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THE SIMPSONS

EXCLUSIVE FIRST PLAY

Homer's barmy army storms PS2

LEGO INDY RAIDS PS2

IT'S THE BATTLE OF THE BULGE!

+

MERCENARIES 2: WORLD IN FLAMES JACK ASS
JUICED 2 STUNTMAN IGNITION SIMS 2 CASTAWAY
RATATOUILLE SPIDERWICK CHRONICLES MADDEN 08
THE 100 GREATEST PS2 GAMES LOADS MORE...

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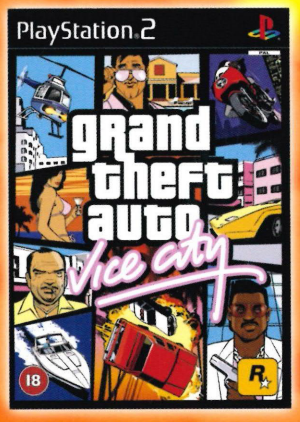

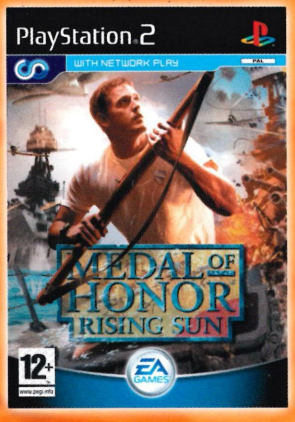

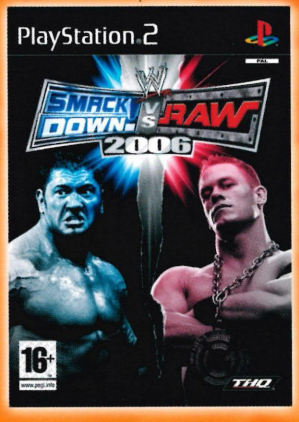

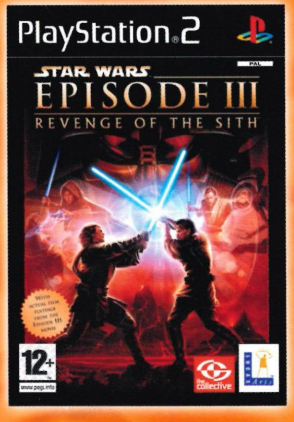

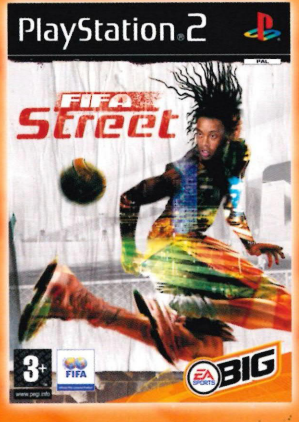

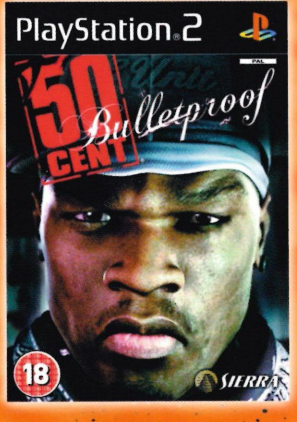

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WELCOME

REVIEWS PREVIEWS FEATURES ALWAYS FIRST FOR PS2

THE ONLY UK MAG THAT'S DEVOTED TO PS2

Please allow me to introduce you to your all-new OPS2.

We've overhauled the entire magazine from the front cover to the back page, and we think you'll love the results!

The design's changed and the pages are stuffed with dozens of new features, but one thing most certainly hasn't changed: the passion we share with you for PlayStation 2 gaming.

'Station masters

As ever, we'll be scrutinising the latest and greatest games out there under the OPS2 microscope.

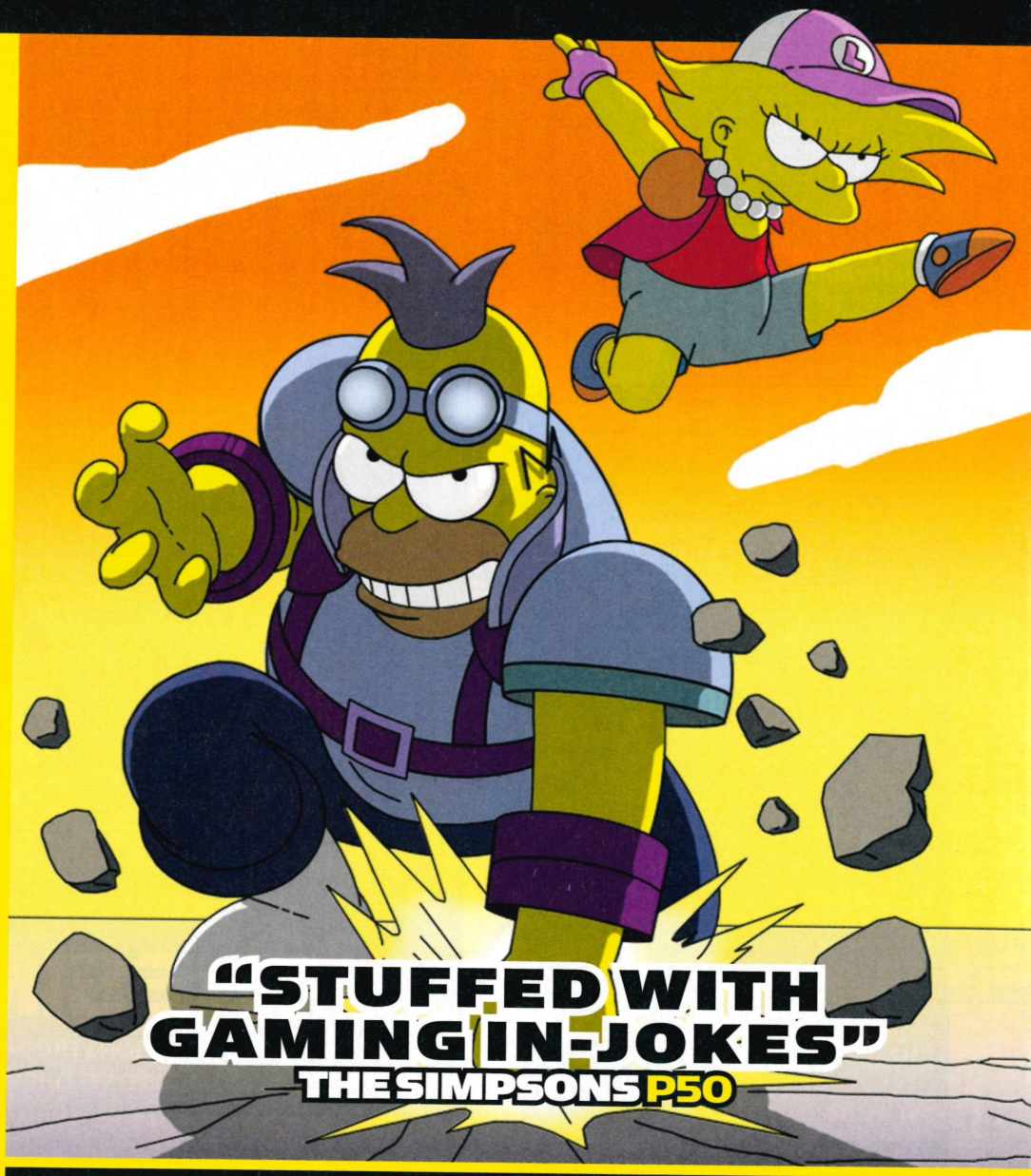
And what better way to kick off our new look than with a hands-on preview of The Simpsons? Head to p50 for the first verdict.

And as well as covering the most exciting of today's games, we also celebrate PS2's distinguished heritage.

If you're not sure which great game to play next, check out the OPS2 Hall Of Fame (p103) where you'll find our all-time Top 100 PS2 games. Another must-read is our celebration of 20 years of Metal Gear Solid (p70).

There's plenty more besides. Enjoy!

NICK ELLIS
EDITOR
nick.ellis@futurenet.co.uk



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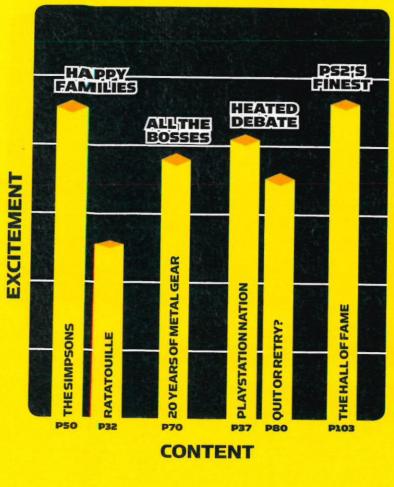

OPS2 #90 COVER STORIES

P50 THE SIMPSONS We go hands-on with what's set to be the Springfield crew's finest hour

P11 LEGO INDIANA JONES The Indiana Jones trilogy hits PS2 in glorious brick-o-vision

P13 ROCK BAND Surprise! The four-peripheral music making game is PS2-bound...

P14 GUITAR HERO III ...and the game that started it roars back with an awesome track list

P22 MERCENARIES 2 An exclusive first play of this winter's most explosive action title

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MEET THE TEAM

NICK ELLIS
EDITOR
It's been a tough month for Nellis. Not only has he spent every waking hour redesigning the magazine, he's had to do it with PES 2008 sitting on his desk whispering 'play me… play me…'
PLAYING NOW PES 2008
CAN'T WAIT FOR Lego Indiana Jones

ANDY HARTUP
DEPUTY EDITOR
Since reviewing Stuntman: Ignition (p90), Andy has set himself on fire, jumped out of the office window, and driven a car off a cliff – but only in his mind (we hope).
PLAYING NOW Stuntman: Ignition
CAN'T WAIT FOR Sims 2 Castaway

SOPHIE MASON
PRODUCTION EDITOR
Sadly, Sophie was so busy working on the redesign this month that she to give up on Okami halfway through. Plus, it was starting to eat too far into her Facebook time.
PLAYING NOW Surf's Up
CAN'T WAIT FOR Guitar Hero III

MIKE STERRY
STAFF WRITER
Mike jetted off to Paris this month to sniff out Ratatouille (p32). Much to his disappointment, he spent most of his time in the French capital's sewer system.
PLAYING NOW Ratatouille
CAN'T WAIT FOR Harvey Birdman

KIM RICHARDS
EDITORIAL ASSISTANT
All change for Kim this month! Usually responsible for reviewing obscure Japanese roleplaying games, she branched out… by reviewing an obscure Japanese real-time strategy (p94).
PLAYING NOW Grim Grimoire
CAN'T WAIT FOR Odin Sphere

JOHN STRIKE
DESIGNER
As well as laying out our Metal Gear Solid feature, John became a landlord this month. So if you are an attractive lady with 'substantial assets' looking to rent in Bath, give him a call…
PLAYING NOW Juiced 2: Hot Import Nights
CAN'T WAIT FOR Need For Speed ProStreet

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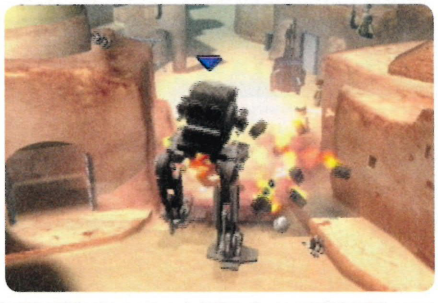
COVER FEATURE

50 THE SIMPSONS

Bart attack! The Simpsons are set to storm PS2 with their first great game and we've bagged the exclusive first play

FEATURES



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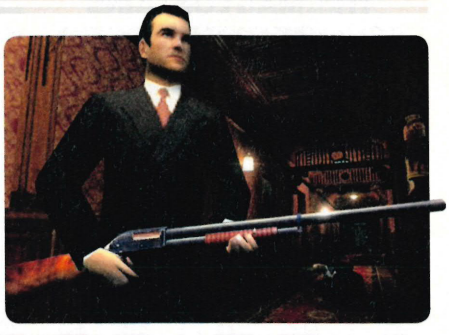
A new regular feature celebrates PS2's finest levels, kicking off here with Lego Star Wars II



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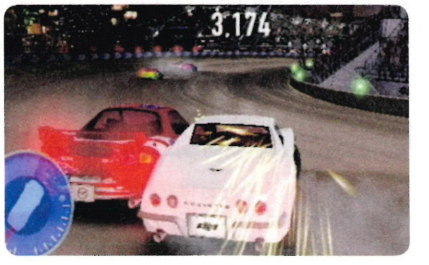

86 JUICED 2

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PLAY DEMOS! TURN OVER FOR FULL CONTENTS

ON THE DISC

This month's exclusive demos in detail plus how you can win PS2 goodies by playing them!

CRASH OF THE TITANS

PUB Vivendi ETA October WWW crashofthetitans.com

CAN YOU DO THIS? Complete the hidden mini-game without getting hit once

WHAT IS IT? This is PlayStation veteran Crash Bandicoot's brand new game. Most of his PS2 appearances have seen him behind the wheel of a kart, but here he returns to his platforming roots. To whet your appetite for next month's review, this demo features the third level of the game: A Zero's Journey.

PERFORMANCE TIPS

'Jacking' larger creatures (jumping on them and making them do your bidding) is a must. You won't survive without their help.

CONTROLS

⊗ Jump (tap twice to double jump, hold down to hover)
◎ Jack creature/get off creature
△ Somersault kick
□ Punch
R1 Block
SELECT Combo guide
Left thumbstick: Move
Right thumbstick: Camera

ROGUE GALAXY

PUB Sony OPS2 SCORE 9/10

CAN YOU DO THIS? Kill Beast Leone, King of the Forest, within eight minutes

WHAT IS IT? Two levels of the brilliant pan-galactic roleplayer Rogue Galaxy. Explore Burkaque Village and the nearby woods then take down Beast Leone.

PERFORMANCE TIPS

Blocking an enemy attack will refill your Action Gauge. Keep this full, and you'll have a neverending volley of attacks at your disposal.

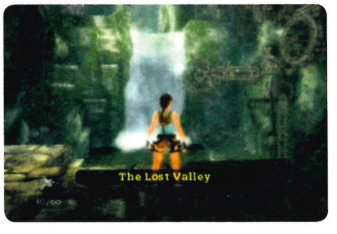
CONTROLS

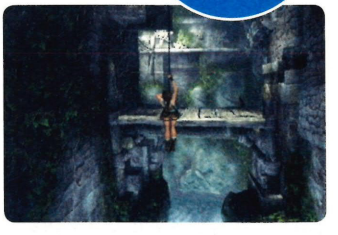
L1 Confirm battle suggestions
R1 Guard
R2 Front camera view
SELECT Display Map
△ Menu
◎ Jump
⊗ and □ Main and Subweapon
Direction pad: Lock on
Left thumbstick: Move
Right thumbstick: Camera

TOMB RAIDER ANNIVERSARY

PUB Eidos OPS2 SCORE 8/10

CAN YOU DO THIS? Find the hidden artifact (hint: it's underwater)





WHAT IS IT? A section of the Lost Valley of Peru level from Lara's latest adventure, a remake of her very first PS1 game.

PERFORMANCE TIPS

Take your time and look very, very carefully: often what looks impassable or unclimbable has the tiniest of places that you can grip hold of or jump onto…

CONTROLS

⊗ Jump
□ and △ Grapple and Interact
◎ Crouch/Dodge
L1 Auto-aim
R1 Fire weapon
R2 Grab (hold to walk)
Left thumbstick: Move
Right thumbstick: Camera/ Change auto-aim target

SPARTAN: TOTAL WARRIOR

WHAT IS IT? Defend Sparta! Kill all the centurions, then deal with wave after wave of angry enemies in the Arena Challenge.

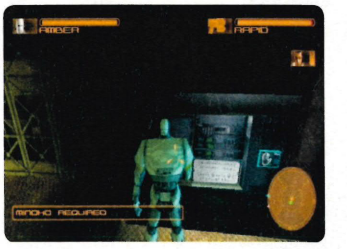
YAKUZA

WHAT IS IT? Story-led action. Battle rivals, schmooze ladies, practise your baseball batting – see p58 for more on this game.

SYPHON FILTER: THE OMEGA STRAIN

WHAT IS IT? The prequel to Dark Mirror, this meaty demo has you seeking out bio-data gear and protecting CHA officers.

PROJECT EDEN

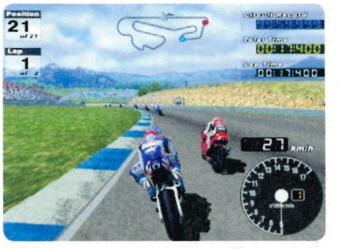


WHAT IS IT? A classic piece of squad-based action that puts you in charge of a four-man Urban Protection Agency team.

SHREK SUPERSLAM

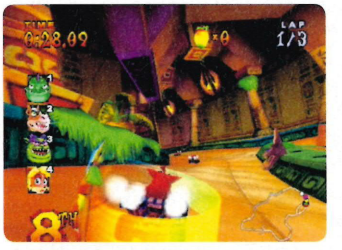
WHAT IS IT? Playing as Shrek, Donkey, Puss or Prince Charming, slam your opponents to the floor as many times as possible to win.

MOTO GP3



WHAT IS IT? Burn rubber around Portugal's Estoril track. Take on 20 other bikers and blow smoke in their faces.

CRASH NITRO KART



WHAT IS IT? Blast around a choice of two technicolour tracks with Crash, Coco, Crush, Dr Cortex and Tiny Tiger.

FAQ

How do I use the disc?
Switch on the PS2, put the disc in the tray and the demo menu should automatically appear.
Help! It doesn't work!
Try pressing Restart. If that doesn't help, send it to us at the address on p3 with your name and address and we'll send you a replacement.

DISC CHALLENGE

Boot up the demo, beat the standard we set and you could win!

THE CHALLENGE

CRASH NITRO KART: FASTEST TIME

Hooray, Crash Bandicoot is back! To celebrate, this month's nostalgic challenge is based on the Crash Nitro Kart demo. Choose the 'Tiny Temple' track and whichever racer you like, then beat the paltry time we achieved (3:01:76). The fastest proven time will win two great PS2 games and an OPS2 Magazine T-shirt; in the event of a tie, the person with the fastest individual lap will win.

HOW TO ENTER

1. BY TEXT
Snap a pic on your mobile phone, attach it to an MMS and text CHALLENGEDISC (then a space) followed by your name and address to 07738 647177. Cost: 50p plus your standard network tariff rate.

2. BY EMAIL
Take a pic, attach it to an email and send it to psnation@futurenet.co.uk with 'Disc Challenge' in the subject line. Don't forget to give us your name and address too!

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Take a pic, print it out, stick it in an envelope with your name and address and send it in to **Disc Challenge, OPS2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW**

Closing date: 11 October 2007
For competition rules and full terms and conditions see p127

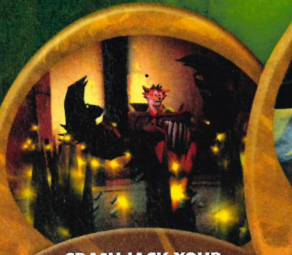
LAST MONTH'S WINNER

THE CHALLENGE: HIGHEST SCORE IN PROJECT ZERO

NAME	SCORE
1 Jamie Plaistow	0438
2 Jonathon Murdoch	0421
3 Rosie McDonald	0398
4 Sam Layton	0372
5 Simon Frost	0370

CRASH® OF THE TITANS

BRING ON THE TITANS!



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UPFRONT

ROCK'N'ROLL IS HERE TO PLAY

I'm a massive Guitar Hero fan, so this month has been a highlight for me. First, Activision announced a stream of new Guitar Hero III tracks for us to mentally strum along with (yeah, I do that, what about it?).

Then, on a recent trip to EA – the main purpose of which was to see The Simpsons Game (see p50) – I was lucky enough to get an exclusive look at Rock Band, the four-player rock romp that's coming to PS2 in 2008.

Admittedly, this 'exclusive look' involved me peeping through the window of a locked office after pretending to sneak off to the khazie, but hey, that's journalism.

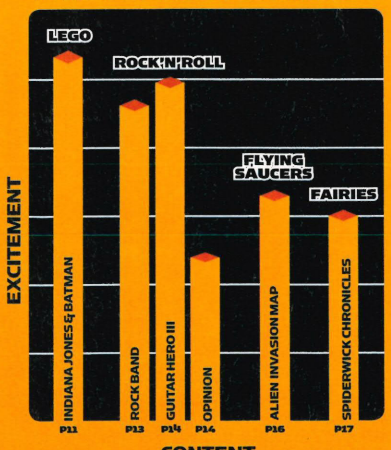
We could be heroes

So, which game rocks the hardest? Well, for me it's still GHIII because I prefer the tracks, but if you want a proper rant – er, in-depth discussion – about the differences between the two titles, flick to p14 and see what Team OPS's resident axe-wielder/grinder Sophie makes of it all.

Oh, and EA, you should probably invest in some blinds for your meeting rooms. Just a thought...

ANDY HARTUP
DEPUTY EDITOR
ahartup@futurenet.co.uk

THIS SECTION CONTAINS



In the brick of it

Lego Indiana Jones and Batman coming in 2008

Move over Lara, the original tomb raider is whipping his way back to PS2: and he's bringing the Dark Knight with him.

Following the huge success of its two Lego Star Wars games, developer Traveller's Tales has announced that the complete Indiana Jones trilogy and Batman are to get the Lego treatment.

Lego forth

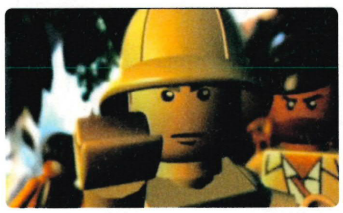
Lego Indy will be published by Lucas Arts, probably in May at roughly the same time the fourth Indy film hits cinemas.

The game will cover all three films, and the involvement of Lucas Arts means that scenes from the new film may find their way into the game.Whet your appetite with the trailer at lucasarts.com/games/indianajones.

In Lego Batman, players will control a host of characters including the Dark Knight himself, the Joker and even Alfred, Bruce Wayne's mild-mannered butler.

Indy's treated with the same tongue-in-cheek humour as Lego Star Wars

The trailer shows the opening of Raiders Of The Lost Ark



Here's rival archaeologist Rene Belloq, to snatch the Hovito Idol!

Tie-in trend goes mad

Play films and watch games as TV, Hollywood and PS2 swap more ideas

Games, films and TV have always enjoyed a close relationship, but the trend for spin-offs reached unprecedented heights this month.

There were no less than four TV-to-game cross-over announcements, plus reports that two top supernatural shooters, Painkiller and Return to Castle Wolfenstein, are set for the silver-screen treatment.

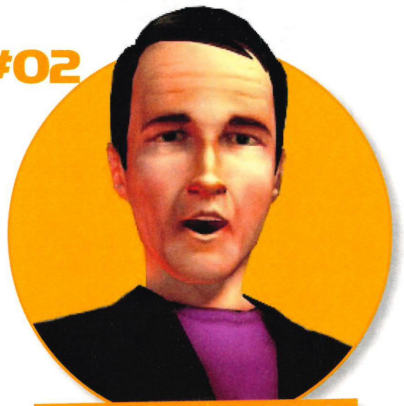
And to top it all off, UK development legend Free Radical offered new hope that we'll one day see a TimeSplitters film. Check out the low-down on all these projects and more below, and look out for news of Coronation Street Kart Racer and the Pro Evo Soccer 2008 movie in future issues...

#01

GUESS WHO'S COMING TO PS2?

Ironstone Partners is making a Dr Who title that'll hit shop shelves this side of Christmas. Ironstone has a deal with Top Trumps so the new game is likely to be a virtual card-flipper.

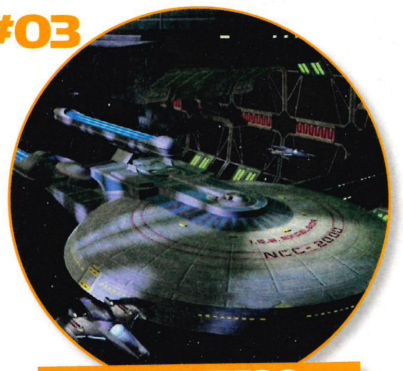
#02



HELLO, HANSEN; CIAO, CHEGGERS

Oxygen has signed TV faces Alan Hansen and Keith Chegwin to front budget quiz games Alan Hansen's Sport Challenge and Cheggers' Party Quiz. Both will be out this November.

#03



ENCOUNTERS COMES CLOSE

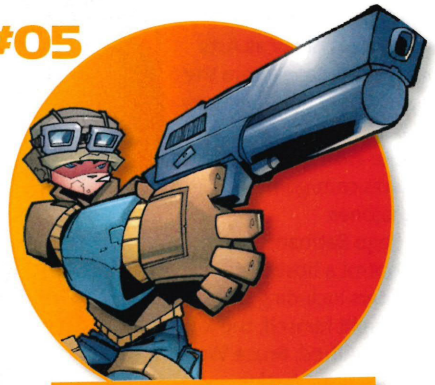
Star Trek games aren't exactly the stuff of legend, so don't hold your breath for Encounters, a 'tactical action adventure' that will dock with PS2 in time for Chrimbo.

#04

WOLFENSTEIN TO RETURN

Writer Roger Avery, who penned the Silent Hill film, has confirmed he's working on a script for a Return to Castle Wolfenstein film. The release has been pencilled in for 2010.

#05



SCREEN TIME FOR 'SPLITTERS

Rob Yescombe, Free Radical's in-house writer, has written a script for a TimeSplitters film. There's no deal yet, but the studio is seriously considering pitching it to movie makers.

#06

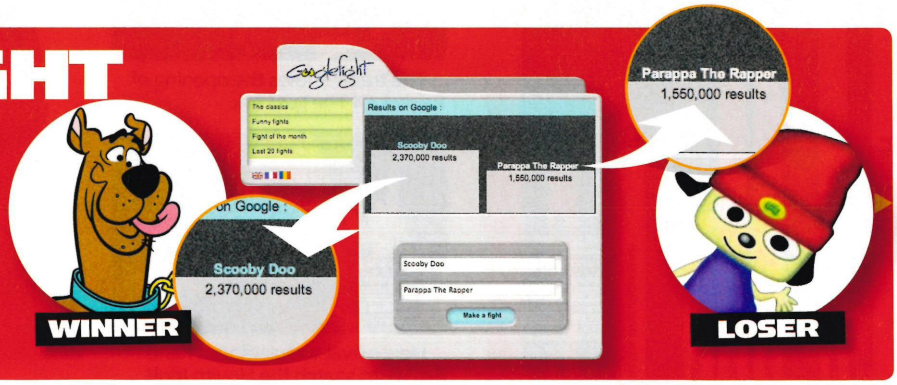
PAINKILLER IS CINEMA-FILLER

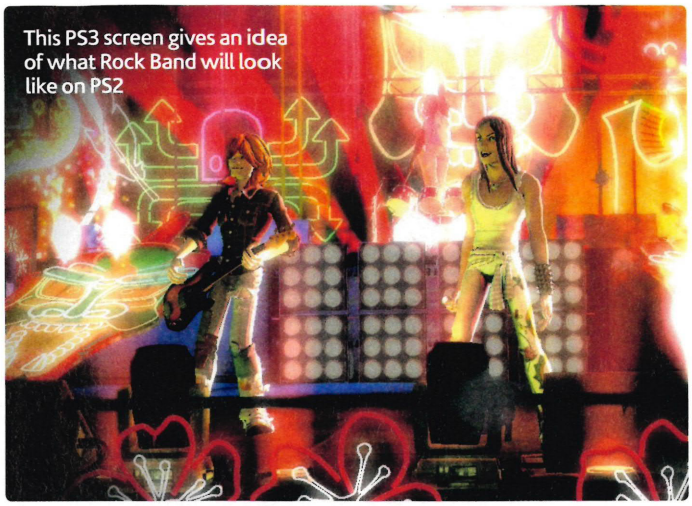
Horror-flavoured shooter Painkiller is also confirmed to make the jump to the silver screen. But where the hell has the promising Painkiller: Hell Wars got to, eh?

GOOGLEFIGHT

This month: Scooby-Doo vs PaRappa the Rapper

Every issue we pit major PS2 stars against one another to see who gets the most web search hits. Well, Scoob may be a cowardly mutt with a liking for psychedelic snackage, but in our Google Fight, he's a winner all the way. Scooby smashes poor Parappa's flea-bitten 1,550,000 hits with a mighty 2,370,000 of his own.





This PS3 screen gives an idea of what Rock Band will look like on PS2

Rock Band takes to PS2 stage

More tracks and 'early 2008' on-sale date revealed for current-gen version

Rejoice, friends! Rock Band, the peripheral-tastic music-making experience from Harmonix, the developers of the original Guitar Hero, is coming to PS2.

The game can be played by up to four virtual musicians at a time and the full range of peripherals is made up of two guitars, a drum kit and a microphone.

Already causing a stir among the PS3 crowd, word that Rock Band will also hit our console is great news. Sadly, though, we'll be waiting a little while for it.

Local vocals

Jeff Yapp, European vice president of MTV Enterprises (which bought Harmonix last year for a whopping $175m), explained: "It was imperative that we have significant on-disc and downloadable localised music content for multiple European territories in order for Europeans to get the full Rock Band experience."

In English, that means each of the European countries in which the game is released will get a number of 'local' acts in their version. And that will take time to sort out, hence the delay.

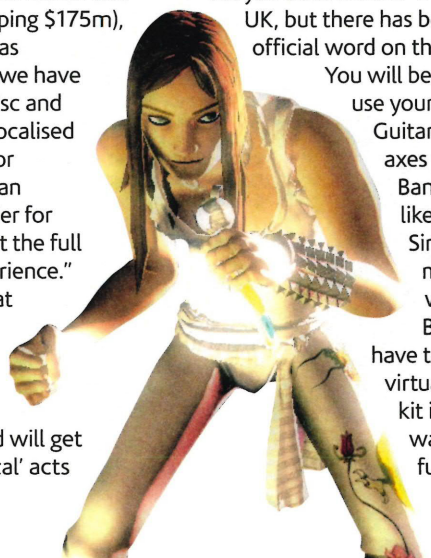
Altering track lists to suit local tastes is nothing new. Sony's SingStar games have always been adapted to suit the various countries in which they're released, which has helped them become a tremendous success.

Song time coming

EA has confirmed several new tracks for all editions, including 'Hand That Feeds' by Nine Inch Nails, 'Creep' by Radiohead and Faith No More's 'Epic'.

However, there was no list of prices for PS2 peripherals. It is believed that a complete set will set you back around £180 in the UK, but there has been no official word on this.

You will be able to use your old Guitar Hero axes with Rock Band, and it's likely SingStar mics will work too. But you'll have to buy a virtual drum kit if you want the full set.



Is your life cluttered? Then call...

THE KATAMARI CLEANING COMPANY

'We put our balls on your chintz'

Our patented Sticky Ball cleaning technique is clinically proven to remove 100% of your old, worthless trinkets, furniture and family members!

The Katamari Cleaning Company takes environmental issues seriously. Your junk is recycled into a celestial body, which is then shot into space at no extra charge.

So what are you waiting for? Call

0800 WE LOVE KATAMARI

or write to:

The Katamari Cleaning Company
KOA Cosmos
1 The StratosphereSpace

Prices vary according to size of space. Removal of Giraffes and Whales carry a £15 surcharge.

MOUTH PIECE

'Guitar Hero III will rock me harder than Rock Band' says OPS2's Sophie Mason

So, Rock Band picked up seven awards at the E3 games show. Seven! Well, it might be the hottest game on the block right now but I'm still looking forward to Guitar Hero III much more.

Why? Well, first of all, GHIII's ace new Battle mode. You'll be able to hamper your rock-rivals by 'snapping' their 'strings', making their notes flash or making their guitar buttons stick. I can already hear the crowd booing those wannabes off the stage!

But there are other reasons too. I don't know about you, but I find multiplayer Guitar Hero a fairly intense experience already. The flashing lights! The widdling solos! The star power!

There's plenty to concentrate on and the thought of four people playing at once, which means twice as much stuff happening on screen, sends my already bedraggled synapses into meltdown. And unless you've got a TV the size of Texas, what's the point?

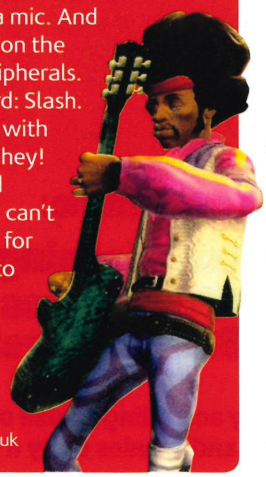
Two's company

Also, after I've played a track I like to have a sit-down, a swig of cider and watch my friends play, so for me it's a plus that only two can play at once.

Playing drums in Rock Band does sound pretty cool. But I've seen demos on YouTube and the drumkit's kind of... well, it's certainly not small enough to fit in my living room while two people are wielding plastic axes and another's waving a mic. And that's not to mention the cost of all four peripherals.

Finally, one word: Slash. Playing real tracks with real rockstars? Wahey!

Sure, Rock Band looks wicked and I can't wait to play it. But for me, GHIII is going to chuck it out of the hotel window.



@ EMAIL US
Send your comments to psnation@futurenet.co.uk

Red Hot Chili Peppers are among 15 acts whose actual songs will be used in GHIII

Rock out with Chilis, Metallica and Stones

More legends confirmed for Guitar Hero III

It's a moment that will resonate through rock history next to Ozzy's bat-scoffing incident: notoriously litigious metal-legends Metallica have agreed to supply their classic track 'One' for use in Guitar Hero III.

What's more, the anti-'Nam anthem will appear as a real, studio track. Yes, it won't be a cover recording performed by one of the admittedly excellent tribute bands used in previous iterations of the music game.

It will be the actual audio, as it appears on Metallica's *And Justice For All...* album.

Bret on board

And that's not all! Loads more legendary rock acts have also agreed to lend master tracks to the game, which is, appropriately, subtitled Legends of Rock.

Red Hot Chili Peppers will donate 'Suck My Kiss'; Slayer are donating finger-mangling metal anthem 'Raining Blood' and the mighty Iron Maiden are throwing their epic 'Number Of The Beast' into the fray. Phew.

↑ Ex-Poison star Bret Michaels will be in the game and you'll play a master track by his latest band

In all, 11 new tracks have been announced, taking the known number up to 25, of which a whopping 15 are real-life master tracks.

Meanwhile it's been revealed that Bret Michaels (formerly of Poison, more recently of the Bret Michaels Band) will be one of the real-life rockers to be 'bosses' in GHIII.

Slash from Guns'n'Roses and Velvet Revolver will also appear.

CONFIRMED TRACK LIST

MASTER TRACKS

Miss Murder (by AFI)
Through Fire and Flames (by Dragonforce)
Number of the Beast (by Iron Maiden)
3s and 7s (by Queens of the Stone Age)
Suck My Kiss (by Red Hot Chili Peppers)
Raining Blood (by Slayer)
Reptillia (by The Strokes)
Paint it Black (by The Rolling Stones)
Cherub Rock (by Smashing Pumpkins)
Sabotage (by Beastie Boys)
The Metal (by Tenacious D)
My Name is Jonas (by Weezer)
Knights of Cydonia (by Muse)
Cult of Personality (by Living Colour)
Go That Far (by the Bret Michaels Band)

COVERS

Cities on Flame (as made famous by Blue Oyster Cult)
Mississisppi Queen (as made famous by Mountain)
La Grange (as made famous by ZZ Top)
Rock And Roll All Nite (as made famous by Kiss)
School's Out (as made famous by Alice Cooper)
Paranoid (as made famous by Black Sabbath)
Talk Dirty to Me (as made famous by Poison)
She Bangs the Drums (as made famous by The Stone Roses)
Barracuda (as made famous by Heart)
Slow Ride (as made famous by Fog Hat)

PlayStation 2 OFFICIAL MAGAZINE UK

PS2 UK CHARTS

1 TRANSFORMERS: THE GAME

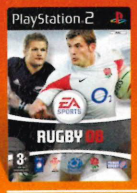
The giant robots have used their metal bulk (and massive box-office success) to displace Potter from pole position in the charts.

Activision 5/10 New entry

2 HARRY POTTER & THE ORDER OF THE PHOENIX

The boy wizard's final book has been and gone, but he's still selling well on PS2.

EA 8/10 ▼ Last month: 1



3 RUGBY 08

We're in the grip of Rugby World Cup fever, so it's no surprise to see EA's scrum-sim binding and driving up the charts.

EA 7/10 New entry

4 SHREK THE THIRD

Despite attracting a volley of below-average scores from reviewers, Shrek The Third has shifted plenty of copies to make it to number four.

Activision 6/10 ▼ Last month: 2

5 TOMB RAIDER: ANNIVERSARY

Lara's still got it! The pert-bottomed explorer's latest romp may have been around since June, but she's still in the top half of the charts.

Eidos 8/10 ▼ Last month: 3

6 DISNEY'S PIRATES OF THE CARIBBEAN: AT WORLD'S END

The game's a bit of a stinker, but it seems Cap'n Jack's charisma is keeping At World's End afloat.

Disney 5/10 ▼ Last month: 5

7 SPIDER-MAN 3

Looks like Peter Parker is losing his grip on the charts. He's slipped from four to seven, and could soon crash out altogether.

Activision 5/10 ▼ Last month: 4

8 GUITAR HERO: ROCKS THE 80S

A rather disappointing effort from the axe-wielding series but we expected a higher chart placing for this mullet-toting Guitar Hero.

Activision N/A New entry

9 MEDAL OF HONOR: VANGUARD

It seems we haven't quite punished those Nazis enough, because this WW2 shooter is clinging to the bottom of the charts for dear life.

EA 5/10 ▼ Last month: 4

10 FAST & THE FURIOUS: TOKYO DRIFT

With Juiced 2 and Need For Speed ProStreet on the horizon, we didn't expect to see this sub-standard movie spin-off back in the top 10.

EA 5/10 Re-entry

PS2 UK SALES TO DATE 9,621,199

PS2 AMERICA CHARTS

POSITION	GAME	POSITION	GAME
1 NE	NCAA Football 08	6 ▼	Naruto Ultimate Ninja 2
2 NE	Guitar Hero: Rocks The 80s	7 ▼	Tomb Raider Anniversary
3 NE	Madden NFL 08	8 ▼	MLB 07 The Show
4 ▼	Transformers: The Game	9 ▼	Spider-Man 3
5 NE	Guitar Hero II	10 ▼	Pirates Of The Caribbean: AWL

PS2 JAPAN CHARTS

POSITION	GAME	POSITION	GAME
1 NE	J League Winning Eleven 2007	6 ▲	King of Fighters: MIRA
2 NE	FFXII International Zodiac Job System	7 ▼	Super Robot Taisen OG
3 NE	Jikkyou Pawafuru Pro Yakyuu 14	8 RE	Musou Orochi
4 NE	MGS 20th Anniversary Collection	9 ▼	Tales of Fandom V2 Luke Version
5 ▼	Pachi-Para 14: Wind, Clouds and the Okinawa Super Sea	10 RE	Grand Theft Auto: San Andreas

TRADE IN

Stuff you could buy if you sold your old games

Trade in £12

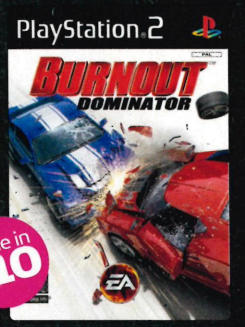
FINAL FANTASY XII
Eight months old

+

Trade in £18

GOD OF WAR II
Seven months old

+



Trade in £10

BURNOUT DOMINATOR
Seven months old

=

RRP £39.99

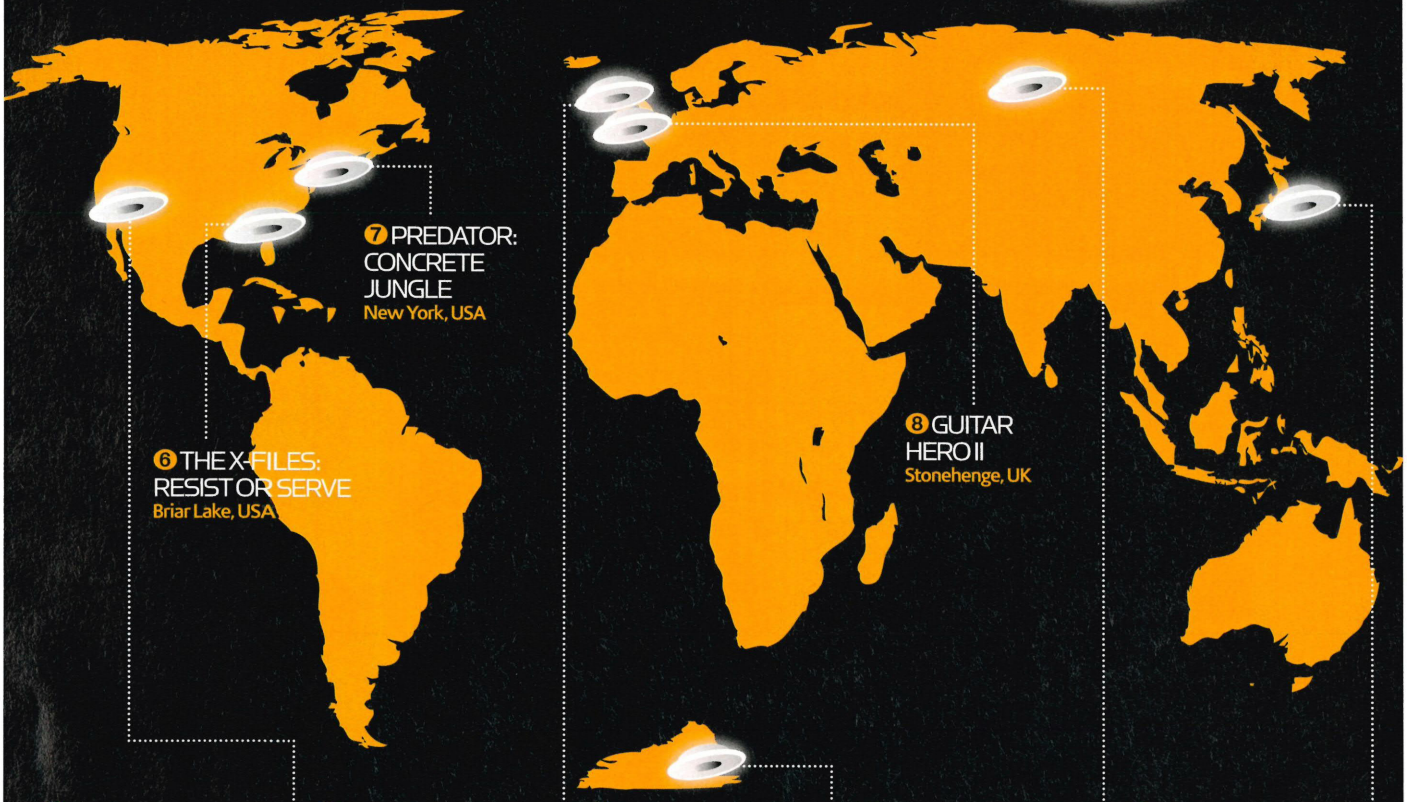
BRABANTIA DRYING RACK T MODEL (WHITE)

GAME game.co.uk

All trade-in prices with kind permission from GAME

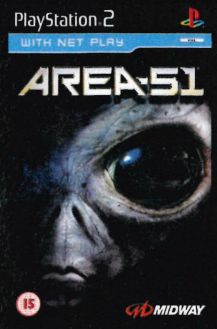
THE WORLD ACCORDING TO PLAYSTATION

The aliens have already landed! Here's where



1 AREA 51
Nevada, USA

There's something strange going down in the desert. Well, stranger than usual. And you must lead a team of men into the mysterious Area 51 to investigate. Havoc has been unleashed by a mysterious entity and there's nothing but carnage, mutilated bodies and a lot of blood lining the corridors – not to mention a viral outbreak created from alien bodily fluids. With the voices of David Duchonvy and Marilyn Manson, this game is an enticing and scary romp.



2 DESTROY ALL HUMANS! 2
England, UK

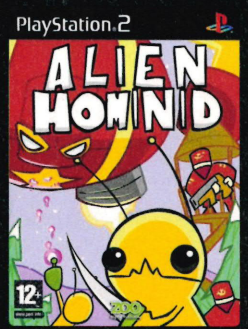
It's the 1960s and hapless alien Crypto's mothership gets shot down to Earth by a KGB missile. Armed with his Anal Probe and Meteor Strike gun, Crypto is unleashed on free-lovin' America, the Cold War-oppressed USSR and swinging, drug-quaffing Blighty. In the London level, Crypto blasts, zaps and probes his way through a veritable army of Rolling Stones-worshipping hippies and shotgun-toting Bobbies.

3 THE THING
Antarctica

There's only one thing worse than aliens, and that's aliens who've just scoffed a group of scientists. But someone's got to investigate, and it's you, Captain Blake. Using an innovative fear/trust/infection system, the way you act around and towards the characters will determine whether they help you or push you towards the alien pit. Just remember, these aliens have the ability to mimic a human they've just killed: so trust nobody.

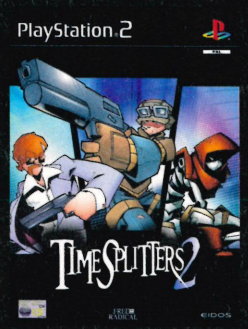
4 ALIEN HOMINID
Siberia, Russia

Shot down by the FBI and robbed of his saucer, the Hominid is one angry alien. His 2D quest for vengeance takes him all over the world as he desperately tries to reclaim his ride from sinister government types. The Siberian level – one of the earlier ones – sees you on the icy tundra, using weapons, tanks and friendly yetis to stick it to the Ruskies. You may even take out a few decommissioned Cold War missiles along the way, too...



5 TIMESPLITTERS 2
Tokyo, Japan

Aliens taking over the Earth? Bad news. But when they've got time crystals, allowing them to conquer the world in every single historical period, well, that just sucks. And that's exactly what they've done in this shoot-em-up. It's your job to follow them into each era of history and foil their plans. In the futuristic Tokyo stage, you control either robot R109 or robot Gretal Mk 2 and use heavy rocket launchers and laser guns against the alien scum.



Spiderwick Chronicles head for Hollywood and PS2

Bluffology for the latest fantasy book-turned-blockbuster

Children's fantasy books? Hmm. Sounds like just another Harry Potter rip-off.
No, actually it's more like Lemony Snicket meets Lord Of The Rings. Set in New England, USA, the books tell the story of three siblings who move to the creepy, run-down Spiderwick Estate owned by their great-aunt.

There, they discover a book called 'The Field Guide to Faeries'. Handy, really, because Auntie's gaff is chock-full of the things.

Intriguing so far. But who are these three main characters?
Nine-year-old twin brothers Simon and Jared Grace, and their 13-year-old sister, Mallory.

Jared is the short-tempered adventurous type, who initially discovered the fairy field guide.

Simon is a sensitive soul, who's so fond of animals that he adopts a wounded gryphon at one point.

Mallory is a fencing champion, and often uses her swashbuckling skills to save her brothers from some of the nastier magical beasties of the Spiderwick Estate.

Ooh, there's fighting, then? I thought this was about fairies!
The fairies that inhabit Spiderwick Estate swing both ways. Some are friendly, others aren't.

The goblin in the picture here falls into the latter category. He likes to eat small household pets and uses jagged bits of rock or glass to substitute missing teeth.

The baddies work for an evil shape-shifting ogre, Mulgarath, who's determined to rule over fairies and humans.

The story stars three kids who go to stay in a relative's creepy house

They are thrown into a world of magic that will be recreated on PS2

This nasty goblin is one of the bad fairies you'll have to tackle in the game

What's the deal with the film?
Paramount Pictures and Nickelodeon Films will release Spiderwick the movie early next year. It'll star Sarah Bolger (who's acted in *Alex Rider: Stormbreaker*), Freddie Highmore (from *Charlie and the Chocolate Factory* and *Finding Neverland*) and Mary Louise Parker of *The West Wing* and *Red Dragon*.

The books, written by Holly Black and illustrated by Tony DiTerlizzi (who's worked on many Dungeons and Dragons projects), are massively popular so the film is bound to be just as huge.

And the game?
Well, it goes without saying that where there's a film, there's a game, and Vivendi has scooped up the Spiderwick licence.

So far, it promises multiple playable characters, each with their own special abilities.

Set in a world of ogres, goblins, brownies and other such sprites, it should be a magical experience: expect it by February 2008.

SPOT THE... MONKEY

It's like Spot The Ball, only with a monkey instead of a ball!

Somewhere in this screenshot from Monkey Island is a real monkey, only we've hidden it. Find it, and you could bag a copy of Pirates of the Caribbean to play on your PS2.

HOW TO ENTER
Tell us the grid reference (A6, for example) of the monkey. You can enter by text or email.

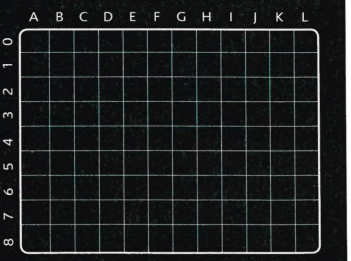
EMAIL
Email the grid number and your full name and address to psnation@futurenet.co.uk, subject line OPS2MONKEY.

TEXT
Text OPS2MONKEY, followed by a space, then your grid number to 87103.
Terms and conditions on p127.
Closing date: 11 October 2007

LAST MONTH

So where was it?

Okay, we just started this competition, so we obviously haven't had any winners yet. But in future issues, this is where we'll show you the solution to the previous month's puzzle and let you know who's bagged the prize each time. Happy hunting!



PS2 SYSTEMS CHECK

Just got a PS2? Here's the essential kit you need

ESSENTIAL ACCESSORIES

MEMORY CARD £14.99
Buy a memory card to stop all your progress being lost when you switch off the machine

EXTRA DUALSHOCK £19.99
You get one with your PS2 but you should definitely buy one more for playing with mates

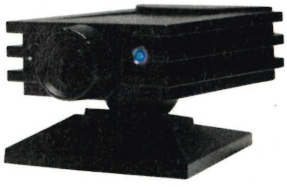
PS2 DVD REMOTE
From £2.50
To use a PS2's built-in DVD player, you could just use the DualShock, but this is better because it's got no wires and the buttons are clearly labelled

PARTY ACCESSORIES

GUITAR HERO
With game £49.99/Guitar only £29.99
Thrash your guitar like a rock god. Hotel trashing optional

SINGSTAR
With game £34.99
Turn your PS2 into a karaoke machine with these mics

DANCEMAT
With game £29.99/Mat only £14.99
Pull shapes with your PS2 and the brilliant DanceDance range



EYETOY
With game £9.99 to £34.99
The Eyetoy games and camera make you the star of the game

BUZZ!
With game £24.99 to £34.99
Buzz if you know the answer! The Buzz quiz games are a great laugh

MULTITAP £29.99
Lets you plug in up to four PS2 controllers: essential if you want your whole gang to be involved

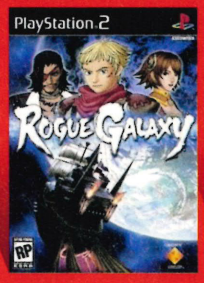
HARDCORE ACCESSORIES

SONY SPEEDSTER 2 STEERING WHEEL £39.99
Compatible with all the latest, greatest driving games

HEADSET £24.99
Use SOCOM 3's headset online to chat, offline to give squaddies orders. Works with Rainbow Six

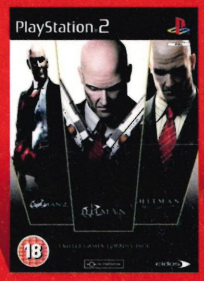
JOYTECH 8INCH LCD PORTABLE SCREEN £109.99
A battery-powered screen for playing games or watching DVDs

OPS2'S LATEST RECOMMENDED GAMES

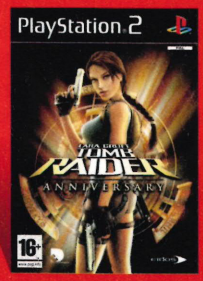


ROGUE GALAXY
RPG
Gorgeous, compelling, piratey roleplayer with a heart-tugging story
OPS2 score 9/10

GOD OF WAR II
Action/Fighting
Epic, blood-drenched hack'n'slash action set in mythical Greece
OPS2 score 9/10

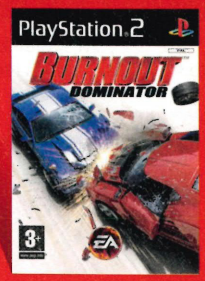


HITMAN: TRIPLE PACK
Stealth/Thriller
Play as a genetically engineered assassin
OPS2 score 8/10



TOMB RAIDER ANNIVERSARY
Platform/Adventure
A classic reborn: tricky puzzles, light gunplay
OPS2 score 8/10

HP& THE ORDER OF THE PHOENIX
Adventure/Kids
Roam freely around an interactive Hogwarts
OPS2 score 8/10

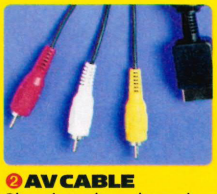


BURNOUT DOMINATOR
Racing
Adrenaline-fuelled drive'n'smash action
OPS2 score 8/10

PLUG INS

Get the right PS2 cable for your TV

1 RFU ADAPTOR
This offers the lowest quality visuals but will connect a PS2 to any TV via the aerial socket



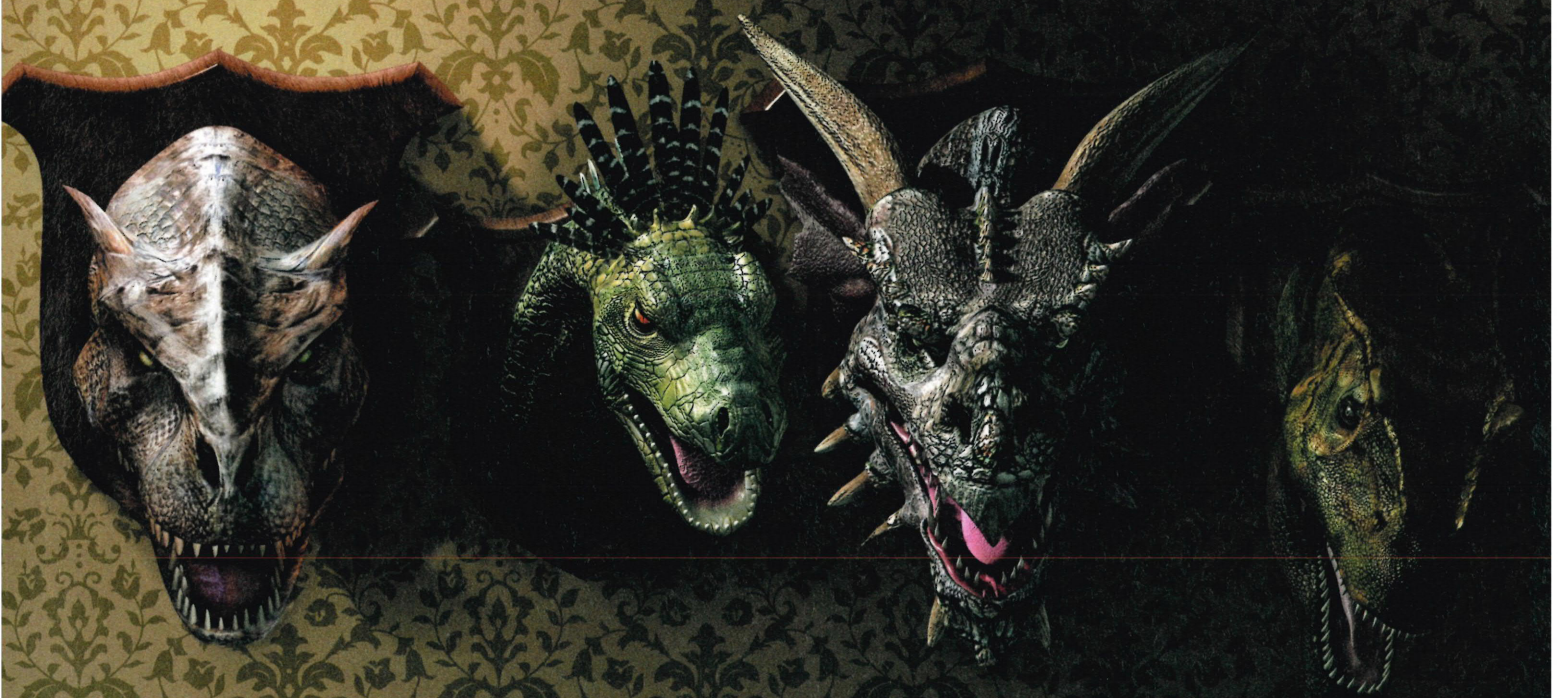
2 AV CABLE
Plugs into the coloured sockets on your TV, it's better than RFU but not as good as the next three

3 S-VIDEO
A gold-plated S-video cable will improve the sound and picture quality you get from the PS2

4 RGB SCART
The best! Ask for a true RGB SCART cable which is better than the SCART adaptor in the PS2's box

5 COMPONENT CABLE
The HD option. Links to compatible HDTVs, plasmas and monitors

FOUR HEADS ARE BETTER THAN ONE



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MONSTER HUNTER FREEDOM 2™

PSP
PlayStation®Portable

Released into the wild 7th September

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OPS2 PROMOTION
NatWest Adapt

EXPRESS YOURSELF

Get a NatWest Adapt card and let the world know who you are and what you stand for.

