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.hack

RESIDENT EVIL ONLINE

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PUTTING THE ELF INTO TWELFTH

We unveil **Final Fantasy XII** – and dozen it look good!

LEND US A TANNER

Driver 3 – back on the streets with the original Getaway

IN OUR PACKED MONITOR SECTION

- MGS2: Substance
- **Devil May Cry 2**
- Splinter Cell
- **Tomb Raider**
- Club Football
- **Silent Hill 3**

PLUS LOADS MORE!

ENTER THE MATRIX

The truth will set you free. The game. The film. Inside...

PlayStation 2
031
MARCH 2003 THE "LIVING IN A BIG JELLY SHELL RUN BY A MAD COMPUTER" ISSUE
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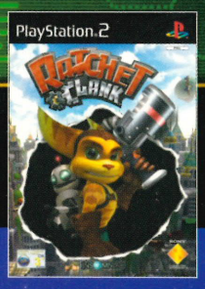

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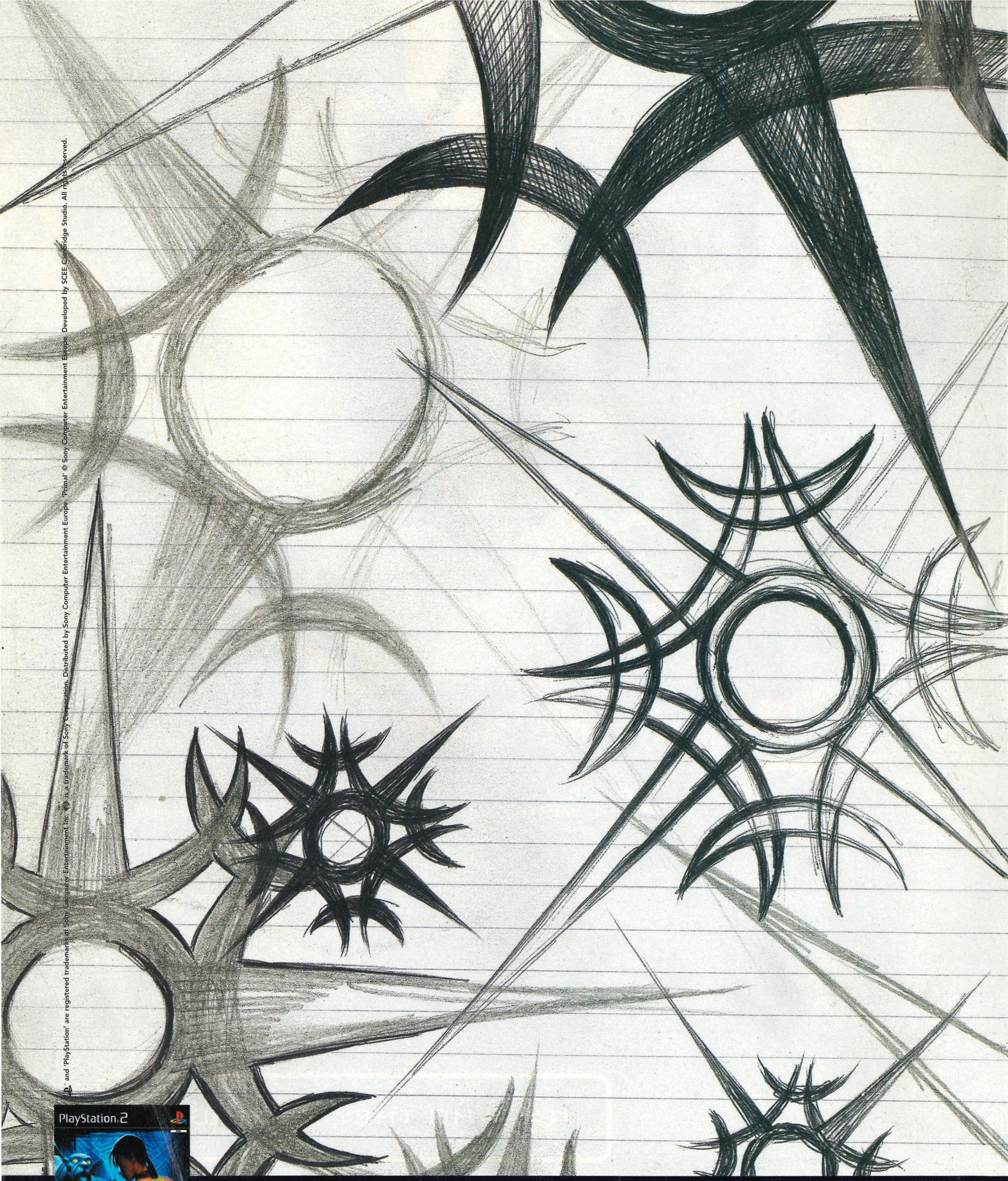

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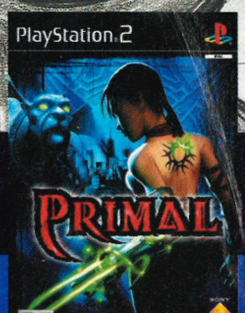

Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos. Welcome to Oblivion.

PlayStation 2

editor's letter

Issue#31/March 2003

In your magazine...

"Human beings are a disease, a cancer of this planet! You are the plague and we are the cure! Sorry, just empathising with my temporary Agent Richards persona a little too strongly there. A hired suit, a pair of shades and a pot of Brylcreem and suddenly I think I can walk through walls and dodge bullets. Lucky I tested out the former 'ability' first and escaped with only a slight graze to the forehead.

Matrix fever has descended and suddenly everyone is wandering around the office in long leather coats, spouting cod-philosophical platitudes. If you haven't seen the trailer yet, point your browser to www.thematrix.com and watch agents trampolining on the bonnets of moving cars, Trinity's thrilling motorbike chase and Neo fighting off 100 cloned Agent Smiths. Then turn to page 70 to find out why Shiny's *Enter The Matrix* videogame is just as important to the Wachowski brothers as the two new movies, *Reloaded* and *Revolutions*. We've also been the first magazine to actually play *Enter The Matrix* and can exclusively report that it makes *Max Payne*'s 'bullet time' look like a pensioner tripping over his laces.

Sam

SAM RICHARDS Editor

READ THIS!

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Assimilate all new *Matrix* data on the game and films, immediately! Uploading...

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Resident Evil Online, where fear, paranoia and the threat of having your ankle chewed by a rabid mutant are good things, obviously.

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So, online gaming, then. What's it actually like? The unbridled joy of shafting the Yanks investigated.

...And on your DVD

"If you've had to put up with an Xbox-owning friend crowing about playing the brilliant *Splinter Cell* recently, you need suffer no longer. *Splinter Cell* comes to PlayStation 2 on 28 March and we've broken all rules to bring you a playable demo one month early, just so you can see that those much-vaunted lighting effects *can* be done on our humble black box. So there's absolutely no need to look anywhere else for your shadow-hugging thrills.

You can also try out two of our current office favourites: deceptively brutal back-to-nature bruiser *The Mark Of Kri*, and big dumb B-movie beat-'em-up *War Of The Monsters*, among another killer batch of playable offerings. Look out for *Tenchu* and *Vexx* next month!

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

GO TO: uk.playstation.com

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

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

ON THE DVD

playable demos

SPLINTER CELL
Sneak and destroy – it's this year's magma-hot spy-'em-up.

THE MARK OF KRI
Make your mark as a kick-ass barbarian warrior.

RAYMAN 3: HOODLUM HAVOC
Rayman's latest cartoon caper. Good 'armless entertainment.

WAR OF THE MONSTERS
Monstrous metropolis mayhem.

DR MUTO
A lot morph-un than you think.

WAKEBOARDING UNLEASHED

GRAND PRIX CHALLENGE

ZAPPER

TIMESPLITTERS 2

video demos

SHINOBI

MALICE

PRIDE FC

ROLLING

THE MAKING OF TOMB RAIDER

THE MAKING OF PRIMAL

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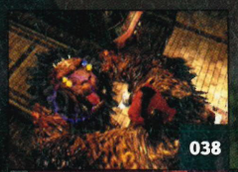
■ **BACKS TO THE WALL**
The ninja master of stealth is back and ready for slaughter.

TENCHU: WRATH OF HEAVEN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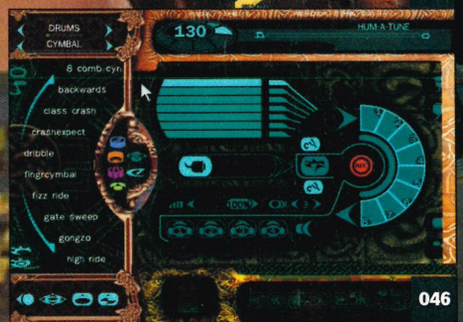

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Murder, lady love and screenshots.

015 FINAL FANTASY XII
It's coming. See for yourself...

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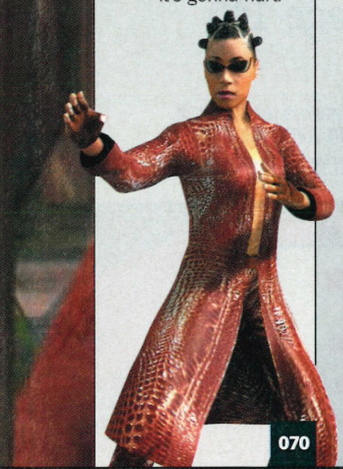
Brace yourself, it's gonna hurt!



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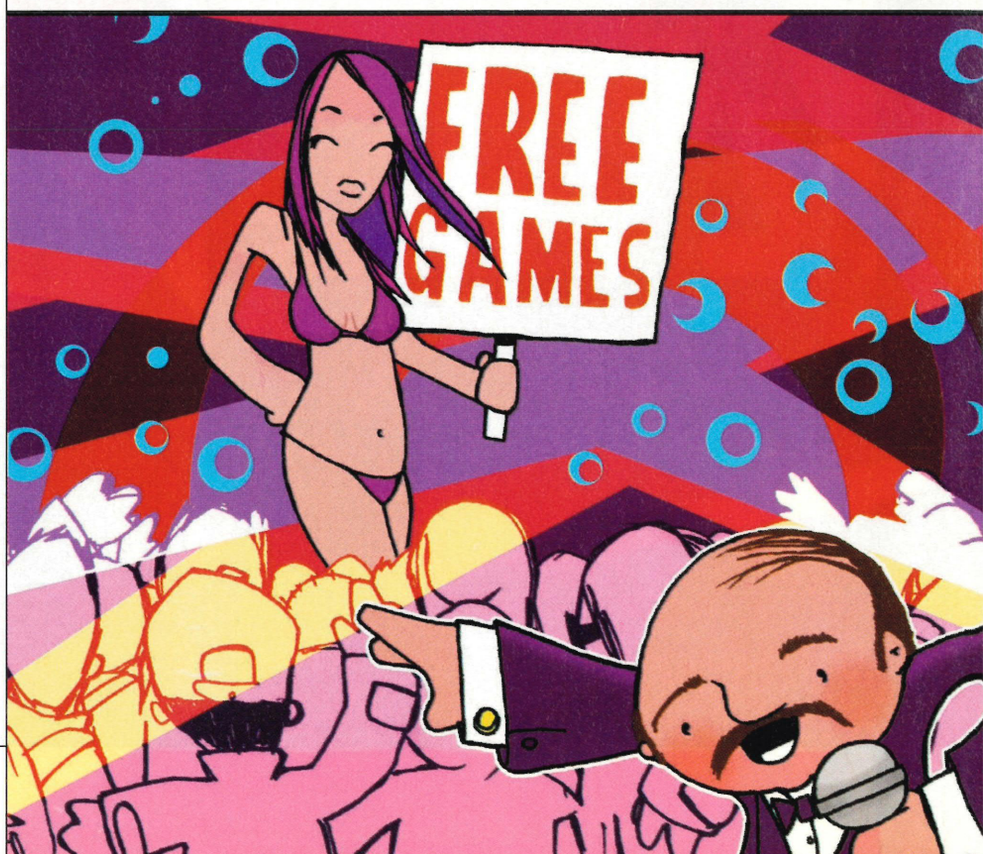

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ATARI

THE MONEY SHOT

This month's greatest gaming moment: doing the splits in **SPLINTER CELL**

Not afraid of the dark are you? Let's hope not, because it's where you will be spending most of your time in *Splinter Cell*. With every risk-dodging, idea-starved developer trying its hand at stealth it's getting increasingly hard to remember why we got excited about sneaking around in the first place. The answer, of course, lies lurking in the shadows.

Once you're over the lighting effects (which are almost absurdly pretty) what really impresses is the sense of being there: behind enemy lines, crouched in the dark and very much on your own. One-man-against-the-world might be the oldest yarn in gaming, but it has never felt as lonely as this. Modestly armed (by modern standards) Sam Fisher must overcome the enemy using a combination of guts and gadgetry, but his most potent weapon is the dark itself.

Shoot out the strip lights, flick on your nightvision and the shift in power is palpable. The patrolling guards are rightly nervous, all too aware that something's waiting for them. Of course, little do they know that you're actually perched a few feet overhead, legs straining against the walls, sights hovering over the back of their heads. He's clearly got thigh muscles like a Ukrainian shot-putter, but we'll have to wait until next month's review to find out whether Sam Fisher really is the new Solid Snake. For now, though, you've got to admire his balls.

**For the* Splinter Cell *debriefing check out page 40 of this month's Monitor.*

UNCOVERING THE LATEST PS2 NEWS EVERY MONTH

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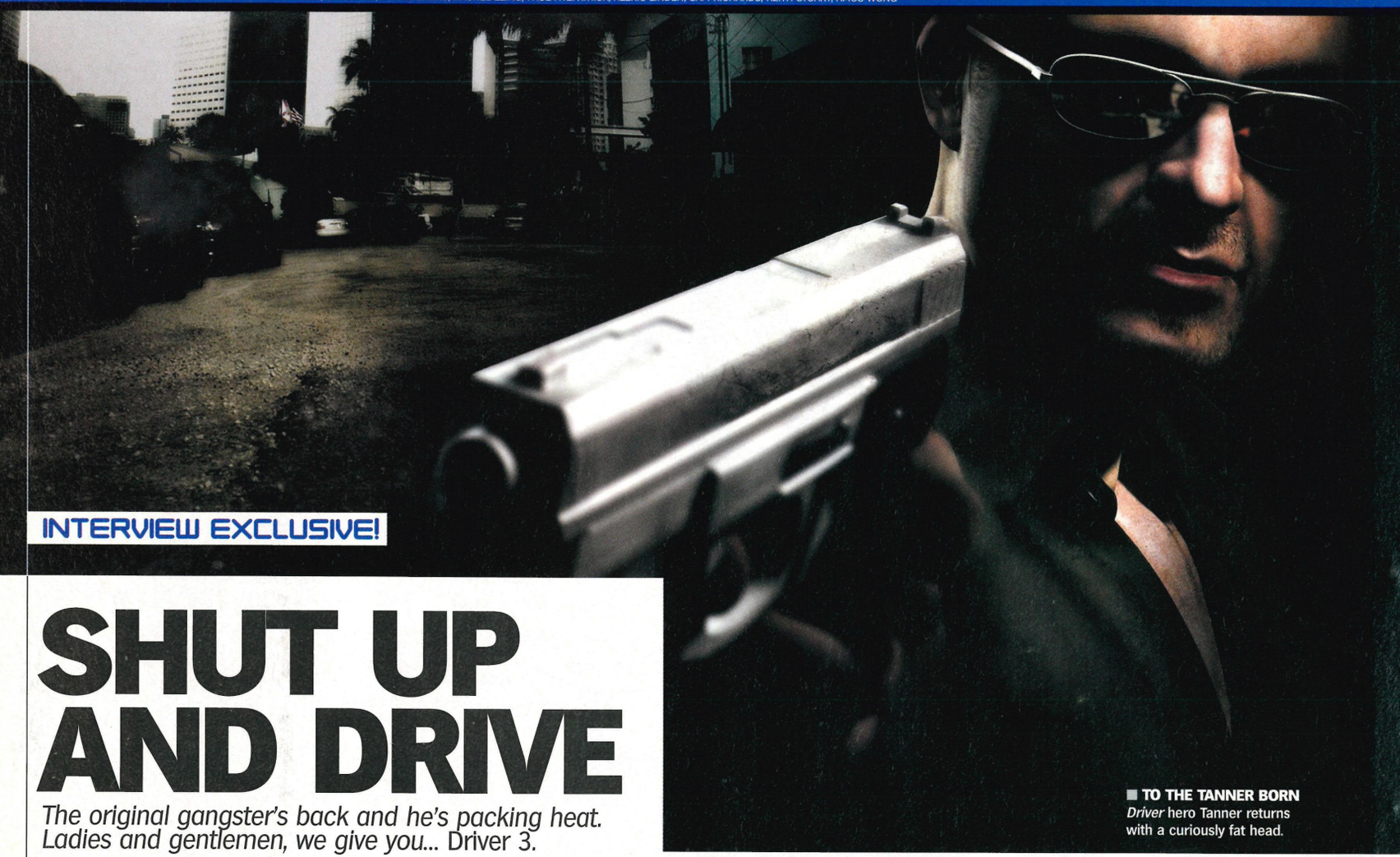


INTERVIEW EXCLUSIVE!

SHUT UP AND DRIVE

The original gangster's back and he's packing heat. Ladies and gentlemen, we give you... Driver 3.

■ **TO THE TANNER BORN** *Driver* hero Tanner returns with a curiously fat head.

AT FIRST GLANCE, *Driver 3* could be a scene from Michael Caine's classic heist movie *The Italian Job*. Not only does the keenly-anticipated trequel let you rattle around in a vintage mini, you can literally blow the bloody doors off. That's 'hinge technology' for you, and one of the reasons why developer Reflections potential *Getaway*-beater might be the most filmic, effortlessly playable gangster experience on PS2.

The original *Driver* was released in 1999 on PSone and was the first free-roaming driving game set in an autonomous 3D city. The sequel, released in 2000, let you walk about and steal motors as you saw fit – arguably paving the foundations for *GTAIII*. Three years on, the legacy reaches fruition. Reflections has taken the realistic physics of *Stuntman* – its technically impressive PS2 debut – and stuffed them in a bustling 3D city packed with traffic and chattering pedestrians. Even at this early stage, *OPS2* had great fun just handbraking around sharp bends, whilst marvelling at the independently modelled suspension as the tyres struggled to keep a grip on the road. There are no licensed cars, just nudge-wink tributes – including Lamborghinis, open top Cobras and transit vans.

RUMOUR ALERT! We've heard unverified whispers that the 'other' game Reflections is working on is a sequel to *Stuntman*.

⊗SKIP INTRO

In a hurry? Here's the condensed version... PSone classics *Driver* and *Driver 2* get reimagined with the next-gen brush. Expect a revamped *Stuntman* engine blended with *GTA* walkabout elements and car handling to rival *The Getaway*'s.

"The advantage of the physics is that it makes getting involved in car chases realistic and fun even before you start a mission," explains Martin Edmondson, Founder of Reflections, as he demonstrates smashing a car into a crumpled shell, then driving over the detached bumper and sending it clattering in the opposite direction. "One of the famous things about *Driver* was that people would play Take A Ride mode for 10-15 minutes after the pub."

So what's this hinge technology, then? Edmondson presses a button causing the car doors to click open. Reversing sharply, the doors bellow wide, reacting with true independent physics. Theoretically, you could pop the locks and reverse at speed using the doors as battering rams to knock down unsuspecting pedestrians. This technology is further demonstrated in a mission that involves stealing an articulated lorry, complete with trailer. Edmondson shows the lorry in action, braking hard to compensate for the vehicle's momentum. As he tries not to make it jacknife and flip over, steaming tyre marks are left on the tarmac. Teasingly, it's suggested that you can load the lorry with stolen cars, akin to the movie thriller *Gone In Sixty Seconds*.

The plot is a secret, but it explores darker themes. Edmondson divulges, "Around 70 percent of your time will be spent in car chases, with the remainder on foot," The plot will be more linear than *Vice City*. "We're striving for a level of emotional involvement that can get lost when there are too many sub plots and side missions." All we know is that main man Tanner returns, moving between Miami, Nice and Istanbul (see Location, Location, Location).

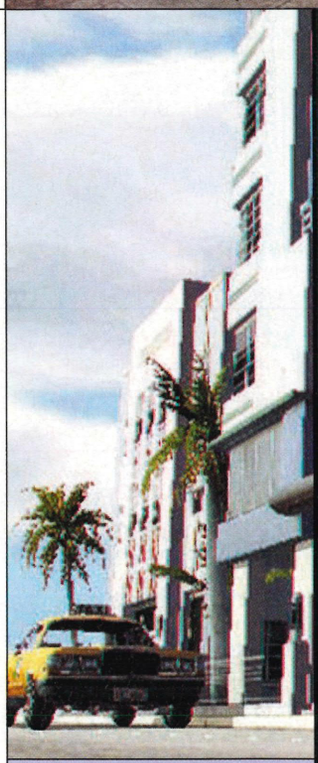
There's a big addition to this game in the form of guns… *lots* of guns. Tanner can now amass weapons and blow chunks out of the destructible environments. "They're basically fun guns, we're not keeping an eye on every last bullet," Edmondson reveals, "*Driver 3* isn't a stealthy game, it's not a sniper game. It's a bit like *The Matrix* – you walk in there with two Mach 10 machine guns and spray everything with bullets, then you chuck them away and do the same again." The targeting system combines auto-aim and manual elements, so you can strafe around like a first-person shooter. "We want it to be like second nature," says Edmondson, "so it's 'bang, he's dead, boomp, he's dead…' you can point the gun without being pin sharp."

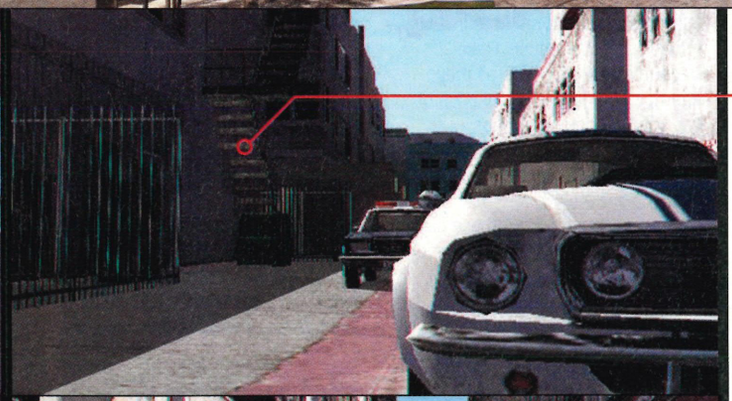
At this early stage, *Driver 3* falls between *The Getaway*'s gritty realism and *Vice City*'s bite-sized anarchy. There's still a lot of development to go, but if the components are stitched together seamlessly, this can be one of 2003's best games. □ **DD**

SPY

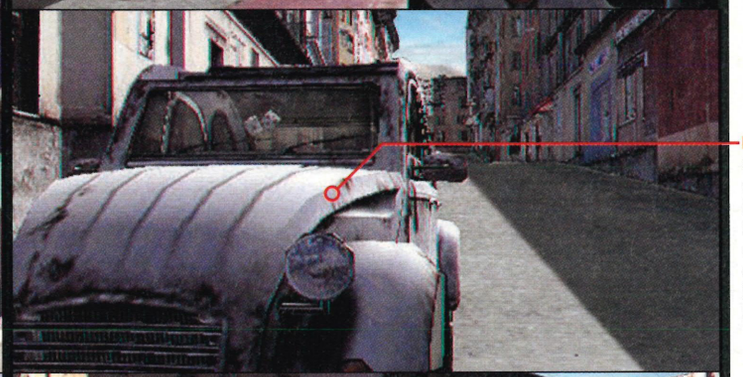
SOFT OPTION You can take your motor for a spin on the beach.

LAMBORGHINI IN A BOTTLE You've got to drive it, er, the right way.





STAND AND STAIR Tanner will be able to get out of the car at any time and explore the environment. Watch for useful pick ups on the rooftop...



BONNET TIME Smash the front end and the bonnet will flap before eventually detaching – you can even then interact with the broken parts.

Mission In Action

What's Tanner up against? We grill Martin Edmondson for first details.

"The mission objectives are fixed, but there will be multiple ways to complete each task. Buildings will have multiple entrances, so you can make the game easy or hard for yourself depending on your approach. Inquisitive gamers will be rewarded for finding short cuts, such as ventilation ducts or hidden entrances. For example, in one mission you need to take out a guy living in the Stiltsville area of Miami – a city built entirely on the water. You can either wade in all-guns-blazing, steal an enemy car and drive past the guards unnoticed or swim towards the house from a safe location."

Location, Location, Location

Reflections' sequel unfolds across three exotic global locations... Vice City fans, look away now.

MIAMI
The coastal city was in the original *Driver*, so Reflections is reclaiming its turf. The level is based on real-life streets, including landmarks like the Beacon Hotel. Tanner should be able to drive through lapping waves and steal boats.

NICE
The most advanced level, packed with winding backstreets and steep inclines, in contrast to London's blocky streets. In one mission, you'll take part in a climactic warehouse gun battle, as the city square teems with pedestrians.

ISTANBUL
The final location, offering a brutal contrast of decadent palaces and crumbling shanty towns. Reflections suggests you'll be able to look into glass-fronted buildings at people inside. In each city, you can just sit and watch the world go by.

GO TO: uk.playstation.com

■ *There'll be a Driver 3 update on uk.playstation.com this month with new information and screen shots.*

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"It was only a matter of time before a PlayStation 2 game starred a pair of lipstick lesbians"
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"Nobody can bleed as much blood as we have"
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"Heihachi is so hard he's not even bothering with a weapon"
SOUL CALIBUR II, P18

"Forget about rhythm. Just hit the Tatacon like hell to propel your character"
NO TATSUJIN, P21

"Plug in one of Sony's AIBO robo dogs and it'll respond to your voice commands"
DEKAVOICE, P28

"CV sifters would much rather see a design for a ninja DJ than a 3D bowl of fruit"
THE BIG ISSUE, P15

"Utilising props like baseball bats, barbed wire and burning tables."
BACKYARD WRESTLING, P32

Plus... OPS2 offers its readers free money in exchange for funny PS2 inspired frivolity (see pg 28).

"MURdER ShE QUOtE"

Bleak words from Gamerfeed.com's report on the sad demise of Rage Software:

"All of the company's properties such as *Lamborghini*, *Andy McNab Team SAS* and *Rocky* will have to be sold off to other companies. Any remaining team members will be broken up as well."

We never knew going into receivership could be so painful...

"HEIHACHI IS SO HARD, HE'S NOT EVEN BOTHERING WITH A WEAPON"

SOUL CALIBUR II, PAGE 18

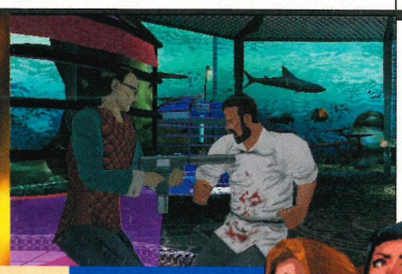
FACT!

Arush Entertainment are in the process of making a *Sims*-style **Playboy world-building game**, in which you get to live the life of Hef.

SCORCHIO!

LOVE AND EFFECTION

Hotter than the sun! First Fear Effect 3 *details.*



LADY LOVE IS a subject seldom broached in the world of games. But as games that were once meant for kids becomes more targeted at adults, it was only a matter of time before a PS2 title starred a pair of lipstick lesbians. Before you start shaking your head and tutting (just like we did, of course) hear this: their sapphic desire isn't just for titillation, it's a major motivation of the plot of *Fear Effect 3* from Kronos. No, really, it is.

The LA-based developer has already sullied the PSone with explicit gore, violence and sexuality in two previous incarnations of the *Fear Effect* series – *Fear Effect* and *Fear Effect 2: Retro Helix*, a prequel. This latest instalment takes place two years after *Fear Effect* and follows the adventures of Rain Quin, Hana Tsu-Vachel, Jacob 'Deke' Dacourt and Royce Glas as they attempt to murder the evil boss of The Triad – Minx – who has threatened to kill Rain if her girlfriend (Hana) stops working for him. That's true love for you...

As you can see from these early images and screens, the girls have lost none of their allure, happy to pose half-naked in front of a bloody soup of breasts and fat men. Screens show a 2D look for the characters laid over a 3D background, giving a striking visual style. Kronos promises to interweave this with more heart-stopping action and a sophisticated combat system with distinctive combos, finishing moves and grapples.

LEER EFFECT

THE GIRLS POSE HALF NAKED IN A SOUP OF BREASTS AND FAT MEN

Arrival of the imagery has already assured it as one of the most anticipated PS2 games in the *OSP2* office. Especially amongst the filth contingency, ie George and Tim. We'll await its summer release with increasingly sweaty palms. ☐ **GW**

■ **GIRLS ALLOWED** The very lovely Rain and Hana. Yes – they're together.

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

NBA Street *combines with* FIFA *in* Urban Freestyle, *the latest extreme sports venture from Acclaim, the publisher that gave us* BMX XXX.

Starting next month Spy will be running a regular* Pro Evo 2 *Goal Of The Month competition. So get some practice in now!

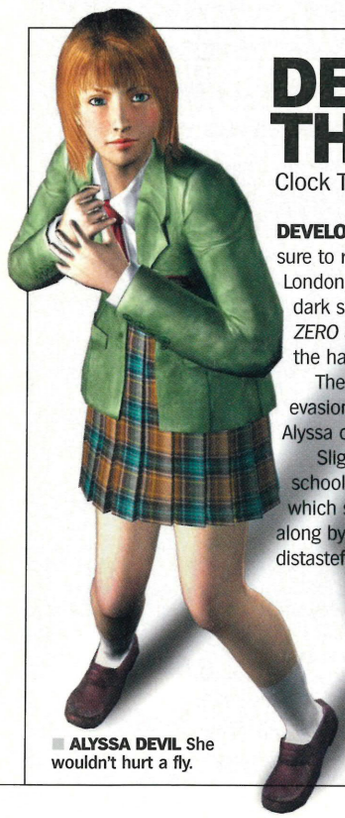
DEATH AND THE MAIDEN

Clock Tower 3 *raises a few eyebrows.*

DEVELOPED BY SUNSOFT and published by Capcom, *Clock Tower 3* is sure to rile the censors when it arrives here in the Summer. Set in London, the game features Alyssa Hamilton, a schoolgirl uncovering the dark secrets of her family. Playing like a spooky mixture of *Project ZERO* and *Silent Hill*, a tangible sense of fear is brilliantly conveyed by the haunting soundtrack and dark, moody visuals.

The game's most interesting aspect is in its reliance on wits and evasion instead of confrontation. During a recent playtest for example, Alyssa could duck behind scenery to avoid her ghostly enemies.

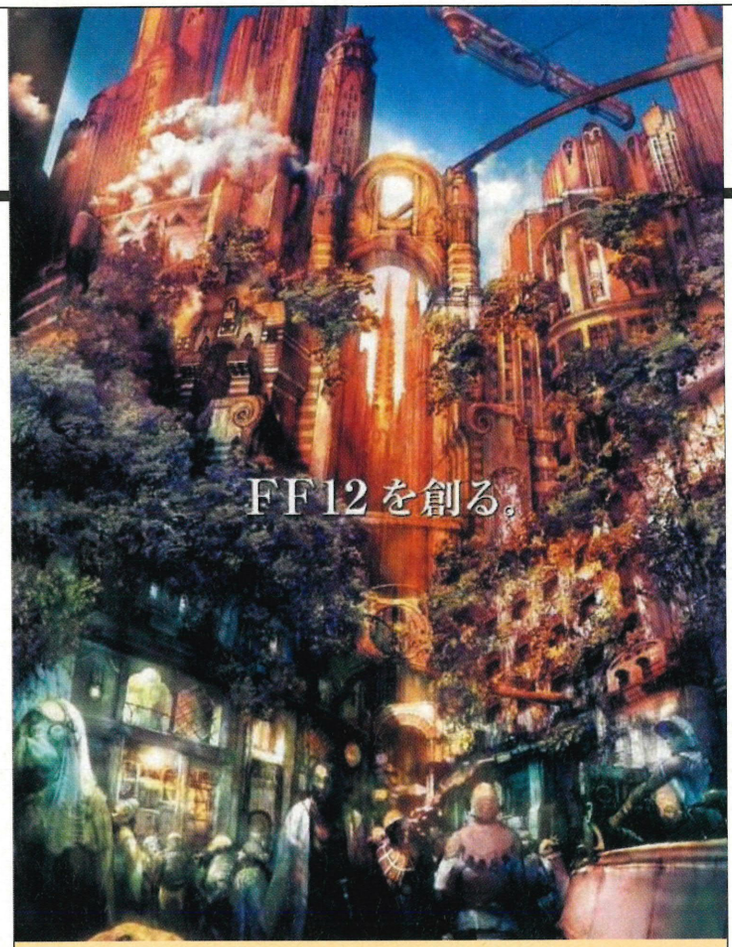
Slightly troubling though, is the casting of a 15-year-old girl in a school uniform as the main protagonist, considering the horrors to which she's exposed. In one explicit scene, a man drags a young girl along by her hair, then smashes her head in with a large hammer. Too distasteful for European palettes? We'll soon see. ☐ **AL**



■ **ALYSSA DEVIL** She wouldn't hurt a fly.

■ **ALYSSA IN CHAINS** She'd be far better off standing up to fight, we think.

■ **TRACKS OF MY TEARS** The cataract operation was a terrible failure.



FANTASTIC VIEW

Square *asks, "Can you guess what it is yet?"*

WE ALWAYS KNEW that *Final Fantasy XII* was inevitable – it was just a question of time. While one team at Square is devotedly putting the finishing touches to FFX-2 (the first 'proper' *Final Fantasy* sequel) before starting work on *FFX-3*, another group of Square stalwarts are firing up the dev kits and sharpening their crayons in anticipation of the twelfth episode of the *FF* saga.

So, what has the RPG giant produced so far? One, solitary poster to advertise that the game exists. And it's just like Square to tease us with a cryptic collage of imagery that bears resemblance to everything from the *Star Wars* planet of Naboo to *Blade Runner*, *The Fifth Element*, and an anime called *Metropolis*.

What will the finished game be like? That's like speculating when *Tomb Raider* is coming out – we haven't the foggiest. But we can reveal that a video of *FFXII* may appear on the disc of *FFX-2* when it's released in Japan this March. □ **GW**

Say what you see

***Thoughts on OPS2's first glimpse of* FFXII...**

"It reeks of a new age craft shop poster. I keep getting wafts of ylang-ylang oil. I just hope to God Square hasn't employed the Japanese equivalent of Rodney Matthews to do the concept art. I'm putting a tenner on the gent in the middle with the sword being a main character in the game."
George, News Ed

"Is it going to be based on shopping in Covent Garden? Is that a dog in the left hand corner? It is! It's an ugly dog with no ears. Maybe you have to find its ears. Seriously, though, It looks a bit like the anime film, *Metropolis*. Very *Blade Runner* and a bit *Mad Max*."
Mark, Deputy Ed

"Looks like a crap prog rock album cover to me. Which somehow seems pretty appropriate for a game that's stupefyingly long-winded, ludicrously pretentious and impenetrable to everyone outside the hardcore (bearded) fanbase." [*And this from the man who said* Final Fantasy *Tactics was the best game of all time.*]
Tim, Online Ed

ARMY OF DARKNESS

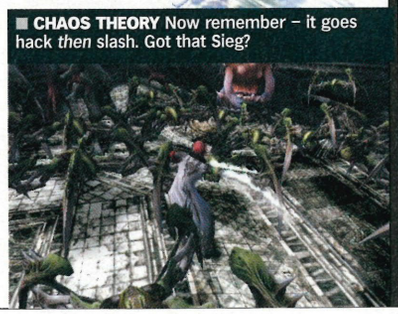
OPS2 *goes hands-on with* Chaos Legion.

IN ADDITION TO its *DMC*-like Gothic styling and generous helping of enemies, our first hands-on with Capcom's *Chaos Legion* revealed that the Legions – creatures that swordsman Sieg Wahrheit can call upon to assist in battle – add a surprising amount to the fairly simplistic hack 'n' slash gameplay.

Downing enemies allows Sieg to summon seven different types of Legion, each offering extra tactical options. The two we saw were the Archers, who allow for distance attacks, and a giant creature with serious extra brawn. Their actions can be controlled with simple button-presses – a flick of R2 switches between offence and defence while L2 switches targets.

It's still a way off – expected here in the Autumn – but *Chaos Legion* looks promising. More soon. □ **AL**

■ **CHAOS THEORY** Now remember – it goes hack *then* slash. Got that Sieg?



What everyone is talking about this month...

THE BIG ISSUE

HOW DO YOU GET A JOB MAKING PS2 GAMES?

Thanks to the soaraway success of PlayStation 2, snagging a cool role in game development is a kudos-rich result. If you want to wheedle your way into one of gaming's more glamorous or just plain jammy jobs, pay attention.

The toe-in-the-door position is games tester. But you'll have to rigorously test every element of the game, often trying boring bits repeatedly to ensure the code doesn't crash. Plenty of gameplaying experience is essential, as is some technical acumen – you'll need to report bugs to the programmers. Tony Ciniglio, a tester at Lionhead says, "The best places to try are the big publishers like EA or Eidos." Many developers also take on people for work experience.

To model 3D graphics, you'll need experience with a 3D art package. 3D Studio Max is the industry standard, but it's expensive – you can get much cheaper, basic ones on the Net (www.blender.nl) that are good enough to show your ability.

TONY CINIGLIO, TESTER, LIONHEAD
"THE BEST PLACES TO TRY ARE THE BIG GAMES PUBLISHERS LIKE EA OR EIDOS"

Meanwhile, some studios employ concept artists to design characters and locations on paper, creating the look of the game. For this role, a foundation course in art is useful, as is a bulging portfolio of your work in variety of mediums. Ian Pestridge, Creative Manager at Blitz Games says, "CV sifters would much rather see a design for a Ninja DJ than a render of a bowl of fruit. Build an idea. Put your concepts down on paper – preliminary renders, icons, logos, characters, story – unload your brain onto the page."

Game design is what every gamer thinks they can do, but there's more to it than scribbling a few ideas down. You need to be technically minded and confident enough to communicate your ideas in detail, often in design documents the size of Victorian novels. "Use one of the many level creation tools for PC FPS games, for technical and practical experience," says Katie Lea, a Lead Designer at Studio Cambridge.

For job vacancies and specialist employment agencies, see our sister mag *Edge*, and the industry newspaper *MCV*. Got all that? Good – then go for it. And best of luck. □ **KS**

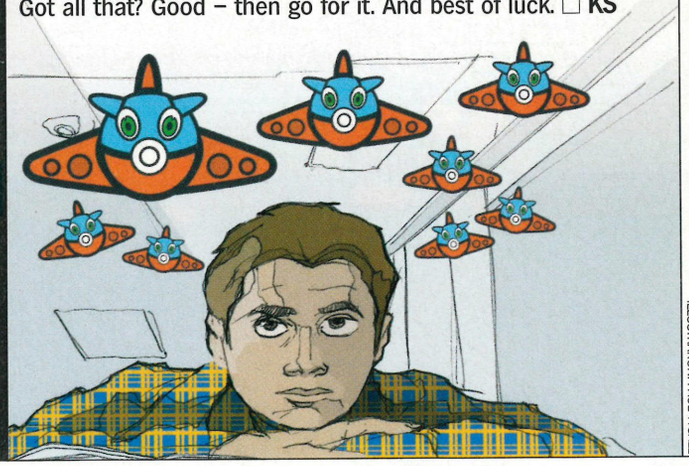


ILLUSTRATION: PAUL TYSALL

Ubi Soft
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- Max, Jan 2003

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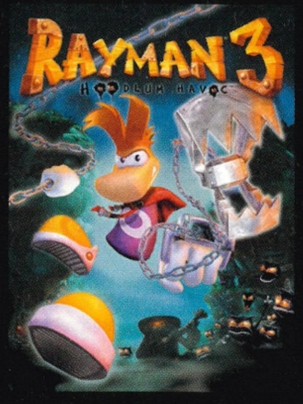

PC CD-ROM

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300
OPS2 3XOP

The amount of times you could fit an entire PS2 game on Matsushita, Ricoh and Osaka University's new **optical disc**. The PlayStation storage medium of the future?

SHE'S IN FASHION

Devil May Cry 2's Lucia gets a Diesel makeover.

VIDEOGAME DEVELOPERS AREN'T exactly renowned for their snappy dress sense, which is why most female characters end up looking like extras from a particularly sordid Motley Crue video. However, Capcom looks set to bring a welcome touch of class to its in-game clothing, having inked a deal with the Diesel fashion label. Players will unlock these delectable (and stylish) costumes on completion of *Devil May Cry 2*. But are they this *season*?

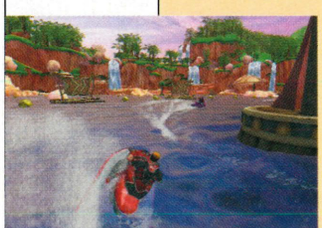
Far from fashion gurus ourselves we've enlisted *Heat* magazine's resident 'fashion sniper' Rachel Eling to cast her expert eye over Lucia's togs. Over to you Ms Eling... and please, be gentle. ☐ **GW**

SUMMER LUCIA
"Hello Sailor! What a natty nautical getup you've picked for this season. How clever of you to turn the catwalk trend for all things military on its head and opt for naval chic instead. Fabulous use of vertical stripes on your trousers – they certainly give a girl all the help she needs when it comes to visually lengthening those pins. Loving your low-slung belt too – very *Dolce & Gabanna*. One slight concern on the shoe front. Divine striped canvas mules, but as we understand it, you often spend your time doing martial arts – might they not be the teensiest bit impractical? Ah well, we all have to suffer for fashion, I suppose."

WINTER LUCIA
"Lucia darling, how did you know? Cropped jeans with boots are going to be just the thing this winter. Just be sure your boots are heeled though, otherwise you may be left with the short-legged look of a member of the Royal Family. And that would never do. Gorgeous jacket too – shearling sheepskin is such a luxe fabric, and oh so warm. We don't envy those dry-cleaning bills though. Now, don't take this personally, but if I could level some slight criticism, it would be about the hair. Don't you think the bright red is just ever-so-slightly over? Even Kelly Osbourne has given up the scarlet now. Why not try a nice chestnutty brown instead?" ☐ **RE**

WATER LARK

Rainbow Studios' SplashDown *returns.*



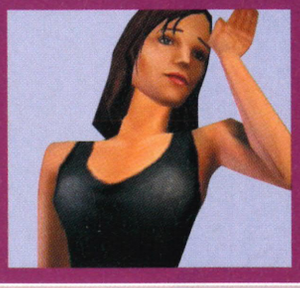
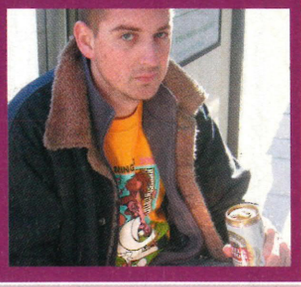
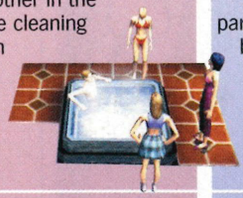
WET DREAM
The idea for a Hinckley Point course fell on deaf ears, then.

COME ON IN, the water's lovely. Actually it's probably bloody freezing right now, which is why the idea of whizzing around sun-kissed tropical climes on a 185hp jet-ski is so appealing. THQ has just confirmed that its recent acquisition, Rainbow Studios, is working on *SplashDown 2*, the follow-up to 2001's *SeaDoo* racing game. Due out on PS2 this summer, the game will feature impressive water effects and physics, with tsunami-sized waves.

THQ is promising "amazing sights and startling events around every corner," plus a Freestyle Stunt section, Technical Time Trials and Indoor Stadium courses. These early screens seem to suggest a fantasy approach to level design (is that a pirate ship?). Let's just hope that Rainbow can improve on its precursor's somewhat limited gameplay to complement the truly magnificent water physics. ☐ **TC**

to the death

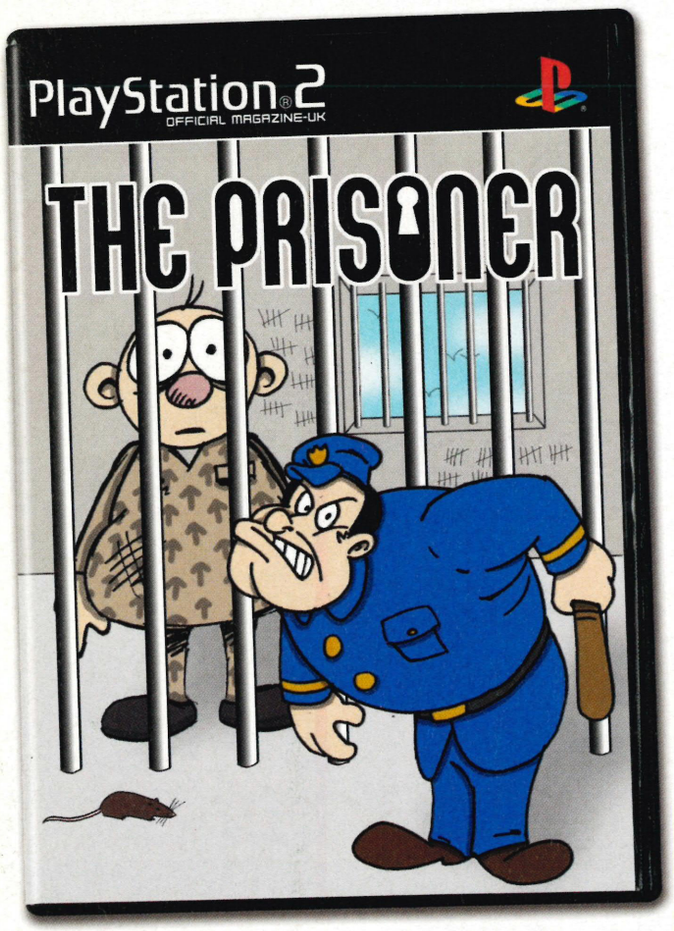
A bloody battle to prove what's better.

THE SIMS	VS	THE REAL WORLD
		
Everyone comes over to your place, drinks your booze, talks gibberish and tries to cop off with each other in the kitchen. The cleaning up is a pain in the ass. 	**PARTY** Seemingly an easy victory for *The Sims*, but real parties are just that bit more spicy. **0 - 1**	Your best mate throws up on the carpet, the girl of your dreams gets off with someone else within five minutes of arriving and someone you've never met will be crying on the stairs. The cleaning up is a pain in the ass.
Wet yourself in *The Sims* and your self-esteem will take a knock, but don't worry because you can jump in the shower while your kindly flatmates mop up.	**PERSONAL HYGIENE** If you must mess yourself, make sure it's in a game. **1 - 1**	Wet yourself in real life and your so-called friends will point, laugh and call you Little Timmy Pee-Pants until the end of time.
Provided you're reasonably punctual you get promoted every few days and you can magically fast forward time so that the average working day lasts about 30 seconds. Now that's flexitime.	**CAREER** Who wants to work for The Man? Reality takes an absolute pasting in this round. **2 - 1**	A real job involves squandering almost every waking hour performing soul-destroying tasks that a trained monkey would consider degrading.
They might not be keen on going past first base, but romancing a Sim is still relatively easy. Just whisper a few sweet nothings and she'll be putting out in no time. And, crucially, it doesn't hurt if she slaps you.	**SEX** It's a comfortable victory for reality but we can't help wishing women were as easy to woo as their digital counterparts. **2 - 2**	Persuading an actual woman into the sack is a convoluted process, often involving significant financial outlay and with absolutely no guarantee of success.
The robbers in *The Sims* are loveable rogues who carry swag bags and wear stripey jumpers, and provided you've installed an alarm, the rozzers turn up in a couple of seconds.	**CRIME** At worst, being a victim of virtual crime is ever so slightly annoying... chalk up another point for *The Sims*. **3 - 2**	Having your house burgled is a harrowing experience, often carried out by crack-crazed lunatics who'd probably cut your throat for 50p. But don't have nightmares.

THE WINNER: *THE SIMS*
A close run thing, but real life is a spirit-crushing slog punctuated only by terrifying acts of random violence and made bearable only by the faint prospect of a shag. Reality sucks, we're sticking with *The Sims*.

designer genes

Games designed by you. This month: An unlikely lag escapes 'Sarfend' nick.



THE PRISONER

PITCHED BY: **JASON RUDDY (LONDON)**

Ahh. We know this one. 'I'm not just a number' and all that, eh?
Totally wrong. Nothing to do with Number 6 or Patrick McGoohan, so stop confusing people with obscure references to Sixties TV dramas. This is a gritty, free-roaming, prison escape adventure, set – of all places – in sunny Southend.

Aha! And we play a psychopathic axe murderer on death row?
No. It's time to curb those Ed Gein fantasies. You play Doug, "An innocent law-abiding office worker imprisoned for a crime he didn't commit." You're task is to help Doug escape, stop him dropping the soap and earn cash from other prisoners.

Brilliant. How might we do that?
Mainly via gambling mini-games and trading items like cigarettes. You'll need to acquire a series of objects like a map, a shovel and the materials to make a dummy of yourself to fool the guards.

That's not going to be too easy – prisons are full of nasty criminals.
Strange, that… You're right though, Doug will have to avoid regular beatings that deplete his energy and try to make as many friends as possible. What's more there's a few fake maps circulating that will lead him to dangerous areas like the guard room. Doug will also have to watch out for untrustworthy inmates snitching on him to the wardens.

All sounds very interesting. What will it look like?
Cel-shaded in a cartoon style, surprisingly. Jason explains, "Most games have a realistic look to them. I want to get away from that and do something new and fresh."

The videogame version of *Porridge*. There's potential there...
That's right. Once we've persuaded Jason to rename the main character Norman Stanley Fletcher… ☐

MAKE IT OR BREAK IT?

