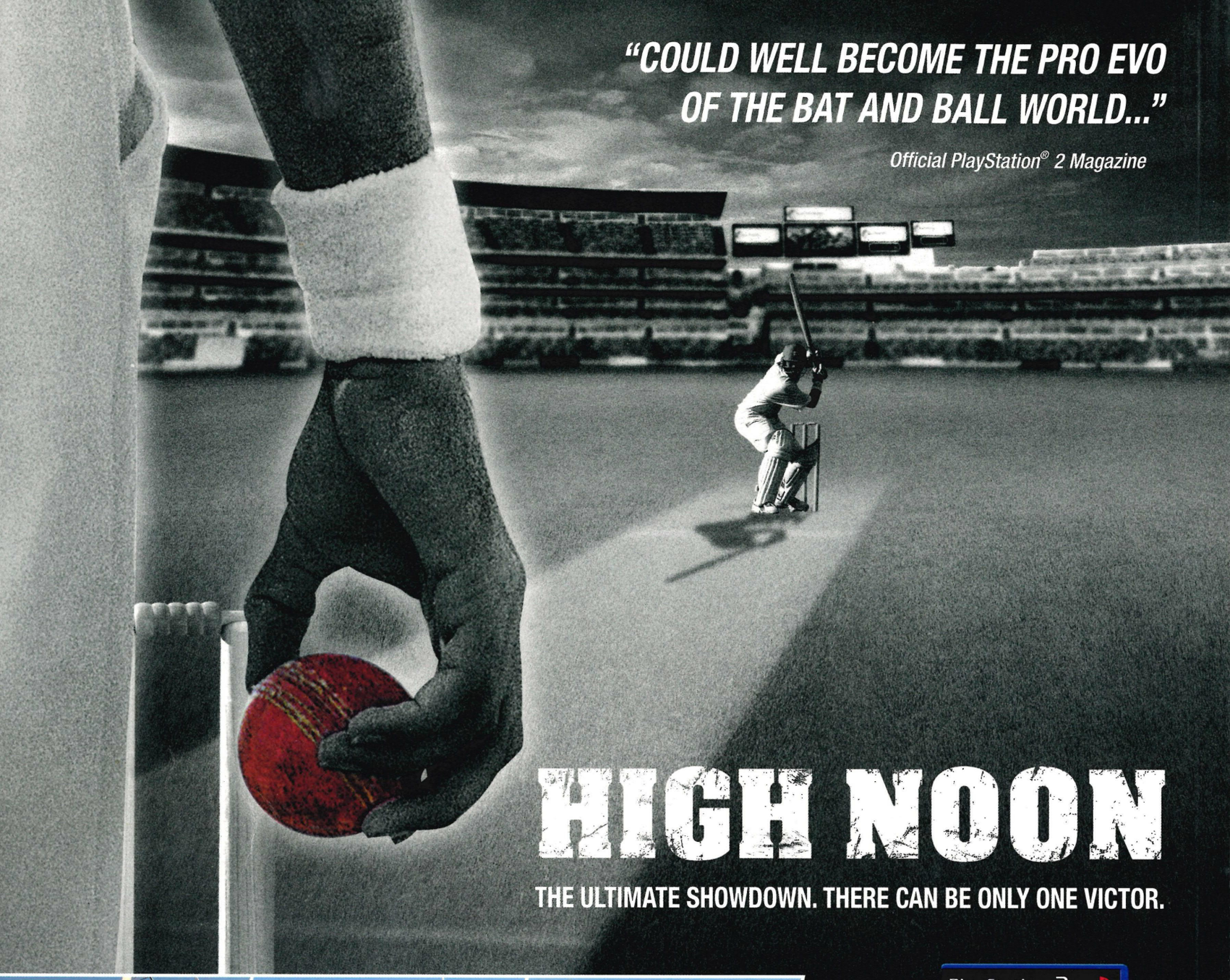

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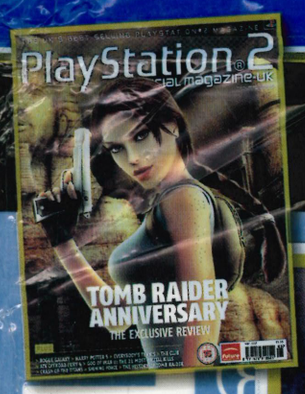