The music on your MP3 player, the football team you support and the clothes you wear are just three ways of telling people about yourself, your personality and your individuality.

Now NatWest have launched a new debit card exclusively for 11-18 year olds, which lets you express yourself through your card. By uploading an image of your choice or choosing from a selection on the NatWest Adapt website, you can design the look of your own card and wave goodbye to boring debit cards forever.

The possibilities for telling everyone what makes you tick are endless: budding musicians can use a shot of themselves or their band on their way to becoming rock and roll stars; football nuts can show off a pic of their fantastic winning goal in the last match they played in; or maybe just a pic of themselves on their favourite adventure sport holiday...It costs only £5, but if you don't want to personalise your card then the standard card design is free.

As you'd expect there are many more benefits to opening a NatWest Adapt account. Your personalised debit card can be used online and in shops to buy clothes, books, music, videogames, whatever takes your fancy. You'll also receive a number of great offers including mobile phone rewards and ringtones, discounts at Phones4U, and 2 for 1 entry at Vue Cinemas.

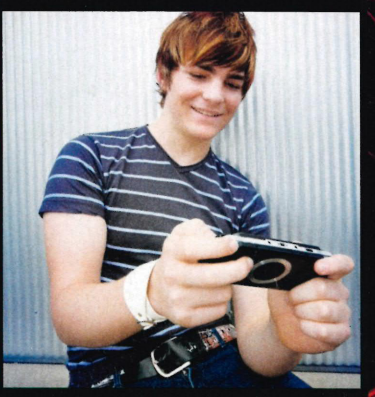
It's available at natwest.com/joinadapt, as well as at all NatWest branches, so why not sign up today and get cracking on designing your own unique card?

Adapt to you

When designing the look of your card, you'll be told what type of images you can use. Full details are available on the NatWest Adapt website.

The 2 for 1 Vue Cinema offer is available on selected films and full availability can be found on www.myvue.com/2for1. You'll get full details about the offers and how to access them in the Welcome Pack which you'll receive once your account is opened.

HOW TO GET NATWEST ADAPT
Simply go online to natwest.com/joinadapt or visit your local NatWest branch.



Adapting to having plastic in ya' wallet

11am: Log on to natwest.com/adapt. There's loads of advice on how to manage my money now that I've set up a NatWest Adapt account, plus a selection of card designs. I've already created my Adapt card using a picture of me snow boarding in France last year, that I uploaded myself.

1.30pm: Use my Adapt card to buy a PSP game online as well as pre-order one which won't be released for a few months. That's my Christmas shopping taken care of.

4pm: Swap loads of texts with my mates about meeting up tomorrow. My mates and I could also choose three free ringtones, once we'd registered at natwest.com/adapt and topped up six times at a NatWest or Royal Bank of Scotland cash machine.

8pm: Treat my girlfriend to a night out at the movies using the 2 for 1 offer at Vue Cinemas. Not that I'll let on her ticket was free! The money I saved went on an extra large tub of popcorn, drinks and sweets, with change for a cab home.

Design a NatWest Adapt card and win £200!

Design how you'd want your card to look - make it as personal and about YOU as you like. The 5 winners with the best design will get £200 cash! Entrants must be aged between 11-18 years old and all designs must reach us by 31 October 2007. Simply e-mail your design to natwestadapt@futurenet.co.uk and we'll announce the winners by 14 November 2007, so good luck! For full terms and conditions please see page 129.

PREVIEWS

EXCLUSIVES · FIRST LOOKS · HANDS-ON PLAY · LATEST INFO

IT'S A RICH MAN'S WORLD

Moolah. Wonga. Greenbacks. Money. I've not got much of the stuff myself but I'm told you can have a lot of fun with it. So that must be why some people sell their souls – and their knowledge of blowing things up – to the highest bidder and become mercenaries.

Trouble is, of course, you could get hurt. And it's all a bit of a moral grey area, too. That's where Mercenaries 2: World in Flames comes in – live the life, with absolutely no chance of personal injury or sandal-wearing do-gooders ruining your fun.

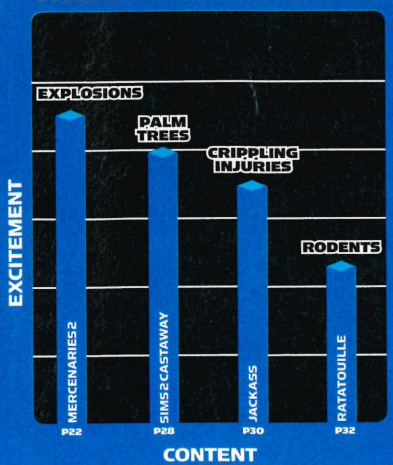
Careless whisker

But the game I'm really intrigued by this month is a smidgen less violent. You see, I love Paris, I love food and I also have what the French call a 'penchant' for rats.

So I'm very much looking forward to the film *Ratatouille*, which is bound to be, as our Continental cousins might say, 'hyper-cool'. Will the tie-in game be as good? Well, Mike's played it, so find out on p32...

SOPHIE MASON
PRODUCTION EDITOR
smason@futurenet.co.uk

THIS SECTION CONTAINS



IS IT NEARLY READY YET?

THE KEY STAGES OF GAME DEVELOPMENT

CONCEPT
The idea has just been unveiled, it's little more than a name at this stage

PRE-ALPHA
Early test levels provide proof of concept

ALPHA
The first playable version of the game, many features unfinished

BETA
A second playable version ready for final testing

RELEASE
The current release date but liable to change

COMING SOON!

FIFA 2008	28 SEP
CRASH OF THE TITANS	12 OCT
SPIDER-MAN FRIEND OR FOE	12 OCT
GUITAR HERO III	26 OCT
THE SIMPSONS	02 NOV
TONY HAWK'S PROVING GROUND	02 NOV
ALONE IN THE DARK	DEC
ROCK BAND	FEB

HUNDRED DOLLAR KILLS

Get more bang for your buck in **Mercenaries 2: World in Flames**

PUB EA **DEV** Pandemic **ETA** November **WWW** mercs2.com

As you're no doubt already aware, Grand Theft Auto IV has been delayed until the middle of next year. But heck, who cares, because Mercenaries 2 will be with us in only a month's time: an explosion of free-roaming, adrenaline-soaked, morally ambiguous action-adventure. It's big, it's loud, it's violent and when we played it at a recent event held by publisher EA, we knew right away that it was just what we needed to keep us warm over the winter.

→ As a merc you'll get to handle all manner of top military hardware

World in Flames is the sequel to the first Mercenaries title, Playground of Destruction. The original game, set in a war-ravaged South Korea, revitalised the shooter genre with its imposing scale and the sheer variety of missions and weapons on offer. Its chart-topping success was well deserved.

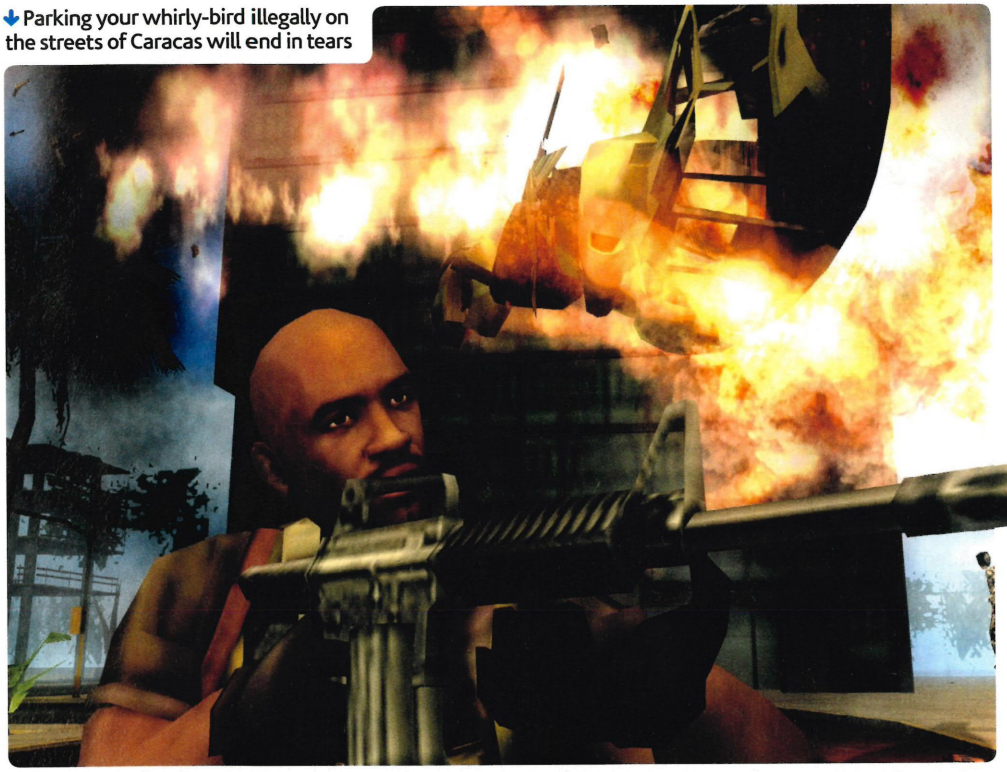
Freeform flavour

At a point when everyone and their dog was jumping on the freeform template wagon, Pandemic created an offshoot that had a unique flavour and sense of purpose.

Confidently straddling the gap between third-person shooter and freeform GTA-'em-up, Playground of

EVERYBODY TALKS ABOUT...
PANDEMIC VS THE WORLD

Having angered South Korea with the original Mercenaries, Pandemic must have felt relatively safe setting the sequel in peaceful Venezuela. Nuh-uh: Venezuela's government accused the developer of trying to engineer a real-life US invasion against its anti-Bush president, Hugo Chávez.



Parking your whirly-bird illegally on the streets of Caracas will end in tears

SURVIVAL KIT BAG

Four essential items to get you through **Mercenaries 2**

PHRASE BOOK
"Donde esta el TNT, signor?"

SUN VISOR
To shield your eyes from all those bright explosions

REGIONAL FOOD
Cow tongue is a fave in Venezuela

A FRIEND
For split-screen co-op multiplayer (yes, it's in!)

There are many different factions to ally yourself with or against

Destruction, as is customary, gave you specific mission objectives, here in the form of 52 targets to 'neutralise'. But what wasn't so customary was that

This time, your mercenaries find themselves in the oil-rich South American nation of Venezuela, where a slimy drug baron called Ramon Solano has seized control of the country. As the game begins, you're his hired help.

YOU FORCIBLY TAKE OVER A MANSION AND RECRUIT AN ARMY

This is all well and good, but if you've ever done any mercenary work (and if you have, write in!), you'll know there's one cardinal rule mercenaries follow: everybody pays.

Solano, suffice it to say, breaks this agreement, trying to kill you in the process. The bounder.

while doing so, you were totally left to your own devices.

The moniker 'Playground of Destruction' was, in fact, an apt summary of what Mercs 1 was all about. And the same can be said for 'World in Flames'.

Your chosen mercenary (there are three to pick from) settles matters not by going through the Small Claims Court, of course, but by forcibly taking over one of Solano's private mansions.

PMC you in hell

In the process you recruit your own little army, so you decide to leave the freelance merc world behind you and set up your own Private Military Company (that's what a band of mercs are called in polite society).

OPS2 BOARD OF CLASSIFICATION

Mercenaries 2 has been passed suitable for...

- ☑ Cash-hungry go-getters
- ☑ People wearing safety helmets
- ☑ All musical tastes
- ☒ Tinpot or crackpot dictators

From here on in, you already know what you've got to do, right? Take down Solano and his lieutenants. But, just like in the first Mercenaries game, exactly how you go about doing this is up to you.

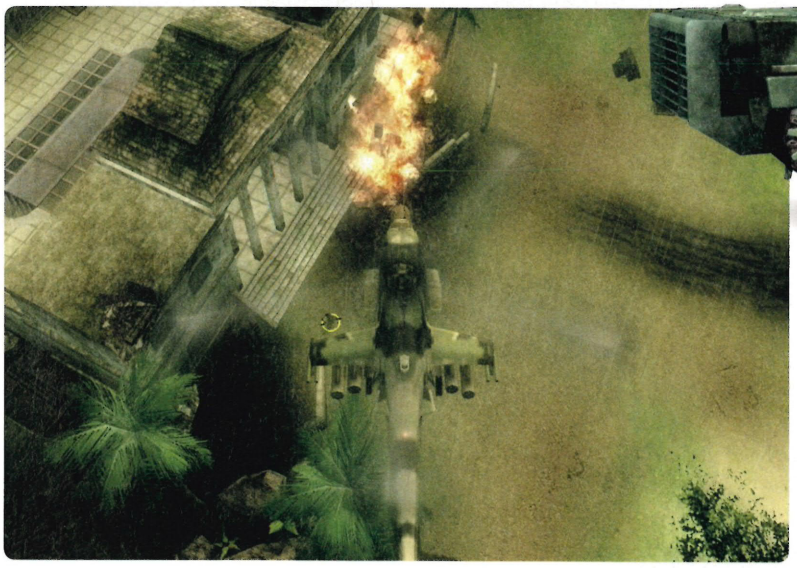
Storyline of attack

Veterans of Pandemic's first offering will have noticed there's a greater emphasis on the storyline for this instalment.

Pandemic's Jonathan Zamkoff, senior producer of World in Flames, says this is deliberate. The lack of story in the original Mercenaries was, he says, one of its few failings.

THERE'S A GREATER EMPHASIS ON THE STORYLINE THIS TIME

Now, before we continue, we must point out that the PS2 version is different to the others. While Pandemic works away on the PS3 and Xbox 360 games, the PS2 version has been outsourced to Texas-based Pi Studios, which is ▶



↑ Hell hath no fury like a nutter in a helicopter

CHARACTER ASSASSINATION

A close-up look at Mattias Nilsson

HE'S A FORMER SWEDISH ARMY ARCTIC RANGER

Or at least he was, until he was dishonourably discharged for landing a punch right in the kisser of one of his superior officers

HE'S ALL ABOUT ROCK

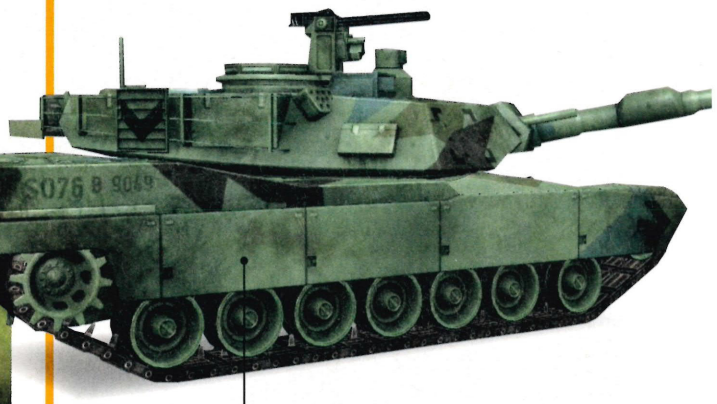
Isn't everyone in Scandinavia these days? Mattias' favourite artists are Mastadon, Slayer, Manowar and, possibly, Dido

HE DOESN'T OFFICIALLY EXIST

No boy of his description can be found in school records but we do know that he was in a gang called the Wolfpack Brotherhood

WHAT'S IN THE GARAGE?

Our selection of the finest vee-hickles at your disposal



03 M1 ABRAMS

FACTION American army

INFO Tankspotters will have spotted this model, which was designed by Chrysler Defense in 1979, patrolling the streets of Iraq in abundance. Want one of your own (in Mercs 2, that is)? Ross Mayerik, a TSI Senior Agent, has the keys.

BLAMMO RATING 5/5

06 A-10 THUNDERBOLT

FACTION American army

INFO Known to its friends as the 'Warthog' because it looks like the back end of one, you'll get the chance to fly this bad boy if you make the right contacts. Built within the fuselage is a deadly gatling gun, capable of firing an incredible 4200 rounds a minute.

BLAMMO RATING 4/5

01 ZTZ98 TANK

FACTION Chinese

INFO Well, you'd be serious about your tanks, too, if your nation was sandwiched between Russia and North Korea. This fearsome armoured tank was China's gift to herself on her 50th birthday in 1999, and it's more than a match for the rival M1 Abrams.

BLAMMO RATING 5/5

02 WZ551 APC

FACTION Chinese

INFO Armoured personnel carriers such as this are designed more for mobilising infantry units than they are blowing stuff up, but nonetheless, anti-tank guided missiles and machine guns come fitted as standard.

BLAMMO RATING 4/5

04 MTV GUNTRUCK

FACTION Guerrillas

INFO It's a truck – with guns on it! Just like the time we bred a monkey with a rottweiler, it's conclusive proof that if you put two good things together, you'll get one super-mega-awesome thing. Get it from Jesus Ramirez: Guerrilla contact, weapons enthusiast and a man you're definitely going to want to get cozy with.

BLAMMO RATING 3/5

05 CIGARETTE BOAT

FACTION Pirates

INFO Otherwise known as the go-fast boat, this is the watercraft of choice for drug smugglers all across the world. Built for speed, it's about as useful in a firefight as Switzerland's national army, but when you're travelling at 150kmph, who needs to fight back?

BLAMMO RATING 2/5

07 MONSTER TRUCK

FACTION Civilian

INFO Truth be told, we didn't encounter this in the version of the game we played. But we certainly played enough to appreciate the former Spanish colony's mountainous topology. Defenseless as it may be, this rugged vehicle should prove well worth its weight in bolivar.

BLAMMO RATING 1/5

08 CRAPPY VAN

FACTION Pirates

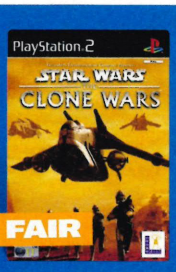
INFO Doesn't look like much, does it? But sometimes, an armoured tank just isn't subtle enough. Whenever the need to go incognito arises, you'd be much better off taking command of one of these, er, beauties. How do you get your mitts on one? By running up to one and pressing △, of course.

BLAMMO RATING 0/5

TRACK RECORD

A quick look at Pandemic's development CV

Pandemic is best known for the Star Wars Battlefront games, but the studio has proven it's able to turn its hand to all sorts of shooters



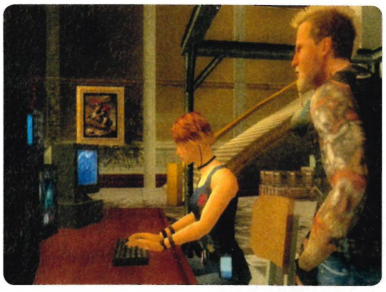
STAR WARS: CLONE WARS
2002

STAR WARS BATTLEFRONT II
2005

FULL SPECTRUM WARRIOR
2004

DESTROY ALL HUMANS!
2005

DESTROY ALL HUMANS!2
2006



Your base of operations, and a lass in the mould of Mai Ling to help you out

We're not entirely sure how the Chinese got involved but we'll happily steal their tanks anyway

This buggy will be perfect for two-player co-op missions

best known for its work in conjunction with Treyarch on such games as Call of Duty 3.

The structure of the main storyline remains the same, but Pi has been let off the leash and allowed to create its own side missions and fiddle with the level design.

But don't get to thinking that this means Mercs 2 on PS2 is an inferior product.

Aside from the obvious difference in graphical fidelity, the PS2 version contains all the gameplay elements of the PS3 version – it's just that the PS2's exclusive content has been specifically made to better suit the console's older technology.

Two tribes

Jonathan Zamkoff hopes fans will buy both versions of the game, and we suppose that is a possibility for hardcore Mercs-lovers with two generations of machine under their telly. But it does seems unlikely, particularly since our time playing the game made it abundantly clear that PS2-flavour Mercenaries 2 compares very well to its next-gen brethren.

The main draw this time out is that every building can be interacted with in some way – put simply, if there's something in Mercs 2's landscape that can't be bought, scaled or destroyed, then it simply won't exist.

BUILD UP YOUR EMPIRE TO ACCESS THE HEAVY ORDNANCE

This doesn't mean you can go around ratatatat-ing the nearby buildings with a puny gun and they'll all collapse like a cheap deckchair, mind you.

You'll have to work at building up your empire first, to gain access to the seriously heavy ordnance. The bit of Mercs 2 we played was fairly early in the game, so we didn't have access to airstrike attacks such as carpet bombs, although they are most definitely there for the taking later on.

But even with our modest arsenal in tow, zipping around the place blowing up structures left, right and centre was a gonzo amount of fun.

CHARACTER ASSASSINATION

A close-up look at Chris Jacobs

HE'S A BIT OF AN OLD GIT

At 37, Jacobs is the oldest of the mercs but, like Teddy Sheringham, he's still going strong

HE LIKES JAY-Z AND DR DRE

Rap fan Jacobs is pretty hip for an oldie. It's certainly better fighting music than Lily Allen

HE WAS IN DELTA FORCE

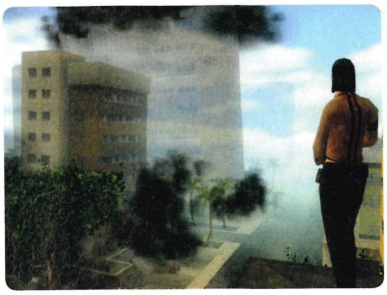
But was he in it at the same time as Chuck Norris and Lee Marvin? It will remain a mystery

HOW MANY TIMES DID I DIE?

Trying to steal a Bunker Buster from under a rival faction's nose

14

Yep, that building's about to topple over with a satisfying rumble



Some of the land-based vehicles suffered from dodgy handling, but we're hoping that this'll be fixed before release.

Mind you, even if it isn't, who wants to go by wheel anyway, when there are so many 'copters around?

Chop-chop master

Mercs 2's vehicle roster is deep, with more than 100 options. So even if you just spend your time prattling about in time-honoured sandbox fashion, boredom will be a long time coming.

WATER WON'T KILL YOUR MERCENARIES THIS TIME AROUND

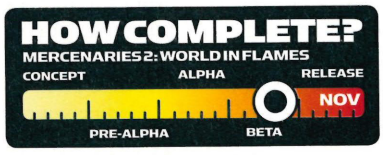
With a few months to go before release, Mercs 2 is looking every bit the worthy sequel, even though the open-world gameplay that was de rigeur in 2005 has now lost some of its impact. The emphasis on storyline hasn't compromised the 'work it out yourself' mentality that made the original Mercs stand out. And it ticks all the boxes on our wish-list of stuff we wanted improved in the first title.

Water won't kill you this time around, for example – indeed, there's a wide array of watercraft to assist you around the giant map.

So don't worry about GTA IV's delay. After all, that game was never going to let you raze New York to the ground to the extent that Mercs 2 lets you get destructoid with the fine city of Caracas. **Alex Dale**

The mercs can swim, or there are plenty of boats

The old 'run away from an explosion very fast and it won't hurt' trick in action



CHARACTER ASSASSINATION

A close-up look at Jennifer Mui

SHE LISTENS TO LILY ALLEN

And Amy Winehouse, too. Will these artists will be featured on the game soundtrack? Er, no

SHE USED TO BE AN MI6 AGENT

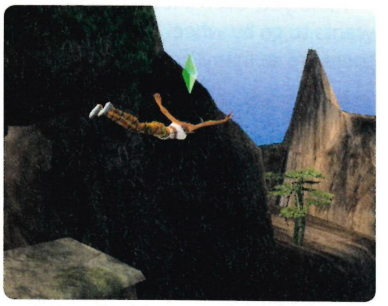
But the pay was rubbish and she didn't fancy James Bond, so she set herself up as a (very) expensive gun for hire

SHE WAS ONCE HOMELESS

Jen and her parents lived in a car for a fortnight. Now she's rich enough to buy Jimmy Choo combat boots

It's not all building and cooking, your Sims will party the night away, too

Sims like a chat and a campfire is the ideal setting



Just out of shot: the crashed plane and mysterious radio transmitter

LIFE'S A BEACH

Build a shack by the sand dunes, fashion clothes out of plants and find tropical love in **Sims 2 Castaway**

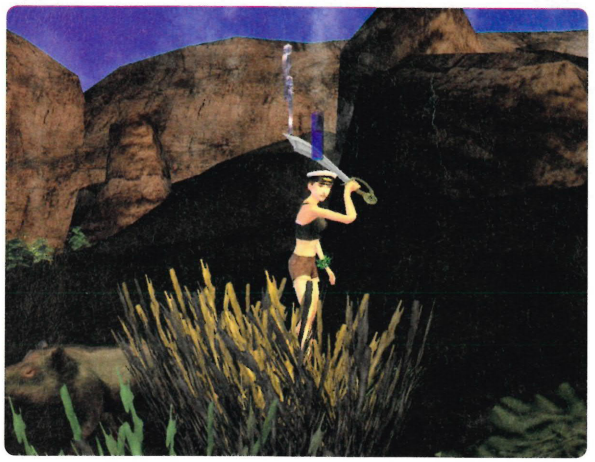
PUB EA DEV EA ETA December WWW thesims2.ea.com

This latest incarnation of the insanely popular people-management series has, in our opinion, been begging to be made for years.

You control a party of six Sims who have been shipwrecked on a desert island. Or rather, three separate islands. At the start you're given control of a single character and, as you explore your surroundings and strike out to the game's other islands, you're reunited with the other members of the crew from your wrecked boat.

Finding your chums is an essential part of Castaway. Not only will it stave off boredom for your Sim and offer up the chance for some holiday romance, it'll make your life much easier because different Sims can be assigned specific tasks that benefit the whole group.

You can have someone gathering firewood and another picking fruit, leaving you free to explore your surroundings and hunt for fresh meat.



Scavenge for plant materials to build shelter and make clothes

Pleased to meat you

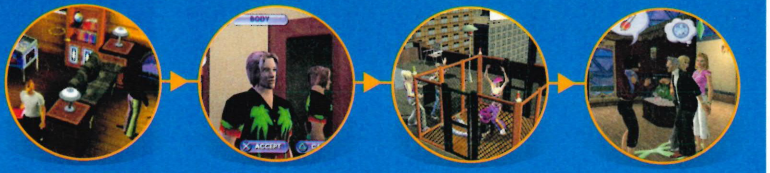
That's right: just because this is a family game, doesn't mean your Sims must be berry-munching vegetarians.

As you adapt to your island life you'll fashion crude fishing lines to catch seafood, build coops to keep chickens in and eventually build some savage hunting tools to kill wild boar.

It isn't all doom and gloom for the indigenous wildlife, though. There will

EVOLUTION OF THE SIMS

From the suburbs to the sandy beaches



THE SIMS 2003 8/10

THE SIMS BUSTIN' OUT 2003 8/10

THE URBZ: SIMS IN THE CITY 2004 8/10

THE SIMS 2 2005 8/10

↓ You start by building six Sims, who are blissfully unaware of what's going to occur

be chimps dotted around each island that you can befriend and turn into primitive butlers (well, being a slave is better than being dinner, surely?).

Learning to live with the island's inhabitants, however, is only half the battle. Your environment will play an important role in how you approach this latest Sims game.

Eats shoots and leaves

You'll be relying on things you can find and scavenge for shelter, entertainment and even clothing, because the salty rags you're washed up in won't last forever.

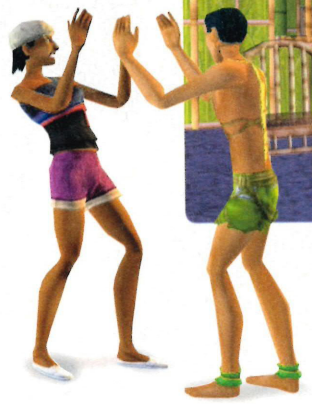
Plants and trees will not only provide you with fruit, they'll make handy building materials for your shack and, if you're creative enough, the foundations for some stylin' shorts and T-shirt combos.

And if you don't fancy spending the whole game roaming the island looking for a specific type of tree to put the finishing touches to your hut's roof, you can always plant seeds and grow the necessary flora. Handy.

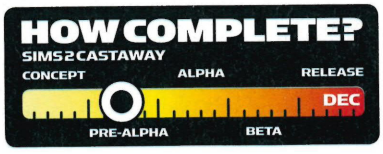
If EA can deliver on the depth and detail it's promising with Castaway, we're in for a massive treat. In fact, the only thing we're unsure about is whether or not you'll be able to eat your fellow Sims when the wild boar steaks run out… **Andy Hartup**

THERE WILL BE CHIMPS YOU CAN BEFRIEND OR TURN INTO BUTLERS

↑ Nuts to JR Hartley; this is how real men fish

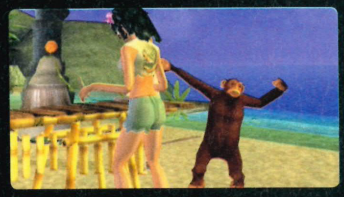


↑ As the maracas recital reached its third hour, Jane decided it really was time to build that raft

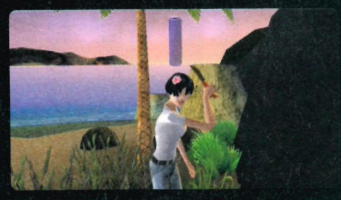


GAME TOUR

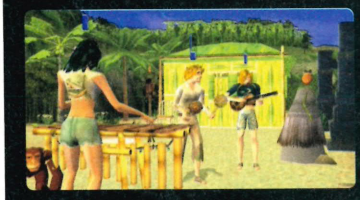
Sims 2 Castaway has...



DANCING MONKEYS
These apes are your friends, handy for fetching fruit and entertaining your Sims. They are not dinner



SAVAGE LADIES
There's no prissiness in paradise, love. You want to eat? Get stuck in with the hunting and gathering



NICE MARACAS
To pass the time, you'll be able to craft instruments and form a band with your fellow survivors

INJURY TIME

Jackass: The Game lets you do all the crazy stunts from the show without risking your neck

PUB Empire **DEV** Sidhe Interactive **ETA** 24 September **WWW** jackassthegame.com

One of the thrills of playing videogames is being able to fulfil your dreams. To save the day, score the deciding goal, be first past the winning post.

We're not sure, though, where Jackass: The Game fits in with all this, because there aren't many people whose heart's desire is to eat eggs until they vomit or to be shot in the plums with a paint-ball pistol (though we do hear there are some clubs...).

OBJECTIVES INCLUDE GETTING £100,000 OF HOSPITAL BILLS

Fortunately the makers of Jackass: The Game realise that the appeal of the stunt-tastic TV show is purely voyeuristic. So instead of placing you at the heart of the action, they've made you 'director' of the new series.

You must 'direct' the show's stars as they inflict copious amounts of damage upon themselves and anything that gets in their path.

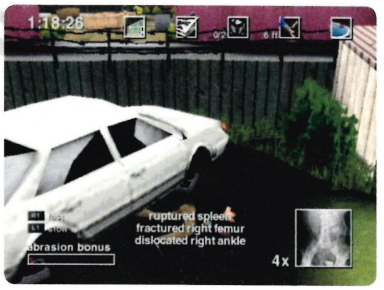
Fall guys

Featuring all the guys from the show from Johnny Knoxville to Wee-Man, it's divided into seven 'episodes', each featuring five 'scenarios' in mini-game form. Rolling Steve-O down the hills of San Francisco in a dustbin, backyard human catapulting, golf buggy racing, naked dancing, shooting Johnny Knoxville in the spuds – all these and more are included.

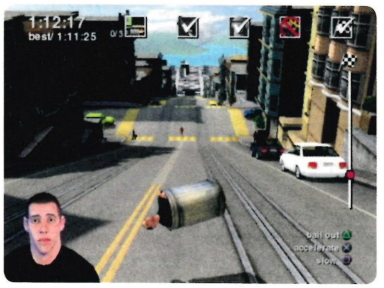
Each mini-game has several objectives that must be completed in order to progress, such as destroying certain objects or picking up enough injuries to warrant more than $100,000 of hospital bills.

It's a classic extreme sport sort of structure and it's all certainly extreme, if not necessarily sporty. The most important thing is, though, that it captures the spirit of the TV show.

It works on three important levels. Firstly, it makes you wince. It's not just the rag-doll physics; the end-of-level

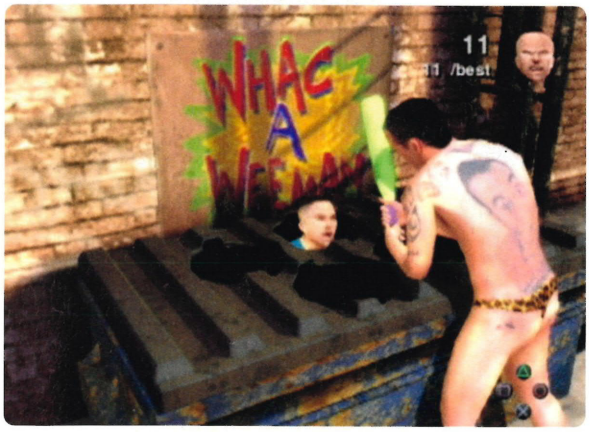


↑ At the end of each section you get a list of injuries with matching X-Rays



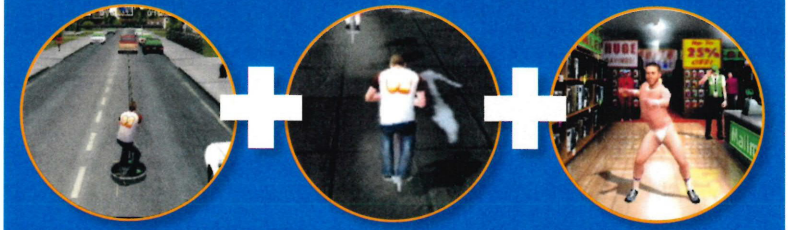
↑ It's as if the streets of San Francisco were designed for rolling down in a bin

↓ Whack-a-Mole with Wee-Man is a real highlight



WHAT'S IN A GAME?

Jackass: The Game is...

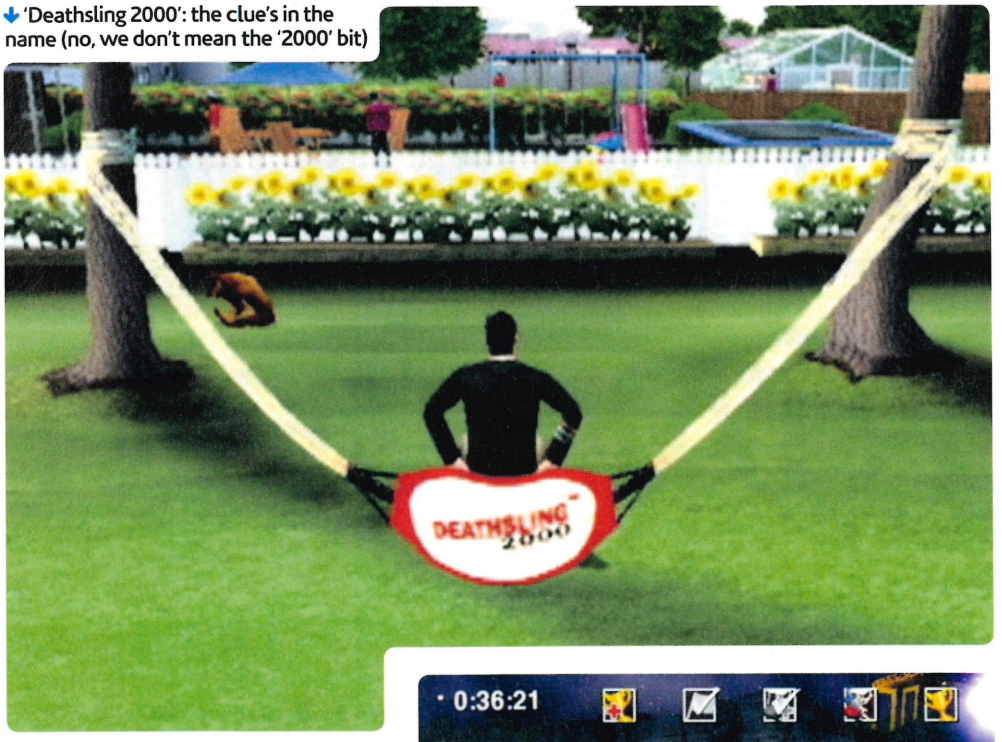


EXTREME
Urban waterskiing (using moving cars) is about as extreme as extreme sports get

RACING
Golf carts, trash cans, pogo sticks: anything that can be raced on, will be raced on

PARTYING
Rhythm-action challenges include making sure Party Boy throws the right shapes

'Deathsling 2000': the clue's in the name (no, we don't mean the '2000' bit)



An 'abrasion bonus' means you score more for hurting yourself really badly

list of compound fractures complete with X-ray pictures leaves you in no doubt as to just how much damage has been done.

Secondly, it makes you laugh. You won't guffaw constantly because the cutscenes are so hollow and contrived that it would be easier to cry; but we challenge anyone not to chuckle at playing Whack-a-Mole with Wee-Man sticking his head out of a bin.

This bit is much more fun than the look on Ryan's face suggests

And thirdly, thank God, it's nothing like the 2/10 Little Britain game.

Pain and able

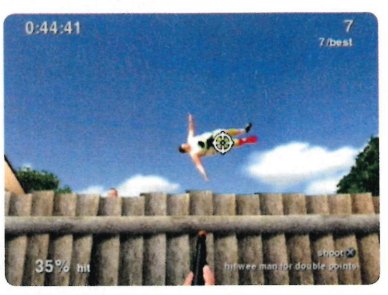
Once you've worked your way through the Career mode, mini-games are unlocked in the Challenge mode giving you immediate access to the more entertaining ones.

Taking it in turns to complete the challenges, you can create your own Jackass party game. Buzz! Junior it most certainly isn't.

Those looking for an epic gaming experience laced with nuance, subtlety and sophistication are not going to find it anywhere remotely near Jackass: The Game.

But if you enjoy watching tattooed blokes being dropped in elephant poo or never tire of seeing men getting thumped in the unmentionables, then you'll find enough of both to fill your boots, plus plenty more gross-out goodness besides. **Dave Harrison**

The graphics won't win awards but they work well enough

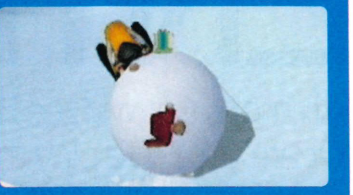


What a lovely, fine day to take pot shots at your trampolining neighbours

LIVE THE DREAM

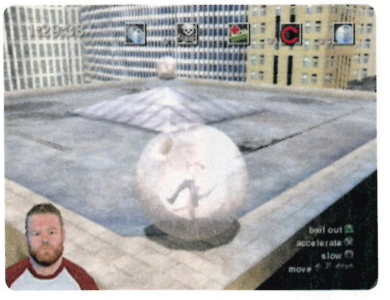
In Jackass you can...

EAT EGGS TILL YOU VOMIT
Hammer ⊗ to mash up the boiled eggs and once the 'spew level' reaches the top, hurl into the bucket



BE A GIANT SNOWBALL
Acquire snowboarders, trees and skidoos, Katamari-style, as you roll

SHOOT KNOXVILLE IN THE NUTS WITH PAINT BALLS
Didn't enjoy *The Dukes of Hazzard*? Think *The Ringer* was poorly judged? Get some sense of closure here



Ever wanted to roll a human-sized hamster ball on a rooftop? Now you can!

HOW COMPLETE?

JACKASS THE GAME

CONCEPT | ALPHA | RELEASE | DEC | PRE-ALPHA | BETA

RAT'S ENTERTAINMENT

Ah monsieur, wiz zees **Ratatouille** you are really spoiling us! Or are you? We play the latest Disney Pixar game licence to find out

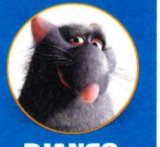
PUB THQ **DEV** Heavy Iron Studios **ETA** October **WWW** ratatouillevideogame.com

CAST LIST

REMY
Aspiring chef somewhat hampered by his species

EMILE
Remy's brother. Likes eating garbage

LINGUINI
Talentless wannabe chef whom Remy helps out



DJANGO
Remy's dad and don of the rats' extended family

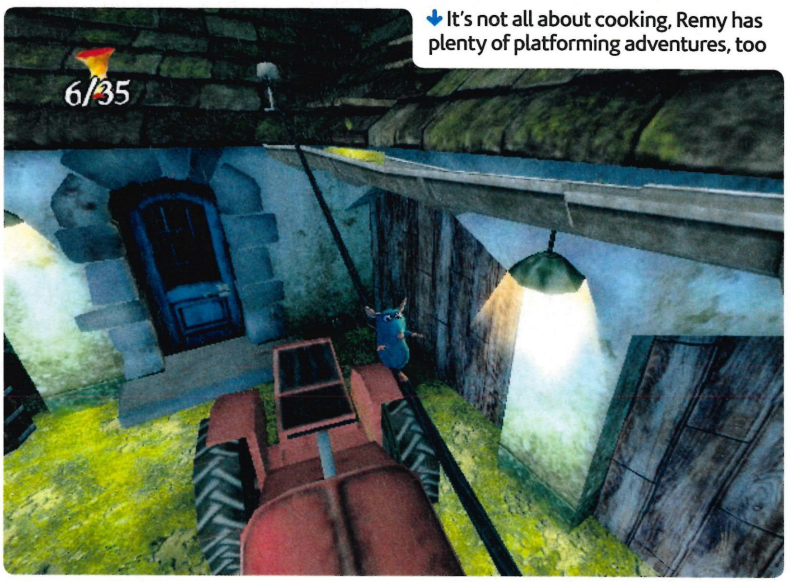
Kids' games get a bad rap. They're often monotonous and simpler than potato soup, yet your average cartoon tie-in typically shifts more units than the latest Metal Gear Solid.

But, much as how *Clifford The Big Red Dog* isn't scrutinised by literary critics in quite the same way as, say, Tolstoy's *Anna Karenina*, perhaps games meant for young children shouldn't be treated to the same journalistic rigour that is applied to God of War or Final Fantasy?

Perhaps instead they should be gauged on their potential to educate younger players on the whys and wherefores of gaming?

Unfortunately for Ratatouille, the game of the latest Disney Pixar CGI cinema extravaganza, that argument falls down. If Pixar can continuously produce films that are enjoyed equally by people from five to 50, surely it's possible to make one of those movies into a game with similar mass appeal?

It's not like this concept is without precedent. The technicolour pleasure that is We ♥ Katamari, for example, isn't a hardcore title, but has a hardcore fanbase of all ages.

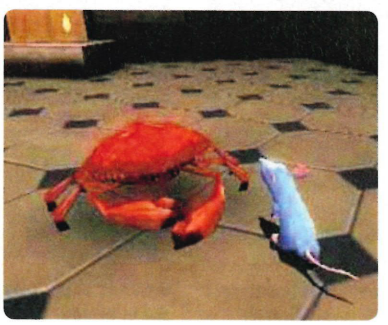


It's not all about cooking, Remy has plenty of platforming adventures, too

Will Ratatouille the game work the same kind of cross-generational magic? Unlikely.

Bad rattitude

The plot of *Ratatouille* is thus: Remy is an aspiring chef, hoping one day to cook in the finest restaurant in Paris. The problem is, he's a rat, so hardly welcome in kitchens in the first place.



But then Remy meets Linguini, a hapless potwasher unable to boil water without setting something on fire, let alone create the kind of cuisine the Parisian palate desires.

Together, they forge a partnership that takes them to the top, using Remy's cooking prowess and Linguini's opposable thumbs.

How does that translate into a PS2 game? Well, it seems, by collecting apple cores, beating newly hatched chicks over the bonce with a wooden spoon and stealthily scuttling away from ignorant and murderous humans.

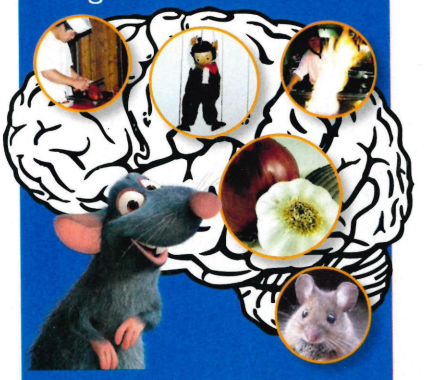
You play as Remy for most of the time, occasionally taking breaks from scampering about collecting apple cores to help Linguini cook.

It's these cooking sections that are the most disappointing. Although the PS2 and Wii versions of Ratatouille are

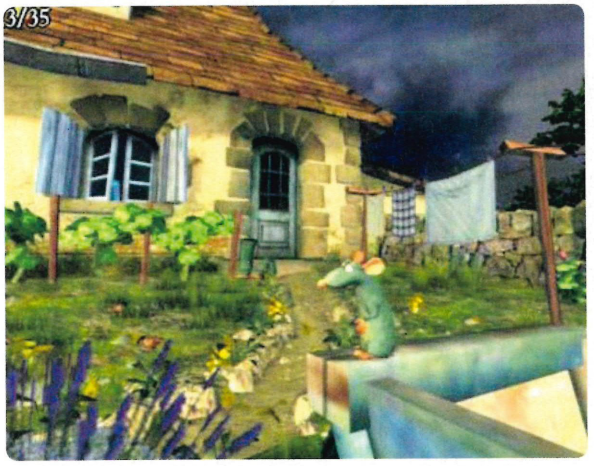
↑ A rat aspiring to be the best chef in Paris? That takes balls... luckily Remy has plenty

IN THE BRAIN OF... REMY

The gourmet rodent



1. I must become the most famous chef in Paris!
2. I'll use humans as my slaves...
3. I fear fur-singeing kitchen fires!
4. Garlic and onions: mmmmm
5. I hate it when people confuse us rats with those no-class mice



fundamentally the same, the Wii boasts wonderful motion-sensitive cooking mini-games that could have been carried over to the PS2 with a bit of creative analogue stick use.

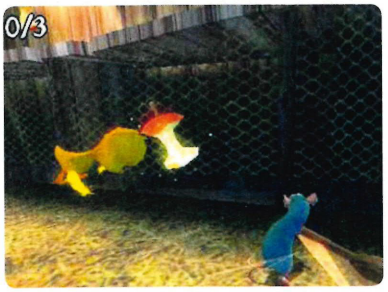
↑ The game takes you from the big city to the open countryside

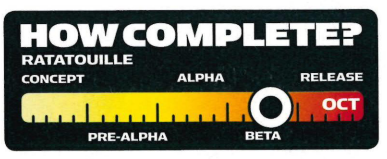
Cook who's talking

But no. Instead, the PS2 mini-games are simple button-tapping affairs, which we would assume are targeted at younger players were it not for the fact that the rest of the game's platforming based levels seem like they might be a little too challenging for your average five-year-old.

As you'd expect from a Pixar licence, the animation is smooth and true to the film (the developers kept a pair of rats in their office to help them animate Remy and friends), although a little rough in places.

But whether the game manages to capture the broad appeal of the film itself remains to be seen. **Mike Sterry**





↓ Turns out spatulas have more uses than just cleaning dried cat vomit off the bathroom floor

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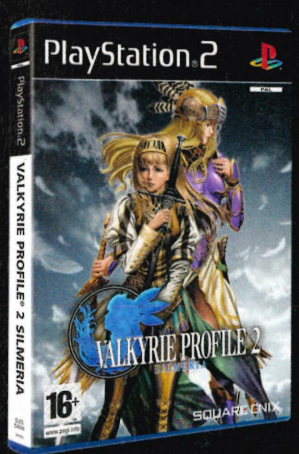

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PlayStation 2

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PLAYSTATION 3

PLAYSTATION NATION

△ YOUR LETTERS ○ YOUR REVIEWS ✕ WEIRD PS2 STUFF □ COMPOS

WELCOME TO THE BIT THAT'S ALL ABOUT YOU

What's the PlayStation Nation? You, me, us, them, everybody. We're all part of it! PlayStation Nation is the section of the magazine that's all about our wonderful readers: it's about you, for you and even, most of it, actually written by you!

This month's emails and letters seem to have veered away from that Manhunt thing and now aim instead at Spider-Man and Falling Stars. And Nick has hired a private bodyguard since seeing this month's World of the Strange contribution.

Views and reviews

The Final Fantasy debate rages on, and, much to my disdain, it seems you still hate XII... but never mind, the flood of Reader Reviews has cheered me up. Thanks to all who wrote in, they'll be printed soon!

We've also got a brand new quiz, Brain Drain, that is sure to test your gaming knowledge to its limits. Cool prizes are on offer for the winners.

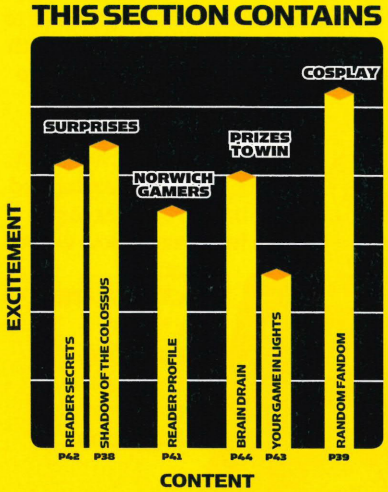
So while you get stuck in, I'm off to surf our Facebook group – Official PlayStation 2 Magazine (UK). See ya!

KIM RICHARDS
EDITORIAL ASSISTANT
psnation@futurenet.co.uk

WHAT'S GOT YOU TALKING THIS MONTH

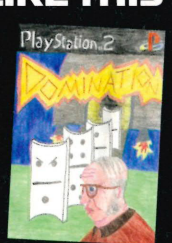
"DO THEY THINK WE ARE MUGS?" ADAM SHILLING P52

THIS SECTION CONTAINS



SEND US STUFF LIKE THIS

↑CHEATS AND SECRETS
Send us the cheeky PS2 easter eggs you've found (along with a pic) and we'll print the best



↑GAME IDEAS
Got an idea that should be a game? We want to know about it!

↑FREAKY WIERDNESS
Is this the only pet in the world who enjoys cosplay? Surely not! Tell us about yours

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GUITAR ZEROS

STAR LETTER

I was just reading your feature on Guitar Hero: Rocks the 80s and looking at your scores. For people who play games all day they were poor to say the least. No offence, like.

So I decided to rack up a few cool scores on Expert myself so you could get outshone by a 14-year old kid.

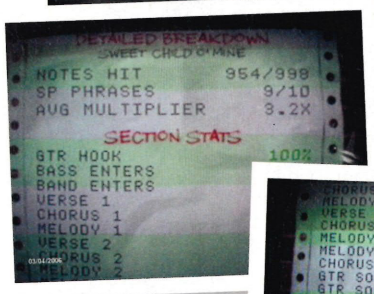
I think you should set up a score section in your mag, where people send in their high scores for any games (with proof) and then other people have to beat them. Sound good?

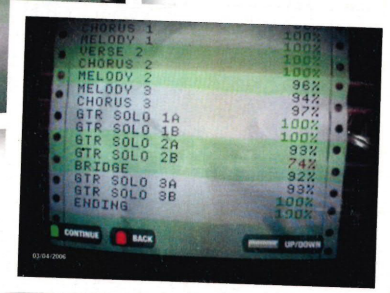
CHRIS WHARFE BRADFORD

It does sound good, Chris (and certainly sounds a lot better than us playing Guitar Hero).