COMMENTS

A prison-based action game is something that has tickled the fancy of the *OPS2* team. One problem we foresee, though, is that once the Doug escapes he'll become a wanted criminal. Perhaps he could return in a sequel called *The Fugitive*.

MAKE IT!

WRITE TO... Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email **PS2@futurenet.co.uk** (remember to put 'Designer Genes' as the subject). Send us a description of your idea and try to accompany it with a few sketches to bring your words to life.

"IT'S ANYONE'S GUESS WHEN THE GAME WILL COME OUT BUT AT LEAST THEY HAVEN'T JUST BEEN SAT AROUND PLAYING *PRO EVO*" *TOMB RAIDER*, PAGE 26

ROWDY!

■ **LET'S GET NECRID** Todd MacFarlane's new character gets that warm glow inside.

WE GOT SOUL

Soul Calibur II: *new characters and UK publisher!*

"WELCOME BACK TO the stage of history!" This phrase won't mean anything to people who've never had the pleasure of playing *Soul Calibur* on Dreamcast, but for the converted it's nothing short of a call to arms. Obviously we'll try to maintain some sense of perspective, but we reckon Namco's weapon-based beat-'em-up is the best fighting game of all time (and of course we'll fight anyone who says otherwise).

Electronic Arts has finally confirmed that it will be bringing the home version of *Soul Calibur II* to the UK, hopefully to coincide with the US release this August. The PS2 version comes complete with secret character Heihachi Mishima, the 75-year-old psycho who's been whupping asses in *Tekken*, Namco's other major fight franchise. And get this: Heihachi is so hard, he's not even bothering with a weapon. Take a look at the shots and you'll see him slugging it out bare-fisted against the delectable Ivy (she's the one with the porcelain bum cheeks, in case you were wondering). Oh, and that unsavoury-looking fellow at the top of the page is Necrid. Designed by Todd MacFarlane productions (best known for creating *Spawn*) he's the other new character set to make his debut on PS2.

Fight fans will already know that when *Soul Calibur* made the transition from arcade to DC, Namco created a mammoth suite of extra modes, and you can expect the same thing from the sequel. Arcade, Versus, Team Battle, Time Attack and Survival modes are all present and correct, but the real killer is the inclusion of the Weapon Master mode. This is a reworked version of the brilliant Edge Master mode found in the original *Soul Edge* on PSone, which enabled players to travel the world, building up an arsenal of different weapons from defeated opponents.

Soul Calibur II hits the shops in Japan at the earlier date of 27 March. You can guarantee we'll be sending our man in Tokyo straight down the local WonderGoo for our own private copies – of course, we'll let you know all about it in Monitor when the time comes. ☐ **TC/GW**

■ **TEKKEN LIBERTIES** Heihachi Mishima is a special guest in *Soul Calibur II*.

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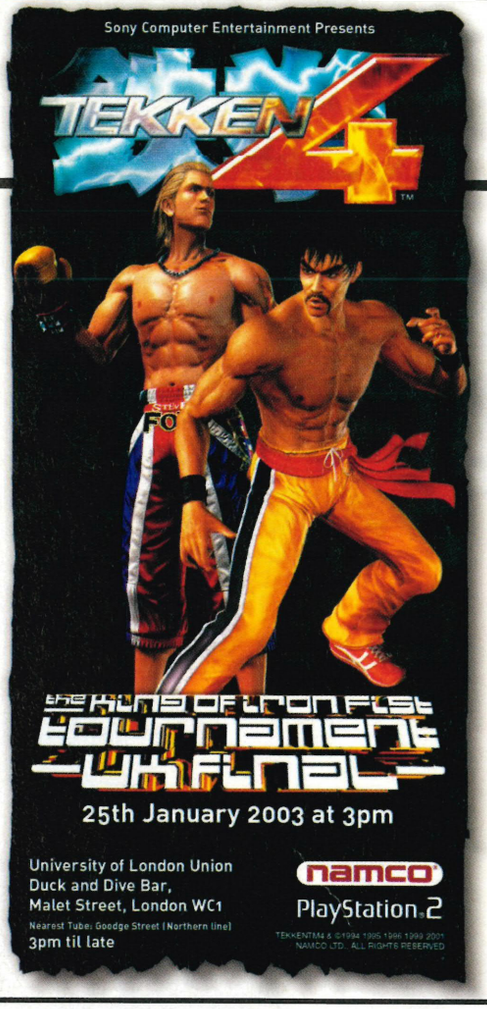
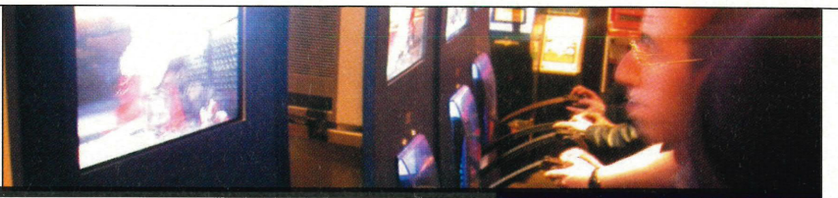




TEKKEN BY STORM Shout "Fight!" in a loud enough voice and everyone wants a look.

FINAL FIGHT

OPS2 cruises for a bruising at the muscle-flexing finals of the UK *Tekken 4* Championships.

AFTER A GRUELLING series of regional finals held in Virgin Megastores around the country, 16 contenders for The King Of Iron Fist *Tekken 4* UK final emerged. The cream of beat-'em-up talent met at the University Of London Union to battle it out for a £1,000 prize, the right to call themselves UK King Of The Iron Fist and a place in the international final.

In a series of bouts where frank exchanges of opinion were common the 16 hopefuls were reduced to eight for the knockout competition. To the crowd's surprise, last year's champ, Ryan Hart, was disposed of by newcomer Eze Elzundo, despite his arrogant performances in the group stage. Controversy surrounded the eventual finalists Michael O'Hara and Robert Cunningham as they were both late additions to the tournament having being brought in late to replace two no-shows.

The final, fought between Jin (O'Hara) and Heihachi (Cunningham), was first to five. O'Hara was quick to take the initiative capitalising on some slack defence. Despite being level (2-2) at one stage, O'Hara found his stride and from round five there was no turning back – it was over in less than four minutes with three wins back-to-back.

The standard of competition was high. These guys proved that to be an expert at *Tekken* you need to do more than just bash buttons and learn a few combos – that's 10-strings and 12-strings and plenty of tactical blocking. So, how did O'Hara feel about being the UK's King Of Iron Fist? "Amazing," he told *OPS2*, clutching his £1,000 cheque. "I never expected to win." Any messages for the international competitors? "You'd better watch out," O'Hara snarled, before laughing uncontrollably. Now that's fighting talk… ☐ **GW**

THE RESULTS

QUARTER FINALS

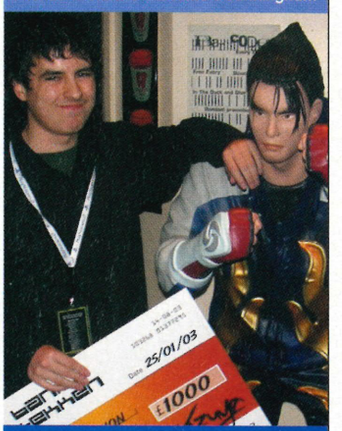
Qyon Griffiths **2 v 0** *Stuart Morrison*
Ricardo Lee Davies **1 v 2** *Michael O'Hara*
Kevin Andrews **1 v 2** *Robert Cunningham*
Eze Elzundo **2 v 0** *Ryan Hart*

SEMI FINALS

Qyon Griffiths **1 v 2** *Michael O'Hara*
Robert Cunningham **2 v 1** *Eze Elzundo*

FINAL

Michael O'Hara **5 v 2** *Robert Cunningham*



GRIN KAZAMA O'Hara gets his prize.

BLUE LINES

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

Interplay has announced a PS2 port of its third-person fantasy hack'n' slasher,* Hunter The Reckoning. *It'll be out later in the year.

Carmen Electra, Tommy Lee, Busta Rhymes, *NSYNC and Mr T will all feature in Take 2's forthcoming* Celebrity Deathmatch *game.

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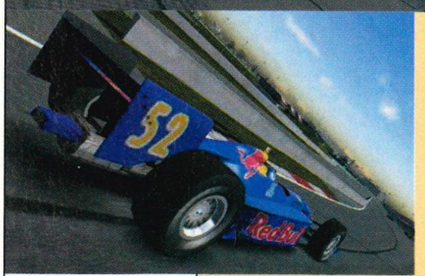


IN THE RING Fast cars and oval tracks make for a dizzy ride.

INDY FAST LANE

Codemasters' pacy racer drives OPS2 *loopy.*

WHILE SAMPLING THE star-strewn turf of *Club Football* up at Codemasters' HQ this month, we were also able to take a sneaky peak at one of the company's other titles for the coming year – *Indy Racing League*. The game is a blisteringly fast take on the popular US motor sport in which up to 33 cars simultaneously take to the looped tracks, often resulting, as we found out, in some spectacular pile-ups.

What initially impressed, apart from the tear-inducing speed, was the crash physics in which shards of carbon fibre bodywork shower the tracks and wheel arches crumple inwards resulting in uncontrollable wheel locks. The graphics are also dazzlingly authentic with intricately-textured track surfaces complete with trackside fence shadowing and no pop-up – although the latter isn't perhaps so impressive given the oval course designs.

Add in some stylish *TOCA Race Driver* TV-style presentation, tension-building commentary and a multitude of engaging modes, not least the Indy 500 in its gruelling entirety, and Indy Racing League is looking like it could prove a success on both sides of the pond when it is released this Spring. ☐ **RB**

JUST GOT A PLAYSTATION 2?

You have? Right then, you'll be requiring of a bloody great cardboard box crammed with all manner of PS2 goodness to get you started on your way. You'll also be requiring that it's made by experts (um, that'll be us) and that it has the following goodies stuffed inside it…

1. **A stunning DVD with 10 playable demos of PS2's biggest games so far.**
2. **Very cool Memory Card and phone stickers, featuring *The Getaway* and *GT3*.**
3. **A HUGE *Vice City* poster and tips map.**
4. **A *Complete Tips A-Z* book with thousands of PS2 cheats.**
5. **And a top-quality mag featuring reviews of EVERY PS2 game ever. Yes, EVER!**

**The OPS2 Official Starter Pack is out on 21 February for just £6.99. It's in a box! Yes!*

EDITED BY **AMOS WONG**

in japan

LITTLE DRUMMER BOY Bang your way to perfect pecs with *Taiko No Tatsujin*.

PADDLE POWER These ping pong balls are faster than you think.

LET'S GET PHYSICAL Play table tennis in your front room. Mind the china!

JAPANESE TOP 10

1 RATCHET & CLANK (SCEI)
2 KINGDOM HEARTS FINAL MIX (Square)
3 WORLD SOCCER WINNING ELEVEN 6: FINAL EVOLUTION (Konami)
4 UNLIMITED SAGA (Square)
5 MOMOTAROU DENSETSU 11 (Hudson)
6 JISSEN PACHISLOT HISSHOU! (Sammy)
7 TALES OF DESTINY 2 (Namco)
8 MILLION GOD (Nihon Amusement)
9 MGS2: SUBSTANCE (Konami)
10 KOTOBA NO PUZZLE MOJIPITTAN (Namco)

SOURCE: DENGEKI/06-12 JAN

SMILE! Amos queues for a go on the Mr Blobby climbing frame.

30 days in tokyo

DAY 1 – 14 DEC

I'M TAKEN TO POSSIBLY the biggest local conveyor belt sushi restaurant ever. After eating, trays are fed into a slot; every five trays it starts up a mini roulette wheel at the end of the table. Should the light land at the 12 o'clock position, a little sushi-man doll under glass dances a jig and you win a toy. I score one restaurant mascot – another four to go.

DAY 12

CHRISTMAS DAY AND IT'S business as usual in Japan. Lucky for me, a friend cooks up a feast and throws a party in the evening.

DAY 15

THE WINTER COMIKET (Comic Market) occupies almost every hall of the Big Sight Convention Center. On sale are a multitude of fan-produced comics and goods as well as merchandising from various companies. Shuffling along with the crowd, I give up on buying anything.

DAY 17

CHECK OUT AN EXHIBITION by anime studio Gonzo. A fantastic framed lithograph of a painting used for *Blue Submarine No.6* catches my eye. Unfortunately it's rather pricey at ¥58,000 (£305) and that's one of the cheaper pieces on sale!

DAY 22

TURNS OUT THAT A friend is good pals with one of my fave anime voice actors from *Cowboy Bebop* – she's looking after his dogs while he's on holiday. I beg her to introduce us but I'm still waiting...

Amos

AMOS WONG

WINTER WORKOUT

The new PlayStation 2 diet: lose weight and have fun. Can it be true?

WITH TOKYO'S WINTER temperatures killing any desire for outdoor sports, we check out two games that may help to thwart encroaching extra pounds over the season. In the PS2 corner is Namco's popular *Taiko No Tatsujin*, a musical percussion game with 24 tracks ranging from J-pop and anime themes to classical genres. Funkily presented with simple and cute graphics, gameplay involves bashing the solidly built Tatacon to the music's beat, as indicated by various icons. We pick *Osakana Tengoku* (er, *Fish Heaven*) a hit pop ditty that can also be heard blaring out at the local supermarket promoting the benefits of eating fish. On Easy mode it's a breeze to clear. We madly flail through the same song in Hard mode however, and fail miserably. We soon realise that a considerable calorie burnoff is imminent if you want to clear all the tracks. Better still is the race in which your cute drum character is pitted against mecha, helicopter and jet drums. Forget about rhythm and just hit the Tatacon like hell to propel your character. Verdict: *Taiko No Tatsujin* offers a great upper body workout.

NO TATSUJIN, NO PAIN, NO GAIN

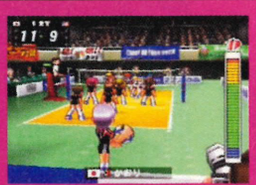
A GREAT WORKOUT AND A CRANIAL MELTDOWN FOR THE RHYTHMICALLY CHALLENGED

And a cranial meltdown for the rhythmically challenged on Hard mode.

Next up is Epoch's stand-alone game, *Excite Ping Pong* which plugs into the TV and has table tennis paddle peripherals. Two players can challenge the computer together or go head-to-head in a Split-screen mode. Depending on the size of your room and TV, the game offers a decent workout, as you dish out, return, or totally miss smashes that apparently rocket the ball at over 200 kmph. Just be careful you don't whack the back of your friend's head by mistake. Verdict: Simply presented, *Excite Ping Pong* will burn off those unwanted calories in no time. ☐ **AW**

AMOS'S HAIKU REVIEWS

New Japanese releases become poignant 17-syllable poetic nuggets.



WAKUWAKU VOLLEY
See anime girls.
See them playing volleyball.
Why the massive heads?

SPACE RAIDERS
Holy crap! Green bugs!
The invasion has begun.
Now where's my raygun?

SIMPLE 2000 SERIES: LOVE UPPER
Find boxing boring?
Swap punchbags for funbags.
See! Now you want to play..

BEAR NECESSITY Toys? Play with them at your own risk.

COOL CAPCOM STUFF!

Killer bears create panda-monium in Japan.

TIRED OF ULTRA CUTE plush toys? Ocha Ken and Koge Pan will surely quiver at the sight of a doll of *Onimusha*'s Samanosuke, dressed in the panda suit and wearing a suitably menacing expression. Okay, so the baby panda's hands don't clap, but it's mean and fluffy, fully poseable and wields a sword – cool or what? We want a full-sized cosplay suit next!

FROM ZERO TO HERO

This month, Yorda from Ico stars in: YORDA'S BEMANI BALLET

Saved from certain death at the hands of her wicked stepmother, Yorda (Ico's missus) is free to pursue a career in ballet. She's initially a clumsy oaf who can't walk in a straight line, let alone walk on tip-toes. But via the magic of Bemani, the player trains her to pirouette, enrosque and barrida like an angel. Extra game dynamism is added through Yorda's 'attention meter' – she will wander off to chase butterflies if you miss too many beats.

THE SPY CHART

THIS MONTH	LAST MONTH		
1	-	**PLAYING ONLINE** WE SPENT A WHOLE DAY TRADING INSULTS WITH THE YANKS ON *TONY HAWK'S 4* AND *TRIBES: AERIAL ASSAULT*. IT WAS JUST LIKE BEING IN A PLAYGROUND AGAIN.	THE CHAMP!
2	-	**OUR *SPLINTER CELL* DEMO** WHO SAYS THE PS2 CAN'T DO FANCY LIGHTING EFFECTS?	PRESSIE!
3	05	***THE MATRIX*** THE HYPE RETURNS FOR THE NEW *MATRIX* GAME AND FILM.	HYPE!
4	-	***RESI* ONLINE TRAILER** THE MOST EXCITING THING WE SAW ALL MONTH.	TRAILER!
5	24	***PRO EVOLUTION 2* MADNESS** WE'VE BEEN STAYING IN THE OFFICE TILL 8PM TO PLAY IT AGAIN. DO WE NOT HAVE HOMES TO GO TO?	STADIUM LOVE!
6	32	***BACKYARD WRESTLING*** HILLBILLIES BASHING EACH OTHER WITH BARBED WIRE. IT COULD CATCH ON.	HURTING!
7	-	**VEGAS, BABY** ADE AND MARK SPENT MOST OF THE MONTH WATCHING SIEGFRIED & ROY AND LOSING MONEY.	YEUCH!
8	33	**PILLS FOR GAME ENHANCEMENT** THE DRUGS DON'T REALLY WORK – AND THEY MADE FITZ ILL	HEALTH WARNING!
9	89	**THAT JACQUES VILLENEUVE GAME** TOTAL UNEXPURGATED SH*TE. HOW *COULD* THEY?	AVOID!
10	-	**RAGE CLOSING DOWN** A GREAT LOSS TO THE INDUSTRY.	BOO!

GAMING HIGH

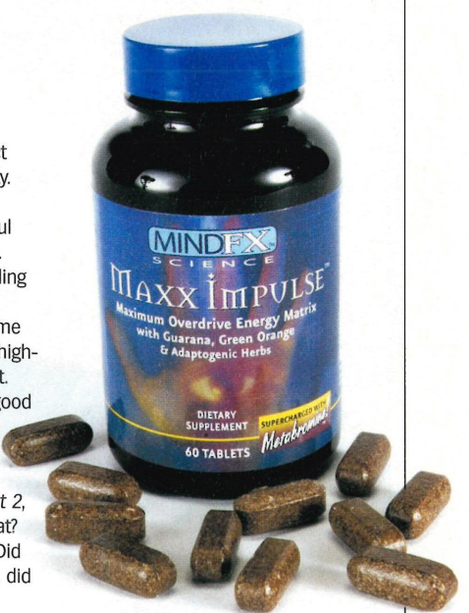
Gaming dietary supplements put to the test.

LET'S GET ONE thing straight – drugs are bad. Really bad. And in no way does *OPS2* advocate pill popping unless it's to clear up a nasty headache. But when we found out an American pharmaceuticals company had begun marketing a food supplement that could actually aid your gaming prowess, we had to investigate.

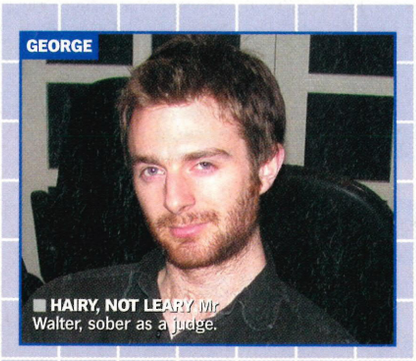
Nevada-based company Mind FX manufactures 'mental performance enhancement supplements' called Maxx Impulse. The pills, looking not unlike large animal droppings, are supposed to 'boost your game to a new level of excellence'. Being responsible types (most of the time) we felt a controlled test was necessary to evaluate the claims of the company to see if the turd-coloured lozenges had any effect whatsoever on our gaming ability.

Well, we say 'our', what we actually mean is Features Ed Paul (from here in known as Lab Rat). He's the only animal in the building brave/stupid enough to put something in his mouth that came out of a packet with the words 'high-grade Metabromine' written on it.

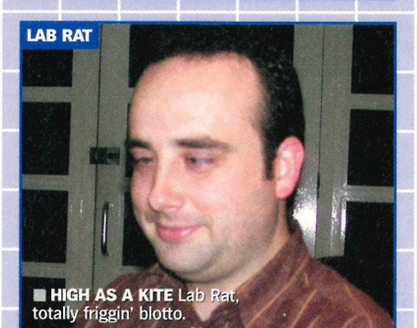
So, did they make him any good at *Pro Evolution Soccer 2*, a game he has confessed to being rubbish at? Did they improve his lap times in *Burnout 2*, a game he's actually very good at? Did they make him boss-eyed? Did he spew? And, most importantly, did they turn his piss green? All is revealed in our special *OPS2* chemistry test. ☐ **GW**



■ **IMPULSE BUY** And you're supposed to swallow those things?



■ **HAIRY, NOT LEARY** Mr Walter, sober as a judge.



■ **HIGH AS A KITE** Lab Rat, totally friggin' blotto.

THE TEST

1. Play George at *Pro Evolution Soccer 2*, both teams set as Argentina.
2. Do three laps of the Alpine course in *Burnout 2*.

THE METHOD

Lab Rat completes the challenge with his normal brain. Then he takes one pill (recommended dosage). We observe him for two hours, noting changes in skin colour, muscle spasms and the length of his legs. He then repeats the challenge with his drug-filled brain and we see if he gets any better. Then he gets put back in his cage with some fresh bedding.

THE RESULTS

BEFORE TAKING THE PILL	AFTER TAKING THE PILL
1. George 4 – Lab Rat 0	1. George 1 – Lab Rat 0
2. Best lap time 2.57.133	2. Best lap time 2.56.348

THE CONCLUSION

Well, the results suggest they work. But Lab Rat did complain of a "thick head, like the early stages of meningitis" and strange flavours in his mouth ranging from garlic to rhubarb to week-old milk. Tasty. We advise you stick to the regulation coffee, chocolate and caffeinated fizzy pop if you're looking to extend your gaming hours, not these hamster vomit-coloured tablets.

* We tested the Maxx Impulse variety, 60 tablets for $29.95 available via mail order from **www.mind-fx.com**

■ **MUSIC HIGHWAY** Mixing it up with a man from Croatia?

FREQ OUT!

Amp it up with Frequency's *online-enabled sequel.*

WHEN HARMONIX'S *FREQUENCY* was released last year it carved a small but dedicated niche for UK beat freaks starved of rhythm action ever since they got bored with *Rez* and cashed it in for a dance mat.

SCEA has recently announced a sequel, subtitled *Amplitude*. Early screens show a more chunky and detailed look to the game space and instead of operating from within a rotating tunnel, the music tracks exist on a kind of divided highway that changes direction as you glide through the environments. And, get this: it's online compatible! Either compete to create the cleanest track against three other players or team up with someone to co-remix a tune. We're almost certain that this title will be released after PS2 goes online in Europe. ☐ **GW**

END OF THE ROAD, RAGE

After ten years, UK publisher and developer Rage Software goes into receivership.

WITH THE VIDEOGAMES landscape increasingly dominated by large publishers sustained by lucrative franchises, Liverpool-based publisher/developer Rage Software has had to call in the receivers, bringing an end to its ten years in the industry.

Ironically, Rage had just notched up a relatively lucrative Christmas period thanks largely to its biggest hit for some time, boxing title *Rocky* (*OPS2*#27, 7/10). But this festive lift proved insufficient to counter the damage to the company's bottom line caused by projects like *Crashed*, *David Beckham's Soccer* and *Twin Caliber*. On 15 January The Bank Of Scotland withdrew Rage's banking facilities while accountants from Ernst And Young were brought in with the aim of finding a buyer for the publisher/developer as quickly as possible. Sadly, this proved impossible in the short term. In part, this is due to potential legal complications surrounding the sale of the very licences that could have produced further *Rocky* games.

In a press release, Hunter Kelly, a spokesman for Ernst And Young said, "These [complications] were such that not only were they impossible to overcome within the time scale, but there was no guarantee these issues could be resolved to meet the terms of the offers being made, and there was the danger that proposed sales would have resulted in a net loss to the company and its creditors."

And so, with only 17 of its 155 employees retained purely to sell the company's assets, Rage's projects, including inline skating title *Rolling* (due out in March) are frozen. □ **PF**

OUT FOR THE COUNT Despite the success of *Rocky*, Rage has been forced to close.

Our psychotic fleshsmith aims his bolt gun at a sacred cow. This month: Medal Of Honor

THE BUTCHER

WHO DECIDED GAMES should have a message? Did we miss a meeting? Take the *Medal Of Honor* series. Spielberg makes *Schindler's List*. Respect due. Spielberg makes 'gritty' schmaltzathon *Saving Private Ryan*. Respect and creeping nausea due. Said film inspires series of 'realistic' first-person shooters that not only entertain but educate our pampered generation about the horrors, bravery and blood-soaked chronology of WWII. Right?

Thing is, there's one fairly crushing argument against the generally accepted wisdom that *Medal Of Honor* games are a respectful and faithful portrayal of the most brutal world conflict in living memory: They're bloody good fun. When was the last time you heard a veteran saying "VE Day? I was gutted. I'd just got a brand new gun and everyone started hugging each other. Bastards!" And while we're on the subject of realism, we've just about got used to being told that the USA won the war, but are we really supposed believe that the whole American strategy hinged on the combat readiness of one solitary soldier? Thank God Jimmy Patterson didn't get chilblains or we'd all be fully paid up members of the Nazi Party by now.

And there's another thing. What's with game journos saying "The D-Day landing mission in *Frontline* blah blah, stunning evocation, harrowing combat blah blah?" You know this *how* exactly? Whatever real warfare is actually like, you can be sure it's more stressful than sitting in front of a TV with the fondant fancies just out of reach.

"But, Mr Butcher. It's a game! It's supposed to be fun!" Too right. So for the love of God, let's dump the hypocritical pretence that these are interactive 'history' lessons and let's have a screaming nu metal soundtrack, genetically engineered chimp armies and experimental plasma weapons. What? *Wolfenstein* you say?

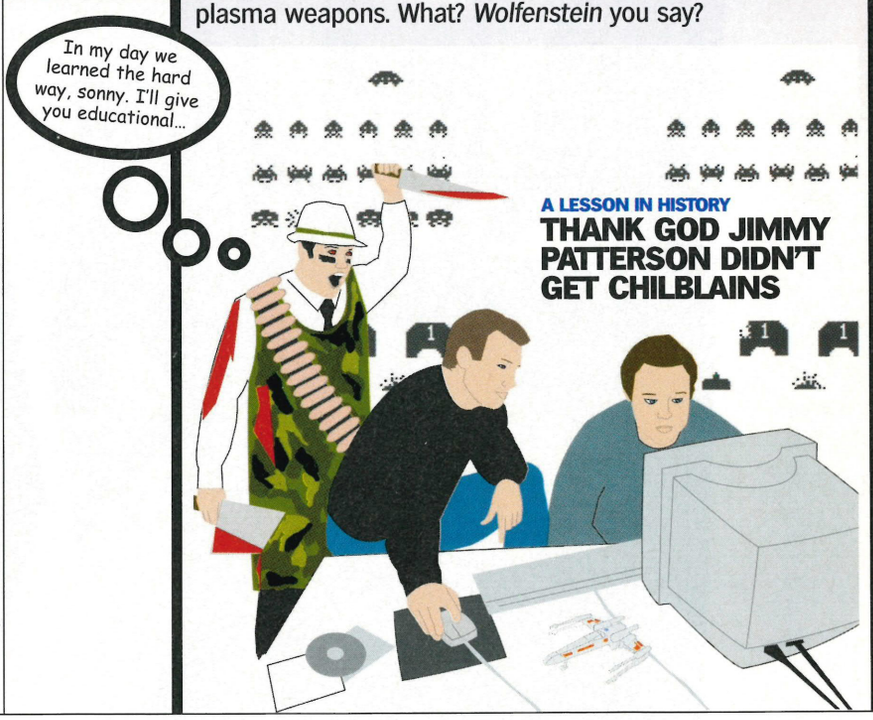


ILLUSTRATION: JAMES BROAD

Q&A

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

QUIZ QUESTIONS

1. In *Splinter Cell* Sam Fisher belongs to which government organisation?

2. What colour pill does Neo take to enter the Matrix?

3. What was Pac-Man originally going to be called?

4. What does the name Lego derive from?

5. In the film *Shrek*, who provides the voice for Lord Farquaad of Duloc?

6. *Largo Winch* and *XIII*. What's the connection?

7. Name all the traditional playing pieces in the original Monopoly game.

8. In *War Of The Monsters*, of who is Togera a thinly veiled clone?

9. Name the lead character in the *Driver* games.

10. How many samples will there be in *Music 3*?

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

PROVED! NO LINKS BETWEEN VIDEOGAME VIOLENCE AND REAL-LIFE VIOLENCE!

VIDEO NOT NASTY!

Despite painstakingly exhaustive studies into playing videogames and aggressive behaviour, experts are still yet to prove there is a link between the two.

After the US Surgeon General completed its most extensive US government review on youth and violence it could only conclude, "The impact of videogames on violent behaviour remains to be determined."

Stumped

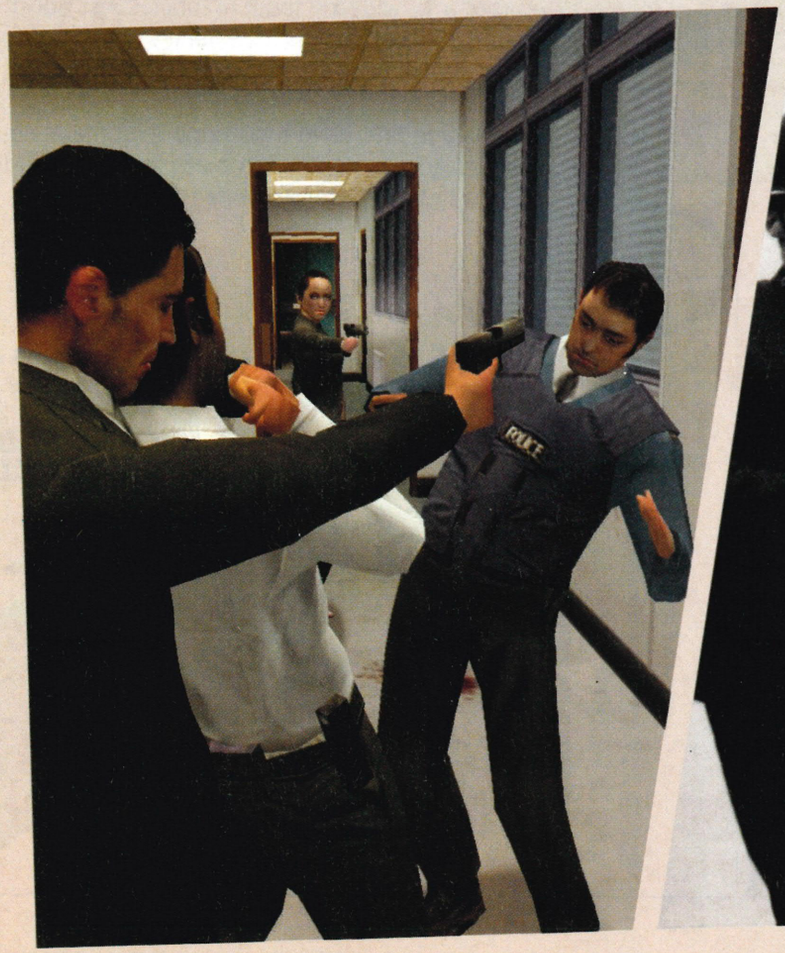
Elsewhere, the Government of Australia found a very similar result in its equivalent research commenting, "The accumulating evidence – provided largely by researchers keen to demonstrate the games' undesirable effects – indicates that it is very hard to find such effects and that they are unlikely to be substantial."

Even UK Minister For Culture Kim Howells, during an attack on what he called the "pornography of violence" in games like *GTA: Vice City* and *The Getaway*, was forced to admit, "I don't think a child is going to be a killer or more violent as a consequence of playing those games." He admitted that despite such games coming with an 18 classification from the BBFC, he still allowed his children to play them.

Mr T

Indeed, A-Team hero and 'hardest man in the world', Mr T went on the record saying videogames actually prevented street violence. "If every kid in the hood is playin'," he told *OPS2*, "they won't have time for drive-bys, 'cos you need both hands on the game."

Perhaps this kind of evidence will eventually persuade governments to spend more money on preventing real crime instead of commissioning pointless studies on the supposed detrimental effects of violent videogames on society.



© CORBIS

BUSINESS NEWS

Videogames mean more to the UK economy than video rental and the cinema box office, according to a report on the videogame industry by Screen Digest. Furthermore, the value of UK-produced videogame exports has exceeded both British film and television. This is cemented by the news that 2002 saw hardware and videogame sales reaching an all-time high with a value of £2 billion in this country.

This was partly thanks to the phenomenal success of games like *GTAIII*, *GTA: Vice City* and *The Getaway*. Both *Grand Theft Auto* titles sold a million copies in the UK, with *GTA: Vice City* continuing to top the sales charts. SCEE's multi-million pound crime epic *The Getaway* shifted some 300,000 units in just two weeks.

VICE CITY NOMINATED FOR DESIGN AWARD

Rockstar's ultra-violent crime sim GTA: Vice City has been nominated for a £25,000 prize in a Designer Of The Year award.

The competition will reward 'The UK designer or design team which made the biggest contribution to design in 2002'. *Vice City* goes up against a series of jewellery designs by Solange Azagury-Partridge, a chandelier created for Swarovski crystal by Tord Boontje and Apple's iPod and iMac designs.

The game will be exhibited at the Design Museum (London) from March, but only in an unplayable DVD form with all the explicit violence removed – odd, considering this was one of the main features that made the game so successful in the first place. Instead, visitors to the exhibition will be invited to read an explanation of the *Grand Theft Auto* design ethos. Other games from Rockstar's back catalogue will, however, be available to play.

VIDEOGAMES CAN STIMULATE, SAY SPECIALISTS

Government education and technology agency BECTA has reported that mainstream videogames have positive learning benefits.

The report stated that, "Teachers found that the use of games could provide motivation, develop skills and encourage collaboration.

"The motivating power of games and their ability to encourage co-operation were felt to support the works of schools in developing, independent but social individuals," it continued.

The report mentioned the life simulation game *The Sims*, recently released for PS2, as helping students develop ICT skills as well as encouraging team work, decision making, creativity and problem solving.

Other organisations currently seeing the positive benefits of videogames included The National Reading Campaign, which believes games are a good way of persuading young people to read. The group's Manager, Genevieve Clark, commented that, "If children see a film or a videogame that's based on a book, they think about reading it. This has certainly been the case with Tolkien's *The Lord Of The Rings*."

.login

It's probably for the best that another zombie-loving hack ended up making the trip to Las Vegas to see *Resident Evil Online*, because chances are I'd have woken up skint, dressed as Elvis and married to a stripper called Angel Delight.

Anyway, why bother braving the redeye when, thanks to the wonders of modern communication, I could watch exactly the same footage over the Interweb. It's at this point any pretense of journalistic objectivity goes out of the window, because Capcom's latest zombie holocaust is the most exciting prospect on PS2 by a country mile.

Excited? I almost threw myself into an open grave. Needless to say you can download all three-and-a-half minutes of cadaver-capping action from uk.PlayStation.com. Just visit the site, run a search for *Resident Evil* and let the brain munching commence.

Tim Clark,
Online Editor

cool sites

Check out this month's triple bill of prime online real estate.

SPLINTER CELL

Stacks of screenshots and info on Clancy's star-spangled stealth game.

www.splintercell.com/uk

CHRISTIAN SPOTLIGHT

Game reviews by the God squad and a feature titled 'Is *Harry Potter* Harmless?' Um, yes.

www.christiananswers.net/spotlight/games

VIRTUA FIGHTER.COM

VF4: Evolution is on its way to PS2, much to the delight of this punchy fan site.

www.virtuafighter.com

EBAY WATCH

Scraping the bottom of the online bargain bin.

DESCRIPTION: Luna and Moogle figurine

PRICE: £30.00

NUMBER OF BIDS: 7

LOCATION: www.ebay.co.uk

Scare off the ladies with your own *Final Fantasy* shrine, starting with this tasteful statuette.

BOOK MARKED BOROWITZ REPORT

Andy Borowitz's politically minded satire site is updated daily, with recent headlines including 'Bush Demands Books-On-Tape Version Of Iraqi Report' and '*Jackass* Producers Admit North Korea Nuke Hoax'. Not quite up to the same, vertiginous standards set by The Onion but, if nothing else, it means the number of Americans who actually 'get' irony is well into double figures.

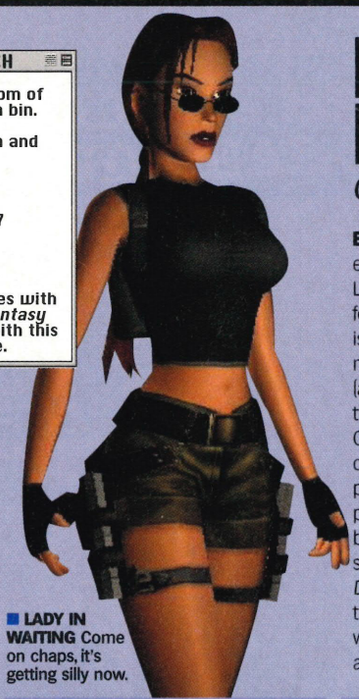
www.borowitzreport.com

GO TO: uk.playstation.com

■ **For the fastest gaming news on planet PS2.**

LARA EXPOSES HERSELF ONLINE

Core release 'Making Of' for Angel Of Darkness.



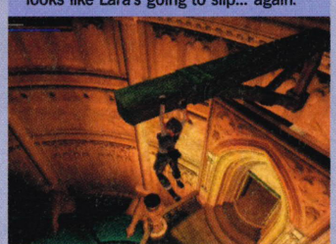
■ **LADY IN WAITING** Come on chaps, it's getting silly now.

BEING STOOD UP HURTS, especially at Christmas, but as it's Lara we're prepared to forgive and forget. Keen to show that everything is still on track, Eidos has posted a new movie on www.tombraider.com (also on this month's DVD) detailing the ideas and inspiration behind Crofty's PS2 debut. It's self-consciously moody stuff, with a procession of grumpy-looking programmers (smoking under a bridge! Sitting on a railway bench!) solemnly explaining why *Angel Of Darkness* is going to be the best thing since spreadable cheese. Well worth a watch though, partly to giggle at how *Spinal Tap* the whole thing gets, but mainly to see the smattering of in-game footage.

You can actually make out several of the new enemies – and an unsavoury-looking bunch they are, too. "The enemies have evolved," says Adrian Smith, Core's Operations Director. "They will work together and react accordingly when another enemy has been killed." There's also mention of the multiple paths and RPG elements that Core hopes will justify the next-generation tag. Right now it's anyone's guess how the game will turn out, but at least this proves they haven't just been sat around playing *Pro Evo*.

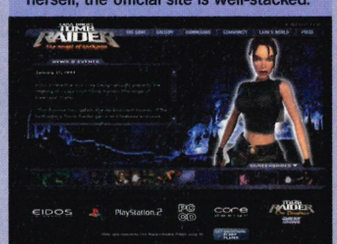
ops2online@futurenet.co.uk

■ **KEEP ME HANGING ON** Sadly, it looks like Lara's going to slip... again.



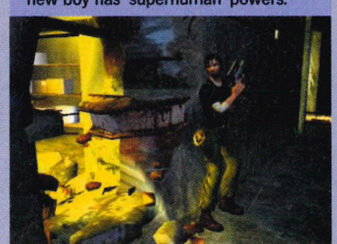
NEXT>>

■ **SITE FOR SORE EYES** Like the lady herself, the official site is well-stacked.



<<BACK NEXT>>

■ **KURT IN THE ACT** *Tomb Raider*'s new boy has 'superhuman' powers.



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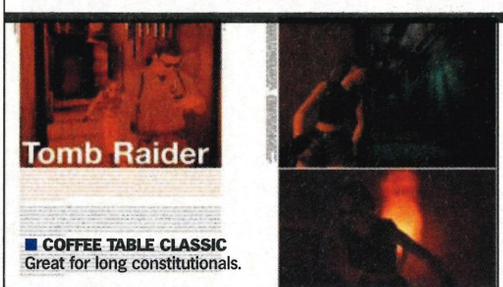


■ **COFFEE TABLE CLASSIC** Great for long constitutionals.

ART STARS

Gorgeous new arty game book.

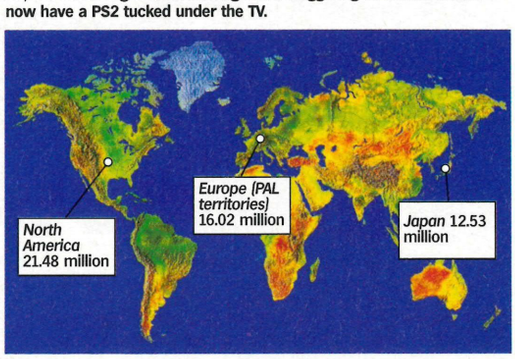
1000 GAME HEROES **is the ultimate toilet read. Published by Taschen, it boasts 600 pages of concept artwork and renders of the biggest stars of modern gaming (Snake, Lara, erm, Ecco). Just don't let your better half catch you lusting over the *Fear Effect* girls.**

www.taschen.com/pages/en/catalogue/books/popculture_film/all/facts/03314.htm

head-to-head

With half a billion PS2s sold, we work out which territory is the daddy.

WHEN SCE PRESIDENT, Kaz Hirai, announced at last year's E3 that the "console war is over" he wasn't just showing off. Well alright, he was a bit, but according to the latest figures a staggering 50 million homes now have a PS2 tucked under the TV.



FROM THE FORUM

What you're saying on uk.playstation.com

Topic: *OPS2* rating system

WOLF: "Maybe *OPS2* should switch to marks out of 100."

ORTIDOZZY: "I think *OPS2* should mark games out of 37 as in Roman times. I distinctly remember Caesar giving *Jak And Daxter* 29 and the people going on the rampage."

NEXT MONTH ON UK.PLAYSTATION.COM

Keep an eye out for more on The Matrix, *a* Splinter Cell *Q&A and the latest info on* Driver 3. *Plus we take a look at what you can expect to see at this year's E3 event. Put it at the top of your favourites list, now!*

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"UTILISING PROPS LIKE BASEBALL BATS, BARBED WIRE AND BURNING TABLES"

BACKYARD WRESTLING, PAGE 32

DOGGY DOES ...exactly what he's told. Plug in an AIBO for double doggy fun.

WEDDING FRIGHT Getting married as PaRappa is worth at least half a grand.

THE OPS2 CHALLENGE!

Rewarding PS2-related stupidity with hard cash every month!

HOW DO YOU FANCY making yourself a few nicker courtesy of *OPS2*? Go on… Who would be stupid enough to turn down the offer of free money? Five hundred pounds, say? Interested? Well we've got the perfect opportunity for you.

From this issue forward, we'll be offering *OPS2* readers up to £500 for performing various PS2-related stunts and providing us with photographic or video evidence of the event. That's £500. Every month. We've come up with a list of things we'd like to see readers doing and specified how much cash you could get for completing the task and proving it to us (be sure to read the rules on this first!).

To see how much you could earn for each task check out our PS2 totalizer – the less spectacular/dangerous/life-changing the stunt, the less money we'll be paying out. The list isn't definitive – if you come up with something else, let us know and we'll name a price and add it to the totalizer. ☐ **GW**

THE *OPS2* TOTALIZER

£500
- Getting yourself on TV holding a copy of *OPS2*
- Changing your name by deed poll to that of a videogame character

£400
- Taking a picture of a celebrity holding a copy of *OPS2*
- Painting your car/house/partner/pet with the *OPS2 Magazine* logo

£300
- Staging an anti-Xbox campaign outside your local game shop

£200
- Going on the pull dressed as your favourite videogame character and actually getting a result

£100
- Doing the weekly shopping dressed as your favourite videogame character

£50
- Actually dumping your girlfriend/boyfriend in favour of your PlayStation 2
- Pictures of particularly impressive collections of gaming merchandise

£25
- Pictures of PS2-related chunky knit woollens/'sensible' cardigans/cross stitch patterns/embroidered cushions

RULES

1. The Editor will have the final decision on who gets the money each month. Doing the stunt doesn't necessarily guarantee you'll win. Someone might do it better than you, see?

2. Five hundred pounds will be up for grabs each month. Once that's allocated, that's it. No moaning. We're not obliged to give away all the money every month if we decide not to.

3. Adequate photographic or video (VHS) evidence will be required to stand any chance of winning. Don't try cheating – we'll be able to tell. We won't be able to return any supplied evidence.

4. *OPS2* will not be held responsible for personal injury, damage to property or personal pride as a result of completing any task for the *OPS2* challenge.

5. The Editor's decision is final.

Send entries to:
The *OPS2* Challenge
Official PlayStation 2 Magazine
Future Publishing
30 Monmouth Street
Bath, BA1 2BW

SPEAK YOUR MIND

SCEI talks good games with two new voice recognition titles.

AS BOB HOSKINS once told the nation with great sincerity, "It's good to talk." Don't worry, we're not trying to sell you a new phone line and we haven't turned into a mobile phone magazine – it's just one phrase that springs to mind when looking at two new game offerings from SCEI released this month in Japan. *Operator's Side* and *DekaVoice* both utilise voice recognition technology that allows you to partially control the game with your dulcet tones.

It's not strictly a new concept – SCEA's online *SOCOM: US Navy SEALs* comes complete with a Logitech headset (think Britney Spears' hands-free microphone) for giving out commands to your SEALs team and communicating in online games. Even Taito's dreadful football sim *International League Soccer* was packaged with a headset allowing players to shout things like 'pass', 'shoot' and 'not there!' with mixed results.

The difference with *Operator's Side* and *DekaVoice*'s VR capability is that it's an integral part of the gameplay. In *Operator's Side* you give instructions to a waitress (Leo) trapped on a spaceship that's been attacked by aliens. By watching her via CCTV cameras you can tell her to shoot, reload and run while investigating the ship, searching for weapons and other items.

In the cel-shaded film noir world of *DekaVoice* – all soprano sax infused jazz and *Dick Tracy* comic stylings – players star as a Detective called Evan alongside his wheelchair-bound buddy Raphin, and Eli, his feisty driver. Evan can communicate with them both to help solve the various crimes the game throws at him. Evan also has a dog, John, who he can command vocally. And, for those with £1,200 to spare, if you plug one of Sony's AIBO robo dogs into your PS2 it will respond with various actions.

Currently, *Operator's Side* is only available in Japan, but *DekaVoice* was always planned for a UK release, tentatively pencilled in for September 2003. It may be a technology that's slow to gain acceptance but *OPS2* reckons talking to your console is destined to become commonplace in many next-generation games. ☐ **GW**

ONE MAN AND HIS DOG Evan and John scope out the joint in *DekaVoice*.

BEHIND YOU! In SCEI's *Operator's Side* only Leo can hear you scream...

incoming

The most accurate release schedule in the biz.

DR WHO? That's Muto, and he's coming in March.

March	Genre	Publisher
Barbarian	Beat-'em-up	Virgin Interactive
Contra: Shattered Soldier	Action	Konami
Devil May Cry 2	Action	Capcom
Downtown Run	Driving	Ubi Soft
Dr Muto	Adventure	Midway
Galerians: Ash	RPG	Agetec
Gremlins	Action	LSP
Indiana Jones And The Emperor's Tomb	Action/adventure	Activision
Indy Racing League	Racing	Codemasters
Jurassic Park: Operation Genesis	Strategy	Universal
Malice	Platformer	Sierra
Metal Gear Solid 2: Substance	Action	Konami
Midnight Club II	Driving	Rockstar
Pac-Man World 2	Platformer	SCEE
Pride FC	Beat-'em-up	THQ
Rayman 3: Hoodlum Havoc	Platformer	Ubi Soft
RoboCop	Action	Titus Interactive
RTX Red Rock	Action/adventure	Activision
Savage Skies	Action	Bam! Entertainment
Splinter Cell	Action	Ubi Soft
Syberia	Adventure	Microids
Tenchu: Wrath Of Heaven	Action/adventure	Activision
The Lost	Adventure	Ubi Soft
Vexx	Platformer	Acclaim
Whirl Tour	Racing	Crave
Zapper	Platformer	Infogrames
ZOE: The 2nd Runner	Mech action	Konami

April	Genre	Publisher
Batman: Dark Tomorrow	Action	Kemco
Blood Rayne	Action/adventure	Majesco
Club Football	Football sim	Codemasters
Dead To Rights	Action	EA
Def Jam Vendetta	Wrestling	EA
Die Hard: Vendetta	FPS	NDA
ISS 3	Football sim	Konami
Moto GP3	Racing	SCEE
Music 3	Music creation	Jester Interactive
NBA Street 2	Basketball sim	EA Sports
Primal	Adventure	SCEE
War Of The Monsters	Action	SCEE
X-Men 2: Wolverine's Revenge	Action/adventure	Activision
WWE Crush Hour	Driving/action	THQ

May	Genre	Publisher
A Sound Of Thunder	Action	Bam! Entertainment
Black And Bruised	Boxing	Majesco
Enter The Matrix	Action/adventure	Infogrames
Fire Warrior	FPS	THQ
Lara Croft Tomb Raider: The Angel Of Darkness	Action/adventure	Eidos
Mace Griffin: Bounty Hunter	FPS	Black Label
Shinobi	Action	SCEE
Silent Hill 3	Survival horror	Konami
SOCOM: US Navy SEALs	Combat sim	SCEE
Speed Kings	Driving	Acclaim
Tom Clancy's Rainbow Six: Raven Shield	Action	Ubi Soft

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

RADAR

Tracking the progress of game-shaped projectiles.

OUT NOW

MK: DEADLY ALLIANCE
The beat-'em-up that'll have the censors up in arms arrives with a slop of steaming offal and spleen. Time to get your hands bloody.