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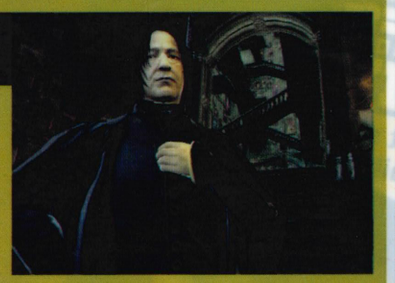

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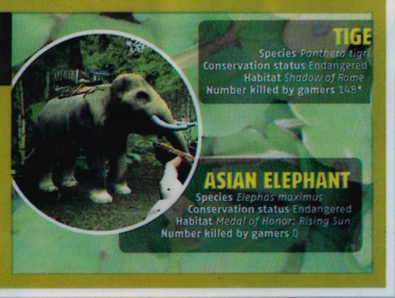

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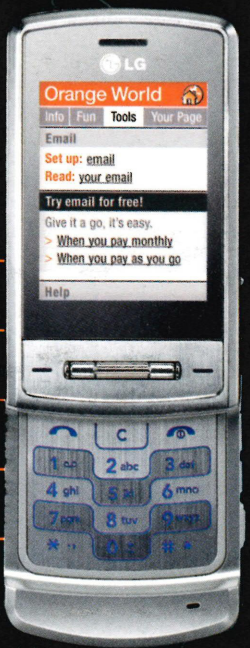

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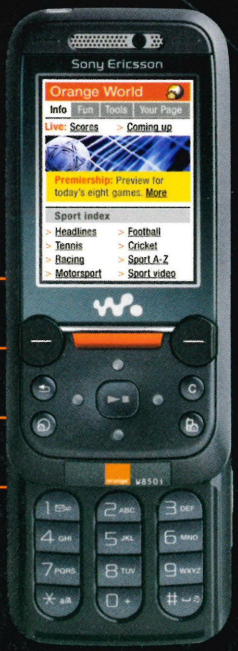

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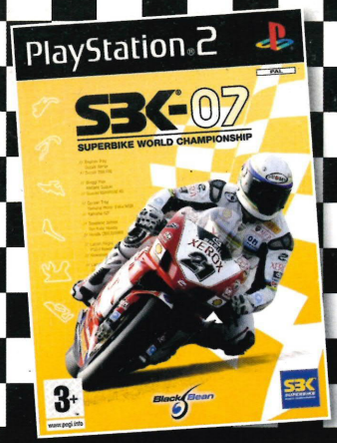

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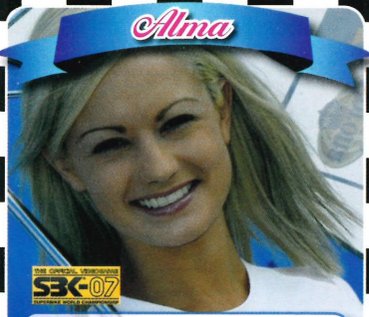
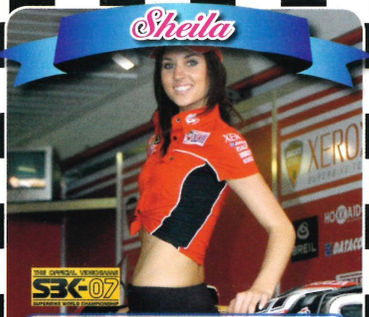