So, who can beat Chris's 'Sweet Child O' Mine' score? Send in proof to the address above.

You can also send pics of your own feats of gaming greatness in any game you like!





↑ Fact: Chris Wharfe is much better at Guitar Hero than we are

BEN DUH!

In last issue's preview of Ben 10: Protector Of Earth you said that the fire alien is called Firebolt but in the TV show he's called Heatblast.

Is it a new character for the game or have you made a mistake?

JEAN-LUC JEAN VIA EMAIL

Oops.We goofed. The screenshot actually shows Heatblast launching a Firebolt attack. It was Sophie's fault and she has been fired (ho ho!).

I'M REALLY PUZZLED

I think your magazine is cool but I've noticed something odd. I read the 'Really Puzzling Genders Quiz' (OPS2 #87) and I found it funny – a great idea, in fact – but one day I was on a website and I found the exact same thing with the same characters!

Did you copy them or did they copy you? I'm confused! The website is called cheatplanet.com.

TOBY CASHMAN NEW MALDEN

Good spot, Toby. Of course, it was our idea! They didn't so much 'copy' it as 'borrow' it from us: the folks who do cheatplanet.com and gamesradar.com share our office and asked very nicely whether they could steal it… er, use it on their fine website.

BLOOMING HECK!

Upon reading issue 88, I was mildly surprised to see a character in Time Crisis 4 (page 62) looking shockingly similar to Hollywood heart-throb Orlando Bloom.

What next? A Jessica Simpson lookalike being ripped to pieces in ObsCure III? That would certainly persuade me to buy it!

RICHARD GILL HERTS

Blimey, you're spot on! It's not the first time we've noticed developers apparently basing characters on Tinseltown's finest.

Luis Sera in Resident Evil 4 is the spits of Viggo Mortensen in The Lord of the Rings trilogy, for example.

Has anyone else spotted a game character with an uncanny likeness to a real person? Write in and tell us.

WIN THIS!

This month, all letters published in the main body of this section will receive a top PS2 game and an OPS2 Magazine T-shirt. The writer of the Star Letter gets four games and an OPS2 T-shirt.

STAR LETTER

COLOSSAL SHOCK!

I'm a former resident of England now living in Holland. My nan sends me the mag every month and I have a story to tell you, so sit down by the fire and get your marshmallows out.

Well, it was a cold day in school and I had apparently done something wrong and was put in detention (they said I'd cheated in a test, but I hadn't!).

While serving my detention I was telling my friend how I couldn't defeat the penultimate colossus in Shadow of the Colossus. My teacher overheard and started to tell me how you have to wait near the edge, let him hit it with his foot and then jump up once the block's raised and so on.

My friend and I were amazed how much we had in common with the teacher and after that he even let us go home early. How wicked is that?

JONATHAN WINTER HOLLAND

We bet your headteacher is a right wizard at SingStar, too…

Jonathan Winter's teacher likes killing Colossi, too!

ROGUE VADER

The new Star Wars game sounds brilliant (OPS2 #89)! I'm really looking forward to playing as the big bad guy instead of some wet-lettuce Jedi hero and The Apprentice sounds like a one-man army. But that's not really why I'm writing.

Like you guys, I went along to the Star Wars Celebration event in the summer, but didn't you think it was a little bit rubbish?

The guys dressed in Stromtrooper outfits were pretty cool, and I liked all the Lego stuff, but that was about all there was there apart from stalls full of expensive Star Wars tat.

I expected a bit more for my entrance fee, to be honest. I think The Apprentice should find the organisers and give them a good kicking.

ANDREW BATE LONDON

We concur. The Force Unleashed does indeed sound like the best thing since chocolate-covered Ewok cake.

And we know what you mean about the event. We did enjoy it a lot but there were rather too many stalls and not nearly enough lifesize AT-ST walkers.

THE SHORT ANSWER

Am I the only person who has noticed that there is a massive lack of beat-'em-ups available?

DAVE STANLEY
DONCASTER

No.

TWO HALVES

A few weeks ago tennis stars Roger Federa and Rafael Nadal had a match where half the court was grass and the other half was clay.

This got me thinking about the eternal debate over whether FIFA or Pro Evolution Soccer is the better footie game. I reckon Konami and EA should get together to make

Star Wars Celebration: 'a bit rubbish', according to Andrew Bate

RANDOM FANDOM

DODGY JPEG ALERT!

The good, bad and just plain ugly we found in the world of PS2 this month...

DOG IN WOLF'S CLOTHING

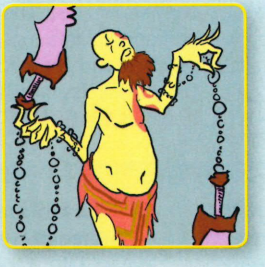
Animal cruelty: sometimes there's an excuse. Such as dressing up your pooch as Amaterasu from Okami.

SPOTTED ON:
STUFFONMYMUTT.COM

WE ♥ KOSPLAY

This is love. Right here. A couple dressed as the King and Queen of All Cosmos from Katamari. Aww. Group hug, anyone?

MANDY AND LEE NADER
TRSROCKIN.COM



GOD OF GREEN EGGS AND HAM

We love this Dr Seuss-style God of War and wish Kratos spoke in rhyme all the time.

MATT OLCH
THE.LOVE.IS.WARRIOR.SHEEZYART.COM

KRATOS CHARM

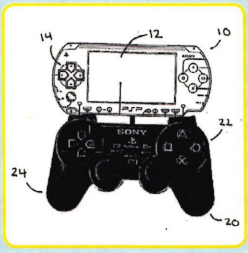
What's it for? Who cares! Tiny Kratos is cuter than two baby seals having a cuddle.

EMMA SARKELA
CAFEPRESS.COM/MAGICWINGSSHOP

CASTLEVANIA IN MINIATURE

They're 10 years late, but these Castlevania: Symphony of the Night action figures are on our Christmas list.

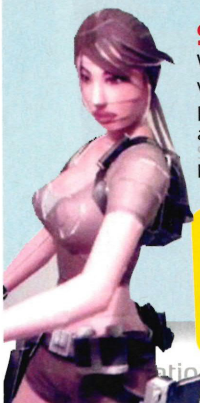
SPOTTED ON:
KOTAKU.COM



NUBBIN TO IT

Fed up with the PSP's finicky analogue nubbin? Why not attach a PS2 controller to it? A Sony patent that never saw daylight, sadly.

SPOTTED ON:
USPTO.GOV



SHE'LL CUT YOU

We can barely make paper planes, so we're amazed that somebody's made a paper Lara Croft! Download the pattern and you can, too!

SPOTTED ON:
MEMBERS.HOME.NL/SAARLOOS

SHOW US YOURS!

Send your art and photos to **Fandom** at the address opposite or email your JPEGs to psnation@futurenet.co.uk

Sorry, we can't return any of the stuff you send

DEBATEBOX

Last month we asked you...

"FFXII: LOVE IT OR LOATHE IT?"

The Final Fantasy XII debate continues to rage. Here are your latest musings...

55% LOATHE

"The weapons were so powerful that there was really no point in using magic. But when there finally was a reason to use magic it nearly always missed its target. What is the point?"
DAVID DILLON INVERNESS

"There's no gameplay left at all; I press forwards on the stick until I reach a battle, then wait until it's over, then repeat."
ROB MARSHALL VIA EMAIL

"Even the cutscenes didn't make me feel like I was making any progress due to the dull characters."
STEVEN MCKENDRICK ABERDEEN

"Square Enix really need to stop thinking we'll buy everything they shovel out. The modern audience wants more than grinding and pretty cutscenes! Bring back Sephiroth!"
MOOGLEMUPPET VIA EMAIL

45% LOVE

"I just played Final Fantasy XII for the first time. I found it on Ebay for 15 quid and just have to say it is amazing. I don't know why I didn't play the other games."
JAMIE FLANAGAN VIA EMAIL

"Some people really just don't know how to have fun. Everyone's nitpicking at niggling things. Just sit back and enjoy it!"
STEVEN WILLIAMS YORK

"Now I've finished FFXII, I can't go back to the old games. The fighting's too slow, the stories weak and Tidus makes me ill."
ALEX ROSE BEDFORD

"Stop moaning about the gambit system; just turn them off! Boom, a battle of wits!"
KATY ALDRICH SHEFFIELD

NEXT MONTH'S DEBATE
WHICH IS BETTER: MGS2 OR MGS3?
EMAIL PSNATION@FUTURENET.CO.UK

something that's half and half so that the argument can be settled once and for all. I have no idea how it'd work, but it'd be good to see who won.
JOHN THORNTON VIA EMAIL
Interesting, John, but don't forget that the healthy competition between the two franchises keeps both sides pushing to make their games better, which is great for us.

THE SHORT ANSWER
Are there plans for God Of War III to come out on PS2 any time soon?
JAMIE BOOTH LIVERPOOL NORFOLK
Possibly in late 2008.

STAR'S TOO LIGHT

As a girl gamer who loves roleplaying games such as Final Fantasy, Shin Megami Tensai and Altelier Iris, I was horrified to see the game Falling Stars in OPS2 #89's reviews section.

Although I've not played it (and never will), it looks like the makers have said 'poor silly little girls can't play proper RPGs because they're girls, so let's make a simple one their tiny brains can understand.'

How much more patronising can they be? I'd like to invite them to take a look at the game saves on my memory cards to see how many 'boys' RPGs I've completed.
HELEN MARDON DERBY
Blimey, you sound as angry as Kim did when she played the game! To be fair on Falling Stars, it's aimed at a very young audience and that's why it's an RPG-lite, which we've no beef with. It's just a shame that it's a bit rubbish.

↑ Falling Stars: Helen Mardon won't be buying it

EVIL CHEATS?

I recently bought Resident Evil 4. It's one of the best games I have ever played. Are there any cheat codes for it, because I have only been able to find secrets for it. It would be helpful if you could help me out.
ADAM FRASER SMALLFIELD
Afraid not, Adam. Our advice is to play the game through on the Amateur difficulty setting to begin with, which isn't too taxing.

Then, when you play through again on a harder setting, you'll have loads of cash to spend on guns, ammo and medi-kits, making things a lot easier for yourself.

FOE NO YOU DON'T

After the travesty of Spider-Man 3, I can't believe they've got the cheek to announce yet another Spidey game,

WORLD OF STRANGE

What's been weeping blood on our postroom floor this month...

Lewis Feeney sent in a selection of photos that, we think, were intended to show how much he shares Nellis's love of the RPG Dark Chronicle. As if the T-shirt wasn't disturbing enough, Lewis signed off his letter saying 'See you soon. Especially you, Nick. I'll be going through your bins. Don't have nightmares.' Yikes!

Will Spidey's new game be friend or foe? Adam Shilling thinks the latter

Friend Or Foe. Do they think us gamers are complete mugs?

I used to love the webslinger's games but they've gone severely downhill in the past few years and it's obvious that this will be just another quickly knocked out cash-in to rob us of our pennies.

They should make Lego Spider-Man instead. And speaking of which, any news on Lego Batman?

ADAM SHILLING VIA EMAIL

We haven't seen anything more than screenshots yet for Friend or Foe so we'll have to reserve judgement, but we do share your concerns, Adam.

Love the idea of a Lego Spidey game. The only news about Lego Batman is that it is coming to PS2 (although see p11 for more on Lego Indiana Jones).

READER WISHLIST

I hope in the Deathly Hallows game you'll be able to save [SPOILER REMOVED! – Ed] from dying even though it's in the book

J KHAN GLASGOW

CRISTIANO NO

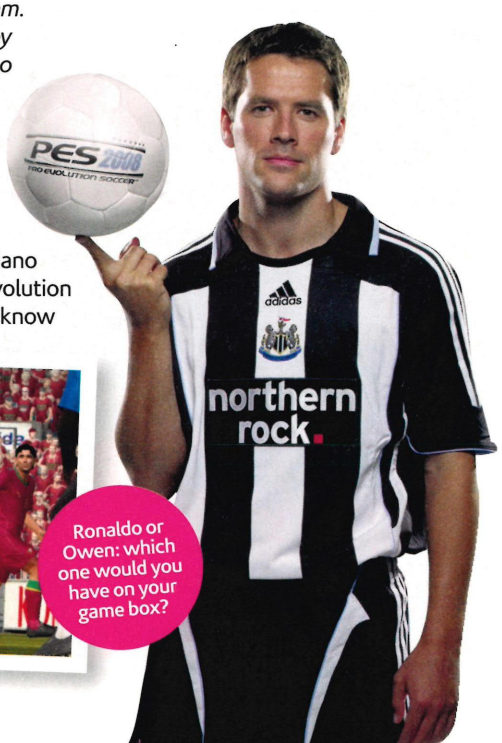
Aaaargh! What was Konami thinking of when it signed Cristiano Ronaldo to be the face of Pro Evolution Soccer 2008? Surely they must know that everyone in the UK who isn't a Manchester United fan hates the little winker?

I for one will never forgive him for stitching up Wayne Rooney in the World Cup, and I cringe every time I see him on the telly (even if he is quite a good player).

EA must be really pleased, because all us football game fans will just buy FIFA this year so we won't have his mug soiling our game collections.

TIM DARTS BALDOCK

Fortunately Konami has signed Newcastle's Michael Owen to promote PES 2008 here. Let's hope the game won't break down mid-season like little Micky probably will.



Ronaldo or Owen: which one would you have on your game box?

PLAYSTATION PROFILE

HELENA LAW IS...

I'M FEELING

WISHING THEY WOULD BRING BACK POKÉMON

BIRTH DATE	13/6/1984
HOMETOWN	NORWICH
FIRST GAME	CRASH BANDICOOT

MY FRIENDS

PHILIPPA

JAMES

NEELA

KEISHA

FAVE GAMES

SPYRO

FINAL FANTASY X

DEAD OR ALIVE 2

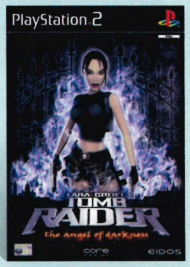
FAVE CHARACTERS

ULALA SPACE CHANNEL 5

JIN KAZAMA TEKKEN

CLEO SUIKODEN

WHAT I'M PLAYING NOW



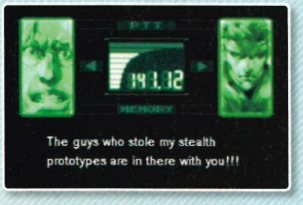
TOMB RAIDER: ANGEL OF DARKNESS

Yes the controls and plot are awful, but they were just trying to do something new. And at least the graphics are nice.

MY RATING 0 10

MY BEST MOMENT IN A GAME...

WHEN SNAKE REALISES HE'S NOT ALONE IN THE LIFT



That bit in Metal Gear Solid where, in a codec conversation with Otacon, Snake realises he is not alone... the creepy horror is so well engineered.

MY LOCAL GAME SHOP

THE FORUM, NORWICH

GAME PET

Scree from Primal, because he'd be hard to lose or break

MY LIFE

INTERESTS
DRAMA; GYMNASTICS; RUSSIAN; PHYSICS; CRISPS

MUSIC
THE CORAL; ALL SAINTS; SPACE; THE CARDIGANS; UM, SHAKIRA

FILMS
LEON; FIGHT CLUB; BALTO; RESERVOIR DOGS; THE LION KING

BOOKS/COMICS
WILD SWANS (JUNG CHANG); LIFE OF PI (YANN MARTEL); WITCHBLADE COMICS

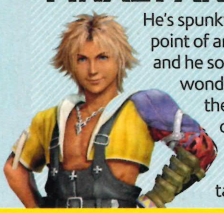
MiTUNES

WHAT I LISTEN TO WHEN GAMING

CERYS MATTHEWS COCKAHOOP

GAME CHARACTER MOST LIKE ME...

TIDUS FROM FINAL FANTASY X



He's spunky to the point of annoying and he sometimes wonders about the physicality of his own existence. Oh, and he tans well.

SEE YOURSELF HERE!

Want to be our featured reader in a future issue? Just email psnation@futurenet.co.uk with your name and age and we'll get in touch if you're picked for a profile!

READER REVIEWS

REVIEW AND WIN!

Every review we print wins an OPS2 T-shirt, and the star review also gets a top PS2 game! Email **psnation@futurenet.co.uk**

Games according to you! This month: why we should all be playing **Final Fantasy X-2**...

FINAL FANTASY X-2

REVIEWED BY **JONATHAN JOHNS**
WE GAVE IT 9/10 IN OPS2 #43

The first thing that hit me about this sequel to the famous Final Fantasy X was the detail put into the very first scene. When I saw this I knew it was going to be an experience that would attack all of the senses.

The visual impact that you get in all the FFs is of the highest level, but here it was taken to a new height.

The introduction of the dress spheres is also a welcome touch because you can now have your characters specialise in a particular area, which means more options are open to you in a battle.

Battles are a hybrid of turn-based fighting and real time, so the opponent will attack while you're waiting for your gauge to fill up. You have to think on your feet a little bit more, which can't be a bad thing. It makes the battles seem more enjoyable and ultimately quicker, which also can't be a bad thing.

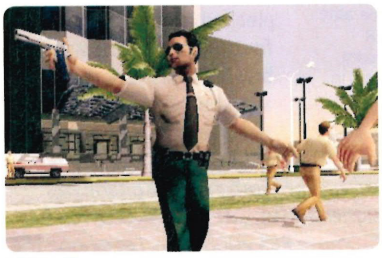
If you played and enjoyed the first instalment then this is going to be in your top five roleplaying games.

The journey that you take with the main protagonists will take your breath away with the many ways it can be completed.

10/10

SCARFACE: THE WORLD IS YOURS

REVIEWED BY **GRANT TAYLOR**
WE GAVE IT 8/10 IN OPS2 #78



'Say hello to my little friend!" screams Tony Montana as he opens up on a group of gangsters with a huge M16 with a grenade launcher attached. This is the part where Tony *should* bite the dust. But you take control and shred the enemies... with a little help from your henchmen and a man-eating tiger, of course.

Make it out alive and you find your millions and your reputation gone. Time to rebuild. The game lets you approach this from a number of different ways, the most popular being to slaughter any gangs in your way, steal from banks, bribe cops and generally wreak havoc over Miami.

Your weapons include chainsaws and quad rocket launchers alongside a huge amount of vehicles and you can purchase different weapons, boats, cars and henchmen as your reputation grows. Collect 'balls' by shooting enemies in certain places and you can go into a temporary invincible mode.

The lengthy storyline with heaps of varied mission types will keep you entertained for ages.

The graphics are incredible, the likenesses from the movie spot on. All this together with the amazing voice acting and sound effects makes this a game worth the money.

8/10

READERSECRETS

Bathe yourself in Yoda-like knowledge from fellow citizens of the PlayStation Nation

SEND US YOURS
We want your PS2 easter eggs. Email your pics, and how you found it to: psnation@futurenet.co.uk

STRIKE THE POSE IN RESIDENT EVIL 4

Unlock Leon's Mafia outfit and equip the Chicago Typewriter. Hold L1 and press ◎. Do this four times. Leon will toss his hat in the air and strike a pose!

RACHAEL GURR
VIA EMAIL

FIND THE SIGN IN GTA: SAN ANDREAS

Grab a jetpack and fly to the top of Gant Bridge, and you'll find a sign that says: "There are no Easter Eggs up here. Go away."

SAM LAYTON
ISLE OF WIGHT

SECRET WEBSITE IN GOD OF WAR II

Pull off a mammoth 999,999 hit combo and a URL will appear on screen (islandofrhodes.org). And of course you earn massive kudos!

CHRIS JONES
BEDFORD

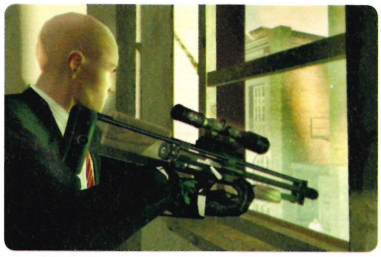
UNLOCK A VIDEO IN KINGDOM HEARTS

Complete the game with all 99 dalmatians, all keyholes and the Hades Cup to unlock a Kingdom Hearts concept video.

PHIL COBLEY
PETERBOROUGH

HITMAN: BLOOD MONEY

REVIEWED BY **MOMO USHIDO**
WE GAVE IT 9/10 IN OPS2 #73



Blood money is the third of the PS2 Hitman series. It's a big step up from the other two, and it has a lot of depth.

In this game you are a hitman, and you must go around and kill a certain person or do a certain mission.

You have to go around discreetly otherwise the police will be onto you. You do this by sneaking around and quietly killing people and changing clothes. However, when you do these missions, if people find dead bodies or find evidence they might be suspicious and your alert level will go up and then lots of police will kill you.

The main problem for me in this game is that I feel I'm doing the same thing, like I'm supposed to do things exactly as they're meant to... like there's no freedom.

So on one level when you are in an alcohol hospital, I killed all the police so I could do what I want, and I did this without being spotted. But mostly I feel I'm doing what I'm supposed to do. But still, it's a brilliant game with good graphics and stuff.

8/10

BURNOUT 3: TAKEDOWN

REVIEWED BY **DEC GIBBS**
WE GAVE IT 10/10 IN OPS2 #51

Burnout 3: Takedown is a fantastic game. It's great that a game made in 2004 can still engross me as if it's new.

One of the main reasons and the most obvious is its instant playablity and addictiveness. You can easily spend hours of your life trying to unlock all the gold medals or the European circuit racer or the fire engine to bag millions of points.

These are the main points that make it so satisfying to play, and you won't want to put it down.

The next point's hard to put into words, because only when you experience taking down your rival drivers, mashing metal and sending them crashing into a brick wall or down a cliff will you get it.

It just feels pure, simple and above all, right. Filling your boost bar becomes paramount and rewarding when you do.

9/10

PRO EVOLUTION SOCCER 6

REVIEWED BY **ANDREW BRADBURN**
WE GAVE IT 10/10 IN OPS2 #79

Pro Evolution Soccer 6 is the most exciting football game of 2006/2007 with its wide range of leagues and teams. The Master League is the most exciting feature; as your team grows, your players get older, play better and eventually retire.

You start off in Division 2 and you have to try and get your team promoted to Division 1. There are a wide range of trophies to be won.

When you win matches/leagues/cups you get points which allow you to go to the 'PES shop' and buy classic teams, ball effects, players and Master League points.

The gameplay is amazing with extraordinary graphics and excellent stadium effects. Pro Evo is the best football game you could wish for. It might not have licensed clubs for the English leagues but you could always change the team names in Edit mode.

This game is awesome; if you haven't got it, you are missing out.

10/10

WRITE FOR OPS2!

Say why you love or hate a PS2 game in no more than 250 words. Give it a score out of 10 and email the review to **psnation@futurenet.co.uk** (note: reviews will be edited before printing)

YOUR GAME IN LIGHTS!

Got a great idea for a game? Share it with the world here!

THE CIRCUS

DESIGNERS

PHILLIP (14) AND LAUREN IVERS (11)

THE PITCH

Set in the electric atmosphere of the circus, you begin as a lowly apprentice with a dream of becoming the Star Attraction. Master the daredevil arts and entertain your way into the crowd's hearts. Levels include Juggling, Children's Entertainment, Acrobatics, Trapeze, Ringmaster and finally, Elephant Wrestling!

OPS2 VERDICT

Definitely a unique idea here, and the idea of mastering all of the skills to become a star performer is enticing. The decision to make it a 12+ is due to violent scenes when a stunt goes wrong and coarse language could hamper the pleasure, but if it's done in a comical way, it could be quite funny.

DEAL OR NO DEAL?
DEAL!*
WE WANT TO SEE IT (AND LEARN TO JUGGLE)

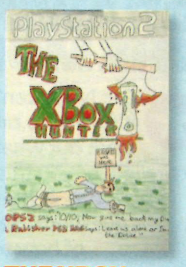
CHANCES OF **THE CIRCUS** BEING THE NUMBER ONE GAME AT CHRISTMAS...

SLIM — REAL

BEST OF THE REST

HALFBOUND
JAKE BENBOW
A man is cursed by a stolen magic amulet that makes him the devil's slave if he gets angry. To break free he must kill the devil.

MANHUNT: SEARCH FOR THE LAMBS
TOM H, MONMOUTH
Manhunt 2 star Daniel Lamb tracks down his relatives.



THE XBOX HUNTER
SAM MASON, HAMPSHIRE
Xbox 360s turn out to be robots: you must destroy them all and kill Bill Gates.

SEE YOURSELF HERE

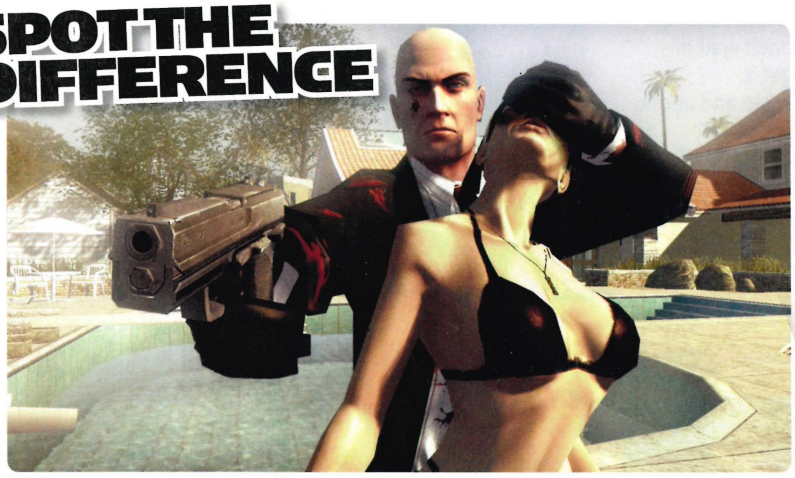
Post your pictures and game ideas to Your Game In Lights, OPS2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW or email psnation@futurenet.co.uk

*The Circus doesnt really get a publishing deal, but Phillip and Lauren do get a framed copy of our design for their game's box art

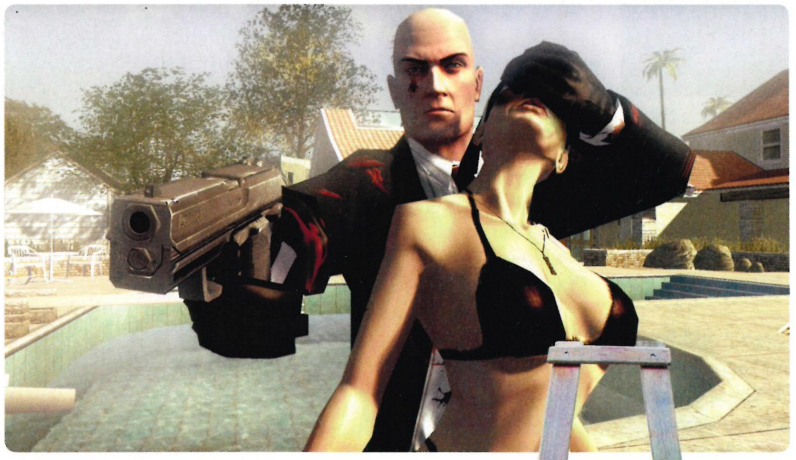
THE BRAIN DRAIN

Use your brain, win prizes. It's simple! But the puzzles are fiendishly difficult...

SPOT THE DIFFERENCE



There's only one difference to find, but it's a toughie! Text **OPS2SPOT** then a single space followed by your name and answers to **87103**.



NICK'S CRAP DRAWING OF THE MONTH

Our Nellis can't draw for toffee, so it's going to take a good eye to work out what PS2 character he's scrawled for you this month.

This is one of the seven star prize questions! See below for details of how to enter.

NAME THOSE GAMES

We've taken the logos off these packshots. Can you still name the games? This is one of the seven star prize questions! See below for details of how to enter.

PS2 MATCH MAKER

Match the character to the game. This is one of the seven star prize questions! See below for details of how to enter.

MULTIPLE CHOICE

Answer the three questions and text **OPS2CHOICE** then a single space followed by your name and answers to **87103**.

1 Its developer claimed their game would 'do for shooting what Burnout did for racing'. But which game?
A Urban Chaos **B** Black **C** Rainbow Six: Lockdown

2 Which game features a protagonist named after Pink Floyd's drummer, Nick Mason?
A Black **B** Rainbow Six: Lockdown **C** Urban Chaos: Riot Response

3 Which of these games does not have a multiplayer mode?
A Rainbow Six: Lockdown **B** Urban Chaos: Riot Response **C** Black

HOW TO ENTER

STAR PRIZE

For your chance to win the star prize, you must answer ALL SEVEN questions that are marked with a ★. To enter by SMS, text OPS2STAR, then a space, then your name and answers to 87103. Or email your answers to psnation@futurenet.co.uk with OPS2STAR as the subject.

OTHER PRIZES

To win one of the four single-question prize bundles, match the prize on the right-hand page to the PlayStation symbol on the question and follow the instructions given to enter by text or email.

All texts charged at 25p plus your standard network tariff rate
Closing date: 11 October 2007
For full competition rules and text terms and conditions, see p127

VIDEOGAME MATHS

Do the PlayStation sum below and send us the number we're looking for. Fun isn't it? Don't forget, this is one of those seven crazy star prize questions!

The number of pages in this issue (not including the covers)		The number of colossi in Shadow of the Colossus		The year the first Final Fantasy game was released in Japan		Lara Croft's age		TOTAL
	×		−		+		=	

WORD FINDER

Answer the questions, decipher the game-related anagram highlighted in red, and that's your answer. This is a star prize question! Entry details below.

- This Total Warrior is the arch enemy of the Greeks
- The 51st of these is a great place to find UFOs
- The darkest shooter on PS2
- This chap hangs out with Daxter

WHO'S YA BADDIE?

Ooh, look at this lot. Mean-looking, aren't they? But only one is an actual agent of evilitude. If you know which, text **OPS2BADDIE** then a space, then your name and A, B or C to **87103**.

IMAGE ZOOM

Here's a little bit of scenery from a very big game. Do you recognise it? If you think you do, text **OPS2ZOOM** then a single space followed by your name and answer to **87103**.

VIDEOGAME PICTO-PUZZLE

These pictures are clues to the name of a game. But what is it? This is one of the seven star prize questions! See below for details of how to enter.

PRIVATE PROPERTY

Which character does this bit of kit belong to? This is one of the seven star prize questions! Answer them all to scoop the big star prize.

WIN ALL THIS!
THE PRIZES

Match the question symbols to the prizes, including a PS2 and games courtesy of Oxygen Interactive.

A SLIMLINE PS2 GOODIE BAG

You must answer all seven star prize questions to be in with a chance to win the star prize – see entry details below left. Slimline PS2; **Devil Summoner game**; Digital Devil Saga 2 game; **The Plan game**; Digital Devil Saga 2 poster; **Shadowhearts poster**; pack of six Samurai Warriors 2: Empires postcards; **Samurai Warriors 2: Empires notepad**; Lego Boba Fett keyring

PRIZE BUNDLE #01

Digital Devil Saga 2 game; **The Plan game**; Digital Devil Saga 2 poster; **Shadowhearts poster**

Email your answer to psnation@futurenet.co.uk
Subject line OPS2SPOT

PRIZE BUNDLE #02

Atelier Iris 3 game; **World Championship Poker 2 game**; Devil Summoner game; **Lego Boba Fett keyring**

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PRIZE BUNDLE #03

Atelier Iris 2 Figurine Set; **Atelier Iris 3: Grand Phantasm game**; World Championship Poker 2 game; **pack of six Samurai Warriors 2: Empires postcards**

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PRIZE BUNDLE #04

Copy of Samurai Warriors 2: Empires **Copy of Dynasty Warriors 5: Empires** Samurai Warriors 2: Empires notepad

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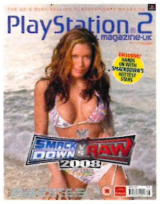

ISSUE 88 WINNERS

Send Me The SeaDog: Michael Ross, Sleaford
Colgate competition: C Sidoti, Haringey
Pirates of the Caribbean challenge: Will Wiles, Pimlico
Tomb Raider Anniversary challenge: Helen Bushell, Ipswich
Crush challenge: Jake Tonge, Bedfordshire

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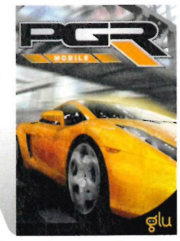

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This month, our choice is Project Gotham Racing from Glu Mobile. Our friends at Mad4Games said: "You'd never expect a version of Xbox game Project Gotham Racing to work as well as this, with 3D graphics and expert handling. This is next-gen mobile gaming!"

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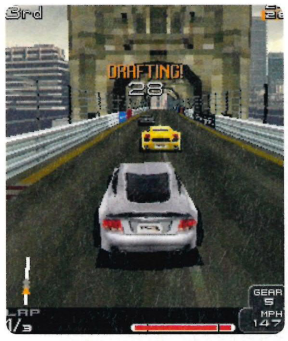

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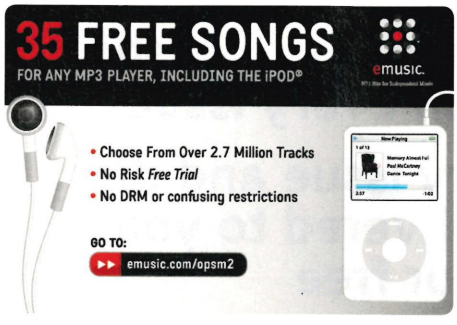

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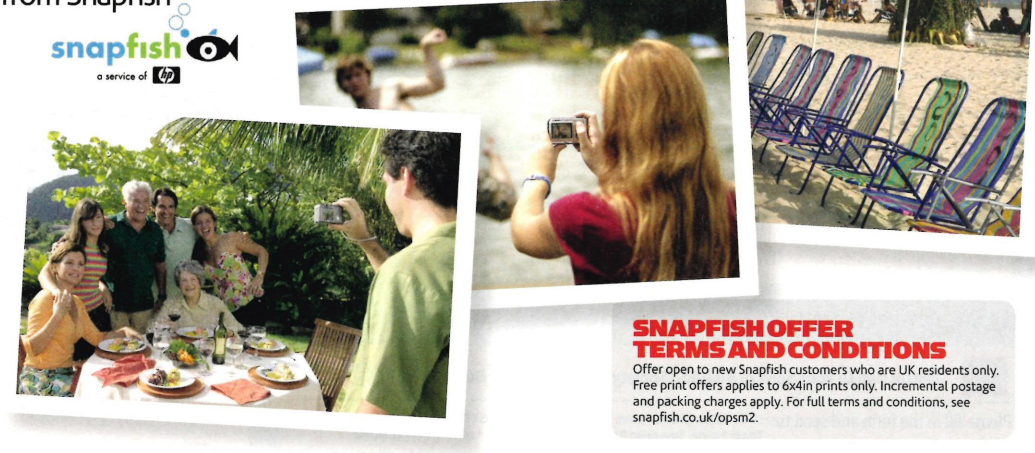

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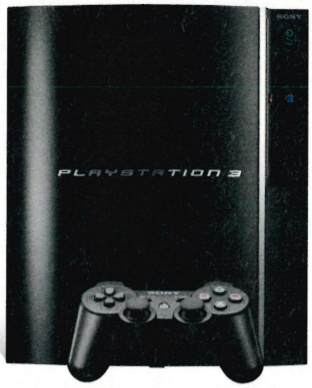

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The Medal Of Homer level parodies PS2's many World War 2 games - it's GI d'oh!

THE SIMPSONS

A GREAT GAME AT LAST

If something's hard to do, then it's not worth doing. This is the brilliant yet poignant ethos of the world's most famous father: Homer Simpson.

And, judging by recent, half-baked attempts to bring Homer and his legendary nuclear family to our consoles, it's a philosophy that games publishers have gladly taken to heart. Honestly, can you remember the last great Simpsons game? We can't.

Thankfully, it looks like that's all about to change. Instead of using its newly acquired licence to pump out another half-baked cash cow, it seems EA is facing up to the tricky task of developing a Simpsons game that's worth playing, and treating it with the respect it deserves.

And we were lucky enough to be invited to EA's UK headquarters for an exclusive play of a meaty chunk of the preview version, to see whether all the hard work is paying off.

Hello yellow

The concept behind The Simpsons game is that America's favourite family realises that it has been licensed into a videogame to net the publisher a quick buck. Understandably, they're not too keen on the idea, and they set out to find cheat codes that will help them turn the tables on their creators and escape the confines of the game.

Taking out security guards using your flatulence? It can only be Homer

This self-aware concept gives the developer licence to shoehorn as many gaming in-jokes and parodies into The Simpsons as they possibly can. And that's quite a few.

At its heart, The Simpsons is a platform/puzzle game, although it borrows elements from plenty of other genres. Whether you're playing as Homer, Bart, Lisa or Marge (with Maggie in tow, of course) each character has the same basic controls: a couple of attack buttons, an interact button and a jump button.

What separates the characters are their special attacks and abilities, which are assigned to the shoulder buttons. Bart can turn into Bartman, allowing him to float short distances, rappel up walls and use zip-lines.

Homer, on the other hand, can turn into an enormous human fatball ▶

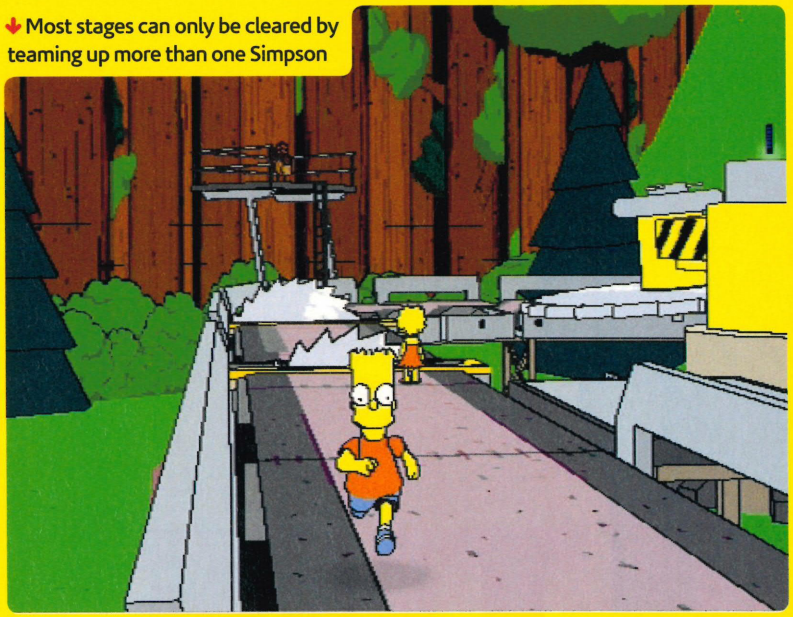
↑ Drop-in co-op means you work in a team with a friend or the AI

and roll around taking out enemies, and shooting off ramps – yes, a big, yellow version of We ♥ Katamari.

However, special abilities aren't limited to purely physical characteristics, which is where the puzzle elements come in.

Lisa's special ability is something called 'The Hand Of Buddha', which gives her control of a giant fist that she can use to pick up and move objects around just like you would in a god sim.

↓ Most stages can only be cleared by teaming up more than one Simpson



This lets her create platforms and bridges across impassable parts of a level or, in the later stages, fling groups of enemies around like tiny rag dolls.

Marge's special power is 'Mob Rule' and essentially, it's a squad command mechanic. Marge recruits fellow Springfield residents by yelling at them with a megaphone, and commands them to attack or destroy specific targets in the level. Yeah, it's basically Pikmin.

YOU'RE WORKING AGAINST THE CLOCK TO SAVE YOUR FRIENDS

The special abilities worked well in the levels we played, and puzzles – although pretty easy to recognise – weren't insultingly simple, so we wouldn't expect the game to be a push-over for hardcore gamers despite its mass appeal.

It takes two

Every level in The Simpsons features drop-in, drop-out two-player co-op. You can let the AI manage your teammate throughout the entire game, or a pal can take control of the second player for as long as they like.

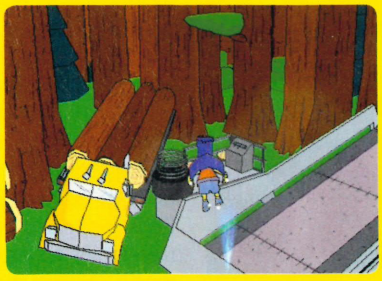
Many of the puzzles, like the one in the Tree Hugger level, require you to switch between characters, which you do by pressing ↑ if you're playing by yourself with the AI.

The first stage we played was called Lisa The Tree Hugger, and in this level you and a friend (or the AI) are playing as Lisa and Bart.

The level takes place in Mr Burns' new lumber yard, where the morally bankrupt billionaire is rapidly turning all the trees into toothpicks.

Environmentally conscious lass that she is, Lisa is desperately trying to put and end to the industry and this means shutting down machines and, er, beating up workers.

At the end of the level there's one last device to deactivate, but there's a problem: Homer's slow-witted workmates Lenny and Karl have



↑ Mr Burns is destroying Springfield's forests – enter the Bartman...

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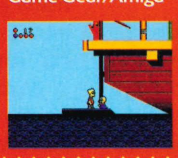
YOUR COMPLETE GUIDE TO EVERY SIMPSONS GAME EVER MADE

BART VS THE SPACE MUTANTS (1991) PC/Amstrad/Spectrum/Amiga/NES/Atari ST/Sega Master System/MegaDrive/GameBoy/Game Gear

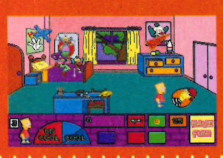
THE SIMPSONS: THE ARCADE GAME (1991) Arcade/PC

BART VS THE WORLD (1991) NES/Sega Master System/GameBoy/Game Gear/Amiga



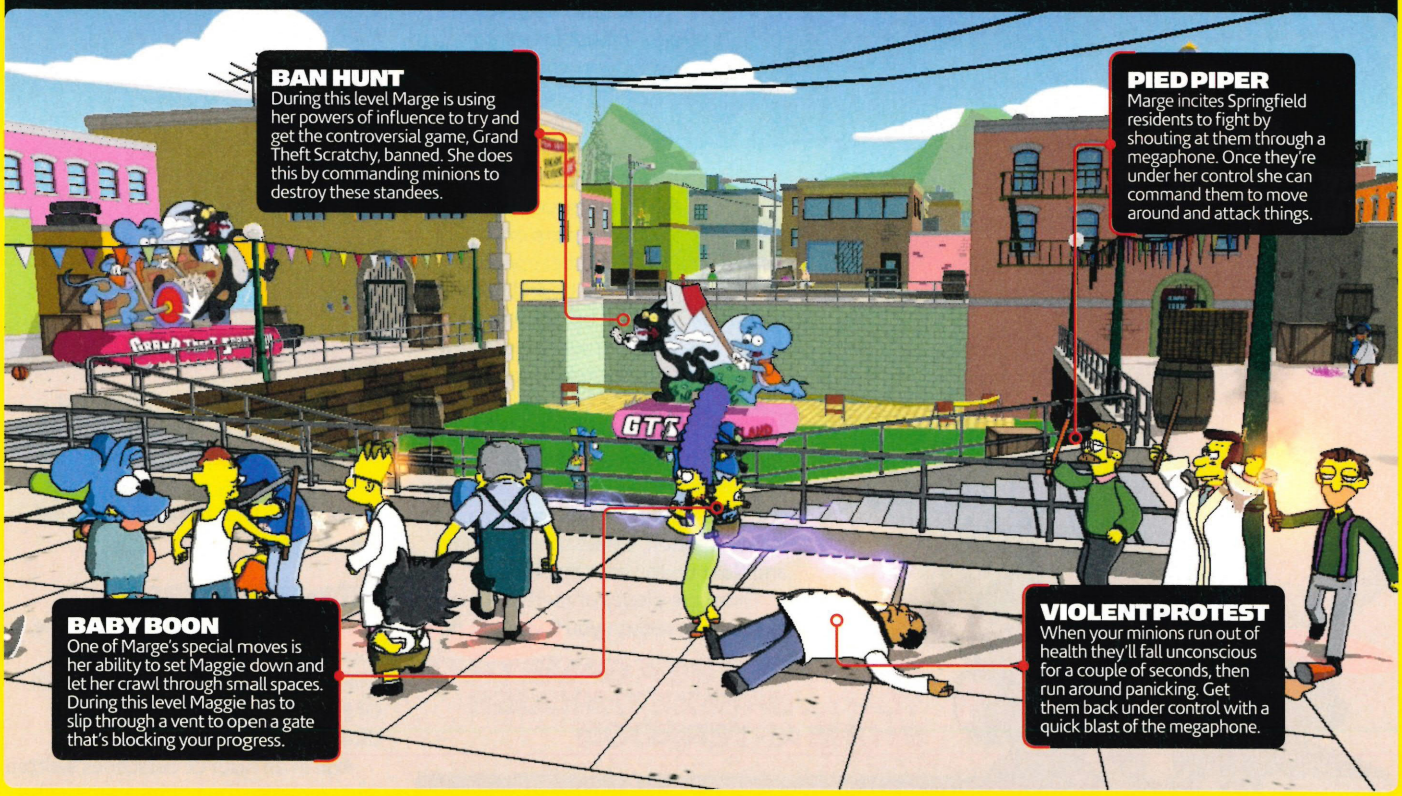
BART SIMPSON'S ESCAPE FROM CAMP DEADLY (1991) GameBoy

BART'S HOUSE OF WEIRDNESS (1991) PC



1991

WHAT'S IN A LEVEL? Marge's Mob Rule ability dissected for your reading pleasure



managed to get themselves entangled in the lumber process and they're steaming towards the wood-chipper on a conveyor belt, James Bond-style!

You must work against the clock to reach the switch that deactivates the machine and save your friends' lives.

First off, you need to take control of little Lisa and use her Hand Of Buddha ability to wrench a couple of steam pipes from the wall of the factory. That creates a rising cloud of hot – well, steam, obviously.

IT WILL ENCOURAGE YOU TO GET CREATIVE WITH YOUR ABILITIES

Then, in the time it takes you to say "cowabunga", you switch to Bart – or enlist your friend if you're playing multiplayer – and use his Bartman skill to float upwards on the hot air and reach the higher platform.

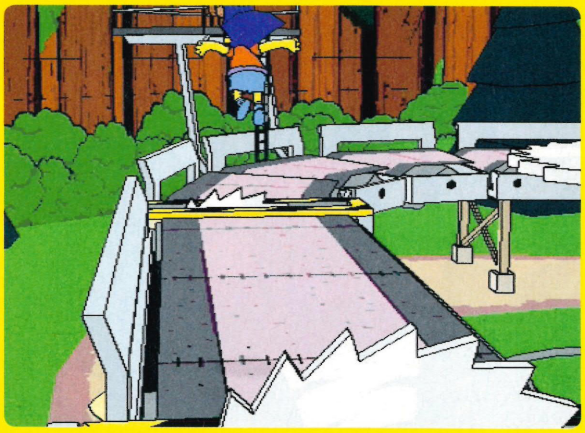
There, the conveyor belt controls can be found and you can shut down the machine. Finally, use Lisa's Hand Of Buddha to lift Lenny and Karl to safety. And you have to do all this in under a minute!

Line drawing

The Simpsons is a very linear experience, but that doesn't mean you'll be restricted to one solution per puzzle and it's certainly not all moving platforms and double jumping.

One of the later levels, Shadow Of The Colossal Donut (a spoof of – you guessed it – Shadow of the Colossus) demonstrates how it will encourage you to get creative with your abilities.

The scenario here is that Lard Lad (the enormous, dungaree-wearing, doughnut-clutching boy who stands outside one of Springfield's fast food emporiums) has come to life.

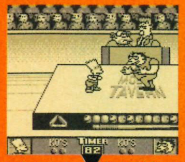


↑ Bart's ability to fly in spurts comes in handy for the Tree Hugger level

For some reason he's decided to start devastating downtown Springfield and, playing as Homer and Bart, it's your job to stop him.

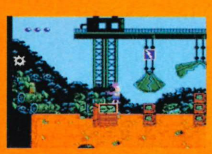
Lard Lad has three weak spots that appear as electrical panels in his body: one in the back of his head, one in his back and one in his lardy ass. ▶

BART VS THE JUGGERNAUTS (1992) GameBoy



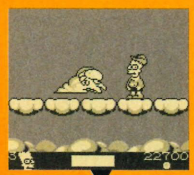
BART'S NIGHTMARE (1992) SNES/MegaDrive

BARTMAN MEETS RADIOACTIVE MAN (1992) NES/Game Gear



KRUSTY'S FUN HOUSE (1992) PC/Amiga/NES/SNES/Sega Master System/MegaDrive/GameBoy/Game Gear

BART AND THE BEANSTALK (1993) GameBoy



ITCHY & SCRATCHY IN MINIATURE GOLF MADNESS (1993) GameBoy

1992 — 1993

TIMELINE CONTINUE OVERLEAF ▶

To defeat him, you've got to open up each of these panels, climb onto his body and rip out his wiring. How you do this is up to you.

The panel in his bum is simple; you can crack it open with Bart's slingshot and simply double-jump onto it.

But because Lard Lad's back and head are higher up, you have to use your surroundings to gain the extra height you need to reach them.

You can distract Lard Lad with Homer and use Bart's rappel technique to climb buildings and jump onto the panels. Or you can change to Homer himself, inhale some helium and float up to your target.

There are plenty of methods to try out and we reckon you'll want to go back and see how many different ways there are of finishing each stage. If nothing else, replaying each level will help you bag all of the myriad collectables that are dotted around each stage.

THIS WON'T BE A GAME THAT YOU'LL BREEZE THROUGH IN ONE AFTERNOON

CAN'T GET ENOUGH OF THAT WONDERFUL STUFF

Finest. Unlockables. Everrrrr.

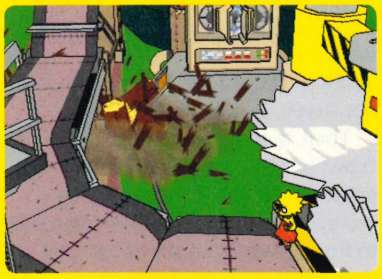
A game's unlockable bits (and how imaginative they are) are usually a decent indication of how much love and attention is being ploughed into its development. Here, it's good news. As well as the usual array of meaningless trinkets, The Simpsons asks you to hunt down gaming clichés such as exploding barrels and breakable boxes. Every time you find one, you get a neat little explanation of the cliché from Comic Book Guy, one of our favourite characters.

Bite-sized pieces

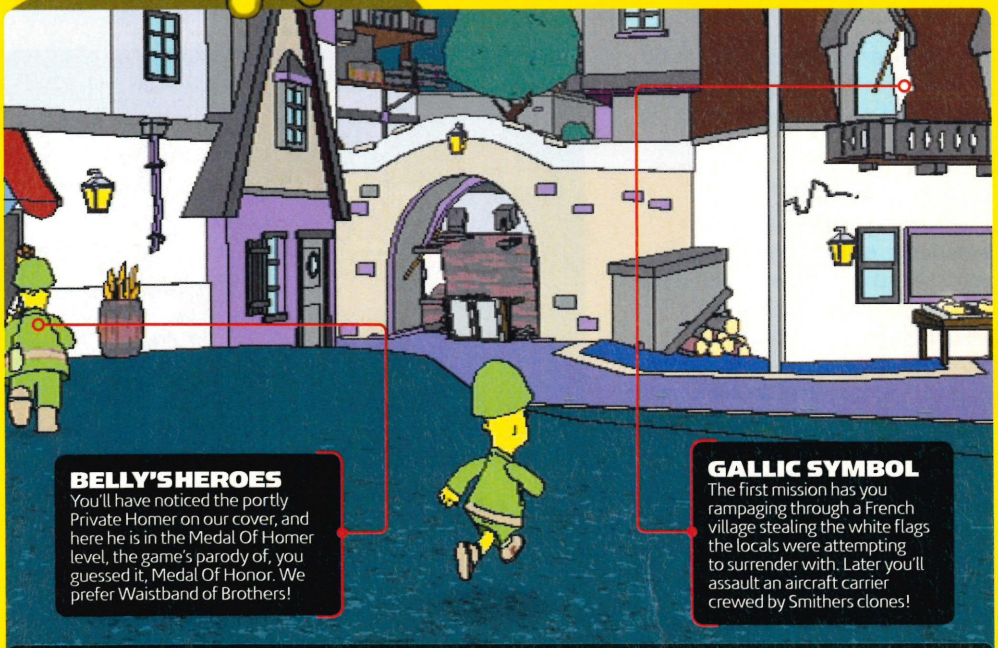
In all there are 16 levels in the game, some of which will be divided into snack-sized sub-missions (the Medal Of Homer stage we played was in three parts).

Add in an hour of cutscenes written and voiced by the actual people who work on the TV show and it's clear this won't be a game that you'll breeze through in a single afternoon.

If you do decide to race through it, you'll miss out on loads of tiny details and tit-bits of humour. The production standards set by EA are incredibly high, and this means that what we're getting with this game is an interactive adventure that really is as close to the cartoon as possible.



↑ In the Tree Hugger level Bart and Lisa save Lenny and Karl from certain death



BELLY'S HEROES
You'll have noticed the portly Private Homer on our cover, and here he is in the Medal Of Homer level, the game's parody of, you guessed it, Medal Of Honor. We prefer Waistband of Brothers!

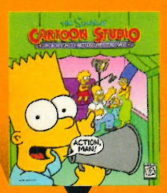
GALLIC SYMBOL
The first mission has you rampaging through a French village stealing the white flags the locals were attempting to surrender with. Later you'll assault an aircraft carrier crewed by Smithers clones!