OUT SOON

PRIMAL
Last month's cover game suffers a slight delay to give SCEE time to formulate a stronger marketing campaign.

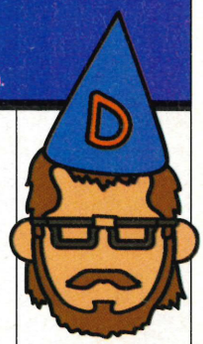
MILES OFF

TWISTED METAL ONLINE
Not out until July, but we've had the privilege of getting online with the Yanks in the US demo. Mindless, messy, competitive and peppered with taunts and insults.

July	Genre	Publisher
Amplitude: Frequency 2	Rhythm action	SCEE
Breath Of Fire V	RPG	Capcom
Crouching Tiger, Hidden Dragon	Beat-'em-up	Ubi Soft
Gio Glo's Bizarre Adventure	Action/adventure	Capcom
Soul Calibur II	Beat-'em-up	EA
True Crime: Streets Of LA	Driving/action	Activision
Twisted Metal Online	Driving/action	SCEE

TBC 2003	Genre	Publisher
Alter Echo	Adventure	THQ
Area 51	Adventure	Midway
Backyard Wrestling	Beat-'em-up	Eidos
Batman 2	Action	Ubi Soft
Blow Out	Shoot-'em-up	Majesco
Broken Sword: The Sleeping Dragon	Adventure	THQ
Celebrity Deathmatch	Beat-'em-up	Take 2
Conflict: Desert Sabre	Action	SCI
Curse	Adventure	Wanadoo
Cy Girls	Action	Konami
DekaVoice	Adventure	SCEE
Destruction Derby Arena	Driving	SCEE
Dragon's Lair 3D	Action	Encore
Driver 3	Driving/action	Infogrames
Dynasty Warriors 3: Xtreme Legends	Action	Koei
Ecks Vs Sever	FPS	Bam! Entertainment
Enclave	Adventure	Swing!
EverQuest Online Adventures	Online RPG	SCEE
Evil Dead: A Fistful Of Boomstick	Action/adventure	THQ
EXO	Mech action	Infogrames
Eye Toy	Camera game	SCEE
Falcone: Into The Maelstrom	FPS	Virgin Interactive
Far Cry	Action	Ubi Soft
Fear Effect: Inferno	Adventure	Eidos
Final Fantasy X-2	RPG	SCEE
Four Horsemen Of The Apocalypse	Action	3DO
Freaky Flyers	Flight action	Midway
Futurama	Adventure	SCi
G1 Jockey 3	Horse racing	Koei
Ghost Hunter	Adventure	SCEE
Gladiator	Beat-'em-up	Midway
Gladius	Strategy	Activision
Good Cop, Bad Cop	Adventure	TBC
Gun Survivor 4	Light-gun game	Capcom
Judge Dredd Vs Judge Death	Action	Vivendi Universal
King Of Route 66	Driving	EA
Mafia	Action/adventure	Take 2
Mission Impossible: Operation Surma	Action	Infogrames
My Street	Party game	SCEE
NBA Ballers	Basketball sim	Midway
NBA Starting Five	Basketball sim	Konami
Pillage	RPG	TBC
Project BG & E	Platformer	Ubi Soft
Project Manhunt	TBC	Rockstar
Pterosaur	Adventure	TBC
Raging Blades	RPG	Wanadoo
Resident Evil Online	Online adventure	Capcom
Rygar: The Legendary Adventure	Action/adventure	Tecmo
Seven Samurai	Action	Sammy
Shoot To Kill	FPS	Codemasters
Splashdown 2	Racing	THQ
StarCraft: Ghost	Action	Vivendi Universal
Starsky & Hutch	Driving/action	Empire
Star Wars: Galaxies	Online RPG	Activision
Suikoden III	RPG	Konami
This Is Football 2004	Football sim	SCEE
The X-Files	Survival horror	Vivendi Universal
Urban Freestyle	Extreme sports	Acclaim
World Rally Championship Online	Online racing	SCEE
Xenosaga	RPG	TBC
XIII	FPS	Ubi Soft

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



NAUGHTY BEARD

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

Tomb Raider: The Angel Of Darkness
No surprises here. *Tomb Raider*'s new, slightly nebulous release date is 'early in the fourth quarter of this financial year'. So think early May. According to Eidos CEO, Mike McGarvey, "The game will benefit substantially from the marketing of the new Lara Croft movie, *Tomb Raider: The Cradle of Life*." In other words, the game still isn't finished.

WORDS: GEORGE WALTER

MORTAL KOMBAT BLOKE!

ED BOON

Trading bloody blows with the Producer of *Mortal Kombat*.

The *MK* series has built itself on shock factor and grisly fatalities. Is this the main attraction of *MK:DA*?
Gore and guts isn't such a major factor as it once was. Since the original, there's been more shocking content in other games than that seen in *MK*. We've tried to focus more on the fighting mechanics. That, and introducing the multiple fighting styles and weapons.

You've introduced new characters, too. How difficult was it to decide who to include in the finished article?
It's always hard because we have nearly forty existing characters. At some point we have to decide who makes the cut and, at the same time, introduce as many new characters as possible. Our big decision was to kill off Liu Kang which, y'know, was like killing off Luke Skywalker!

"KILLING OFF LIU KANG WAS LIKE KILLING OFF LUKE SKYWALKER!"

How closely did you research the different fighting styles?
Very extensively. Two designers on the team – Carl Spacina and Nigel Kacey – ordered videos and did a lot of Internet research of over sixty fighting styles. They tried to take the best components of each and distribute them amongst the characters. We wanted to make them as different as possible in order to ensure there was enough variety.

How do you think *MK* compares to other beat-'em-ups on the market?
Games like *Tekken 4* are more like fighting 'simulators' with human movements and human abilities, whereas we lean more towards the supernatural. Plus nobody can bleed as much blood as we have in our games. That separates us and gives us our own kind of niche – we're really trying to go to the extreme.

What weren't you able to include in *MK:DA* that you'd have liked to?
I personally would want to see damage on whole bodies, torn clothing and more sophisticated presentation – camera cuts, dramatic theatrical staging, maybe even synching the music with the fighting.

Any future plans to put *MK* online?
The idea of having worldwide tournaments where you can fight online and become the greatest fighter in the world is very appealing. The only problem is getting a connection that is fast enough because of the sensitivity of the subject matter – it's such a twitch-related game. If there is any lag in a fighting game then you're gonna really feel it.

How surprised are you that the game reached a million sales in the United States so quickly?
We were always pretty positive that the game would eventually sell a respectable number of games, but we never guessed it would pass a million units so fast. Now the question everyone is asking is, "How long before we cross the two million mark?"

So how's the beard coming along?
What beard? ☐ **GW**

DEADLY COMPLIANCE
Mr Boon slowly dissects our questions and reveals all... except his age, that is.

GO TO: uk.playstation.com
■ *Drop by the Web site and read the full version of this deadly discussion.*

CURRICULUM VITAE

Name: **Ed Boon**
Job title: **Producer**
Nationality: **American**
Date of birth: **22/02/classified**

Selected Gameography:
1993 ***Mortal Kombat*** **(Arcade, SNES, PC, Game Boy, more)**
1994 ***Mortal Kombat 2*** **(Arcade, SNES, PC, Game Boy, more)**
1995 ***Mortal Kombat 3*** **(SNES, PSone, PC, Game Boy, more)**
1999 ***Mortal Kombat 4*** **(Arcade, PSone, Nintendo 64, PC)**
2002 ***Mortal Kombat: Deadly Alliance*** **(PS2, Xbox, GameCube, more)**

Hobbies: **Videogames, golf, basketball, billiards, DVDs, tech toys**
Favourite directors: **Robert Zemeckis, James Cameron**
Favourite author: **Don't have any**
Favourite bands: **The Police, Queen, The Eagles, Rush**

■ **.HACK 'N' SLASH**
Screens from Volume 1 of the *.hack* series.

WIZARD WATCH
Total role-playing game heaven!

SCEI's cel-shaded *Dark Cloud* sequel *Dark Chronicle* will get a UK release through SCEE. Look forward to more diorama dramas in June... In *FFX-2* world, Square has revealed new character, Nuji. He's the leader of Alliance Ajito, a new force in Spira, formed by a group of young people who oppose the new teachings of Yevon... Lucky US gamers will be getting Namco's colossal *Xenosaga* this month – a UK release is yet to be confirmed.

■ **GO WEST**
.hack is being translated for a Western audience – but no UK date is confirmed.

GO TO: uk.playstation.com

■ *Want to see .hack in Monitor next month? Then get on the forums.*

WHAT THE HELL IS... .HACK?

The skinny on Bandai's perplexing anime crossover hit.

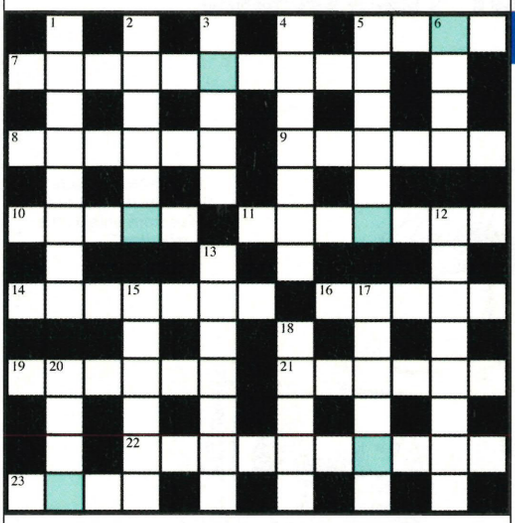
LAUNCHING IN JAPAN simultaneously with a TV anime series, OAV (original animation video) series and comic, the multimedia game project *.hack* (pronounced 'dot hack') is populated by four different casts and story lines. Set in the near future, a popular online game known as The World serves as the element that unifies them. Here's a brief rundown of key events in the *.hack* timeline.

■ **2005** The world's Internet is closed down for an hour by a virus called Pluto's Kiss causing general chaos.
■ **2006** The Internet is replaced by a new operating system called ALTMIT that quickly becomes the world's new communications standard. Online gaming is all but banned.
■ **2007** As an exemption by the governing body, a network game known as The World is announced in November 2007. It becomes an instant hit and eventually attracts 20 million players.

The various stories of the *.hack* universe occur both in the real world and the game's world. While the casts share a similar appearance thanks to the predetermined character classes, their users and names are different. The TV series *.hack//SIGN* is primarily set within The World and focuses on a sorcerer, Tsukasa, who finds himself unable to log out of the game. The phenomenon is not an isolated case; investigating the mystery is Bear, an older swordsman who helps new players. Joining Tsukasa in the cast are youngsters such as the independent Mimiru and axe-wielding heroine Subaru.

The four-part game is set after these events. We discover that players are falling into comas and protagonist Kite sets out to uncover the reason. Black Rose, like Bear in *.hack//SIGN*, helps a friend who cannot log out. Included on a separate disc is the OAV *.hack//Luminality*, which is set in the real world and depicts the lives of various other players of the game.

Volume three is the latest *.hack* game on release in Japan. Available since mid December, it has shifted over 133,000 units so far. Last, but not least, the comic *.hack//Tasogare No Udewa Densetsu* takes place four years after the now legendary events and characters depicted in the PS2 game's story. It features a pair of younger protagonists, Shugo and Rena, who win characters modelled after Kite and Black Rose respectively to use in the game. They log on to The World and go adventuring in the footsteps of their heroes. The comic has in turn spawned an anime spin-off, now airing in Japan. □ **AW**



ANSWERS WILL APPEAR IN *OPS2*#32

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

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

ACROSS

5 Wolverine, Beast and company from the *Next Dimension* of PS2 beat-'em-ups. (1-3)
7 See 19 across.
8 *UEFA Champions' League* ___ *2001/2002*, fairly decent footy sim. (6)
9 The name of a PS2 *Battle Engine*. (6)
10 ___ *May Cry 2*, action adventure. (5)
11 & 18 down Racer involving many a hot pursuit from the cops. (4,3,5)
14 *Kelly* ___ *Pro Surfer*, wave-riding sim. (7)
16 The armoured vehicle Jimmy boards in the Rolling Thunder mission of *MOH: Frontline*. (5)
19 & 7 across What's the name of Casper's PlayStation 2 adventure? (6,10)
21 American truck you race in *Burnout*. (4-2)
22 ___ ___ ___ *Dark*, survival horror which claims to be *The New Nightmare*. (5,2,3)
23 Jack, CIA hero from the film-inspired PS2 game, *The Sum of All Fears*. (4)

DOWN

1 *Run* ___ ___, leg it fast from this scary sci-fi adventure! (4,4)
2 ___ ___ *Riders*, waterbike racer. (3,3)
3 The PlayStation 2's little cousin. (5)
4 *Star Trek* ___ *Elite Force*, trektacular FPS. (7)
5 Team-based anti-terrorist third-person shooter. (1-5)
6 ___ *Twin*, wicked 3D adventure in which you play Cyprien. (4)
12 ___ *2*, the superb sequel to *Warlords* involving a *Samurai's Destiny*. (8)
13 *Tenchu 3:* ___ ___ *Heaven*, ninja stealth slasher due for a spring release. (5,2)
15 Animated movie-based PS2 game that sees our jungle hero get taken for a *Freeride*. (6)
17 *Antz Extreme* ___, below-average karting. (6)
18 See 11 across.
20 *Iron Aces 2: Birds Of* ___, historical air combat sim. (4)

OPS2#30 ANSWERS

Answers Across
7. *This is* 8. Volley 10. *Element* 11. *Micro* 12. *True* 13. *World* 17. *Dance* 18. *ZERO* 22. *Storm* 23. *Project* 24. *Enders* 25. *Madden*

Answers Down
1. *Streets* 2. *WipEout* 3. Tiger 4. *Formula* 5. *Block* 6. Tyson 9. *GT Concept* 14. *Palmer's* 15. *Legends* 16. *Fortune* 19. *A-spec* 20. Woods 21. *Göran*

Hidden word: RATCHET

WIN!

£250 WORTH OF INFOGRAMES/ATARI GAMES!
When you've found the hidden word, write it on a postcard and send to Crossword 31, *OPS2 Magazine*, 30 Monmouth Street, Bath BA1 2BW. If your card is the one pulled out of the hat you'll receive a load of gaming booty. For rules and closing date see page 145.

ATARI

STOP PRESS...

Japanese-based publisher Koei is opening an office in Europe. Its first releases will be *Dynasty Warriors 3: Xtreme Legends*, *G1 Jockey 3* and *Mystic Heroes*.

SHOOTING GALLERY

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

It's all gone strangely quiet on the FPS front this month. Why? Because it's all being saved up for next issue when we'll be able to unleash new info and hands-on impressions of Mace Griffin Bounty Hunter, Fire Warrior *and possibly a first glimpse at SCEE's forthcoming 'Halo beater' (we love that phrase) currently being developed in Amsterdam by 3D gaming expert Lost Boys Games. Quite an onslaught we're sure you'll agree.*

THUMPING!

GARDEN PARTY

"No! Anything but the burning table!" Introducing Backyard Wrestling.

"SAM HAIN DELIVERS a few chops to Panama Jack before *nailing* him with a superkick. Panama sets a barbed-wire board on fire and the Pillager powerbombs Sam Hain through it, probably crippling him." Not a scene from a twisted horror film but real-life commentary from the lower-than-underground sport of Backyard Wrestling, a craze sweeping the US flyover States faster than female facial hair.

And while it's probably illegal in this country, it hasn't stopped developer Paradox from bringing the brutal *BYW* to our fair Isle via the medium of PS2. The premise is simple: men dressed in multiple layers of clothing wrestle each other in their backyards (read 'back gardens', limeys) utilising props like baseball bats, barbed wire and burning tables. Whereas their WWE counterparts actually worry about their bodies and faces – opting for plastic barbed wire, play-acting and glycerin blood – Backyard Wrestlers actually bleed. Check out these exclusive screens!

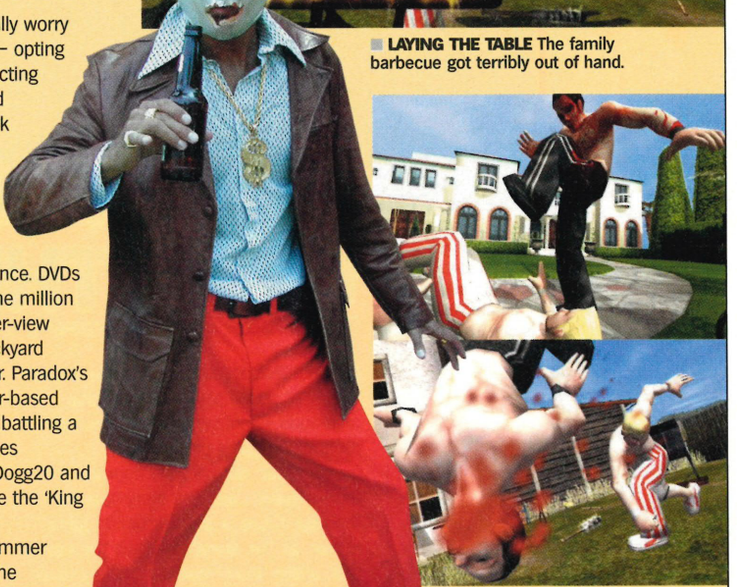
It's predominantly a cult sport, but there *is* an official governing body known as Backyard Wrestling Inc from which this game takes its licence. DVDs of the sport have sold over one million copies in the US while pay-per-view shows and softcore tie-in Backyard Babes videos are also popular. Paradox's game follows a familiar career-based structure with your character battling a number of real-life personalities including Josh Prohibition, MDogg20 and Karnage in a quest to become the 'King Of Hardcore'.

The game is out in the summer through Eidos Interactive. In the meantime, we're off to find someone that actually has a 'backyard'. □ **GW**

DON'T TRY THIS AT HOME

BACKYARD WRESTLING, A CRAZE SWEEPING THE US FASTER THAN FEMALE FACIAL HAIR

LAYING THE TABLE The family barbecue got terribly out of hand.



BEER MONSTER One of *Backyard Wrestling*'s finest – the mighty 'El Drunk' – does his pre-fight training.

BLUE LINES

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

Fledgling publisher Play will release a budget range of titles for PS2 starting at £9.99. Don't expect the best of quality, mind...

£9.99

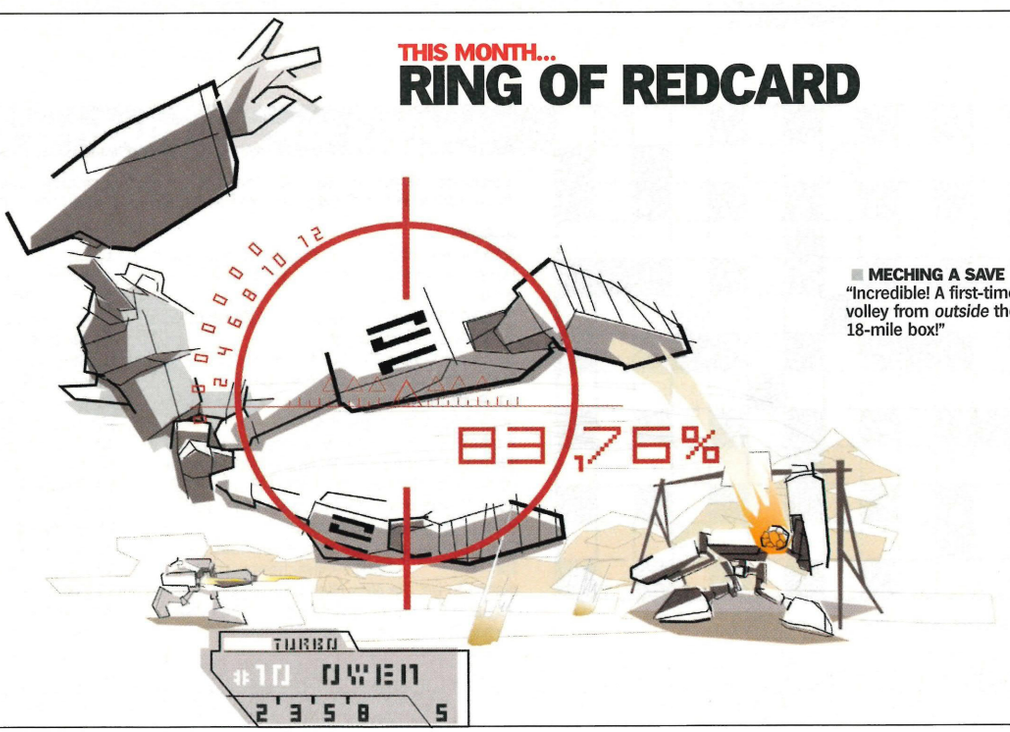
We love the idea of Konami's barking mad dog sim Dogstation, coming to Japanese PS2s soon, but it's unlikely to get a release here.

It's the PlayStation 2 OFFICIAL MAGAZINE-UK Mash Up!

Where PS2 games collide.

THIS MONTH...

RING OF REDCARD



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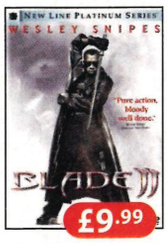
PriceStorming Home Entertainment

Our Top DVDs from £4.99



£9.99
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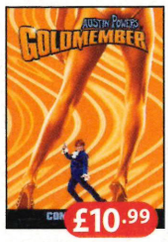

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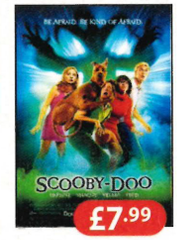
Ice Age



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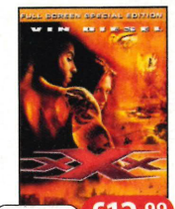

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Out 17 Feb £14.99
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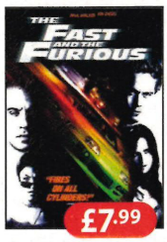

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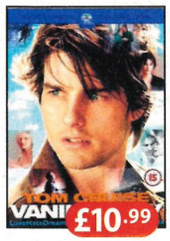

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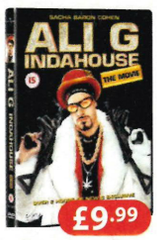

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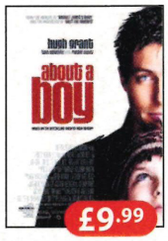

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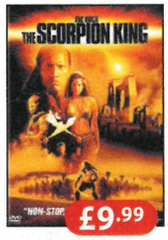

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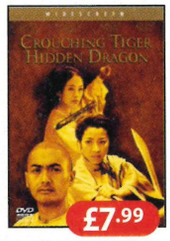

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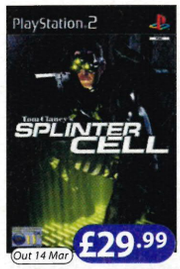
PlayStation.2 Top Titles



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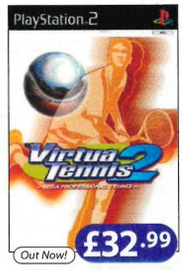

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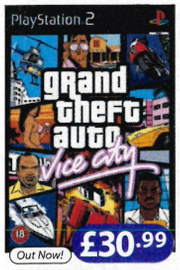

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Devil May Cry 2

Coming Soon £33.99
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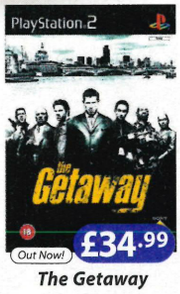

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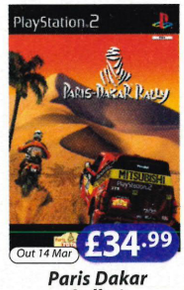

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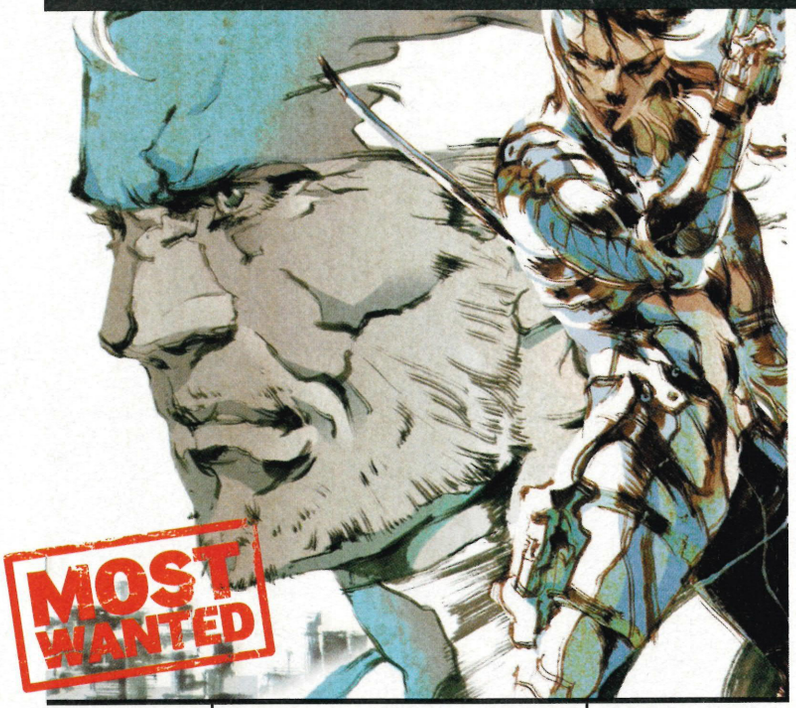
Previewing the new games you voted to read about!

MOST WANTED

Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!



POSITION	GAME	WHAT?
1 ▲	METAL GEAR SOLID 2: SUBSTANCE Finally the details for Kojima's killer package come together: VR missions, Snake Tales, Snakeboarding, the Making Of *Sons Of Liberty*...we sample as much as we can in one hour flat. On your marks!	60 MINUTES WITH PAGE 36 EXCLUSIVE!

ALSO IN monitor THIS MONTH

CLUB FOOTBALL ..... PAGE 42
MUSIC 3 ..... PAGE 46
WAR OF THE MONSTERS ..... PAGE 48
RTX RED ROCK ..... PAGE 50
RAYMAN 3: HOODLUM HAVOC ..... PAGE 50
VEXX ..... PAGE 50
SHINOBI ..... PAGE 50
MOTO GP3 ..... PAGE 51
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GUILTY GEAR X2 ..... PAGE 51

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

VOTE!

Which forthcoming games would you like to see in Monitor next month? Visit the forums at uk.playstation.com, email us at PS2@futurenet.co.uk (remember to put 'Monitor' in the subject line) or write by post to Monitor, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Vote now!

POSITION	GAME	WHAT?
2 ▼	 TOMB RAIDER: THE ANGEL OF DARKNESS Constant delays can't cool your fervour. Five more luscious Lara screens in the Update.	UPDATE PAGE 50 EXCLUSIVE!
3 ▼	 DEVIL MAY CRY 2 The fabric of the underworld tears, and out belches a grotesque parade of filth-ridden mutants for Dante to stylishly despatch back to hell. He must really love his job.	NEW BOSSES PAGE 38 EXCLUSIVE!
4 NEW!	 SPLINTER CELL Meet Sam Fisher, lover of shadows, hater of creaky floorboards, indifferent to razors. The pretender to the stealth throne has his rifle sights trained firmly on one Senor Snake..	HANDS-ON PAGE 40 EXCLUSIVE!
5 NEW!	 SILENT HILL 3 Rocking the slacker chick look in white bodywarmer and sweatbands, our Heather wouldn't be out of place in Hoxton Square. But how will she cope with the pits of hell?	NEW SCREENS PAGE 44 EXCLUSIVE!

60 MINUTES WITH

NAME	*MGS2: Substance*
PUBLISHER	Konami
DEVELOPER	Konami JPN
WEB SITE	www.konamijpn.com/products/mgs2_sub
LAST SEEN	*OPS2#30*
PERCENTAGE COMPLETE	98%
RELEASE DATE	28 MARCH

METAL GEAR SOLID 2: SUBSTANCE

We go pick 'n' mix on Substance's ass and send Raiden to Coventry.

59:20 Crap. Realise we've already spent an entire hour looking through the mounds of interactive goodies on Substance's accompanying *The Document Of MGS2* disc (see Documentary Evidence). Opt, in the name of journalistic rigour (ahem), to reset the clock and try playing the actual game disc.

00:30 Decide to visit as many of *Substance*'s new modes and features as possible within the hour. The only rule? No lady boy Raiden. Just pure Snake. Ignore possible innuendo in last phrase and get cracking. First stop: the VR Missions.

02:45 Forget controls momentarily and steam around corner into guard rather than peek stealthily as intended. Swear until nearby work experience guy covers ears. Decide it's a good time to try the Elimination mode missions.

15:00 Loving the VR Missions' blocky environments and shaded guards who dissolve to nothing when you take them out. Reluctantly move on to Weapon mode.

23:00 No arsing about. Straight to the Nikita. Have fun using TV-guided missiles to chase moving 'enemy' crates around a forest of pillars. Next, lie in wait for crates' friends with C4 charges at the ready.

35:00 Dip into FPS mode. Decide we've killed enough crates and move on to the Alternative Missions.

45:00 Hold Up mode is tricky but addictive. Bomb Disposal mode is going well until we reach the second bomb, get spotted and run around like a big girl's blouse until we're put out of misery by guards.

53:00 Start the intriguing Snake Tales mission, Dead Man Whispers. It's the SEAL ambush/Vamp section of *SOL* as seen through Snake, sorry, Iroquois Plisken's eyes. It unfolds like a noir crime novel and looks great but we don't have time to finish it.

58:00 So we conclude with... Snakeboarding! The skater rock version of the *MGS2* theme is inspired and grinding up the Big Shell is top fun. How about a skate-off against Fatman next time Mr Kojima? ☐ **PF**

opinion

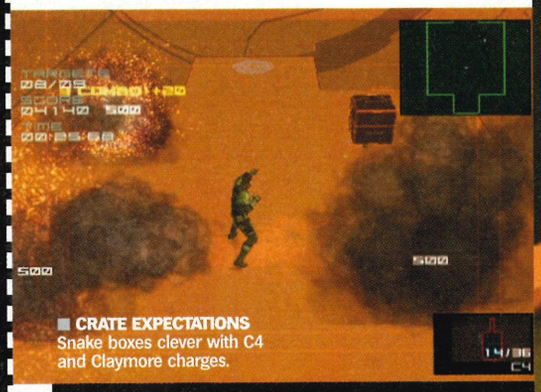
PlayStation 2 OFFICIAL MAGAZINE-UK

MGS2: SUBSTANCE is made for the Attention Deficit Disorder generation. With loads of great challenges, mini-games, Snakeboarding and a Document bonus disc, you're looking at a definitive package.

WHAT **WE** WANT	WHAT **YOU** WANT	WHAT **THEY** WANT
For *Substance* to be released so Kojima can get on with the business of *Metal Gear Solid 3*.	MGS2 IntegralGear says, "I can't see how people can refuse to carry on playing last year's brilliant game."	Everyone who owns *Sons Of Liberty* already to cough up for this as well.

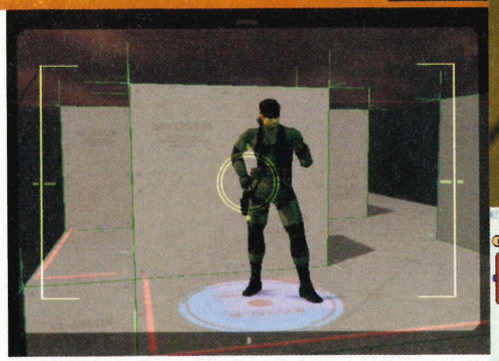
HOT OR NOT?

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

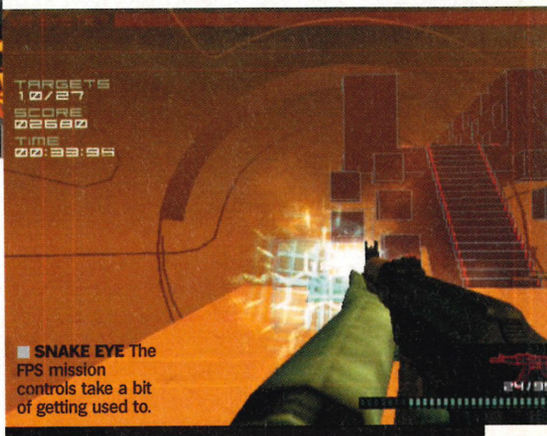


CRATE EXPECTATIONS Snake boxes clever with C4 and Claymore charges.

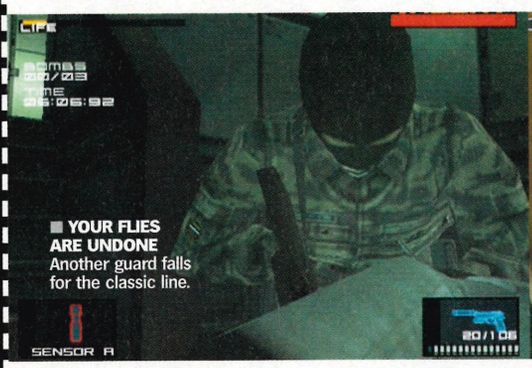
DISSOLVING SOLDIER Take out an opponent and their polygons flake away. Cool..



GET IN! Another level completed. Nobody sneaks around virtual landscapes like Mr Solid Snake.

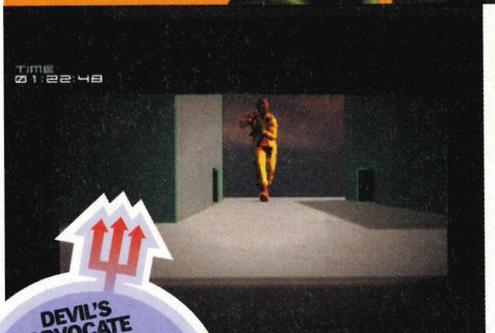


SNAKE EYE The FPS mission controls take a bit of getting used to.

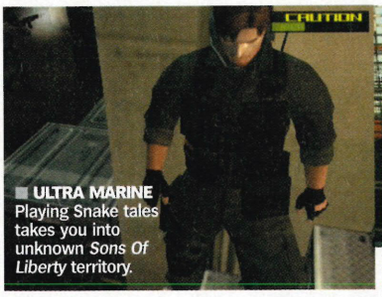


YOUR FLIES ARE UNDONE Another guard falls for the classic line.

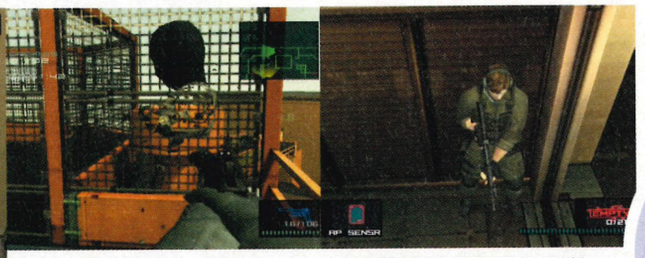
WHAT THE DECK? There's always time for Snakeboarding.



PEEKABOO The VR missions will really test your sneak-'em-up skills.



ULTRA MARINE Playing Snake tales takes you into unknown *Sons Of Liberty* territory.



FREEZE! The Hold Up missions require great skill and patience.

SUBSTANTIAL REWARDS *MGS2: Substance* is the definitive package.

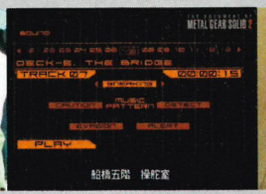
DEVIL'S ADVOCATE

There's no doubting the amount of challenges and missions in *Substance*, but a full new game it's not. Wouldn't it have been better for Konami to give gamers the chance to buy the extras on a separate disc at a reduced price?

DOCUMENTARY EVIDENCE

***MGS2: Substance* will be released in Europe with a bonus disc rammed with interactive background info on the game, aka The Document Of Metal Gear Solid 2. So what are the highlights?**

MAKING OF DOCUMENTARIES
See Kojima and crew soaking up the game sights in Manhattan on a research jolly, or learn how the developers motion captured Solidus walking up the back of a hovering harrier jump jet.



MUSIC
Every musical cue and theme for every section of the game and in every alert state from softly softly stealth to 'sh*t, I've been spotted!' If you're a fan of the Ascending Colon Full Alert, you'll love this.

SPECIAL FOOTAGE
A collection of all the Japanese TV ads for *MGS2*. Priceless, if only for the ad set in a Japanese office with lots of salarymen hiding in filing cabinets and shuffling around in cardboard boxes. Brilliant.

POLYGON DEMOS
Take all of *MGS2*'s FMV clips. Now give gamers the power to freeze them at any point and navigate around the scene with a free roaming camera, zooming in and out at will.

CHARACTERS AND EQUIPMENT
Choose any character or piece of hardware. Customise it, change the lighting and background then zoom around it with an interactive camera.

ITEMS
An indication of how *MGS2* became more than a game. Chunky Kubrick action figures, books, soundtracks and magazine covers from around the world including your very own *OPS2*, naturally.

NEW BOSSES

NAME *Devil May Cry 2*
PUBLISHER Capcom
DEVELOPER Capcom (Production Studio 2)
WEB SITE www.capcom.co.jp/devil2
LAST SEEN *OPS2#30*

PERCENTAGE COMPLETE 95%

RELEASE DATE 28 MARCH

DEVIL MAY CRY 2

Who's the boss? We take on three of Dante's evil foes.

BUT ONE OF THESE GUYS IS JUST A BIG MONKEY...

That's a big *demon* monkey to you pal. After battling through underground caves while blasting a few hooded foes, winged goatlings and bad guys swinging iron-spiked cleavers, Dante reaches this ape-infested arena. Interestingly, Lucia wanders straight through this section in her version of the game. To add charm to good looks, the malevolent simian can call on a band of evil chimps to attack you. Then once you're at a low ebb he'll belt you across the room and thrash you around like a rag doll. It's worth unleashing a little of the devil in you from long range to see him off.

SCRATCH ONE ILL-TEMPERED APE. WHAT'S NEXT?

Oh brother, you asked for it. Remember the big-mouthed rubble monster from the trailer? Well you'll be able to fight him in person. He explodes from a building before belching white lightning (not the cider) at you. The best way to manoeuvre is to avoid his sweeping attacks by tumbling around like a circus acrobat while shooting. Eventually his head will come off and chase Dante around. It's a big wobbly-toothed affair that offers a nice line in lasers. Fire up Dante's Devil Trigger, get in close with your sword and wipe that smile off his leering masonry mug.

COME ON! WHO WANTS A PIECE OF DANTE NOW?

This is no time for complacency. Next, you have to chase bad guy Arius (see What's The Story?) to the top of his oil platform where he conjures up a horny devil for you to contend with. His skills include Dante baseball, charging around with fiery horns and generally being a double-hard bastard. You're going to need a fully charged Devil Trigger to defeat him. He'll turn to stone when he's dead, but the rig is rigged to explode so you'll need to head back the way you came. However, it now appears you have to get past a gaggle of burning demons... ☐ **MW**

opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

DEVIL MAY CRY 2 just keeps looking better and better. Leave all fears of unvaried gameplay and samey environments behind and look forward to next issue's review.

WHAT **WE** WANT	WHAT **YOU** WANT	WHAT **THEY** WANT
■ To finally get our hands on this and gleefully draw the curtains on the rest of the world.	■ "*DMC* wasn't as short as people think. Stick it in Dante Must Die mode, *then* say it's short" – Agent47	■ A game that might take some of its rivals by surprise, with sales that match the quality of the game.

HOT OR NOT?

FRIGID | TEPID | WARM | HOT | BOILING | MELTDOWN

GO TO: uk.playstation.com

■ *Head over to the site and download clips of Dante and Lucia in action.*

■ **ALL MOUTH** You may want to duck at some point. He's about to spew.

■ **MONKEY SEE MONKEY DO** Evil eyes, big arms, demonic chimp minions. A dead cert for *Blind Date*.

■ **HORN TO BE WILD** Annoy this demon and you'll get a one way ride to the other side of the rig.

ENVIRONMENTALLY FRIENDLY?

Remember the original DMC's rich olde worlde atmosphere? Don't worry, there are still plenty of ramparts and cobbled streets to roam. But this time the action spills over into more varied surroundings. Here are just a few.

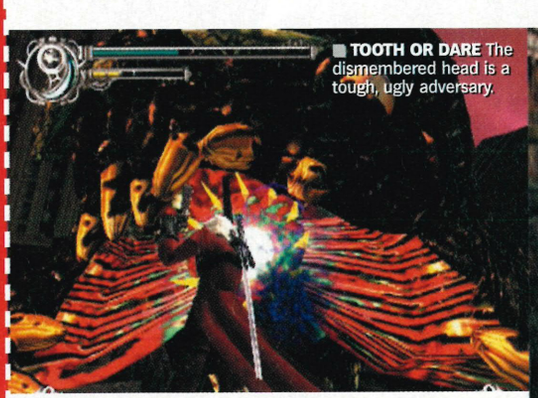
CAVES
Smash the Inca faces to open doors but look out for enemies in the shadows. If you hear rock music, start shooting.

INDUSTRIAL
Hot on Arius's heels, Dante heads into an enemy-infested industrial area. Shiny metal abounds. Nice lift, very *Akira*.

TRAIN
Just when you thought it was safe, Dante gets trapped in the claustrophobic coach from hell. Great for fans of gun carnage.

OIL RIG
The end of the line is Arius's oil rig. Dark industrial functionality and a stairway that certainly doesn't lead to heaven.

OIL RIG ESCAPE
Defeat the third boss figure and you'll have only minutes to find a way off the rig before it blows.



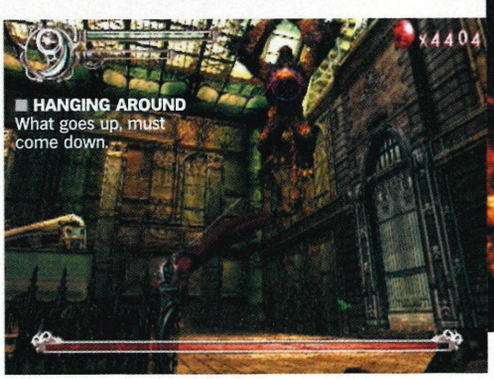
■ **TOOTH OR DARE** The dismembered head is a tough, ugly adversary.

■ **GETTING TO GRIPS** "Monkey... Love... White... Haired... Man!"

■ **APE ESCAPE** The bigger they are, the harder they fall. You like that, monkey?

WHAT'S THE STORY?

Yes, there's a story. Naughty tycoon Arius has struck a deal with the Lord Of The Demons. In exchange for riches galore the 'dark one' is to be resurrected. There's also a subplot involving Lucia's shady identity. Is she a demon, or simply lovely in leather?



■ **HANGING AROUND** What goes up, must come down.

■ **READY TO RUBBLE?** Not a great advert for dental hygiene, but he makes for a good target – you can't miss him!

■ **FLAME ON** He's a bit of a hothead, with a big stick.

HANDS-ON

NAME	*Splinter Cell*
PUBLISHER	Ubi Soft
DEVELOPER	Ubi Soft
WEB SITE	www.splintercell.co.uk
LAST SEEN	*OPS2#30*

PERCENTAGE COMPLETE **80%**

RELEASE DATE 28 MARCH

PlayStation.2 ON THE DVD

SPLINTER CELL

Who needs diplomacy when a silenced round to the head is so much simpler?

CRIKEY! THE LIGHTING LOOKS MINT, DOESN'T IT? Damn straight, and as those of you who've played through the mission on this month's DVD will already know, *Splinter Cell*'s use of light and shade is startling. It's impossible not to be impressed by light streaming through bullet holes or the dynamic shadows cast by an industrial fan. Oh, and Sam's swanky goggles (night vision and thermographic imaging) are all present and correct, meaning it's hat supper time for the cynics who said this game couldn't be done on PS2.

TELL US MORE ABOUT SAM'S SHOOTER... Ah yes, the SC-20K. For when you absolutely have to kill every pinko scumbag in the room. Quietly. The primary fire mode is perfect for missions when Fisher is given clearance to shoot anyone who looks at him cockeyed, but for the most part staying quiet is paramount. On certain levels (infiltrating CIA headquarters at Langley, for instance) you can't afford a single casualty, so a 'softly softly, catchy commie' approach is essential. Fortunately, Sam's rifle can be equipped to fire non-lethal projectiles, such as the Ring Airfoil – a metal Frisbee that knocks enemies out instantly, provided you hit 'em flush in the chops.

GOT ANY MORE INFO ON THE GADGETS? Particularly cool is the lock picking, which you actually have to perform manually, carefully rotating the right analogue stick until the mechanism clicks into place. But if you're cursed with sausage-fingered hands, don't panic, Fisher also has a limited number of disposable picks, which are small explosive charges that shatter locks instantly. He also gets to play with gas grenades, booby-trapped cameras, laser microphones and wall mines. You want more gadgets? You can't handle more gadgets! ☐ **TC**

opinion

PlayStation.2 OFFICIAL MAGAZINE-UK

SPLINTER CELL looks better than we dared dream. Crucially, the gameplay is spot on, and a better balanced checkpoint system means the PS2 version should be less frustrating than the Xbox release.

WHAT **WE** WANT	WHAT **YOU** WANT	WHAT **THEY** WANT
■ Perspiration-inducing action and a comprehensible plot delivered with minimal cut-scenes.	■ Mobius1 notes: "All the lighting effects that count seem to have been retained."	■ Ubi Soft wants a multi-format franchise capable of competing with the big boys.

HOT OR NOT?

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

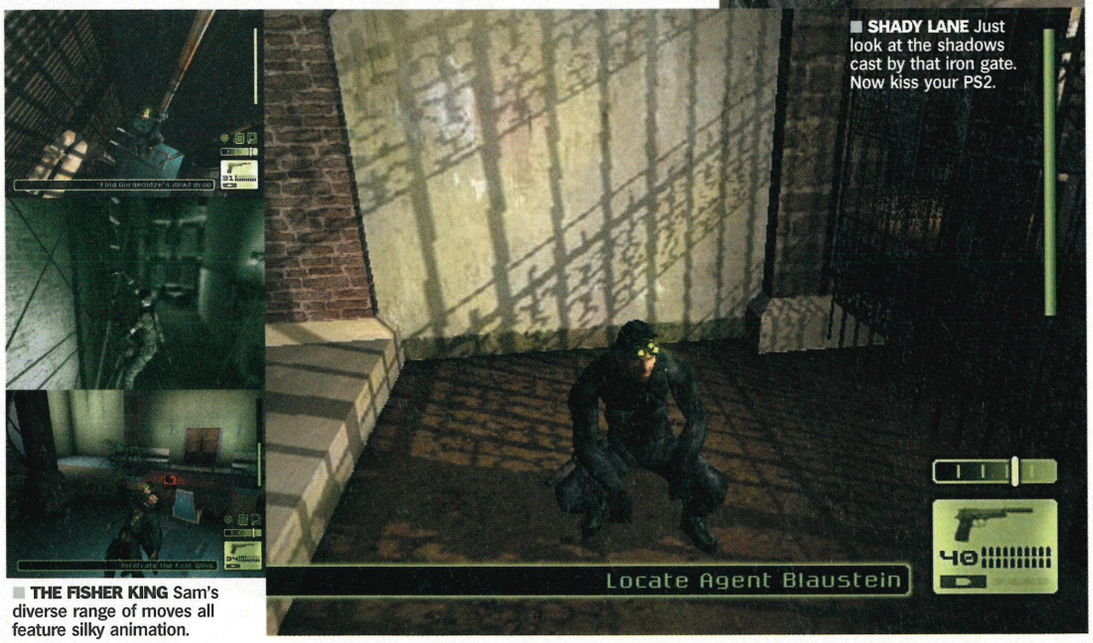
BIG FISH, LITTLE FISH Sam moonlights as the third member of Orbital.

DEVIL'S ADVOCATE

Yes, the lighting looks lush, but scratch the surface and most of *Splinter Cell*'s levels are fairly linear. Sure, it's up to you how agressively you approach each mission, but there's generally only one possible path through the map. Still, that didn't harm *MGS2*.

STAY FROSTY Hide in a meat locker and you can see Sam's breath. Cliched, but still cool.

SILENT NIGHT Sam's nightvision bathes the environment with a green/grey filter.



SHADY LANE Just look at the shadows cast by that iron gate. Now kiss your PS2.

THE FISHER KING Sam's diverse range of moves all feature silky animation.

MAKE YOUR MOVE

Fisher has one of the most impressive move sets in any action game. Here are a couple of the coolest.

FORCED CO-OPERATION

Sneak up behind an enemy and press ⊗ to grab them. You can now interrogate your hostage, force them to open doors controlled by retinal scanners or just knock them sparko with a quick blow to the noggin.

SPLITS JUMP

Perform a double-jump in a confined corridor and Fisher wedges himself into the walls using his legs. Wait for a guard to wander past and you can drop on him. See our interpretation of this move in The Money Shot on page 10.