Smile	8
Bodywork	5
Brolly use	7
Costume	4
Cheekiness	4
Mechanical Skill	7

Sheila

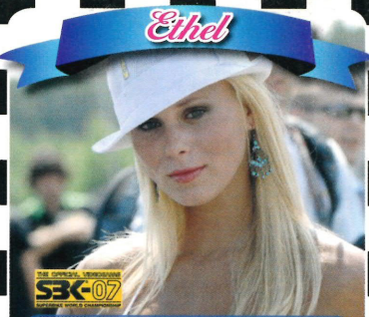


Smile	8
Bodywork	7
Brolly use	0
Costume	6
Cheekiness	8
Mechanical Skill	8

Mildred

Smile	1
Bodywork	6
Brolly use	10
Costume	5
Cheekiness	2
Mechanical Skill	2

Ethel

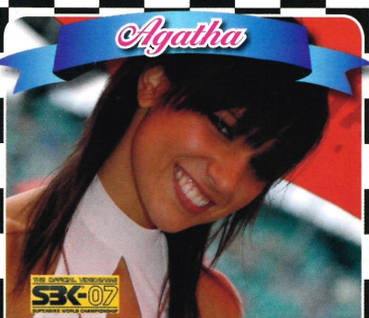


Smile	7
Bodywork	8
Brolly use	0
Costume	5
Cheekiness	5
Mechanical Skill	9

Gertrude

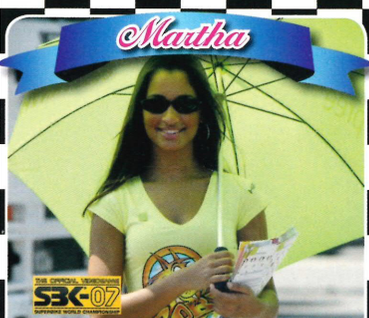
Smile	7
Bodywork	7
Brolly use	6
Costume	8
Cheekiness	4
Mechanical Skill	3

Agatha



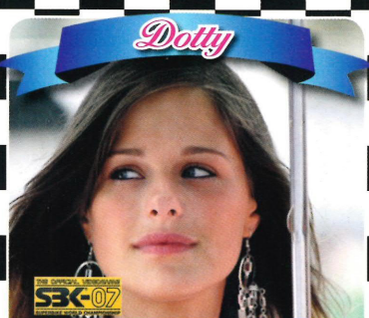
Smile	10
Bodywork	4
Brolly use	8
Costume	5
Cheekiness	5
Mechanical Skill	3

Martha



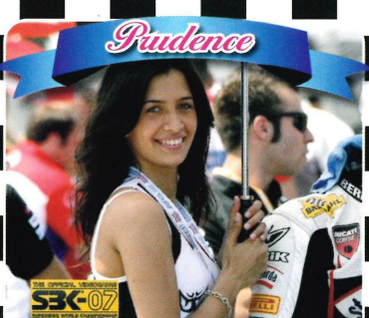
Smile	9
Bodywork	8
Brolly use	8
Costume	4
Cheekiness	3
Mechanical Skill	3

Dotty



Smile	8
Bodywork	3
Brolly use	7
Costume	7
Cheekiness	5
Mechanical Skill	5

Prudence



Smile	9
Bodywork	6
Brolly use	8
Costume	7
Cheekiness	3
Mechanical Skill	2

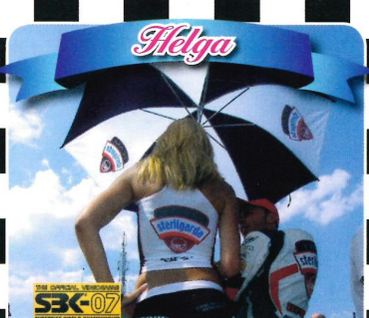
Wilma

Smile	5
Bodywork	7
Brolly use	7
Costume	8
Cheekiness	4
Mechanical Skill	4

Pat

Smile	7
Bodywork	3
Brolly use	8
Costume	3
Cheekiness	5
Mechanical Skill	9

Helga



Smile	0
Bodywork	10
Brolly use	8
Costume	8
Cheekiness	9
Mechanical Skill	0

Morticia

Smile	6
Bodywork	8
Brolly use	7
Costume	5
Cheekiness	8
Mechanical Skill	1

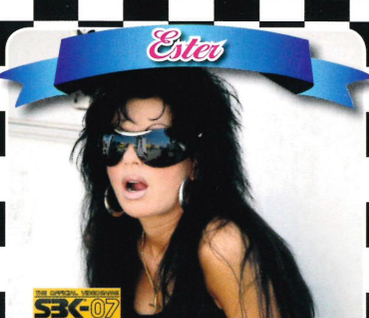
Bet

Smile	8
Bodywork	5
Brolly use	7
Costume	8
Cheekiness	3
Mechanical Skill	4

Fran

Smile	6
Bodywork	8
Brolly use	8
Costume	7
Cheekiness	3
Mechanical Skill	3

Ester



Smile	1
Bodywork	6
Brolly use	0
Costume	8
Cheekiness	10
Mechanical Skill	10

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