MEDAL OF HOMER World War II, Simpsons style

VIRTUAL BART (1994) SNES/MegaDrive

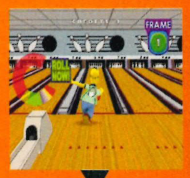
THE ITCHY & SCRATCHY GAME (1995) SNES/MegaDrive/ GameBoy/Game Gear

THE SIMPSONS CARTOON STUDIO (1996) PC/Mac



VIRTUAL SPRINGFIELD (1997) PC/Mac

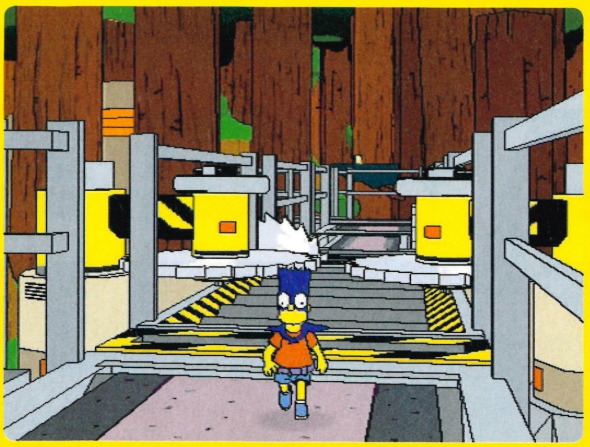
THE SIMPSONS BOWLING (2000) Arcade

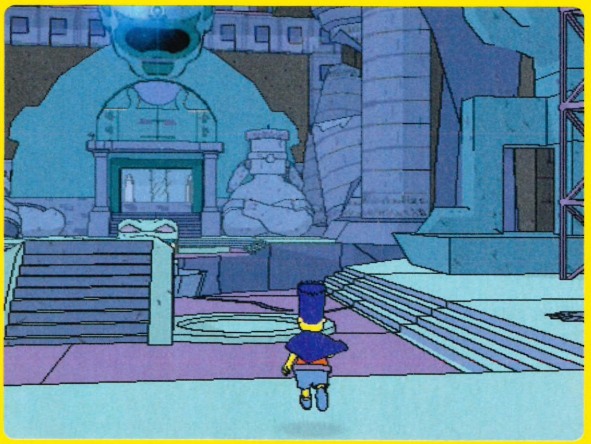


NIGHT OF THE LIVING TREEHOUSE OF HORROR (2001) GameBoy Colour

1994 1995 1996 1997 2000 2001

▶TIMELINE CONTINUED





Can you guess what it is yet? Yup, it's The Simpsons' take on Tomb Raider, and a perfect level to test Bartman's abilities

The voice acting is all done by the original cast – even for relatively minor characters such as Comic Shop Guy, Snake the convict and Horatio McAllister (the sea captain) – and the visuals really have the look and feel of the show.

Most importantly, though, the game is choc-full of irreverent humour and whether it's poking fun at the TV programme's themes, or other videogames, the funnies feel like they belong in The Simpsons.

THIS IS SHAPING UP TO BE ONE OF THE BEST TIE-INS WE'VE SEEN

Futurama, Family Guy, South Park – they've all tried and failed to bring the side-splitting genius of their source material onto PS2. But with this game, the comedy is just as sharp as the show. In fact, this is shaping up to be one of the best TV tie-ins we've seen, and we've seen loads.

Toony loons

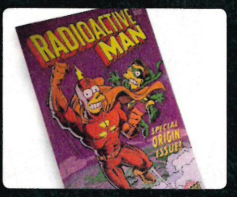
Simpsons aficionados will be chuffed to see their favourite characters and underlying motifs packed into the game, whereas casual followers will get a kick out of the more immediate gags and references to other games.

Sure, there's no way EA is ever going to be able to please every single person in the Simpsons' devoted, multi-million-strong fanbase, but it's clear the game's makers are trying hard to make it appeal to as many people as possible.

That's a tough challenge indeed, but considering that, if the developer gets it right, the game will sell and sell and sell, it will definitely be worth doing: for EA and for us. **Andy Hartup**

LIFE IMITATES BART

What happens when The Simpsons leaks into the real world



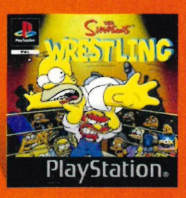
COMICS!
Bart's favourite comic, Radioactive Man, was made into a film (in the TV show) starring Rainier Wolfcastle. In the real world, a limited-edition Radioactive Man mag was produced by Bongo Comics.

SQUISHEES!
One of the delights of the Kwik-E-Mart, Squishees are a play on the Slurpee crushed-ice drinks sold by US minimart chain 7-Eleven. The stores ran a Squishee Slurpee promo to celebrate the show's 400th episode.

BUNS!
Homer and Chief Wiggum's snack of choice is, of course, pink-iced doughnuts with sprinkles. Again to celebrate the 400th episode milestone, 7-Eleven produced pink, sprinkly doughnuts. Mmm. Doughnuts…

If a girl can leap onto a precariously placed pressure pad, so can you Bart

THE SIMPSONS WRESTLING
(2001) PS1



THE SIMPSONS ROAD RAGE
(2001)
PS2/Xbox/GameCube/ GameBoy Advance

THE SIMPSONS SKATEBOARDING
(2002)
PS2

THE SIMPSONS HIT & RUN
(2003)
PS2/Xbox/PC/ GameCube

THE SIMPSONS
(2007)
PS2/PS3/PSP/Wii/ Nintendo DS/Xbox 360

MINUTES TO MELTDOWN
(2007)
Mobile

2002 2003 2007

THE LEVEL

We celebrate a classic sequence from Lego Star Wars II

THE STORY SO FAR...

Mos Eisley spaceport. You'll never find a more wretched hive of scum and villainy. Luke and Obi-Wan's search for a ride out of town is the start of the most epic adventure the galaxy has ever known, and we just love it in Lego...

At the gates, Lego Obi-Wan cracks out the Jedi mind tricks. 'These are not the lumps of plastic moulded into droid shapes you're looking for'. Classic.

Character-specific abilities is the name of the game in LSW. So if you use a dark-force character to open the hole in the street, you can get a reward.

Bash up the bins along the street and you'll eventually uncover three giant carrots. Yep, carrots. Beats George Lucas' Special Edition meddling by miles.

Back to the mission and things are getting hairy. A squad of Stormtroopers are on your tail, so it's time to get those stumpy little legs working overtime.

Now – it's serious Lego time. All around this arena are components to build your very own AT-ST! But you don't start construction just yet...

With all the blocks stuck together, it's stompy time! Funny, we don't remember this particular Mos Eisley massacre from the film.

At the end, you must duke it out with a gang of Stormtroopers with their own AT-ST in tow. Now you're ready to swagger into the cantina.

Be sure to keep an eye out for this small wall vent. Get a character to crawl through it and you'll be able to pick up a little treat.

Enough distractions, it's time to get to the Falcon. Rummaging in this bin will net you a turnip. Don't snigger, it's an important turnip!

The door at the end of the alley is locked, so you find an explosive block and shove it right to the end. Heroism isn't all glamour, you know.

Another big shoot-out, with Stormtroopers on mounts. After mopping them all up, it's boinggg! on a mount to find an exit to the spaceport.

The spaceport! It might be Lego but the scale of the place is still impressive. Trouble is, it's under lockdown thanks to several squads of Stormtroopers.

Ginormous firefight ensues! Once the troopers are down, the spy who called them in is a wuss who crumples after just four blaster shots.

VOTE FOR YOUR FAVOURITE LEVEL AND WE'LL FEATURE THE WINNER! **TEXT 'LEVEL' THEN A SPACE, THEN THE KEYWORD TO 87103**

TEXT **GOD**

Pandora's Temple from God Of War

TEXT **KING**

King Kong's V-Rex river chase

TEXT **DARK**

Dark Chronicle's Venniccio chapter

See p127 for text charges and full terms and conditions. Lines close 11 October 2007. You can also vote for your favourite level by email to psnation@futurenet.co.uk (put LEVEL in the subject line).

After sideswiping a Jawa and parallel-parking the speeder, you're in the level's first street, but before you seek out Han, why not explore the level?

We love how LSWII explores the films in a tongue-in-cheek way. For example, behind a secret door to your right is this Stormtrooper sauna.

Go through this Stormtrooper door and you find a cool mini-game where you get to blast Womp rats. Pest control at its finest.

The Force is with you as you build you own door from bricks you find in bins. That you actually get to play with the Lego makes us smile inside.

...sniff around and you see a shiny object. Destroy it and you can use the detritus to build a fan, then sail on it up to an ickle secret area.

You use your Force powers to stack the three large crates you find here, so you can leap up to a slim hidden area. Now back to that AT-ST...

Ah, the Mos Eisley Cantina. After a quick scrap at the bar with some 'wanted men' comes the legendary movie scene where Luke meets Han.

After hiring Solo you can trigger a riotous scrap in the canteen with a sneaky slip of your blaster. Not in the films, but you *have to* see it here.

There goes old cucumber-face, the Imperial informant. Get after him before he can report back to his white-helmetted chums.

The chase takes you through some of Mos Eisley's shady back streets and involves more than one tense encounter with a Dewback.

But before you leave, check it out! There's a cinema – one that can be accessed only by maintenance droids. As R2-D2, you can sail on in.

The movie's better than *The Phantom Menace*, and afterwards you get to trash the joint in a way you probably wanted to do after seeing *Menace*.

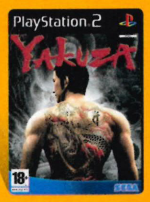
Hooray! The Falcon is back where it belongs, in Han's suave hands. Check out that cheesy shot on the end. It's one for the family album.

But it's no happy ending, not yet anyway. Most of Episode IV is yet to come, starting with helping sassy Lego Leia escape from the Death Star.

THE PS2 GAMES YOU SHOULD OWN #01

Tokyo-style gangster tripping and a side-order of Sega's playful cool make crime-action adventure Yakuza this month's classic

KNOW THIS



Publisher
Sega

Developer
Sega

Genre
Action

Score
7/10 OPS2#76

WE SAID...
"An absorbing roleplaying adventure with plenty to keep you busy"

NOW WE SAY...
Suave, deeply cinematic and silly in all the right places. You'll finish it wanting more

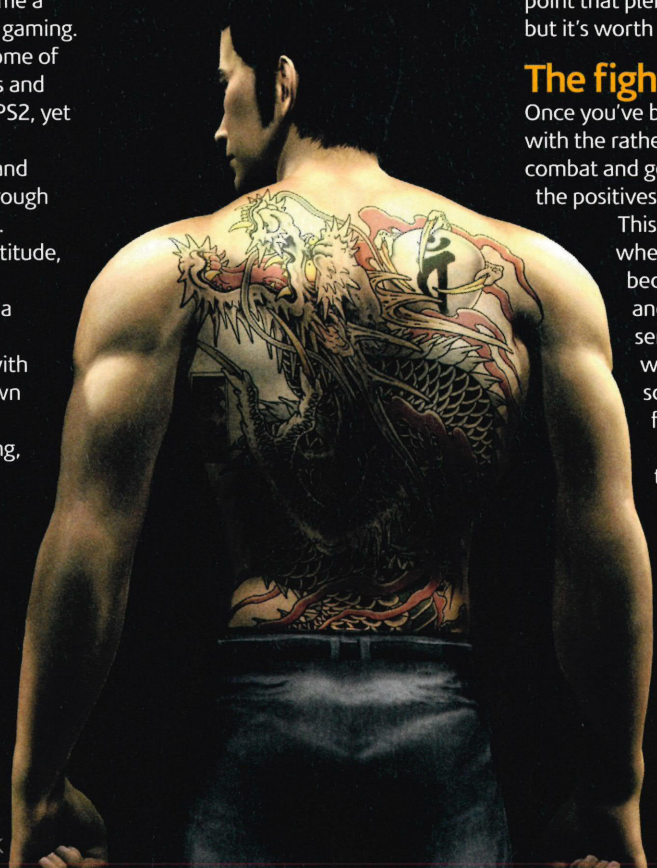
Violent gangsters draped in tattoos have become a wearying cliché in gaming. Yakuza features some of the most truly brutal gangsters and elaborate tats ever to grace a PS2, yet feels anything but a cliché.

That's because it's not a Grand Theft Auto-wannabe trawl through America's urban-crime culture.

There's no bitch-slapping attitude, no token licensed playlist, no mindless gun slaughter. This is a tale – yes, an actual story – of revenge, honour and justice, with whisky, sex and baseball thrown in for good measure.

There's also a load of fighting, and it's a bit messy. Lead character Kazuma Kiryu (aka the Dragon of Dojima) is a lion-handsome, brawling bastard with a heart of platinum, drawn into myriad scraps while trying to solve the disputes and corruption that are tearing a stinkhole in the major Yakuza families.

Your first contact with the game will be a series of inelegant fistfights, and it's at this point that plenty of people walk away, but it's worth persevering.



The fight side

Once you've become comfortable with the rather slapdash basics of combat and get Kazuma powered up, the positives become clear.

This is a fierce battle royale where everyday objects become punishing weapons and vicious special attacks send faces splattering into walls. It's not an exact science, but that's rioting for you.

Once you've accepted that, Yakuza comes to life as the character-rich, free-roaming experience it is.

It all takes place on the fictional streets of Kamurocho, which is based on certain seedy, real-life districts within Tokyo.

An electric rainforest of neon and shuffling

If an object isn't bolted down, you can probably use it to whack someone

pedestrians, it's home to toilet-seat humanity, porn shops, massage parlours, strip clubs, secret gun stores and gambling dens.

You'll have access to most of them at some point, along with some lighter delights: a baseball practice cage, silly arcade machines and casinos.

The chunky range of activities goes to show Sega's attention to detail in its ambitious attempt to capture the underbelly of existence as an Eastern gangster with more maturity than the average 'street' crime-game outing.

And then there are the cutscenes: lengthy, numerous and slickly directed. It's no wonder that Japanese director Takeshi Miike wants to make a movie version of Yakuza.

Tat's all, folks

But given the game's relatively poor sales and the expense of its impressive production values, it's also no wonder that Sega is reluctant to release the excellent, two-disc sequel in the UK.

And that's a shame. Yakuza's yarn is one of few in the land of videogames that's actually worth seeing out, not for any shocking climax, more for the quality of the storytelling and the strength of the setting.

There's plenty of swearing, mind you, although it does spring mostly from the bratty gobs of street punks who should know better than to pick on the Dragon of Dojima.

So, while you'll have to adjust to Yakuza's slightly curdled and haphazard scuffles, the effort's more than worth it.

It takes time to walk comfortably in Kazuma's shoes, but you'll soon start feeling like a true, swaggering badass. Few games meld a worthy story with free-roaming play; fewer still are able to treat whisky as a refined indulgence instead of some novelty power-up that makes the screen go all wobbly.

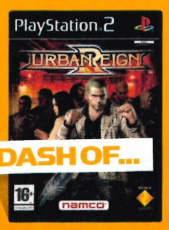
We're still crossing our fingers (the ones that are whole) that we'll see Yakuza 2 at some point. But until then, you really should give the original a try, or a second chance. **Steve Bailey**

TOP FACT

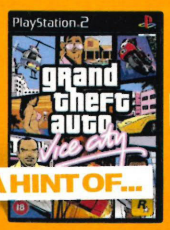
The Western version of Yakuza features voice work by Michael 'Reservoir Dogs' Madsen, Mark 'Luke Skywalker' Hamill and Dwight 'A Team' Schultz

IN THE MIX

How to bake a Yakuza cake



... repetitive, dirty fighting like the ungentlemanly **Urban Reign**



... free-roaming, neon-hued crime à la **Grand Theft Auto: Vice City**

... a story as engrossing as any in **Steambot Chronicles**

3 REASONS TO OWN IT

The Yakuza showreel...

01 BADASS BRAWLING

Smashing goon's faces into walls, and cracking bicycles over their heads never gets old

02 CARD-ASS GAMBLING

Yakuza is stuffed with mini-games. The casino is especially good, and superior to most poker sims

03 BACKSTREET BEAUTY

Yakuza's Tokyo is vibrant and alive thanks to clever use of perspective and lashings of neon

This is what happens when you refuse a free contact lens trial

Wii HAS A PROBLEM...

It's RealPlay, a new range of motion-sensitive controllers and games set to change the way you play PS2

There's no disputing it. The PS2 is – still – the most successful games console of all time. Seven years into its life, there are 120 million of them in homes around the world and more than 4500 games on offer.

But in recent months, grandmas and toddlers everywhere have been spotted waving a little white rectangle around, pretending variously that they are playing baseball, flash-frying vegetables or slicing people in half.

Yes, it's the Nintendo Wii, and it's made 2007 the year motion-sensing officially went mainstream as a way of controlling videogames.

Move with the times

But your PS2 is not missing out. Technology company In2Game has developed six motion-sensitive PS2 controllers that will be on sale by Christmas, each one bundled with its own game. Each bundle will cost a fraction of the price of a Wii.

"The RealPlay range of games is aimed at PS2 owners who want to play wireless, motion-sensing games without needing to splash out on a new console," says In2Game head honcho Elliott Myers.

"Each peripheral is as accurate as any videogaming technology out there at the moment, but on a new format.

"The games are fun, challenging and highly addictive, and the wireless peripherals offer the best way of controlling games on what's going to be this Christmas's most popular mainstream console."

Excited? We are. So here we take a sneak peak at the future of the PS2. Look out next issue for our hands-on impressions of the RealPlay games.

REALPLAY GOLF

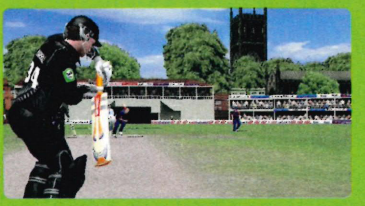
They say *"RealPlay Golf is packaged with a wireless club to register every drive, chip, hook and slice."*

We say It's the perfect present for the wannabe urban golfer. The bundled peripheral is only about half the size of a normal golf club, so it might take some practice, but there'll be much less likelihood of destroying your TV.

We're hoping there's a wrist strap included, though, to protect the more exuberant user from braining onlookers or breaking windows.

IN A PERFECT WORLD

It would be compatible with...

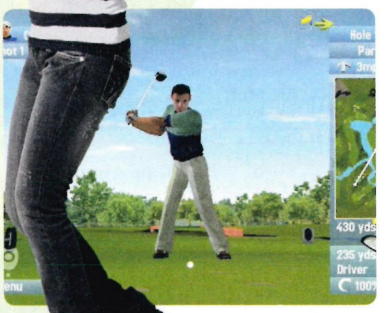


CRICKET 07
If you're the type of person who loves to practise your cover drives in the lounge while listening to Test Match Special, joint compatibility with EA's cricket game would be heavenly.

TIGER WOODS PGA TOUR 2008
The greatest golf game ever made with an advanced motion-sensing golf club? We're sold! You'd have to pick up the DualShock for character creation, but that wouldn't spoil the fun.

OTHER USES

More portable than a cricket bat, so it's an ideal choice to leave by your bedside for those times when you need to bludgeon a burglar.



→ RealPlay Golf is the successor to 7/10 title Real World Golf 2007

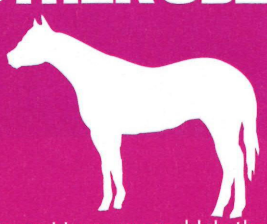
REALPLAY BOWLING

They say *"RealPlay Bowling arrives with an actual wireless bowling ball!"*

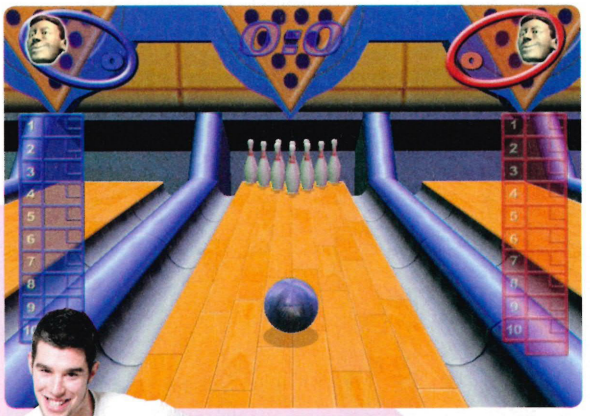
We say Well, we've yet to come across any bowling balls with wires, so we're a little mystified by the publicity blurb. But nothing says post-pub entertainment more than a few rounds of virtual pin-pounding, so we're very much looking forward to trying our hands at RealPlay Bowling.

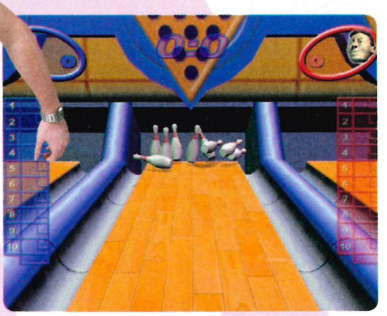
And you know what? You can wear your own shoes. Or slippers, being as you'll be in your own home – heck, you can even bowl naked if you like. Don't, though.

OTHER USES



If you get two, you could do the coconut clippety-clop thing from *Monty Python and the Holy Grail.*





↑ Will it bowl us over or will it be a load of balls? Find out next month!

IN A PERFECT WORLD

It would be compatible with...

CRICKET 07
Using the bowling peripheral in combination with the RealPlay golf club, you could have the whole cricket experience in your living room. Minus the rain, of course.

NBA LIVE 07
Though it strays quite far into the realm of 'why not just go and shoot some hoops for real?", passing a virtual basketball to yourself or your friends could be a giggle.

REALPLAY RACING

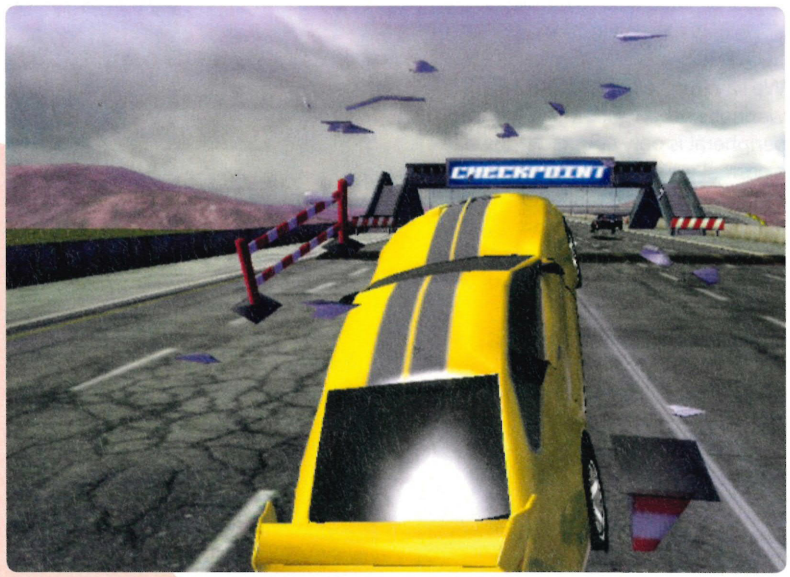
They say *"RealPlay Racing comes with a steering wheel for the complete wireless racing experience."*

We say Remember when you were a sprog and you would take one of mummy's more valuable plates, hold it with both hands – arms extended – and pretend you were Alain Prost?

That's RealPlay Racing, except you don't need your imagination to fill in the gaps; you've got a PS2 racing game to do that for you.

Sure, there are already a number of third-party steering wheels on the market, but how many of them allow you to playing a racing game in the bath, eh?*

Also, this one will take up much less space, having no wires or other dangly bits to get in the way.



Dramatic crash sequences will be a feature of RealPlay Racing

It's unlikely to rival Juiced or Need for Speed but it looks fun

OTHER USES

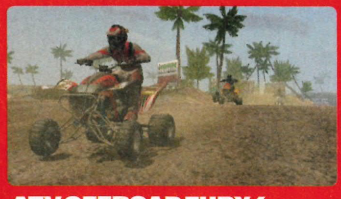
Pretend you're Lewis Hamilton while watching the Grand Prix, living every corner and every overtaking move.

*Not recommended

IN A PERFECT WORLD

It would be compatible with...

BURNOUT: DOMINATOR
As much as we'd like to imagine the bundled RealPlay game being a Burnout-beater, it's rather unlikely. Still, we can dream that one day the two might come together.



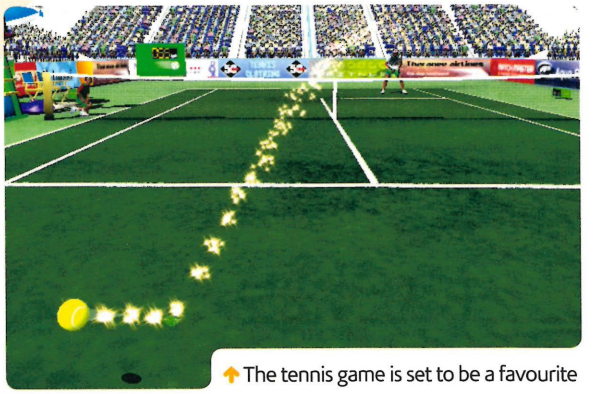
ATV OFFROAD FURY 4
Just imagine being able to preload your ATV for jumps by sitting up really fast. Sure, you'll look like an idiot, but at least you're not risking your collarbone.

REALPLAY TENNIS

They say *"RealPlay Tennis comes with a wireless tennis racket that will detect every serve, smash, volley and lob."*

We say With tennis by far the most popular sport featured in the popular collection of sporting games on a certain popular motion-sensitive console, RealPlay Tennis looks set to be the biggest seller of the RealPlay range of games.

As with the golf peripheral, we're hoping there will be a safety strap included to save our windows.



The tennis game is set to be a favourite

OTHER USES

It would likely inflict irrevocable lung damage, but it could be used as a giant bubble wand if there's ever, like, a bubble emergency. Er...

IN A PERFECT WORLD

It would be compatible with...

EVERYBODY'S TENNIS
Just imagining it is making us salivate. The perfect match of peripheral and game, two-player matches (in a spacious living room, of course) would be a hoot.

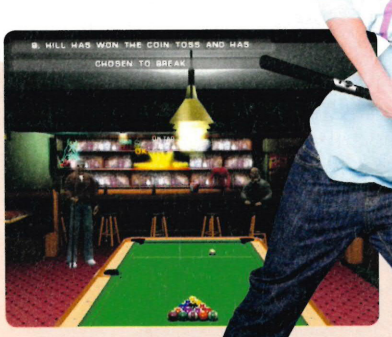
SOUL CALIBUR III
Sadly, motion-sensitive technology isn't quite there yet, and you'd need the dexterity of an Olympic gymnast to even hope to compete against the AI. But we love the idea of it.

REALPLAY POOL

They say *"RealPlay Pool comes with its own cue, enabling potting precision within its many variations of pool and snooker."*

We say We all know how difficult it is to keep a pool table under your bed. Thankfully, RealPlay has the answer.

With no table to support the cue, you'll be using your hand for balance, though because RealPlay's cue is significantly lighter than a real one, this is unlikely to be a problem. Other advantages: it's not 'winner stays on' unless you say it is, and there's no danger of spilling some nutter's pint.



The authentic atmosphere of a local pub on a Tuesday night

OTHER USES

A dapper, impromptu cane – for when you've accidentally left yours in Mrs Claridges' drawing room.

IN A PERFECT WORLD

It would be compatible with...

MEDAL OF HONOR: FRONTLINE
Yeah, we don't have a clue how it'd work, but when we see the dude in the photo holding the cue, we think only one thing: M1 Garand.

KING KONG
Throwing spears at dinosaurs was our favourite thing to do in King Kong; why not take it to the next level? It could double as the rifle from the bits where you use one.

RealPlay Pool allows you to play several types of pool and snooker on your PS2

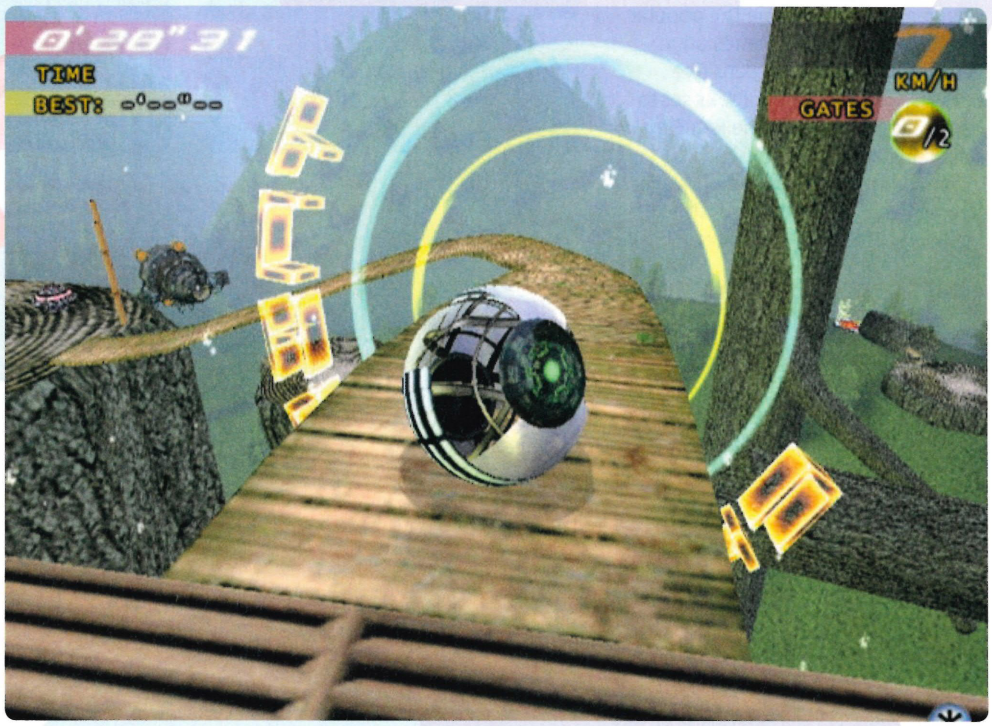
REALPLAY
PUZZLESPHERE

They say *"RealPlay Puzzlesphere introduces a new concept of party game, as players manipulate a physical sphere around vertigo-inducing courses."*

We say Vertigo can make a right mess of the carpet but even so, this looks to be the most promising game in the RealPlay stable.

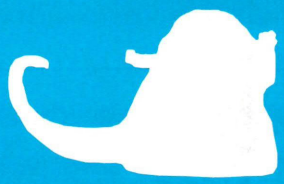
This one's all tilt sensors. You'll essentially be guiding a rolling ball (or 'Puzzlesphere') as it speeds through a downhill maze, by moving your peripheral accordingly.

Its success, we think, will depend on the imagination that's put into the mazes, but out of all the RealPlay titles this is definitely the one we're most looking forward to trying out.



↑ Tilt your Puzzlesphere different ways to guide the ball in the game along its course

OTHER USES

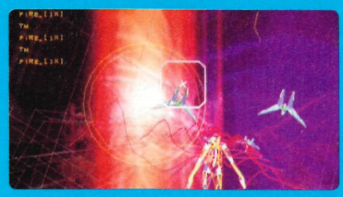


For those days when all you want to do is re-enact the scene from *Return Of The Jedi* when Princess Leia threatens Jabba the Hutt with a thermal detonator.

↓ The variety of different mazes looks like it'll keep you going for a bit

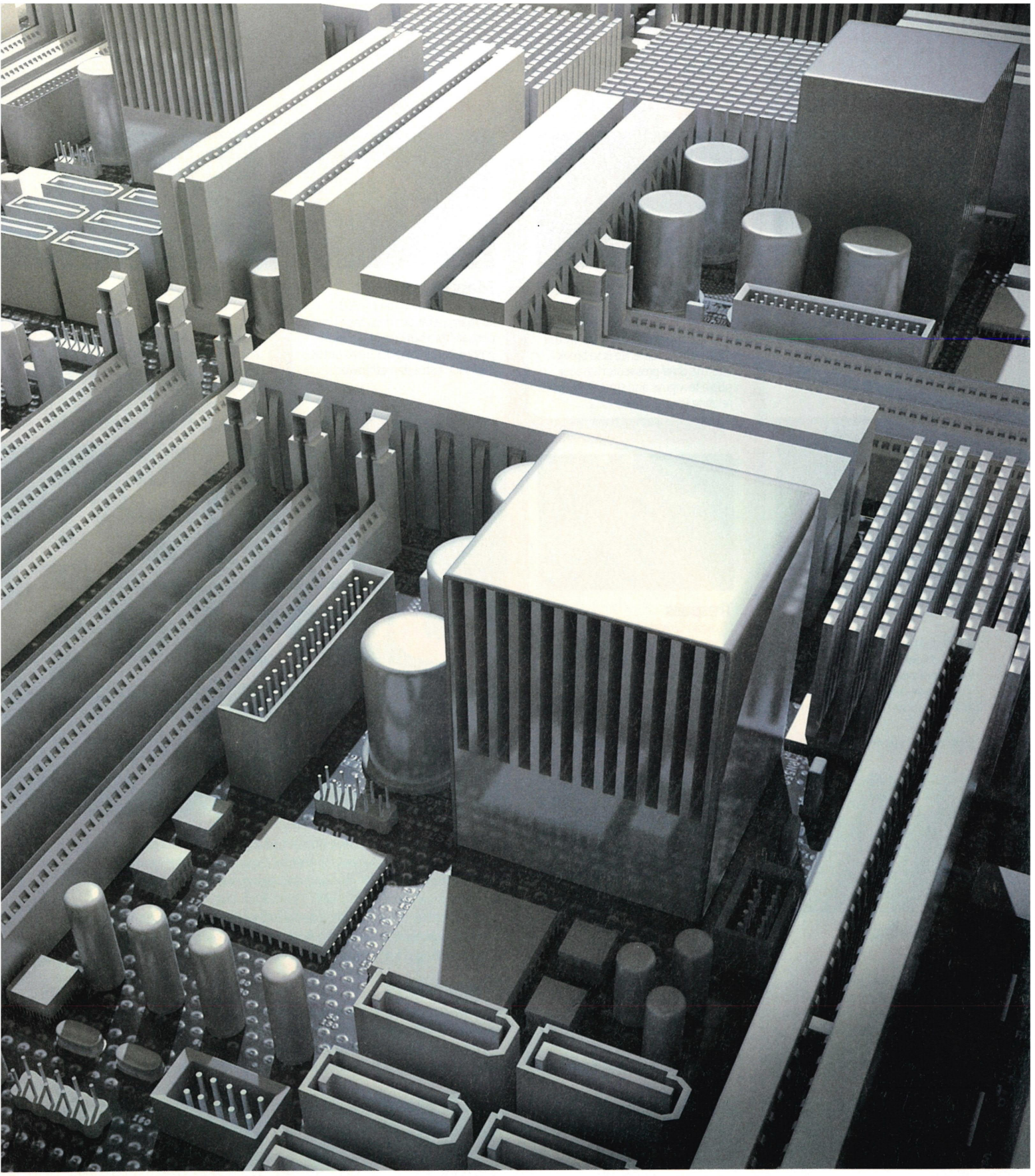
IN A PERFECT WORLD

It would be compatible with...



REZ
Trippy shooter Rez already corners the market when it comes to odd peripherals with its 'Trance Vibrator', but the Puzzlesphere ball has Rez written all over it.

WE ♥ KATAMARI
We know we're having a bit of fun with all this peripheral malarkey, but the fact that you *can't* play Katamari using a motion-sensing ball makes us want to cry a little.



Without your computer expertise we wouldn't get off the ground.

The RAF uses some pretty impressive hardware. As a result, we rely on some even more impressive software. We need Communication and Information Systems Specialists to supervise and oversee one of the biggest, most technologically advanced networks in the world. This net needs to draw in all available battle information and link it to our aircrafts' weapons systems. It isn't only vital to the RAF. It's vital to the country. Simply put, without you, the RAF can't take off.

Text SYSTEM followed by your email address to 88RAF (88723)
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ROYAL AIR FORCE

The Royal Air Force values every individual's unique contribution, irrespective of race, ethnic origin, religion, gender, sexual orientation or social background.

GREA PS2 CR

From multimillion-dollar bank it's prime time to commit

The movies tell us that crime doesn't pay and the authorities always get their man. This is patent nonsense, especially in the world of videogames where skill, cunning and heavy weaponry is usually all you need to get into the Sunday Times Rich List.

Whether the tone is bleak (Manhunt) or light (Sly Raccoon) there's one common aspect: you get points, currency, health or whatever for committing crimes more stealthily, more brutally or just quickly.

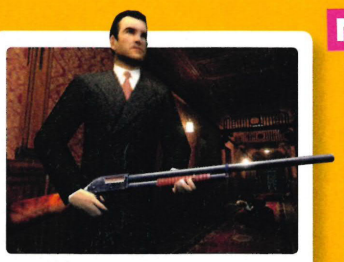
Caper view

In compiling this list of the greatest crimes committed on PS2 we went for variety, daring and cold, calculated callousness.

Of course, we could have just picked the entire Grand Theft Auto series. But in a quest for fairness we tried to include a spread of

MOST PROFITABLE!

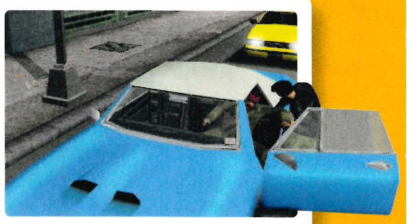
Art theft
The Plan, 2006
The unimaginative title of this game doesn't stop the crack team of heist specialists dodging guards and cameras to make off with a couple of lovely Rembrandts.



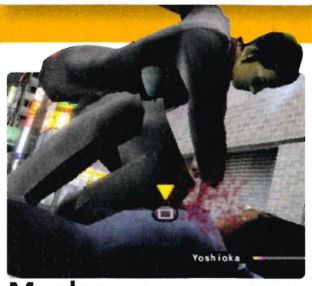
Tampering with evidence
Mafia, 2004
Due in court for murder? Surely the most sensible defence is to break into the chief prosecutor's house, pop a few guys and steal the papers relating to your case?

MOST BRUTAL!

Mass murder
Grand Theft Auto III, 2001
So many nefarious missions to choose from but one of the most grisly is barbecuing 25 Triads outside their HQ with a flamethrower.



Car-jacking
Grand Theft Auto: Vice City, 2002
You don't have to highjack cars to enjoy this game but if you don't, you're not going to complete it very quickly. Or, in fact, at all.



Murder
Yakuza, 2006
Emerging from prison after a 10-year sentence, Kazuma goes on a roaring rampage of revenge that culminates in him brutally braining the crime boss that stitched him up.

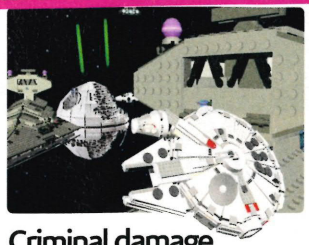
Trespass
Dragon Quest: Journey of the Cursed King, 2006
Wandering into someone's home, nosing about and helping yourself to their belongings: it's standard behaviour in roleplaying games and, oddly, no one ever seems to mind.

Drug dealing
Scarface: The World is Yours, 2006
Wednesday. To Do List, Tony Montana. AM: take chainsaw into Babylon Club, massacre everyone in sight. PM: build drug empire.

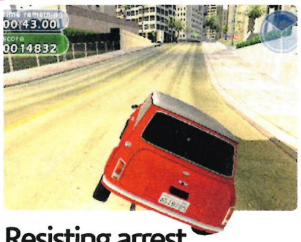
MOST CREATIVE!

GBH
The Punisher, 2005
We'd normally have a grudging admiration for vigilantes, but feeding people into wood chippers and aquariums full of piranha is not the stuff of polite society.

HIGHEST BODY COUNT!



Criminal damage
Lego Star Wars II, 2006
Crimes on a cosmic scale don't get much more dastardly than blowing up an entire planet. Darth Vader sniggering at the destruction of Alderaan is cold and callous by anyone's reckoning.



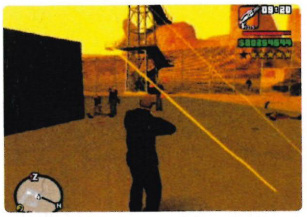
Resisting arrest
The Italian Job: LA Heist, 2002
It may be based on the substandard remake rather than the classic film, but speeding away from the rozzers in a Mini stacked with gold bullion is still intoxicating stuff.

Escape from custody
Red Dead Revolver, 2004
Busting a broad out of jail for no more than a kiss is not the sort of behaviour you expect from an upstanding member of the Wild West community.

Theft
Sly Cooper and the Thievius Raccoonus, 2002
It's a real coup when Sly and his band steal the Thievius Raccoonus, a prized book of secrets, from under the noses of Interpol.

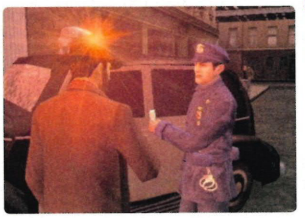
TEST TIMES

jobs to foyst-degree moydah, crime on your console



Breaking and entering
Grand Theft Auto: San Andreas, 2004

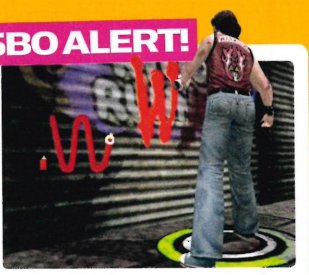
Infiltrate Area 69 to steal documents relating to the Black Project and get a jetpack as your reward. If you're not shredded into bite-sized pieces by the army, that is.



Bribery
The Godfather, 2006

You ain't much of a Mafioso if you don't have a few members of New York's finest in your pocket. And sometimes it takes a little more than a box of doughnuts, capisce?

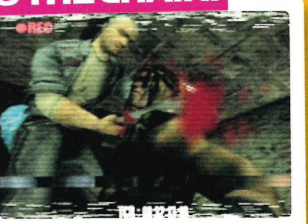
ASBO ALERT!



Graffiti
The Warriors, 2005

Leaving your gang's tag on city landmarks (a mini-game all of its own) is one of the most entertaining parts of Rockstar's game of urban gang warfare.

TO THE CHAIR!



Cop-killing
Manhunt, 2003

A title that leaves morality at the door, especially when the gameshow premise fades away and anti-hero James Earl Cash is made to snuff out police officers.

Assault and battery
Sopranos: The Road to Respect, 2006

Intimidation is the game here as you slam a rival gang member's head in a fridge door. Tony, Silvio and Paulie love you for it, though.

Constructive manslaughter
Reservoir Dogs, 2006

Killing cops is a way of life in this title but the casual slaughter of hostages and innocents during a diamond heist is just going to make things even more awkward to explain.

Smuggling
Smuggler's Run, 2002

Oh, if I only had a heart! Or a new kidney. The original Smuggler's Run allowed you to take contraband across the border in ice boxes, if you know what we mean.

MOST RISK TO SELF!

Dangerous driving
Burnout Revenge, 2005

'And when I tap the dashboard, I'd like you to smash into that lorry at top speed, causing a 14-car pile-up and chain of huge explosions' . . .is something you don't often hear said during driving tests.

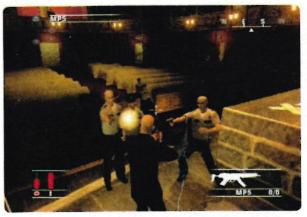
villainy from titles you might not think of as crime sprees in themselves but which, nonetheless, are just as likely to encourage our innocent children to become hardened criminals in later life. Not really.

Laws of perception

Along with many heist games and a few Mafia-inspired titles, we've also thrown one or two fantasy games into the mix.

Indeed, when it comes to antisocial behaviour it's always gods, fairies and interplanetary megalomaniacs who create the most havoc. Blowing up a planet? Now that's what we call breaking the law! **Mark Walbank**

Think we missed a great misdemeanour? Mail psnation@futurenet.co.uk with your favourite PS2 crimes and we'll put 'em in the mag.



Carrying a concealed weapon
Hitman: Blood Money, 2006

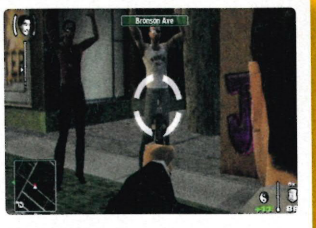
Offing a world-famous tenor during his big performance? Cheeky. Will the audience get their money back, that's what we want to know.

Arson
The Getaway, 2002

Exploding barrels are a staple of the videogaming genre, but in The Getaway they fry your enemies with a particularly satisfying sizzle.

Anti-social behaviour
50 Cent: Bulletproof, 2005

Go around killing people, to the high-volume accompaniment of Fiddy's unique vocal stylings. And, er, that's it.

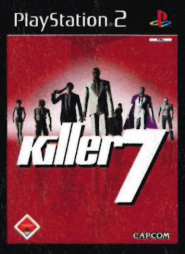


Entrapment
True Crime: Streets of LA, 2003

In real life, all cops are helpful and honest. But in this game you get rewarded for planting false evidence on civilians and shaking them down.

UNSUNG HERO

#01 Harman Smith, the wheelchair-bound 60-year-old from Killer 7, may not sound like much of a hero, but just wait until he puts his mind to things...



We all have moments when the red mist descends and a primeval, rage-filled creature takes over, making us do things we wouldn't normally dream of. But imagine having seven distinct characters living in your noggin. Now that really would be a head trip.

If you've never played Capcom's brilliant, and much overlooked, Killer 7 then let us introduce you to Harman Smith. Known as 'Killer 7', Harman is a hired assassin who, despite having lost the use of his legs, can take advantage of his multiple personality disorder to tackle crazed terrorists threatening world peace.

Killer thriller

As you've probably gathered, nothing about Killer 7 is conventional, from its surreal design through to the cryptic puzzles and unholy characters.

Harman's world is like looking at a gallery full of Salvador Dali paintings through the bottom of a vodka bottle. It's an approach that truly lets the mind fly, inspires the left side of your brain like no other and makes for a thoroughly entertaining action title that stands out from the crowd.

Seven of mine

It's odd but true that main man Harman is stationary for most of the time but you can trigger his more dynamic alter-egos with a simple button press.

Enter: Garcian Smith, a 'son of a bitch!'-exclaiming executioner who can resurrect the dead and detect enemies; Mask de Smith, ex-wrestler and king of the grenade-launcher; Kaede Smith, an assassin who can summon spirits by slitting her wrists; Con Smith, a blind, fleet-footed teenager; Dan Smith, a magnum-wielding cold-hearted killer; Coyote Smith, a thuggish lockpicker; and Kevin Smith, an albino who's able to sneak around invisibly and take out enemies with his knife. Learning to make the most of Harman's distinct personalities makes Killer 7 liberating, not to mention utterly engrossing.

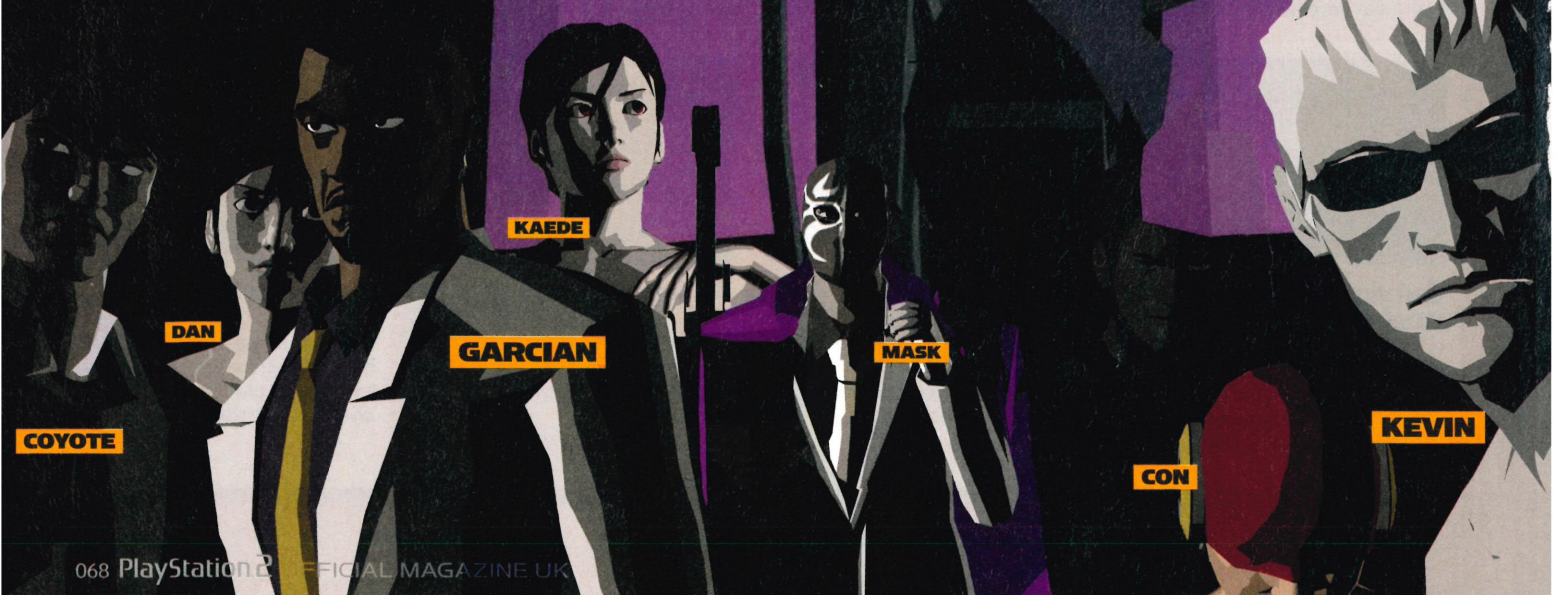
Some criticise the game for its odd, staccato control interface but they're missing the point. Killer 7 is not a traditional first-person shooter. It's not a traditional anything.

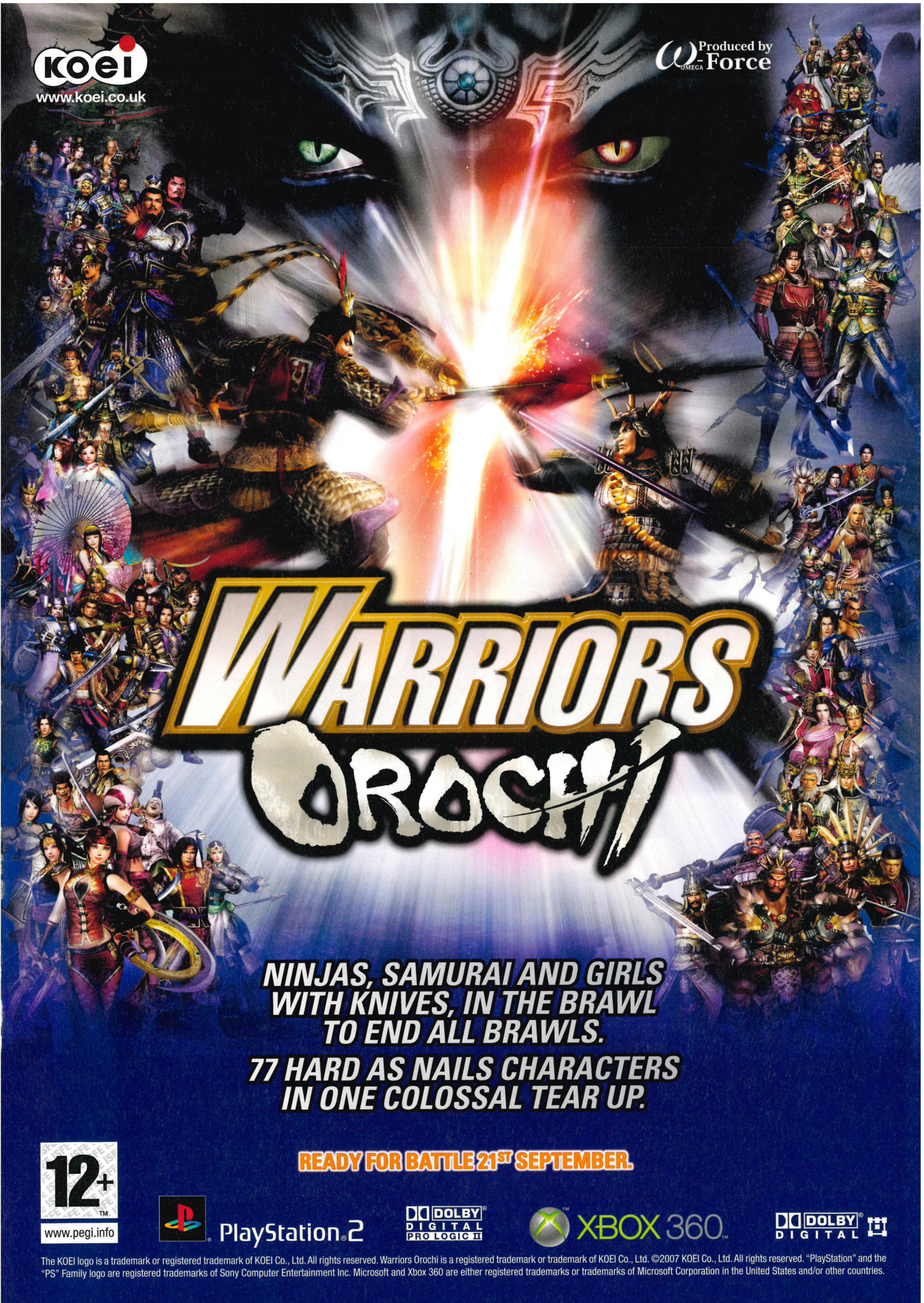
Of course, Harman is not the only powerful, wheelchair-bound guy in the world. Think Christopher Walken in *Things to do in Denver when You're Dead*; Doctor Xavier from *The X-Men* or Belger, the final boss in Final Fight. Not to mention Stephen Hawking.

But Harman tops them all in terms of raw aggression and his ability to transcend his disabilities through the power of the mind.

YOUR HEROES!

Do you have a favourite PS2 character who doesn't get the respect he, she or it deserves? Nominate them to be an OPS2 Unsung Hero! Each month we celebrate one of the console's lesser-known stars, vote for your choice by emailing **psnation@futurenet.co.uk**





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20
YEARS OF

METAL GEAR

As stealth series Metal Gear hits its 20th birthday, we pay tribute to the stories and characters that make it a gaming legend

Had you told us 20 years ago that the face of gaming would be changed forever by a man named Solid Snake, we would have laughed in your face. If you had gone on to tell us about the game Metal Gear Solid, we'd have told you it was an over-ambitious idea, so bold in scope that it was best left to Hollywood or the game consoles of 2012. But, as history shows, the dream was realised.

Solid foundations

In 1987, Snake was a blocky bunch of pixels in a NES (Nintendo Entertainment System) console series called Metal Gear. It was an enjoyable little title, but nothing out of the ordinary. Only when Snake came to PlayStation 10 years later did Metal Gear truly blossom.