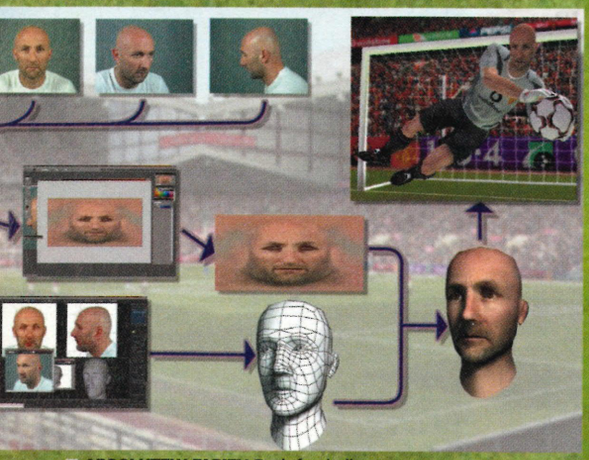
monitor

ON LOCATION

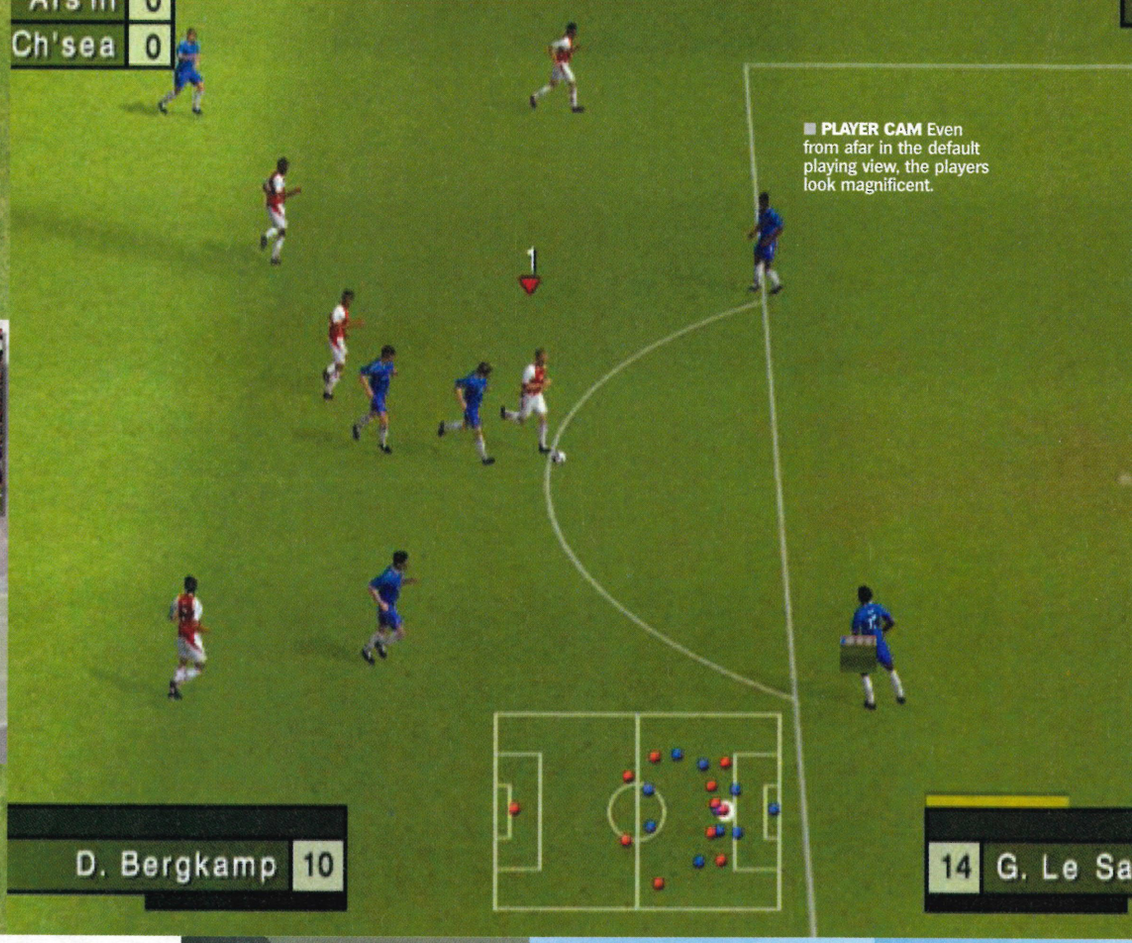
NAME	*Club Football*
PUBLISHER	Codemasters
DEVELOPER	Codemasters (Hoodoo Studio)
WEB SITE	www.codemasters.com/games
LAST SEEN	*OPS2*#27

PERCENTAGE COMPLETE **70%**

RELEASE DATE APRIL



ABSOLUTELY FABIEN Each footballer was photographed from different angles to create a rounded image of their head. This was then flattened and stretched over a 3D model.



PLAYER CAM Even from afar in the default playing view, the players look magnificent.

PARK LIFE Each pitch is recreated in stunning detail...

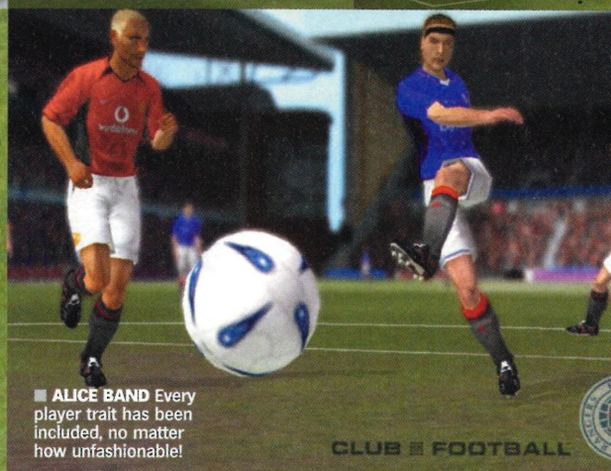
CLUB FOOTBALL

A game of two halves? Pah! Codemasters is about to unleash a game of 17 scarves!

MORE DJ SAMMY THAN SAMBA? Indeed, the music blaring out from the cabbie's stereo was hardly in keeping with the sexy football spectacle that was about to grip us, but mercifully the journey from Leamington Spa Station to Codemasters' 'middle-of-bloody-nowhere' offices was short. After a cup of coffee and a barrage of Codies-related propaganda from the TV screens in reception, we were ushered into the Hoodoo Office to witness one of Codemasters' most ambitious titles to date.

SO WHAT'S THE, AHEM, PITCH? To release 17 unique versions of *Club Football*, each licensed to one of Europe's most prestigious football teams. Armed with digital cameras, Hoodoo Studio's scouts got to work recreating the hallowed stadia. Players have also been snapped from all angles to make some of the most lifelike stars ever featured in a footy game (naturally, they're waiting until the eleventh hour to do Beckham's barnet). This data was incorporated into the game to give fans an authentic football spectacle tailor-made for them, with a feel so close to being there that you can almost smell the pies.

BUT SURELY THERE'S MORE TO IT THAN LOOKS? Absolutely. The main draw, from a fan's point of view, is that one mode allows them to create themselves in digital form and stroll out onto the pitch alongside their heroes. But the big question is, what's in it for you if you don't support one of the featured teams? You can still play as any team from the top European leagues, but whether or not you'll want to buy the official game of another team will hinge on the quality of the gameplay. And sadly, because the code isn't finished, we couldn't put the game through its paces. But we're confident *Club Football* will put in a mesmerising performance come match day. ☐ **RB**



ALICE BAND Every player trait has been included, no matter how unfashionable!

opinion PlayStation 2 OFFICIAL MAGAZINE-UK

CLUB FOOTBALL has it all to do. The fact that it is an officially licensed product of 17 separate teams is building it up for a potential fall, but from what we've seen so far it could surprise us all.

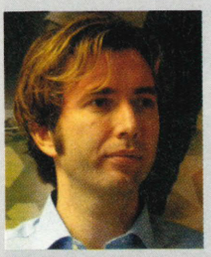
WHAT **WE** WANT	WHAT **YOU** WANT	WHAT **THEY** WANT
To play in front of our own fans and score the winner in a local derby.	"To see Wenger on the sidelines in a real pose – facing away from the action!" says Scarftheman. Cheeky.	"Not to fob off fans with a single image pasted onto a generic head" – Rachel Wood, Lead Artist.

HOT OR NOT?

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

IN THE CLUB

OPS2 sticks five past Simon Prytherch, Head of Hoodoo Studio.



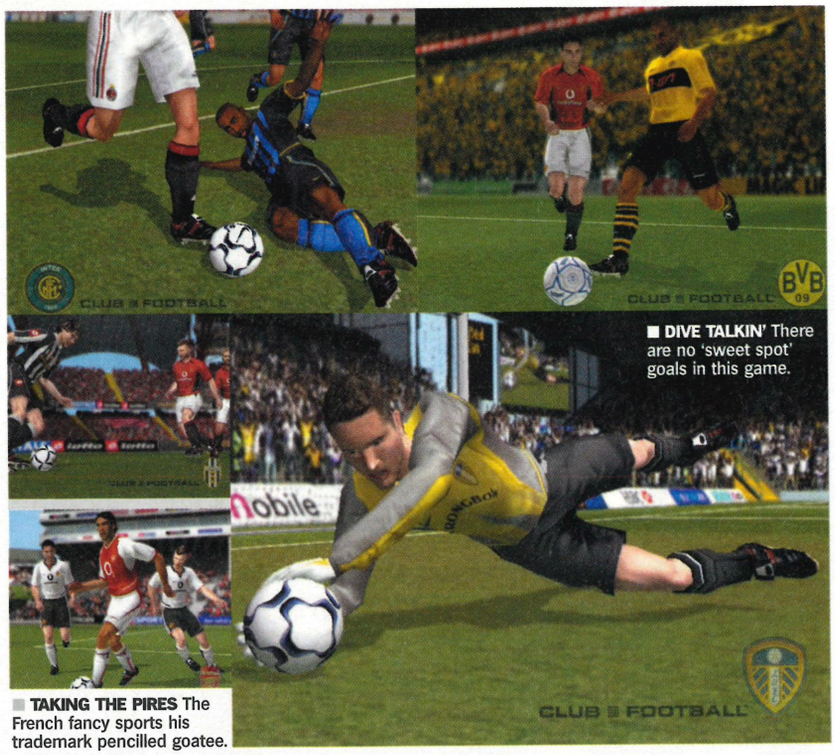
Where do you think *Club Football* slots in to an already crowded pitch?
This is a game for real fans. Real fans of clubs, real fans of gameplay and real fans of looks, presentation and officially licensed content. For example, in *Manchester United Club Football* you can play as Manchester United leading them to domestic and European glory.

What do you think the game offers that no other footy game does?
Club Football is the only game that offers whole squads of photo-realistic players, stadiums, crowds and kits for all of Europe's top clubs. Our relationships with the clubs give us unparalleled access to bring you an experience that no other game can offer. Not forgetting the classic presenter and commentary team of Gary Lineker and Barry Davies.

What is your favourite aspect of the game?
Club Football gives you the chance to run out of the tunnel with all your heroes onto the hallowed turf of your favourite stadium. The fans are singing the familiar songs, you can even see the seat where you normally sit. You kick off, a quick one-two, a sprint down the wing, a cross into the edge of the box and you're on the receiving end with a volley into the top corner. You've scored in your debut. It's every fan's dream.

How long have you been working on the title?
We started work on the design and ideas four years ago and we started talking to the clubs three years ago. Full development started in January 2001. Last year was hectic with visits to all the training grounds to digitally capture the players from every angle and the new kits all arrived under tight security, months before they went on sale.

And finally, having trawled the continent, which stadium were you most impressed with?
We have all the most impressive stadiums in the world. Take San Siro in Milan, the Bernabeu in Madrid, the Olympic Stadium in Munich, the Amsterdam Arena or maybe Nou Camp in Barcelona. But nothing beats the atmosphere of the big English and Scottish stadiums. I'd choose either Old Trafford, Anfield, Highbury, Ibrox Park or Celtic Park.



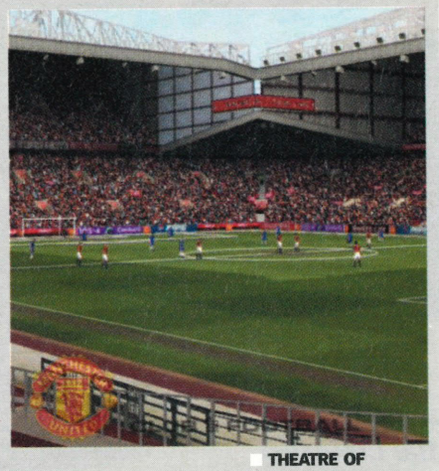
■ **DIVE TALKIN'** There are no 'sweet spot' goals in this game.

■ **TAKING THE PIRES** The French fancy sports his trademark pencilled goatee.

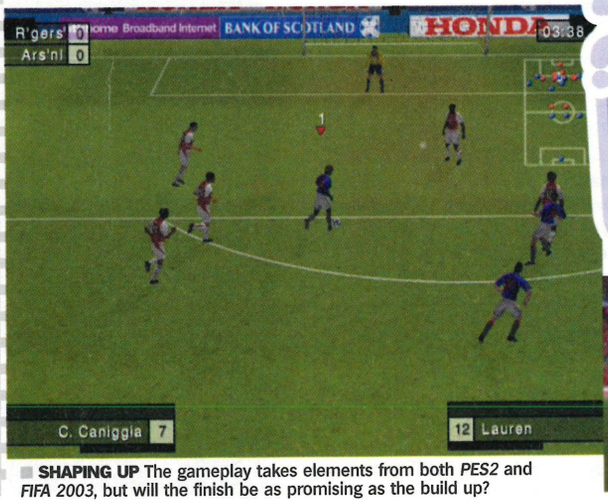
FAN FARE

Initially featuring 15 officially licensed teams, Club Football was bolstered to include two more, literally, while we were in the studio! More tie-ins are planned for future editions, but for now, here's the complete list of teams in on the deal...

LICENSED TEAM	STADIUM
AC Milan	San Siro
Ajax	Amsterdam Arena
Arsenal	Highbury
Aston Villa	Villa Park
Barcelona	Nou Camp
Bayern Munich	Olympic Stadium
Borussia Dortmund	Westfalen Stadion
Celtic	Celtic Park
Chelsea	Stamford Bridge
Hamburg SV	AOL Arena
Inter Milan	San Siro
Juventus	Stadio Delle Alpi
Leeds United	Elland Road
Liverpool	Anfield
Manchester United	Old Trafford
Rangers	Ibrox Park
Real Madrid	Bernabeu



■ **THEATRE OF DREAMS** Now every Man U fan can visit Old Trafford!



■ **SHAPING UP** The gameplay takes elements from both *PES2* and *FIFA 2003*, but will the finish be as promising as the build up?

DID YOU KNOW?

The front end of the game features one of your team's stars indulging in keepy-ups, but the motion capture for this was actually supplied by Mike Delaney. Who? He's part of the Trix2TheMax ball skills display team and also played Ronaldo's legs in the Nike 'cage' ad!

NEW SCREENS

SILENT HILL 3

NAME	*Silent Hill 3*
PUBLISHER	Konami
DEVELOPER	Konami TYO
WEB SITE	www.konamityo.com/sh3
LAST SEEN	*OPS2#30*

PERCENTAGE COMPLETE: 60%

RELEASE DATE: 23 MAY

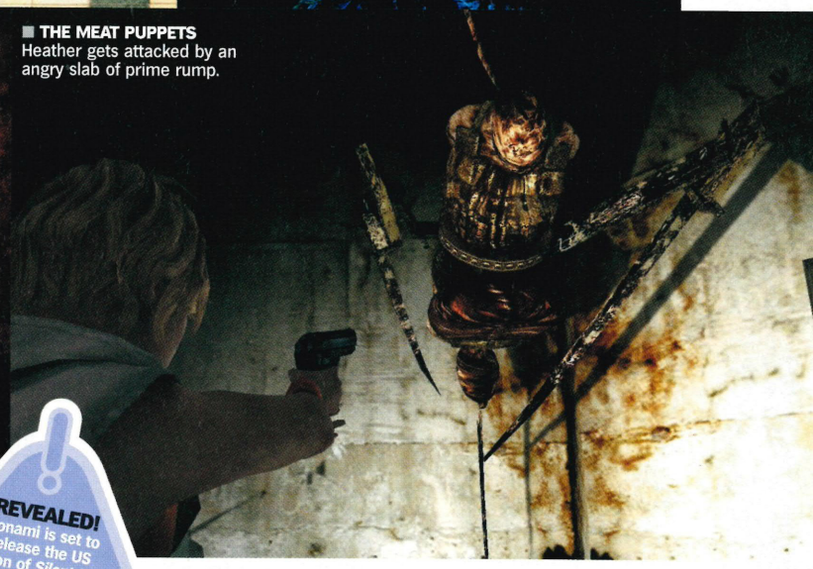
DIRTY GIRL Heather finds herself transported to a nightmarish alternate dimension, filled with rust and blood.

BLOODY HELL The *Changing Rooms* team had gone too far.

MALLRATS Good idea, love, talk to the sinister bearded man.

BLUE MOVIE Sinister babies are always scary.

MEALS ON WHEELS As power-ups go, this isn't exactly what we were hoping for.



THE MEAT PUPPETS Heather gets attacked by an angry slab of prime rump.

REVEALED! Konami is set to release the US version of *Silent Hill 3* bundled with a CD of the game's soundtrack, which is both composed and performed by Akira Yamaoka (who is also the game's Producer). Perfect for romantic dinners, children's parties and seances.

SILENT HILL 3

More filth-caked obscenity from the creepiest town this side of Royston Vasey.

LOOKS NASTY, BUT WHAT ABOUT THE GAMEPLAY? Remember the demo we played at last year's Tokyo Game Show set in the dilapidated funfair with the hideously mutated mutts and rickety old roller coaster? Well that's the opening section, and without wanting to spoil things, just when proceedings really go south there's a Bobby Ewing in the shower type moment. *Silent Hill 3* starts for real when its mop-haired star, Heather Morris, takes a trip to the mall and finds herself transported into a terrifying alternate reality populated by flesh-guzzling monstrosities. Tough break.

SO WHAT'S WITH THIS WEIRD OTHER WORLD? Well, according to the official Web site, Heather will go back and forth between reality and a nightmarish dimension that is "filthy with blood, rust, corpses and foul odours." A bit like Croydon, then. Because the two worlds exist in the same space, solving the puzzles presumably involves shifting between the different dimensions (along the same lines as the environment-warping effect found in the *Soul Reaver* series).

IS THIS HEATHER CHICK IS UP TO THE JOB? The theory, according to the bible of videogame design, is that the cuter and more vulnerable a character looks, the more the player feels compelled to protect them from slavering zombie rottweilers. The fact Heather looks like Hannah from S-Club means we're already smitten, but check this out from her online profile: "Although she is a bit temperamental, she is actually a very gentle girl. She is like the girl living next door." Ah bless. But knowing what's in store, we can't help but fear the worst. Still, at least you won't have to feel bad about running away... or crying like a girl. ☐ **TC**

opinion — PlayStation 2 Official Magazine-UK

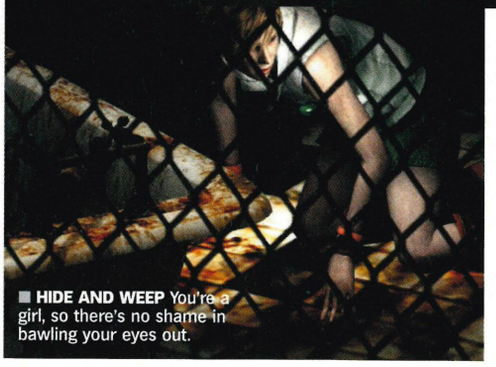
SILENT HILL 3 is shaping up to be an absolute horror show. The visuals look filthy (in a good way) and with a heavily expanded arsenal, this should be our bloodiest visit to Silent Hill yet.

WHAT **WE** WANT	WHAT **YOU** WANT	WHAT **THEY** WANT
Gameplay scarier than watching *Ring* in a mental asylum built on an ancient Indian burial ground.	koRnkid, is hungry for, "the sickest horror game on any console. I want it to repulse me."	A game that takes you to the brink of insanity, and then winks as it pushes you over the edge.

HOT OR NOT?

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

MODEL BEHAVIOUR We're not entirely sure why, but this is the most sinister screenshot ever.



HIDE AND WEEP You're a girl, so there's no shame in bawling your eyes out.

www.becks.co.uk

POOL SHARK

60 MINUTES WITH

MUSIC GENERATOR 3

NAME	*Music 3*
PUBLISHER	Codemasters
DEVELOPER	Jester Interactive
WEB SITE	www.codemasters.com
LAST SEEN	*OPS2#30*

PERCENTAGE COMPLETE 70%

RELEASE DATE LATE MARCH

HANDS IN THE AIR Fill your video clip with monged-out clubbers.

VIDEO NASTY Some of the video clips are total cat's arse.

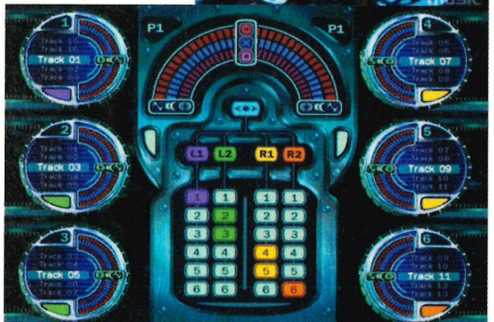
NAME THAT TUNE The interface is functional – if a little basic.

MIC: THE MECHANICS

One function of Music 3 we're yet to see in action properly is the Voice 2 Music interface. Plug a mic into the PS2 via a USB peripheral and you can sing, hum or whistle a tune into your track. Blinding.

RIFFIN' IT UP The Riff Editor allows you to create your own unique sounds.

WE'RE JAMMIN' And we hope you like a jammin', too.



MUSIC 3

Make a film soundtrack in 60 minutes. Surely it can't be done?

00:00 Decide to use allocated 60 minutes to construct a soundtrack to an imaginary horror film. Our chosen name: *The Horror* (look, it was a miserable Monday morning, okay?).

00:03 Oooh look! They've changed the interface! It's all blue and grey and shiny. We like! Ah. But they've also changed the control system.

00:04 Spend five minutes getting used to pointing and clicking with the right analogue stick. Come on thumbs! We've got evil music to make!

00.07 Find a suitable bass drum sound and make a nice heartbeat riff with an eerie synth booming over the top. Definitely an improvement on the sound front – samples sound crisper and more lively. We can already see the undead rising out of their graves, lumbering towards the camera.

00.18 After grappling with the Riff Editor, construct a rather haunting little melody on what sounds like a harpsichord. In fact the sound is called a sinus.

00.23 Foolishly opt for an impromptu demo in front of ten people in the games room. Get plenty of really useful comments. Like, "That's crap", "Turn it off!" and "No really, it's crap, turn it off!" There's no accounting for taste.

00.40 With some more tweaking and a bit of an echo effect on the melody, we're approaching a magnum opus of horror music that John Carpenter would be proud of.

00.50 Decide to use some video footage to accompany the soundtrack. Discover the video editing section is now far more straightforward than in previous editions. Oh yes. Found the perfect clip – lots of sweaty half-naked figures with vacant stares shuffling about in a zombified state. It's a group of Northern clubbers! Fits perfectly.

00.51 Delete the entire track by mistake. But honestly! It was really good! Lads? *Lads?*"

00.56 Still feeling suitably creative so decide to start on the sequel: *The Horror 2*. Get lynched. □ **GW**

opinion

PlayStation 2 OFFICIAL MAGAZINE-UK

MUSIC 3 can't be mastered quickly – it's a huge and occasionally daunting prospect. But stick with it and you'll have one of the most advanced musical creation utilities at your fingertips.

WHAT **WE** WANT	WHAT **YOU** WANT	WHAT **THEY** WANT
Loud drums, gut-busting bass and more heavy metal than a steelworks. A penny whistle, too.	*"Music 3* will last me a while. I've got music running thru my veins," claims devildestruction.	To regain their place as the pioneers of console music creation games.

HOT OR NOT?

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

SKINNED ALIVE As in the previous instalment, you can change the browser skin.

I WANT MY MTV The newly designed Video Editor is a vast improvement.

www.becks.co.uk

GYNAECOLOGIST

60 MINUTES WITH

NAME	*War Of The Monsters*
PUBLISHER	SCEE
DEVELOPER	Incog
WEB SITE	www.waroftheMonsters.com
LAST SEEN	*OPS2#29*

PERCENTAGE COMPLETE 95%

RELEASE DATE APRIL

■ **FLASHY GIT** The lightning blast was just for effect.

■ **FLY SWATTER** Don't you just hate it when bugs hover around your head?

■ **CITY LIMITS** There's only room for one giant beast.

WHAT'S THE STORY?

Oh no! Earth is being attacked by UFOs! Oh no! Radioactive goo is mutating lizards into giant dragons, and lab monkeys into towering apes. Who will save our planet in its hour of need? No-one. It's going to get trashed. So if you can't help – why not join in?

WAR OF THE MONSTERS

Titans clash and cities crumble in this B-movie beat-'em-up.

00.20: 'Aliens Attack!' screams the Global News headline. Nice cue for a cartoonish intro which distils every possible B-movie cliché – flying saucers, humans crushed like grapes under enormous lizard feet – into two explosive minutes.

02.30: Choose from eight characters, including a fire-breathing golem and a lightning-powered bloke looking like the National Grid on legs. We choose to be King Kong! Er, except in this, he's called Congar.

03.10: Welcome to Midtown Park – a haven of peace in a bustling metropolis. Look, here comes one of our simian brethren! He's hitting us. Swine!

05.00: Tapping △ and ○ chains attacks into multi-hit combos, sending foes tumbling through skyscrapers. It's all looking like a building site by the time we've sent the other monkey-man to meet his maker.

12.15: Another location, another monster. This casino paradise sure didn't bet on a showdown between a giant ape and a massive sludge-spitting lizard. Discover that ◎ lets you clamber up skyscrapers and, better still, lug vehicles through the air at your oversized adversary.

15.00: Erk! Lizard-man has just impaled us on a radio mast. Kebab, anyone?

24.30: We're in a huge canyon. A robot cyclops is lobbing exploding bowling balls at us. Our ape-man should be chucking them back. But he's not. Grr! Ape-man mad!

30.15: Okay, let's try Two-player mode. *OPS2* adopts the scaley guise of lizard-man. Hapless housemate is tough-looking robot. The venue? A nuclear power station. Fight!

45.45: It's not running away – it's a tactical withdrawal, to pick up green radiation markers which restore health. We can also regain energy by perching on a shattered reactor core.

54.10: The city is reduced to smoking ruins. What now? Do we call in the *Sim City* experts? ☐ **LP**

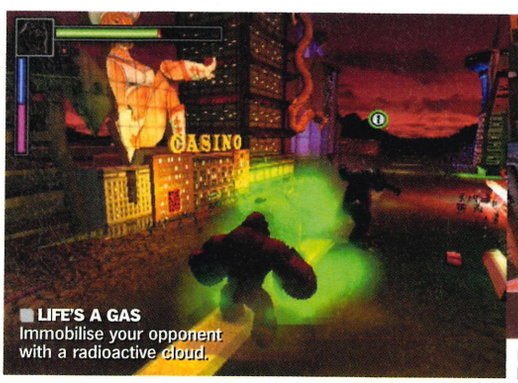
opinion — PlayStation 2 Official Magazine-UK

WAR OF THE MONSTERS is full of monstrous cartoon ultra-violence. But will it possess the addictive endurance needed to match its massive strength?

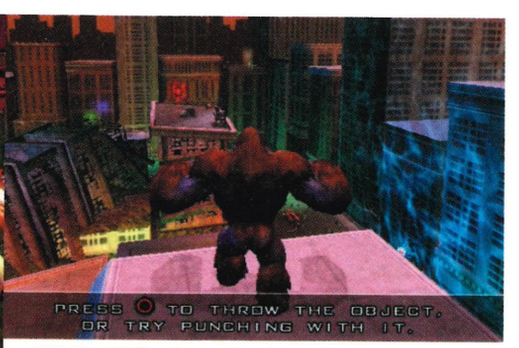
WHAT **WE** WANT	WHAT **YOU** WANT	WHAT **THEY** WANT
■ A trashy take on the B-movie genre that plays like no-one's skimped on the budget.	■ DarkOrbit's thinking about buying it, but he wants some more opinion. So get on those forums!	■ A colossal take on the beat-'em-up genre that crushes all competition heavily underfoot.

HOT OR NOT?

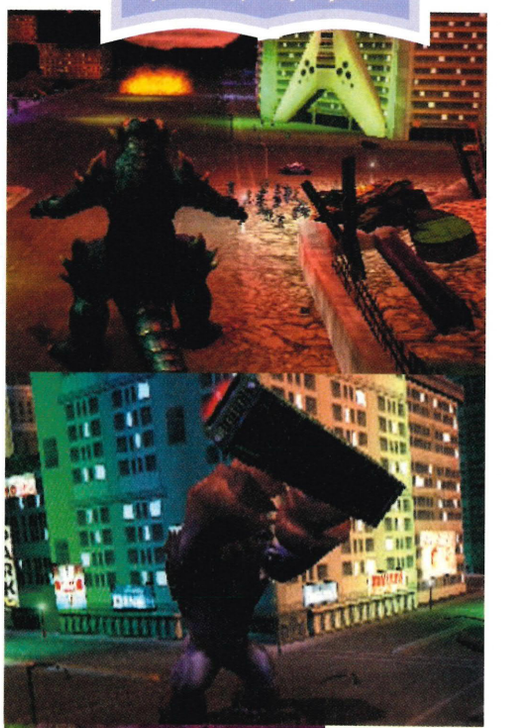
FRIGID | TEPID | WARM | **HOT** | BOILING | MELTDOWN



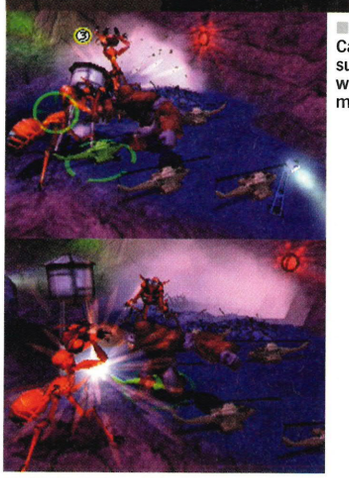
■ **LIFE'S A GAS** Immobilise your opponent with a radioactive cloud.



■ **APE ESCAPE** The Kong-a-like surveys his damaged city. If only he could remember where he left the bananas.



■ **FARES PLEASE!** Catching a bus suddenly had a whole new meaning.



■ **ALIEN ANT HARM** Your average magnifying glass has no effect here.

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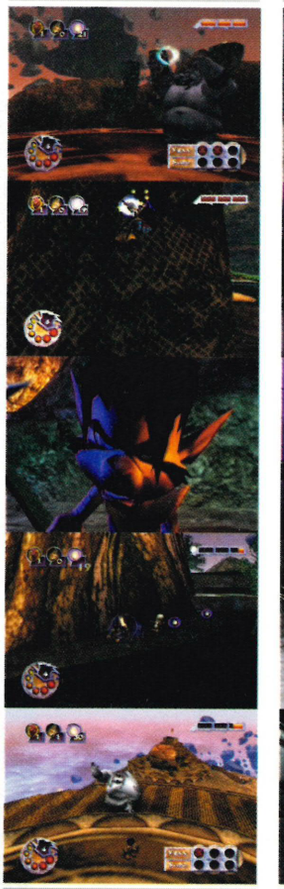
TEETOTALLER

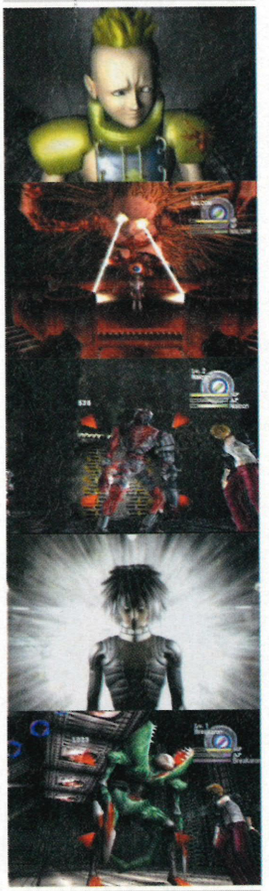
monitor UPDATE

Your one-stop shop for progress on the games you'll be buying next.

GAME	TOMB RAIDER: THE ANGEL OF DARKNESS PUBLISHER: EIDOS DEVELOPER: CORE DESIGN	RTX RED ROCK PUBLISHER: ACTIVISION DEVELOPER: LUCASARTS	RAYMAN 3: HOODLUM HAVOC PUBLISHER: UBI SOFT DEVELOPER: UBI SOFT	VEXX PUBLISHER: ACCLAIM DEVELOPER: ACCLAIM STUDIOS AUSTIN	SHINOBI PUBLISHER: SCEE DEVELOPER: SEGA OVERWORKS
LAST SEEN?	Last issue and in the last few before that. Darn, we're keeping on top of this for you!	We last orbited the red planet with LucasArt's Radical Tactics eXpert, Eugene Zeno 'EZ' Wheeler in *OPS2*#29's Spy.	We updated you on the limbless one's progress back in *OPS2*#27.	We gave you a nice fat feature on *Vexx* way back in *OPS2*#18. The title has been rethought since then after an initial frown from people like us.	We got our hands on this flashing blade back in *OPS2*#29. Its good-looking demon whacking gets a guaranteed release in this country and here we have a look at the first bosses.
WHAT'S NEW?	More screenshots. But fear not, they're more illustrative of the way Lara will interact with other characters. It seems to involve a lot of violence so far. Maybe they'll snuggle up later.	Look ma, no lightsabers! We've got tons of background info on this original third-person caper pitting Wheeler against a bunch of aliens who've invaded Earth's first colony on Mars.	True, *Rayman 3*'s firmly cast in the old-skool platformer mould compared to, say, *Ratchet & Clank*, but there are nice inventive touches that suggest there's life in the old thing yet.	More a case of what's been taken out. Acclaim has binned about 25% of the game, condensing the rest into a shorter, hopefully more satisfying, experience.	Get through the first cut-scene then kill your brother – who returns, possessed. In the next level despatch two kids who are begging you to kill them. Dark? Just a little.
ANYTHING ELSE?	Check out the martial arts stylings of Ms Croft as she deftly takes out a guard. There also appear to be touches like laser beam alarm systems and plenty of dialogue. But what's it like to play?	Are you sitting comfortably? Well, the colonists have set up home near the dwelling place of four mystic guardians who protect the Foundation Stone. But the aliens want it, and our colonists are in the way. Erk!	When Rayman defeats hoodlums they leave behind canisters that power him up with funky combat fatigues and increased walloping power.	Plays well with a variety of disciplines to master and a strong plot, though with *Ratchet & Clank* still performing very strongly, it has an awful lot still to do.	Get through the first round and your sword will awaken, hungry for the souls of everyone you kill. Smashing.
SCREENS					
WHAT'S NEXT?	We will (fingers crossed really hard) be playing our first real hands-on version of *Angel Of Darkness* to kick off the next Monitor section in real style.	War! Well, a playtest at the very least, next issue. Don't tell anyone but we're getting quite excited about *RTX Red Rock*. After you with that EVA suit...	By the quality displayed here it'd be a brave man to bet against a review in the near future. Can Rayman cut it in the free-roaming platform world?	We're finally expecting the review for next issue and can't wait to see if the extra trimming has made this a more palatable dish.	Depending on how far we get we might be able to update you again before the release.
ANYTHING ON THE NET?	Plenty on www.tombraider.com as the pressure builds towards the much delayed release.	www.lucasarts.com/products/rtx is your one-stop shop for all things Martian and gung ho.	Check out www.rayman3.com/uk for more information.	There's a full run down of the game at www.acclaim.com including a really nice downloadable comic that introduces us to the game.	Head over to www.sega.com/shinobi to leap, ninja-style, onto the unsuspecting official site. Chop chop!
RELEASE DATE	April. Ish. Please?	EZ Wheeler touches down on Phobos on 28 March.	Not long now. *Rayman*'s on the shelves on 7 March.	It'll be full-on *Vexx* in the city come 7 March.	You'll have to wait until May to unleash *Shinobi* at home.

ACCLAIM HAS BINNED ABOUT 25% OF THE GAME, CONDENSING THE REST INTO A SHORTER, MORE SATISFYING EXPERIENCE

SEE *VEXX*

GAME	MOTO GP 3 PUBLISHER: SCEE DEVELOPER: NAMCO	FROGGER BEYOND PUBLISHER: KONAMI DEVELOPER: KONAMI HAWAII	GALERIANS ASH PUBLISHER: KEMCO DEVELOPER: SAMMY	GUILTY GEAR X2 PUBLISHER KEMCO DEVELOPER SAMMY
LAST SEEN?	Last biked in on Spy's pages back in *OPS2*#29.	In a smoky arcade back in 1981. Ah, memories… Oh, *Frogger Beyond*? This is the first sighting.	The Ga-what-ians? Exactly. A decent sized franchise on the PSone, this picks up where the futuristic '*Blade Runner* meets *Akira*' stylings of *Galerians* left off. It's new to us on PS2.	In Japanese arcades. We're going to have it really soon.
WHAT'S NEW?	At last, a legitimate reason to dress up from head to toe in leather – we've had a hands-on sesh with the latest offering from the daddy of motorbike racers.	That depends on how cynical you are. *Frogger Beyond* is either a welcome 128-bit update of the original's leap 'n' dodge gameplay or just lazily cannibalising its elders.	Not the first level, that's for sure. The last level of the old game returns as a 'dream' to introduce the new plot – that the mother computer's last deadly offspring is still at large.	Colourfully playable preview code. 2D fighting is scorned as outdated, but Japanese fans still lap it up. *GGX2* is a sort of edgier *Street Fighter 2*.
ANYTHING ELSE?	*Moto GP 3*'s new 'wind shield view' is a fine addition but a bit *too* realistic over an entire race (ie, we misjudge the corners and keep falling off). But in third person view it's a worthy, exciting successor to *MGP2*.	At least you get a story, of sorts. Frogger must navigate through eight themed worlds (from Rainforest to High-Tech to Magic) presided by the frogs' council of elders, to complete his Rite Of Passage.	Some of the video sequences are eye-catching to say the least. It may look a bit *FFX*, but there's no turn-based combat here. Button mashing and asset management is the name of the game.	Each character has a freakily unique style. Not much claret for *Mortal Kombat* fans but plenty of imagination.
SCREENS				
WHAT'S NEXT?	Assuming it remembers to brake in time, *Moto GP 3* will be screaming around the corner and into the reviews section next issue.	From frog spawn to amphibious videogame hero in the space of one issue. Review next month. Rrrribit.	We're expecting full review code very soon but we'll probe deeper into this dark sci-fi thriller in the meantime.	Another piece of choice videogame cut for the *OPS2* reviews pot next issue. It'll be quite a dish.
ANYTHING ON THE NET?	Once you've brushed up on your Japanese you might want to give the official site at www.namco.co.jp/home/cs/ps2/motogp3 a spin.	There's a small swamp of game info and screenshots awaiting you at www.konamihwi.com/frogger/froggerbeyond	There's a heap of scary psyonic goings-on at www.sammyzone.com/gash if you're feeling up to it.	Yes there is. Hotfoot it over to www.sammyzone.com/ggx2 why don't you? You can scope *Galerians: Ash* too while you're there.
RELEASE DATE	Let the knee scuffing commence on 7 March.	Leapfrogging to a lily-pad near you on 28 February	Got psychic abilities? 2 April you say? Damn! You good.	Asses will be toast from 2 April.

THINGS WE DIDN'T HAVE TIME FOR

Sending each other spoof valentine's cards and…

Mr Golf. It's not just golf, it's **Mr Golf** to you. We'll be teeing off with more on the world of super deformed swingers and their nine irons very soon.

No space this month to strap on our six shooters and patrol the lawless world of Capcom's **Red Dead Revolver**. But we'll rectify that come high noon, or next issue. Whichever is the sooner.

We'll be heading to the nearest belfry to check out **Batman: Dark Tomorrow** again very soon. Better fetch your utility belt.

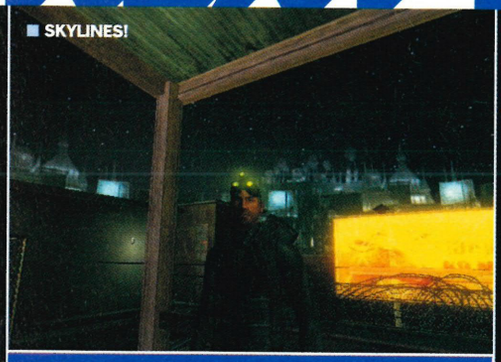
Plus, next month we'll be dropping in on the angry loner hero support group to check up on the progress of **RoboCop** and **Wolverine's Revenge**. And there was something else… Oh yes. More on two games you might just be interested in: **Enter The Matrix** and **Tomb Raider: Angel Of Darkness**…

IT'S ALL AROUND US
Next month we'll *Enter The Matrix* – let's just hope we make it back out alive.

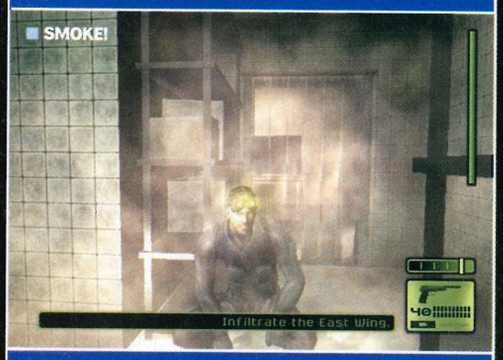
For all the release dates of the latest games, head back to page 29 now!

NEXT MONTH

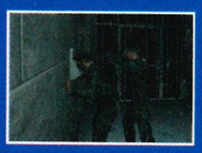
■ **SKYLINES!**



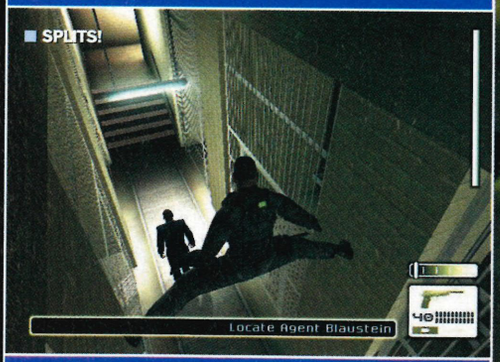
■ **SMOKE!**



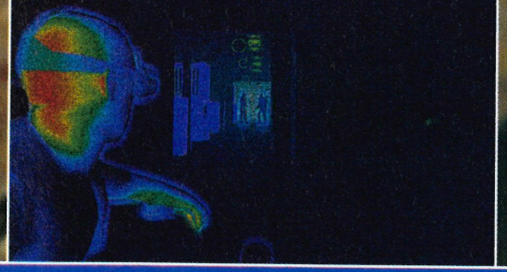
■ **STEALTH!**



■ **SPLITS!**



■ **SENSORY PERCEPTION!**



■ **SPLINTER WARMER**
Xbox favourite *Splinter Cell* makes the short journey to PlayStation 2.

ALSO REVIEWED
MGS2: SUBSTANCE + DEVIL MAY CRY 2 + PRIDE FC + WAR OF THE MONSTERS + VEXX + RAYMAN 3 + LOADS MORE

*Issue contents are subject to change

PlayStation®2 OFFICIAL MAGAZINE-UK April issue on sale 21.03.03

JAK'S BACK...

...And Daxter's signed up for the sequel too! Exclusive game details on Naughty Dog's Jak And Daxter 2.

NOT IN MY BACKYARD!

Ugly Americans bashing each other with washing lines and flaming barbecues? The world of Backyard Wrestling *exposed!*

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WORLD EXCLUSIVE REVIEW!

Tom Clancy's SPLINTER CELL

Silent-but-violent Sam Fisher goes head-to-head with stealth supremo Solid Snake.* MGS2: Substance *versus* Splinter Cell *– we reveal the victor!

ALSO AVAILABLE

OFFICIAL PLAYSTATION 2 TIPS MAGAZINE

Crucial tips for the top ten games of 2002, plus brand new essential walkthroughs for *Ape Escape 2*, *Sly Raccoon* and *Kingdom Hearts*.

OFFICIAL PLAYSTATION 2 MAGAZINE: SPECIAL EDITION

Everything you need to get started on PS2, including playable demos, tips book, *Vice City* poster and stickers.

Create the characters. Enjoy the chaos.

PlayStation.2

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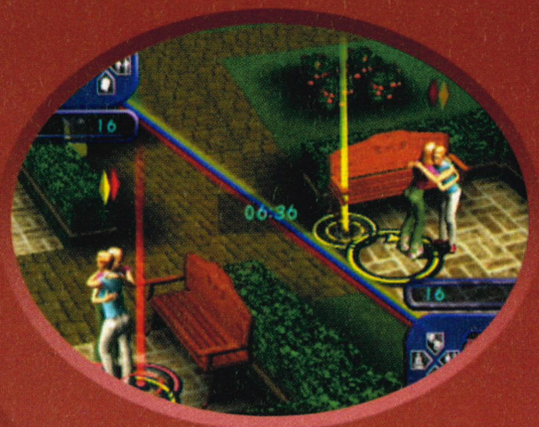
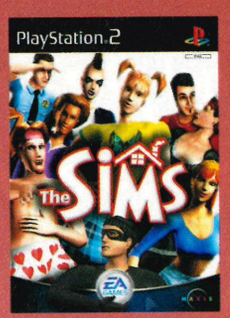


Then get out of the madhouse! Living with your nagging mum isn't easy. So it's time to spread your wings as a Sim on Playstation 2. You'll need to find a job and a new place to live, so why not make it a bachelor pad and find your soul-mate while you're at it? Arm yourself with the arsenal you'll need to succeed: a strip poker table, a nice stereo, and if you make it to level five, the all-powerful 'Love Tub'. Play head-to-head or go solo in the level based mission and unlock new items and other goodies. And look out for the Monkey Butler who'll pander to your every whim. Create and control your cast of characters in The Sims™ on Playstation 2. It's what your thumbs are for.



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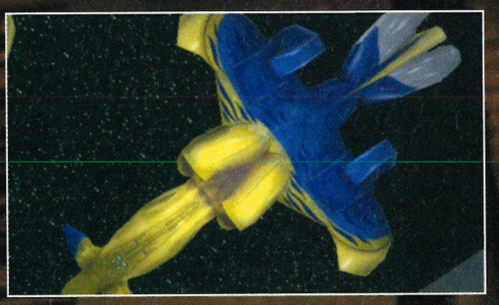
WORDS: JON JORDAN

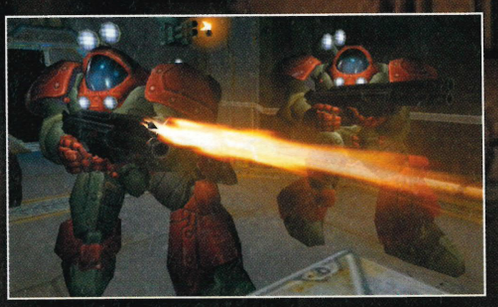
GHOST IN THE MACHINE

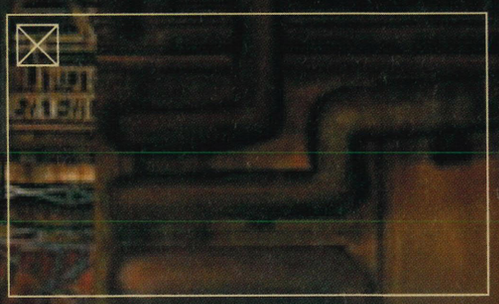
***One of the world's most successful developers of PC games, Blizzard Entertainment, reckons it's about to crack the console market. OPS2 flew to LA to check out the credentials of its first PS2 title,* StarCraft: Ghost.**

■ **GENETIC MUTATIONS** The Zerg are a species that use conquered enemies' DNA to evolve new mutated forms.



■ **YOU AND WHOSE... OH** One of the largest units in the Zerg armoury is the Ultralisk. It's not the sort of enemy Nova can take out without help.





WHAT THE HELL IS STARCRAFT?

A brief history of the StarCraft universe.

Released on PC in 1998, *StarCraft* is a three-way real-time strategy (RTS) game set in the late 25th Century, in a sector of space at the edge of the Milky Way. The races fighting for survival are: the Terrans, descendants of criminals exiled from Earth because of their genetic aberrations; the Zerg, a mixture of ferocious species which harvest the genetic material of creatures they conqueror in order to evolve into new, nastier forms; and the Protoss, a technically-advanced civilisation with amazing psionic powers and strong ritualistic tendencies.

As with all RTS games, each of the races have mutual strengths and weaknesses, which makes the basic mechanics of *StarCraft* akin to an elaborate game of paper-scissors-stone. But, apart from this, one of the major selling points of *StarCraft* is its complex back story, which spans thousands of years and reveals the individual histories and politics of each of the races. This was particularly true in the case of *StarCraft: Brood War* – a mission pack add-on, which focused on renegade Terran Sarah Kerrigan's attempt to take control of the Zerg Brood from their commander, Cerebrates, in her own bid for domination.

In the words of the Bran Van 3000 song, What the hell is *Official PlayStation 2 Magazine* doing drinking in LA? Ironically, considering most of the UK is covered with the white stuff courtesy of a winter storm, we've come to visit the appropriately-named developer Blizzard in a city where it never snows, southern Los Angeles. A brief history of Blizzard just serves to deepen the mystery of why we're here. Renowned for its multi-million-selling PC games (see Island Of The Blizzard King) the company hasn't released a console game since 1994 (*Blackthorne*, SNES). Its latest project however, *StarCraft: Ghost*, is about to change all that.

"It's definitely a big deal for Blizzard to go back to consoles. We want to make a huge impression," explains *Ghost*'s Producer John Lagrave. "We want players to go, 'Wow, *Ghost*, what a great game. Who made it? Blizzard? Never heard of them. They're new to consoles? Great, I'll look out for more Blizzard titles.' That's our goal."

It's an admirable sentiment of course. The huge global installed base of PlayStation 2 makes it a vital business opportunity for developers, even for those as successful as Blizzard have been with PC games. But the jump to console remains a big risk. Almost everything about PC games is different to console games. Why does Blizzard think it can pull it off?

HEADS-UP

The user interface for the game is split into four main areas.

Nova's health bar (green) and psionic power bar (blue).

The large threat locator, which displays the sight zones and alertness states of any enemies in the vicinity. It also gives an indication of the amount of noise Nova is making via concentric rings which emit from her position.

In this corner of the screen you can see which psionic power Nova has selected. These powers include stealth, infra-red sight and hyperspeed.

The weapons display shows weapon type, amount of ammo left and selected grenade type. In addition, Nova can also auto-lock onto enemies and machinery and scan them to discover their species and possible weaknesses.

STORM FORCE John Lagrave (top), Producer. Bill Roper (below), Blizzard's Vice President.

NEVER ENDING GORY The Zerg are known to attack in relentless swarms.

GHOST OF A CHANCE Nova is one kick-ass heroine with the potential to give both Sam Fisher and Snake a run for their money.

BLIZZARD ENTERTAINMENT

ISLAND OF THE BLIZZARD KING

Known for its RTS and RPG titles, Blizzard is one of the top ten PC developers in the world.

Based in Orange County, Blizzard employs around 140 staff. It also has a strong studio called Blizzard North, near San Francisco.

Its orcs-and-elves series, *WarCraft* has sold over 10 million units, the *Diablo* series has sold over eight million, while fantasy series *StarCraft* has sold over six million units. The one thing Blizzard hasn't done is develop console games. It did, however, create games for Nintendo's SNES and Sega's MegaDrive in the early 1990s in its original incarnation, *Silicon & Synapse*. Three of these games, *The Lost Vikings*, *Rock 'N Roll Racing* and *Blackthorne* are currently being ported to Game Boy Advance.

As well as making games, Blizzard also hosts the free online gaming service Battle.Net, which it claims is the world's largest.

One ace Blizzard has to play is female lead character Nova, the 'ghost' of the title. She's a supercharged, genetically-advanced Terran combat operative; as Lagrave puts it, "an elite unit among elite units." Although Nova's not new to the world of *StarCraft* (see What The Hell Is *StarCraft*?) this *is* the first time she – or any single character – has taken up a lead role as the face of the franchise. A canny move that accompanies the change from a zoomed out, *Diablo*-style isometric game view to a 3D, third-person perspective – altogether a more personalised point of view for the fickle and historically RTS-shy console masses.

CHAMPION SUPER NOVA

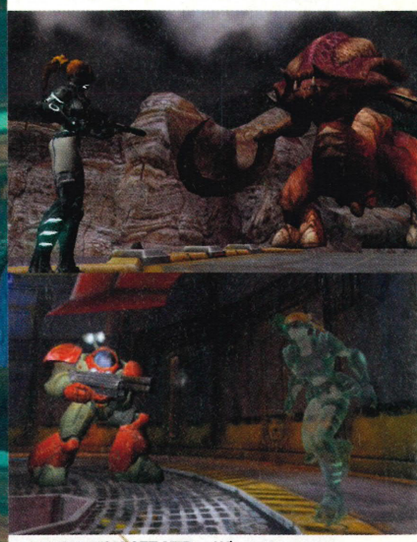
Nova's no shrinking violet either. As well as athletic hand-to-hand combat moves, she can slip into Stealth mode, becoming transparent in the process, while her infra-red sight allows her to see through walls and hyperspeed senses enable her to move three times as fast as enemies. In addition, she carries an upgradable assault/sniper rifle, 12 different types of grenades, reinforcements and nukes to take out the opposition, plus communications equipment to call in air strikes. What a star! She also has a ponytail, and although no-one at Blizzard mentions Lara, you get the idea that Blizzard's character designers wouldn't necessarily resent the comparison.

For the cynically-minded journalist at least, the comparisons don't end there. As Lagrave demonstrates various *Ghost* levels to *OPS2*, a list of familiar game features starts to emerge. How many did you spot in the previous paragraph, for example? For hand-to-hand combat, check *Oni*; for stealth, check *Metal Gear Solid*; for infra-red see-through-wall vision, tick *Red Faction*; hyperspeed is surely *Max Payne*'s 'bullet time' renamed; while call-down strikes were last seen in *Conflict: Desert Storm*.

Other borrowed elements include a game dynamic which, on occasions, could see Nova fighting her individual battles in the midst of a larger conflict, much like the *Dynasty Warrior* games, and the ability to use a variety of in-game vehicles – best demonstrated by *Halo*.

NOVA CAN BECOME TRANSPARENT, SEE THROUGH WALLS AND MOVE THREE TIMES AS FAST AS ENEMIES. WHAT A STAR!

PRO ACTIVE The most mysterious race in *StarCraft*, the Protoss, are powerful warriors.



NOW YOU SEE HER... When Nova goes into Stealth mode, she becomes transparent – the more noise she makes, the more her transparency fades.

So how does Blizzard defend its creation against these charges of nicking the best bits from the competition? "Every game we've ever made has been influenced by other media, whether it's films, games or TV," argues Bill Roper, Blizzard's Vice President and the company's de facto global spokesman. "Certainly there have been things in other games we've played and we've thought they were fun, so we've used them. But we're not trying to crib directly from other games. Equally, we'll pull out pieces of the game if we don't think they're fun. We've done that with every game we've ever released."

Lagrave is also keen to talk to us about Blizzard's fundamental philosophy when it comes to completing games. "I understand the point that *Ghost* could end up a morass of nothing, but the bottom line is, this game won't be released if it's not fun," he stresses. "If we're not happy with any part of this game, it's gone. That's a fact."

And it certainly is. Blizzard is notorious for not releasing games until it's completely happy with them, even if it means adding 18 months and millions of dollars to the development cycle, which is what happened to its last PC title, *WarCraft III*. The result was, of course, that when the game was finally released, it went on to sell over three million copies, becoming one of the fastest-selling PC games in history.

STAR PERFORMER

"Everyone at Blizzard, from the PR people to the executives and all the developers, is a hardcore gamer," Lagrave is quick to point out. "Games are what we're about. Our reputation is too important for us to ship games we don't think are great, so we keep working on them until they are great. Then we ship them."

While Blizzard's credentials as a game developer are second to none, the one thing it lacks is experience in making a game for PS2. With this in mind, *Ghost*'s coding duties have been handed over to another Californian developer, Nihilistic. Interestingly, this company has never made a PS2 game either, but has plenty of experience creating fast-moving 3D games, including LucasArts' shooter *Jedi Knight: Dark Forces 2* and Activision's third-person RPG *Vampire: The Masquerade* – both on PC.

"Nihilistic is handling the technology side," explains Roper. "It's got a flexible and powerful engine and the game looks fantastic. We are dividing the concept and design work between us and it's working out great – Nihilistic's

NOUVEAU NOVA This is the original Nova. She has since become younger, blonder and more svelte.

METAMORPHOSIS

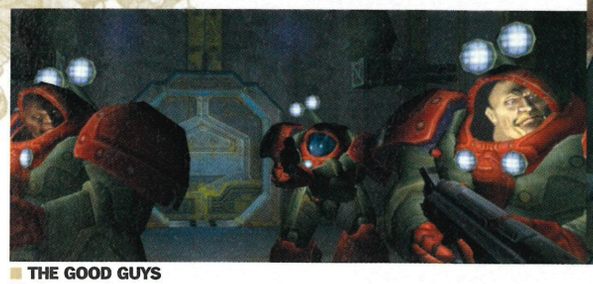
Nova's had a bit of makeover since we saw her last...

Although *StarCraft: Ghost* was only unveiled during the Tokyo Game Show in Japan late last year, feedback from fans and the press has already resulted in changes to the main character, Nova. "She's become a little sleeker," explains Producer John Lagrave, with a grin. "Her new shape is more in keeping with the fact that she's a ghost unit, an assassin. Previously she looked a little muscular and unwieldy, considering the athletic moves she can do."

Nova's also younger. "Age is a big deal for the Asian market," explains Lagrave, who before becoming *StarCraft: Ghost*'s Producer, was Blizzard's Localisation Manager for Asia. The importance of this market for Blizzard can't be overestimated, considering *StarCraft: Brood War* has sold over one million copies in Korea, which makes the country Blizzard's most important sales territory after the US. A co-publishing deal with Capcom will also see *StarCraft: Ghost* launched in Japan, a country where few non-domestically developed games are successful. Small but crucial design decisions like the character's age could make all the difference. Another change has seen Nova's hair lightened from a tone that looked suspiciously ginger to a sexier blonde.

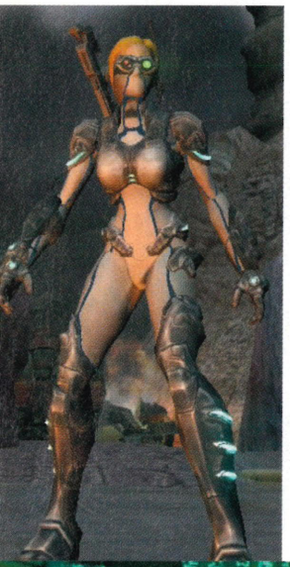
STARCRAFT: GHOST

COLD BLOODED KILLER You won't have time to question your enemy. Reptile or insect? Who cares? Run away!



THE GOOD GUYS Marines are the basic armed unit of the Terran and are ideal for combat in wide open spaces.

OUTDOOR PURSUIT Nova will fight in large outdoor battlefields and must help allies, as well as fulfil her own objectives.



→ Lead Programmer, Rob [Huebner] actually worked on the original *StarCraft* game." Things are looking so good, in fact, that Blizzard, which is normally very cagey about issuing formal release dates, reckons *StarCraft: Ghost* will have a simultaneous worldwide release, including nine language versions, by the end of this year.

CRAFT FARE

Aside from the talk of technology and global strategy, the key question is: what will make *StarCraft: Ghost* stand out from the competition? Sure, it has plenty of extremely cool elements, but what will be the foundation to the game? Drawing on the game's PC roots, Roper reckons the richness and detail of the *StarCraft* universe will pull in the console crowd.

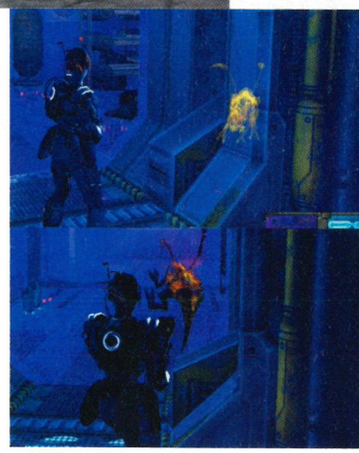
"There are millions of gamers who already love the characters and stories of *StarCraft,* and I think they will enjoy exploring it from a third-person perspective," he says. "Obviously, we will be careful not to assume any knowledge that newcomers to *StarCraft* won't have, and the game will have lots of cinematics explaining what's going on – I think they will be drawn in."

The advantage of centring the game around Nova, a ghost unit, now becomes apparent. "The ghost units are a bit like the CIA," says Lagrave. "They are sort of on the Terran side but when it comes down to it, they are only really on their own side." This is perfect for the game, since it provides the opportunity for Nova to pick fights with all three of the *StarCraft* races.

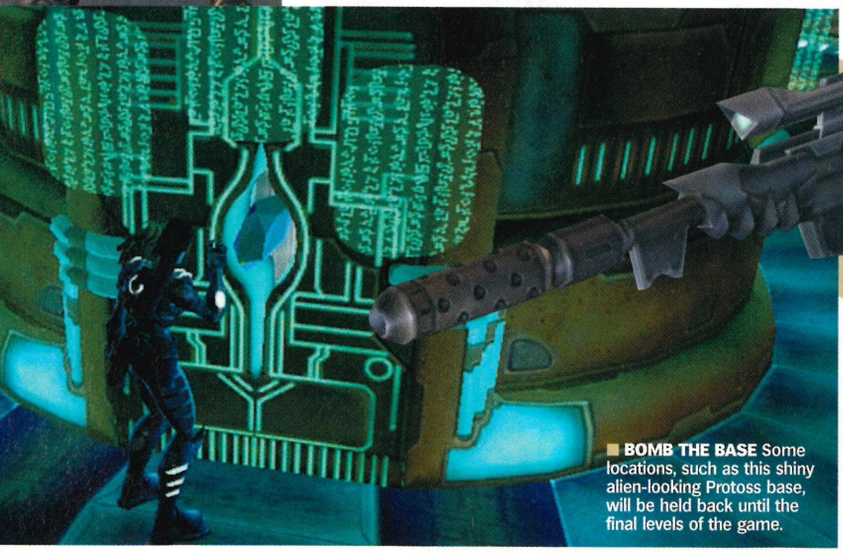
"THIS GAME WILL NOT BE RELEASED IF IT'S NOT FUN. IF WE'RE NOT HAPPY, IT'S GONE. THAT'S A FACT"
JOHN LAGRAVE, PRODUCER

In addition, ghost units are important as they offer a wide range of combat abilities. "When we were thinking about a central unit for this game, it became clear that the ghost was the obvious focus," Roper explains. "They are uniquely qualified to do everything ranging from hand-to-hand combat to stealth missions, through to playing a major role in epic battles. This means we are able to engender a level of intimacy with the character when they take out specific targets, while retaining the gigantic *StarCraft* feel so we can have areas with hundreds of Zergs, Terrans or Protoss attacking."

And perhaps this will be the most crucial element of *StarCraft: Ghost* for Blizzard to get right. There are plenty of games in which a single character fights their way through seemingly insurmountable odds while using a selection of cool weapons and attributes. In contrast, there have been few, if any, games that have successfully incorporated a single character, complete with cool weapons and attributes, fighting coherently within a complete warzone. If Blizzard manages to pull this off in *StarCraft: Ghost,* then it will have undoubtedly become one of the top developers in the world. Watch this space… □



HOT SHOT Nova's infra-red sight allows her to see through walls to detect the organic enemies.



BOMB THE BASE Some locations, such as this shiny alien-looking Protoss base, will be held back until the final levels of the game.

You're probably not thinking beyond your GCSEs at the moment, but the choices you make now can affect the paths you take later on. There are loads of ways to get on in life but, wherever you want to be, going to college or university will help you get there. For a free magazine that will tell you how to get to uni, what goes on there and how it will help you get a great job, call **0800 587 8500** or visit **www.aimhigher.gov.uk**

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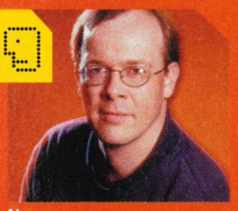
THE PLAYTESTERS

Name
Paul 'Death From Above' Fitzpatrick
Testing
Twisted Metal Black: Online, Tribes: Aerial Assault
Online gaming on PlayStation 2 will mean...
"Kissing goodbye to daylight once and for all."
Which PS2 franchise is aching to go online and why?
'TimeSplitters. Online deathmatches with the PS2 FPS king? Make this happen!"

Name
George 'Wet Job' Walter
Testing
SOCOM: US Navy SEALs
Online gaming on PlayStation 2 will mean...
"I'll have to move somewhere I can get broadband."
Which PS2 franchise is aching to go online and why?
"Obvious really. *Pro Evolution Soccer.* The best multiplayer game on PS2 goes *massively* multiplayer. That's progress."



Name
Rob 'Magic Level Seven' Smith
Testing
Everquest Online Adventures
Online gaming on PlayStation 2 will mean...
"Increased sales of keyboards."
Which PS2 franchise is aching to go online and why?
"*Medal Of Honor.* Imagine team-based missions set in those atmospheric *MOH* maps... "

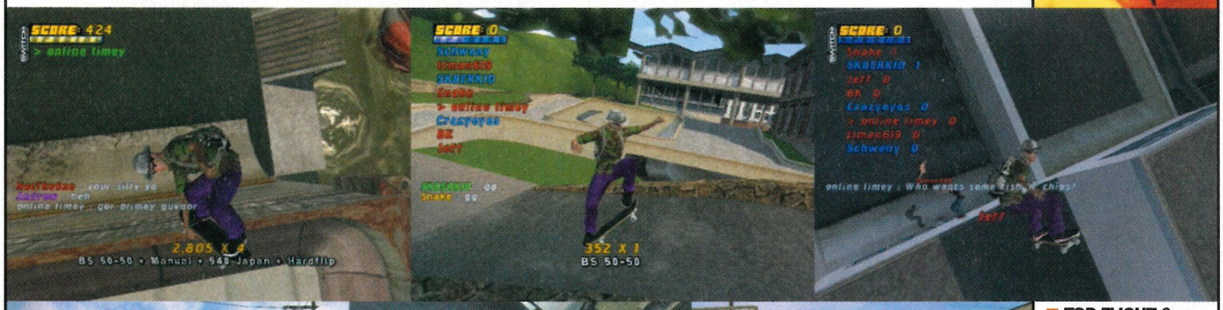
Name
Mark 'Grab-N-Grind' Wyatt
Testing
Tony Hawk's Pro Skater 4
Online gaming on PlayStation 2 will mean...
"Mid-game insults thrown more efficiently over a large variety of countries. You pansies."
Which PS2 franchise is aching to go online and why?
"*GTA: Vice City* of course. Imagine a real city of crime inhabited solely by gamers looking to smash and grab."

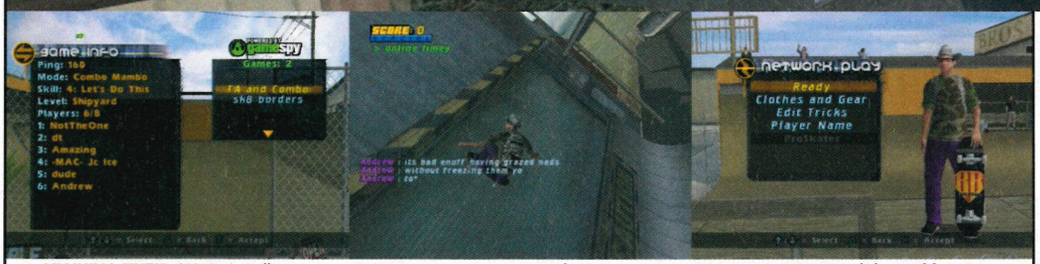
GAME ONLINE

It won't be long until a whole world of online gaming opens up on PS2. But you shouldn't have to wait to discover what's in store. So armed with a PS2, a Network Adaptor and four of the big online games you'll be playing, OPS2 tasted and tested the future. Step right this way..

1 TONY HAWK'S PRO SKATER 4

Developer: Neversoft
UK Release: Out now





■ **TOP FLIGHT** So you think you're good at *THPS4*? Online you really can take on the world and prove it.

■ **YANKING THEIR CHAINS** Online Limey hits the Net. God help the USA.

■ **CHEWING THE PHAT** Rack up points or just chat. It's your choice.

■ **LOOKIN' GOOD** And they said purple and camo wouldn't blend.

ONLINE ONLY?
Not at all. Play the full game, build your stats, get to know the levels and then take it to the online streets.

WHAT'S THIS THEN?
Skateboarding. If you think you've completed *Tony Hawk's 4* then it's time to think again. Take all of the skills and idiosyncrasies you've developed, and take them online as you pit your abilities against the world. Think of the Multiplayer mode without the split-screen and against a bunch of complete strangers. Use the levels from the game's Career mode or even your own created levels and characters to really personalise your presence.

WHAT'S IN IT FOR ME?
You know Tony, and Tony knows skateboarding. His fourth instalment is based around accepting challenges from skaters and proving yourself over a number of missions and locations. Customisable everything, including boards, looks and stats mean that your mould your skater in your own image, or dress them up in a camp, flamboyant costume. The Network Play mode in particular allows mass truck rucking in a variety of forms. Host a game and you get to choose the discipline, be it a Trick Attack, King Of The Hill, Graffiti, Score Challenge, Combo Mambo or any of a large variety. Talk about it with others or simply goad them with witty insights like "u suck!"
Features: 5/5

GETTING SET UP
As simple as your first ollie. Assuming you've already got a network configuration file on your Memory Card, getting connected is child's play. After that, the interfaces are as accessible as any *Hawk's* game. You'll be well on your way in no time.
Ease Of Use: 5/5

THE PLAYTEST
Having chosen the moniker of Online Limey, just to let those Yanks know that they're in for something special, we embark. A quick stop in the accessories shop leaves our character frustratingly thrifty in the stats department, but we're sure raw skill will make up for that. Cowboy hat, camo T-shirt, cowskin backpack. Yup, the purists will be livid.

It's getting late for our American cousins but there are plenty of games to join in on the West Coast. Within minutes we've struck up a conversation with a 'girl' in cut-offs and a bra top called Milwaukee, who wants to exchange email addresses a little too urgently. Ever coy, we suggest less talk and more action – skating action.

A change of location and we watch a Trick Attack (best score in two minutes) tapping away happily on the USB keyboard, letting the skaters know it's our first time and to be gentle. Striking up a conversation with a 'girl' called Kit Angi Q we realise the tremendously worrying potential for flirting with strangers. A quick freeskate and it's our turn to join in. Some of the eight skaters are very good, but a decent player will by no means be outclassed. The worst thing to deal with is the idea that up to seven others are watching, waiting for you stack it doing something simple.

A feeling of community creeps in several rounds later as we discuss where to go next and change locations. A narrow victory for *OPS2* sees us embroiled in a transatlantic slanging match with one of the little whiney online gits. This is great.

CONCLUSION
The feeling that you're skating against others really is addictive. *Tony Hawk's 4* is a game that's always open to creativity and expression, but it really shines here. Wait until you beat seven other Hawk wannabes for the first time. There's no better validation of your 'skillz'.

OVERALL ANTICIPATION
4/5

EVERQUEST ONLINE ADVENTURES

Developer: Sony Online Entertainment
UK Release: TBC

■ **MMORPGS 4EVA!** Welcome to PS2's first Massively Multiplayer Online Role-Playing Game.

ONLINE ONLY?
Yes

WHAT'S THIS THEN?
The PC's blockbuster MMORPG, *EverQuest*, is a certifiable games industry phenomenon. Some 430,000 subscribers fork out over $12.95 a month to Sony Online for the pleasure of wandering the world of Norrath via their PCs. *EQOA* brings the same experience to the PS2 with a persistent world setting, AI-driven NPCs dishing out quests, and rats by the gazillion to slay.

WHAT'S IN IT FOR ME?
You get to play alongside hundreds of other real players – decide for yourself whether that's a good thing. Clans, guilds, loose associations and true friendships are formed. Hundreds of players gather simultaneously on one server, spread throughout the world. Your characters are stored and saved for you to resume your ongoing adventures, seeking out new items, new weapons, adding spells to your arsenal or trading for cash. With a keyboard, chatting with fellow players (and even the NPCs), is simple, but you'll have more limited communication options if you're stuck with the controller defaults.
Features: 3/5

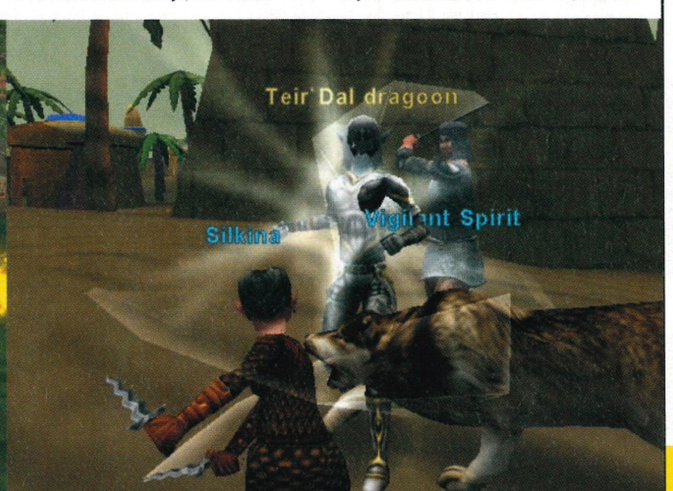
GETTING SET UP
Know how to set up your Network Adaptor? That's the hardest part of getting hooked up to *EQOA*. Once you're in the game, character creation can take up to 30 minutes if you're picky about race, class, eye colour or complexion details. Once in the game world, you've got to get to know your way around – and that takes time. Wandering off by yourself away from safe areas can result in a quick death (and subsequent forced restart at your point of entry).
Ease Of Use: 4/5 – there's a lot to do, but it's pretty straightforward.

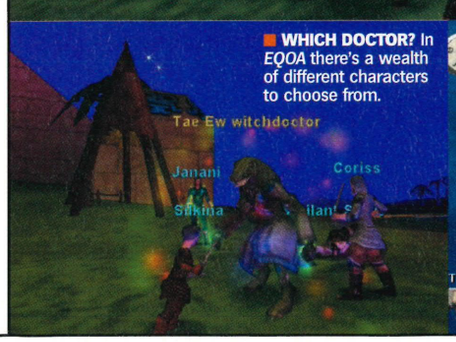
THE PLAYTEST
So you're online. In a massively multiplayer game. Opportunities abound. A character runs across your path – it's another real person off to sell junk they looted from the corpses of sword fodder, or returning to an NPC with news of a completed quest. Wherever you start in the world, it feels big. There's a lot to see and do, and a lot to learn about the mechanics.

Quests are simple FedEx-style affairs in the early stages – deliver X to Y and bring Z back to X. But that path from X to Y can lead different ways, and if those non-scripted adventures are fun, you'll want to pay the subscription price. It's easy to get lost and you can expect to find yourself dead pretty sharpish when you wander somewhere you're not ready to handle. Then you've got the other players. Do you like socialising? Get a keyboard and chat away. Keyboard-less or a loner? Then you've a harder job ahead.

Emphasis has been placed on quests that require you to group with others. By level seven you'll be looking to make friends to watch your back while you try to secure a quest item from a creature. You'll then be obliged to do the same for them – forming a mob, in the parlance of the game world.

However the socials work out, it's all about getting those experience points. Once you're attached to the development of your character, it's an addictive pastime.





■ **WHICH DOCTOR?** In *EQOA* there's a wealth of different characters to choose from.

CONCLUSION
Everquest is a fascinating online experience, but for communities to develop properly, everyone will need to own a keyboard.

OVERALL ANTICIPATION
4/5

SOCOM: US NAVY SEALS

Developer: Zipper Interactive
UK Release: May

ONLINE ONLY?
No. There's a hefty single-player game too.

WHAT'S THIS THEN?
A PS2-exclusive title developed by Zipper Interactive for SCEA, *SOCOM: US Navy SEALs* puts you in the shoes of a highly trained special forces operative. It's not dissimilar to the hugely-popular PC network game *Counter-Strike*, but it's played in the third-person – think *TimeSplitters 2* for *Metal Gear* fans.

WHAT'S IN IT FOR ME?
It's the one with the funky headset. Don't get too excited, there'll be no screaming obscenities at SniperKlaus from the Czech Republic. What you can do, though, is trigger preset commands to your online opponents or offline AI team-mates through voice commands. Offline, it's a mission-based tactical military game putting you in voice control of a set of heavily armed SEALs, not unlike PC games *Rainbow Six* and *Raven Shield*. Online, it's Deathmatch, Capture The Flag or Hostage Rescuing – although it generally pans out as two teams battling for supremacy, ignoring the objective entirely. It's broadband only, so lag is non-existent and can support up to 16 players at a time.
Features: 3/5

GETTING SET UP
From the opening menu you select 'online' then proceed to enter a name (you'll be known by this moniker to other players online, so make sure it's as stupid as possible) and a password that saves to the Memory Card. The next screen flashes up server news. When we were playing, there was notification of server downtime in the States that day. You then pick a country, enter a 'briefing room' and join a game. Here you'll have the chance to select characters and choose your team – SEALs or Terrorists. It's also the place to chat or trade insults (press ◎ and insert a text message). After a ten-second load you'll be in the thick of the action. And unless you've played it before, you've probably just been nailed.
Ease Of Use: 4/5

THE PLAYTEST
Don't expect to pick this up instantly – some of the US players have had *SOCOM* since August 2002 and are a dab hand at making you feel painfully inadequate. After about three hours of testing in various maps, against players in Australia (the most balanced), Eastern Europe (the most anarchic) and East Coast US (the most jammy) our best score tally was two kills. Pathetic, really. In our defence we found it quite difficult to ascertain who our enemies were, especially in the thick of a firefight involving six other players and a lot of jungle fog.

Graphically, it's slightly rough around the edges but we'll forgive it due to maps being large, varied and providing some brilliant hiding places. There's also lighting and weather effects to build atmosphere. Importantly, it makes for compulsive playing. You'll quickly find yourself wanting to master it just to nail that bastard Dirty_old_man and then give him a mouthful in the chat room later.

Unfortunately, the voice recognition feature is sadly lost in the cordite-filled ether of testosterone-fuelled deathmatching. You could always try laying down the gauntlet and issuing a few 'tactical' commands, but you'll more than likely end up getting shot or being voted off. We reckon this function will come into its own more when you're playing alongside a group of mates instead of complete strangers whose sole objective is to prove themselves as king fragger. Can we go and play it again now?

■ **COMING, READY OR NOT...** *SOCOM* is already a big hit in the States and its fans are *serious*!

■ **AT EASE, SOLDIER** Getting hooked up to *SOCOM* really couldn't be easier.

CONCLUSION
Potentially life consuming – there were already hundreds of US gamers online at 9am UK time. That's 4am on the East Coast – some dedication. Look forward to a few sleepless nights come May...

OVERALL ANTICIPATION
4/5

YO MAMA If you're this close to an enemy you may want to use that jetpack...

TRIBES: AERIAL ASSAULT

Developer: Sierra Entertainment
UK Release: May

ONLINE ONLY?
No. Online and offline elements.

WHAT'S THIS THEN?
Tribes: Aerial Assault is a PS2 companion to two successful PC siblings and is set in the 40th Century where neobarbarian (who writes this?) tribes of humans battle against each other and the genetically modified BioDerm Hordes for control of the 'Wilderzone', blah, blah, blah. To put it another way, this is jetpack 'n' blaster-assisted deathmatch chaos, perfectly pitched at action-hungry network newbies.

WHAT'S IN IT FOR ME?
Unlike some network games in the pipeline, *T:AA* has a fully functioning offline campaign complete with training missions and multiplayer modes *as well as* a meaty online component. Once you're set up you have a choice of five online mission types: Deathmatch, Team Deathmatch, Capture The Flag, Capture And Hold and Hunters. Deathmatch and CTF are pretty straightforward. Meanwhile, Capture And Hold is a team-based assault on the opposing side's HQ, and Hunters is a fusion of CTF and Deathmatch. Every time you smoke an opponent they drop a flag. The more flags you gather and return safely to the Nexus, the badder your ass.
Features: 4/5

GETTING SET UP
Once you've gone through the initial setup process for your Network Adaptor (see Plug And Play) and saved the settings on a Memory Card, getting online with *T:AA* couldn't be simpler. Select 'Network Setting' from the main menu. Check that your PS2's network settings file is highlighted and select 'Connect'. Better still, highlight 'Autoconnect' and from then on you'll never have to visit this menu again.
Ease Of Use: 5/5

THE PLAYTEST
Having got a taster of *T:AA*'s controls via the offline training missions, we highlight the single-player Online mode. The first screen takes us through character selection. We opt for a lizard-like BioDerm with heavy armour and a Fusion Mortar. Having christened our scaly baby Hamoki we move on to game selection. It's 3am in the States but even at that ungodly hour there are eight online games in full swing. We choose a 16-player Deathmatch that's just kicked off and within ten seconds we're on the battlefield and being mortared by a bitch called DyingLight, hovering in one of *T:AA*'s vehicles, the Hammer Bomber.

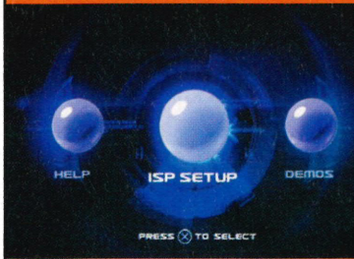
Thankfully we respawn inside our base and have time to visit an Inventory Station. These equip you with just about any hardware you desire. We desire big f*cking guns and a side order of revenge. Then it's outside to try out our jetpack. There's no lag or slowdown at all as we speed over a huge map. Damn, this is fun. We spot a red triangle in the valley below. Ha! It's DyingLight. He's on foot and at our mercy. Three pops with the Spinfusor weapon and *OPS2* notches up its first kill. With a victory roar, courtesy of the D-pad's simple speech buttons, we zoom over the hills and off to the enemy team's base. Decide we'll start a vote to change the map. Why? Because we can! Vote carried. This is awesome...

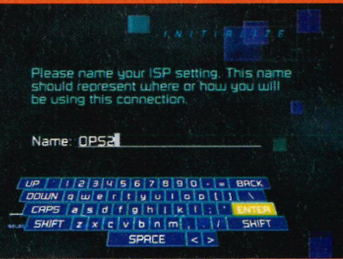
CONCLUSION
You really can't overestimate the thrill of videogame battling against real opponents. Characters emerge, scores get settled and victories taste oh so sweet. You're going to love this.

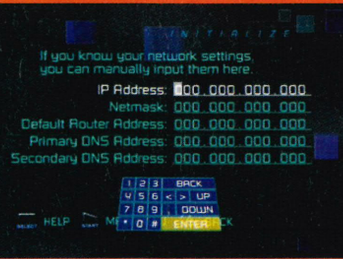
OVERALL ANTICIPATION
9/5

PLUG AND PLAY?
So just how easy is it to set up the Network Adaptor? We gave a the adaptor we bought in the US to the technically-remedial Fitz and stood well back.

The hardest bit of getting online was opening the Network Adaptor's box. Once you've screwed the adaptor into place at the back of your PS2 and plugged it in to your broadband socket (you did remember to get yourself hooked up with a broadband Internet provider first, right?) pop the Start-Up disc into the tray.







1. From the main menu, select 'ISP Setup'. You'll be told you need a Memory Card with 137Kb free to save the Network Configuration File. Make sure you do so.

2. Register your Network Adaptor. This is purely for Sony's Consumer Services. Name, Age, Email Address. Job done.

3. Give your Network Configuration File a name. This really is quite easy, isn't it?

4. Enter your Internet Service Provider's (ISP's) settings. You have two choices here: Automatic Settings and Manual Settings. Automatic Settings should do everything for you. *

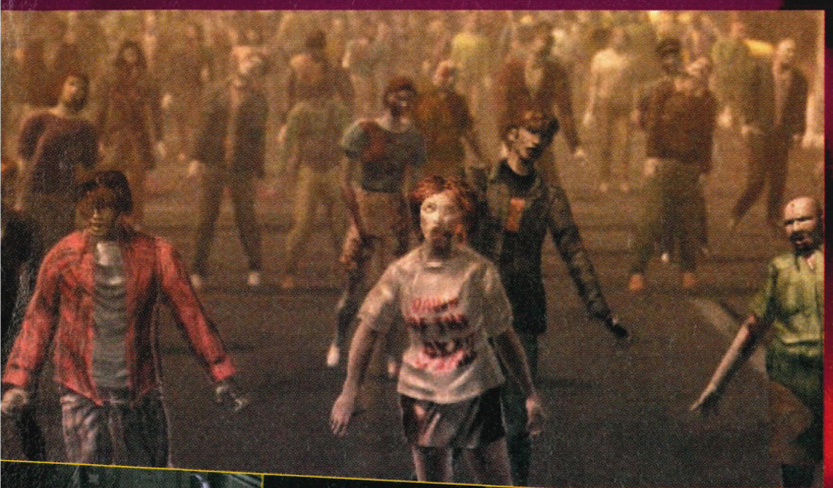
*Manual Settings requires you to enter five 12-figure ISP addresses by hand. Sounds tricky? Don't worry. Simply give your broadband ISP a call and they'll be happy to give you the information. And remember: once you've saved the settings to your Memory Card, you're set up for good.

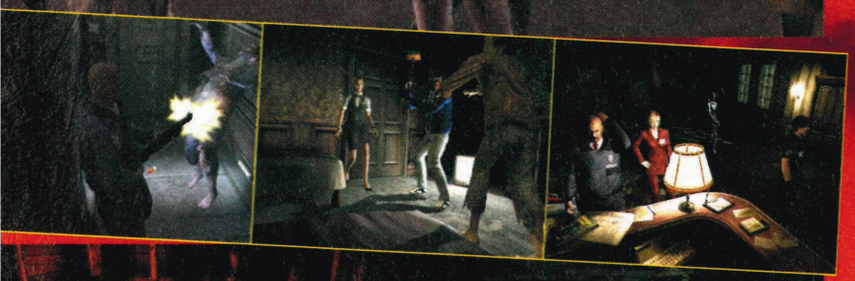
WORDS: ADRIAN LAWTON

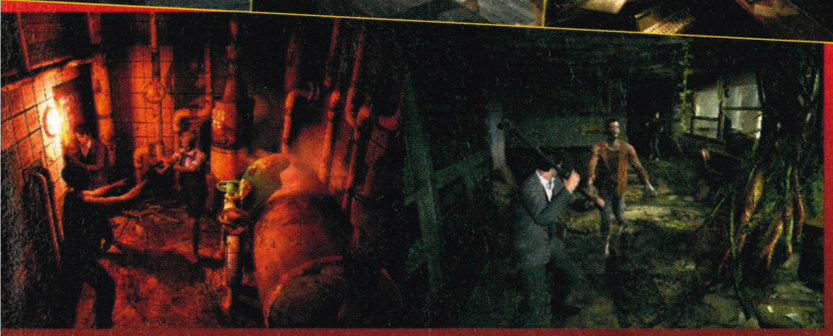
EVIL UNLEASHED

The long-suffering inhabitants of Raccoon City are up to their necks in trouble again. As the T-Virus prepares to infect Cyberspace, OPS2 *catches up with the twisted minds behind* Resident Evil Online.

RESIDENT EVIL ONLINE







■ **PIPE OF PIECES** No bullets left? That ain't gonna stop us busting zombie ass. Thwack!

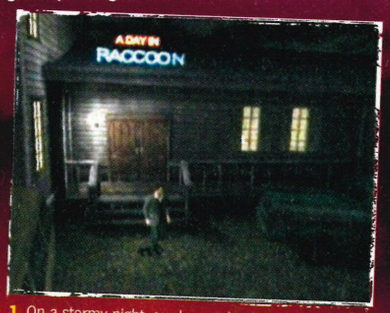
We're sitting in a grand ballroom in one of the most luxurious resorts in Las Vegas, stomachs grumbling from missing breakfast and heads spinning from a general lack of sleep. We've come halfway around the world but hell, we don't care – we'd go anywhere and do (almost) anything for the latest info on *Resident Evil Online*, the game that's promising to make PS2's Network Adaptor an essential purchase. Very little's got us this excited since the first *Resident Evil* exploded onto our screens in 1996, and we're utterly focused on absorbing every last morsel of information that we can squeeze from Capcom's well-oiled PR machine.

An all-new rolling demo is debuted and our initial disappointment at the lack of playable code is soon tempered by the glorious and macabre display being played out in front of us. Set once more in Raccoon City – the mid-Western American town at the epicentre of the deadly T-Virus outbreak – things appear to be pretty similar to the previous *Resis*. But this is so much more. It's cutting-edge co-operative multiplayer gaming, a brave departure from the format of old, and a potentially revolutionary step for the world of online games in general. In fact, a Single-player mode isn't currently confirmed at all, such is Capcom's faith in the game.

Capcom PR representatives and the game's Producer, Yoshihiro Sudo, divulge a barrage of facts. The cast consists of eight playable characters (see Lambs To The Slaughter) though each online game consists of four players. Rather than elite STARS →

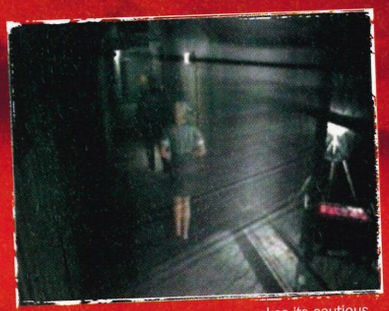
EVIL EVOLUTION

The new video that debuted in Las Vegas is a thrilling three-minute glimpse of the grotesque delights that will await online. Here's a snapshot of what we saw...



1. On a stormy night, our heroes begin alone. We're treated to a glimpse of the beautifully drawn locations.

2. Things appear fairly normal as they make their way to the meeting point.

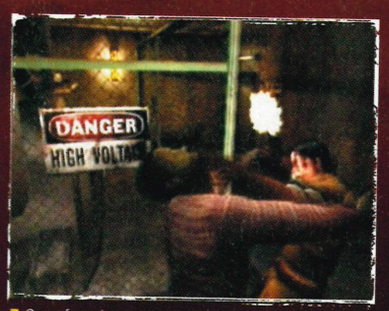


3. Down dark corridors our group makes its cautious way, footsteps echoing in the silence...

4. Briefly, something awful flashes across the screen. What in God's name was that?

5. Suddenly, all hell breaks loose. A scaly Hunter leaps menacingly into the camera.

6. Monstrous giant bugs scuttle into view, and the flash of gun fire lights up the screen.



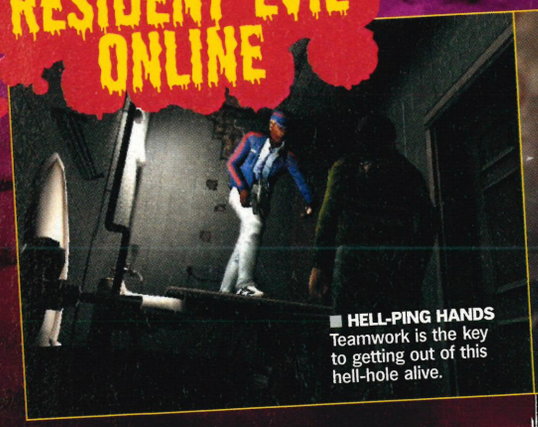
7. One of our heroes sees off a festering Zombie with a salvo of handgun bullets.

8. But makeshift weapons can prove almost as useful in desperate times...

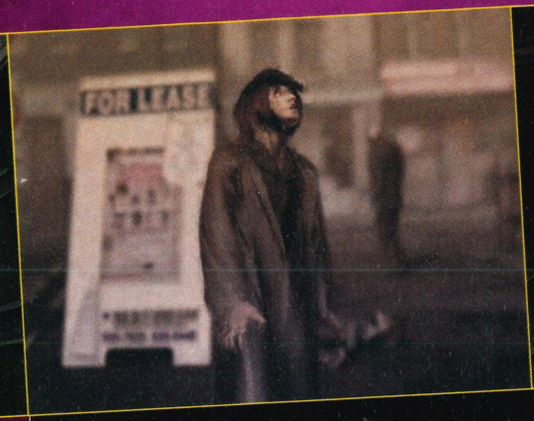
9. ...As can the old favourite 'stamp on 'em when they're down' routine.

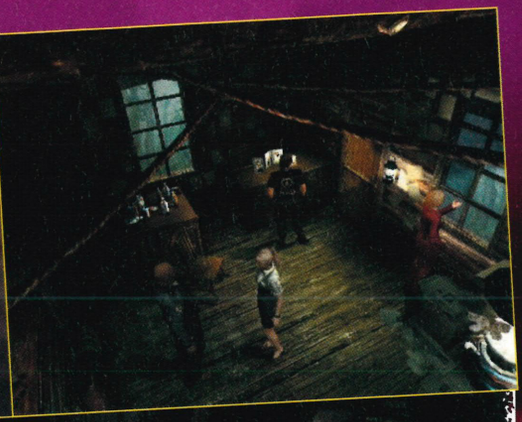
10. Finally, we catch a glimpse of a hideous Tyrant. Things are about to get a whole lot worse...

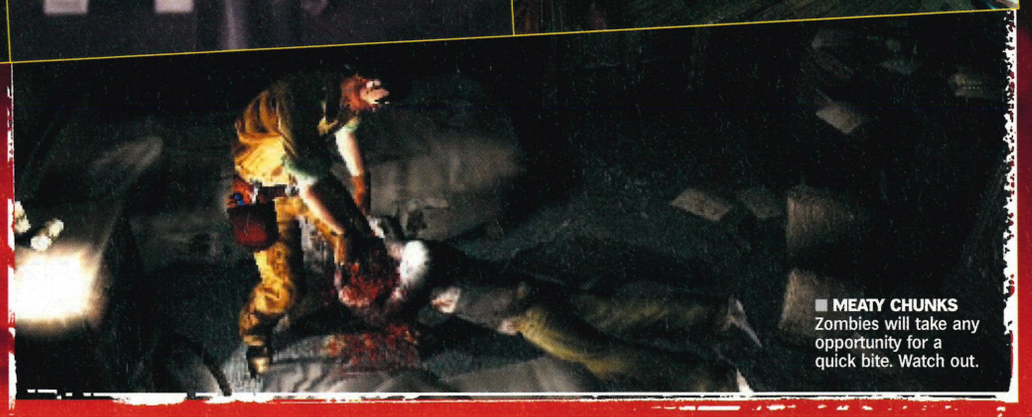
RESIDENT EVIL ONLINE



■ **HELL-PING HANDS**
Teamwork is the key to getting out of this hell-hole alive.





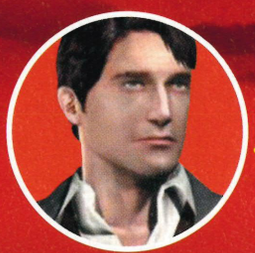


■ **MEATY CHUNKS**
Zombies will take any opportunity for a quick bite. Watch out.

LAMBS TO THE SLAUGHTER

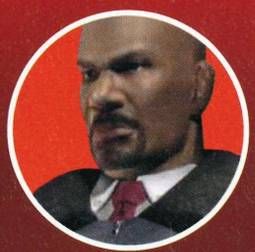
As ordinary citizens of Raccoon City, staying alive is going to be doubly tough for the cast of* Resident Evil Online*. They sound like characters from a dodgy soap opera, but with their combined talents, they might just be able to escape the nightmare...

Kevin A regular Raccoon City Police Officer. He aspires to being a member of STARS but keeps failing the entrance exam.

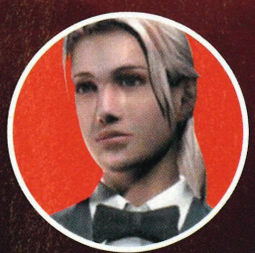


George A Doctor of medicine, who has a reputation for being the best there is.

Yoko An enigmatic young Japanese woman, who is harbouring many secrets...



Mark A Vietnam veteran who now works as a security guard. He's the kind of tough guy you'd want around in difficult times.



Cindy A young woman who works as a waitress. She's known for her cheery disposition.

David A plumber and a man of very few words.

Jim A railway worker who spends much of his spare time solving puzzles in books.

Alyssa A typical reporter. Opinionated and always looking for an argument.

Police Officers, they're a rag-tag assortment of regular citizens, battling to survive the mayhem unleashed by the sinister Umbrella Corporation. Each has a unique ability – ie, puzzle-solving skills, lock-picking or plain and simple brawn – and the best way to survive is to learn to work together. We're informed that the numerous NPC's you'll meet will each have their own personality and react differently to situations. They might cower in fear as you approach, help you out with puzzles – even mutate into God-knows-what right in front of you. Communication between players won't be based on free-for-all chatting; it'll be facilitated through a system of set phrases appropriate to the character you're playing. Quizzed as to why he's taken this approach, Sudo-san states simply that he wants the experience to be focused on the gameplay, rather than idle chit chat. It's a fair enough point.

NIGHT OF THE HUNTERS

Gameplay is split into chapters, though exactly how many is still to be decided. When pressed on this troubling issue of longevity, Sudo reveals that he intends additional downloadable content to be made available at a later date, but he won't be drawn on the detail. The action takes place across the whole of Raccoon City and includes some familiar areas, though we're assured there will be many others that are completely new, such as a hospital, underground tunnels, subway station and a forest. Each will be inhabited by the usual assortment of ungodly creations, and many old favourites (such as the Hunters) make a return, plus a plentiful supply of new enemies. Sudo-san is again hesitant to divulge too much detail, but we're tantalisingly told to expect to encounter gigantic mutant bugs as we walk the ruined streets. Each chapter is a story in its own right, with a distinct beginning and end, and while there's a goal to complete in each area, how exactly you achieve this will be largely up to you and your team to work out.

YOSHIRO SUDO, PRODUCER

"YOU MAY BE PLAYING WITH FRIENDS, YOU MAY NOT. THEY COULD BE STRANGERS. THEY MAY HAVE ULTERIOR MOTIVES"

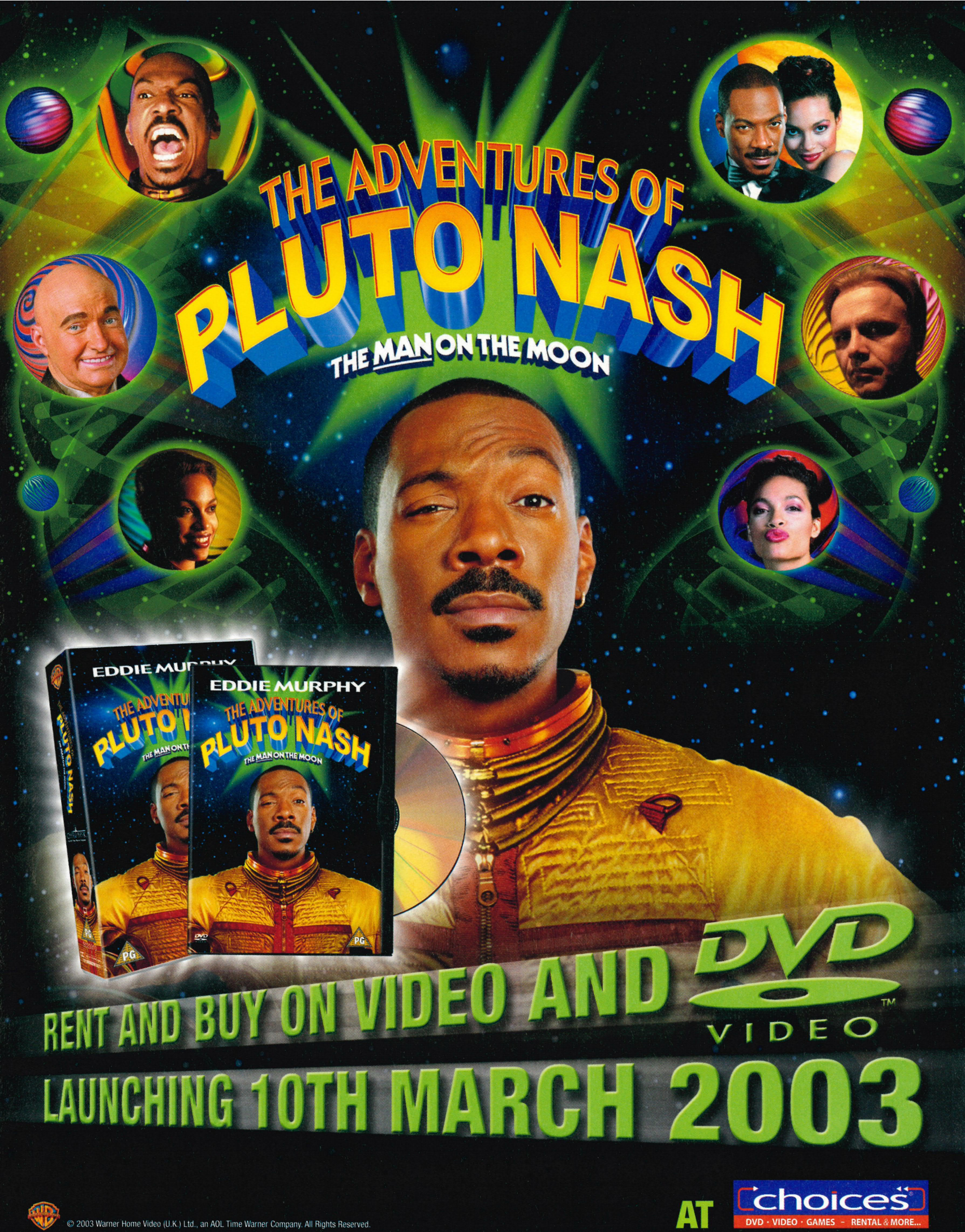
Adrenaline levels are kept pumped high not only by the eerie surroundings and gruesome foes, but also by the fact that if you're killed during a chapter, you're out for the duration. There's no *Quake*-style respawning – you're transformed into a mindless, flesh-hungry zombie and forced to watch your team-mates struggle on without you. Only the foolhardy would charge headlong into a room full of enemies unprepared. And it's not just yourself you've got to think about now – cock it up and you'll let the whole team down. Hence, conserving ammo becomes even more important than ever. Sharing between players is possible, but who's going to want to give away their supplies to a trigger-happy fool?