The series brought cinematic scale and subtlety to gaming narrative, and rare intelligence in its attempts to commentate on real world politics and play with ideas of identity and existence (disguised by frequent bouts of gunplay).

This vaulting ambition makes Metal Gear one of the deepest gaming experiences on any console, famed for its colourful characters and intriguing story, which twists and turns back and forth in time with every new release. So to celebrate the start of the series' third decade, we bring you the key characters that make Metal Gear great.

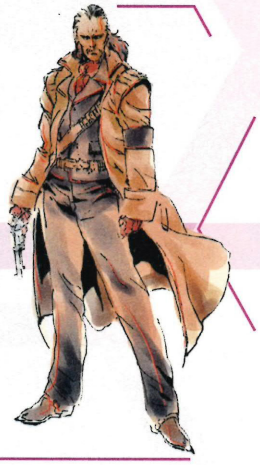
METAL GEAR SOLID

The one that changed the way we play

LIQUID SNAKE

ROLE Clone-brother of Solid Snake and leader of the band of rogue FOXHOUND agents, Liquid masterminds the capture of the Shadow Moses nuclear facility and the theft of nuclear-capable Metal Gear REX. He demands a cash ransom and the remains of legendary soldier Big Boss from the USA. Killed by Solid Snake at the end of the game (or is he?!).

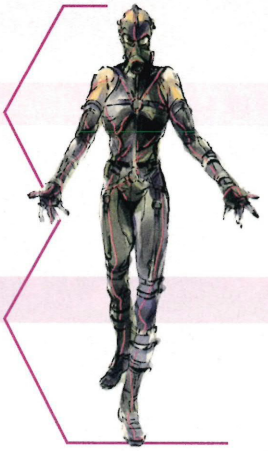
KEY QUOTE "You've served your purpose. You may die now."



REVOLVER OCELOT

ROLE Seemingly Liquid Snake's lackey, Ocelot has a taste for torture and antique firearms. He loses his arm to Gray Fox's sword, but he's the only member of the rebel FOXHOUND to escape Shadow Moses alive. It won't be the last time we hear from him...

KEY QUOTE "Now I'll show you why they call me 'Revolver'."



PSYCHO MANTIS

ROLE FOXHOUND's resident expert on the supernatural, Mantis can read your memory card and will complement you on your choice in playing, say, Castlevania: Symphony of the Night. Spooky.

KEY QUOTE "I am going deeper into your mind... into your soul. You like Castlevania, don't you?"

HAL EMMERICH

ALIAS Otacon

ROLE Scientist, designer of Metal Gear REX, fan of obscure anime and prone to wetting his kecks when the Cyborg Ninja appears.

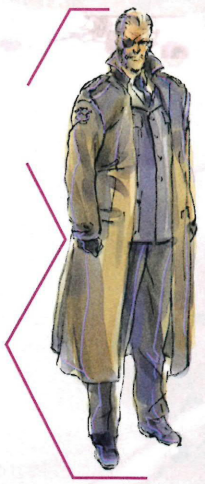
KEY QUOTE "I want to ask you. Do you think love can bloom even on a battlefield?"

FRANK JAEGER

ALIASES Cyborg Ninja, Gray Fox, Deepthroat

ROLE Having appeared in both previous Metal Gear games – and, seemingly, been killed by Snake in the second of those – Gray Fox returns with a new cyborg body.

KEY QUOTE "That's it, Snake. Hurt me more. Make me feel alive again!"



BIG BOSS

ROLE Alright, he's not strictly alive in MGS1. Okay, so he's a corpse. But he's an important corpse: the greatest soldier that ever lived, the star of MGS3, and the genetic blueprint to both Solid and Liquid Snake. Their father, in short.

PLOT SHOT

The story behind MGS in a nutshell

A group of agents from the government agency FOXHOUND go rogue and threaten world peace. Enter Solid Snake to try and stop them

SOLID SNAKE

ROLE Hauled out of retirement by government agency FOXHOUND when terrorists get their hands on a nuclear-capable 'Metal Gear' (large military robot), Snake sets out to save the world armed with only a pack of fags and a cardboard box.

KEY QUOTE "Unfortunately, killing is one of those things that gets easier every time you do it."

MERYL SILVERBURGH

ROLE Colonel Campbell's niece (or is she?!), Meryl is the heroine of MGS1. Pervy players can have Snake spy on Meryl doing sit-ups in her panties.

KEY QUOTE "Listen, I've used a gun like this ever since I was eight years old. I'm more comfortable with it than I am with a bra."

COLONEL ROY CAMPBELL

ROLE Like his long-time partner Snake, Colonel Campbell is forced out of retirement after the FOXHOUND unit he used to lead goes rogue. Campbell offers mission support from the get-go.

KEY QUOTE [when Snake dies] "Snake? SNAKE? SNAAAAAAKE!!!"

SNIPER WOLF

ROLE FOXHOUND's sniper, fan favourite Sniper Wolf serves as a constant foil to Snake – most notably when she seriously wounds Meryl, leading to her kidnapping and torture. Also the object of Otacon's affections.

KEY QUOTE "I'm going to send you a love letter, my dear. Do you know what that is? It's a bullet straight from my gun to your heart."

DECOY OCTOPUS

ROLE A master of disguise (he even cut off his own ears for this purpose), Decoy is a member of FOXHOUND but succumbs to the FOXDIE virus early in the game, while disguised as Donald Anderson, chief of the Defence Advanced Research Projects Agency.

VULCAN RAVEN

ROLE Raised as an Eskimo Shaman, Raven is an old friend of Revolver Ocelot's, who recruited him into FOXHOUND. Despite taking on Solid Snake in a tank, and later with a minigun, Vulcan is defeated and is subsequently consumed by his own ravens.

KEY QUOTE "Have you ever heard of the Eskimo Olympics? There is an event I excel at. It is called the ear pull."

NAOMI HUNTER

ROLE Adopted sister of Gray Fox, Naomi has been plotting to kill Solid Snake after she learned he was responsible for her brother's 'death'. To that end, she secretly injects Snake with the FOXDIE virus.

KEY QUOTE "If you come back in one piece, maybe I'll let you do a strip search on me."

CHRONOLOGY

The MG timeline, unravelled

METAL GEAR SOLID 3: SNAKE EATER (2005)

Set in: 1964
Location: USSR

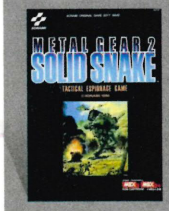
METAL GEAR SOLID: PORTABLE OPS (2007)

Set in: 1970
Location: Colombia

METAL GEAR (1987)

Set in: 1995
Location: South Africa

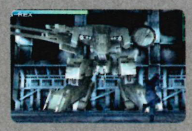
METAL GEAR 2: SOLID SNAKE (1990)



Set in: 1999
Location: Central Asia

METAL GEAR SOLID (1999)

Set in: 2005
Location: Alaska



METAL GEAR SOLID 2: SONS OF LIBERTY (2002)

Set in: 2007-2009
Location: Hudson River, New York City

MGS4: GUNS OF THE PATRIOTS (2008)

?

Set in: 2014
Location: Middle East and South America

METAL GEAR SOLID 2: SONS OF LIBERTY

The one that brought MGS to PS2

PLOT SHOT

The story behind MGS2 in a nutshell

New boy Raiden steps into Solid Snake's shoes as he uncovers more of the grand conspiracy alluded to at the end of Metal Gear Solid

FATMAN

ROLE Obsessive-compulsive bomb specialist in anti-terror training unit Dead Cell, Fatman's chief loves are his roller-skates, disassembling and reassembling his pistol, and smelling nice.

KEY QUOTE "Bombs tell the time with every minute of their existence, and nothing else announces its own end with such a fanfare."

COLONEL CAMPBELL

ROLE No, not the Colonel Campbell from MGS1. This one's actually an AI construct being projected into Raiden's brain from Arsenal Gear, and is corrupted by a virus during the game's climax.

KEY QUOTE "An anemone or clematis plant's juice can cause a rash. When pruning them, it's a good idea to wear gloves."

RAIDEN

ALIAS Jack

ROLE Pretty-boy Raiden might not look it, but he was once a ferocious child soldier in the Liberian civil war. Later he was adopted by Solidus Snake. Once a pawn, always a pawn: MGS2 sees Raiden taking part in a giant simulation, organised by The Patriots, which mirrors the events of MGS1.

KEY QUOTE "What am I supposed to believe in? What am I going to leave behind when I'm through?"

VAMP

ROLE A knife-wielding, possibly undead bisexual maniac, Vamp is the only member of Dead Cell to survive the events of MGS2.

KEY QUOTE "Unfortunately, Hell had no vacancies."

SOLIDUS SNAKE

ALIAS Ex-US President George Sears

ROLE Another Big Boss clone, he was installed as US president by The Patriots, went rogue and is now trying to 'free' America of The Patriots' influence (by killing lots of people).

KEY QUOTE "Life is nothing but a grace period for turning our genetic material into the next generation."

HAL EMMERICH

ALIAS Otacon

ROLE After the events of MGS1, Otacon and Snake team up to start Philanthropy, a non-government organisation that seeks to halt the proliferation of Metal Gear technology. Otacon provides support to both Snake and Raiden.

KEY QUOTE "What are you doing? How can you shoot someone who's unconscious? What are you, some kind of a monster?"

OLGA GURLUKOVICH

ALIAS The Second Cyborg Ninja, Mr X

ROLE Sporting the hairiest armpits of any character in the MGS series, Russian soldier Olga becomes the second Cyborg Ninja at the behest of The Patriots.

KEY QUOTE "I grew up on a battlefield. Conflict and Victory were my parents."

PETER STILLMAN

ROLE The man who trained Fatman, Stillman later falls prey to one of his student's bombs. His soggy corpse gives Raiden a bit of a scare when it's discovered.

KEY QUOTE "Don't let the fear get to you. When you give in to the fear, the darkness comes."

EMMA EMMERICH-DANZIGER

ALIAS EE

ROLE Otacon's half-sister, EE is responsible for designing the insidious AI constructs housed within Arsenal Gear. Later filleted by Vamp.

KEY QUOTE "What is the deal with that Raiden guy? He acts weird, he dresses pretty weird too. He's easy on the eyes, though, so I guess I can let that slide."

SOLID SNAKE

ALIAS Iroquois Pliskin

ROLE Wrongly accused of sinking the navy tanker that begins the events of MGS2, Snake goes into hiding. He later infiltrates the Big Shell complex disguised as a Navy SEAL, where he encounters Raiden.

KEY QUOTE "Look, I'm not exaggerating when I say the success of your mission hinges on how you use that cardboard box. Treat it with love… okay?"

REVOLVER OCELOT

ALIASES Shalashaska, Liquid Ocelot

ROLE Now with Liquid Snake's arm inexplicably grafted onto him, Ocelot finds himself possessed by Liquid at inopportune moments. MGS2 reveals Ocelot for what he is: the biggest baddie in the MGS series.

KEY QUOTE "The gift of the silver tongue: they say it's the mark of a good officer… and of a liar!"

ROSEMARY

ROLE Data analyst for the US army and Raiden's girlfriend, Rosemary may actually be less loyal to him than she seems…

KEY QUOTE "You'll ruin your eyes, playing so close to the TV."

FORTUNE

ALIAS Helena Dolph Jackson, Lady Luck

ROLE Daughter of Marine Core Commandant Scott Dolph (who is killed by Ocelot during the Tanker chapter) and wife of Colonel Jackson (killed before MGS2), Fortune is a bit of a misery-guts. Also impervious to bullets.

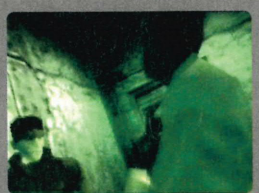
KEY QUOTE "Since no one can kill me, I may as well kill everyone I can."

MGS MYSTERIES: SOLVED

Even diehard fans are confused by some of the series' plot revelations. We explain the more infamous ones…

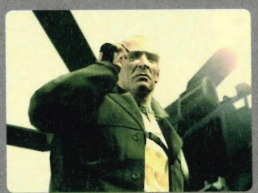
'LA-LI-LU-LE-LO'

The reaction of most players on hearing the phrase 'La-li-lu-le-lo' in MGS2 was, understandably, laughter. But it's actually a codename for The Patriots, a shadowy organisation of powerful men that controls the USA.



FOXDIE

Secretly injected into Snake by Naomi Hunter during his medical before the events of MGS1, FOXDIE is a virus tailor-made to assassinate people of a certain genetic make-up. Its effects may be why Snake's aged prematurely in MGS4.



OUTER HEAVEN

For Big Boss, Outer Heaven was his mercenary company and fortified nation state in the original Metal Gear. For Revolver Ocelot, it's his Patriot-sponsored private army, which is threatening global insurrection in MGS4.

PHILOSOPHERS' LEGACY

Predating The Patriots, The Philosophers were a similar group. Their Legacy is $100bn that they planned to use to rebuild the world after World War 2. Half of it is retrieved by Ocelot at the end of MGS3.

THE S3 PLAN

The Selection for Societal Sanity Plan, also known as the S3 plan, is The Patriots' insidious plot to control the flow of information through the world using the artificial intelligences housed in Arsenal Gear.

METAL GEAR SOLID 3: SNAKE EATER

The one that helps us understand

THE END

ALIAS Ancient Sniper

ROLE The father of modern sniping, The End is more than 100 years old and the only way to kill him is to wait for him to die of old age – by saving the game and waiting.

KEY QUOTE "You'll make a fine quarry for my final hunt."

SIGINT

ROLE Providing Snake with equipment support and being a rather cringe-inducing black stereotype.

KEY QUOTE "Ah, hell no! This FOX unit is a nut-fest!"

THE SORROW

ALIAS Michael

ROLE Killed by his lover The Boss, The Sorrow is, well, dead. That still doesn't stop him from challenging Snake to a duel in the spirit world.

KEY QUOTE "This world is one of sadness. Battle brings death. Death brings sorrow."

COLONEL VOLGIN

ALIAS Thunderbolt

ROLE Sadistic, bisexual nutjob Volgin has illegally acquired half of the Philosopher's Legacy and is using it to fund development of the Shagohod, which he plans on using to win the Cold War for good old Mother Russia.

KEY QUOTE "I am about to show you what Hell is really like."

SOKOLOV

ROLE Wetting his Soviet scientist-slacks, mostly. Sokolov designed the Shagohod and dies towards the end of the game (or does he?!).

KEY QUOTE "Every day I help create things that should never be used. Things that should never have existed in the first place."

PLOT SHOT

The story behind MGS3 in a nutshell

The backstory behind Solid Snake's genetic daddy Big Boss, who must stop a crazed Russian from bringing about the Apocalypse

YOUNG OCELOT

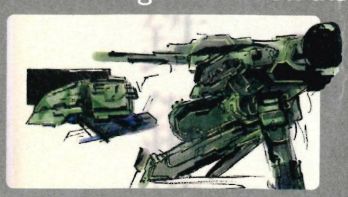
ALIASES Adamska, ADAM

ROLE Son of The Boss and The Sorrow, Young Ocelot is an agent of The Philosophers. And, it turns out, it was Naked Snake that introduced Ocelot to his signature weapon, the revolver.

KEY QUOTE "It doesn't feel right to shoot an unarmed man. But I'll get over it."

GEARS OF WAR

Meet the big metal robots that make the game go round



METAL GEAR REX

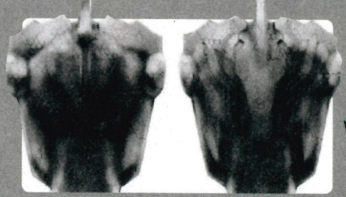
Seen in: Metal Gear Solid

Armed with a railgun capable of delivering an undetectable nuke anywhere in the world.

METAL GEAR RAY

Seen in: Metal Gear Solid 2

When rogue states start developing their own variants of REX, the US develop RAY as a countermeasure.



ARSENAL GEAR

Seen in: Metal Gear Solid 2

A submersible fortress armed with AIs able to monitor and censor internet communications.

SHAGOHOD

Seen in: Metal Gear Solid 3

A massive tank that can propel nuclear missiles at intercontinental targets. Favoured by Russia.

THE BOSS

ALIAS The Joy

ROLE Snake's mentor, The Boss is one tough lady, having given birth to Revolver Ocelot on a battlefield as the bullets whizzed by.

KEY QUOTE "I raised you and loved you, I've given you weapons, taught you techniques, endowed you with knowledge. There's nothing more for me to give you. All that's left for you to take is my life."

THE FURY

ALIAS Flame Soldier

ROLE Thanks to a botched re-entry, former cosmonaut The Fury is now more than a little unhinged and views the world as perpetually in flames. Fun at parties.

KEY QUOTE "I love barbecues!"

EVA

ALIAS Tatyana, Tanya

ROLE MGS3's token piece of crumpet, Eva is an agent of the Chinese arm of The Philosophers. She breaks Snake's heart, the harlot.

KEY QUOTE "I'll bet if I kissed you, you'd taste like a wild beast."

THE PAIN

ALIAS Hornet Soldier

ROLE While not exactly pleasant, you've got to admire a guy who breeds bees in his stomach. Once he's defeated, Snake even gets his natty hornet-strip camouflage.

KEY QUOTE "I will guide you to a world of anguish beyond your imagination."

THE FEAR

ALIAS Spider Soldier

ROLE A double-jointed, tree-hopping freak with a forked tongue and a taste for raw squirrel.

KEY QUOTE "That bolt is coated with the venom of the Brazilian Wandering Spider. Soon a most exquisite pain will engulf your entire body."

PARA-MEDIC

ROLE The clue is in her name.

KEY QUOTE "Snake, cigarettes are bad for you!"

NAKED SNAKE

ROLE The first field operative in the recently established FOX unit, Snake is still relatively new at the whole espionage thing when he's secretly inserted into Russia to retrieve defecting Soviet scientist Solokov.

KEY QUOTE "I do whatever I have to do to get the job done. I don't think about politics."

MAJOR ZERO

ALIAS Major Tom

ROLE Snake's mission controller. A big fan of David Bowie and James Bond.

KEY QUOTE "Snake, wouldn't you like to have a gun shaped like a pen? What about a snake-shaped gun?"

METAL GEAR RAXA

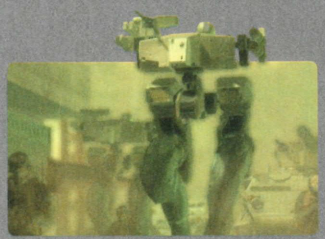
Seen in: MGS: Portable Ops

Pronounced 'rah-sha', this is a nuclear platform designed to hit a number of targets after its launch.

METAL GEAR MKII

Seen in: Metal Gear Solid 4

About the size of a cocker spaniel, Lil' Gear operates as Snake's personal metal assistant.



GEKKO

Seen in: Metal Gear Solid 4

An unmanned biomechanoid reconnaissance unit, and the most agile mech in MGS yet.

METAL GEAR SOLID PORTABLE OPS

The one that shows what PSP can do

PLOT SHOT

The story behind MGS:PO in a nutshell

Set six years after MGS3, MGS: PO tells how a disillusioned Naked Snake turned his back on the ungrateful USA and became Big Boss

FRANK JAEGER

ALIAS Null

ROLE Ex-child soldier Null is the product of a botched experiment by The Philosophers. Kept in a sensory deprivation tank between missions. Grows up to be Gray Fox in MGS1.

KEY QUOTE "What do you wish to accomplish by living? Why won't you die, Snake?"

ROY CAMPBELL

ROLE A young Roy Campbell is introduced as a Green Beret who's been captured and tortured alongside Snake at the beginning of the game. Something of a Lothario.

KEY QUOTE "What's a hero like you doing in a place like this?"

LT CUNNINGHAM

ALIAS Boa

ROLE Seemingly loyal to his rogue FOX unit, but actually an agent of The Pentagon trying to discredit the CIA by convincing Gene to have Metal Gear RAXA nuke the USSR. Has an artificial leg.

KEY QUOTE "Simply apply the right type of pain to the right degree at just the right location..."

NAKED SNAKE

ALIAS Big Boss

ROLE Still reeling from the events of MGS3, particularly the loss of his mentor, The Boss. To make matters worse, Snake's old FOX unit has revolted and the US government is pinning it on him.

KEY QUOTE "The meaning of justice can change from one day to the next."

COMMANDER GENE

ALIAS Viper

ROLE Assumed command of the FOX unit after Snake's departure, then used his unnatural powers of persuasion to convince his unit to revolt.

KEY QUOTE "Go forth and find your own calling."

PYTHON

ROLE Fought alongside Snake in Vietnam, where Python received such horrific injuries that he must now wear a suit filled with liquid nitrogen to keep his body cool. The pins in his head vent excess heat.

KEY QUOTE [after being shot by Snake] "Feels good to me, how about you?"

URSULA/ ELISA

ROLE Twin personalities inhabiting the same body, they possess incredible ESP abilities. Towards the end of the game, they predict that Naked Snake will one day build his own Metal Gear, only to be killed by his own son afterwards.

KEY QUOTE "I'll kill you, Snake, kill you before you spawn your accursed Snake children."

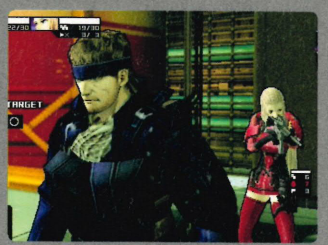
SOLID SPIN-OFFS

These minor Metal Gear instalments aren't essential but are well worth a go all the same

SNAKE'S REVENGE
(NES, 1992)

METAL GEAR SOLID: GHOST BABEL
(GAME BOY COLOUR, 2000)

METAL GEAR ACID
(PSP, 2005)



METAL GEAR ACID 2
(PSP, 2006)

METAL GEAR SOLID 4
GUNS OF THE PATRIOTS

The one that's yet to come

MERYL SILVERBURGH

ROLE Fan-favourite Meryl is back, now leading a revamped FOXHOUND unit. In a recent trailer, we saw Meryl and her team under attack by a batch of Liquid Ocelot's seizure-causing, vomit-inducing nanomachines.

SOLID SNAKE

ROLE Oh dear, Snake's not looking well. But is it cellular degeneration due to the cloning process that spawned him, or the effect of the FOXDIE virus from MGS1? Still, footage of a younger-looking Snake skulking about has been spotted. Might there be another clone of Big Boss?

VAMP

Still bearing the wound from the headshot that supposedly killed him in MGS2, Vamp can be seen engaging Raiden in a spot of wrasslin' in one of the trailers for MGS4.

NAOMI HUNTER

ROLE Hasn't been about much since MGS1, when she injected Snake with the virus that now appears to be prematurely aging him.In MGS4, she informs Snake he's got six months to live.

HAL EMMERICH

ALIAS Otacon

ROLE Otacon's back, and this time, he'll communicate with Snake through the robotic drone Metal Gear MKII, instead of the old CODEC-style.

PLOT SHOT

The story behind MGS4 in a nutshell

A prematurely aging Solid Snake is sent once again into battle, this time to put the kibosh on Liquid Ocelot's worldwide military coup

CYBORG RAIDEN

ROLE How do you revive a character who was loathed by fans as a fey replacement to Solid Snake in MGS2? Replace his blood with white goo, give him a new cyborg body, and show him single-handedly taking down multiple Metal Gears with his sword. We never thought we'd say this, but MGS4-style Raiden looks an extreme badass.

EVA

Last seen running off with the microfilm that Snake spent the whole of MGS3 searching for, Eva makes a surprise return in MGS4. Now in her late seventies, could a dalliance with Old Snake be on the cards?

COLONEL ROY CAMPBELL

Snake's old commander is back in the frame, which implies that – unlike MGS2 – Snake's wetwork is once again sanctioned by the US government. And what Metal Gear has always needed is more men with canes.

HIDEO KOJIMA

The creator of Metal Gear

Father of the Metal Gear series, Hideo Kojima is one of the most innovative game designers alive. Amazingly, he was just 24 when the original Metal Gear was released. His huge roster of other work includes PS1 classics Snatcher and Policenauts, plus PS2's Zone of the Enders and Boktai series.

QUIT OR RETRY?

This month: Does the first game you play in a series always end up your favourite?

YES!

Nick Ellis
Editor

NO!

Andy Hartup
Deputy editor

First impressions matter for job interviews, dates and *X Factor* auditions. But is it true that the first game you play in a series is always the one you prefer for ever after? Or does love grow with time?

When asked recently which was my favourite Tomb Raider game, I answered that it was the second one which held a special place in my heart. The main reason was that it was the first one that I'd played.

Then, when considering other games series, I noticed that it was always the same game that stood out from the others – the first one I played. So for Ratchet & Clank it was number one, for Onimusha it was Warlords and so on

It's the first impressions that linger the longest and it's because of those first impressions that you continue to play games in the ensuing series over its many incarnations.

It will always be about that original set of characters with whom you first developed a relationship, that original style of gameplay that resonated with you so loudly.

Sentimental fool!

There'll always be some sentimental attachment to a game that introduced you to a series but to declare this as some sure and fast rule is nonsense. For instance, the first Resident Evil on PS1 blew my mind but there's no way it could surpass the joy I got from Resi 4.

In fact, these days it doesn't even make my top two, because Resi 3 is up there as well. If a series truly develops and deserves sequels on merit then surely your admiration will grow with it.

Mentioning Tomb Raider II is interesting, though, because you could easily argue that it was where the series prematurely peaked.

The third instalment, with its instant death opening and episodic gameplay, was the start of a bad run of titles that showed the strain of a development team forced to knock out a game each year. So that's probably why you prefer TRII – it actually was the last great Raider for a long time.

Context messages

When deciding on TRII as my top Tomb Raider I'm even taking Legend and Anniversary into consideration.

Although they're easier to play and prettier to look at, TRII remains my favourite. To really

To say the first Ratchet is the best is to ignore the tech advances made since

But the gameplay is often little different, so the first title played remains freshest to you

You develop an emotional attachment right at the start

Constantly looking back is a rose-tinted, soppy attitude

appreciate a game is to look at it in context – what other games were around at the time, how many hours you invested in it and how much enjoyment you got out of it.

Retrosexual

Constantly looking back to when you first played something as the best time you ever had is a rose-tinted, soppy attitude to games and one that deludes those people who are obsessed with retro gaming.

The gaming world is constantly evolving and changing and that's something that should be embraced rather than resisted. This is why PES still sells every year despite the changes being gradual and subtle. PES fans trust in the series to get better and so are willing to invest in it rather than just settling on PES 3 because the dribbling was easier.

Lost in foundations

If a game series is strong enough the first game you played will be your favourite. For example there are people who still prefer to play the original Virtua Tennis rather than any of the sequels, or prefer Tony Hawk's 3 to the other PS2 sequels that have come since.

This is because the gameplay foundations are so solid that you develop a strong emotional attachment right at the start and then can't help comparing all the following iterations to that first experience.

You can't be series!

Perhaps you could say that it's series specific. So for something like Final Fantasy, which depends on emotional responses to the plot rather huge developments in the gameplay, you might find that the first one played is still your favourite.

But still, to suggest it works as a rule across gaming is a mistake because otherwise sequels wouldn't play such an important role in the games market as they do.

Technology is always improving games and that means a game series is always a work in progress. You constantly hear of developers not being able to add certain aspects, such as online play, for technical reasons but vow to include them 'next time'.

With that in mind it shows a lack of openness to change to continually refer back to first impressions.

People trust the big series to get better, that's why they keep reinvesting

Yeah, or that's the power of marketing. Sometimes it's better to stick with what you love

QUIT OR RETRY

YES!	NO!
Emotional attachment	Too many exceptions
Context is king	Technology improves
We compare against first impressions	Sentimentality is the opiate of the fool

THE VERDICT

If you really engage with a game, the first experience is the source of the fondest memories and gives you the most pleasure.

Nick must have some kind of supernatural ability to sense when it's best to get involved – or else he's just a sucker for nostalgia.

@ WHAT DO YOU RECKON?

Who's right? Are they both talking cobblers? Mail in your thoughts to **psnation@futurenet.co.uk** and we'll feature the best comments in the mag.

GORE SCORE

OFFICIAL PLAYSTATION 2 VIOLENCE-O-METER

Just which are the most brutal, blood-soaked and downright vicious PS2 games of all time? It's time to find out...

START HERE

FUR FIGHTERS

Sure they have guns and grenades, but these furry warriors are too cute to be serious hooligans

MADDEN NFL 07

Beefy men cracking each other's heads isn't peaceful, but they do all wear cissy body armour

DOG-FIGHTING

PADDED

TURN-BASED

FINAL FANTASY

Leather-clad ladyboys thrashing each other with swords: may give you bad dreams, but not nightmares

CANIS CANEM EDIT

This game caused a tabloid scandal, but the actual violence in it is comparatively tame

WORMS 3D

More comedy than carnage, this is a classic party game. With guns

SPINELESS

BULLYING

GOD OF WAR

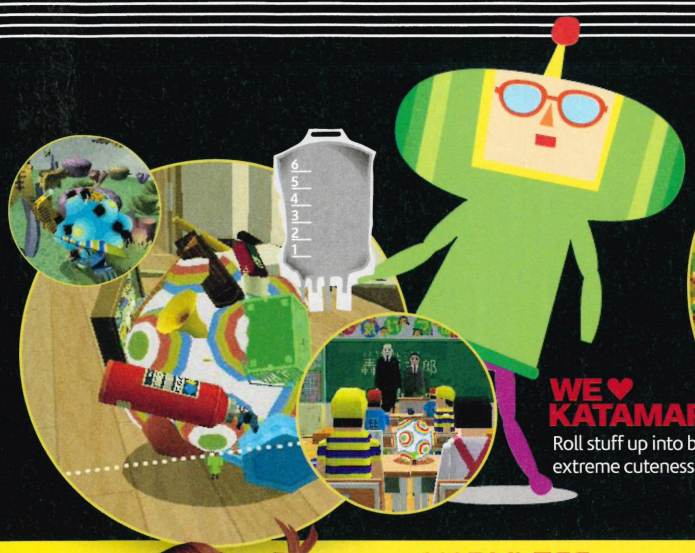
The angriest man on PlayStation, Kratos has spilled more claret than an armless wine waiter

RESIDENT EVIL

Blow heads clean off with a Magnum, but mind not to get yours lopped off with a chainsaw

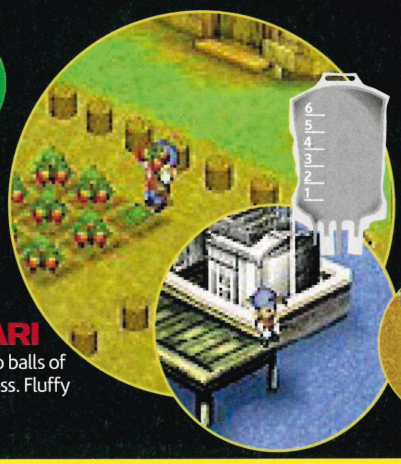
TOTAL BLOODBATH

CHAINSAW MASSACRE



WE ♥ KATAMARI

Roll stuff up into balls of extreme cuteness. Fluffy



HARVEST MOON

Yes: farming, cooking and romancing
No: scrapping, bloodshed or guns

HARMLESS

FARMING

HERDY GERDY

Herding sheep is hardly likely to make you angry. Unless, that is, you're allergic to wool

CAROL VORDERMAN'S SUDOKU

Not much violence here, although some players may become irked when faced by a particularly tricky grid

BRAIN ACHE

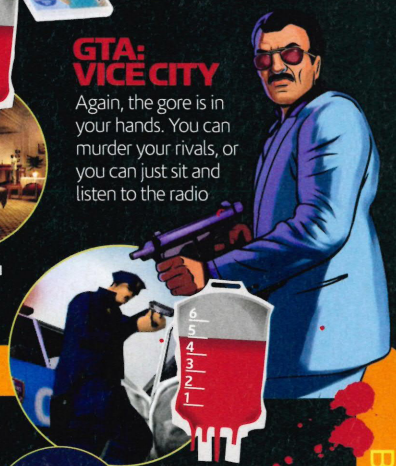
RAMMED

SPARTAN: TOTAL WARRIOR

Slashing through swathes of undead warriors and mythical creatures. Now you're talking…

HITMAN

You're killing for cash, but you can finish the game without spilling too much red stuff



GTA: VICE CITY

Again, the gore is in your hands. You can murder your rivals, or you can just sit and listen to the radio

HACK 'N' SLASH

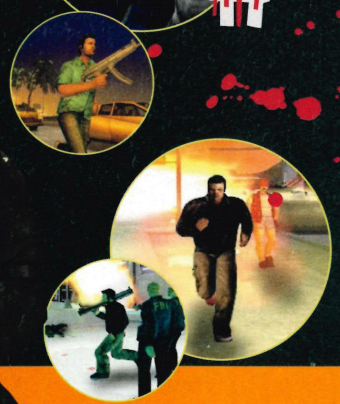
GARROTTING

MANHUNT

Butchering with hammers, axes and anything else you find lying around. Messy

BLACK

This shooter's levels were designed to be torn apart by gunfire. It'd be rude not to



BASEBALL BATTERINGS

SNUFF MOVIES

KA-BOOOM!

15
THIS IS YOUR
BIGGEST BATTLE YET
Your clan persecuted for generations.
Your father kidnapped.
Your only hope is a terrifying sword sent from the heavens.
But if you thought victory would be easy, you were very wrong.
This is entertainment like you've never seen it before. This is living.
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PLAYSTATION 3
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This is living
PLAYSTATION 3

REVIEWS

LATEST GAMES TESTED BUYING ADVICE KICKINGS

CONVERTED ON THE ROAD TO DECALVILLE

What's in a genre? We all have our favourites, but most people play a variety of types of game. Sure, there are folk who've got a complete library of Tom Clancy titles and never play anything else. Others won't go near a game unless it features Moogles and mana.

But some games can be enjoyed by everyone, regardless of their tastes, and may even force them to reassess why they enjoy the games they do.

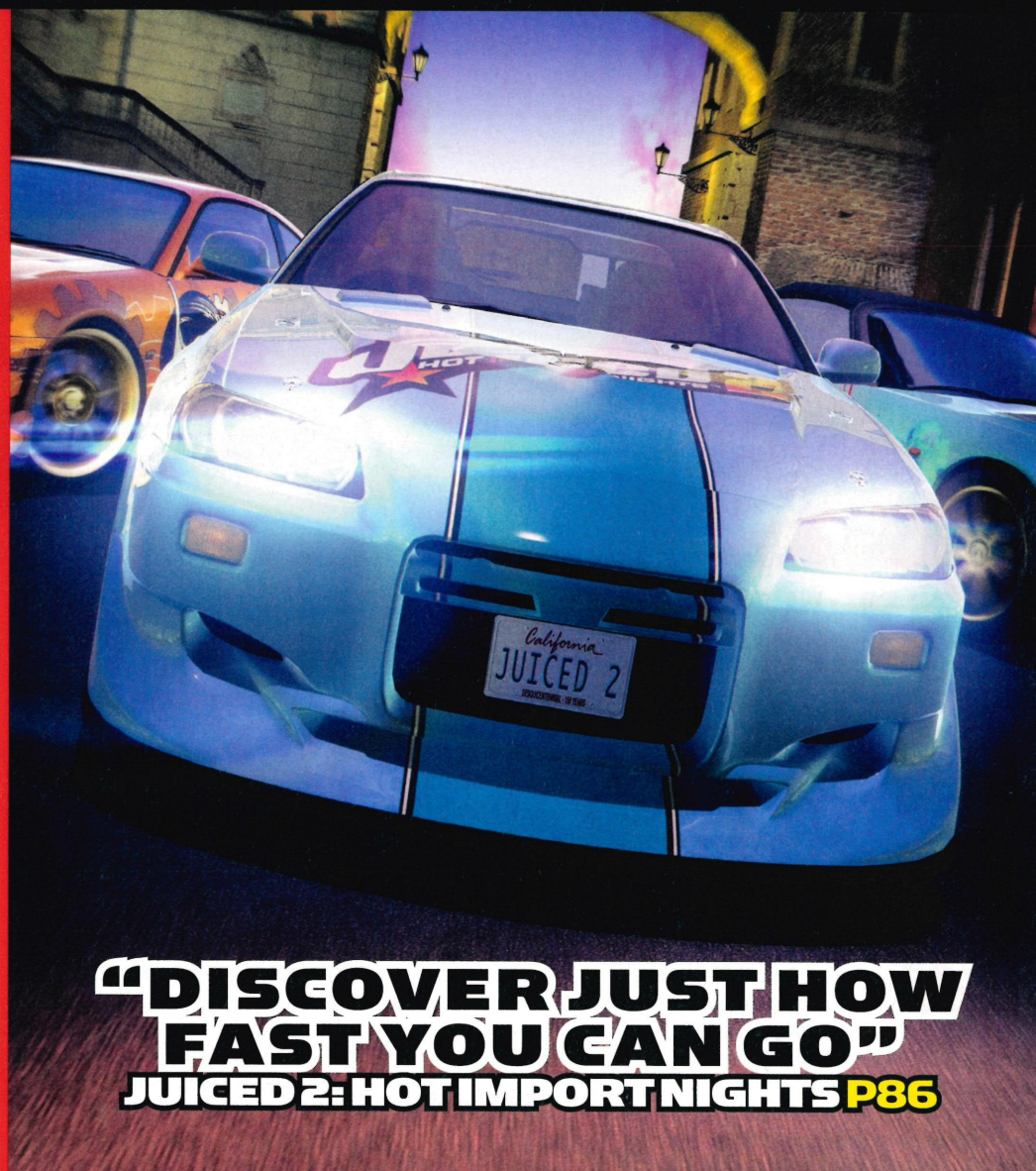
What they all have in common is a certain intangible, cross-gamer appeal; games such as We ♥ Katamari, Guitar Hero and TimeSplitters 2.

Glee for all

I mention this phenomenon because I came across it this month, care of a driving title that managed to seduce me, a dyed-in-the-wool non-racer.

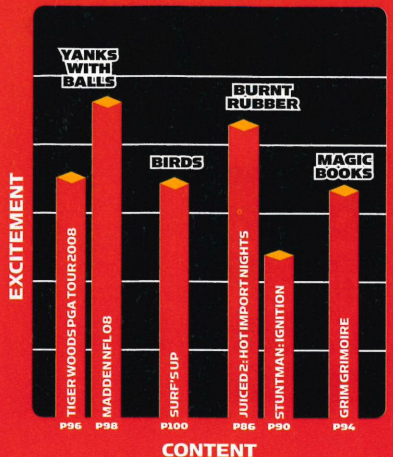
That game is Juiced 2: Hot Import Nights. But how about you? What games have you experienced that you think anyone, from po-faced roleplayer goblin to sweaty soccer fan, can enjoy? Drop me a line and let me know about them!

MIKE STERRY
STAFF WRITER
msterry@futurenet.co.uk



"DISCOVER JUST HOW FAST YOU CAN GO"
JUICED 2: HOT IMPORT NIGHTS P86

THIS SECTION CONTAINS



UNDERSTAND OUR SCORES!

10 ESSENTIAL
If you have a PS2, you owe it to yourself to own this game

9 OUTSTANDING
Truly innovative with lasting appeal: well made in all respects

8 AWESOME
A sterling effort, very playable and highly recommended

7 VERY GOOD
Falls short of brilliant, but still a great idea, well executed

6 GOOD
Has flaws, but fans of the genre or series will still enjoy it

5 AVERAGE
Not much cop, but maybe worth a go if you find it in a bargain bin

4 BELOW AVERAGE
Disappointing and boring, with few redeeming qualities

3 POOR
Oh dear. We recommend you steer well clear of this one

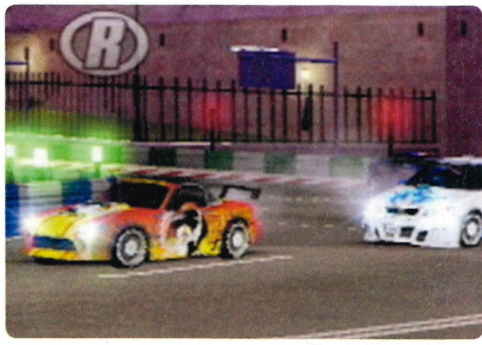
2 AWFUL
Broken, very badly made or actually unplayable

1 HORRIFIC
Not so much a game as an insult to console owners

AWARDS

The Star Game medal is for great games that just have to be played, regardless of your usual genre preferences. The Hall Of Fame medal is for titles that rock our world so hard they'll be inducted into our OPS2 Hall Of Fame next issue (find this month's complete listing on p103).

Race on tracks that run through capital cities in this top-drawer sequel



The replay function lets you admire both your modding and your racing

Release 21 September **Publisher** THQ **Developer** Juice Games **Price** £25.99
Players 1-2 **Web** juiced2hin.com **Also try** Need for Speed: Carbon

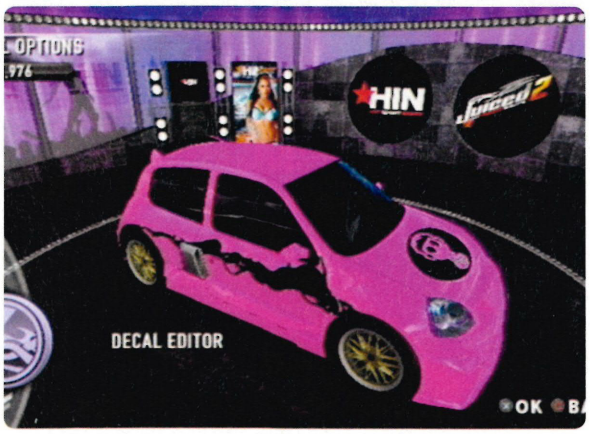
JUICED 2
HOT IMPORT NIGHTS

Buy it, pimp it, drift it, race it – if only this were real life

The Juiced games tell a lie. Despite the lifestyle they depict, in real life no one's actually going to street-race in a car that they've just garnished with £30,000 of fancy fibreglass gubbins.

No, petrolheads inhabit two separate worlds: modding and racing. Only the truly insane or insanely wealthy would dare combine the two. But, given how startlingly fun Juiced 2: Hot Import Nights has turned out to be, we're happy to live that lie.

Just like Barbie and Aerosmith, pink is our favourite colour



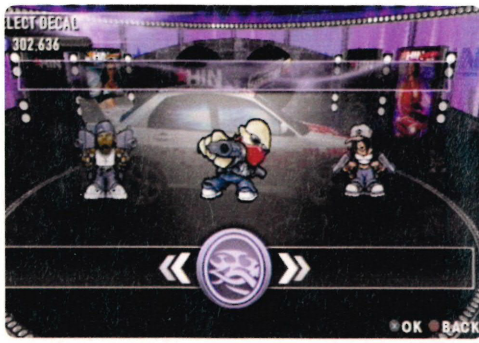
Rushin' roulette

Gambling was key in the original Juiced's gameplay. But, as if to demonstrate the perils of that pastime, it was notoriously easy to lose your life savings. The only thing missing was a panhandling mini-game.

This has now been tweaked for the better. You place bets while on the starting grid, and never in such huge amounts that they'll ruin your game should you lose.

But be warned: there are still the (gulp) Pink Slip races, where you lose your car if you lose the race.

There's no worse feeling than having to hand over a car, one that you've lovingly modded and decaled and spent thousands of fictional dollars on, to an AI driver. If it was a particularly flash motor, you'll even

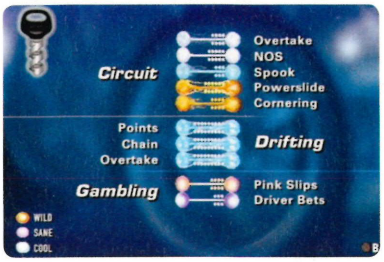


From dumb to delicious, you'll quickly discover that the devil is in the decals

WHAT'S IT MADE OF?

40% Racin'
25% Driftin'
20% Moddin'
15% Gamblin'

The icier the track, the more thrilling you'll find it is to race on



It might not make much sense, but improving your DNA really is a joy

see the digitised dickhead driving it in the next race, just to really rub it in.

Another new feature to Juiced 2, and an innovative one at that, is the Driver DNA system – although, at first, it doesn't seem to make much sense.

Essentially, it's a means of recording a player's driving style, producing a double-helix graph that a) represents your skill level and b) can be ported over to a memory card (or PSP) to trade with your mates.

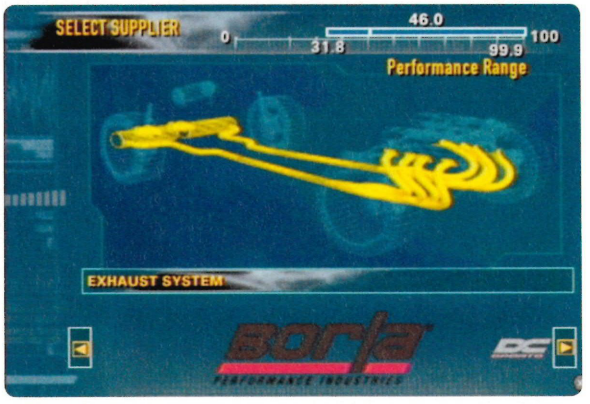
This latter feature of the DNA system is rather cumbersome for PS2. You must physically give your card to a friend, just so they can race an AI construct that's based on your own performances.

It's way better just to race them in multiplayer, which is enjoyable, if a bit limited in the options department.

Culture clash

An odd offshoot of the DNA system is the option to pit yourself against the pre-recorded DNA of 'celebrity' drivers. If you're not entirely down with the cultures of drift racing, car modding or, peculiarly, German hip hop, these will mean nothing to you, but utterly destroying obscure German MC Smudo in a race does have its pleasures.

Chaining drifts in the Drift Endurance event requires skill and patience

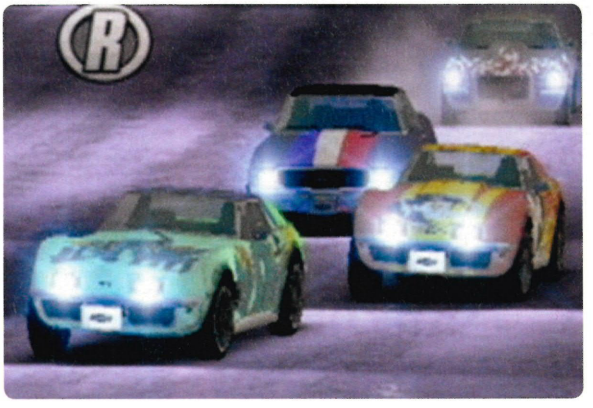


Your options for pimping are exhaust-ive

There are 92 cars in total, all of which can be modded to varying degrees (disappointingly, you can't fit a Hummer-sized bumper to a Mini Cooper). A dozen or so of the vehicles are gained as rewards as you climb through the game's ranking system.

Complete set challenges and you'll unlock parts that allow you to boost your car's performance, making you eligible to compete in tougher races.

Modding is a big part of the Juiced 2 experience, and despite the fact that we chose to play the game from the



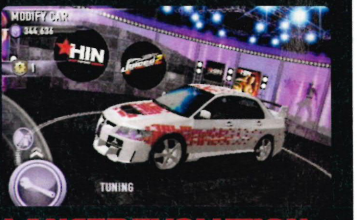
FAQ

Q. WHAT'S PEARLESCENT PAINT?

A. It's an optical phenomenon in which the surface hue of an object varies depending on the angle it's seen from. Here are some soap bubbles to give you the general idea!

LUST LIST

This game, we have mostly been driving...



LANCER EVOLUTION VIII GSR

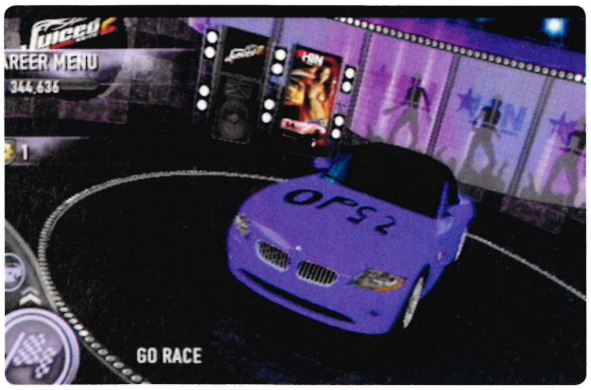
Buy this fast ride early on and after mods, take it to higher ranks

CORVETTE STINGRAY

In Juiced 2, classic muscle cars such as this Corvette Stingray excel at both drift events and proper races

MINI COOPER S

Squat, ugly, controls like a bathtub on a butter sea, but there's just something about it that we love

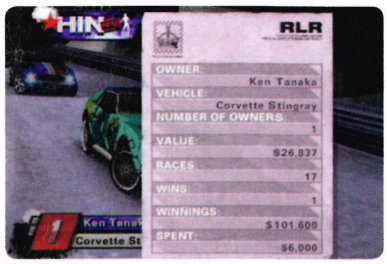


GAME E.C.G.

The things in Juiced 2 that get our hearts pumping and stopping

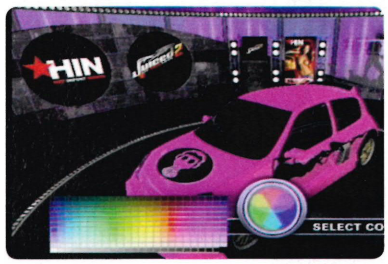
PULSE RACING...
Zooming past the Colosseum in your muscle car with a $50,000 bet on the line, while five drivers trade paint with you and try to make you crash

FLATLINING...
Not long enough for you to get up, not short enough for you to blink and they'll go, the game's frequent menu mini-loads are irritating

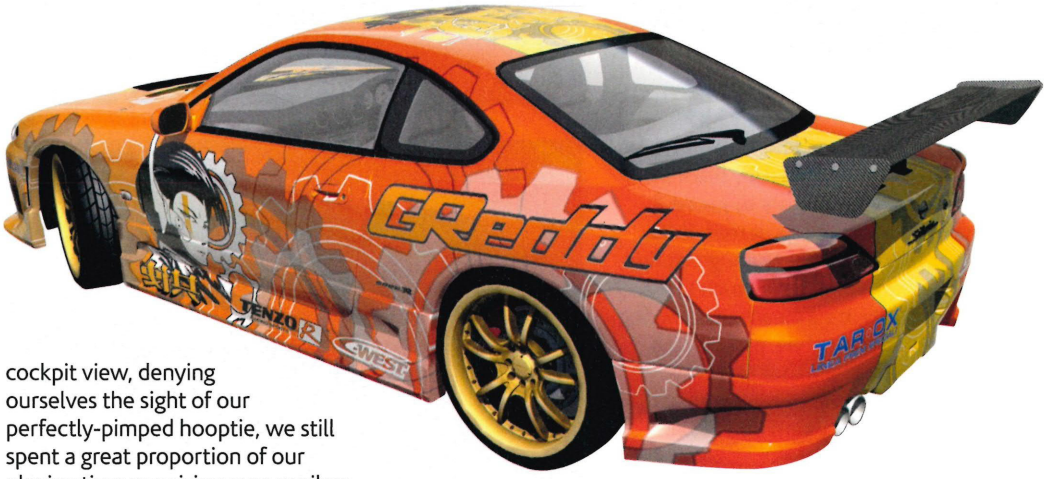


↑ This is a Pink Slip. Be careful not to lose too many of them

↑ Each racing tier requires that you complete objectives to advance



↑ Yeah, she's ugly, but she's ours



cockpit view, denying ourselves the sight of our perfectly-pimped hooptie, we still spent a great proportion of our playing time agonising over spoilers, rims and graffiti.

There are loads of decal packs to unlock and you can plunk for a gloss, metallic or stomach-churning pearlescent paintjob in any colour.

Nitrous to remember

The races themselves are gripping, high-octane clashes. And if you think they're fast at first, you'll be alarmed/delighted (delete as appropriate) to discover just how fast you can go once you tap R1 for a nitrous boost.

Your nitrous meter is replenished when you successfully drift round a corner; although hardly realistic, it presents a tough choice during vehicle selection. Do you buy a super-fast car that rarely drifts, or a drift-specialist ride that's slower but will keep your nitrous meter full at all times?

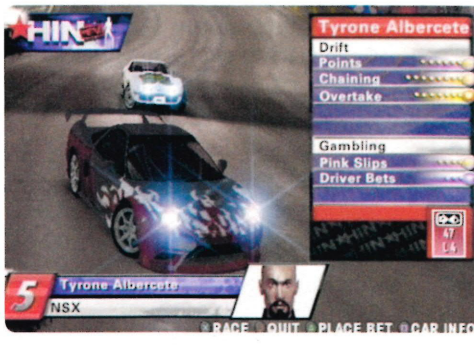
Your opponents often use of their nitrous, which makes close races especially tense because you never know who's on the verge of swooping past you on the wings of chemistry.