TOGETHER, ALONE

Players will also find themselves starting games in entirely different locations. Alone, isolated and low on ammo, you'll have to work your way to a specified meeting point. You'll be forced to utilise objects found lying around, such as pieces of piping or broom handles to use as makeshift weapons. And what happens if someone doesn't turn up when they're supposed to? Do you send out a search party? Stay put and wait? Or simply leave them to their fate? It's entirely possible to betray your team-mates in this way, but whatever you decide to do, you'll have to live with the consequences.

Resident Evil Online looks set to some fascinating gameplay opportunities. Which skills are most useful? Who's likely to endanger the team through their recklessness? Can you really rely on anyone at all? The paranoia begins to creep in just thinking about it. Rather than detract from the suspense created by the isolation of previous *Resi* games, the fear may well be intensified as a result of the group dynamic. You're relying on each other, which means you're not totally in control. As Sudo himself puts it: "On the Net, you may be playing with friends, you may not. They could well be total strangers, and they may have ulterior motives. That in itself is a scary prospect." Absolutely, mate.

We've come to expect gut-wrenching thrills from *Resident Evil*, but this could deliver so much more. If nothing else, it'll be a fascinating insight into human nature. A European release date is still to be confirmed, but we're expecting an announcement at E3. Roll on May. □



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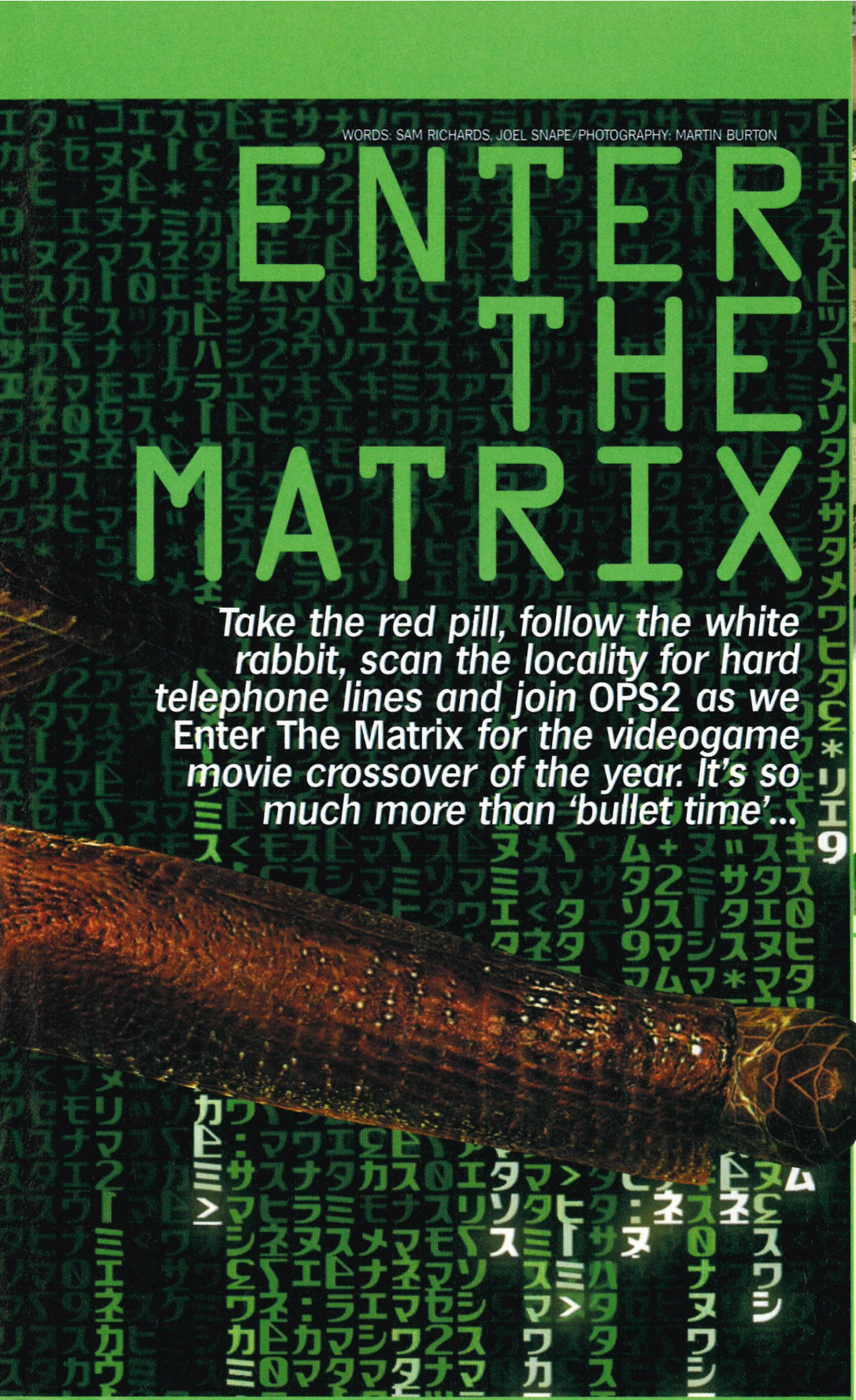
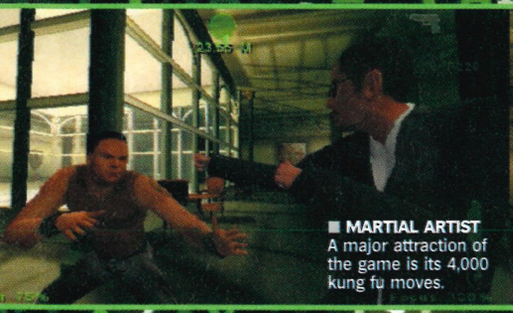
■ **GHOST STORY** New guy Ghost (left) is a Zen Buddhist Apache assassin, apparently.

WORDS: SAM RICHARDS, JOEL SNAPE/PHOTOGRAPHY: MARTIN BURTON

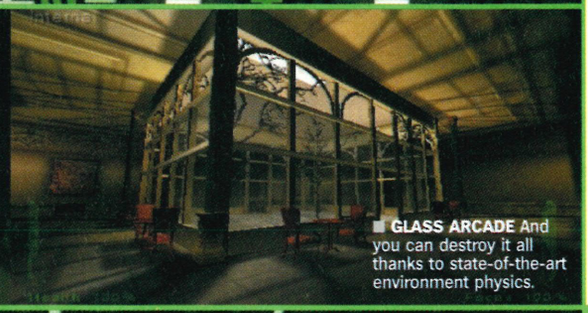
ENTER THE MATRIX

Take the red pill, follow the white rabbit, scan the locality for hard telephone lines and join OPS2 as we Enter The Matrix for the videogame movie crossover of the year. It's so much more than 'bullet time'...





MARTIAL ARTIST A major attraction of the game is its 4,000 kung fu moves.



GLASS ARCADE And you can destroy it all thanks to state-of-the-art environment physics.

What is *The Matrix*? For a start, it's not just a film; it's a *universe*. When Larry and Andy Wachowski first scripted the original movie back in the mid-Nineties, they already had plans not only for two cinema sequels, but for books, comics, Web sites and, of course, videogames… all maintained by our fascination with the brilliant pseudo philosophical stylish sci-fi vision that unfolded before our eyes when we first willed Keanu to pop the red pill. *The Matrix* is the ultimate expression of techno fetishism, the logical conclusion of FX overload, a modern interpretation of the 'who are we?' conundrum, the perfect fable for the videogame age and, lest we start becoming as pretentious as the philosophy section of whatisthematrix.com, a breathless action romp populated by futuristic ninja renegades in shades and leather coats.

So *Enter The Matrix* is not your usual movie tie-in videogame. It has always been part of the grand plan. The Wachowskis have written the script, the real actors have provided painstaking motion capture, and amazingly, an hour of exclusive movie footage will link playable sections of the game. Shiny Entertainment (creator of *Earthworm Jim*, *MDK* and *Messiah*) has been working on *Enter The Matrix* for three years, and members of the development team have been resident on the sets of the two forthcoming *Matrix* movies. The result is a videogame that will be entirely convincing to students of the *Matrix* universe, sharing characters, locations and a release date – 15 May – with *The Matrix Reloaded*, and featuring a plot line that runs parallel, links, weaves and intersects with the movie. "The movie steps into the game; the game steps into the movie," elaborates amiable Shiny Entertainment main man Dave Perry. "They actually change each others' courses, which I think is a unique association."

■ **STAIRWAY TO HEAVEN**
This opulent foyer is also the home of an important fight scene in *Reloaded*.

■ **UP ON THE ROOF**
Game environments are impressive and varied.

WHAT IS THE MATRIX?

It's the world that's been pulled over your eyes...

"Unfortunately, no one can be told what the Matrix is," murmurs Zen-cool freedom fighter Morpheus in the first film. But that turns out to be rubbish – it's just that finding out your entire life has been a lie concocted by a computer is a bit difficult to take. Keanu Reeves plays messianic figure Neo, the resistance's last hope against the machines. That's the intriguing premise that made the first film so successful, although you can't underestimate the importance of, a) making your lead actors train with Jackie Chan choreographer Yuen Wo Ping for six months and, b) including loads of clever references to *Alice In Wonderland* and Gnostic Christianity. Most important of all was 'bullet time', an invention that needs about fifty cameras set up to take frames at perfect split-second intervals.

The original *Matrix* took in $171 million at the box office. More importantly, it was the first DVD to sell over a million copies, taking advantage of the technology with blink-and-you'll-miss-'em moments like the scenes from *Night Of The Lepus* (featuring – a-ha – white rabbits) in Oracle's apartment.

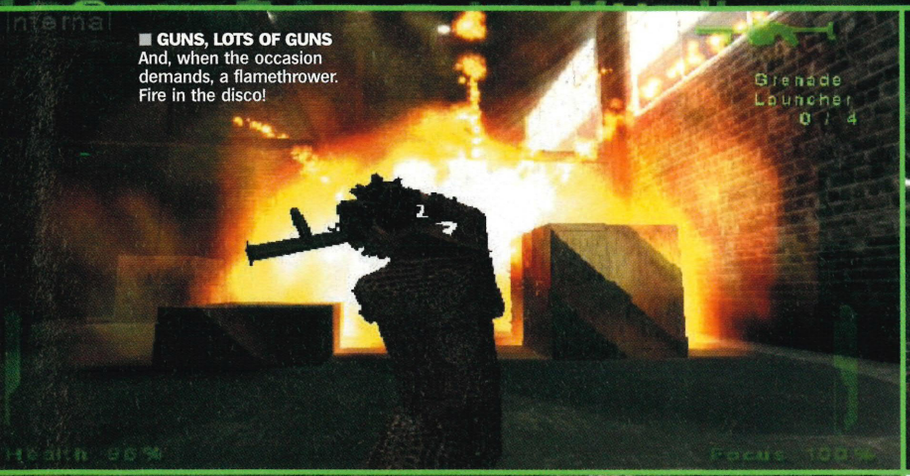
Now let us introduce you to Niobe. You won't have seen her in the first movie, but you will see her in *Reloaded*, running up walls in a fetching crocodile skin two-piece much like on the previous page. She's an ace hovercraft pilot and driver, and is pretty handy with a pair of pistols and the old slow-mo kung fu, too, as well as being Morpheus's former squeeze. In the film, she's played by the ultra-cool Jada Pinkett Smith (Will Smith's wife).

You can either inhabit Niobe or her partner, Ghost, who is played in the film by Hong Kong action veteran Anthony Wong. Described by the Wachowskis as a "Zen Buddhist Apache assassin," he's the weapons and combat expert. Where Niobe drives at lightspeed, Ghost leans out of the window blasting at the tyres of pursuing cars; where Niobe pilots the Logos, Ghost eagerly decimates sentinels with the cannon.

Both characters will be available from the start of the game but you won't be able to switch between them once you've started. This essentially creates two separate adventures in the style of *Resident Evil 2* – the paths will be similar but there are deviations specific to each character, and playing styles for Niobe and Ghost will be significantly different. Shiny estimates that each path will provide around 20 hours of gameplay.

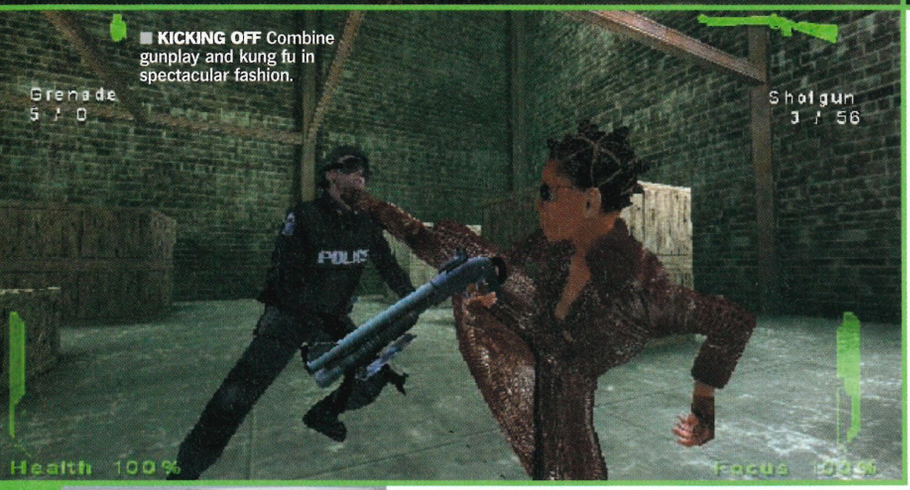
Perry elaborates: "If you choose to play as Ghost, you get to fight Trinity – the story makes no sense for Niobe to fight Trinity. There are sections in the game where both characters are together and sometimes you'll be the infiltrator, sometimes the protector. Your path will also be affected by how well you play." Perry admits that in order to tell the story effectively, each character will follow a linear path. "On the other hand, we try to give you different

4,000 MARTIAL ARTS MOVES, A HUGE ARSENAL OF WEAPONS, EXTRAVAGANT FINISHING MOVES AND THE ABILITY TO SLOW TIME. BUMMER, HUH?



GUNS, LOTS OF GUNS And, when the occasion demands, a flamethrower. Fire in the disco!

IT'S THE BOMB Send hapless SWAT teamers scattering with a well-aimed grenade.



KICKING OFF Combine gunplay and kung fu in spectacular fashion.

CALL AN AMBULANCE Just one example of the game's impressive vehicle models – but let's hope you won't be requiring medical assistance.

ways to solve each problem. But basically, I don't think you're going to get bored by this story."

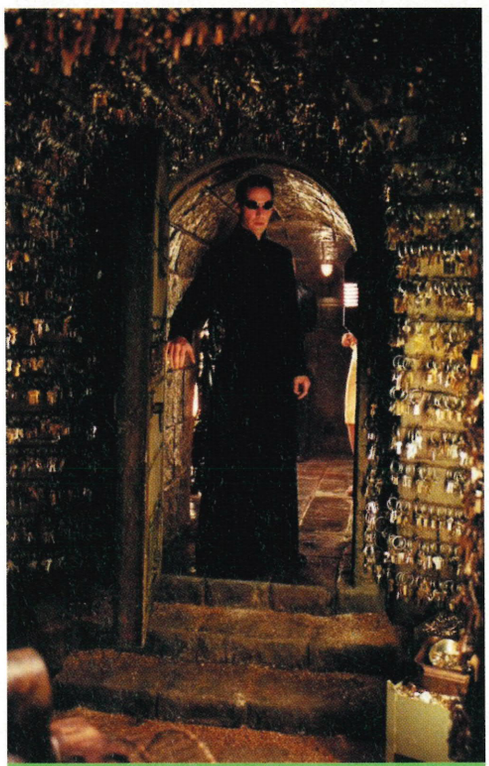
Okay, we know what you're thinking. Already four pages in and we haven't mentioned how Neo and Trinity are involved. Both appear in the game as accurately rendered models of Keanu and Carrie-Ann, but neither are playable. So to fend off the inevitable, here's the reasoning of Dave Perry.

"Firstly, we can't run a parallel story to *Reloaded* if you play as Neo. Secondly, at the end of the first film, Neo becomes a God. He can literally stop bullets, or fly, or jump into an agent and explode him from the inside. Having those powers from the start of the game would take away the fun of the shooting and the dodging and the kung fu, as well as being very difficult to configure on a joypad!"

Instead, Niobe and Ghost must make do with 4,000 martial arts moves, a huge arsenal of real-life and fantasy-enhanced weapons and the ability to temporarily slow time in order to dodge bullets and perform extravagant, balletic finishing moves. Bummer, huh?

The primary focus of the game is action, combining gunplay and physical acrobatics in the breathtaking way that is *The Matrix*'s trademark. "There's no stealth in this game!" proclaims Perry triumphantly, before laughing in the face of reloads. "If you finish a clip, you just throw the gun away and grab a new one." We expected nothing less.

The bulk of the combat requires you to engage multiple enemies, and an ingenious control system allows you to

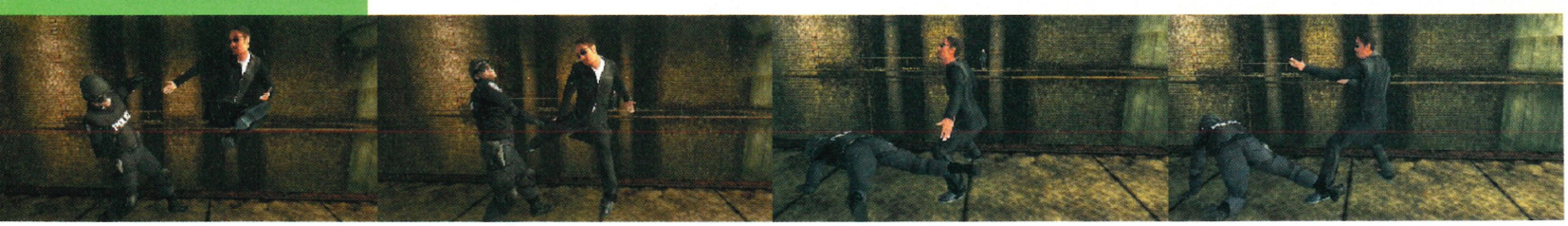


WHAT IS THE MATRIX RELOADED?

That... is the sound of inevitability.

The start of all-out war between humans and machines, hitting cinemas on 15 May – the same date as the game. So stop reading now if you want to go in cold. It centres around the machines' discovery of Zion, the last human city on Earth, and the resistance's attempts to find Lock – a man who can open any door in the Matrix and who is the 'key' (see?) to their survival. He's guarded by karate-expert twins Neil and Adrian Rayment, who you might've already seen in, erm, Carol Vorderman's *Better Homes*. And, even worse, the only way to get him to a hard line is along a busy freeway – packed, of course, with Agents in charge of fuel-injected beasts.

Really stop reading now if you want to go in cold. *Reloaded* is set to do for car chases what the original did for gun fights, including kung fu battles inside a moving Cadillac and on top of an 18-wheeler, and a wreck count that might even surpass *The Blues Brothers*. The film will also test the limits of Neo's abilities, including scenes where he flies at 2,000mph through the Matrix's enormous version of New York, and a showdown against – eek – a hundred Agent Smiths.



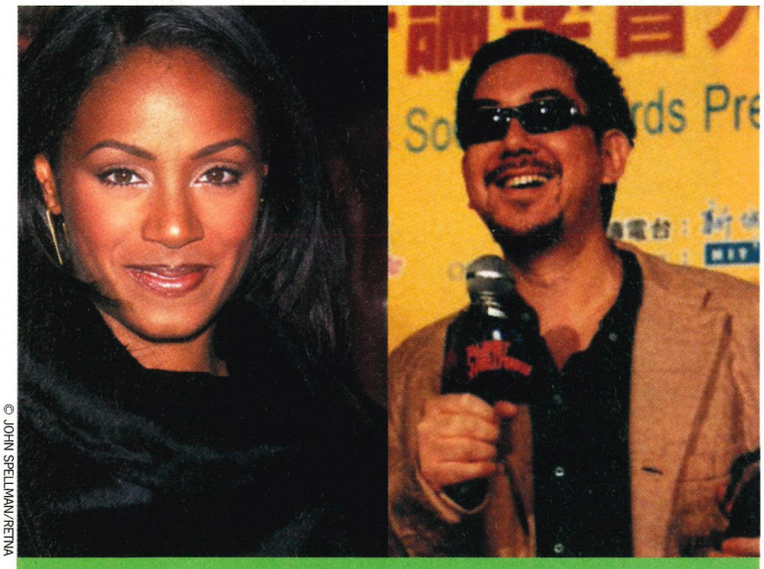
BRUTAL BALLET 'Bullet time' isn't just for shooting, y'know. Check out Ghost's slow-mo kickbox cruncher.

WHAT IS THE MATRIX: REVOLUTIONS?

Welcome... to the real world.

"*Reloaded* ends," explains Producer Joel Silver, "at a moment of true filmus interruptus." The events of the third film follow immediately, and *Revolutions* is due for release before Christmas. In contrast to *Reloaded*, the action is mainly set in Zion and the ruins of the 'real world'. The film apparently climaxes in a 17-minute sequence that cost around $40 million to film. No more details yet, but expect the next SFX buzzphrase to be 'virtual cinematography', which can film actors with five digital cameras that are hi-res enough to capture pores and follicles, then recreate them in perfect 3D and manipulate them into any desired position.

Trouble is, we've already been told that most people trapped in the Matrix aren't ready for the real world – and let's face it, it doesn't look that great – so how will it all end? The only clue is that *Reloaded* contains the revelation that some machines aren't as evil as others and don't like the fact that they've been surpassed by better technology...



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THE REAL NIOBE AND GHOST

***Jada Pinkett Smith and Anthony Wong talk about their involvement with* Enter The Matrix.**

On the whole idea of a *Matrix* videogame...

Smith: When I found out about the videogame and the nature of it, I was like, "That is hot! That is *hot*!" So I was down with that, for sure.

Wong: The world has not seen anything like this game, it's just going to be groundbreaking stuff.

On the interweaving plots...

Smith: In the movie you kind of get a sense that something might be going on, but they don't really focus on it. There might be certain things that you don't really understand [in the movie] but you find out in the videogame, and that's never really been done before. You also get an opportunity to get to know some of the other characters that you might see in the movie, like Captain Ballard.

On the motion capture process...

Wong: They put us in these body-hugging suits. They had lots of light-capturing balls stuck to them and we had to create entire worlds on a set that wasn't there. So here we are, Jada and I, trying to do this very serious scene, but we're in these things that look like something from *Bill & Ted's Excellent Adventure*.

Smith: It was a trip!

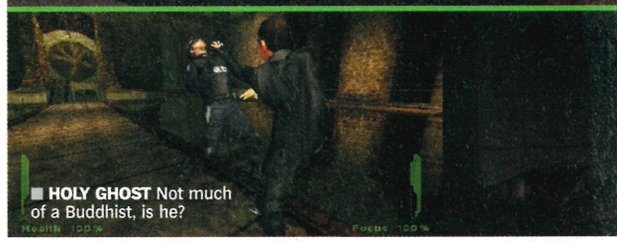
On playing themselves in the game...

Smith: I'm really excited to be a videogame character. I think it'll be pretty cool playing myself so I'm kinda looking forward to that.

Wong: I can't wait to get my PlayStation 2 and just pick up that joypad and go for it.

■ **IS IT A PLANE?** A clue to another of the game's secret locations.

■ **ZEN GARDEN** This is where Ghost does his meditating when he's not shooting or kicking people.



■ **HOLY GHOST** Not much of a Buddhist, is he?

seamlessly switch between shooting and high-kicking, punching and pistol-whipping. At first it seems simple; a frantic button-bashing tirade unleashing an impressive melee of leg sweeps and twin pistol pumps. But when dealing with three SWAT officers simultaneously, it's clear that there's much subtlety to be learned in mastery of 360° combat. On first play, it's difficult to see exactly how the vaunted 4,000 different moves all come into play, but the six months of motion capture work with renowned movie fight choreographer Yuen Wo Ping tell their own story. In the hands of a Shiny rep, Niobe elegantly dispatches all three goons with a couple of perfectly timed roundhouses and some nifty slow-mo.

That'll be the implementation of 'bullet time', then, as seen in every bloody game of 2002 from *Max Payne* to *FreekStyle*. You'd think we'd be sick of gratuitous swirly camera work by now, but cut *The Matrix* some slack – the Wachowskis did invent 'bullet time' after all. And here, it's used more impressively than ever. When your focus bar is filled, the tap of a shoulder button will warp time. Suddenly Niobe and Ghost can leap across gaping chasms, run up walls, cartwheel on the ceiling, dive in every direction while shooting or dodging bullets and unleash all kinds of breathtaking kung fu moves on statuesque enemies. Forget the pale imitators, this is what *The Matrix* is all about.

AGENT UNDER FIRE

Right now, you're probably wondering what kind of role Agent Smith plays in the game, and why there's a whole posse of Agent Smiths on the cover of our magazine.

THE END IS NIOBE Another goon eats dust.

AGENTS CAN SLOW TIME, WALK THROUGH WALLS AND TRANSPORT THEMSELVES INTO THE BODY OF ANY PERSON INSIDE THE MATRIX

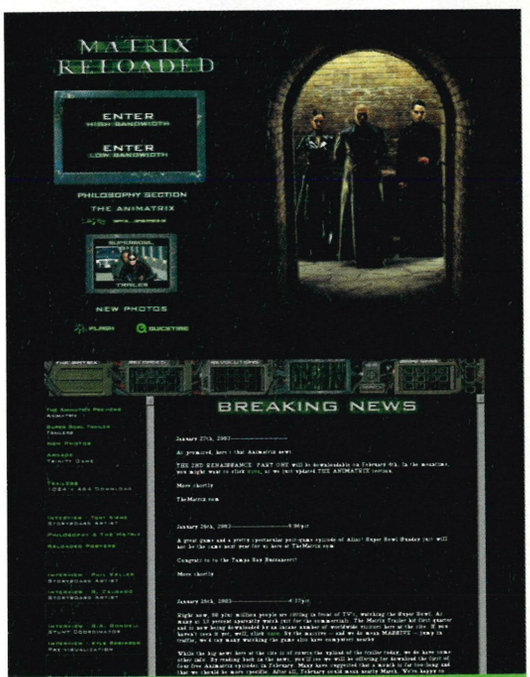
The answer is that in *Reloaded*, Agent Smith has cloned himself, forcing Neo to simultaneously fight against a hundred deadly, inscrutable and genetically identical foes. We would kill for a similar scenario in the game, but Shiny is staying tight-lipped on this one, though it promises that Agent Smith will appear.

What we do know is that agents will prove to be your most challenging enemies. Unlike your average SWAT guards, they can slow time to dodge bullets, walk through walls, and transport themselves into the body of any person inside the Matrix. Understandably, when an agent materialises, your best policy is to leg it, sharpish. "Agents are incredibly good fighters and can block pretty much every move you throw at them, as well as being able to dodge bullets. You might be able to delay them for a few seconds in order to make your escape, but it's usually futile to stand and fight. They're strange enemies because they're so aggressive and will pursue you relentlessly." However, as your character gains experience in the ways of the Matrix, you'll get to a point where you *can* go toe-to-toe with the men in black, just like Neo in the first film.

"There is a slight RPG element to the game, in that your characters' abilities improve over time," says Perry.

SHINY HAPPY PERSON Dave Perry, President of Shiny and the game's driving force.

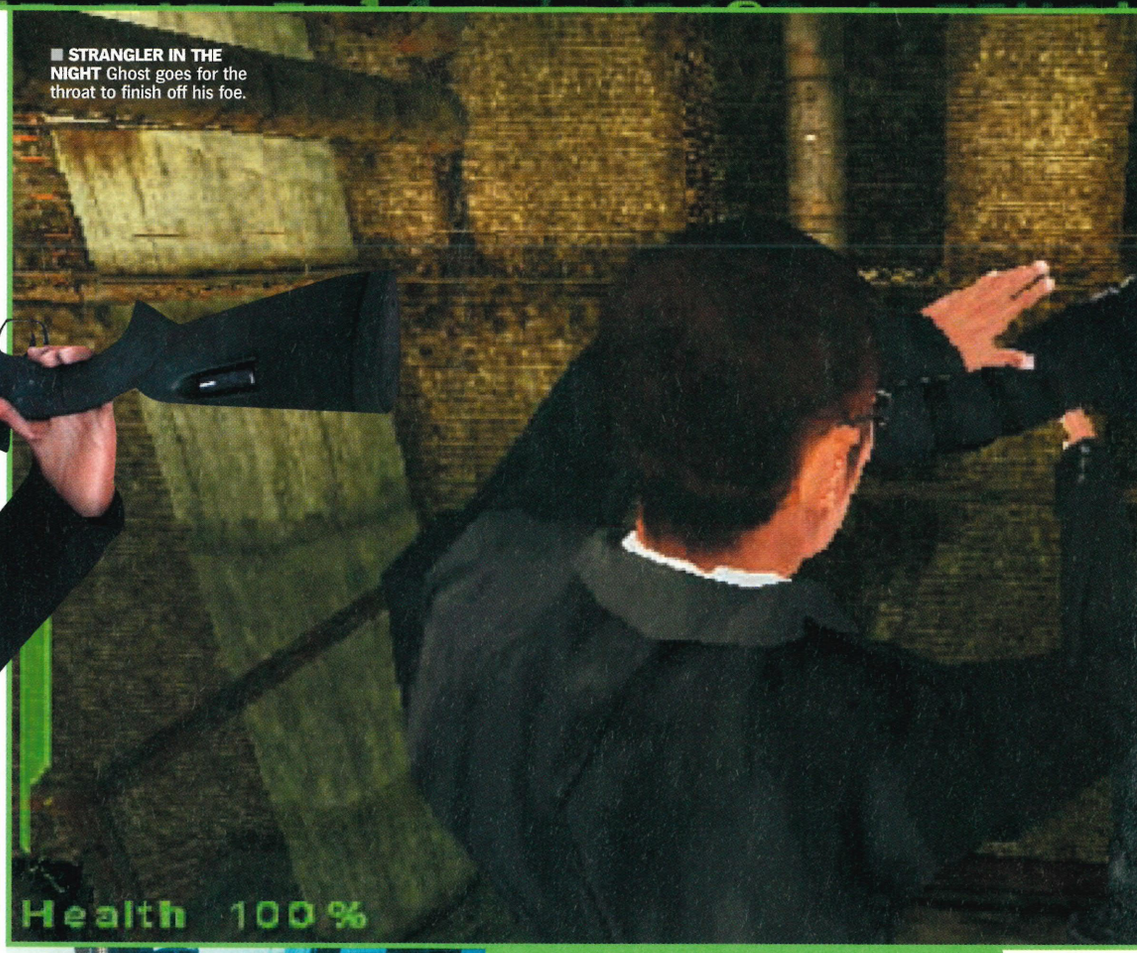
MARTIN BURTON



WHATISTHEMATRIX.COM?

There's a difference between knowing the path and walking the path.

Exactly what you'd expect – a gaspingly exhaustive collection of cast interviews, production notes, concept sketches, location shots and teaser stills from the forthcoming films, splurged across a Flash-heavy Web site. It's also the place to find yet more *Matrix* mythos in the form of short stories and comics by industry giants like Dave Gibbons and Neil Gaiman. For something *really* cerebral, visit the philosophy section for a list of the film's links to Buddhist scripture, an investigation of how Rene Descartes' classic 'I think, therefore I am' reasoning relates to living in a big jelly shell run by a mad computer, and an explanation of how political thinker Robert Nozick came up with the whole idea of an 'experience machine' like the Matrix in his classic *Anarchy, State And Utopia*. Finally, when Cartesian philosophy gets a bit much, you can unwind with three arcade games, including a really terrible one involving a tiny 2D Trinity being repeatedly hit by subway trains.



■ **STRANGLER IN THE NIGHT** Ghost goes for the throat to finish off his foe.

© ALLSTAR

WHO ARE THE WACHOWSKIS?

If you are not one of us, you are one of them.

Concrete details are difficult to come by – Warner Bros has granted the directing brothers a near-unprecedented release from doing publicity for either of the forthcoming films. Checking the Internet doesn't help much, either – they only made *one* film before *The Matrix*, lesbian noir heist flick *Bound*. Partly made to convince studio execs to let them film *The Matrix*, it's worth a look, especially for classic Wachowski cinematography like the travelling-through-the-toilet interrogation scene. Biographical nuggets? Of the two, we're told that Larry likes philosophy and wine – Andy prefers science fiction and beer. Everything in *The Matrix* is influenced by their interests, which range from Buddhism to kung fu films. Most importantly, they've been heavily involved in the game, giving Shiny's Dave Perry a 244-page script that ties in to the films and helping with the motion capture process.

"DRIVE FASTER THAN YOU CAN HANDLE. WE WANT YOU TO DRIVE LIKE A CRAZY-ASS, OUT-OF-CONTROL MANIAC," DAVE PERRY, SHINY

"Your focus meter will grow, for instance, allowing you to slow time more often and for longer. You'll also learn new finishing moves."

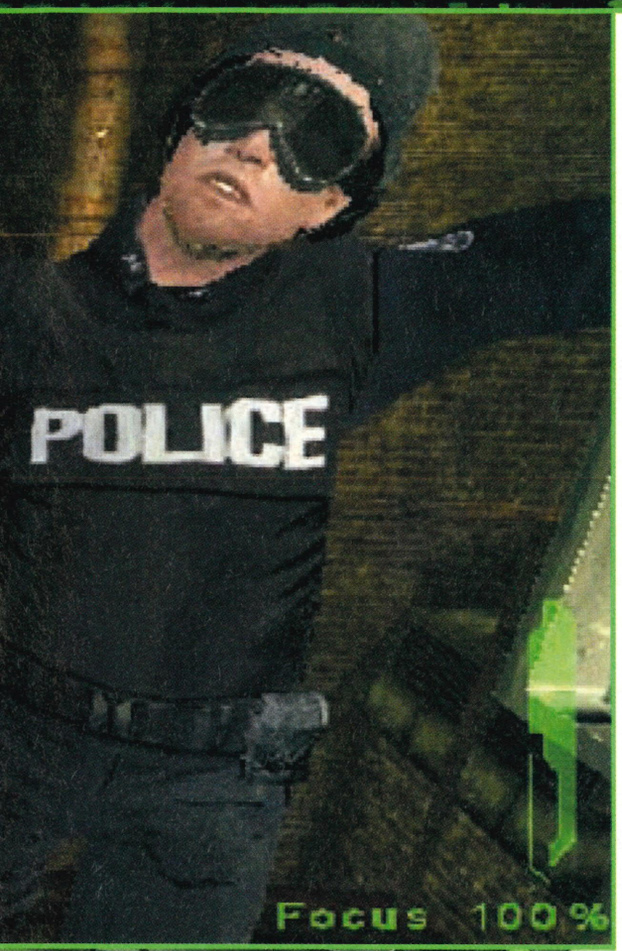
NEED FOR SPEED

Any Net-heads out there who have recently been probing cyberspace for details on *The Matrix Reloaded* will already know that a car chase provides a pivotal scene in the film. Described by insiders as 'better than the one in *Ronin*', the setting is a foolhardy race to a hard line down a freeway populated by kamikaze agents in Ferraris. It is so spectacularly explosive that the Wachowskis had to build their own freeway (at the cost of $300,000 per quarter mile, no less). If *Enter The Matrix* didn't include vehicular missions, we would have all felt cheated. So Shiny has duly built a sophisticated car physics engine from scratch. "You'll be able to drive faster than you can handle," promises Perry. "We want you to mount the kerbs and drive like a crazy-ass, out-of-control maniac. The engine is written for gameplay, not for true simulation."

Shiny was only able to show us a very short section of driving, but it was enough – the handling is immediately impressive, and the segments are truly built for speed. There are no multiple routes or navigation involved, although you can career from one side of the freeway to the other, zipping up and down sliproads in an attempt to shake the agents.

Oh, and there's flying too, in the form of the Lobos hovercraft. The game's climactic mission takes place in the 'real world', in the network of huge tunnels beneath the surface of the alien-ravaged earth. In harmony with *Reloaded*, your task will be to protect Zion, the last remaining human city, from the marauding sentinels.

An intriguing bonus element of the game is the 'computer hacking' mode. From the main menu, you'll be able to call up a primitive computer interface, resembling DOS or YaBasic. Shiny then invites you to type in any commands you can think of (using a USB keyboard if you prefer) and see what happens. "I expect this to be the favourite part of the game for old-skool nerdy-type people," enthuses Perry, happy to place himself within that camp. "Maybe if you type 'dir' you'll get some kind of directory of commands, and maybe if you type a question mark you'll



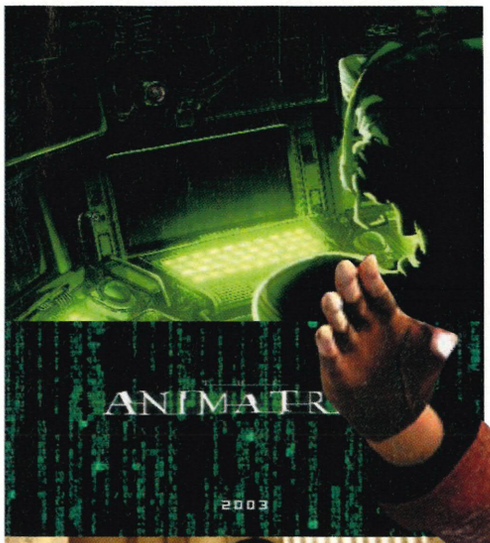
DODGE THIS! Agents bend and swerve to avoid bullets.

get some help, but we don't want to make it too obvious. You can unlock things for the main game in the hacking mode, but mainly it's about the mystery of the Matrix. After a while, you might even have Trinity hack into your PS2 from outside."

HIT AND MYTH

Shiny knows exactly who it's dealing with here. *The Matrix* brand has huge mass appeal, but the Wachowskis have carefully crafted a whole mythology around their creation, enticing the kind of hardcore fans who consider Morpheus to be the greatest philosopher since Socrates. *Enter The Matrix* needs to please everybody, and by creating an instantly appealing action game with added gameplay depth *and* an ultra-nerdy hacking mode, Shiny appears to have succeeded without compromising the essential mystique of the movies.

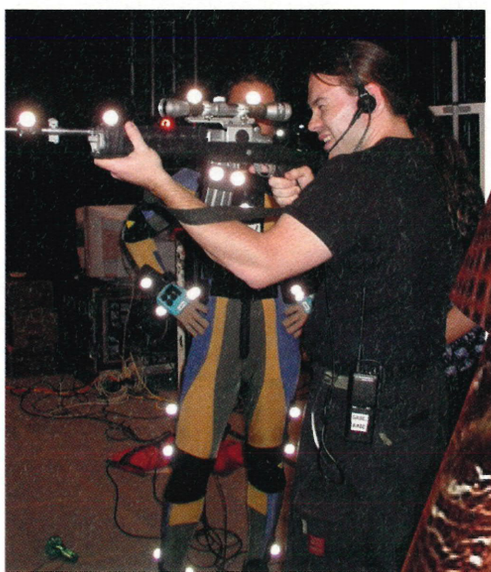
By May this year, *Matrix* fever will have crescendoed to such a volume that you won't be able to peek from beneath your duvet without being assaulted by images of a leather-clad Keanu turning slow-mo somersaults. But everything we've seen so far suggests that *Reloaded* will easily live up to the hype, and that the *Enter The Matrix* videogame will thoroughly justify its association with the must-see movie of 2003. Prepare to believe the unbelievable. □



WHAT IS THE ANIMATRIX?

Why didn't I take the blue pill?

Another part of the puzzle – a series of nine short films, due to be released on DVD later this year, interlocking with the world of *The Matrix* explored in the main movie trilogy. The Wachowskis, keen fans of animated films, have picked nine different directors for the project, from Yoshiaki Kawajiri – Director of manga classics *Ninja Scroll* and *Vampire Hunter D* – to, um, Peter '*Rugrats*' Chung. The segments are also tackled in different visual styles, from conventional anime to Square USA's *The Final Flight Of The Series*, which echoes the CG look of *Final Fantasy: The Spirits Within*. They'll explore the original war with the machines and the creation of the Matrix, as well as what computer-brained life is like for those who aren't in the resistance.



LIGHTGUN GAME Proving that all weapon actions have been fully motion captured.

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CK BOXING vs JUI JITSUI vs TAE KWON DO

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

"The most violent sport in the world"
PSM2

vs KARATE vs JUDO vs KICK BOXING vs JU

PlayStation.2

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REVIEWS

REVIEWS CHARTER

Fact: *Official PlayStation 2 Magazine*'s reviews are the best in the business. Our crack squad of experienced reviewers play the games longer, harder and better than anyone else – take a look at the screenshots in each review for proof. Rather than a few images from the first two levels or some replay footage, our review pages show we've played the games to bursting point. And then some…

We know how important games are to you, which is why you can trust us to differentiate the godlike from the godawful. The unrivalled depth of information and opinion we provide on every title reviewed enables you to decide if a certain game is up your street – or just up sh*t creek.

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

REVIEW RATINGS
Here's what our review scores stand for:

10/10	Outstanding in every department. Your life is poorer without this game
9/10	An essential purchase
8/10	Highly recommended
7/10	Impressive and enjoyable
6/10	Ideal for fans of the genre
5/10	Average
4/10	Poor, but still with the odd moment
3/10	Extremely disappointing
2/10	A gaming travesty
1/10	You're joking, right?

VERDICT PlayStation.2

THE OPS2 AWARDS

We don't hand out high scores for nothing, you know, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.

GOLD PlayStation.2
Given to the few games worthy of a 10/10 score. A Gold Award winner is as close to flawless as you can get. A life-enriching game.

SILVER PlayStation.2
A 9/10 score and a Silver Award is the mark of a supreme gaming experience and therefore an essential purchase for any PS2 owner.

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

GAME REVIEWS

TENCHU: WRATH OF HEAVEN 082
Rikimaru and chums return for some traditional, silent-but-deadly ninja death dealing in this sequel to the PSone stealth-'em-up that launched a thousand compound fractures.

THE MARK OF KRI 086
See the big barbarian lug in the loincloth. See his helpful pet bird. See them set off on a massive sword swinging adventure to prevent nasty sorts from resurrecting the dead. See?

SILENT HILL 2: DIRECTOR'S CUT 091
Not, as we feared, Silent Hill 2 *with 40 minutes of judiciously pruned footage shoehorned back in for no good reason. Rather, the definitive* SH *experience.*

DR MUTO 092
Is he man or a mouse? Or a spider? Or a huge, hairy ape? Tick all of the above and more besides as one mad scientist and his mutating machine get their own platformer.

EVOLUTION SKATEBOARDING 094
DISNEY GOLF 096
ROCKET POWER: BEACH BANDITS 096
PAC-MAN WORLD 2 098
SHREK SUPER PARTY 099
SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 099
EVOLUTION SNOWBOARDING 101
AIR RANGER RESCUE HELICOPTER 101
LEGO ISLAND EXTREME STUNTS 102
MONOPOLY PARTY 102

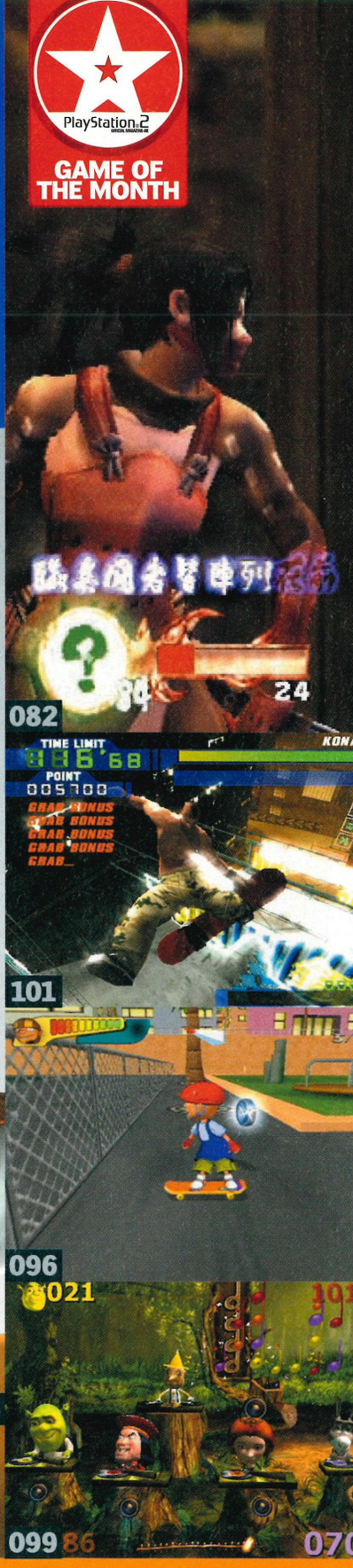
MEDIA REVIEWS

DVD RELEASES 106
Eight Legged Freaks, True Romance: Director's Cut, Roadkill and more. Read before you buy a thing.

THE SPINE COLLECTOR'S GUIDE TO: 1971 108
All the cinema that matters from 1971 and now available on DVD.

AT THE MOVIES WITH HIDEO KOJIMA 109
The creator of *Metal Gear* writes about the films that have inspired his work. This month: *Dawn Of The Dead.*

MUSIC 110
New CDs from Bent, Good Charlotte, The Clipse, Moloko and more. Feast your ears.



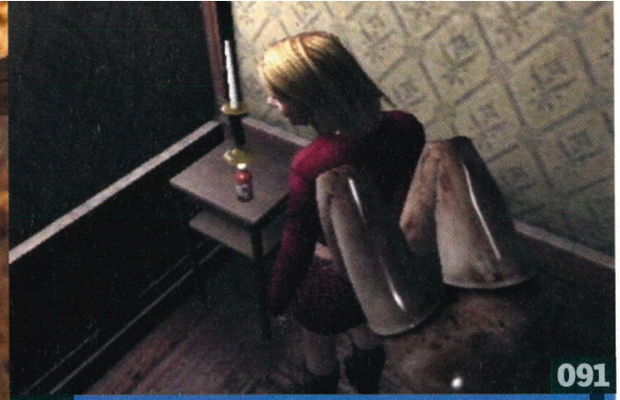
THE MEN WITH THE PENS

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

MARK WYATT
Why is *Mr Moskeeto* the game that best represents Dep Ed Mark? "It's small, annoying and over too quickly," he confesses. "Oh, and I also like biting Japanese ladies."

RYAN BUTT
So what is Ryan's guilty gaming pleasure? "Shamefully, I often go to sleep thinking about *Pro Evo 2* transfer activity. It's that or *The Simpsons Road Rage*." D'oh…

DEAN EVANS
We asked Dean what he'd put in a specially created PS2 cocktail. "Tea. With a layer of biscuits. Then tea and another layer of biscuits, or crisps. Followed by more tea."



MARTIN KITTS
Martin's guilty gaming love is *Wonder Zone* – a game where you make videos for a girl J-Pop group and watch interviews with them. "It's rubbish," he sighs.

TIM CLARK
So which PS2 game best represents Mr Clark? "Like *GT3*, I'm impossible to master but offer unrivalled depth. I handle smoothly in the wet, too." he adds. Nice.

PAUL FITZPATRICK
Asked to create a cocktail to celebrate the PS2, Fitz takes his time to come up with a suitably stylish tipple: "Sunny D and tequila stirred with a spade."

DAVE HARRISON
Locked in the recesses of Dave's soul is a forbidden love for *Kengo* and *Everblue*. His PS2 cocktail? "2oz Vodka, 1oz single cream and 1oz Kahlua, no, *Klonoa*." Mmmm.

GEORGE WALTER
Which PS2 game are you? "*Rez*," he replies. "Plenty of cult appeal and it lasts three hours. But what a way to spend three hours! It pisses people off, too," he adds.

THE PLAYLIST

STILL PLAYING
Racking up those hours towards classic status...

PRIMAL
OPS2#30 8/10
Why? It's Gothic adventuring at its grungy best. That and we're lost in the snow and can't find our way out. Send help...

TONY HAWK'S PRO SKATER 4
OPS2#28 9/10
Now that we've discovered the joys of online Hawk, Tone's more popular than ever.

PRO EVOLUTION SOCCER 2
OPS2#27 9/10
Six player multiplayer matches now a permanent fixture in the games room. Get in!

GRAND THEFT AUTO: VICE CITY
OPS2#27 10/10
No two ways about it. Vice City is superlative stuff. A totally engrossing experience.

TIMESPLITTERS 2
OPS2#25 10/10
We hate each other. We all grab a joypad and start shooting each other. Then we love each other again. Weird.

CAN'T WAIT TO PLAY
Our brows are sweaty with anticipation...

TRIBES: AERIAL ASSAULT
FEATURE PAGE 62
As soon as the PS2 goes online in the UK we're taking you all on in a massive jetpack-assisted deathmatch.

DRIVER 3
SPY PAGE 12
The franchise that kicked off the whole car-hopping crime phenomenon is back, and we just can't wait.

RESIDENT EVIL ONLINE
FEATURE PAGE 66
At last. The promise of an online game that does something truly new. Paranoia and fear seeps onto the Web.

TENCHU: WRATH OF HEAVEN

Shhhh, the PlayStation's original stealth assassin is back, and this time he's brought some friends.

BRONZE
PlayStation.2 OFFICIAL MAGAZINE-UK

PUBLISHER: **ACTIVISION**
DEVELOPER: **K2**
PRICE: **£44.99**
PLAYERS **1-2**
OUT: **NOW**
WEB SITE: **WWW.TENCHUWRATHOFHEAVEN.COM**
60HZ MODE: **NO**
WIDESCREEN: **YES**
SURROUND SOUND: **NO**

BACK STORY

Tenchu was without a doubt one of PSone's success stories and was a sleeper hit for Activision. Unfortunately, its much-anticipated PSone follow-up Tenchu 2: Birth Of The Assassins, *wasn't quite up to stealthy scratch and failed to take anyone by surprise. Developer K2 has taken its time to ensure that this third instalment grabs us all swiftly by the throat.*

Running feet, the schwing of steel and the throaty gurgling of a guard collapsing lifeless at our cloth-clad feet. This stirring opening cinematic sequence says it all. Stealth is now the buzzword of every blockbuster, but there was once a game that introduced us all to the idea that you didn't have to unload a clip into someone for virtual murder to be satisfying. That game was *Tenchu: Stealth Assassin* on PSone (we'll ignore the inferior *Tenchu 2* for now). At the time it was a totally fresh, enthralling experience. Every time a guard sniffed our presence we quickly scurried back onto the rooftops until his goldfish brain had forgotten all about us and we could stalk him again. Cowardly? Quite possibly, but as your sword sliced off a head, or the satisfying crunch of a ruptured neck confirmed your success, you couldn't help but feel proud.

CHARACTER ASSASSINATION

Wrath Of Heaven uses the original, innovative *Tenchu* game as its jump-off point. To begin with you have the choice to play as one of two lead characters – Rikimaru and Ayame, Lord Ghoda's top agents. Each follows their own adventure across the same levels through the game, as evil once again stirs in the land and it's up to you to defeat the dark forces. A third character, Tesshu, a doctor and hired assassin, is also unlockable. His plot runs parallel to that of the ninjas, crossing their paths several times but ending in a different climax altogether.

Rikimaru and Ayame have devastating stealth kills – simply creep up to your foe without alerting his curiosity and press ⊗. You'll unleash a variety of grisly kills from cleanly slitting enemies' throats, to gutting them like a big bloody fish, to jumping on them piggyback-style and skewering their heads. The controls and camera angles make the key moves of ducking and hugging the scenery simple, and you can attack from rooftops with similar ease. If you remain undetected you'll accumulate stealth kill symbols which unlock new attacking moves. It's a nice addition that maintains motivation and keeps combat fresh. For Tesshu's part, he robs corpses for the ➜

GO TO: uk.playstation.com

■ *Download footage of the game in action from the Web site.*

DON'T LOSE YOUR HEAD Beautiful and gory from start... to finish.

THAT'S THE SPIRIT! You'll have to defeat ghosts as well as more solid enemies.

AD-VANTAGE POINT Take to elevated positions and wait for your target to lose interest. Then pounce.

DOCTOR DEATH The look of malice on Tesshu's face is pretty scary at times.

NIGHT ON THE TILES Ready to snuff out the light on this lady ninja? It's okay, she's really evil.

THIGHS MATTERS Attacking from behind leads to satisfying stealth kills. Stitch that!

HAVING A GANDA The big man's all aggression but there's no getting away from him.

DUAL SHOCK Slice and dice guards but be wary of your opponents. They can strike anytime.

SUCKER PUNCH

THE DOCTOR WILL KILL YOU NOW

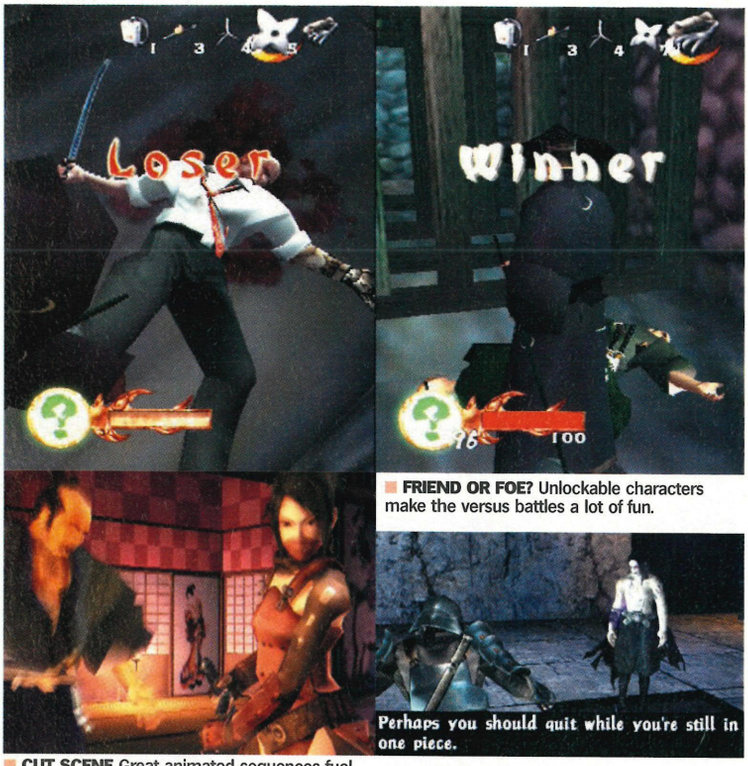
Tesshu's kill moves are illustrated in-game by these X-ray images.

1 JUST A TINY PRICK
A little needle to the back of the head and it's goodnight Vienna.

2 FROM THE HEART
Aah. Open heart surgery. Shouldn't he put it back though?

3 BACK ATTACK
Erk. Proving that some guards really are spineless.

4 NECK BRACE
Eek! We've all had bad massages, but that's just silly.



CUT SCENE Great animated sequences fuel the plot as well as the imagination.

FRIEND OR FOE? Unlockable characters make the versus battles a lot of fun.

BARREL OF LAUGHS
Utilising the environments to your advantage is essential.

KNIFE TO SEE YOU
Ayame's dual swords make her a pretty, deadly, assassin.

LOCATION, LOCATION, LOCATION

Much of Tenchu's charm lies in what you can see around you as you walk and stalk. Take a wander through some of our favourite areas.

ECHIGOYA
The Merchant's House is all Pagodas and slidey doors. Reminiscent of the first game.

THE BAMBOO FOREST
Ah, the winter time. Spirits and demons abound though, so don't fall in love with it.

THE CEMETERY
This place is full of just-risen corpses and little devils who spit fire. Charming.

LORD GHODA'S CASTLE
Home sweet home. It's lavishly decorated, so watch where you spill blood.

money he needs for equipment between missions. As a doctor, his stealth kills have the added bonus of an X-ray which allows you to see exactly what damage you're doing (see The Doctor Will Kill You Now). Turning an opponent's limbs and head the wrong way is a particularly edifying, if slightly disturbing, manoeuvre.

The level of sumptuous detail in the game, including strikingly subtle weather effects, adds a depth of character to an experience that's more about skill and control than unleashing boundless violence. Critically improved AI in enemies means that they'll search for you high and low – if you're spotted, retreat or concealment are really your only options. In fact, the whole game makes equally thorough use of rooftops, interior rooms and underground passages – so if you think you're at a dead end, just look up or down and your escape route may well become apparent.

PLOTTING REVENGE

Wrath Of Heaven has not one but three strong, intricate game plots full of great cut-scenes that draw from the traditions of Japanese cinema, with definite hints of *Seven Samurai*. In the main plot, that of the Azuma Clan ninjas Rikimaru and Ayame, we discover that Rikimaru emerges from a deep ninja trance after uncovering worryingly familiar stirrings in the peaceful land. Cultists are beginning to advance and with them, evil ninjas, bad spirits and undead warriors come at the command of the evil Lord Tenrai.

The first mission sees you infiltrating a merchant's stronghold to punish the forces of corruption as they attempt to sell village girls into slavery. However, completion of this mission opens the floodgates of a story line that takes the action to nine different locations including a snowy Bamboo Forest, the falling leaves around a Buddha's Temple and eventually to the dank underground lair of Tenrai's Fortress.

Various levels of the game have their own Ronin, martial artists, undead warriors – even dogs and bears – and all are enigmatically lit and filled with atmosphere that complements the tension created by the 'sneak, hide and strike' nature of the gameplay. Each level leads onto a new clue or challenge and stealthy investigative work is broken up with surprise level boss challenges like the charming Ganda – a massive beast of a man with a big stick. No time for stealth here, just use your acrobatic skills to get behind him. Tenrai will also goad you throughout the game with surprise visits but you won't truly face him down until the very end – your fate depends on various decisions you make along the way. Tragedy is only a footfall away, but then that's half the fun.

Initially, the game's nine levels may seem a little short, and the repetitive stealth element may begin to lose its sparkle. There are a further two layouts of each level to be unlocked, but don't get too excited – the possibilities are not limitless. If you complete the mission to a high enough standard, the next layout becomes available, meaning a different distribution of guards and some

BOMBING AROUND The multiplayer allows you to pick up weapons as you go to surprise your friends. Ka-boom!

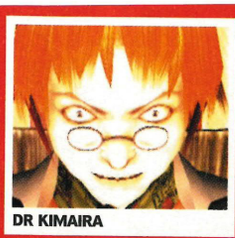
ROLL CALL

STALKING HEADS

There are plenty of freakish villains populating the Tenchu universe. Here are some of our favourites:

GANDA

Everyone must face this muscle-head at some point. He's all brute force so you need to jump around to expose his weak spot.



DR KIMAIRA

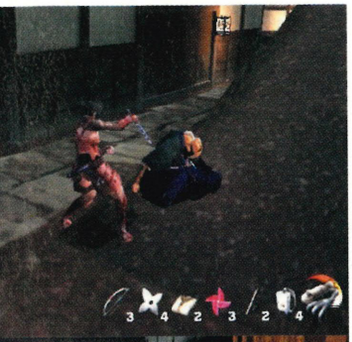
Weirdo toymaker and generally a bit loopy, the Doc attacks with a big doll on his head. A big doll with guns.

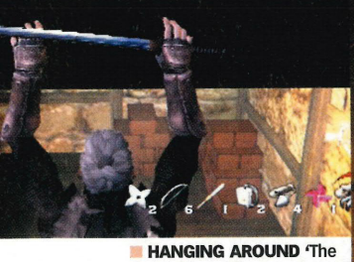
TENRAI

The big bad boss man and Rikimaru's nemesis. Will you finally defeat him? Will he ever get a suntan? Only time will tell.

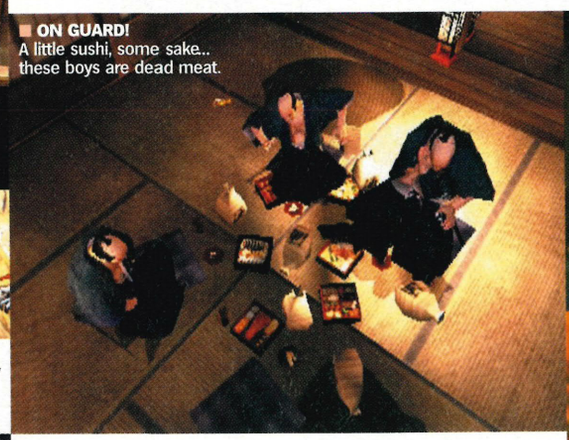
JINNAI

Sounds like Forrest Gump's missus, but is actually hard as nails. He's got a little surprise in store for you too...

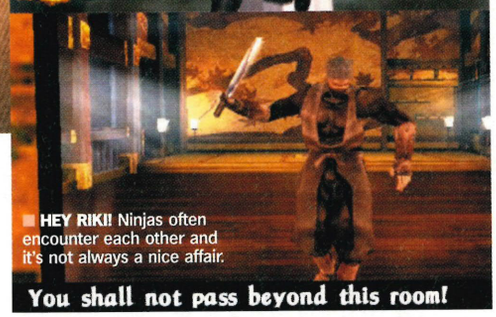




HANGING AROUND 'The dangle' is another great way to cautiously scout ahead.



ON GUARD! A little sushi, some sake... these boys are dead meat.



HEY RIKI! Ninjas often encounter each other and it's not always a nice affair.

GHOUL FRIEND? He's waving, but this nappy-clad fella's got fire in his belly.

blocked entrances rather than a whole new map. It's enough to entice you to play through the levels again, and those of you who just have to achieve top marks at every turn are really going to have to put the hours in.

The final battles require you to utilise all of the combat skills you've acquired along the way. Ayame's goal is a variation of Rikimaru's, with the slightly different focus of acquiring the 'Jewels of Power', but Tesshu faces a different climax altogether: a showdown with Jinnai in a thunderstorm in the Ronin Village. It's stirring stuff with an explosive finale that's not to be missed.

A STAB IN THE DARK

In a game as detailed as this, mastery of your ninja arsenal is of paramount importance to completing your missions, and now you have the ability to pick up weaponry from fallen guards along the way. The old favourite grappling hook is back, as are an array of other items including magic spells of invisibility and fire, potions, ninja armour, weapons upgrades and the innovative new sticky bombs which ninjas can frisbee from afar and then detonate using R3 – perfect for taking out larger foes or groups of guards. But be warned, if you eke out all your health potions on a mission and then get slashed to bits, you'll have to start again with none.

A Multiplayer mode is an addition not seen in either of the previous *Tenchu* games. You have the option to play in Versus or Cooperative mode with split-screen action. Unfortunately, the cooperative play is limited to specially generated levels rather than the plot missions. That said, the challenges set for two are inventive and fun, including protection and retrieval missions where you must show that you can work together, split up or use your particular skills to help the group.

IN MULTIPLAYER MODE YOU CAN PLAY AS GUARDS, DOGS, EVEN A STRANGE CHARACTER IN A SHIRT AND TIE

In Multiplayer mode you can choose to play as one of many unlockable characters, including guards, dogs, ninjas and even a strange character called DC CEO who wears a shirt and tie and has a mechanical arm. The Versus mode forms an entertaining diversion for party play and can also be used as a practice arena.

Unfortunately, your stealthier skills are useless in this kind of open arena, which detracts slightly from the game's primary ethos.

To say that *Wrath Of Heaven* moves the *Tenchu* franchise forward in leaps and bounds would be an overstatement. To say it's a game that creates an immersive atmosphere, boasting challenging gameplay, spectacular effects and a decent life span would be more accurate – and fairer to what it sets out to achieve. It could well take *Tenchu* from the level of a much-admired, last-gen game and allow it to compete with the PS2's more esteemed, gun-toting, stealth-'em-ups. There's something that just feels specialist about *Tenchu*, in a good way. Some PS2 owners will want to run out and buy this; at the same time, it will undoubtedly leave other gamers cold. Immediate gratification it is not, but if you crave the kind of satisfaction that can only be derived from achieving hard-earned goals in a wonderfully immersive universe, *Wrath Of Heaven* will make an honourable addition to your collection. ☐ **Mark Wyatt**

TENCHU: WRATH OF HEAVEN

Why we'd buy it:	**Why we'd leave it:**
- We can't get enough of making dopey guards bleed - Ninja are unassailably cool - It's like taking part in your own stealthy martial arts movie	- We'd rather be using night vision and silencers - There are still only nine levels to explore

Graphics	Beautiful. Spurting blood and atmospheric effects	08
Sound	Just Japanese music and guards' chatter	06
Gameplay	Great control system and satisfying kills	08
Life span	Variations on one theme. Good Multiplayer mode	07

An infusion of ninja style and killer gameplay across nine sumptuous levels. A great return to form for a classic title.

08

OFFICIAL VERDICT

LOCK AND LOAD

THE TOOLS OF THE TRADE

Big knives and throwing stars don't always cut it, so here are a few choice pick-ups to look out for on your travels.

1

NINJA ARMOUR
Possibly not the most stealthy outfit, but being wrapped up like a tortoise helps when you stumble into a room full of guards.

2

STICKY BOMBS
Just a red bit of paper? Not if you depress R3. Kiss your top knot goodbye, fella.

3

TETSUBISHI
Hey, why not pretend you're Scorpion from *Mortal Kombat* and drag your enemies closer before dispatching them?

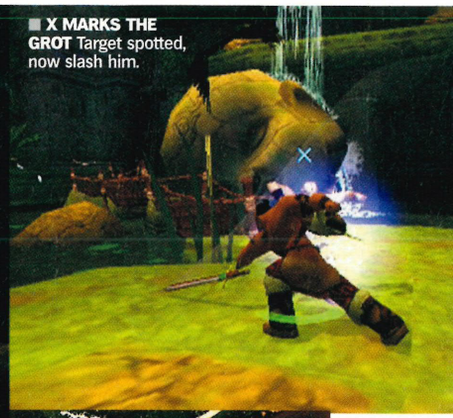
4

BLOW PIPE
No laughing at the back. Catch them unawares and this'll shuffle someone off his mortal coil, sharpish.

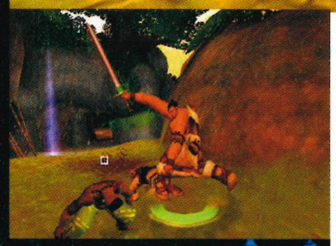
5

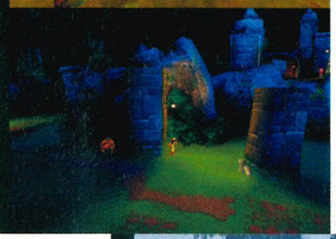
DOG BONE
That's right, you can call man's best friend to your aid. He's not great, but, aww, look at his shiny coat.

■ **TARGET PRACTICE** When the ⊗ is seen the shot is clean.



■ **X MARKS THE GROT** Target spotted, now slash him.





THE MARK OF KRI

A kiddie beat-'em-up? Looks can be deceiving. Mark our words...

PUBLISHER: **SCEE**
DEVELOPER: **SCEA SAN DIEGO STUDIOS**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **UK.PLAYSTATION.COM**
60HZ MODE: **NO**
SURROUND SOUND: **NO**
WIDESCREEN: **YES**

■ BACK STORY

Hailing from one of Sony America's internal US studios, The Mark Of Kri *is not a typical fantasy adventure, mixing elements from native South American culture with a helping of* Conan The Barbarian. *Incidentally, it's pronounced 'cree', not 'cry'.*

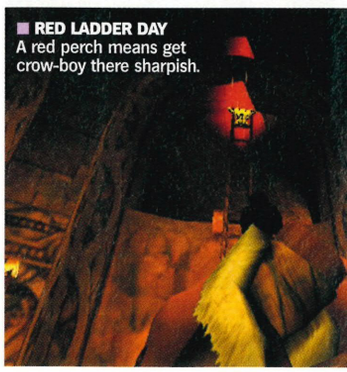
You've absolutely got to hear the narration in this game. It's rotund, leathery and bombastically subterranean. Surely the real-life chap behind this booming baritone is nine-feet wide, as hairy as a yak and has a mouth like a gymnasium? We may never know. But fans of verbal description in games will rejoice as things kick off with a resonating call to, "Gather round all of you who would listen..." For it is that kind of game – mythic, ancient and painted in a language of thudding spears, thwipping arrows and the clonk of sword against iron trouser.

While its intentions are clear, *The Mark Of Kri*'s visual credentials seem askew. Scenes are set up with static, skilful, Disneyish etchings; the in-game graphics are fun and cartoony; while the characters you meet are stylised to within an inch of their kiddie-friendly lives. All of which would sit nicely were you not to add to the melange some of the most brutal death scenes seen on PS2. 'Tis a confusement to be sure. It looks like an under 12s title, yet plays like kicking-out time in a Hanley boozer.

You are Rau, small of head and hefty of body. You're a barbarian, and indeed many characters address you directly as such – a situation which you could deem offensive were your profession not concerned exclusively with disembowelling people. Early doors, you're holed up in a tavern. You've got a sword. And nothing to do. The unseen bass-throat pipes up again, helpfully pointing out that, "his muscles yearn for action." This may be so, but what are his options? The barman tells Rau of a group of woodland thieves who need a good spanking, before suggesting that if it's too much trouble, Rau could help out in the bar. We attempted to take this latter path with a view to a *Conan*-style take on *Cheers* ('Where everybody knows your mane') but this option is revealed to be purely cosmetic. Rau must knobble the thieves.

So off he goes, sword in hand and bird on arm. But forget thoughts of loafing through adventures accompanied by an own-brand Xena in a tin bra. This bird actually *is* a bird – a black raveny, rooky-looking thing and central to the game's most original conceit.

■ **MURDER MOST FOWL** We tried to shoot our fluttering mate, but to no avail. No crow and oven chips then?

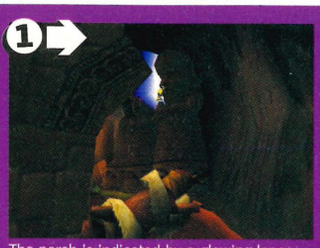


■ **RED LADDER DAY** A red perch means get crow-boy there sharpish.

HOW TO...

SHARE THE STEALTH

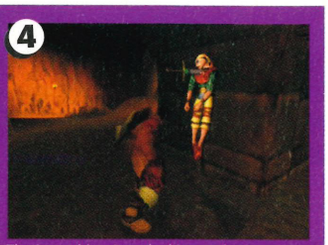
Get the lowdown from your beaky brethren then tip-toe in for a spot of gentle maiming.



1 The perch is indicated by a glowing lance of light – you'd think the baddies would spot that, too?

2 Once your flapping friend is in position, scope the area and plan your best sneaking route.

3 Pop your sword away and get against the wall. Now shimmy along until you're in range for your death move.



4 That's got him. Any clanking and muffled screams won't (somewhat bizarrely) be heard by his friends.

TIME FOR BED

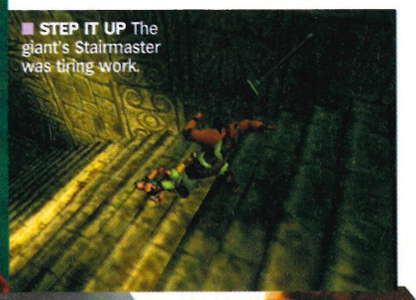
This ain't child's play. Ever seen a cartoon get hacked to pieces?

The dirty result of a stealth kill. Watch as Rau launches his sword through skull and into wall. Schlop!

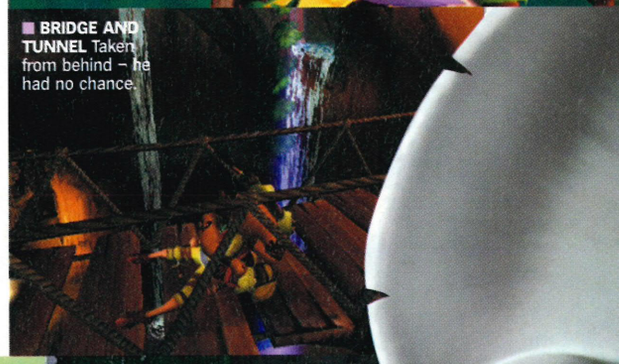
Get the slice right and it'll be a simple matter of 'off with the head' and out with an arc of gut-shaped plasma.

Swing the chappy back and forth, but make sure his cranium pops on the rock at least three times.

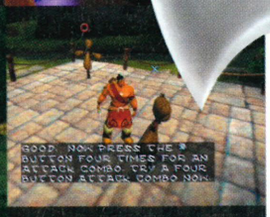
Just your typical skewering of a writhing fella – you'll need some hefty leverage to get your prod back out.



■ **STEP IT UP** The giant's Stairmaster was tiring work.



■ **BRIDGE AND TUNNEL** Taken from behind – he had no chance.



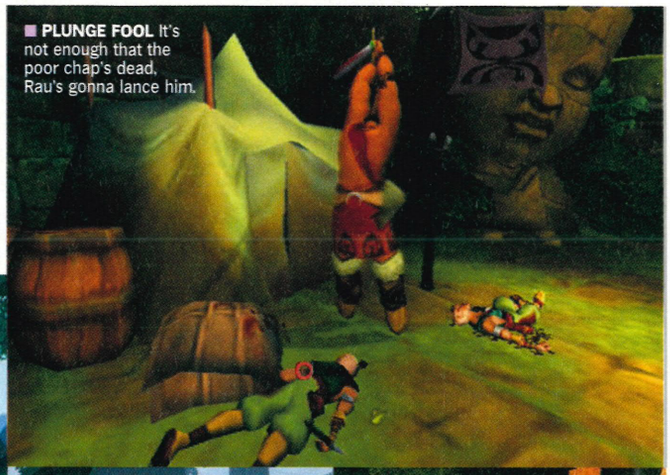
■ **MULTI-SHAFTING** He's a dead 'un. Now switch your attention to Mr ◎ or Mr ▢.

Your feathered friend can be ordered to various illuminated points in the landscape from which you can view proceedings through his eyes. This is invaluable in pinpointing foes, for while the foundations of the game are carved from gregarious swordplay, that ever-fashionable third-person stalwart – stealth – is vital too. When thieves, demons, archers or axe-strokers are looking the other way, Rau can sidle up behind them and perform a stealth kill. These mini-animations are fairly vile and range from repeatedly slamming an opponent's bonce on rocks to skewering a baddie to a wall with a sword through the neck. So bang goes any pretension towards infantile suitability.

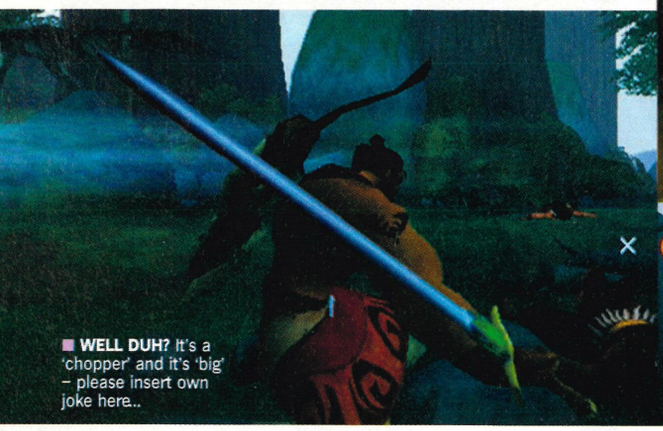
LOOKS LIKE AN UNDER 12s TITLE, YET PLAYS LIKE KICKING-OUT TIME IN A HANLEY BOOZER

But for all the game's mystifying meld of comic strip looks and X-rated carnage, it's an addictive pastime. Rau can target many antagonists at once. A rotation of the right analogue stick proffers a revolving target line and should an enemy fall within its reach, a button will be assigned to him. Later in the game you can be taking on up to nine irritants simultaneously by repeated tapping of one of the four main buttons. Defending (holding down R1) is crucial in these situations as you ➜

BOATYLICIOUS The way that the loading screens dissolve straight into action is testament to the game's designers.



PLUNGE FOOL It's not enough that the poor chap's dead, Rau's gonna lance him.

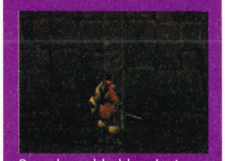


WELL DUH? It's a 'chopper' and it's 'big' – please insert own joke here...

DOUBLE ENDER A twos-up stealth kill. Even the second chap won't hear a thing.

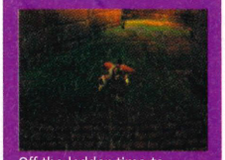
"HANG ON LADS, LET ME GET ME SWORD OUT!"

The baddies have no respect for your sluggish ladder-craft.



Swords and ladders just don't get along. Prepare for a lengthy animation.

Phew. Sword is away, time to climb. At long last.



Off the ladder, time to unsheath again. God, this is time consuming.

But look! While your animation is running, you're taking a whupping.

cannot be struck, which leaves you time to re-target groups to issue maximum hurt. Sound confusing? It isn't. It becomes second nature, allowing more adventurous combos to be unleashed.

This hack-heavy human butcher's shop is naturally stapled to a plot which (helped no end by our invisi-friend's boulder-dashed intonation) is actually rather riveting. After the initial by-numbers thief annihilation and the following 'help a fat man get his home back' mission, a slender fogey crops up in the tavern (the game's hub) and asks Rau to retrieve a parchment from a tomb guarded by scoundrels. Rau agrees, but little does the dunderhead realise (even though it's telegraphed a mile off) that the codger has foul intent on his mind. The parchment is, in fact, a shaving of human skin with one of the Marks of Kri on it. What the hell are they? Well, collect all six and a demonic spell will raise the dead and kill everyone. Cue some escapades to stop the evil OAP.

BOW SELECTA

While your sword is your main ally through the early missions, a further three weapons become available during play. While this may seem a little miserly, there is much jocularity to be garnered from their use. First up you get a bow, allowing you to take certain enemies down quietly with one brain-stab. If your target's sporting a helmet however, you're going to have to find another way to despatch them. There are other, sneakier ways to use the bow – try shooting the gongs or wild boars and watch as the guards are distracted. Next up, there's a big spear, which causes more favourable woundery than the sword. Then, finally, there's the battle axe, which can cleave people in two at a stroke. Sexy.

The Mark Of Kri is not a huge game – it can be completed in a week of casual play. But there are some pleasing intricacies. For example, your winged chum is not just for checking out the road ahead – send him to the right perch and he's able to activate levers to open doors. Care must be taken not do disturb groups of birds as the fluttering will alert the unwanted attention of guards. You can also stealth kill a pair of guys standing next to each other, although how the second target doesn't hear you beating your sword-hilt on his mate's throat-pipe from two feet away is unexplained.

There are more serious problems, too. Aside from an occasionally inebriated camera, the animations used during a finishing move (and also as Rau unsheathes his sword when climbing on or off a ladder) can infuriate. You'll find yourself vulnerable and powerless as the preset animation goes about its business. Furthermore, it seems odd that during the middle sections, your tactical grasp of stealth is utterly essential, but come the final mission the game resorts to wild hack 'n' slash, at which point the only real strategic decision to make is when to use health power-ups.

This charming, beautiful-looking game is screaming out to be highly recommended, but it is hamstrung by its inadequate length and some minor design flaws. The soundtrack is inspiringly atmospheric – we particularly like the Turkish-style wailing – while the AI of your adversaries is a far kri (sorry) from the worst we've seen (*Blade II* anyone?). Meanwhile, the grotesquely macabre baby thieves near the end of the game have got to rank as the most joyously irritating enemies ever, but we simply can't justify a higher score.

If you're considering giving Rau a run out, do remember that contrary to its innocent appearances, this is not a youngster's game. It's a demonic, evil, black, dour nightmare – severed limbs and screaming, skewered men abound. Oh, it's dark, so very, very dark. But don't take our word for it. Witness deep-voice-man's frighteningly portentous introductory spiel: "Dark spells… A world of darkness… The spell, however, was dark and powerful… Denizens of the world of darkness." What seems like an environmentally conscious quest rapidly descends into an procession of ugly violence. Which is how we prefer it anyway. ☐ **Stephen Pierce**

THE MARK OF KRI

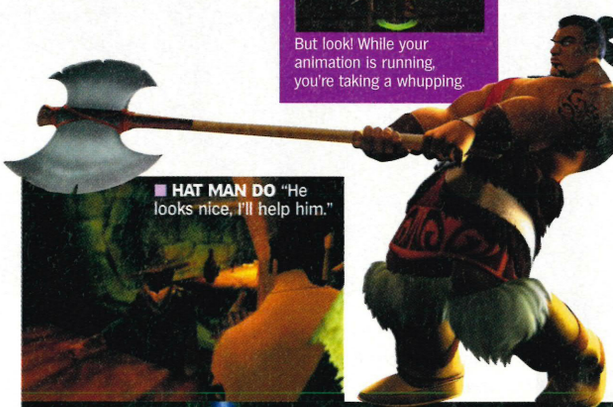
Why we'd buy it:	**Why we'd leave it:**
- Looks like a cartoon, only it's a dark, evil game - Stealth in a hack 'n' slash? It's unheard of - Big hairy-arsed narrative chatter	- It's over too soon. Boo - Irritating animations

Graphics	Ice cream flavoured and lovely stylisation	08
Sound	Moody ambience which doesn't intrude	07
Gameplay	Plenty of innovative touches	07
Life span	Just not long enough	05

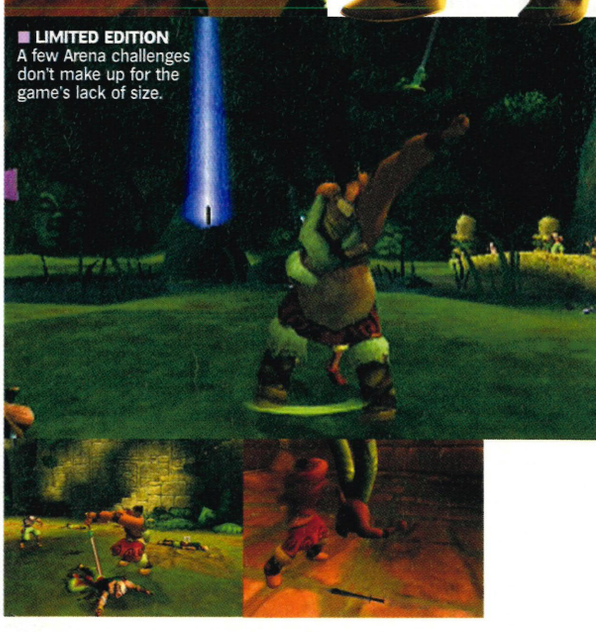
Not quite a classic but the 'looks nice, plays nasty' dynamic is inspired. A real dark horse.

07

OFFICIAL VERDICT



HAT MAN DO "He looks nice, I'll help him."



LIMITED EDITION A few Arena challenges don't make up for the game's lack of size.

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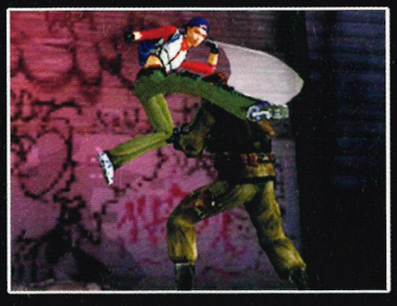

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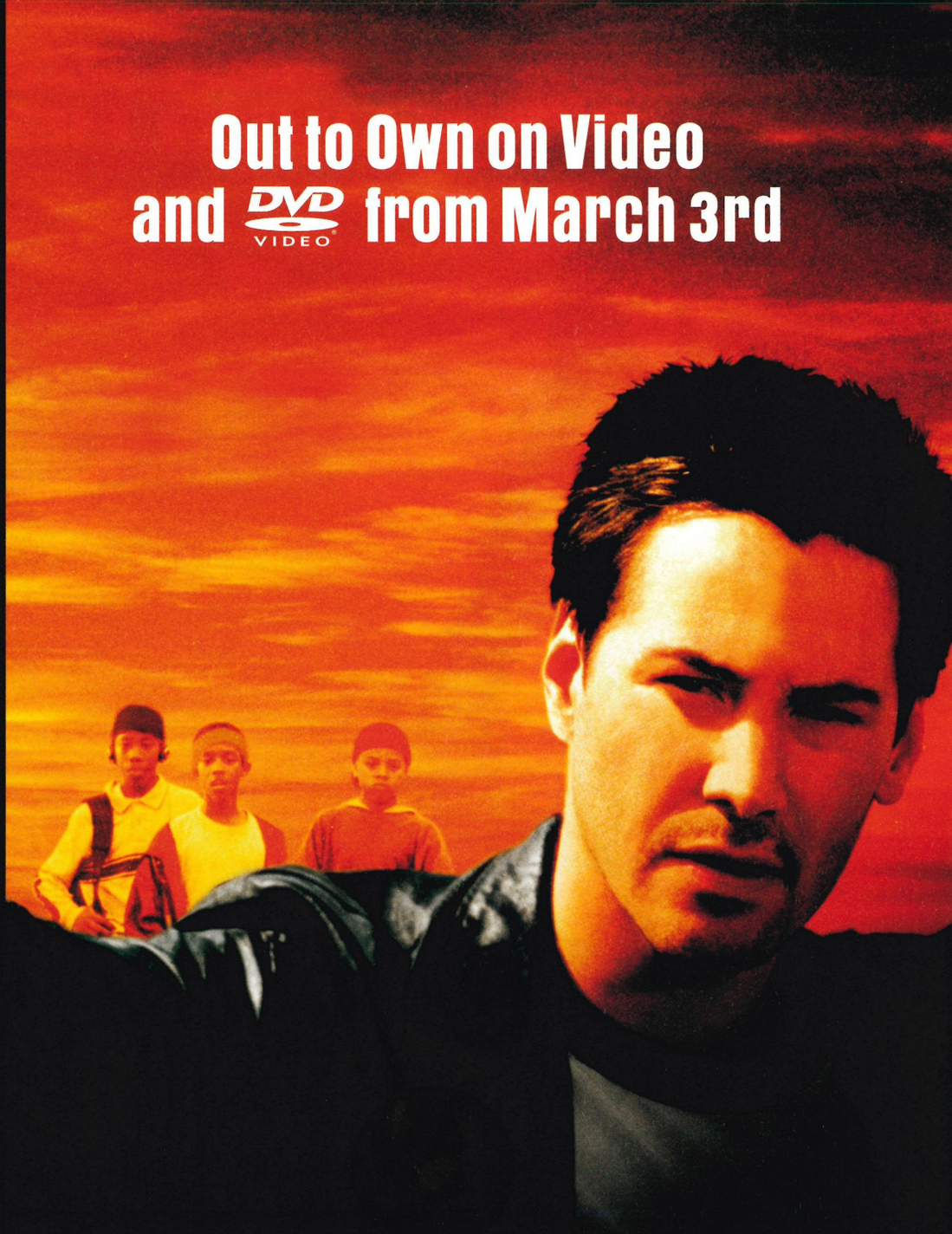
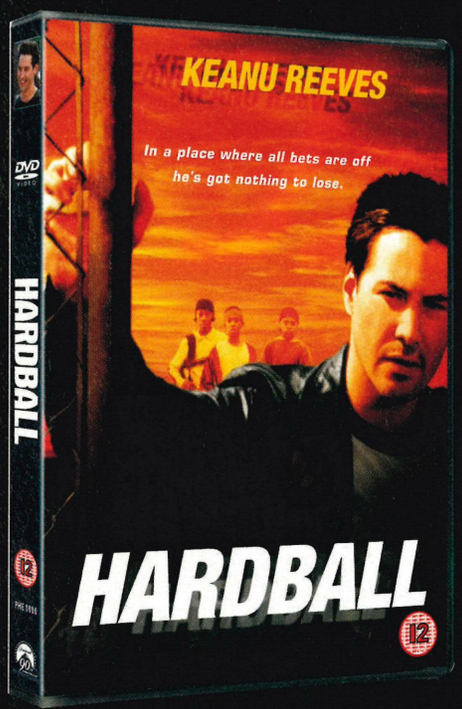
"Reeves has rarely been better, the kids are great and the baseball games are stand-up-and-cheer home runs."
— Ceri Thomas
– *TOTAL FILM*

"This is such a nice little gem of a movie. It'll lift you up where you belong."
— Derek Winnert
– *WHAT'S ON TV*

Out to Own on Video and DVD VIDEO from March 3rd





HARDBALL

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KEANU REEVES DIANE LANE "HARDBALL" JOHN HAWKES D.B. SWEENEY MIKE McGLONE GRAHAM BECKEL MUSIC BY MARK ISHAM MUSIC SUPERVISOR MICHAEL McQUARN
EDITED BY NED BASTILLE PRODUCTION DESIGNER JAYMES HINKLE DIRECTOR OF PHOTOGRAPHY TOM RICHMOND EXECUTIVE PRODUCERS KEVIN McCORMICK HERBERT W. GAINS ERWIN STOFF
BASED UPON THE BOOK BY DANIEL COYLE SCREENPLAY BY JOHN GATINS PRODUCED BY TIMA NUES MIKE TOLLIN BRIAN ROBBINS DIRECTED BY BRIAN ROBBINS

Soundtrack Available on So Def/Columbia/Sony Music Soundtrax

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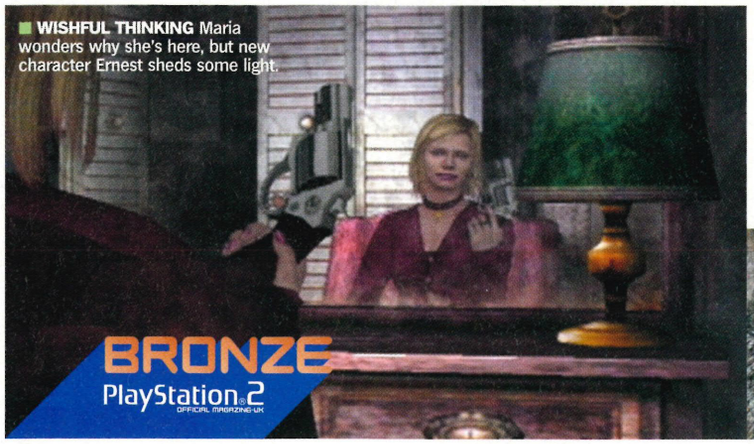
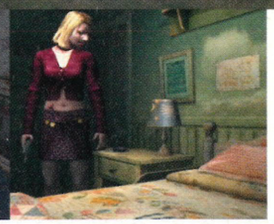
CLEAVE IT OUT Aside from her revolver, Maria now gets a meat cleaver to play with.

LEGGING IT The usual nightmarish creatures will torment you, but the best option is to run.



WISHFUL THINKING Maria wonders why she's here, but new character Ernest sheds some light.

PLAY MISTY FOR ME Many of the locations are familiar, apart from Baldwin Mansion.



SILENT HILL 2: DIRECTOR'S CUT

All aboard the blood bus, we're heading back to Satansville.

PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI TYO**
PRICE: **£19.99**
PLAYERS: **1**
OUT: **28 FEBRUARY**
WEB SITE: **WWW.KONAMI.COM/RESTLESSDREAMS**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

BACK STORY

Surely 'Hell Town, USA' needs no introduction? Originally designed to put a more psychological spin on a horror genre dominated by the Hollywood-style hokum of Capcom's Resident Evil *saga, the* Silent Hill *series truly came into its own, deeply disturbing element with the PS2's gloriously grotesque sequel.* The Director's Cut *is basically a port of the more complete Xbox version.*

Much has been said about *Silent Hill*. That town of decay where reality and fantasy cross over each other's threshold to breed hopeless paranoia, confusion, maybe even full-on insanity and death. That town where the inhabitants seemingly consist of decaying corpses bound to chainlink fences or lashed to rusty hospital beds, and those which *are* alive and relatively human-looking are as bemused to be there as you are. We've been there on PS2, our frail minds barely survived the ordeal intact, so what possible reason could we have to go back?

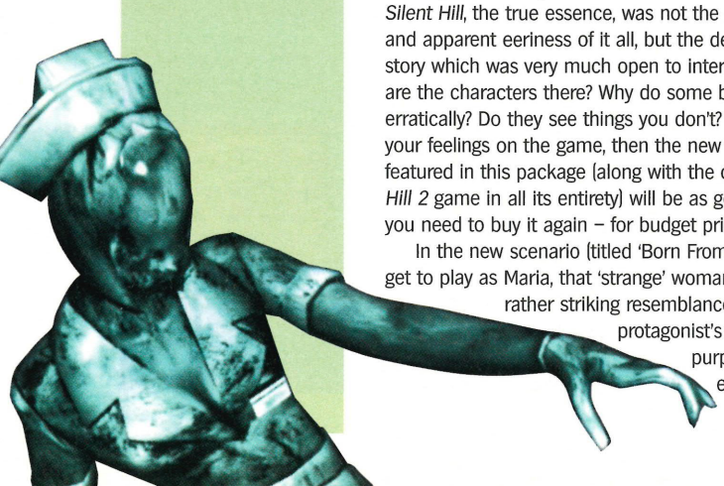
Well, that depends entirely on how you perceived the original *Silent Hill 2*. If you prefer your horror to be direct and to the point (like *Resident Evil*) and only played *Silent Hill 2* because you hoped it would be radically more in-your-face than the original PSone game, which you hated, then there is no reason. But if you prefer your horror to be more in the implication than the starkness, to get under your skin and mess with your mind, then the most psychologically demanding adventure ever devised will beckon you back with those sinister voices that inhabited sleepless nights for weeks after vacating the last time.

Why? Because you love the fact that the beauty of *Silent Hill*, the true essence, was not the gorgonzola gore and apparent eeriness of it all, but the deep, mysterious story which was very much open to interpretation. Why are the characters there? Why do some behave erratically? Do they see things you don't? If these were your feelings on the game, then the new scenario featured in this package (along with the original *Silent Hill 2* game in all its entirety) will be as good a reason as you need to buy it again – for budget price.

In the new scenario (titled 'Born From A Wish') you get to play as Maria, that 'strange' woman who bore a rather striking resemblance to the original protagonist's dead wife. The purpose of the exercise is to shed more light on her actions, imply her reason for being in Silent Hill and go some way to explaining her odd behaviour towards James Sanderland in the main game (blaming it on her time of the month would be too convenient an excuse in this case!).

Admittedly, Maria's scenario is short – at least it is if you know exactly what to do, because again, confusion and disorientation can add hours to your playing time – and this is perhaps why casual *Silent Hill* players should be wary about buying this version. However, rather than being action orientated, this mini-game is all about dialogue, and what you can glean from it will go some way to either fuelling or falsifying your own theories on the overall plot.

For true slaves of *Silent Hill*'s intrigue, *The Director's Cut* is a sound buy that adds more substance to an already tense and gripping tale. In exploring Maria's epilogue you are teased with a quick gaze into a bigger and even more diverse picture, you get to explore new environments (like the Baldwin Mansion), meet a new character called Ernest, brandish a new weapon (a meat cleaver) and get abducted by aliens (see X-Factor). Welcome back. And do enjoy your stay. ☐ **Ryan Butt**



SILENT HILL 2: THE DIRECTOR'S CUT

Why we'd buy it:	Why we'd leave it:
- We want to (hopefully) resolve a few mysteries from our last visit - Maria looks mighty cute in mock leopard-skin	- It's the same game, again - We didn't like the last version *that* much - We don't want to have to sleep with the light on again

Graphics	Stylish, but the fog could be construed as laziness	08
Sound	Once heard, it never leaves your head	09
Gameplay	Intensely gripping but at times too barren	08
Life span	The new scenario adds more scope	08

A more complete package than *SH2* – but still leaves plenty of loose ends that only your own intelligence can tie up.

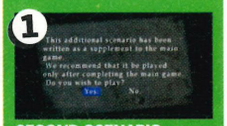
08

OFFICIAL VERDICT

X-FACTOR

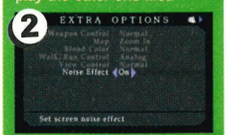
Director's Cut is a PS2 port of SH2: Restless Dreams – released, apparently exclusively, on Xbox. So are all the much-harped-on-about features of that version in this one?

1



SECOND SCENARIO
The main draw is here. You can opt to play two different scenarios – 'Letter From Silent Hill', the main game as featured in the last *SH2* on PS2, and 'Born From A Wish', the new mini-game. You can choose Maria's new scenario straight away, but the game advises that you play the other one first.

2



NOISE REDUCTION
The option screen that reveals the choice to reduce the 'noise' effects (the grainy, scratchy, movie-like effects that arguably give the game much of its eerie character) is available as a secret option after you complete the main game.

3

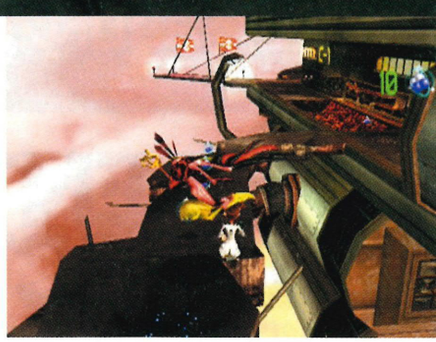
ALIEN ABDUCTION
Bingo! By completing 'Letter From Silent Hill' and then 'Born From A Wish', a blue gem will be available to pick up when you start a new game from your completed save data in 'Letter From Silent Hill'. Use this in key places and a new, sixth ending featuring UFOs will be revealed!

PlayStation.2 ON THE DVD

■ **CASUAL JUMPER** You know the drill: jump, jump, collect sparkly object.

■ **GENE STEALER** Sampling the DNA of monsters unlocks new morphs.

■ **THIN SPLIZZY** The Splizz gun can fire electro-magnetic blasts to stun enemies.



DR MUTO

Wanted: mad scientist to 'save' the world. Doomsday devices and maniacal laughter not required.

PUBLISHER: **MIDWAY**
DEVELOPER: **MIDWAY**
PRICE: **£34.99**
PLAYERS: **1**
OUT: **7 MARCH**
WEB SITE: **WWW.MIDWAY.COM**
60HZ MODE: **NO**
SURROUND SOUND: **NO**
WIDESCREEN: **YES**

■ BACK STORY

Midway has been keen to expand its gaming portfolio beyond traditional arcade titles. Dr Muto *follows fellow high profile platformer* Haven, *but disappointing sales of the latter do suggest that maybe these aren't the type of games that the public wants to play...*

Imagine a messy one night stand between the cartoon *Jimmy Neutron: Boy Genius* and *Jak And Daxter*. It would be a drunken tale of Bacardi Breezers, a cheap hotel, both waking up in the morning with the horrifying realisation that clothes are missing and they're not alone (and if you haven't experienced anything like this yet, oh, you will). A lovechild born of this wham-bam union would have the gaming DNA of both parents – the bold graphics of *Neutron* and the orb-collecting ledge-leapery of *J&D*. Blessed – or should that be cursed – by its parentage, It might look something like Midway's *Dr Muto*.