↑ Spending ages modding your car only to lose it in a Pink Slip race hurts real bad

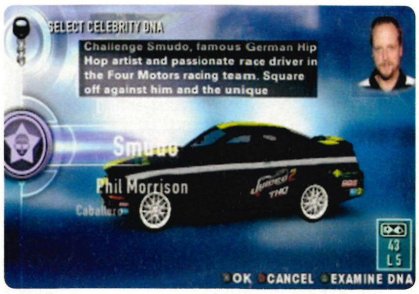
GAME LAW

THINGS THAT ARE TRUE IN JUICED 2

1. World capitals are turned into giant racetracks
2. Ploughing your ride into a wall only tickles
3. Turning off your PS2 won't stop you losing your car in a bet
4. CGI dancing girls are scary, not sexy

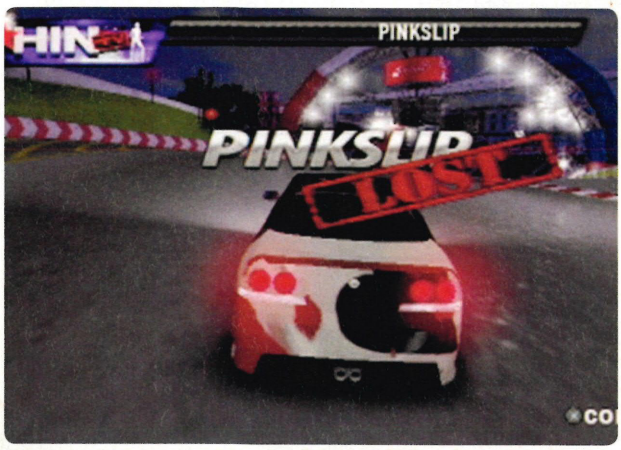


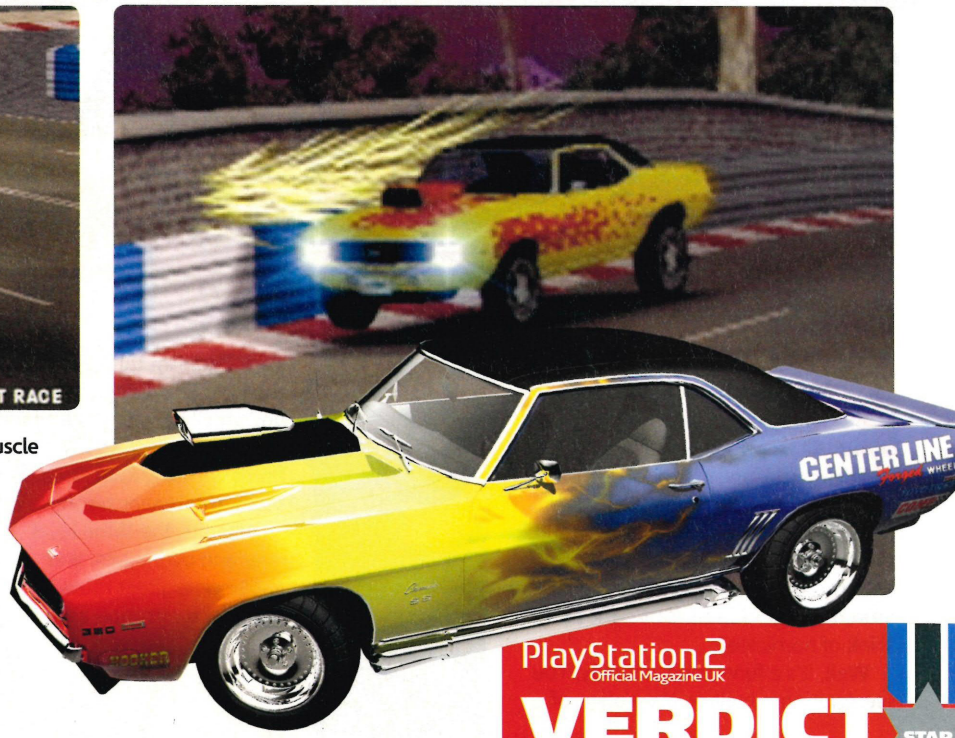
↑ Initiating bets against rivals is down to you. Back out and it will cost you dearly



Say hi to 'famous German hip hop artist' Smudo. No, we hadn't heard of him, either

$3000 for a Juiced 2 car sticker? The devil only knows what a T-shirt must cost...





Pitting a muscle car against a sports model is risky

In contrast to your standard races, there are drift races. Drifting is nearly a complete game in itself, requiring you to maintain a small fleet of specialised drift cars.

At times, we found it quite frustrating, but it's also very addictive, particularly if you enjoy the kind of challenge where you do the same thing over and over until you nail it.

Touching any part of the environment (apart from other cars) while in mid-drift will see your current score halved. And the Drift Endurance event, which charges you with chaining drifts for nigh-on two minutes, requires the patience of a saint and the cunning of the devil.

That said, the things that mark out Juiced 2 in a market already saturated with quality racers are its sheer accessibility and slick presentation.

It does more than its fair share to intrigue the fair-weather racing fan. But there's plenty here for the hardcore racing fan, too, especially those looking to let loose their inner pimp. **Mike Sterry**

DRIFTING IS NEARLY A COMPLETE GAME IN ITSELF

PlayStation 2 Official Magazine UK

VERDICT

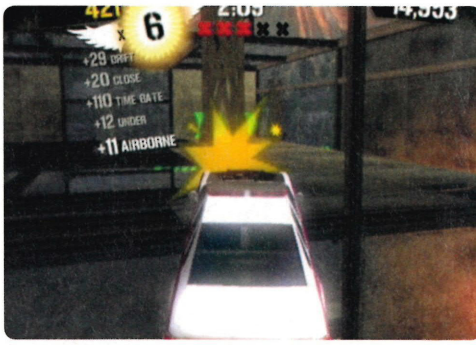
STAR GAME

- Plenty of events, cars and content
- Drifting is challenging and addictive
- Pimping, pimping and mo' pimping
- Lots of short loading times

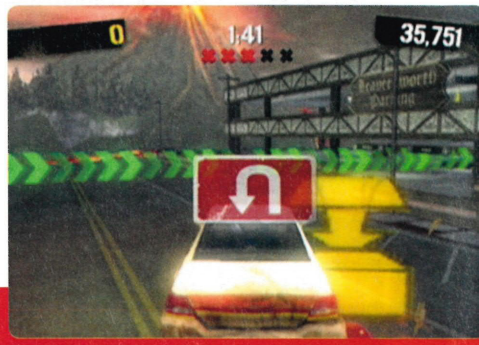
A surprising success, Juiced 2 is a glamorous, feature-rammed racer with variety by the hood-scoop load and mass appeal

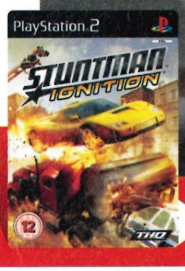
8

To succeed, you must pull off stunts and avoid obstacles on a timed course



If you don't get every bit absolutely perfect you won't finish the level in time





Release Out now **Publisher** THQ **Developer** Paradigm Entertainment **Price** £34.99
Players 1-2 **Web** stuntmanignition.com **Also try** Burnout Dominator

STUNTMAN IGNITION

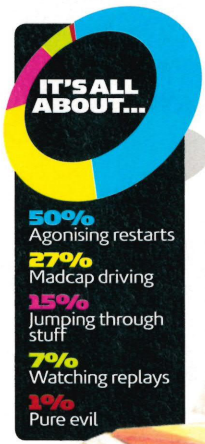
A decent punt at some cunning stunts

The moral majority claims games can make people violent. Well, we've played God Of War II, Resident Evil 4 and Manhunt, but never have we felt a twinge of anger towards our fellow humans as a result.

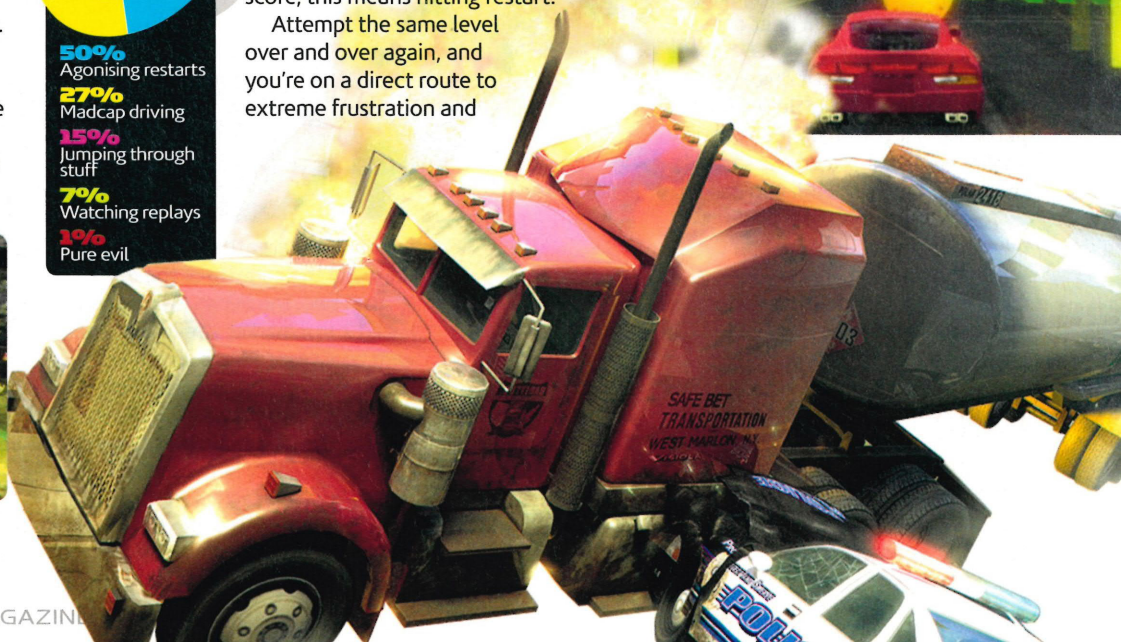
So why did merely a few hours with the comparatively innocuous Stuntman: Ignition send us right to the brink of homicide?

Well, it's a funny one, actually. You see, Ignition is built on the notion of perfectionism through repetition. Miss the right line going through a corner, and you'll be wildly out of position for the next stunt. And if you want to finish with any kind of half-decent score, this means hitting restart.

Attempt the same level over and over again, and you're on a direct route to extreme frustration and



You have to get close to explosions to keep the director happy



Yes, that really is a SCUD missile that you're schlepping on that flatbed...

The bike sections are far more enjoyable than the four-wheeled scenes

self-inflicted hair loss. And eventually, outbreaks of violence.

The actual concept of Stuntman is a brilliant one: you take the wheel of a selection of vehicles and perform stunts for fictional action movies.

You must pull off a succession of particular stunts, as indicated by the director, while avoiding all kinds of obstacles and special-effects dangers along the way.

Smashing through solid buildings, jumping over moving trucks, swerving around corners: there's a variety of ball-tingling manoeuvres for you to master during each scene.

Fail to make five of the stunts, or drive your car out of shot, and you're forced to reshoot the whole scene.

You score points for the stunts and for extra manoeuvres along the way, such as skimming cars or pulling off sliding turns. To snag the serious scores, you'll need to chain together your stunts to earn multipliers and this is where things get seriously tough.

Scene on me

There are six movies to storm through, each with six separate scenes, and several TV commercials to star in between your main jobs. At the end of each movie, you're treated to a nifty trailer for it.

Because the action in each scene is so explosive and relentless, scenes usually last between 30 seconds and three minutes.

That makes the game incredibly stop-start. If (and it's a big 'if') you were to blast through each scene first time, Stuntman might seem terrible ▶

This scene was a bush-over (arf!)

Some films are shot on location, some on a set

NAIL IT!

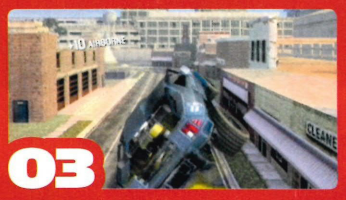
How to speed through the game's three trickiest stunts

01 REVERSE180

Reverse straight then swing hard to left or right. Halfway round, slam the stick the opposite way to flip fully.

02 TWO WHEELING

Hit the ramp at full speed with your wheels central. Now tweak the car to keep it as close to 45° as possible.



03 PIPE RAMP

Hit the ramp as fast and as straight as you can to give yourself more chance of landing on all four wheels.

There's a wide variety of vehicle types to drive including this ATV

HOW MUCH FUN?

The glitz and the pits of Stuntman: Ignition...

In the James Bond parody Never Kill Me Again you must drive on ice

value for money, because in a couple of hours you'd be on the final film.

The silver scream

Rest assured, though, you won't plough straight through the game. Like we mentioned, Ignition is all geared towards the idea of starting scenes, then hitting the reset option when you cock things up.

So, although there isn't a massive amount of content, you'll be repeating levels over and over, which could keep you busy for weeks

The problem is, continually hitting restart gets irritating very quickly because you never spend long enough actually playing to get much enjoyment from each scene.

Once you've pulled off the same opening sequence 20 times, only to be foiled at the end of the level by a misjudged jump or badly timed 180° turn, your blood will start to boil like a kitchen full of kettles.

Kudos to Paradigm for making the restarts instantaneous, but we'd much prefer a method of gaming that actually let you play for longer than 20 seconds at a time.

To raise your stress levels that extra notch higher, the game isn't the most responsive in the world. With certain vehicles, the fire truck for example,

Yikes! Time to hand the wheel to Mr Danger

GAME CLOCK

Time spent trying to do the Scud Run scene from Strike Force Omega

Driver models are surprisingly detailed – loving this 'tache!

Pull off impressive stunts and you're nominated for Taurus Awards

The yellow icons are placed by the movie's director to show you your route

you expect a little sluggishness in the handling, sure.

But here every four-wheeler seems either tough to turn or twitchy as hell. Couple this with some ropey collision detection (you'll hit walls or passing cars even if you seem to be clearing them) and the action-packed scenes become more like nightmarish obstacle courses that require blind luck to get through.

Races high

Multiplayer mode is more forgiving. It's a two-player, split-screen affair where you battle for points or position over any of the game's stages. Being free from the 'curse of restart', it's fun.

But split-screen racing is limited multiplayer fare and it's certainly not enough to right the mind-frying wrongs of the career mode.

That kind of frustration can only be remedied by mouthfuls of sedatives and countless hours with something sedate, like Harvest Moon. Somebody pass the pitchfork… **Andy Hartup**

THE MOMENT WHEN...

You pretend to be James Bond

Climb into the seat of a gadget-laden Aston Martin Vanquish and cause some four-wheeled chaos shooting the film Never Kill Me Again

PlayStation 2 Official Magazine UK

VERDICT

- Great concept, well presented
- Plenty of films and stunts to master
- Not the best-looking game ever
- Restart, restart, restart, restart…

If you can handle the mental strain, Ignition is worth a look but we wouldn't jump through flaming hoops to get it into our PS2.

6

TWO WORLDS. ONE WAR.

THE ULTIMATE BATTLE BEGINS
ON DVD SEPT 24 AT

BLOCKBUSTER

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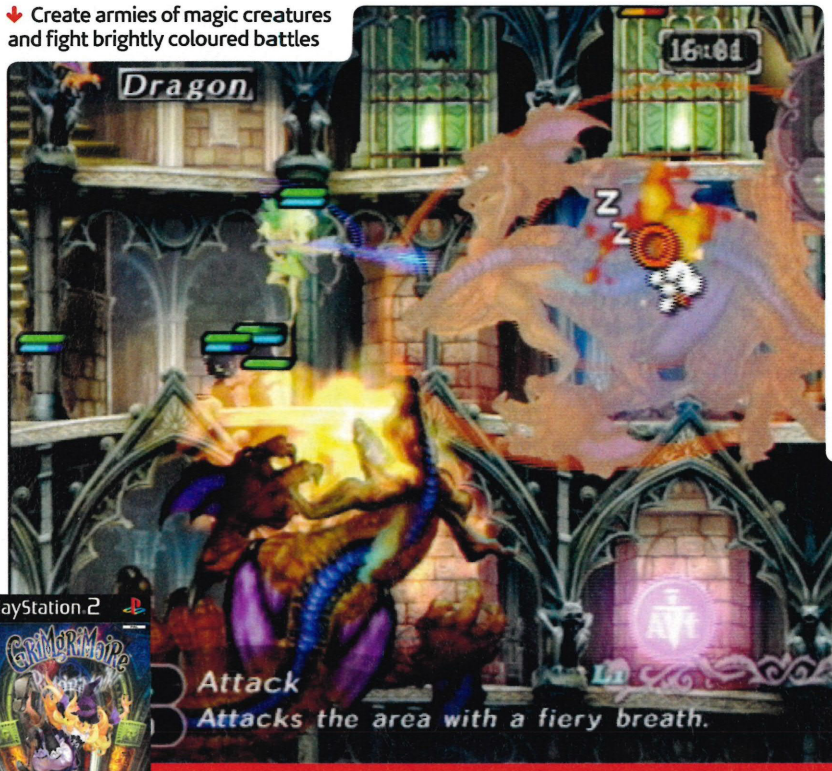
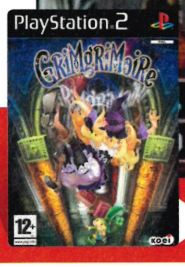
Create armies of magic creatures and fight brightly coloured battles



Each type of magic has its own gatherer familiar that works for you (elves in this case). And they're so cute!



Release 28 September **Publisher** Koei **Developer** Vanillaware **Price** £29.99
Players 1 **Web** nisamerica.com/games/grimgrimoire **Also try** Makai Kingdom

GRIM GRIMOIRE

Fairies, fire and fey fellas make for fun fantasy

Grim Grimoire is weird. It's a real-time strategy from Japan, based on student sorcerer Lillet Blan who must unravel the mystery behind her school to stop everyone from dying.

Surrounded by cutesy creatures, scantily clad teens and perverted uncles, she must fight through the castle with magical beasties summoned from Grimoires.

There are four kinds of magic and each has advantages over the others.

That's *Gammel*dore, you understand, not Dumbledore. Totally different

LILLET BLAN'S SUPER SUMMONS

FIERY!

FLOATY!

FREAKY!

Glamour (woodland types) defeats Necromancy (dead things), which defeats Sorcery (demons), which defeats Alchemy (scientific machines), which defeats Glamour and so on.

Mana mia!

Everything you do requires Mana, mined by gatherer-type familiars from Crystal Sanctuaries. You'll start with a few gatherer minions, but to summon creatures to fight for you, you'll need to create Runes, which come from Grimoires. There's a limit on the number of creatures you can summon, so you need to think tactically.

Disappointingly, all the battlefields are the same. Staircases are in different places and there may be a new pillar, but beyond that, it's identical. Similarly, the music is limited to a few tunes that, while pleasant, get dull quickly.

GG lacks depth. Sure, you can use Talismans (defensive towers), but they eat up unit numbers and are easily destroyed. And your inability to set creatures' tactics (guard, special attack) is frustrating.

But despite this, GG is gorgeous to look at and fun. Levels are suitably challenging and characters and creatures are incredibly charming, so wild dragons won't drag you away once you've started. **Kim Richards**

PlayStation 2 Official Magazine UK

VERDICT

- Full of eye candy
- Controlling stompy dragons is great
- Lack of tactical options
- The same battlefield throughout

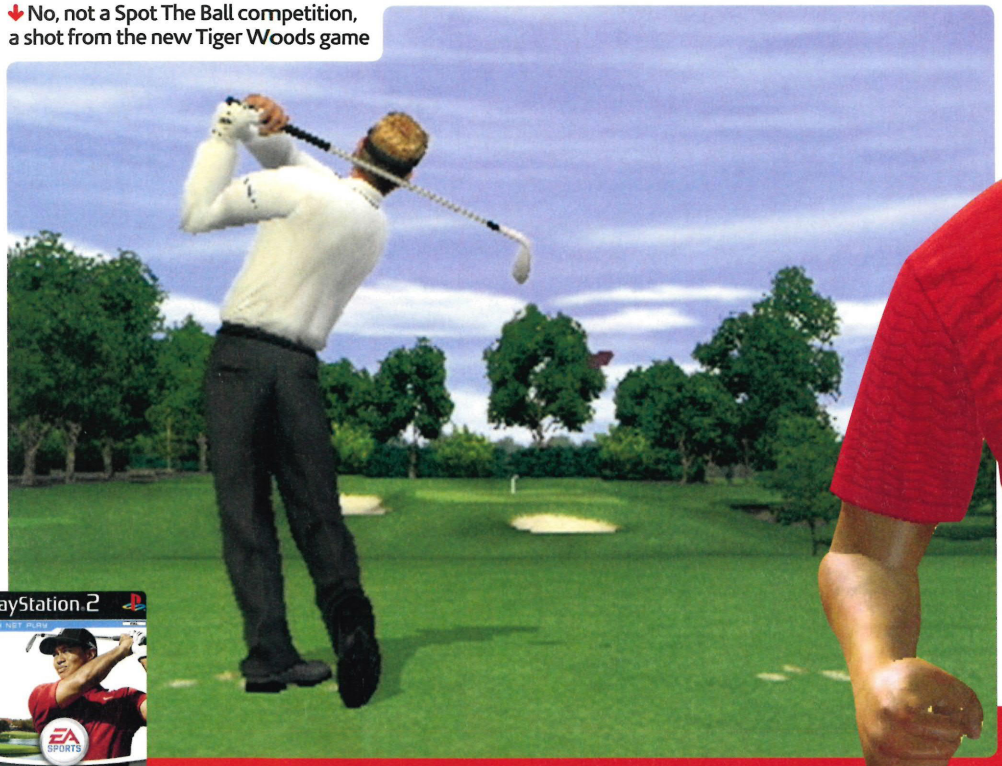
There are a few frustrating niggles, but Grim Grimoire is stunning to look at and seriously addictive all the same

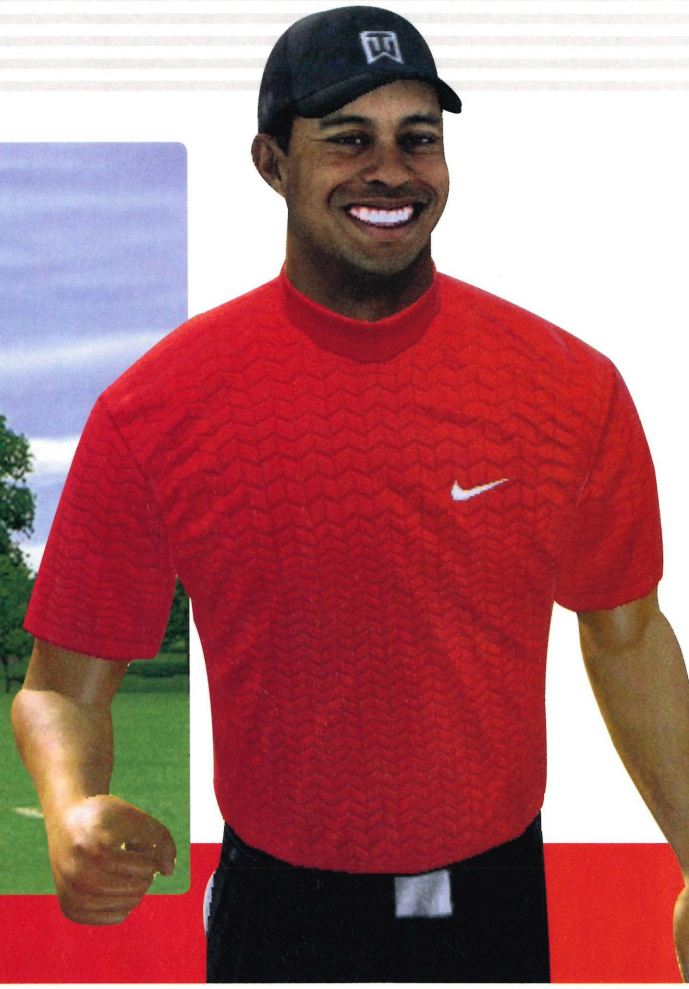
7

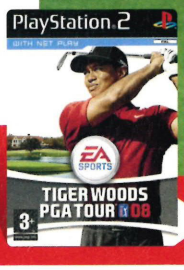
whatsyourv?

We've all got one. Maybe yours is art or the environment, music or sport. Whatever it is, you can find yours at **vinspired.com/art**

No, not a Spot The Ball competition, a shot from the new Tiger Woods game







Release Out now **Publisher** EA **Developer** EA Tiburon **Price** £39.99
Players 1-4 **Web** easports.com/tigerwoods08 **Also try** Everybody's Golf

TIGER WOODS PGA TOUR 08

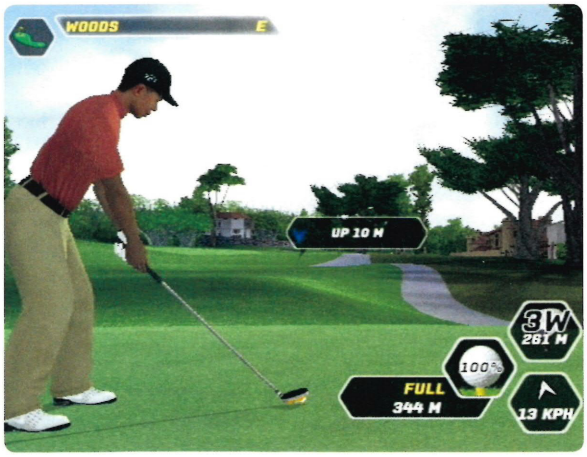
The first golf game that tries to play with your mind

Top-level golf is a game that's played in the head. You can have a player with the best technique, the best equipment and the loudest shirt, but if they only have the mental strength of an Andrex puppy, they will never be a true champ.

Inner demons must be faced, then chased away, if those awkward flop shots are to be made, so the pin can be attacked, so those nagging three footers can be rolled in. To do that you need the C-word: confidence.

So that's what Tiger Woods 08 has got – a brand new 'shot confidence' feature. It cleverly adds a psychological element to a series that's long had a firm grip on the technical aspects of golf.

It's still the closest thing to real golf that you can play indoors



Shot stuff

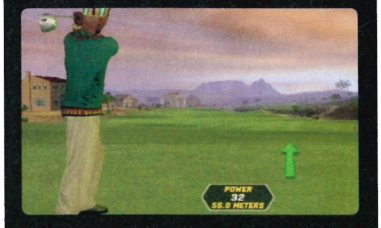
It keeps track of all your shots in terms of how far they went, which club was used, what hole it was and where the ball landed (fairway or rough).

Then it calculates a confidence rating for each shot you play, and that affects how successful a shot will be when executed. It sounds daunting, but it's a clever way of adding a strategic element to the game.

It forces you to make the same kind of decisions that the top pro players have to make in real life. Do you take on that 7-iron shot when you've had problems hitting with that club? Will you play across water, knowing you went for a dip last time?

It puts doubts into your mind and forces you to play the course appropriately rather than just

WORST CASE SCENARIO



ON THE 17TH

It's a par five and you only need one more shot to join the leaders, but you scuff the tee shot, ruining any chance of getting a below par score

CHANCES OF AN EAGLE **120/1**

Courses include TPC Boston, Cog Hill, East Lake, Westchester Country Club

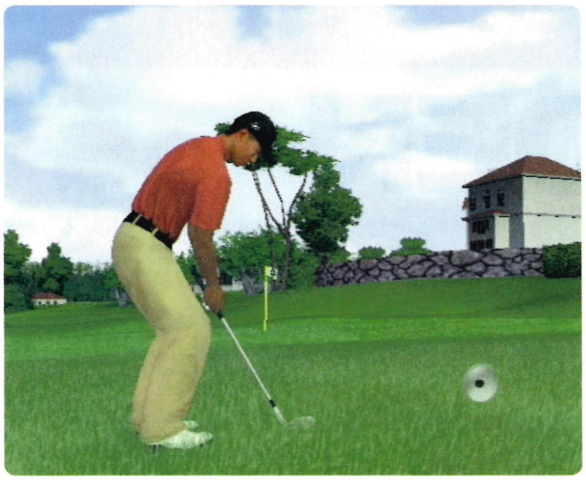
aggressively go for the green simply because the Tiger Woods controls are so ingrained in your muscle memory.

Also, it adds an extra pressure because you know that there will be lingering consequences – good and bad – for every shot you play.

Balling stars

The Career mode is the highlight of a mind-boggling array of game options. Here you create a rookie golfer and take him or her through a series of cash-earning challenges, the PGA Tour itself and the FedEx Cup. You can beef up your golfer's skills the more you play, roleplayer-style.

As for the rest of the game, well, it's the typical Tiger Woods experience. That means polished presentation, solid, watertight gameplay plus a mass of single and multiplayer events. It's a level that EA has maintained for more than five years now but has continually struggled to raise each year.



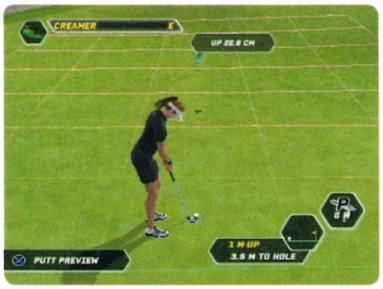
Controls and gameplay are as solid as ever

The confidence element is a welcome introduction but might not be enough to encourage people who already own Tiger Woods 07 to shell out another 40 quid.

The gamers who are really going to benefit from 08 are newcomers to the series because there are no golf games that can compete with it in terms of satisfying gameplay, authenticity and value for money. Only Everybody's Golf comes close, but obviously it has none of the official licences.

There's no groundbreaking gameplay or revolutionary control system but then, this is a series that's been 'not broken' for years now, so it hasn't needed fixing. **Dave Harrison**

YOU'RE FORCED TO MAKE THE SAME DECISIONS AS PROS



WHAT'S NEW?

Tiger's updated and improved features for 2008

SHOT CONFIDENCE

There are a few factors that must be taken into consideration, one of them being your golfer's skill level

RISK FACTOR

By flicking through the L1 hole info menu you can assess the risk of your shot before deciding to have a go

PUTTING VIEW

A time-limited putting aid in which you can see where your stroke will go. Really useful for those key shots

PlayStation 2 Official Magazine UK

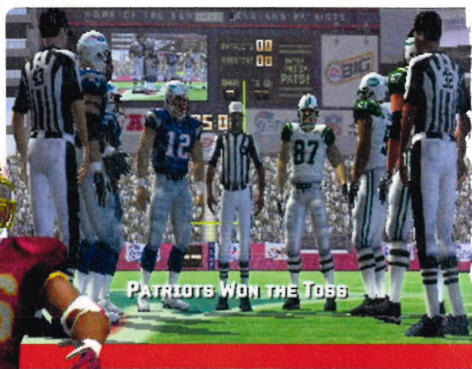
VERDICT

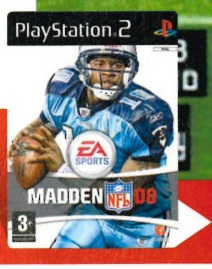
- Interesting 'confidence' system
- Life-consuming Career mode
- Solid foundations are still there
- Series still struggling to move on

Another year, another solid but not stunning addition to the Tiger series, despite the interesting new 'confidence' system

7

When all else fails, go for a fake field goal and try for a touchdown





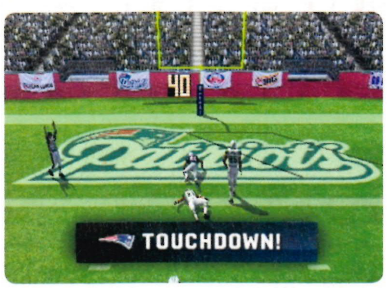
Release Out Now **Publisher** EA **Developer** EA Sports **Price** £39.99
Players 1-2 **Web** easports.com/madden08 **Also try** Madden 07 (EA)

MADDEN NFL 08

The best American import this side of *Heroes* and hotdogs

The undisputed king of gridiron games returns for its eighth PS2 outing and, as ever, is a genuine improvement on its predecessor. It's not merely a case of an updated roster and a handful of mini-games.

If this is your first foray into EA's take on the shoulder-pad fest that is American Football, you'll probably not notice the subtle tweaks and new game options. Even hardcore fans will be hard-pushed to point them all out.



Tactics and philosophy aside, this is what American Football is all about

GAME LAW

THINGS THAT ARE TRUE IN **MADDEN NFL 08**

1. The further you're in the lead, the more incompetent your team will become
2. 'Winningest' is a word
3. The other team is never expecting the fake punt

But newbie or old hand, you'll be amazed at the insane levels of depth that Madden 08 offers.

As well as team management and tactics, you can micro-manage everything in your coaching career from the philosophy of your team to the cost of car parking at the stadium.

On the other hand, if you just want to pick up the pad and play games, that's fine, too.

If this is all you do, while making use of the 'Ask Madden' option in the tactics screen, you'll never feel as though you're missing out.

Level playing field

The core, on-pitch gameplay hasn't changed that much since 07, though. Yes, there's a new tackling system that lets you aim high or low on a player when taking them down, but everything else is largely untouched.

Over the years Madden has become a finely honed system of tactics, animations and beautifully integrated commentary that manages to outshine the most polished of UK sports games, including FIFA and EA Cricket. So why would you change a winning formula?

Although this is the only NFL game available, it's still a stonking package that will keep fans and fresh faces busy until Madden 09. **Andy Hartup**

PlayStation 2 Official Magazine UK

VERDICT

HALL OF FAME

- Plenty of depth = months of gaming
- Extremely well presented
- Makes newcomers feel welcome
- The AI can be unfair

Looking to invest in some serious American sports action? Then there's no better way to spend your 40 quid than on Madden 08

9

KOEI
www.koei.co.uk

The world of wizardry needs a new hero.

GRIMGRIMOIRE™

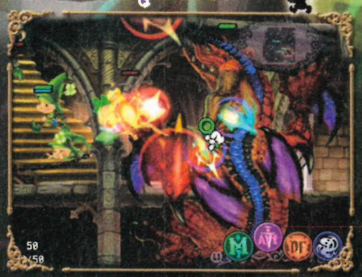
"Irresistibly accessible strategy gameplay... with stunning character art and some epic scraps."
89% - P3Zine

"Prepare to be completely spellbound..sumptuous 2D strategy with a fantastical twist"
8/10 GamesTM

Spellbinding and intuitive, a real time strategy for everyone!

Learn to summon at the school of magic.

Uncover the truth behind a perplexing mystery.



Command everything from cute little elves to ferocious dragons!

Available September 28

12+ www.pegi.info

PlayStation 2

日本一 SOFTWARE

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Score points by doing tricks and negotiating obstacles

Release Out Now Publisher Ubisoft Developer Ubisoft
Price £19.99 Players 1-2 Web surfsupgame.com
Also try Disney's Extreme Skate Adventure

SURF'S UP

In which the penguin is mightier than the board

Surfing penguins. It's a simple concept for a feel-good kids' film and it translates well into a kids' surfing game.

Well, we say 'surfing'; Surf's Up is really more of a snowboarding game set on water, because as well as riding up waves and doing tricks, you must negotiate obstacles, smash through barriers and grind along rails.

Bird on board

There is a singleplayer career mode but of course, multiplayer is what it's all about.

There are hours of fun to be had working out that sibling rivalry. There's a good variety of courses and characters and the learning curve is perfect for kids.

Steer clear of the 'leaf-sliding' game, though: it's nothing but dull, downhill skate racing with 'leaves' instead of boards.

The controls are simple and responsive: left thumbstick to steer, mash ⊗ and ◎ to pull off tricks when you're in the air and press R1 and △ to, respectively, boost your speed and enter Stoke mode, in which you have to follow on-screen prompts to pull off extra gnarly tricks. Dude!

We didn't like the way the penguins say 'What a loser!' when you mess up. It seems a bit harsh considering the age group.

But the voices are all done by the film actors, the cutscenes are actually funny and the graphics and music are on the right side of tolerable. It all adds up to a surprisingly good-quality game that kids will enjoy. **Sophie Mason**

In the split-screen multiplayer, the game really comes into its own

PlayStation 2 Official Magazine UK
VERDICT
Surprisingly well made for a film tie-in, this should keep kids happily occupied for hours
7

Boss battles offer scant escape from the boredom

Release Out Now Publisher Playlogic Developer Playlogic Games Factory Price £19.99 Players 1-2
Web playlogicinternational.com Also try T-Type Final

XYANIDE RESURRECTION

Like cyanide, it's a slow, painful experience

Shoot spaceships. Shoot space worms. Shoot spaceships some more. When you're not shooting spaceships, shoot debris. Or meteors. And, er, that's about it.

Anyone who's experienced the 2005 Xbox title Xyanide will find this PS2 version not really different at all.

Captain Drake (that's you) is still chasing after the witch Aguira, who's still using this mysterious Xyanide stuff to turn her thoughts into physical objects. And, yes, it's still outdated. But it's got the word 'Resurrection' tacked onto the title, so that's okay then.

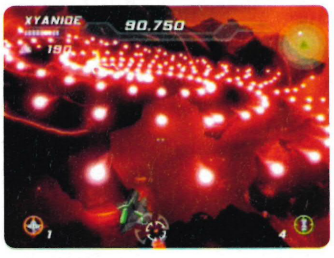
Mostly, this game will just leave you really confused and slightly weirded out as you blunder through each level tapping ⊗, staring at the trippy backgrounds and thinking that something remotely exciting must, surely, be about to happen. Sorry, it's not.

Levelled off

There is an okay storyline mode where you can wing your way down multiple paths, which will result in different endings.

But ultimately, there are only 15 levels. Multiplayer, based on high scores, adds three more levels, but they're dull too.

Collected Xyanide can be used to buy better weapons. But there are only six weapons, so it's not very exciting. And that, space cadets, is a phrase that perfectly sums up the game Xyanide Resurrection. **Kim Richards**

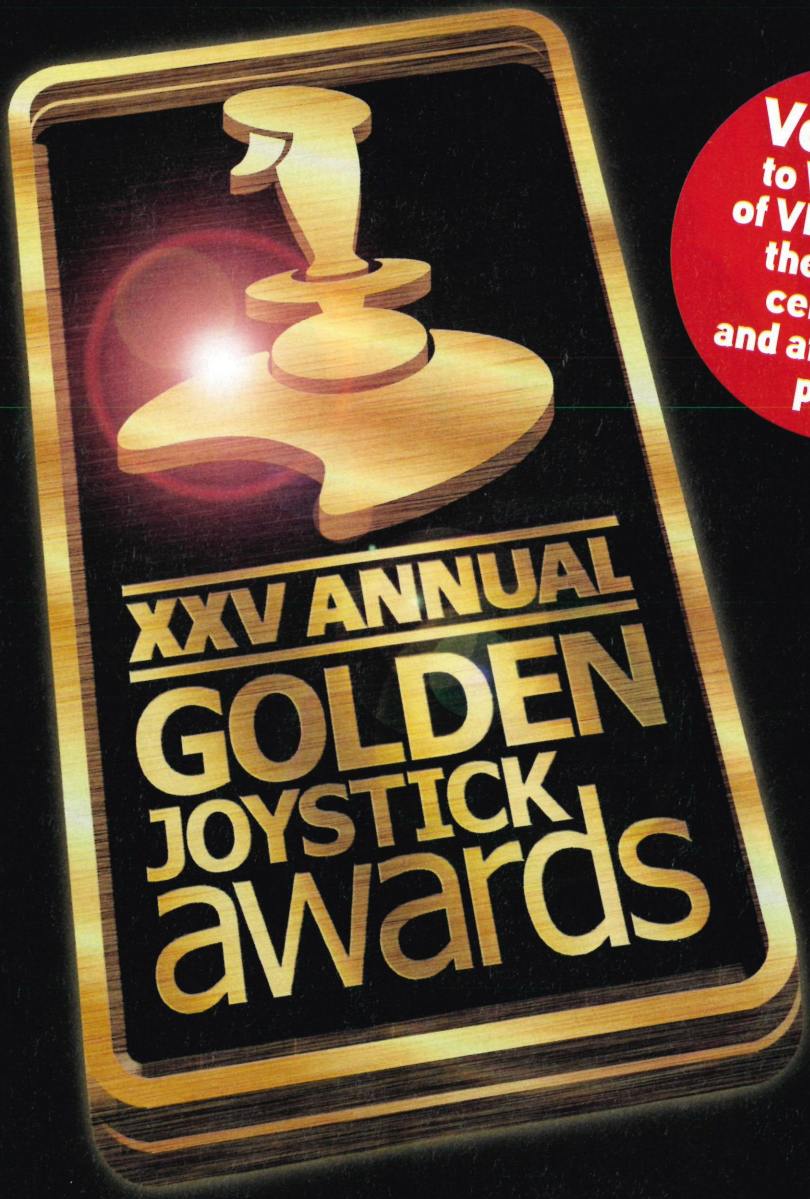


Death looks quite pretty, but it also comes as a relief

PlayStation 2 Official Magazine UK
VERDICT
Limited structure, minimal levels and invariably mindless. Not recommended
4

Vote now for your favourite videogame of the year in the

Golden Joystick Shortlist



Vote now to WIN a pair of VIP tickets to the awards ceremony and after-show party

Your votes will decide who wins this year's Golden Joystick Awards

Voting now open at: **www.goldenjoystick.com/2007**

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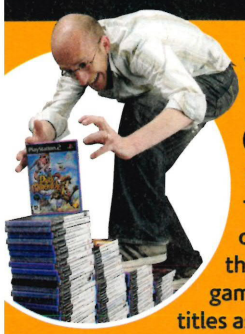
HALL OF FAME

PS2'S 100 GREATEST · BEST GAMES EVER · CLASSICS · HISTORY



WELCOME TO THE OPS2 HALL OF FAME

The Hall Of Fame is our complete list of the 100 greatest PS2 games of all time. Many titles aspire to be invited to this most exclusive of clubs, but only the elite are granted membership.

I'm sure you'll find your favourite PS2 game somewhere in the list (and if not, let me know about it by filling in the form on p115).

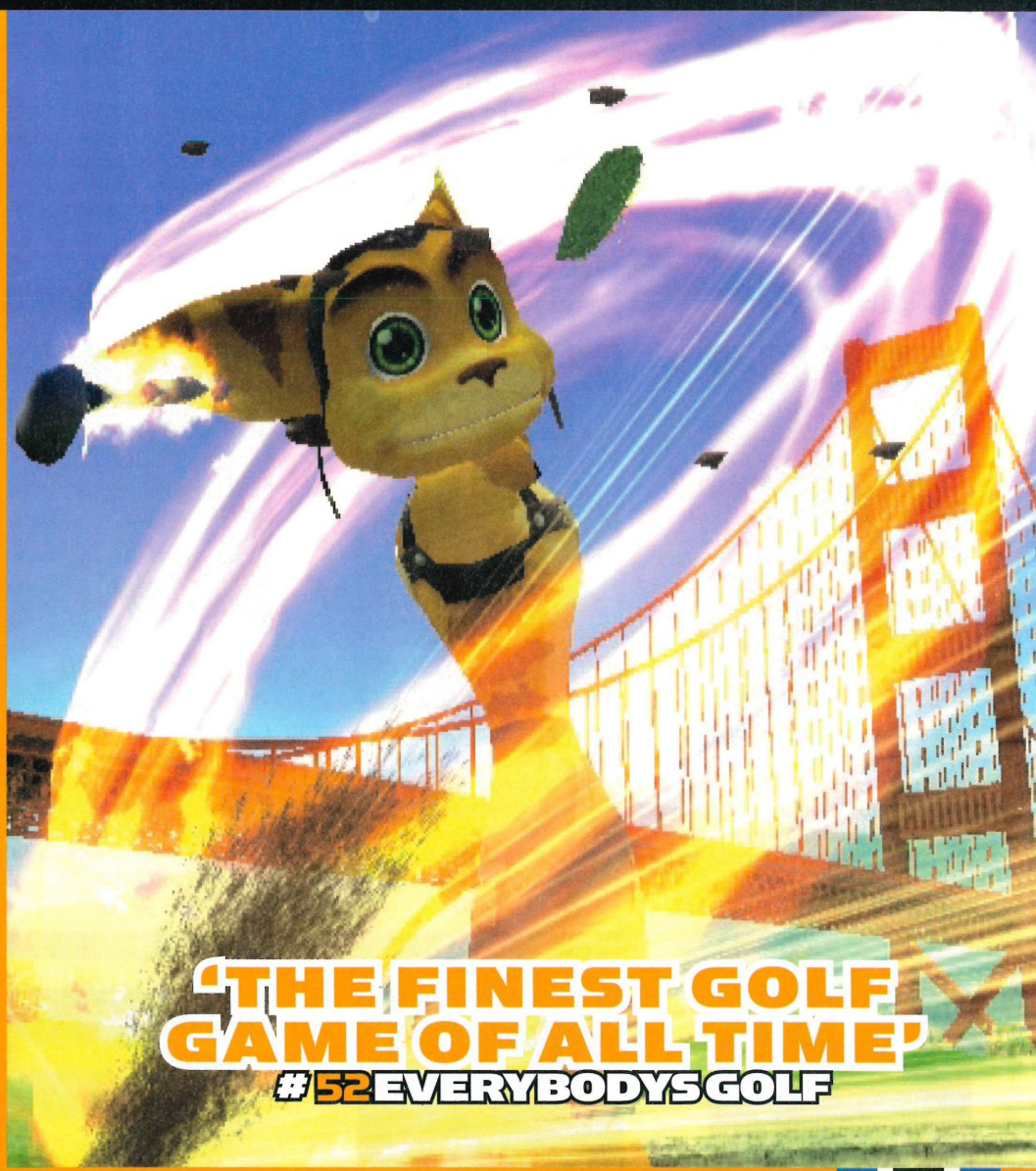
Everybody's Golf is one of mine. I spent many a happy hour on its fairways on PS1, so when the series finally tee'd off on PS2 in late 2005 I was first in the queue to buy a copy.

Wish upon a par

It's now nearly two years later, I'm still playing it with alarming regularity and I still haven't completed all the challenges or unlocked all the bonus bits.

Why do I love it? Well, as if the charming presentation and instantly accessible yet challenging golfing action wasn't enough, one of the unlockable golfers is Ratchet, of Ratchet & Clank fame. And Ratchet & Clank just happens to be my all-time favourite platformer. Beautiful.

NICK ELLIS
EDITOR
niellis@futurenet.co.uk



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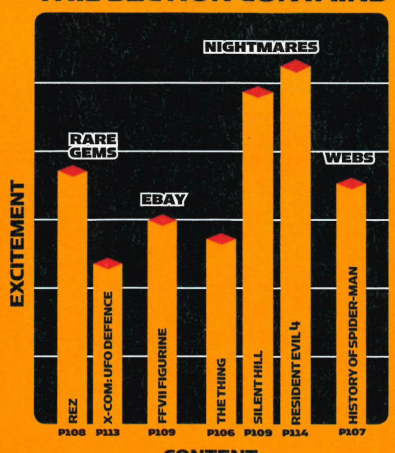


HALL OF FAME ESSENTIAL INFO

HOW A GAME GETS IN THE TOP 100

We don't award membership to the Hall Of Fame lightly. To prove itself worthy of induction, a game must demonstrate many of these qualities: outstanding gameplay, glorious graphics, pioneering innovation, superior use of sound and great replay value.

WE USE OLD REVIEW SCORES

Scores for games listed in the Hall Of Fame are those that were awarded when the game was first reviewed in OPS2. Times change and technology evolves, so some of the games released early in the PS2's life, while still great, may not have the same polish as more recent titles.

AWARDS

If you see this medal on the verdict box in a game review, it means the title is worthy of a place in the Hall Of Fame and will be inducted in the following issue.

KILLZONE
Sony, 2004 Shooter

Didn't turn out to be the Halo-killer that it was billed as, but worth a blast anyway, if only to see what all the fuss was about.

Buy it if... you need a lesson in vaulting ambition and you like blasting aliens

OPS2 #51 9/10

PLAYED IT OWN IT

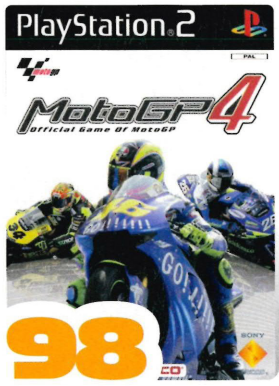
SLY 3: HONOUR AMONG THIEVES
Sony, 2005 Platformer

Cartoon japes starring a light-footed raccoon and his gang, Sly is slick, stylish and bursting with ideas.

Buy it if... diamonds are your best friend

OPS2 #52 9/10

PLAYED IT OWN IT



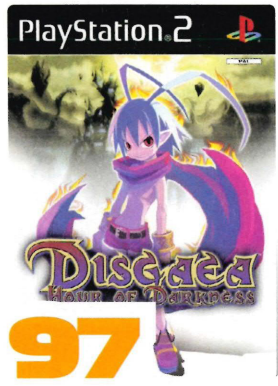
MOTO GP4
Sony, 2005 Racing

This technically impressive superbike sim is a must for fans of two-wheeled speed machines and serious racing.

Buy it if... you fancy yourself as the next Valentino Rossi

OPS2 #60 8/10

PLAYED IT OWN IT



DISGAEA: HOUR OF DARKNESS
KOEI, 2004 RPG

Strategic RPG with more depth than the Marianas Trench and it's full of giggles.

Buy it if... the idea of deploying exploding undead penguins in a tactical RPG appeals

OPS2 #47 8/10

PLAYED IT OWN IT

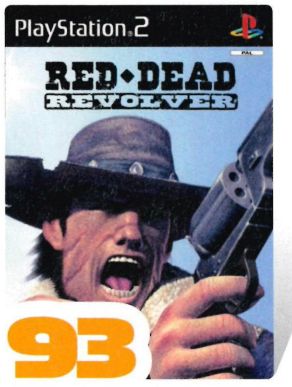
FULL SPECTRUM WARRIOR: TEN HAMMERS
THQ, 2006 Tactical shooter

Hardcore, squad-based tactical sim used by the US Army to help train new recruits.

Buy it if... you failed your Territorial Army recruitment physical

OPS2 #72 8/10

PLAYED IT OWN IT



RED DEAD REVOLVER
Rockstar, 2004 Adventure

Not quite as good as Gun (see #76), but if you love John Wayne and shooting greasy robber-barons in the face, this is for you.

Buy it if... in your house, 'spaghetti' goes with Westerns, not bolognese

OPS2 #47 9/10

PLAYED IT OWN IT

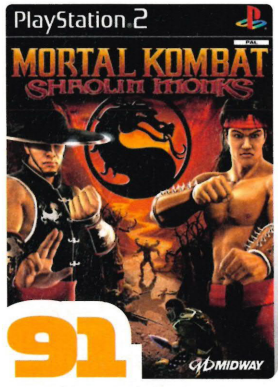
MUSIC 3000
Jester Interactive, 2003 Music

A powerful music editor. There's little else like this on PS2; it lets you sample MP3s, CDs or even your old GameBoy.

Buy it if... you tout yourself around as the new Fatboy Slim

OPS2 #33 9/10

PLAYED IT OWN IT



MORTAL KOMBAT: SHAOLIN MONKS
Midway, 2005 Fighting

A fast-paced beat-'em-up with loads of colour, class and claret.

Buy it if... your first words as an infant were: "Finish him!"

OPM2 #65 8/10

PLAYED IT OWN IT

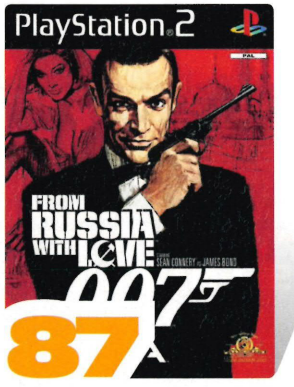
SECOND SIGHT
Codemasters, 2004 Adventure

There aren't enough games that let you telekinetically throw people off buildings.

Buy it if... you ever wondered what Professor X from *The X-Men* would be like with no wheelchair and an SMG

OPS2 #50 8/10

PLAYED IT OWN IT



JAMES BOND 007: FROM RUSSIA WITH LOVE
EA, 2005 Action

Superb adaptation: as close as you'll get to being 007 without actually killing a man.

Buy it if... you've been ex-schpecting it, Mr Bond

OPS2 #66 8/10

PLAYED IT OWN IT

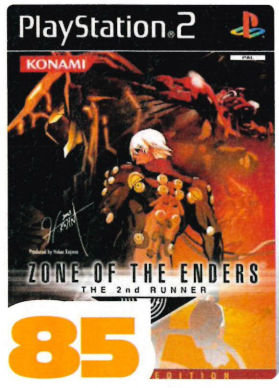
NBA 2K7
2K Sports, 2006 Sport

You don't have to be a b-ball fan to enjoy the subtleties of this top-tier basketball game. If you are, well, 2K7 will have you believing in true love.

Buy it if... the local court is rained out

OPS2 #79 9/10

PLAYED IT OWN IT



ZONE OF THE ENDERS: 2ND RUNNER
Konami, 2003 Action

Metal Gear Solid creator Hideo Kojima's other series, it couples scraps in flying mechs with a bonkers plot to great effect.

Buy it if... you're a Transformers fan

OPS2 #38 8/10

PLAYED IT OWN IT

WALLACE AND GROMIT: THE CURSE OF THE WERE-RABBIT

Konami, 2005 Platformer

Well-crafted, with pleasing graphics that do justice to the original characters.

Buy it if... you wear the wrong trousers

OPS2 #65 **8/10**

PLAYED IT OWN IT

SOCOM II: US NAVY SEALS

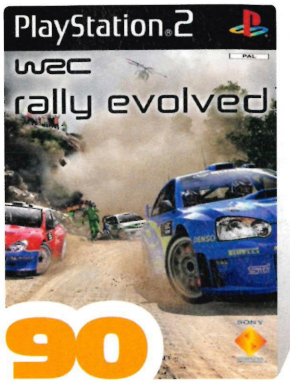
Sony, 2004 Shooter

The daddy of squad-based tactical war simulations, SOCOM still boasts a thriving online community.

Buy it if... you've yet to experience the joys of squad-based online play

OPS2 #43 **8/10**

PLAYED IT OWN IT



WRC RALLY EVOLVED

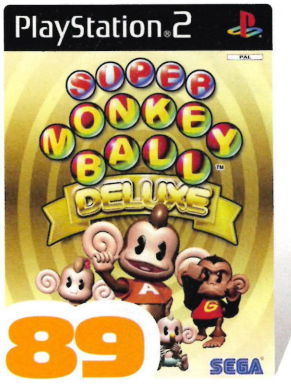
Sony, 2005 Racing

Sits neatly between punishing sim and fluffy arcade racing and remains accessible while gradually ramping up the challenge.

Buy it if... you've already nailed Colin McRae Rally 2005

OPS2 #65 **9/10**

PLAYED IT OWN IT



SUPER MONKEY BALL DELUXE

Sega, 2005 Puzzle

Crazy action-puzzler-racer with chimps locked in giant plastic balls. A bit like that dream we have after eating cheese.

Buy it if... hamster balls fascinate you

OPS2 #59 **8/10**

PLAYED IT OWN IT

TOP FACT

In the mall in San Diego you can see a sign for the dog food company in Grand Theft Auto III's Portland district!

MIDNIGHT CLUB 3: DUB EDITION REMIX

Rockstar, 2006 Racing

Nitro-tastic, open-world street racer with a generous selection of authentic vehicles, modding options, race types and tunes.

Buy it if... you're a fast-driving insomniac

OPS2 #72 **8/10**

PLAYED IT OWN IT

HARRY POTTER & THE ORDER OF THE PHOENIX

EA, 2007 Adventure

Roam freely around Hogwarts in a surprisingly fantastic game that Potter obsessives and lay folk alike will enjoy

Buy it if... you're not a Muggle

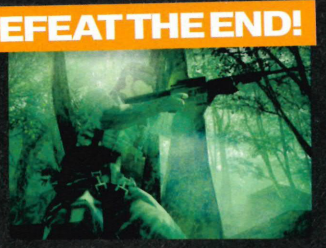
OPS2 #87 **8/10**

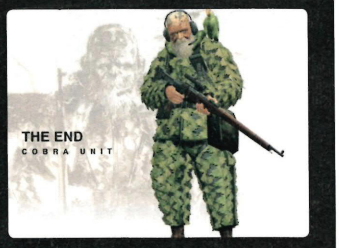
PLAYED IT OWN IT

SECRETS ARCHIVE

Digging up the hidden extras and bonus items from PS2's greatest games...

DEFEAT THE END!





METAL GEAR SOLID 3

One of the best bosses of all time, The End is a 100-year-old crack shot sniper and hard as nails. But there's a simple way to kill him! Save the game, wait a week, then return to find that the End has died of old age.

THE RAT CLUB

HITMAN: BLOOD MONEY

Load the Curtains Down mission and head to the basement. There's a room that leads to staircases to first-floor bathrooms. Head down the stairs, enter the room, kill the three rats on the ground and check the bench for a 'Rat Club' keycard. Head to the second level and find a locked door. Use the Rat Club keycard to find out what's happening within...

LARA'S BEST AND WORST

TOMB RAIDER ANNIVERSARY

Lara's sexy catsuit (left) can be unlocked by uncovering the artefact in the Sanctuary of the Scion in Egypt. Her rather unfortunate 'Doppelganger' look is unlocked by finding the artefact in Natla's Mines.

SHOW US YOUR EASTER EGGS!
Found a secret? Send a pic to psnation@futurenet.co.uk

SCENE STEALER

Lord Vayne's curtain call

Final Fantasy XII
Square Enix, 2007

You've won! Vayne is staggering off to die. But what's this? Bits of metal from the airship ripping off and forming ungodly wings around his body? Yes, it's a gloriously terrifying cutscene where he turns into The Undying and you have to beat him again! Beautiful but bed-wetting stuff.

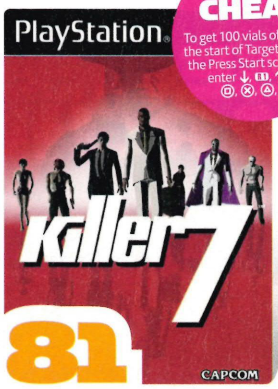
RATCHET & CLANK
Sony, 2002 Platformer

One of the finest games of the PS2's early years, the original R&C is still one of the most entertaining, inventive romps you can buy, even after three sequels.

Buy it if... you haven't played it already!

OPS2 #26 **9/10**

PLAYED IT ☐ OWN IT



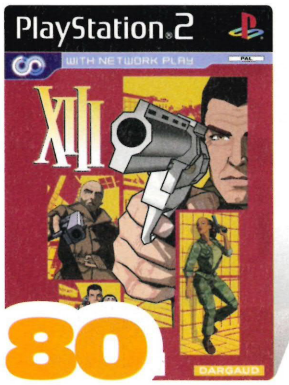
KILLER 7
Capcom, 2005 Action

Unorthodox, on-rails shooter where you play as a wheelchair-bound assassin who can call on seven personalities with special powers to work for him.

Buy it if... the voices tell you to

OPS2 #61 **8/10**

PLAYED IT ☐ OWN IT



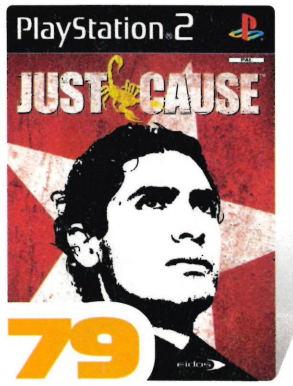
XIII
Ubisoft, 2004 Shooter

Highly original shooter starring a special-forces agent with amnesia who must crack a global conspiracy. Presented just like the cult comic book it's based on.

Buy it if... you love graphic novels

OPS2 #40 **8/10**

PLAYED IT ☐ OWN IT



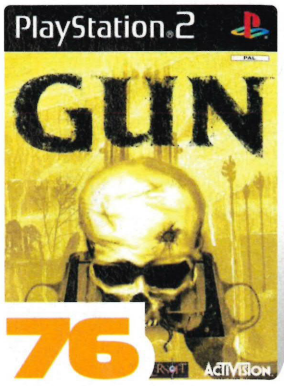
JUST CAUSE
Eidos, 2006 Action

Parachute into the shoes of a CIA agent and bring down a corrupt government. Huge, beautiful and free-roaming.

Buy it if... the idea of Grand Theft Auto with politics gets you excited

OPS2 #77 **8/10**

PLAYED IT ☐ OWN IT



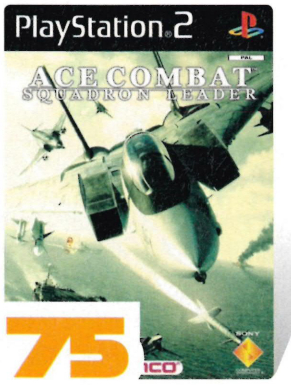
GUN
Activision, 2005 Shooter

Gun-totin', horse-ridin', baccy-chewin', poker-playin', free-roamin' Wild West action with a classic cowboys'n'injuns storyline and great voice acting.

Buy it if... you're an outlaw

OPS2 #67 **9/10**

PLAYED IT ☐ OWN IT



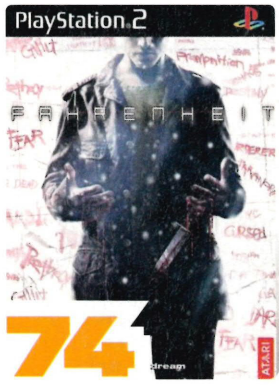
ACE COMBAT: SQUADRON LEADER
Sony, 2005 Shooter

An unashamedly arcadey flight sim with tons to do and all kinds of aerial combat.

Buy it if... you failed your eye test for the RAF

OPS2 #56 **8/10**

PLAYED IT ☐ OWN IT



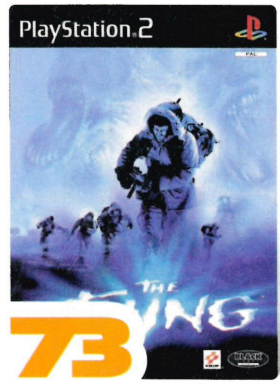
FAHRENHEIT
Atari, 2005 Adventure

Ambitious and engrossing, this plays like an interactive movie. You must find out how you were made to commit a murder before the police catch up with you.

Buy it if... you like messing up your mind

OPS2 #64 **8/10**

PLAYED IT ☐ OWN IT



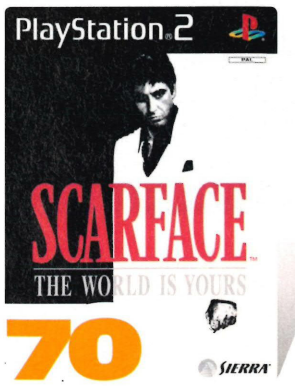
THE THING
Konami, 2002 Horror

Takes up where the 1982 sci-fi/horror movie left off: you and your troops must survive a nightmarish Arctic in a tense, atmospheric thriller. Chilling stuff (arf!).

Buy it if... you don't feel the cold

OPS2 #25 **9/10**

PLAYED IT ☐ OWN IT



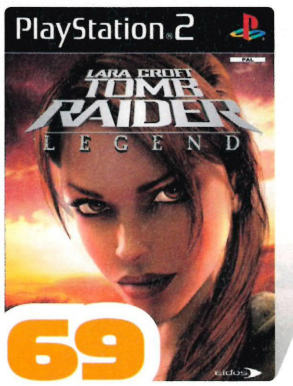
SCARFACE: THE WORLD IS YOURS
Vivendi, 2006 Action

A GTA-inspired swear-a-thon that has you guiding Tony Montana from death's door to top of the Miami underworld.

Buy it if... you wanna play rough

OPS2 #78 **8/10**

PLAYED IT ☐ OWN IT



TOMB RAIDER: LEGEND
Eidos, 2006 Adventure

Helping us forget the horror that was Angel Of Darkness, Lara's *real* PS2 debut is a trifle easy and a little short but a return to past form nonetheless.

Buy it if... you had a happy Anniversary

OPS2 #71 **8/10**

PLAYED IT ☐ OWN IT

ROGUE GALAXY
Sony, 2007 RPG

An excellent intergalactic roleplayer that borrows heavily from *Star Wars*, but in the most affectionate way. And with pirates.

Buy it if... you want great characters, settings and story. With pirates

OPS2 #86 **9/10**

PLAYED IT ☐ OWN IT

VIEWTIFUL JOE
Capcom, 2004 Fighting

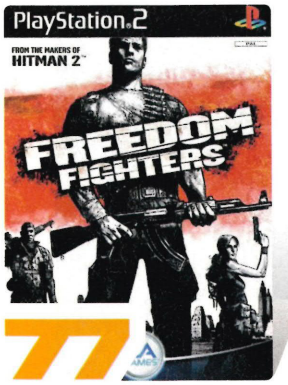
A sexy marriage of snazzy, comic-book visuals and a retrotastic difficulty level, this loves to be hard but is hard not to love.

Buy it if... the words 'challenging' and 'retro' quicken your pulse

OPS2 #52 **8/10**

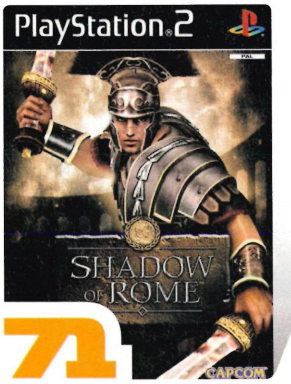
PLAYED IT ☐ OWN IT

CRICKET 07
EA, 2006 Sport
The definitive sim of the ultimate real-time strategy game, it's more demanding than the Brian Lara games but also far superior.
Buy it if... you know your square cut from your Square-Enix
OPS2 #80 8/10
PLAYED IT OWN IT



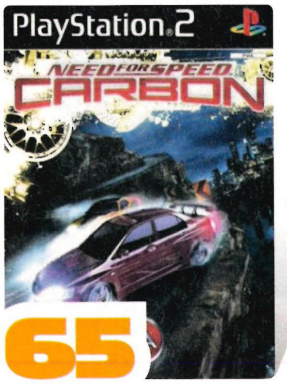
FREEDOM FIGHTERS
EA, 2003 Shooter
Insanely addictive strategic and tactical shoot-'em-up set in a bleak New York overrun by Communist Russians.
Buy it if... you wonder what it would've been like if Russia had invaded the USA
OPS2 #37 9/10
PLAYED IT OWN IT

AMPLITUDE
Sony, 2003 Music
Vastly under-rated rhythm action: peform, mix and remix your way through classic tunes from the likes of David Bowie, Slipknot, BT, Pink and Run DMC.
Buy it if... you're a bedroom DJ
OPS2 #38 8/10
PLAYED IT OWN IT



SHADOW OF ROME
Capcom, 2005 Action
Gruesome toga'n'slash action mixed with stealthy detective work and a story that has more twists than Homer's *Odyssey*.
Buy it if... *Gladiator* and *The 300* are your favourite films
OPS2 #56 8/10
PLAYED IT OWN IT

BUZZ! THE MEGA QUIZ
EA, 2007 Party
Quiz show-style fun for all the family that comes with special buzzer controllers. Kids should try the Buzz! Junior series.
Buy it if... you like quizzes but can't stand that Noel Edmonds
OPS2 #84 8/10
PLAYED IT OWN IT

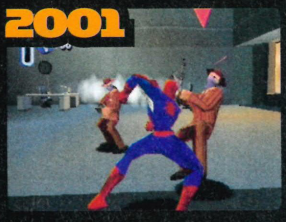


NEED FOR SPEED CARBON
EA, 2006 Racing
A blur of spoilers, nitros and elaborate paint jobs that speeds past you in the outside lane doing 175mph, this is the best in the Need For Speed series so far.
Buy it if... you feel the need
OPS2 #79 8/10
PLAYED IT OWN IT

A BRIEF HISTORY OF... SPIDER-MAN

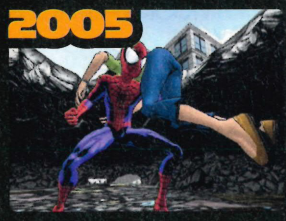
Friendly neighbourhood superhero or masked menace? We look back at the ups and downs of the Spidey franchise on PlayStation

SPIDER-MAN
An explosive PlayStation debut for Spider-Man. Developed by Neversoft (the Tony Hawk people) this PS1 title had great visuals, some classy voice acting, and heaps of depth.



SPIDER-MAN 2: ENTER ELECTRO
Another solid effort, but Enter Electro came under fire from critics for being too short and having a set of monstrous controls. Time for a rethink.

SPIDER-MAN 2
Okay, so we missed one. Did you spot it? It was Spider-Man The Movie, but it was so rubbish we're not going to talk about it. Spidey 2, however, built on the free-swinging formula and turned it into something special.



ULTIMATE SPIDER-MAN
This game was an extension of the superb Spider-Man 2, only with cel-shaded graphics and the chance to play as Venom. It rocked hard, and set the scene for Spidey 3 on PS2...

SPIDER-MAN 3
...but somewhere along the line, something went hideously wrong. Number three was a complete wash-out. Bland, flawed and repetitive, it's a stain on the superhero's name.

COLLECTOR'S ITEM

Cloud Strife and Hardy Daytona resin statue

There are plenty of figurines of Cloud with his fancy Fenrir bike from Final Fantasy Advent Children, but this one, astride his Hardy Daytona motorbike and gripping his infamous Buster sword, came out with FFVII in 1997. Expect to pay £400 for it.

RARITY VALUE
BIG BROTHER WANNABES — FLOWERS IN THE DESERT

64

QUAKE III REVOLUTION

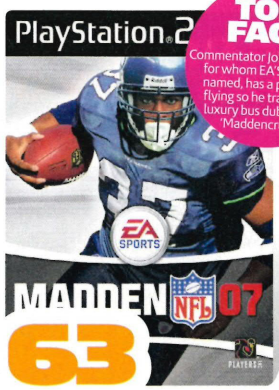
EA, 2001 Shooter

Old as the hills it may be, but Quake's only appearance on PS2 remains a solidly enjoyable, stress-relieving blastathon.

Buy it if... you need a breather from TimeSplitters 2 (see number 4).

OPS2 #6 9/10

PLAYED IT OWN IT



TOP FACT

Commentator John Madden, for whom EA'S series is named, has a phobia of flying so he travels in a luxury bus dubbed the 'Maddencruiser'

63

MADDEN NFL 07

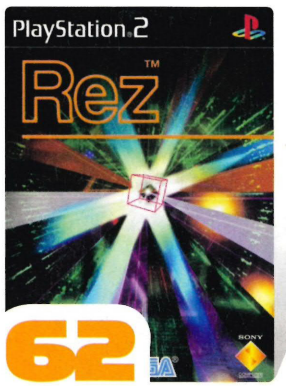
EA, 2007 Sport

The definitive take on gridiron packs in the official licences, looks splendid and is pleasingly accessible for newcomers while also full of depth for aficionados.

Buy it if... you're 33, 24, 69, hut hut hut!

OPS2 #77 9/10

PLAYED IT OWN IT



62

REZ

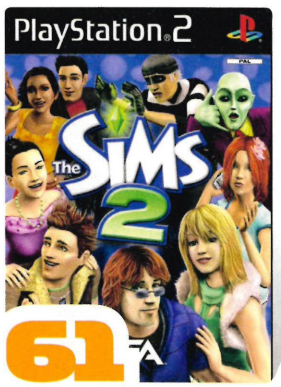
Sega, 2002 Shooter

A brain-frying, psychedelic, on-rails shooter-cum-music game where you hear colours and see sound. No, really.

Buy it if... taking your brain to another dimension sounds like a good idea

OPS2 #16 9/10

PLAYED IT OWN IT



61

THE SIMS 2

EA, 2005 God sim

What happens when The Most Successful PC Game of All Time™ comes to PS2? A surprisingly enjoyable interactive soap opera, that's what.

Buy it if... you enjoy meddling

OPS2 #66 8/10

PLAYED IT OWN IT

58

SPARTAN: TOTAL WARRIOR

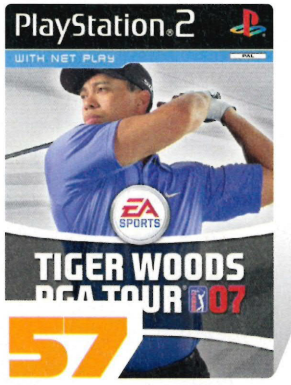
Sega, 2005 Action

A battle-heavy romp through the ancient world that blends the historical and mythological with swords and sorcery to great effect.

Buy it if... you want to be one of the 300

OPS2 #64 9/10

PLAYED IT OWN IT



57

TIGER WOODS PGA TOUR 07

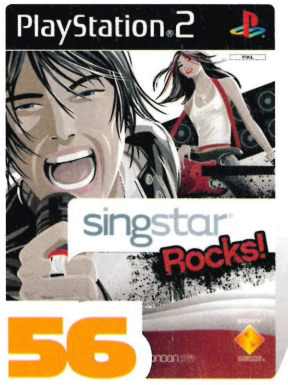
EA, 2007 Sport

With excellent analogue stick controls for your swing and a dazzling array of official licences and customisation options, this is the definitive pro tour title.

Buy it if... you're a serious golf fan

OPS2 #78 8/10

PLAYED IT OWN IT



56

SINGSTAR ROCKS!

Sony, 2006 Karaoke

Our favourite of the SingStar series, with Bloc Party, The Killers, Coldplay, The Rolling Stones and Keane on the tracklist.

Buy it if... you wanna rock! Also try SingStars Pop Hits, '90s and Legends

OPS2 #72 8/10

PLAYED IT OWN IT

55

PROJECT ZERO 2: CRIMSON BUTTERFLY

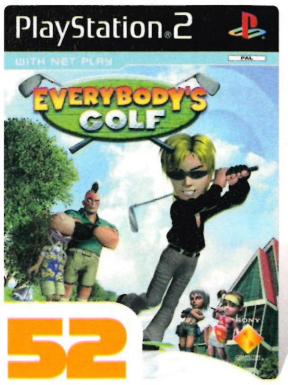
Ubisoft, 2004 Horror

A gore-free yet terrifying ghost story; your only weapon is a camera that can exorcise the spirits trying to steal your soul.

Buy it if... you dare

OPS2 #46 8/10

PLAYED IT OWN IT



52

EVERYBODY'S GOLF

Sony, 2005 Sport

If you're not bothered about official PGA licences and don't mind the cute, cartoony looks, you'll find this to be the finest and friendliest golf game of all time.

Buy it if... you can live without Tiger

OPS2 #65 8/10

PLAYED IT OWN IT

51

SPIDER-MAN 2

Activision, 2004 Action

Free-roaming and beautifully animated web-slinging adventure based on, but also expanding on, the movie of the same name. The best Spidey game, bar none.

Buy it if... your spider senses are tingling

OPS2 #49 8/10

PLAYED IT OWN IT

TOP CHEAT

To be invincible hold L1 and R1 during battle and press ↑ ↑ ↑ ← ↓ ↓ ↓ ← ↑ ↑ ↑ ← →

50

STAR WARS BATTLEFRONT II

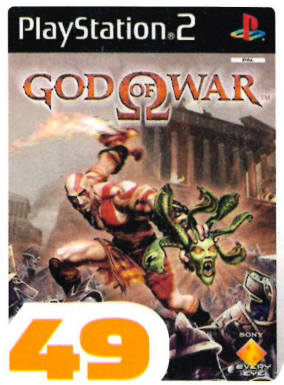
Activision, 2005 Shooter

Offers both tactical and arcade gameplay options plus all your favourite characters, vehicles and locales.

Buy it if... you can feel a disturbance in the Force

OPS2 #66 8/10

PLAYED IT OWN IT



49

GOD OF WAR

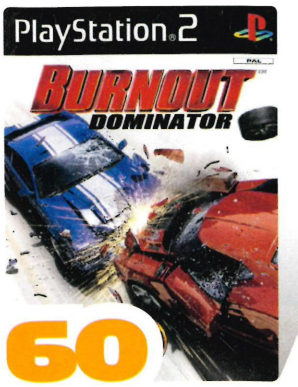
Sony, 2005 Action

Blessed with divine inspiration, this gore-spattered hack-fest begins the tale of Kratos, the angriest man in ancient Greece. Bettered only by its sequel.

Buy it if... you want to stick the knife in

OPS2 #60 9/10

PLAYED IT OWN IT



60

BURNOUT DOMINATOR

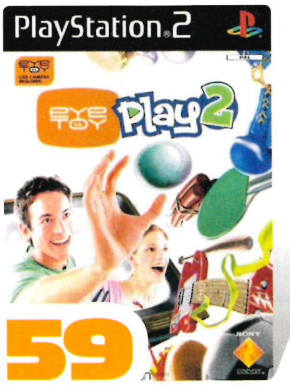
EA, 2007 Racing

Reckless driving? We don't recommend it. Burnout Dominator? Yup, totally recommend it. Great soundtrack, too.

Buy it if... you don't want to lose your no claims bonus

OPS2 #83 8/10

PLAYED IT OWN IT



59

EYETOY PLAY 2

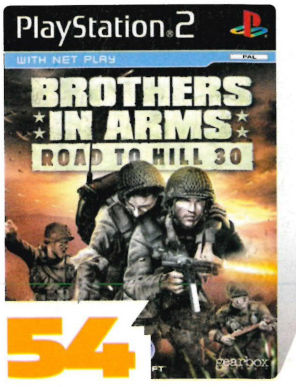
Sony, 2004 Party

Twelve entertaining, movement-based mini-games, plus the ability to turn your EyeToy camera into an inexpensive home security system, will make you smile.

Buy it if... you dream of being on the telly

OPS2 #53 8/10

PLAYED IT OWN IT



54

BROTHERS IN ARMS: ROAD TO HILL 30

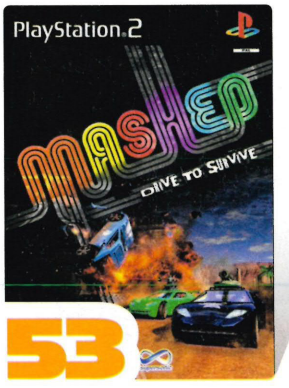
Ubisoft, 2005 Shooter

The story of a squad from the 101st Airborne in Normandy after D-Day. Realistic, atmospheric and respectful.

Buy it if... all's quiet on the Western front

OPS2 #58 8/10

PLAYED IT OWN IT



53

MASHED

Empire, 2004 Racing

Birds-eye view driving with weapons that just screams to be played with three mates via multitap. The definitive party racer.

Buy it if... the local garage won't fit homing missiles to your motor

OPS2 #48 9/10

PLAYED IT OWN IT

TOP FACT

Actor J Grant Albrecht, who voiced Crypto in DAH!2, also played Dr Leonard Giles in five episodes of TV's *CSI: New York*

48

DESTROY ALL HUMANS! 2

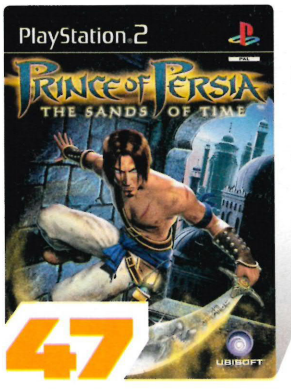
THQ, 2006 Action

B-movie-inspired shooter that puts you in an alien's spacesuit, hands you an anal probe and lets you take revenge on humankind for all the ET-blasting games.

Buy it if... you hate the human race

OPS2 #78 8/10

PLAYED IT OWN IT



47

PRINCE OF PERSIA: SANDS OF TIME

Ubisoft, 2003 Adventure

This slick remake of the classic platformer introduced us to both the wall run and the ability to rewind time. And neat beards.

Buy it if... you've a good sense of balance

OPS2 #40 8/10

PLAYED IT OWN IT

GREAT GAME INGREDIENTS

SILENT HILL

What goes into PS2's scariest series?

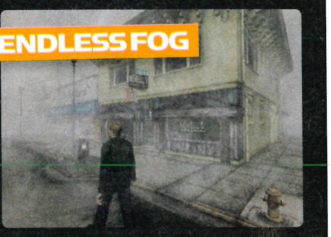
GRUESOME MONSTERS

Swarms of demonic babies, faceless nurses, a giant with a metal pyramid for a head and human skin for clothes – and that's not even to mention the moaning and screeching sounds that come out of their, er… whatevers.

THE SIREN

The wail of the old air-raid siren is haunting enough, but knowing it signifies a trip to the hellish 'other world' really ruins our day.

ENDLESS FOG

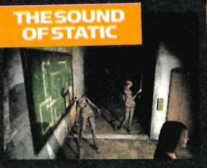


Glimpsing vague shapes shuffling around in the fog is unsettling, to say the least, especially when they start lurching towards you.

THE EMPTINESS

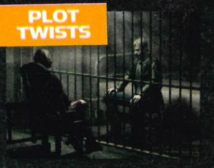
Where is everyone? The game feels menacingly quiet and therefore, you feel utterly alone.

THE SOUND OF STATIC



How do you know you're about to be savaged? Your portable radio starts whining like a toddler.

PLOT TWISTS



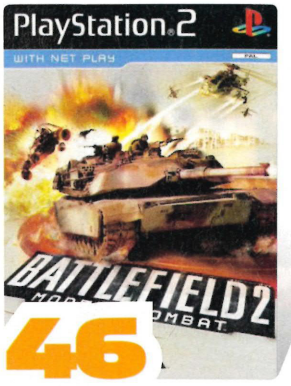
Our favourite 'Woah!' moment? Finding Maria (whom we saw die half an hour before) in a basement, behind bars.

WHAT DID YOU LOVE ABOUT THE HILL?
Send us your memories: psnation@futurenet.co.uk

TOP 10 Stupid game names

10	Carmen Sandiego: The Secret of the Stolen Drums
9	Winx Club
8	Vietcong: Purple Haze
7	Ribbit King
6	Gene Troopers
5	Codename: Kids Next Door – Operation: VIDEOGAME
4	Pink Pong
3	Ring of Red
2	Big Mother Truckers 2: Truck Me Harder

#01 Ninjabread Man
The very stupidest of them all!



BATTLEFIELD 2: MODERN COMBAT

EA, 2005 Shooter

A superb modern warfare shooter that lets you switch between soldiers at the touch of a button. Great in multiplayer, too.

Buy it if... you're an armchair general

OPS2 #65 9/10

PLAYED IT OWN IT

TOCA RACE DRIVER 3

Codemasters, 2006 Racing

Variety is the spice of life and with all sorts of wheels on offer this multi-disciplined racer is a potent feast for petrol-heads.

Buy it if... you love motorsports but can't choose a favourite

OPS2 #69 9/10

PLAYED IT OWN IT

METAL GEAR SOLID 2: SUBSTANCE

Konami, 2003 Stealth shooter

The plot may be complex but MGS2 is still one of the most thrilling, cerebral games on PS2. Substance includes extras galore.

Buy it if... you can follow the storyline

OPS2 #32 10/10

PLAYED IT OWN IT

DEUS EX

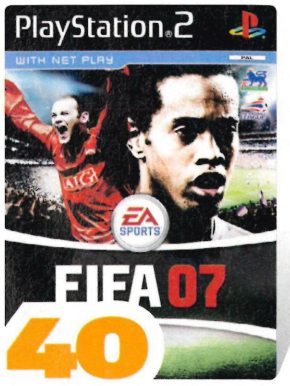
Eidos, 2002 RPG

PC gamers: they think they're all that. Well, they ain't. PS2 owners have one of their greatest games in the shape of Deus Ex.

Buy it if... you suspect you may actually be a nanotech-enhanced superhuman

OPS2 #20 9/10

PLAYED IT OWN IT



FIFA 07

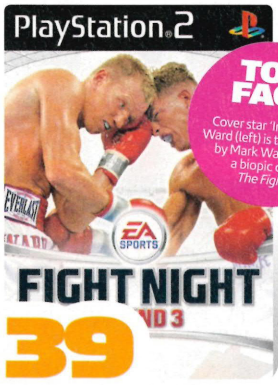
EA, 2006 Sport

The pieces finally fall into place for the veteran footie sim, the plethora of licences combining with striking gameplay and a wealth of game modes for a great result.

Buy it if... you want to keep it official

OPS2 #77 9/10

PLAYED IT OWN IT



FIGHT NIGHT ROUND 3

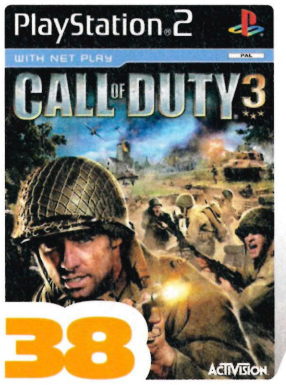
EA, 2006 Sport

There's nothing quite like punching a man in the chin and watching as sweat and blood flies off in slow-mo.

Buy it if... you need a legal outlet for your anger-management issues

OPS2 #71 9/10

PLAYED IT OWN IT



CALL OF DUTY 3

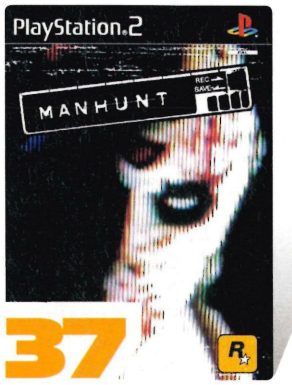
Activision, 2006 Shooter

There are roughly one million WWII games out there, but this is by far the best of them thanks to some intense action and great multiplayer.

Buy it if... you hate Nazis

OPS2 #80 8/10

PLAYED IT OWN IT



MANHUNT

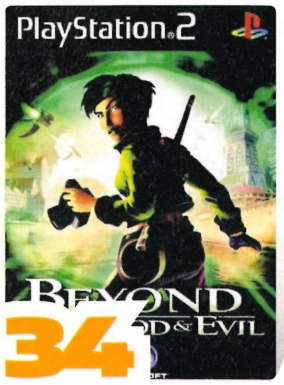
Rockstar, 2004 Stealth

The grisliest game ever to find its way onto PS2, this sinister stealther drips with atmosphere and twisted tension.

Buy it if... you have a lust for gore and are looking for a sicko storyline

OPS2 #42 9/10

PLAYED IT OWN IT



BEYOND GOOD & EVIL

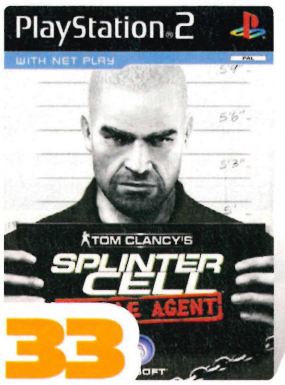
Ubisoft, 2003 Adventure

Under-appreciated weirdness starring a female photo journalist and her piggy uncle fighting off an alien menace.

Buy it if... you've got an eye for a photo and a penchant for green eyeshadow

OPS2 #40 8/10

PLAYED IT OWN IT



SPLINTER CELL: DOUBLE AGENT

Ubisoft, 2006 Stealth

Pinnacle of the futuristic stealth series on PS2, this has moral dilemmas to get to grips with as well as nailbiting action.

Buy it if... you like to think as well as sneak

OPS2 #79 8/10

PLAYED IT OWN IT

TEKKEN 5

Sony, 2005 Fighting

The King Of Iron Fist Tournament returns with more fighters and fancier settings than ever. The quintessential 'easy to play, hard to master' scrapper.

Buy it if... you heed the call

OPS2 #61 8/10

PLAYED IT OWN IT

CANIS CANEM EDIT

Rockstar, 2006 Action

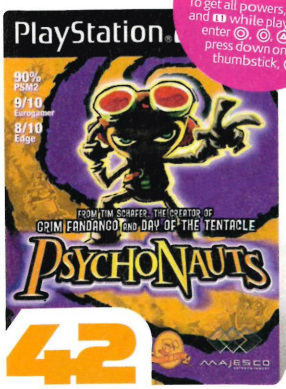
Grand Theft Auto meets Grange Hill for free-roaming adventure fun set in an American private school.

Buy it if... you like melting Jelly Babies in test tubes

OPS2 #79 9/10

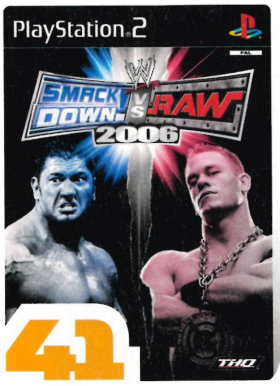
PLAYED IT OWN IT

TOP CHEAT
To get all powers, hold L1 and R1 while playing and enter ○, ○, △, ⊡, press down on left thumbstick, Ⓐ



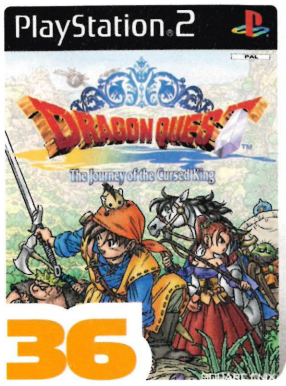
42

PSCHONAUTS
THQ, 2006 Platformer
Quirky, funny and genuinely entertaining, this is one of the greatest yet sadly most overlooked platformers on PS2.
Buy it if... you like a side order of laughs with your gaming
OPS2 #65 9/10
■ PLAYED IT ■ OWN IT



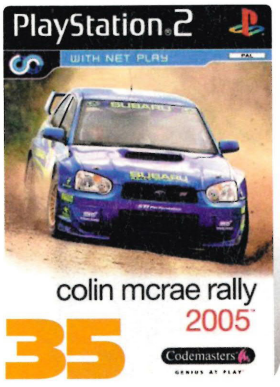
41

WWE SMACKDOWN! VS RAW 2006
THQ, 2005 Fighting
It's not the most recent in the franchise but pound for pound, SmackDown! vs Raw 2006 is the best wrestler out there.
Buy it if... you're a wrestling fan
OPS2 #66 9/10
■ PLAYED IT ■ OWN IT



36

DRAGON QUEST VIII: JOURNEY OF THE CURSED KING
Square Enix, 2006 RPG
A truly epic, old-school roleplayer with alluring visuals and a strong narrative.
Buy it if... you've 100 or so hours to spare
OPS2 #71 9/10
■ PLAYED IT ■ OWN IT

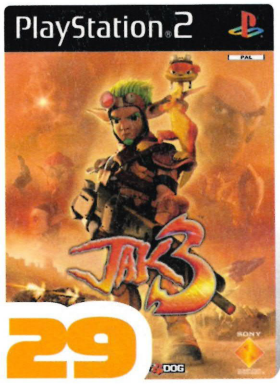


35

COLIN MCRAE RALLY 2005
Codemasters, 2004 Racing
Power-slide your way around the countryside in an array of star rally cars from past and present. Absolutely the best mud-spattered racer on the market.
Buy it if... you live life close to the hedge
OPS2 #51 9/10
■ PLAYED IT ■ OWN IT

30

KINGDOM HEARTS II
Square Enix, 2006 RPG
The stars of Final Fantasy make friends with the Disney crew for a super-cute adventure that's as deep as it is handsome.
Buy it if... Donald Duck and Cloud Strife in the same game is your idea of heaven
OPS2 #78 8/10
■ PLAYED IT ■ OWN IT



29

JAK 3
Sony, 2004 Platformer
Second only to Ratchet & Clank in the PS2's platformer-cum-shooter stakes, Jak and Daxter's third outing has variety and charm in brightly coloured spades.
Buy it if... you're a Jak of all trades
OPS2 #53 8/10
■ PLAYED IT ■ OWN IT

PLAYSTATION WORKOUT

Nick Ellis guides you through the stealth genre in four gaming steps

WEEK 01

EASY

HITMAN: BLOOD MONEY

The most forgiving Hitman game on PS2 and a great place to start. You'll start off with the occasional ugly massacre, but you'll soon be popping off cunning, untraceable hits like a pro.

■ COMPLETE IT ON EASY
■ MUST SEE OFFING A HOUSEWIFE BY RIGGING HER GAS BARBECUE

WEEK 02

MEDIUM

SHADOW OF ROME

Next up, this action/stealth hybrid. After chopping up some Gauls as Agrippa, you're asked to do some detective work as Octavianus. It's challenging stealth, but the deep plot will keep you hooked.

■ COMPLETE IT ON MEDIUM
■ MUST SEE STASHING AN UNCONSCIOUS SENATOR IN A HUGE URN

WEEK 03

HARD

SPLINTER CELL: DOUBLE AGENT

A tough nut, this one. Not only do you have to complete tough stealth missions and tricky puzzles, but you must keep the terrorists happy or they'll smell a rat and kick you out of their organisation.

■ COMPLETE IT ON MEDIUM
■ MUST SEE WILL YOU BETRAY THE GIRL OR DESTROY THE CRUISE SHIP?

WEEK 04

KILLER

METAL GEAR SOLID 3

Getting to grips with camouflage is essential if you want to crack the mother of all stealth-'em-ups. Clock it without causing any alerts and you'll become invisible to all but the game's bosses.

■ COMPLETE IT ON EXTREME DIFFICULTY
■ MUST SEE NAKED SNAKE LOSING HIS EYE IN A TORTURE SESSION

TOP CHUMPS

Ethan Waber
The sissiest hero of them all

Lord knows how this prissy space cadet gets out of bed, let alone manages to save the world in epic roleplayer Phantasy Star Universe. With a face that says 'punch me' and a horrid anorak that's begging to be zipped up, Ethan is more likely to crash a spaceship into the sun than be a hero. Sadly, you can't carry on with the game if you throw him into a black hole.
See him in Phantasy Star Universe (2006)

TOP CHEAT
Complete the game with an 'S' rank to get a panda costume and to have Michelle wearing nothing but a towel

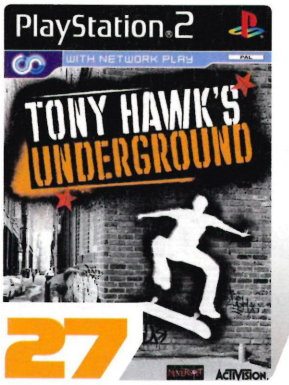
28 ONIMUSHA 3
Capcom, 2004 Action

Jean Reno stars in this demon-slaying Samurai spectacular that flips between modern day Paris and feudal Japan.

Buy it if... you think the film *Leon* would have been better with a spear whip

OPS2 #48 **9/10**

☐ PLAYED IT ☐ OWN IT



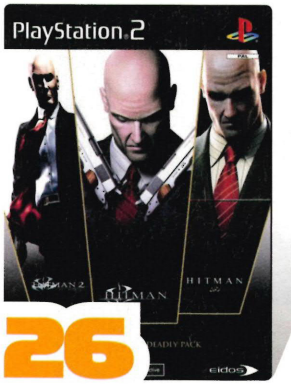
27 TONY HAWK'S UNDERGROUND
Activision, 2003 Sport

With its story-driven trickplay, this is the best of the many titles in the skate series.

Buy it if... you ever dreamed of pulling a backside 360° heelflip to fakie

OPS2 #40 **9/10**

☐ PLAYED IT ☐ OWN IT



26 HITMAN TRIPLE PACK
Eidos, 2007 Stealth

All three PS2 games – worth getting for Blood Money alone. Sneak around using disguises and cunning to carry out hits.

Buy it if... you fancy yourself as a genetically engineered assassin

OPS2 #88 **8/10**

☐ PLAYED IT ☐ OWN IT

TOP CHEAT
To play as Han Solo, collect 20 National Treasures then enter ←, ←, →, →, ↑, ↓, ↑, ↑ on the Factions page of your PDA

25 MERCENARIES
Activision, 2005 Action

Hijack tanks, demolish buildings and topple a dictatorial regime in North Korea – all while making a pretty penny.

Buy it if... you think the explosions in Grand Theft Auto are kind of puny

OPS2 #55 **9/10**

☐ PLAYED IT ☐ OWN IT

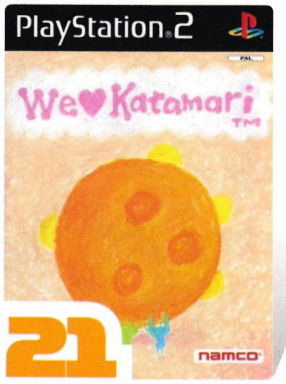
22 LEGO STAR WARS II: THE ORIGINAL TRILOGY
Activision, 2006 Adventure

The best *Star Wars* game money can buy. It's fresh, funny and cute without being sickly sweet or disrespectful to the films.

Buy it if... you liked the Ewoks best

OPS2 #77 **9/10**

☐ PLAYED IT ☐ OWN IT



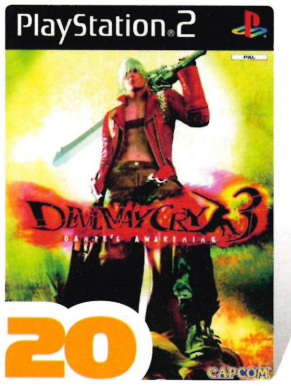
21 WE ♥ KATAMARI
EA, 2006 Puzzle

Completely mental, utterly unique and dangerously addictive, Katamari's genius is in its simplicity. Just roll a sticky ball around a city and collect stuff!

Buy it if... your life isn't weird enough yet

OPS2 #69 **8/10**

☐ PLAYED IT ☐ OWN IT



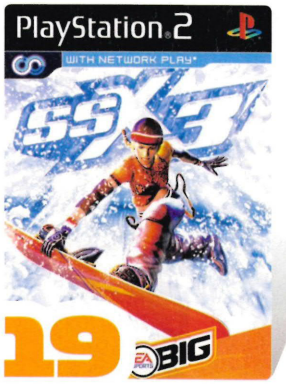
20 DEVIL MAY CRY 3: DANTE'S AWAKENING
Capcom, 2006 Action

Super-hard prequel to the first-rate demon-slaying action series. Buy the Special Edition if you're inexperienced.

Buy it if... modern games are too easy

OPS2 #77 **8/10**

☐ PLAYED IT ☐ OWN IT



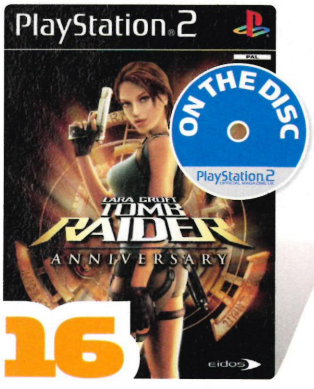
19 SSX 3
EA, 2003 Sport

Sublime snowboard sim with one giant mountain to play on, dozens of disciplines to learn and hundreds of tricks to pull off.

Buy it if... bailing on concrete is too painful a prospect

OPS2 #40 **9/10**

☐ PLAYED IT ☐ OWN IT



16 TOMB RAIDER: ANNIVERSARY
Eidos, 2007 Adventure

This stunning revamp of a classic title expands upon the original by extending fiendish tombs and adding extra puzzles.

Buy it if... you want globe-trotting action

OPS2 #85 **8/10**

☐ PLAYED IT ☐ OWN IT

15 GRAND THEFT AUTO: SAN ANDREAS
Rockstar, 2003 Action

A massively ambitious, crime-filled romp with planes, trains and automobiles by the score and 1001 things to see and do.

Buy it if... you're the original gangster

OPS2 #54 **10/10**

☐ PLAYED IT ☐ OWN IT

14 RATCHET & CLANK 3
Sony, 2004 Platformer

This third helping of pan-galactic, combat-centric platforming is a riot of barmy weapons, barmier enemies and glorious environments.

Buy it if... you want *Star Wars* with laughs

OPS2 #53 **9/10**

☐ PLAYED IT ☐ OWN IT

13 GRAN TURISMO 4
Sony, 2005 Racing

PS2's most comprehensive and authentic racer offers some 700 of the world's finest cars and 50 tracks to drive them around.

Buy it if... you never miss an episode of *Top Gear*

OPS2 #57 **9/10**

☐ PLAYED IT ☐ OWN IT

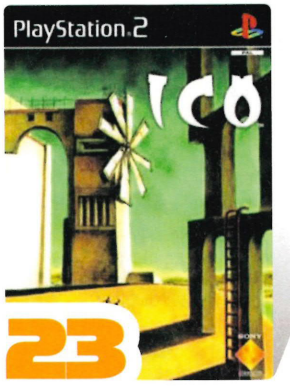
DARK CHRONICLE
Sony, 2002 RPG

An engrossing, attractive Japanese RPG with a great storyline, real-time combat, time travel and town planning among its many delights. Nick's favourite game!

Buy it if... you enjoyed Rogue Galaxy

OPS2 #35 9/10

PLAYED IT OWN IT



ICO
Sony, 2002 Adventure

Visually stunning, intensely atmospheric puzzler with simple combat. Reminds you how emotionally powerful games can be.

Buy it if... the puzzles in Tomb Raider were a bit easy for you

OPS2 #69 9/10

PLAYED IT OWN IT

SILENT HILL COLLECTION
Konami, 2006 Horror

A bumper pack of Silent Hill scares: each chapter has you guiding doomed visitors through a twisted, terrifying ghost town.

Buy it if... you want to own a meaty chunk of horror history

Not reviewed

PLAYED IT OWN IT

TOP CHEAT
Enter FG6S-WFZG-7MDP-PZGT as a profile name to get the M249 as your default weapon (you can put in another name afterwards)

BLACK
EA, 2006 Shooter

The makers of Burnout set their sights on the shooter genre with delightfully destructive results. As fine a guns'n'ammo game as you could wish for

Buy it if... you love to blow shit up!

OPS2 #69 10/10

PLAYED IT OWN IT

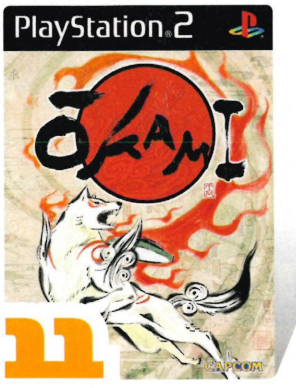
SOUL CALIBUR III
Sony, 2005 Fighting

Some purists cry foul at a fighting game involving weapons, but Soul Calibur III is as deep and engaging as they come.

Buy it if... you've a hankering for some stunning-looking swordplay

OPS2 #66 9/10

PLAYED IT OWN IT



OKAMI
Capcom, 2007 Adventure

Restore life to a cursed world with a magic 'paintbrush'. An epic, emotionally charged journey with stunning, picture-book art.

Buy it if... you'd like to make the world a nicer place

OPS2 #81 10/10

PLAYED IT OWN IT

THE YEAR IN PLAYSTATION 1995

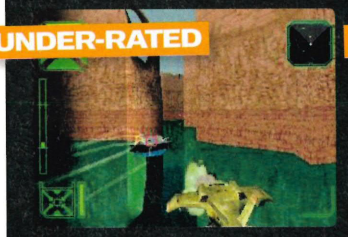
The year that a tiny new console called the Sony PlayStation changed the world

TEKKEN
Namco, Fighter

It took nearly a year for the PS1 to get a defining title. Tekken was it. Even in the face of its successors, the original game still holds its own.

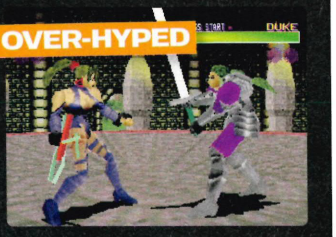
STREET FIGHTER: THE MOVIE
Capcom, Fighter

Film: awful. Game of film: worse. But you can make Kylie kick Jean-Claude Van Damme in the goolies.



WARHAWK
Sony, Shooter

Now its spiritual successor is out on PS3, let us pause a while to remember the visceral thrills of the original futuristic air-combat sim.

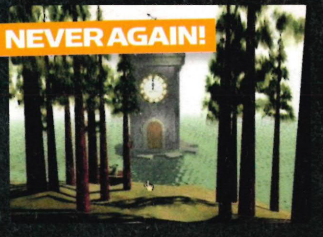


BATTLE ARENA TOSHINDEN
Sony, Fighter

This was Sony's proclaimed killer-ap at the PS1 launch. Stunning at the time, it soon became apparent that this 3D fighter lacked punch.

X-COM: UFO DEFENSE
Microprose, Turn-based strategy

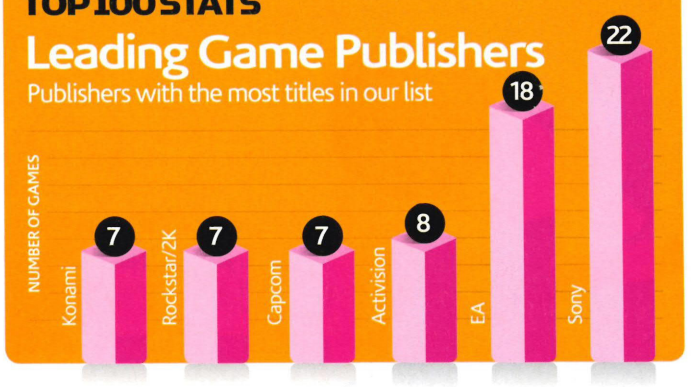
A legendary title on PC, many missed X-Com's arrival on PS1 even though it was and is one of the console's best turn-based games.

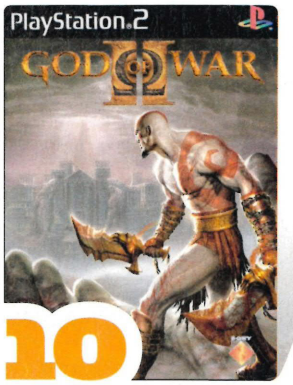


MYST
Midway, Puzzler

In the 1990s, every non-gamer and their grandmother was gibbering on about the brilliance of Myst. But it was all screen-saver, no game.

TOP 100 STATS
Leading Game Publishers
Publishers with the most titles in our list





10 GOD OF WAR II

Sony, 2007 Action

Accessible, exhilarating and macho as all hell, the second thunderous outing for PS2's angriest anti-hero is an essential buy.

Buy it if... you're feeling a little tense – and have a strong stomach

OPS2 #83 9/10

PLAYED IT OWN IT

09 FINAL FANTASY XII

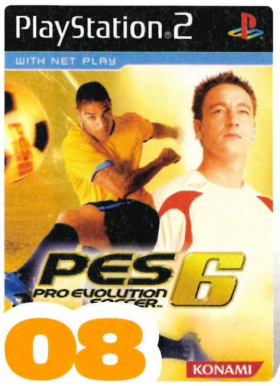
Square Enix, 2007 RPG

The latest in the fabled roleplaying series is as engaging of plot, epic of scale and achingly beautiful as any of its ilk.

Buy it if... you're on a quest to find the apex of sword and sorcery adventuring

OPS2 #81 10/10

PLAYED IT OWN IT



08 PRO EVOLUTION SOCCER 6

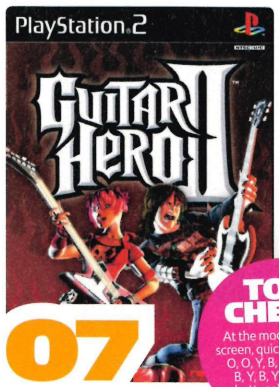
Konami, 2006 Sport

The ultimate PS2 kickabout. The gaming equivalent of the 1970 Brazilian World Cup squad and it'll last you as long as the footie season proper.

Buy it if... the world is at your feet

OPS2 #79 10/10

PLAYED IT OWN IT



07 GUITAR HERO II

Activision, 2006 Music

Simple to play but very rewarding, this axe-wielding rhythm-action title brings out the rock god in anyone and everyone.

Buy it if... you're a legend in your own living room

OPS2 #80 8/10

PLAYED IT OWN IT

TOP CHEAT

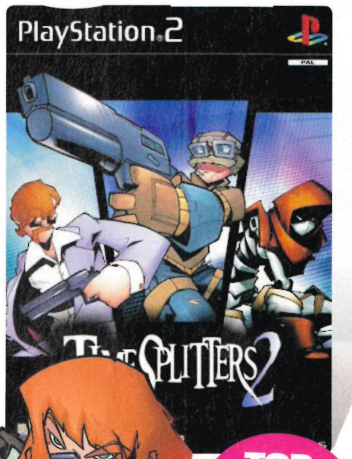
At the mode selection screen, quickly press B, Y, O, O, Y, B, Y, B, Y, B, Y, B, Y, B, Y (coloured buttons) to unlock everything

RUNNER-UP!

04

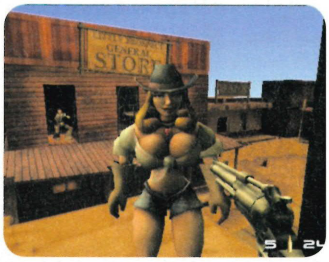
ON THE PODIUM!

03



TOP FACT

You can download all the music from TimeSplitters 2 for free at the developer's website www.frd.co.uk



TIMESPLITTERS 2

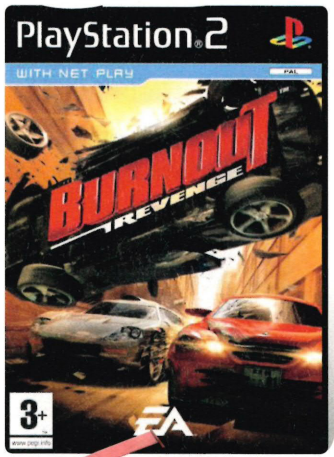
Eidos, 2002 Shooter

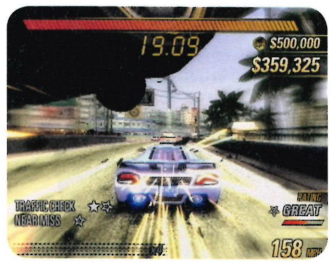
Killzone, Medal Of Honor, Call Of Duty – they all pale in comparison to this, simply the best first-person shooter on PS2. The singleplayer affair stands up by itself but it's in the expansive multiplayer modes that the game really shines. A copy of 'Splitters 2 plus a multitap equals countless hours of fun.

Buy it if... you have friends

OPS2 #25 10/10

PLAYED IT OWN IT





BURNOUT: REVENGE

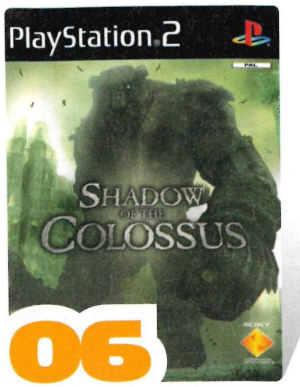
EA, 2005 Racing

Insanely chaotic race'n'crash action – speed through rush-hour traffic, shoving ultra-aggressive opponents off the road, then watch slow-mo replays of the massive explosions that result. Great online multiplayer, too. All the Burnouts are classics, but Revenge is the definitive version.

Buy it if... VROOM! SMASH! and BOOM! are your favourite words

OPS2 #64 10/10

PLAYED IT OWN IT



06

SHADOW OF THE COLOSSUS

Sony, 2006 Adventure

Battle a series of gigantic monsters in a world touched by artistic genius and have your heart warmed by PS2's most original and unique game.

Buy it if... you've got the wanderlust

OPS2 #68 9/10

PLAYED IT OWN IT

05

METAL GEAR SOLID 3: SUBSISTENCE

Konami, 2005 Stealth shooter

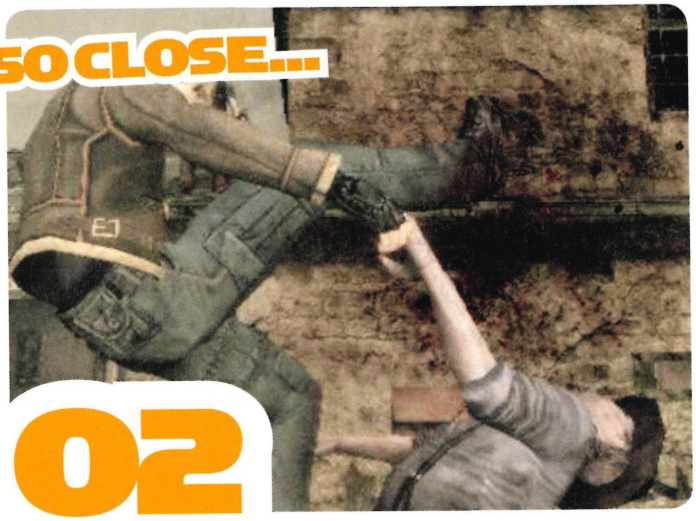
The finest blend of sneakery and shooting that money can buy includes two extra discs containing a mass of extras.

Buy it if... you like to stay hidden

OPS2 #78 9/10

PLAYED IT OWN IT

SO CLOSE...



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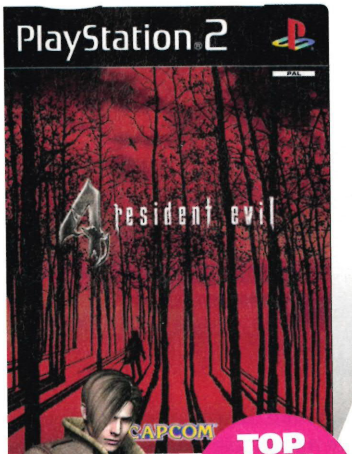


RESIDENT EVIL 4

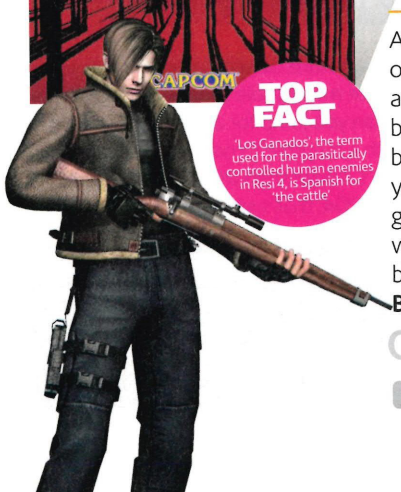
Capcom, 2005 Survival horror

An immaculate adventure that outshines every other horror title and most other games full stop. A blend of beguiling plot, puzzles, boss battles and barmy villagers out for your blood, you can play the main game through numerous times without getting bored and there are bonus missions galore too. Essential.

Buy it if... there's blood in your veins

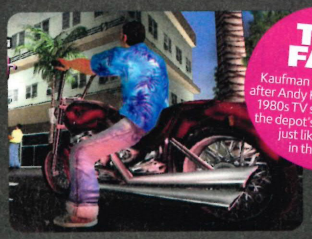
OPS2 #65 10/10

PLAYED IT OWN IT



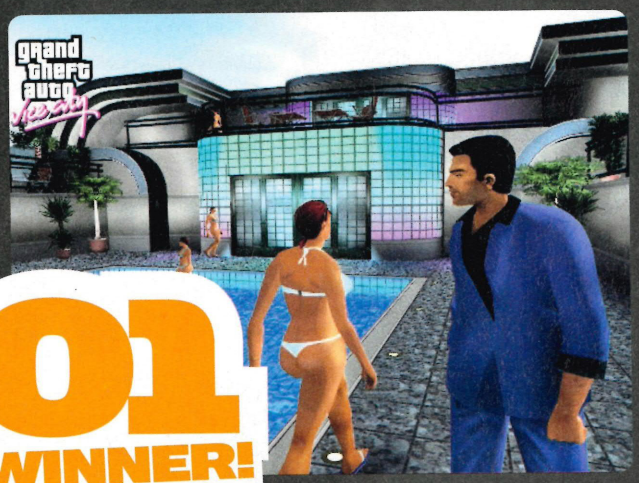
TOP FACT

'Los Ganados', the term used for the parasitically controlled human enemies in Resi 4, is Spanish for 'the cattle'



TOP FACT

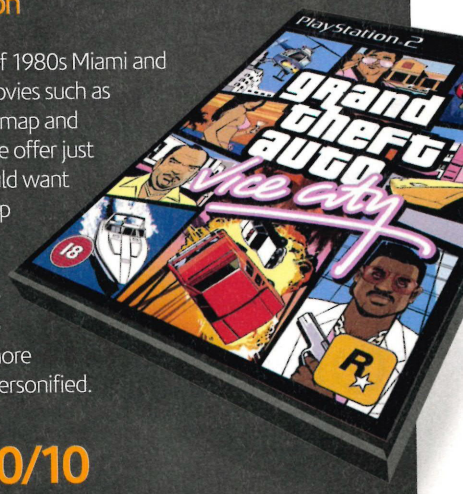
Kaufman Cabs is named after Andy Kaufman, star of 1980s TV series *Taxi*, and the depot's interior looks just like the one in the show



01 WINNER!

GRAND THEFT AUTO: VICE CITY

Rockstar, 2004 Action



Set in Rockstar's version of 1980s Miami and taking inspiration from movies such as *Scarface*, the open-world map and freeform mission-structure offer just about everything you could want from a game: a razor-sharp script, superb voice work, awesome music, fast driving, helicopter gunships, shooting up the 'hood and oh, so much more besides. Gaming genius personified.

Buy it if... you own a PS2

OPS2 #27 10/10

PLAYED IT OWN IT

HALL OF FAME FEEDBACK FORM

OI! YOU'R WRONG!

Dear OPS2, your Top 100 is wrong. Please fix the following errors:

GAME NAME	OPS2 NO.	MY NO.

Kindly remedy this appalling situation at your earliest possible convenience.

Name .....

Email .....

Alternatively email feedback to **psnation@futurenet.co.uk**

PS3 IN OPS2

All you need to know about what's happening in next-gen

WAR HAS NEVER LOOKED SO GOOD

Call of Duty 4: Modern Warfare has big guns and beautiful oil puddles

PUB Activision DEV Infinity Ward ETA 30 November WWW charlieoscardelta.com

It's all about the guns in Call Of Duty 4. They are terrifying. You point and squeeze and people drop.

The guns are so scary, in fact, that it isn't until you get a breather that you appreciate how pretty the game is.

We first noticed it in Scout Sniper, a mission that sees you flashback 15 years from the game's main conflict.

Crawling through the undergrowth in camouflage gives you a close look at the super-realistic grass and water effects.

Gone are the tin hats and muddy trenches of the World War 2 instalments

There's no doubt COD4 is one of the sexiest games on PS3. We even stopped at one point just to look at an *oil puddle*!

Stopping isn't always an option, of course. Although COD4 mixes up the pace more than previous games, there's still plenty of frantic action.

Arabian fights

As the name suggests, Modern Warfare abandons historically inspired missions for a fictional modern-day set-up: an unlikely alliance of bad lads.

At first, the British SAS are taking on the Russians, while US Force Recon is mixing it up in the Middle East. Later the stories converge, as Brits and Yanks band together.

Enemies are numerous, well-armed and smart, chasing and flanking you when they need to. Thankfully, your boys have some tricks of their own, such as knee-sliding to take cover

Take him out if you can stop staring at that grass

from gunfire. Soaring soundtracks help create memorable sequences such as when you jump for a chopper, finishing with a scrabble to hold on to the ramp.

It's scarier than the guns. And in COD4, that's saying a lot.

HOW COMPLETE?

COD4: MODERN WARFARE

CONCEPT ALPHA RELEASE

PRE-ALPHA BETA NOV

DRIVE OF YOUR LIFE

Clunk, click: **Gran Turismo 5 Prologue** is so like the real thing, you could get hurt

PUB Sony DEV Polyphony Digital ETA Winter WWW gran-turismo.com

So the magic numbers – 1080p at 60 frames per second – have been locked down and, for once, 'photorealistic' isn't an overstatement.

The first time we saw in-game footage of the Audi R8 rounding a corner in Gran Turismo 5 Prologue, we assumed it was a clip from some sort of motoring show tie-in or something. But no. That's actually what the races look like.

Also confirmed is the long-absent in-car 'dashboard' view. Along with the souped-up programming, this has lengthened the time it takes to 'build' a GT car from the 30 days it took the developers of GT3 to a whopping 180.

↑ **Do not adjust your TV set; this is in-game footage**

Hard drive

Another keenly anticipated addition is online play. The main menu has been redesigned as the new My Page system. The icons lined up across My Page include one for the upcoming PlayStation Home service, opening up a world of possible crossovers.

Whatever the case, with around 40 cars and four courses available there will be loads to do in this, a teaser for next year's Gran Turismo 5 proper.

HOW COMPLETE?
GT5 PROLOGUE
CONCEPT ALPHA RELEASE
PRE-ALPHA BETA 2008

PS3 TOP 5 CHARTS

The UK's best-selling titles – and that's official!

01 RESISTANCE: FALL OF MAN
Publisher Sony
OPS2 Score 7/10

02 MOTORSTORM
Publisher Sony
OPS2 Score 8/10

03 FORMULA 1: CHAMP EDITION
Publisher Sony
OPS2 Score 7/10

04 RAINBOX SIX: VEGAS
Publisher Ubisoft
OPS2 Score 8/10

05 TRANSFORMERS THE GAME
Publisher Activision
OPS2 Score 4/10

IDENTITY THEFT

Prototype is coming to mess with your DNA

PUB Sierra DEV Radical ETA Summer 2008 WWW sierra.com

Alec Mercer wakes up on a lab table in New York, his memory blank. Outside, the army battles to contain a raging mutagenic epidemic.

As Alec sets out to investigate his origins, it becomes obvious that he's part of it. Whatever's happened to him, he's now human in appearance only. Blessed or cursed, he can change shape at will.

The most immediate benefit is that he is a weapon – turning his arms into blades to dismember enemies, or piercing them with claws.

And his talents can be used stealthily. He's able to absorb the bodies of the people he kills and steal their DNA.

↑ **Your mutant 'hero' can turn his arms into claws**

Thief of police

This adds an interesting twist: by 'wearing' a body, Alec can use that person's abilities and access their memories. In particular, he becomes a master of all things helicopter – a handy talent, because there are plenty of military vehicles to commandeer.

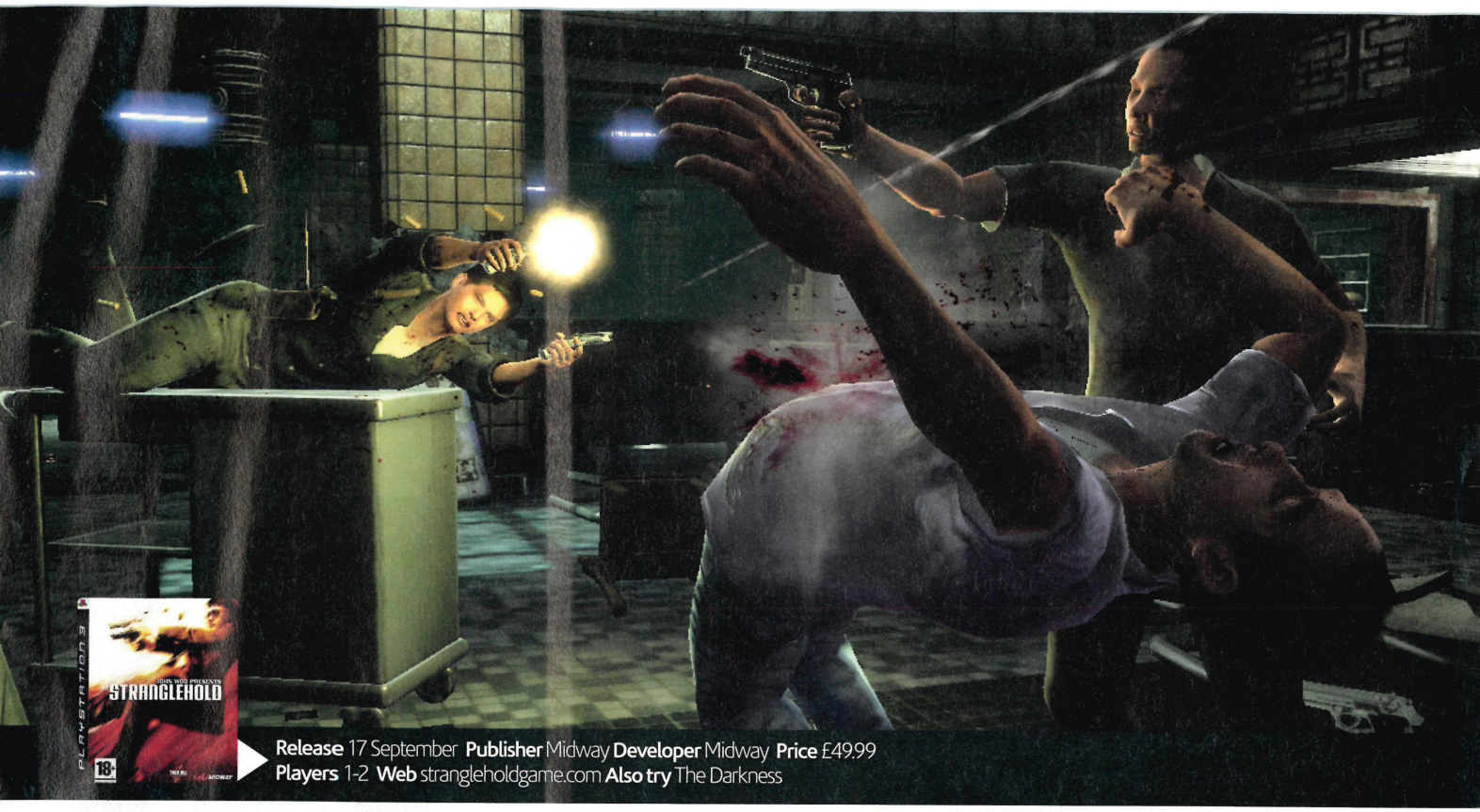
Steal the identity of a high-ranking officer, though, and Alec not only gains access to restricted areas, but can order troops to attack enemies.

↑ **Hug a hoodie, the government says – just make sure it's not this one**

This body-snatching, blood-letting riot unfolds through New York City, with landmarks carved into territories, each with a colour theme that varies depending on its current danger status.

It is Alec's mutant powers that make Prototype more than a clichéd urban shooter. And we hear that as his powers develop you'll be able to command entire army divisions or NYPD precincts. Yep: New York – it's a hell of a town.

HOW COMPLETE?
PROTOTYPE
CONCEPT ALPHA RELEASE
PRE-ALPHA BETA 2008



Release 17 September **Publisher** Midway **Developer** Midway **Price** £49.99
Players 1-2 **Web** strangleholdgame.com **Also try** The Darkness

STRANGLEHOLD

The closest thing you'll ever get to actually starring in a John Woo film

What do you get if you persuade John Woo, legendary director of action movies such as *Paycheck*, *Hostage* and *Face/Off*, to work with the development team behind Psi-Ops to make a game starring martial-arts megastar Chow Yun-Fat?

Stranglehold, that's what: a shooter that comes pretty close to brilliant.

Chow Yun-Fat (the older guy out of *Crouching Tiger*) is your hero, reprising his role as Inspector Tequila from Woo's classic 1992 film, *Hard Boiled*. His wife and kid have been kidnapped.

Rescuing them involves shooting a lot – a *lot* – of people over seven stages rammed with setpieces in Hong Kong and Chicago.

Developer Midway has done an outstanding job of making environments fully interactive. Nearly everything you see can be destroyed with a bullet or 12. Loads of fun

Stranglehold is all about blasting through waves of the finest rent-a-thugs. They're everywhere, and they attack with cunning and strategy.

The only really big letdown in the game is that, because L1 is used to dive as well as interact with scenery, Tequila has an annoying habit of doing the opposite thing to what you want him to.

The one other thing that sneaks into the 'against' list is that the singleplayer storyline is pretty short. If you're a shooter expert, you'll have it cooked in eight to 10 hours.

But those are eight to 10 hours of pure fun, and multiplayer options breathe plenty of extra life into things.

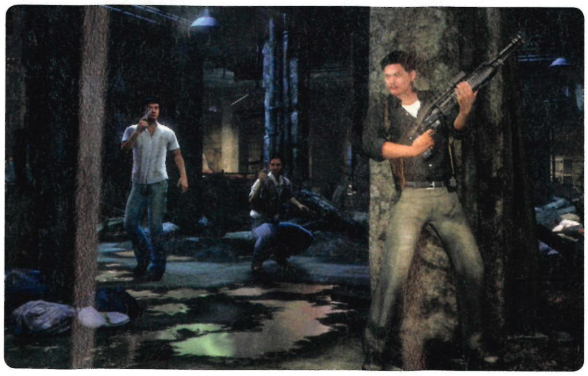
Blast action hero

Despite the obvious similarity to Max Payne's slow-mo bullet ballet, Stranglehold doesn't feel stale – far from it – because it's livened up by some truly brilliant touches.

The Tequila Bomb power-ups and the superb Mexican standoff sequences are genuinely excellent.

At a time where so much focus is placed upon realism, Stranglehold is a reminder that games should be fun first and everything else second.

Stranglehold has a cool-as-anything hero, a strong story, a pick-up-and-play vibe and a genuinely taxing tactical side. One of PS3's most exciting games so far.



You play as martial arts star Chow Yun-Fat – it's his voice, too

PlayStation 2 Official Magazine UK

VERDICT

- Bullet-dodging slow-mo bits
- Fully smash-up-able environments
- Fire while surfing on a dessert tray
- Those L1 dives are annoying

An exhilarating shooter brushed with John Woo's genius, Stranglehold plays like Max Payne in a bag of snakes

8

↓ It's a feast for the eyes but, sadly, famine for the brain

Release Out Now **Publisher** Sony **Developer** Ninja Theory **Price** £49.99 **Players** 1 **Web** heavenlysword.com **Also try** Genji: Days of the Blade

HEAVENLY SWORD

Beautiful, but dumb

Poor Nariko. She's got a lot on her shoulders. Being a girl, even her supernatural fighting skills can't make the blokes in her clan accept that she's the true wielder of the Heavenly Sword.

Then, when she finally does get her hands on it, she's doomed: the sword's payoff is that it drains the life from anyone it touches.

On the up side, she's a stunna. And so is the game. Nariko's easy on the eyes, sure, but the show's real stars are the villains: chewing the scenery like it's a competition.

And then there's Heavenly Sword's other big draw. Yes, there really are bits where you're fighting in a crowd of about 1000 people.

They're teased in early missions, but by the end of the game you're sprinting through the mob and carving up whoever you choose.

Blocking depends on Nariko's stance and the way her opponents attack: if they're blue, she'll defend their attacks from Normal stance; if they're glowing yellow, she'll need to be in Power stance to repel them.

The trick is, later enemies vary moves or attack in packs, meaning you have to get good at switching between blocks or evading attacks. Countering is fast and satisfying.

Nariko can build up super attacks – the most basic kills whoever she's fighting, the next damages all enemies in the vicinity, the ultimate acts like a smart bomb.

Heavenly Sword constantly gives you abilities and then takes them away again. There are also odd tasks like paralysing your former allies or killing 500 people with a cannon.

Flick-flack

For all its style, you can't help concluding that this would rather be a film than a game. It's epic and the close-ups are clever, but that's where the effort's gone.

The game chucks in puzzles in a way that makes you feel like it hates having to do them, and rolls out action sequences that stop when they should be getting going.

So, although it's often excellent and technically spectacular, this sword falls rather short of heavenly.

↑ Nariko's sword is powerful but drains her life as she wields it

PlayStation 2 Official Magazine UK

VERDICT

Too short despite early promise of an epic, Heavenly Sword is quite a disappointment

7

WARHAWK

PS3's essential multiplayer game takes off

Release Out Now **Publisher** Sony **Developer** Incog Inc **Price** £39.99 **Players** Up to 32 **Web** us.playstation.com/Warhawk **Also try** Call of Duty 3

If war really was this enjoyable, then Iraq and Afghanistan would be on the front of every holiday brochure.

Warhawk isn't just enjoyable, it's also the kind of game that will draw other people in to see what all the excitement is about.

It feels like a playground full of toys, except the climbing frames have been replaced with hovering attack jets called Warhawks.

The constant pressure of combat, fuelled by rapid five-second respawns, keeps the action ripping along at a formidable pace.

We found it hard to put the pad down. Plus, this is only the beginning, with expansion packs in the pipeline – including maps, modes, vehicles and customisation options.

Warhawk's started strongly and it can only get even better.

PlayStation 2 Official Magazine UK

VERDICT

Highly addictive with a damn near perfect gameplay balance, Warhawk is the bomb

9

PlayStation®
Official Magazine - UK

PREVIEWS
Call of Duty 4
Ratchet & Clank: Tools of Destruction

REVIEWS
Stranglehold
SingStar
Colin McRae: DiRT
Stuntman: Ignition

FEATURES
KillZone 2
Metal Gear Solid 4
Unreal Tournament 3
Freedom Fighters

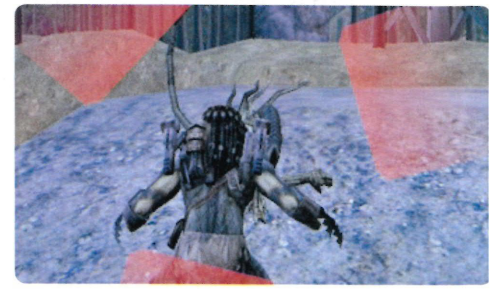
PLAYABLE DEMOS
GRAW 2
Blast Factor
Ninja Gaiden Sigma
Super Rub-A-Dub

ON SALE NOW!

PSP IN OPS2

Your quick guide to the best new games for your handheld friend

↑ Vision modes help you track and hunt



SURVIVAL OF THE FITTEST

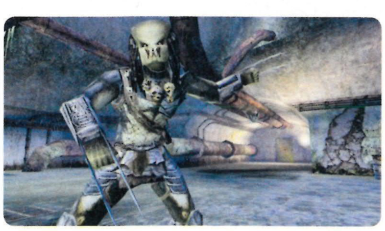
Come out of the jungle in **Alien vs Predator**

PUB Sierra **DEV** Rebellion **ETA** December **WWW** sierra.com

Not much can survive in the face of a grinning, acid-blooded, slimy, razor-toothed Alien. Even Ripley ran away. But in this case, you're a Predator. And as you may know, Predators themselves are not exactly shy and retiring weaklings.

You're kitted out with all the deadly gadgets you'd expect: wrist blades, night vision modes, shoulder cannons, invisibility cloaking, spears – surely that's enough to tackle a few pesky xenomorphs? Well, actually there may be a few problems…

Firstly, you're alone against a horde of Aliens that's invaded the town of Gunnison, Colorado and begun devouring the human National Guard.



↑ Wrist blades, shoulder cannons, spears and dreadlocks: that's one angry crusty

You've been sent there to gather the parts from the Predator ship that crashed there in 1987 (see the original *Predator* film), and prevent them from falling into human hands.

Lemon and slime

So, how does a single Predator survive on such a hostile planet with a fiendishly dangerous mission ahead of him? You've got a cloaking device, so stealth is one option, and you can use your vision modes to track and hunt your enemies fairly easily.

Even your simplest weapons have brilliant abilities. The spear can take down multiple enemies and has a useful auto-block feature if you're retreating. And the boomerang-style Predator Disc will kill anything it shwooshes at.

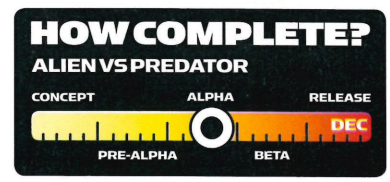
You work up to laser trip-mines, plasma grenades, throwing stars, a handheld cannon that delivers plasma bolts at Uzi-type rates and dual, shoulder-mounted plasma cannons.

There are also suit modifications to earn, such as the steel wrist shield, and an advanced cloaking capability that hides you from humans and Aliens.

↑ You play as a Predator, fighting aliens who've invaded a town

How do you get your outer-space mitts on these goodies? You kill, of course. AvP features an Honour System that rewards you for offing prolific baddies and sparing the innocent. In a nutshell: you gain honour for fragging aliens and facehuggers and lose it for killing orphans, pregnant women or puppies.

AvP should be with us in time for Christmas and it's looking like a cert for inclusion on Santa's list.



COLIN MCWHO?

Sega Rally laughs in the face of realism

PUB Sega **DEV** Bugbear **ETA** October **WWW** sega-europe.com

Sega Rally is all about blue skies, exotic locations and speed. That's not really surprising given its roots in the 1995 arcade original.

The surprising thing is just how close to its original vision Sega Rally has stayed in the face of years of serious sims.

The tracks are looped, for a start, rather than point-to-point. This makes them far easier to memorise. They're wide and generally very open too.

And the series continues to ignore the you-against-the-clock nature of real-life rallying, in favour of the door-bashing approach of rallycross battles.

This has the twin benefits of letting you physically beat your competitors into submission and adding to the spectacle: there's nothing like seeing another car leaping into a huge slide right in front of you.

You'll have to cope with at least three surfaces per track from a list that includes tarmac, dirt, mud, snow, slush, sand and even (briefly) water.

So, realism be damned: it looks like in this case, at least, fantasy will be just as much fun.

↑ Each track includes three different types of surface

← Unlike real rally racing, you're on the track with your opponents

HOW COMPLETE?
SEGA RALLY
CONCEPT ALPHA RELEASE
PRE-ALPHA BETA OCT

PSP TOP 5 CHARTS

What are you buying? Here's the place to find out

01 **TRANSFORMERS THE GAME**
Publisher Activision
Score Not reviewed

02 **HARRY POTTER & TOOTP**
Publisher EA
Score 5/10

03 **SHREK THE THIRD**
Publisher Activision
Score 3/10

04 **DRIVER 76**
Publisher Ubisoft
Score 3/10

05 **MGS: PORTABLE OPS**
Publisher Konami
Score 9/10

FLYING SOLO

Star Wars Battlefront: Renegade Squadron takes us back into space with some familiar faces

PUB Activision **DEV** LucasArts **ETA** October **WWW** starwarsbattlefront.com

Star Wars Battlefront: Renegade Squadron is enormous, PSP-exclusive and based on the characters, ships and technology you know and love. Its story is new, though, revolving around the exploits of a renegade team put together by Han Solo.

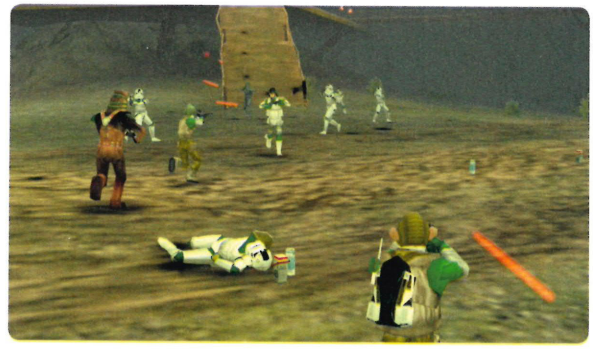
Events take you from the evacuation of Yavin 4, which occurs at the end of the original 1977 movie, to the end of *Episode VI: Return Of The Jedi*.

There are 11 battlefields and, as in Battlefront 2, some are in space. And that means spaceships to fly! Never mind Princess Amidala's pointy chrome sports car, these are the cream of the crop: the Millennium Falcon, X-Wing, Boba Fett's Slave One, Darth Vader's TIE Advanced.

And then, naturally, you need guns. You can customise your weapons loadout, with slots for a main weapon, a secondary weapon, an explosive, a 'special' item and a power-up to boost, for example, your shields.

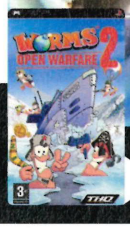
Add together the space combat, sprawling new multiplayer options and heavy customisation and you have what looks like a very nice mix indeed.

↓ You're part of a team led by Han Solo and including Chewbacca



HOW COMPLETE?
SWB: RENEGADE SQUADRON
CONCEPT ALPHA RELEASE
PRE-ALPHA BETA OCT

You can either play solo against the AI or challenge your mates over Wi-fi



Release Out Now **Publisher** THQ **Developer** Team 17 **Price** £34.99
Wi-fi Yes **Web** wormsopenwarfare2.com **Also try** Lemmings

WORMS OPEN WARFARE 2

We're wriggling with glee

Wilbur Worm has just lost his life to a pirate wielding an exploding sheep, and a tiny headstone pops up on the 2D landscape. He's our last soldier, and we're gutted.

Yet this sort of tragic moment is what makes Open Warfare 2 indispensable. The second each skirmish ends, you're desperate to get back onto the battlefield for more of the madness.

The singleplayer game pits you against six 'themed' worm armies, from pirates to aliens. Turn-based battles are fought four-a-side, and each foe comes with a landscape that affects the gameplay – so in space, for example, the low gravity means you can jump halfway across the screen with one bounce.

Defeat an army over a series of stages and one of your worms is called up to face a boss challenge. Cleverly, these duels involve figuring out your opponent's weakness before destroying them.

It's a nice puzzle-based twist after the familiar, and more freeform, destruction of the main game.

Friendly fire

The singleplayer mode is engrossing stuff, but it's in the ad-hoc multiplayer mode that Worms works best.

The more mates you compete against, the more fun it becomes, as friends you always thought would watch your back decimate your troops with air strikes or blow your last worm away with a callous, point-blank bazooka blast.

The different landscapes affect the way you play

It's surprisingly intense and also invariably sweary – particularly when a desperate last shot drifts a few pixels wide of the target.

The only downside to multiplayer mode, in fact, is that it lacks the charming worm customisation of the singleplayer game.

Play solo and a wealth of amusing hats, comedy accents and other crazy equipment are available. In group play, though, these options are absent.

Still, it's a small price to pay for such big laughs and addictive fun. This is a must-have.

PlayStation 2 Official Magazine UK

VERDICT

- Insanely addictive
- Endless gameplay modes
- Best ad-hoc mode around
- No customisation in multiplayer

As addictive as they come and a great laugh to play with mates, but also features a highly enjoyable single player mode

8

Freeing prisoners is one of a few breaks from fighting

Release Out Now **Publisher** Disney Interactive
Developer Eurocom **Price** £29.99 **Wi-fi** Yes
Web atworldsendgame.com **Also try** Sid Meier's Pirates!

PIRATES OF THE CARIBBEAN

Will **At World's End** have you at your wits' end?

Even dissolving Johnny Depp in six hours of baffling voodoo couldn't stop the last two *Pirates of the Caribbean* films being great fun.

This game covers those films, although it favours the locations of *At World's End* to *Dead Man's Chest* – but suffers from a different problem.

Whereas films ramble like a drunken Jack Sparrow, the game is a simple, linear experience with only token variety.

Jack it in

Mostly you're just fighting your piratey way through legions of soldiers and fishy monsters.

This involves a couple of buttons to attack and one more to block. Pfft. The excellent animations really hold your interest, though, and new moves are unlocked as you go.

When Jack Sparrow points at some imaginary distraction before kicking the enemy heroically in the shins, it's done so winningly you can't help but love it. This probably captures the spirit of the characters better

The locations all look very pretty

than any other game-of-a-film we've seen.

The voices are also great, despite being provided by impressionists rather than the stars, and Jack's authentically regular with his whinging.

Other characters are playable too, but the mouths that don't move are kind of a downer. There's an awful lot of eerie nodding going on.

Actually, the worst-looking thing in the game is the sea, but it features surprisingly little. The towns, ships and castles are much better and – yes – authentic too.

It's all rather nice, and the inoffensive swordplay does little to hinder your sightseeing.

Really, that's what it offers. Movie-esque sightseeing above actual gaming. Well, what did you expect? Just be grateful it's not rubbish platforming.

PlayStation 2 Official Magazine UK
VERDICT
Good-looking, good-natured and entertaining but simplistic and shallow too
7

EXIT 2

Budget puzzler in 'rather good' shock!

Release Out Now **Publisher** 505 Games
Developer Taito **Price** £19.99 **Wi-fi** Yes
Web 505games.co.uk/games/exit2 **Also try** Crush

Exit 2 is a puzzle game where you save people from really awkwardly designed buildings.

The victims can seem like liabilities – such as the big fat adults who can't climb anything higher than a Big Mac – but each has their own special abilities.

Fat adults can push heavy weights; kids can walk on fragile floors; dogs can fit in tiny spaces.

The controls can be a little cumbersome, and sometimes the people need micromanaging just so they can get down some stairs or allow themselves to be helped up a box.

But Exit 2 is unusual in that it keeps getting better for quite a long time, and to be honest the longer we played it, the further our score rose. A slow-burner.

PlayStation 2 Official Magazine UK
VERDICT
Takes a fair while to get comfy with, but you'll really reap the rewards once you have
8

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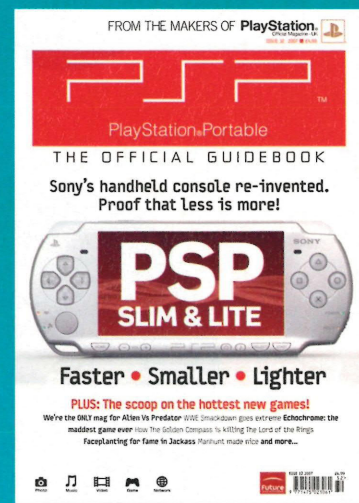

PREVIEWS
Jackass the Game
Harvey Birdman
Pursuit Force: Extreme Justice
D&D Tactics
Warhammer 40,000
Silent Hill Origins

REVIEWS
GRAW 2
Shrek The Third
Order of the Phoenix
Tony Hawk's Project 8
Valhalla Knights
Practical IQ

FEATURES
Smackdown vs Raw 2008
The Golden Compass
Spice Up Your Collection

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PLAYSTATION EDUCATION

#09 FASHION

From the frightful to the fabulous, we present PlayStation's best and worst dressed

VOLDO

As seen in Soul Calibur III (PS2, 2005)
Hating it because Who accessorises a codpiece with a purple ball-gag and matching goggles? Really, some S&M clubs would refuse Voldo entry on the grounds of being dressed too garishly.

YOUKI

As seen in Enchanted Arms (PS3, 2007)
Hating it because Kids grow up so fast these days. Some too fast. Thigh-exposing skirt, boob tube and a dollar sign on the crotch: Youki, get thee to a nunnery!

THE KING OF ALL COSMOS

As seen in We ♥ Katamari (PS2, 2006)
Loving it because Fashion offers a window into the soul. And with his conquistador's moustache, puce leggings, ruff the size of a Sicilian pizza and a humungous, psychedelic cylinder for a head, we reckon The King is the kind of dude we'd like to party with.

VAAN

As seen in Final Fantasy XII (PS2, 2007)
Hating it because If you ain't got it, don't flaunt it. Specifically, if you've an adolescent pigeon-chest, don't throw a steel bikini top over it in the hope of disguising the fact that you're not quite a man yet.

SOLID SNAKE

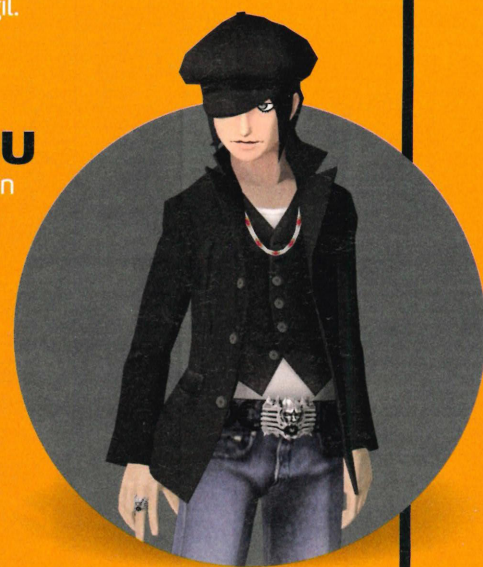
As seen in Metal Gear Acid 2 (PSP, 2006)

Loving it because Being a super-spy doesn't mean you can only wear black. Snake's working some bold colours here and those pixellated camo pants are to die for.

VERGIL

As seen in Devil May Cry 3: Special Edition (PS2, 2006)

Loving it because Metrosexuality is a myth; guys still aren't making enough effort these days. But that's about to change. From this point forwards, men will consider this to be the year 1 AV. After Vergil.



ISAMU

As seen in Shin Megami Tensei: Nocturne (PS2, 2005)

Hating it because Accessories can make or break a look and Isamu here falls flat on his pretty face. That gaudy necklace really doesn't fit with the Edwardian street urchin thing he's got going on.

RIKKU

As seen in Final Fantasy X-2 (PS2, 2004)

Hating it because We didn't think it was possible for a rainbow to throw up on someone. Apparently, Rikku found one that could.

NEXT MONTH **GUITARS**

ROLAND

As seen in Shin Megami Tensei: Digital Devil Saga 2 (PS2, 2007)

Loving it because Faux-military is so 2006, but author-cum-freedom fighter Roland breathes new life into it with that startling flash of colour on his sleeve. The digital devil is in the detailing!

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TEAM OPS2
EDITOR Nick Ellis
ART EDITOR Mark Mitchell
DEPUTY EDITOR Andy Hartup
PRODUCTION EDITOR Sophie Mason
DESIGNER John Strike
STAFF WRITER Mike Sterry
EDITORIAL ASSISTANT Kim Richards

CONTRIBUTORS & PRODUCTION
Steve Bailey, Alex Dale, David Harrison, Mark Walbank, Ziggi Baker, Nick Cox, John McAllister, Suzanne Rowles, Alan Wardle, Sarah Gaines, Paul Roberts Andy McLaughlin, Jesse Wild
PRODUCTION COORDINATOR Lee Thomas
PRODUCTION MANAGER Rose Griffiths

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ADVERTISING DIRECTOR Jayne Caple
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MANAGERIAL & MARKETING
EDITOR-IN-CHIEF Mark Donald
SENIOR ART EDITORS Dylan Channon, Martin Parfitt
MARKETING CAMPAIGN MANAGER Tom Acton
EDITORIAL DIRECTOR Jim Douglas
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CRASH OF THE TITANS

The Bandicoot bounces back in our exclusive review!

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Spider-Man: Friend or Foe
Cars Mater-National
Thrillville: Off The Rails

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2 The winner will be announced in the next issue of OPS2 published after the closing date, unless otherwise specified, and the winner will be notified personally as soon as practicable either before or after this.
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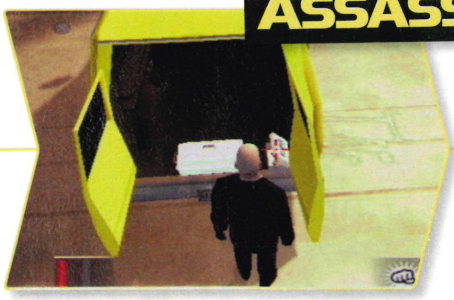
SPLIT SCREEN

One classic level, two ways to complete it. This month, Hitman: Blood Money

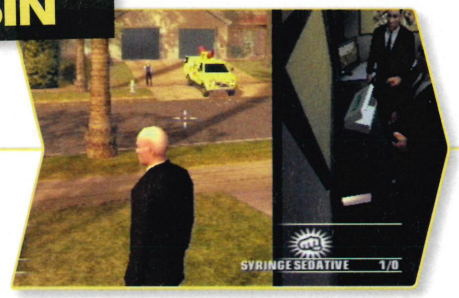
MISSION START

It's a classic hit: assassinating a state witness, Vinnie Sinistra, while he lounges in his safe house surrounded by masses of FBI agents, and taking a roll of microfilm from his wife's necklace. Fortunately for you and Agent 47, there's a party going on at the house tonight...

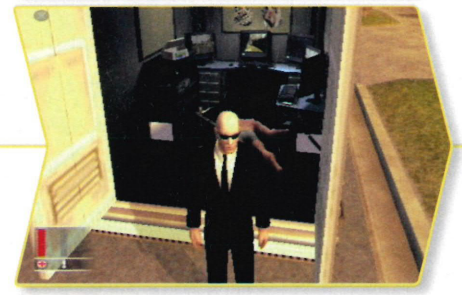
METHOD 1 SILENT ASSASSIN



First, sneakily slip your sedative syringe into the box of doughnuts found in the caterers' van outside the target's house. Night-night boys.



The surveillance cops in the van across the street just can't resist a sugary ring, so watch as they fall into a deep sleep soon afterwards.



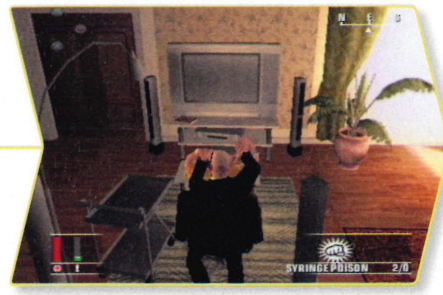
Get in the back of the van! Once there, swipe the video surveillance tape and switch suits with one of the agents.

Make your way to the front door of the house. It seems anyone with a black suit, shades and an earpiece can waltz right on in. So go ahead.

Go to the back garden and in the outdoor pool area is Sinistra's wife, staggering like a sailor on shore leave. Follow her to the indoor pool area.

Now it's her turn to go 'sleepy-time'. Inject her swiftly to avoid her raising the alarm, get the microfilm and hide her body in the sauna.

To separate the target from his bodyguard, go to the front of the house and tamper with the electrics to stop Sinistra's TV working.



When the guard goes to investigate, enter the lounge, standing behind Vinnie. Pick a weapon – wire, silenced pistol, poison – and do him in.

Now you can stroll out and even get a little wave from the Feds as you go. Remember to fetch Agent 47's suit from the surveillance truck.

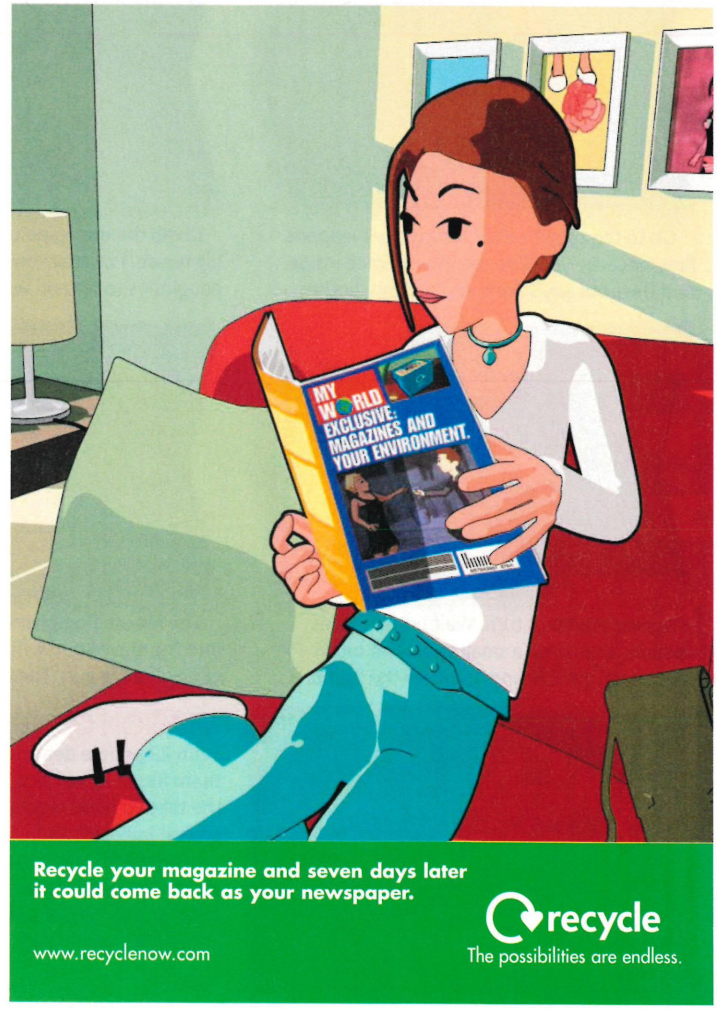
MISSION COMPLETE

With the only recorded kill being the actual target and with all objectives complete, you get the mission rating of Silent Assassin which is reflected in the headlines of the next day's papers. You sneaky devil.

FLIP TO SEE IT DONE DERANGED SLAYER STYLE!

NatWest Adapt Competition Rules

1. Entries must reach us by e-mail no later than 31/10/07. By submitting their entry entrants will be deemed to have agreed to be bound by these rules. 2. The winner will be announced on 14/11/07 and the winner will be notified personally as soon as practicable either before or after this. 3. The competition is open to all UK residents aged between 11-18 years old, except employees of Future plc, any of its wholly owned subsidiaries or any marketing services agency, handling house or other company involved directly with the administration of this competition, or any member of their households. 4. Responsibility cannot be accepted for entries lost. Correspondence will be entered into only at the absolute discretion of Future Publishing Limited. 5. The winning entries will be those which in the judges' opinion have completed the best and most appropriate design. The panel of judges will contain at least one independent member. The judges decision will be final. 6. The prize will be £200 cash, to each of five winners. 7. Entrants accept that if they win, Future Publishing Limited will have the right, without additional payment or permission, to use their name, age, town of residence and likeness for the purposes of announcing the winner of this competition and for related promotional purposes. 8. All entries will become the property of Future Publishing Limited on their receipt and will not be returned. Entrants hereby provide Future Publishing Limited with an irrevocable non-exclusive worldwide licence to ustilse the competition entry in any manner and hereby waive all moral rights in the entry. 10. Entrants may be contacted from time to time in the future about new products and services available from Future Publishing Limited, who may also, if it believes this will be of interest to entrants, make entrants' details available to third parties who will contact them about other products and services. Entrants who do not wish this to occur should make this clear on their e-mail.

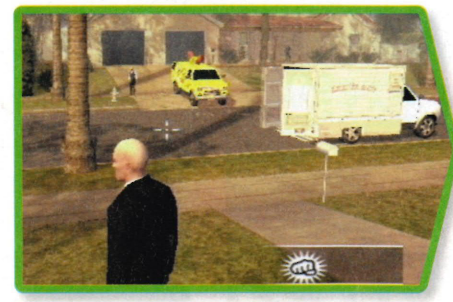


SPLIT SCREEN

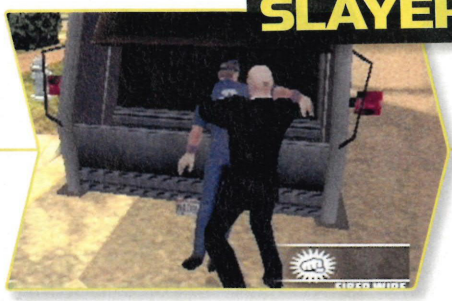
One classic level, two ways to complete it. This month, Hitman: Blood Money

MISSION RESTART

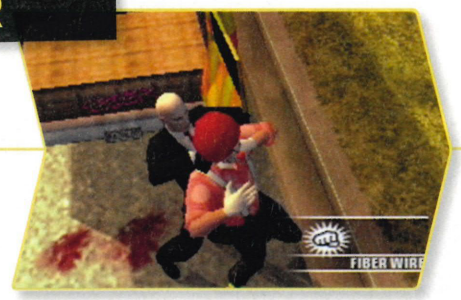
Didn't fancy the Silent Assassin method? Bit too subtle for you? Don't worry, you can be equally as successful on this particular hit if you just march on into Sinistra's home and slaughter everybody inside. So let's take a close-up look at how we go about doing that...



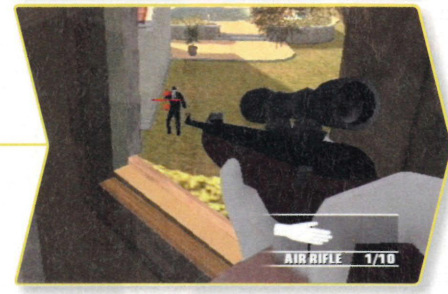
METHOD 2 DERANGED SLAYER



First, take out witnesses: a jogger (push her into a manhole), a nosey neighbour (hedge trimmers) and a binman (rubbish compactor).

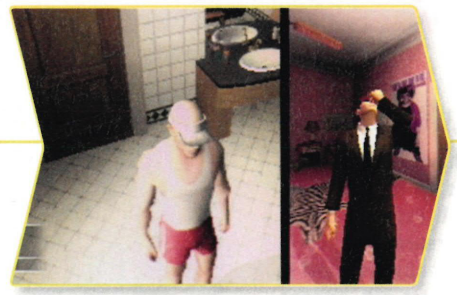


Next, a clown. Dump his body in the box in his car and put on his outfit. Cross the road to find a garage with ether and tranquilliser darts in it.



By the target's house is a treehouse and – oh look! An air rifle! Use it to fire the tranquilliser darts at the people in the target's garden.

Go to the target's door (drop your weapons first, because you'll be searched). Once inside, find the pool guy's body and nick his clothes.



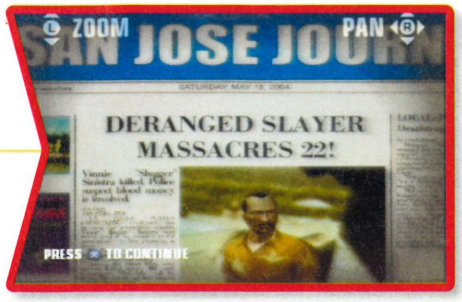
Climb the drainpipe to the second floor of the big house. Put ether on the knickers in Sinistra's daughter's room and wait for the smutty Fed.

When he's asleep, slip on his threads. Get the lighter fluid from the garden shed and apply it to the barbecue. Oops – bit too hot, Mrs Sinistra?

Now it's hubby's turn. Wait until he goes upstairs, then drop a small explosive on his TV seat. Stroll outside and detonate the bomb.

The FBI are finally onto you. So change back into the clown outfit (for the drama) and find yourself a big gun. Then kill everybody.

When there's no one left to shoot (remember there's a catering guy knocking around, too), strip the bodies and pile them up.



MISSION COMPLETE

With 22 people dead, most of them found naked and in a pile, the tabloid press reacts in a typical kneejerk and sensationalist manner, declaring you a Deranged Slayer. It's yet another example of political correctness gone mad.

MISSION SELECT

Have you got a favourite mission you'd like us to feature here? Tell us about it! Email **psnation@futurenet.co.uk** or write to **Split Screen, OPS2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.**

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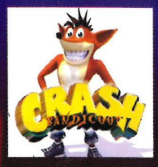

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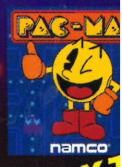

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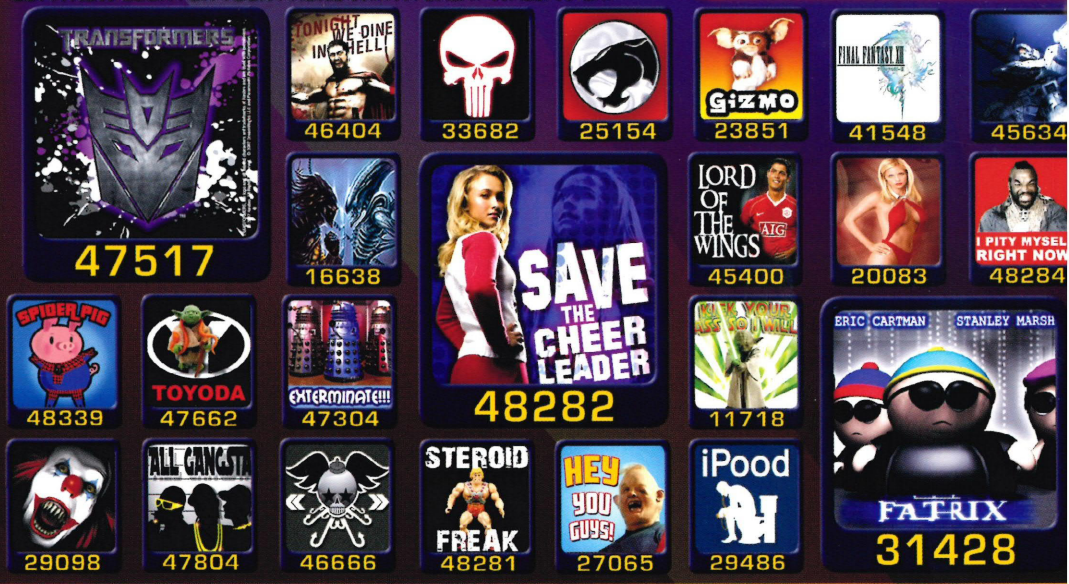

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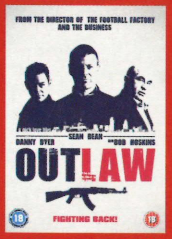

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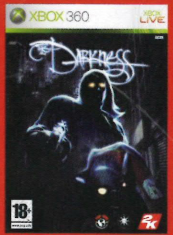

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