The game doesn't actually do anything new. Nor does it capture the imagination with cool characters and breathtaking landscapes. But it does have a certain something. Crazy-haired Dr Muto, the designated platform hopper, is a mad-looking but not necessarily mad scientist – part Emmett Brown from *Back To The Future* and part Dr Frankenstein with a pinch of *Futurama*'s Professor Farnsworth. It is from his bumbling genius that we get our plot. Having accidentally blown up his planet during the search for a new power source, Dr Muto must build a machine called the Genitor in order to put it back together. Of course, the pieces for this fabulous machine have been scattered across various different worlds.

Guided by a mellow-voiced, *2001*-inspired computer called AL, Dr Muto's sci-fi quest is split across four different planets – Flotos, Totltec, Aqeum and Mazon. Each one features several enemy-infested, puzzle-littered levels across which the heroic doctor must run, jump and double-jump, not to mention blast and zap, climb, swing, swim and fly. But while *Dr Muto* seems to fit snugly into a familiar platform format, Midway's new game features several tweaks and twists to help cement its appeal with gamers. Right from the start, there's more to *Dr Muto* than health packs, spinning collectables and end-of-level boss battles.

THERE'S MORE TO *DR MUTO* THAN HEALTH PACKS, SPINNING COLLECTABLES AND END-OF-LEVEL BOSS BATTLES

GENE GENIE

For a platform game to truly stand out it needs to peddle a gimmick. *Jak And Daxter* featured a beautifully landscaped gameworld and Disney-style animation; *Ratchet & Clank* popped up on our radar thanks to its multi-planet environment and array of bizarre weaponry. In *Dr Muto*, the game's designers have given the shock-haired boffin the ability to morph into different creatures to help him overcome the later, trickier levels. In his default human form, the Doc can jump with the aid of rocket-powered boots. He also carries a Splizz gun, a combination of blaster weapon, DNA-extractor and short-range, electromagnetic tractor beam.

By using the Splizz gun's DNA extractor, the daring doc can sample the genetic structure of many of the enemies that he faces. By collecting enough samples from different creatures, various different 'morphs' can be unlocked. The first of these bio-manipulations is the Gerbillius Doctorus, transforming Dr Muto into a small rodent so that he can crawl through small holes to access new and secret areas. Extract DNA from fire ants, roaches and other skittering nasties and you can access Doczilla (half Muto, half ape), Arachnidoc (more 'spider'

PLATFORM ESSENTIALS

Dr Muto may feature a quirky look and vivid interplanetary questing, but the trusted platform props are ever present. Let's tick them off.

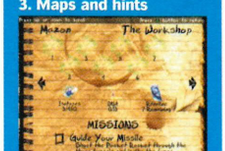
1. Gadgets

By collecting scrap metal parts on a level, you can unlock and use a range of gadgetry, ie Super Boots.

2. Collectables

This is the machine that will save the world. The Genitor 9000, however, has been split into several lost pieces.

3. Maps and hints



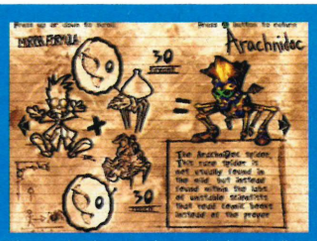
View your progress through a level *Jak And Daxter*-style. There are Isotopes, DNA and Terra to collect.

MIGHTY MORPHING

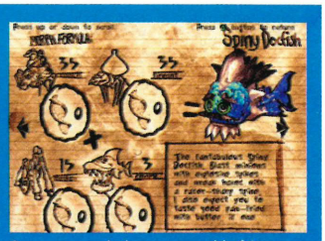
Dr Muto's big gimmick is that its nerdish hero has the ability to morph into different creatures. This allows the doc to overcome obstacles and puzzles. To unlock the morphs, you must capture DNA from lesser nasties.

This rodent morph is available at the start of the game, giving a dinky Dr Muto access to areas that big Dr Muto just can't reach.

To unlock the Doczilla morph you need to capture DNA from ten spider creatures and 20 roaches. Splizz gun at the ready...



The Arachnidoc morph can climb up walls, produce timed 'arse bombs' and also fire webbing like a grappling hook.



Once you reach the water world of Aquem, the Spiny Docfish morph is vital. Don't use it on dry land, however. You'll suffocate.

■ **GETTING HIGH** Dr Muto has rocket-powered boots to aid jumping.

■ **MONKEY BUSINESS** Certain game sections can only be overcome by using the morphs.

than 'man'), Docfish (do you want chips with that?) and Teradoctyl (less a dino-mutation, more a flying squirrel).

Each mutation brings a new set of skills to the platform party. Doczilla has the ability to use monkey bars and can use its weight to depress large switches. Arachnidoc can fire webbing to swing across obstacles and defecate timed bombs. Docfish is perfect for the deepwater levels of the planet Aquem, while Teradoctyl can take to the air and fire globules of something very deadly and green.

The immediate effect of these mutations is to break up the familiar jump-blast-jump game dynamic. The climbing, swimming and flying are all welcome diversions. They force you to use different skills to clear a level of its crawling/flying nasties and solve the familiar switch-based puzzles. But each level relies on the mutations rather than giving you an alternative way to complete a puzzle. Some key areas can only be accessed in the tiny rodent form, or by climbing webbing that only the spider mutation can cling to. Consequently, your path through the game is obvious, rather than challenging; repetitive rather than innovative.

Midway has tried to spice things up a bit with unlockable gadgetry. For example, by collecting scrap metal power-ups on a level, you can access temporary Invulnerability and Invisibility cloaks, or pick up a Pocket Rocket (for blasting enemies) or Super Boots (for extra high leaping). And where *Jak And Daxter* challenged you to collect a full set of power cells on each of its levels, *Dr Muto* features sparkling green collectables known as Terra. But Dr Muto isn't an instantly likeable hero. Mad scientists are rarely cool – they are typically sidekick characters at best. Poor camera tracking doesn't help matters either and imprecise character control makes gameplay frustratingly difficult at times.

Dr Muto looks good, plays well and boasts an impressive 22 levels of object-collection and nasty-blasting. But there's nothing here that you haven't seen before and nothing that we can tell you about with great enthusiasm or emphasise with capital letters. So is it just another platform game? Beyond the nice visual touches and the quirky gimmick, yes. But if a repeat prescription of platform adventure is what the doctor ordered, your next fix is ready for you to pick up. □ **Dean Evans**

DR MUTO

Why we'd buy it:	**Why we'd leave it:**
- 22 levels of eminently playable platformer fun - Interesting mutation aspect	- Linear and repetitive gameplay - Poor camera tracking, imprecise controls

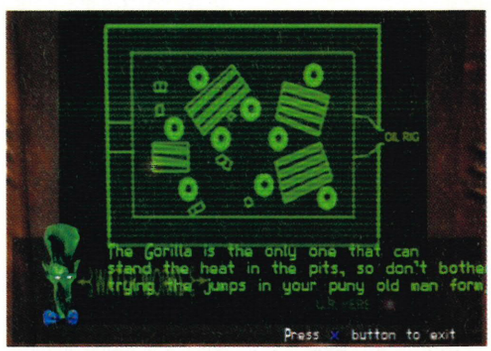
Graphics	Seemingly stolen from *Jimmy Neutron*	07
Sound	Whizzes, fizzles, ka-booms and bangs	06
Gameplay	Jump, collect power-ups, jump...	06
Life span	Four planets, 22 pretty tough levels	07

A very playable platformer indeed, but one that merely fattens rather than advances the traditional genre.

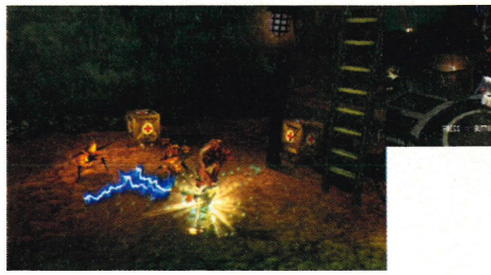
06

OFFICIAL VERDICT

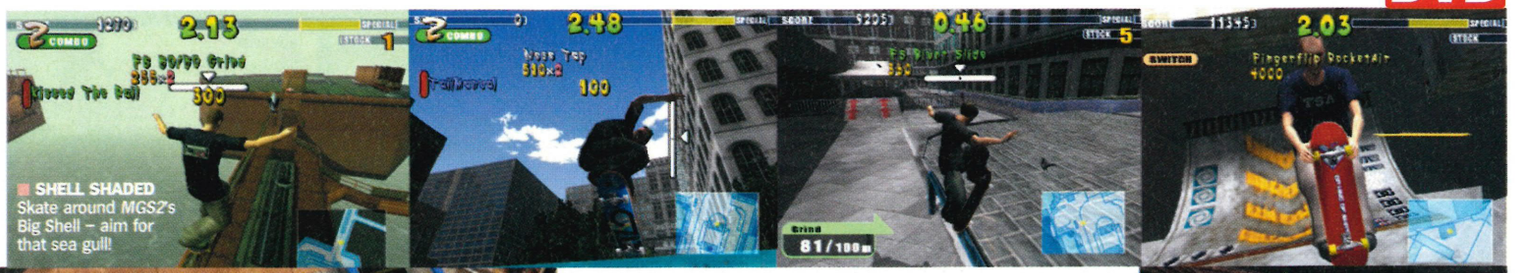
■ **SPIDER-MAN** If Peter Parker had gained a spider's looks as well as its powers, he might have been an uglier superhero.



■ **YOU ARE HERE** At key points during a level, you can check on your progress and gain hints from these map terminals.



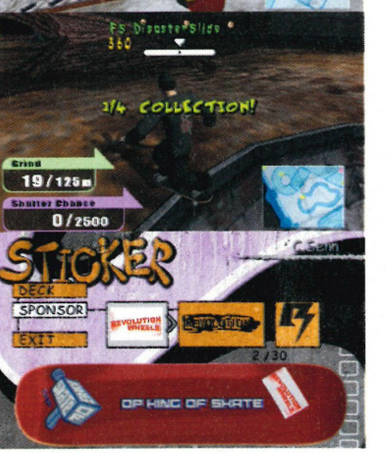
ON THE DVD



■ **SHELL SHADED** Skate around *MGS2*'s Big Shell – aim for that sea gull!

■ **POINTLESS** Fancy moves are in short supply and don't award many points...

■ **CRY FREEDOM** Echoing our sentiments exactly – we'd rather fly with the Hawkster!



■ **DECKED OUT** Customise your board with a plethora of fancy graphics and stickers.

PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI OSA**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.KONAMI.COM/EVOLUTIONSKATE**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

EVOLUTION SKATEBOARDING

If this is evolution, we want our tails back.

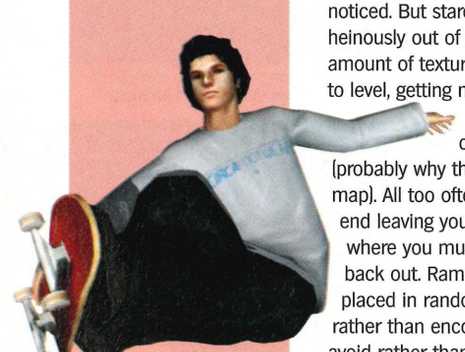
■ BACK STORY

The follow-up to ESPN X Games Skateboarding, *Konami's skate franchise has now been given the 'Evolution' tag to capitalise on the popularity of the publisher's* Pro Evolution Soccer *games. Don't be fooled, though. Silky skills are far from evident here.*

Don't be fooled by the 'Evolution' tag. Unlike Konami's heralded soccer series, the Evolution here doesn't denote a bold step into the beyond. It's more like the dictionary's lesser known definition of 'Evolution': *An exercise carried out in accordance with a set procedure or plan.* So more unimaginative skatey tasks set against a freedom-obliterating time limit, then!

The game's main Arcade mode is broken down into seven stages. These vary depending on which skater you've selected (there are eight to choose from) and comprise of seven tasks, five of which must be completed before the next stage is unlocked. These tasks involve the standard skate fodder of achieving high scores, pulling off long combos, collecting floaty items and also a challenge which is unique to the stage. However, those hoping to rip straight into this game with the ease of Hawk's efforts will be sorely disappointed by the control system from hell and some bland level design.

Admittedly, the look of the game is mightily enticing with a bold, coin-op sheen that's guaranteed to get it noticed. But stare closer and you'll notice that skaters are heinously out of proportion to their boards, and the amount of texture in the stages varies greatly from level to level, getting noticeably worse as you go on. Like we said, the stages are also poorly constructed and hard to navigate (probably why the developer included an on-screen map). All too often your skating lines come to an abrupt end leaving you nowhere to go except for dead ends where you must repeatedly bounce off the walls to get back out. Ramps, rails and kickers are also seemingly placed in random locations that hinder your creativity rather than encourage it, posing as useless obstacles to avoid rather than the essential link to obtaining astronomical scores in a combo run.



Not that you'll be bowled over by the points on offer in this game. Varied tricks are in short supply and linking them together is a cumbersome and highly tedious affair – especially given that the controls are so messed-up and unresponsive.

Evolution Skateboarding does get some elements right though – like the way in which you can customise all aspects of your board, right down to the grip tape and underside graphics. The inclusion of boss characters to battle, although not really in keeping with the style of the game, offers welcome variety to the monotony and frustration generated by the standard stages.

Tony Hawk's Pro Skater 4 was always going to be a tough act to follow, but the truth is, this game isn't even as good as the Hawkster's first session on PSone. Committing the cardinal sin of sending the player into a situation where it's inevitable that their skating line will come to an abrupt halt is all the proof you need that Konami, for all its prowess on the football field, clearly knows truck all about skating games. □ **Ryan Butt**

EVOLUTION SKATEBOARDING

Why we'd buy it:	**Why we'd leave it:**
- As a preview to the skating bits in *MGS2: Substance* - Battling bosses on a board sounds novel - Great, easily accessible interface	- Controls that don't respond until the animations have ended - Naff, restrictive level designs - Much worse than any *Tony Hawk* game

Graphics	Initially impressive, but flawed in places	07
Sound	Passable tunes, abysmal commentary	05
Gameplay	Poor controls and retarded level design	04
Life span	Requires saintly patience	04

Wait for *MGS2: Substance* – its brief use of this game engine will tell you all you need to know about *Evolution*.

04

OFFICIAL VERDICT

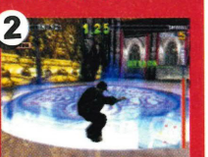
SKATE OR DIE!

Perhaps Konami thought boss battles were a good idea at the time. In practice, these encounters are half-hearted affairs that pose little or no real challenge whatsoever.

1

TRUCK STOP
A runaway rig is causing mayhem downtown. Grind the panels surrounding it to deplete its energy bar and bring the marauding machine to a halt.

2



FRIGHT NIGHT
In the church, a wrong turn summons a vampire who unleashes a skeleton army. Boneless into the boney ones to sap Drac's energy and send him back to hell.

3

ARACHNOPHOBIA
Cruising through the castle, things take a dramatic twist when you stumble into the lair of a giant spider. While avoiding the hairy beast's fiery phlegm, you have to grind its webbing to send it crashing to its doom.

sometimes you just don't have it in you to be nice. when the fortune of your race is in the hands of Evil, there's only one kind of force that opens doors. think hard, work fast, break bones, vengeance will be yours.

PlayStation 2 | NINTENDO GAMECUBE™ | XBOX

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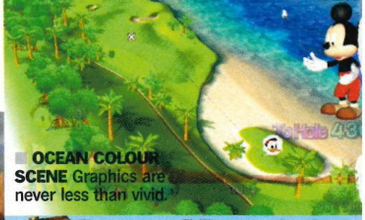


DISNEY GOLF

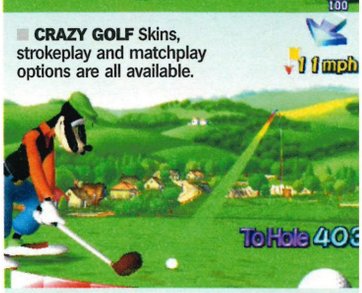
Birdies, eagles and a duck called Donald.

PUBLISHER: **EA**
DEVELOPER: **DISNEY INTERACTIVE**
PRICE: **£29.99**
PLAYERS: **1-4**
OUT: **NOW**
WEB SITE: **WWW.UK.EA.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

You might approach *Disney Golf* thinking it will be childlike and brightly shallow. You might expect the odd sing-a-long, talking golf balls or giant weights falling from the sky to crush underperforming golfers. But *Disney Golf* has none of the wackiness associated with the House Of Mouse's classic cartoonery. There are no dancing teacups or flying elephants, no *Zippedy Doo-Dah* or *I'm The King Of The Swingers* (although the latter would have been apt). Instead, it's a surprisingly playable golf game.

Of course, this isn't an entirely *straight* game of golf. There are several recognisable and realistic modes of play – Strokeplay, Matchplay and Skins, plus combination play for a pair of two-player teams, Long Drive or Near Pin contests and a Challenge option where you play against AI characters. Each toon has their own playing style. Donald Duck is a good all-rounder, while Goofy is a power player with a hefty swing. You can set handicaps and view 3D fly-bys of the six available courses, including tropical and mountain landscapes with 18 holes set in the American desert. Arcade-wise, golfers can select power-ups to enhance play, sending the ball further, negating wind effects and slowing down the swing meter.

With its bright, colouring-book graphics, *Disney Golf* looks every inch a game aimed at kids who watch *The Tweenies*. But with realistic options, multiplayer modes and unlockable courses and characters, there's much to like. It's a good, family game that can be as complex or as idiot-proof as you want it to be. ☐ **Dean Evans**



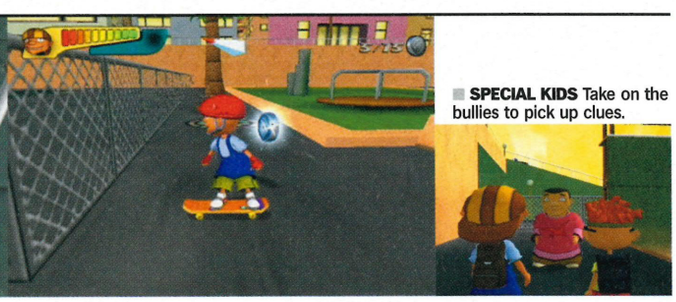
DISNEY GOLF

Why we'd buy it:	Why we'd leave it:
- Real golf games suck the fun out of ball-thwacking	- Only eight characters, only six courses

Graphics	07	*PGA Tour Golf* + Walt Disney toon icons = a surprisingly enjoyable and playable game.
Sound	06	
Gameplay	07	
Life span	05	

06

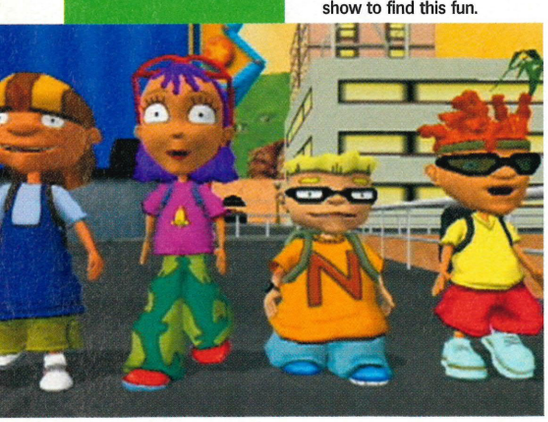
OFFICIAL VERDICT



ROCKET POWER: BEACH BANDITS

The tweenage power rocket takes a wrong turn and crashes into PS2.

PUBLISHER: **THQ**
DEVELOPER: **EVOLUTION GAMES**
PRICE: **£19.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.THQ.CO.UK**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**



Never heard of the Rocket Power team? We'll fill you in: Otto, Reggie, Twister and Sam star in their own Nickelodeon cartoon. Think *The Rugrats: The Tweenage Years* and you're about there. School's out and the crew are ready to spend their summer on the beach, but someone's nicked all the sand. There's a mystery to solve and only freaky-looking kids in safety helmets can solve it in a 3D platformer way.

You begin in the holiday resort of Ocean Shore where you must swap between the four team members and find clues about what to do next. You're often challenged to an extreme sport competition; win, and you get a clue. Otherwise, it's a case of pottering around and shooting robots with hockey pucks. It's as dull as it sounds.

You are given freedom, but this doesn't exactly pepper you with options. Consequently you end up wandering around, waiting for something to happen. Simply getting from A to B is frustrating, despite the fact that you have a choice of transport. Walking around on foot is sluggish – zipping about on skateboards or in-line skates would be preferable, if getting yourself unhooked from the scenery wasn't such trouble.

What the game does do well is incorporate cut-scenes with in-game action, providing the feel of an interactive cartoon. In this respect, it shows more appreciation of its source material than any *Simpsons* game, and should please fans of the show. But if you're looking for decent gameplay, whatever your age, you won't find it in this turkey. ☐ **David Harrison**

ROCKET POWER: BEACH BANDITS

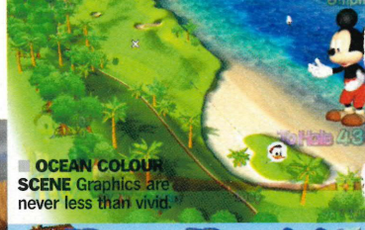
Why we'd buy it:	Why we'd leave it:
- We just can't get enough of those *Rocket Power* scamps	- It's extremely pedestrian, even for a kiddie game

Graphics	05	Niggly, unevenly paced, 'kiddie game' effort that does very little to stimulate or excite.
Sound	04	
Gameplay	03	
Life span	04	

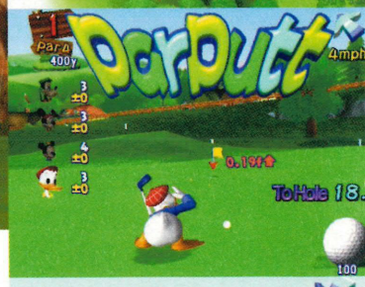
03

OFFICIAL VERDICT

MOUSE HOLE Remove the toons and it's just a simple game of golf.



OCEAN COLOUR SCENE Graphics are never less than vivid.



DISNEY GOLF

Birdies, eagles and a duck called Donald.

PUBLISHER: **EA**
DEVELOPER: **DISNEY INTERACTIVE**
PRICE: **£29.99**
PLAYERS: **1-4**
OUT: **NOW**
WEB SITE: **WWW.UK.EA.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

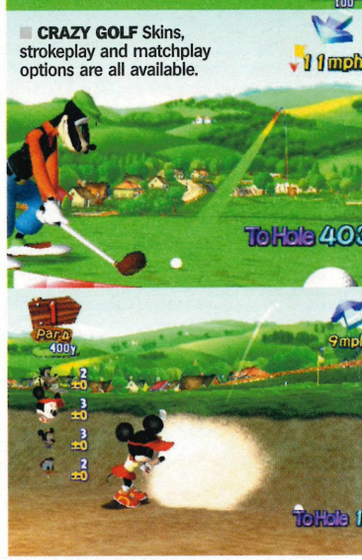
SOFT CEL Legends of Disney in poly-perfection.

You might approach *Disney Golf* thinking it will be childlike and brightly shallow. You might expect the odd sing-a-long, talking golf balls or giant weights falling from the sky to crush underperforming golfers. But *Disney Golf* has none of the wackiness associated with the House Of Mouse's classic cartoonery. There are no dancing teacups or flying elephants, no *Zippedy Doo-Dah* or *I'm The King Of The Swingers* (although the latter would have been apt). Instead, it's a surprisingly playable golf game.

Of course, this isn't an entirely *straight* game of golf. There are several recognisable and realistic modes of play – Strokeplay, Matchplay and Skins, plus combination play for a pair of two-player teams, Long Drive or Near Pin contests and a Challenge option where you play against AI characters. Each toon has their own playing style. Donald Duck is a good all-rounder, while Goofy is a power player with a hefty swing. You can set handicaps and view 3D fly-bys of the six available courses, including tropical and mountain landscapes with 18 holes set in the American desert. Arcade-wise, golfers can select power-ups to enhance play, sending the ball further, negating wind effects and slowing down the swing meter.

With its bright, colouring-book graphics, *Disney Golf* looks every inch a game aimed at kids who watch *The Tweenies*. But with realistic options, multiplayer modes and unlockable courses and characters, there's much to like. It's a good, family game that can be as complex or as idiot-proof as you want it to be. ☐ **Dean Evans**

CRAZY GOLF Skins, strokeplay and matchplay options are all available.



DISNEY GOLF

Why we'd buy it:	Why we'd leave it:
- Real golf games suck the fun out of ball-thwacking	- Only eight characters, only six courses

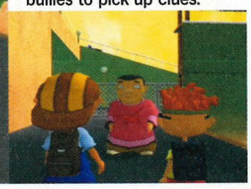
Graphics	07	*PGA Tour Golf* + Walt
Sound	06	Disney toon icons = a
Gameplay	07	surprisingly enjoyable
Life span	05	and playable game.

06

OFFICIAL VERDICT

SKATE STARTER Getting trapped on the scenery is no fun.

SPECIAL KIDS Take on the bullies to pick up clues.



ROCKET POWER: BEACH BANDITS

The tweenage power rocket takes a wrong turn and crashes into PS2.

PUBLISHER: **THQ**
DEVELOPER: **EVOLUTION GAMES**
PRICE: **£19.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.THQ.CO.UK**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

POWERLESS You'll have to be a massive fan of the show to find this fun.

Never heard of the Rocket Power team? We'll fill you in: Otto, Reggie, Twister and Sam star in their own Nickelodeon cartoon. Think *The Rugrats: The Tweenage Years* and you're about there. School's out and the crew are ready to spend their summer on the beach, but someone's nicked all the sand. There's a mystery to solve and only freaky-looking kids in safety helmets can solve it in a 3D platformer way.

You begin in the holiday resort of Ocean Shore where you must swap between the four team members and find clues about what to do next. You're often challenged to an extreme sport competition; win, and you get a clue. Otherwise, it's a case of pottering around and shooting robots with hockey pucks. It's as dull as it sounds.

You are given freedom, but this doesn't exactly pepper you with options. Consequently you end up wandering around, waiting for something to happen. Simply getting from A to B is frustrating, despite the fact that you have a choice of transport. Walking around on foot is sluggish – zipping about on skateboards or in-line skates would be preferable, if getting yourself unhooked from the scenery wasn't such trouble.

What the game does do well is incorporate cut-scenes with in-game action, providing the feel of an interactive cartoon. In this respect, it shows more appreciation of its source material than any *Simpsons* game, and should please fans of the show. But if you're looking for decent gameplay, whatever your age, you won't find it in this turkey. ☐ **David Harrison**

ROCKET POWER: BEACH BANDITS

Why we'd buy it:	Why we'd leave it:
- We just can't get enough of those *Rocket Power* scamps	- It's extremely pedestrian, even for a kiddie game

Graphics	05	Niggly, unevenly paced,
Sound	04	'kiddie game' effort that
Gameplay	03	does very little to
Life span	04	stimulate or excite.

03

OFFICIAL VERDICT

KOEI®

Xtreme Legends™

DYNASTY WARRIORS 3™

The Warriors Return, and the Battle Rages On...

7 Untold Stories

Play as 7 fierce generals in Musou mode: Lu Bu, Diao Chan, Meng Huo, Zhu Rong, Zhang Jiao, Dong Zhuo and Yuan Shao. Completely revamped stages with new scenarios and events.

Customise Your Bodyguards

Assign playable characters, including Lu Bu, as your bodyguards. Use Double Musou Attacks in a one-player game. Select the gender, uniform, and weapon for each guard in your unit.

- Discover 5th Weapons and New Items!
- Four New Challenge Modes!
- New "Very Hard" Difficulty Level!
- Challenge Mode Ranking System!

DW3 REMIX!!! Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Saved data is fully compatible between both games.

AVAILABLE MARCH 2003

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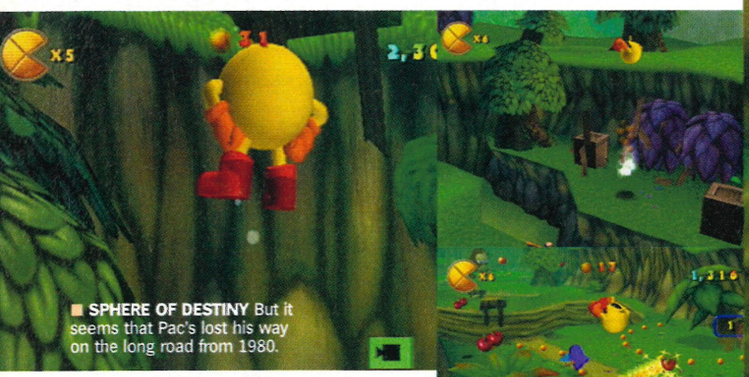
PlayStation®2



■ **SPHERE OF DESTINY** But it seems that Pac's lost his way on the long road from 1980.

■ **SUPER SONIC** Pac-Man has borrowed his new spin-dash move from a certain Sega hedgehog.

■ **GHOST BUSTER** He's still the man.

PAC-MAN WORLD 2

The original videogame hero chomps his way onto PS2.

The pill-popping, ghost-munching yellow blob is the most enduring gaming icon of them all. He's old enough to be Lara Croft's grandpa, yet, despite a sickly Disneyfied makeover, he's still turning heads well into his retirement years.

These days he's less concerned with the old 'twitch gaming' that made his original outings a severe test for the most hardcore of players. The Pac-Man of 2003 wants to be *Mario*, and as such has borrowed just about every 3D platforming trick in the book.

Pac-Man's mission in this sequel to the PSone 20th anniversary game, *Pac-Man World*, is to recover the golden fruit stolen from the magical tree that grows in Pac-Village, the capital of Pac-Land. Things were a lot simpler back in the days when the fruit just appeared out of nothingness in a maze, but the same bunch of sneaky ghosts are still responsible for the thieving.

So it's platform adventure time for Pac, as he leaves the security of his extended family of arcade relations and learns some of the best moves from the most well-established modern stars. He can spin like *Sonic the Hedgehog*, turn metal like *Mario* and leap like *Klonoa*. The familiar dots and power pills are tucked away in hard-to-reach locations for anyone who wants a 100% rating, although the levels can be completed without having to eat them all. As long as you make it to your goal, having successfully tackled various pitfalls along the way, the game can be finished very quickly.

There are seven themed worlds to negotiate, each featuring a handful of separate levels, but *Pac-Man World 2* isn't remotely new. All of the usual level clichés are present and correct, from slippy-slidey ice worlds to underwater reefs to Lava Land, and there's usually a new gameplay feature added for good measure in each – trampolines to bounce on, flippers for swimming, ice skates and so on.

Some of the game's levels work a treat, but others do feel like they were tacked on to extend the playing time, while the wobbly camera can be enough to induce motion sickness. However, there is something strangely amusing about watching a beach ball with arms, legs and a face scampering around a cartoon forest, and most of the levels are short enough not to outstay their welcome.

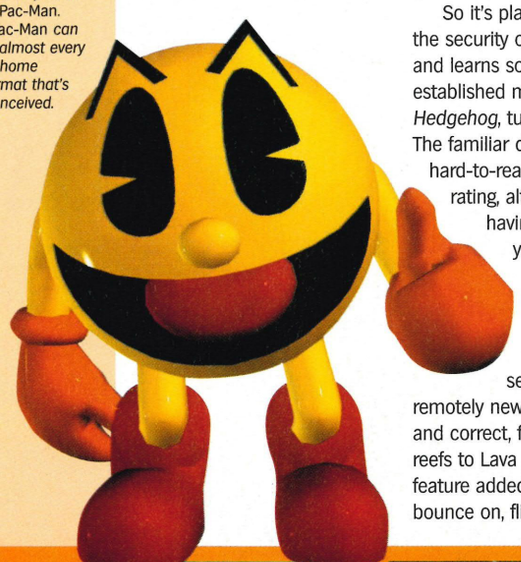
Since the original *Pac-Man* was a ground-breaking game, it would have been nice to see Namco do something a little more adventurous with him – lop off his limbs and have him rolling around like *Marble Madness*, perhaps. Instead, there's a retro arcade where various old-skool *Pac-Man* games can be unlocked. Unfortunately, this only serves as insight into just how many times the original genius idea was diluted before Namco thought, "Stuff this, let's just make a *Mario* clone."

Pac-Man World 2 is simple and unoriginal stuff, yet the cute character design and colourful worlds do make it mildly diverting. While there may be life left in the old boy yet, we can't help but wonder if those pills have finally gone to his head. □ **Martin Kitts**

■ BACK STORY

Namco's Pac-Man *series is one of the most successful franchises ever. A smash hit in 1980, it spawned arcade sequels such as* Pac-Man Jr, Ms Pac-Man, Pac-Man Plus, Pac-Mania, Pac-Land *and even a video-pinball hybrid,* Baby Pac-Man. *Versions of* Pac-Man *can be found on almost every console and home computer format that's ever been conceived.*

PUBLISHER: **SCEE**
DEVELOPER: **NAMCO**
PRICE: **£39.99**
PLAYERS: **1**
OUT: **28 FEBRUARY**
WEB SITE: **WWW.NAMCO.COM**
60HZ MODE: **NO**
WIDESCREEN: **YES**
SURROUND SOUND: **NO**



PAC-MAN WORLD 2

Why we'd buy it:	Why we'd leave it:
- Cute graphics - Good for younger kids - Retro sections will satisfy old-skool urges	- Poor camera - Consists entirely of dated platform game clichés

Graphics	Clean, colourful and simplistic	06
Sound	Traditionally jaunty, repetitive tunes	04
Gameplay	A mix of tired 3D platforming staples	05
Life span	Only if you can be bothered to collect everything	06

A cute, uncomplicated platform game that frustrates at times, but may appeal to younger players and retro fans.

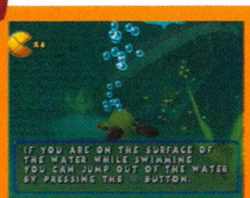
05

OFFICIAL VERDICT

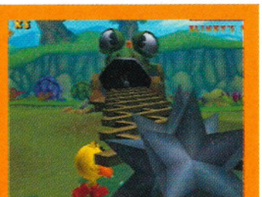
PAC'S NEW MOVES

Pac-Man has grown up and left home since we last saw him. No more abstract mazes and simple ghosts for our hero..

HE FLIES! Eat a red dot and look on as Pac takes to the skies. Annoyingly, you can't control him during these sequences.



HE SWIMS! And later in the game, Pac can eat a metal ball that allows him to walk on the bottom of the sea.



HE FIGHTS! There's a boss character at the end of each themed set of levels. This frog is the first one you meet.

SHREK SUPER PARTY

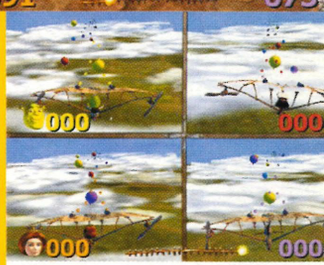
There ain't no party like a Shrek club party... unfortunately.

Remember *Shrek*? The Mike Myers-voiced, bad-tempered, digitally-created stink bag who made us all laugh? Well, forget him, because this is another predictable film/game tie-in that takes a movie licence and a set of characters that captured our imaginations, and gives them a figurative 'good seeing to' in order to make some more money.

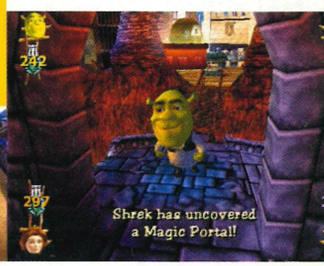
At least this isn't another malfunctioning, generic 3D platformer; *Super Party* is a collection of mini challenges and games. There are 30 in all, which, while fun to play, are offensively short-lived. Up to four players can take control of one of six characters including Shrek, Lord Farquaad, Princess Fiona and Donkey (all of whom are voiceless and have big heads), to compete in contests such as split-screen racing, onion tennis and a daft dragon chase. The victor of the game is the player who's collected the most bugs, which are then pulped into precious juice. Whoever collects the most juice over all 30 games is the winner.

Shrek Super Party is a colourful romp but it lacks the endearing humour and charm that made the movie a success in the first place. The animated flick appealed to people of all ages on several levels; this game will only appeal to the under nines with its 30 all-too-similar levels – by no means 'super' for the money you'll pay. What's more, you fear that the target audience are all too busy playing *Harry Potter* to care. ☐ **Mark Wyatt**

PUBLISHER: **TDK MEDIACTIVE**
DEVELOPER: **MASS MEDIA**
PRICE: **£39.99**
PLAYERS: **1-4**
OUT: **NOW**
WEB SITE: **WWW.TDK-MEDIACTIVE.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**
PERIPHERALS: **MULTITAP**



■ **FLYING COLOURS** In this four-player task you must guide your glider and collect balloons.



SHREK SUPER PARTY

Why we'd buy it:	Why we'd leave it:
- Can't afford a sober, inoffensive clown for a kids' party? This'll do	- Just a big pile of mini-games. Nice ideas, but all too 'mini'

Graphics	05	Funny film, funny old game. It'll be a laugh combined with friends but only until they grow up.
Sound	04	
Gameplay	05	
Life span	04	

04 OFFICIAL VERDICT

■ **CHEQUERED, FAST** Don't be deceived. The visuals don't hold up under speed or scrutiny.

■ **JACQUES SH*T** The man Villeneuve deserves better.

PUBLISHER: **UBI SOFT**
DEVELOPER: **UBI SOFT**
PRICE: **£19.99**
PLAYERS: **1-2**
OUT: **NOW**
WEB SITE: **WWW.SPEEDCHALLENGELEAGUE.COM/HOME**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION

Racing Vision? Waking nightmare more like.

Hang on. Isn't the point of setting a game in 'the future' that you get to improve on our messy and mundane present, not turn it into a lumpen pain in the ass? Despite having F1 driver Villeneuve on board as a technical advisor, *Speed Challenge* seems to pretty much ignore his actual experience, opting instead to embrace his 'vision'. And so we pop into the year 2027, where competitors race 'remote control' style from virtual pods – which is also how we imagine this title was developed.

Load the disc and you get an extensive range of gameplay modes rendered nigh-on irrelevant by clichéd track design (Paris track with Eiffel Tower, India with Taj Mahal, etc) and frustratingly wayward handling. Select a course with anything other than gentle corners and you'll spend your time intermittently jamming your finger on either the accelerator or the brake. To put it another way, there's no room for skilful finesse at the wheel when the real obstacle to victory is your own vehicle.

You can change your car's setup, alter the weather and choose from a series of themed challenges based on course length, geography and imposed handicaps like oversteer and understeer. But you're unlikely to care. PS2 is blessed with a stack of quality racing games, and when you can pick up a copy of *GT3* for the same price as this woeful underachiever, there's no room for *Speed Challenge* on your shopping list. ☐ **Paul Fitzpatrick**

SPEED CHALLENGE

Why we'd buy it:	Why we'd leave it:
- We were distracted while reaching for another game	- Where do we start?

Graphics	04	There are so many better racing games out there. Not even the budget price can save this one. A pity.
Sound	03	
Gameplay	02	
Life span	02	

02 OFFICIAL VERDICT

SOS™ THE FINAL ESCAPE

EXTREME CHAOS IS SUDDENLY UNLEASHED, AS A VIOLENT EARTHQUAKE TEARS THE ISLAND APART....

Important Notes - Earthquake Survival

1. Indoors: Stay there!!
Get under a desk and get a good grip, if you have no desk then another safe place is a hallway or against a wall. Move away from all windows, appliances and heavy furniture. If you're in a kitchen Get Out! Don't rush downstairs or ~~outside~~ outside, there is a danger of falling debris.

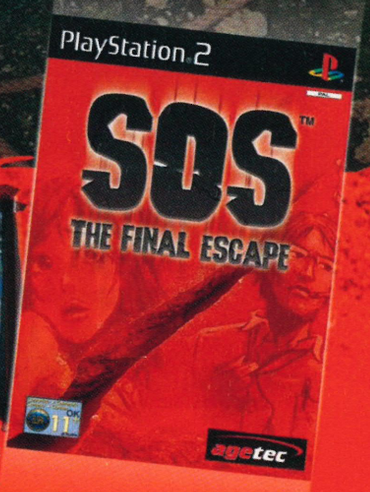
2. Outside: Get into the open!!
Move away from all power lines, buildings, chimneys and anything that might collapse.

3. Driving: Stop!, Carefully!!
Drive as far away from the traffic as possible. Move clear of bridges, overpasses and from under trees, signs, power lines and lamp posts. Stay inside the car until the shaking stops, then continue, watching out for fallen rocks, broken b ges and bumps in the road.

"Highly Impressive"
CVG Online

"A real master of disaster in this truly groundbreaking game"
Playstation Max

"An utterly unique gaming experience"
PSW



agetec irem bigben interactive

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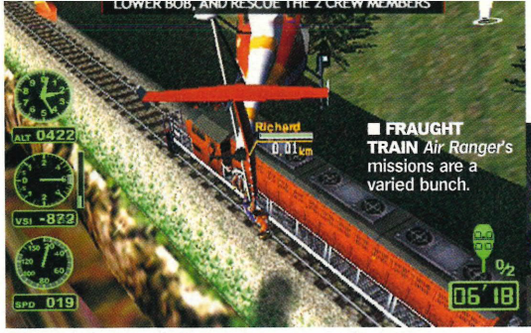


■ **FRAUGHT TRAIN** *Air Ranger's* missions are a varied bunch.

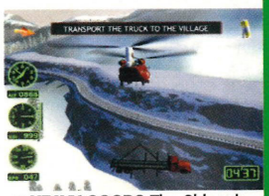
AIR RANGER RESCUE HELICOPTER

Cut price chopper action for your PS2. Job done.

Air Ranger Rescue Helicopter is the budget airline of chopper games. It provides a glamour-free but eminently solid experience at a low price. It does what it promises, doesn't outstay its welcome and, as such, it proves to be a pleasant surprise in an area of the gaming world where 'cut price' often means unremitting tripe.

The idea is simple enough. Spread over four locations (urban, coastal, mountainous, forest) you pilot one of a trio of choppers on missions that require careful control and a steady nerve for success. Land rescue, sea rescue (complete with colleague Bob dangling on a winch), mountain rescue (like land rescue but with rotor-knackering trees and high winds), transportation and fire-fighting missions. Admittedly, the graphics are unlikely to make your PlayStation 2 break out into a sweat, but they're compensated by enjoyably challenging gameplay based around the control of the helicopters themselves. Making fine adjustments to your position while you hover dangerously close to a capsizing cruise ship, for example, is really quite tricky, but for once, that's the whole point. Put a time limit on each of the missions and you get a game that nudges you into that all important 'one more go' territory.

Sadly, however, there's not nearly enough going on in *Air Ranger Rescue Helicopter* to warrant more than a few plays. This, more than any other consideration, makes the £15 being asked seem rather steep. Still, if you loved *City Crisis* and have been gagging for more of the same ever since, this will certainly be worth the rental price. ☐ **Paul Fitzpatrick**



■ **HEAVY GOODS** The Chinook chopper is sturdy and can take a lot of punishment.

PUBLISHER: **MIDAS**
DEVELOPER: **ASK**
PRICE: **£14.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.MIDAS INTERACTIVE.COM**
60HZ MODE: **YES**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

AIR RANGER RESCUE HELICOPTER

Why we'd buy it:	Why we'd leave it:
– We like skilful control to be a challenge in itself	– We're after high octane gaming thrills

Graphics	04	Despite no-frills production values, this provides short-lived but genuine entertainment.
Sound	04	
Gameplay	05	
Life span	03	

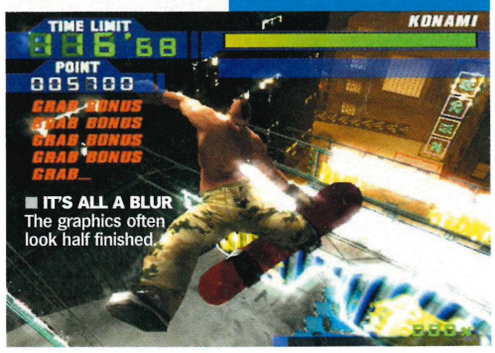
04

OFFICIAL VERDICT

■ **PRO POSITION** Top boarders are barely recognisable.

■ **OH DANNY BOY** the bargain bin is calling...

PUBLISHER: **KONAMI**
DEVELOPER: **KONAMI OSA**
PRICE: **£39.99**
PLAYERS: **1-2**
OUT: **28 MARCH**
WEB SITE: **WWW.KONAMI.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **YES**



■ **IT'S ALL A BLUR** The graphics often look half finished.

EVOLUTION SNOWBOARDING

Making games while on the piste? Konami should know better.

If you think the one thing missing from the current crop of snowboarding titles is the ability to whack other racers in the face with a motorbike chain, this could be the game for you. On the other hand, if you don't enjoy handing over £40 for unplayable tosh, you might prefer to give it a miss. It's essentially the ancient Mega Drive title *Road Rash* on snow, with all the fun and playability surgically removed. As an escapee from some future prison, you've got to slide down a mountain while bashing an endless swarm of pursuers. There's a bundle of pro snowboarders to pick from too – presumably refugees from some other snowboarding title who got lost in development.

The combat is completely hit-and-miss – the most reliable technique is to tap the punch and kick buttons as fast as possible. And having so many bad guys all over the place makes the racing aspect frustrating. Luckily, most of them are not particularly tough – punch them a couple of times and they vanish in a puff of smoke.

The graphics are especially lacklustre. There is a consistently smooth frame rate, but the textures and animations don't look even halfway finished. The lesser characters are badly sculpted blobs, with only the occasional boss looking like the designers have spent any time on him. Quite what *Evolution Snowboarding* is doing on the same label as *MGS2* and *Pro Evolution Soccer* is anybody's guess. ☐ **Martin Kitts**

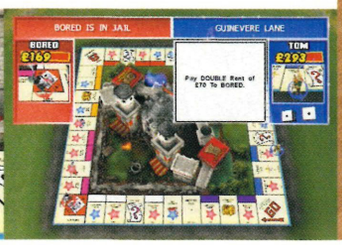
EVOLUTION SNOWBOARDING

Why we'd buy it:	Why we'd leave it:
- Snowboarding is cool	- This isn't snowboarding

Graphics	03	Ugly graphics, irritating music and barely any gameplay to speak of. A poor excuse for a game.
Sound	05	
Gameplay	02	
Life span	03	

02

OFFICIAL VERDICT



■ **PARTY GUY** We'd rather eat our hats, our boots, an iron and a boat than go to this party.

■ **HOT PROPERTY** But this game's more Old Kent Road than Park Lane.

PUBLISHER: **INFOGRAMES**
DEVELOPER: **RUNECRAFT**
PRICE: **£39.99**
PLAYERS: **1-4**
OUT: **NOW**
WEB SITE: **WWW.INFOGRAMES.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**
PERIPHERALS: **MULTITAP**

MONOPOLY PARTY

Go straight to jail. Do not pass Go. Do not collect £200.

At last – a game that requires no introduction. It's been around since 1934. Everyone from the age of eight up will have sat through the tedium of the Community Chest, going to jail and landing on Mayfair… where some bugger has put four hotels. It's a veritable board game classic, up there with *Scrabble*, *Cluedo*, *Game Of Life* and *Ludo*. So, why make a videogame based on it?

If you were expecting an answer, sorry to leave you disappointed. We simply don't know. The box might provide a clue: "It's *Monopoly* – now with faster, more exciting, multiplayer action." So we can play *Monopoly* with other people, slightly faster? Amazing.

Okay, wait. It's in 3D and it's got crazy themed, animated boards! Well poke me in the eye with a little plastic house – it's in (pause for breath) 3D. *For the love of God*, people can *see* in 3D can't they? What about the multiple angles? Well how about looking at your regular board from a quirky angle. Like, from the sofa. Strangely, it has the same effect.

Monopoly Party doesn't even let you argue about who's going to be the boot and you can't steal money from the banker. You can't cheat! These are all the things that made *Monopoly* something approaching bearable.

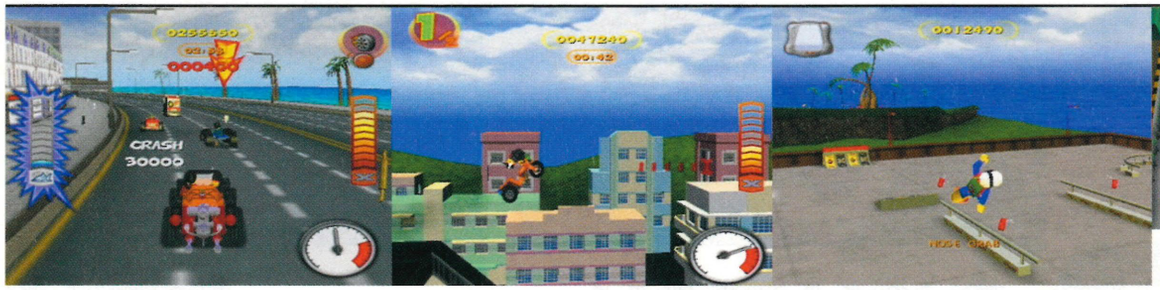
At least the Party mode speeds the game up – you don't have to wait for your friends to take their turn, so you might actually finish a game for the first time in history. Then you can turn the game off quicker, go back to the shop and not collect £200. ☐ **George Walter**

MONOPOLY PARTY

Why we'd buy it:	**Why we'd leave it:**
- A nasty man tricked us into it	- There's a far cheaper cardboard alternative

Graphics	03	You shouldn't buy this for the same reason you wouldn't buy the *Burnout 2* board game.
Sound	02	
Gameplay	03	
Life span	01	

02 OFFICIAL VERDICT



■ **SHELF STACKER** In between stunt gigs Pepper can occupy himself by shoving boxes around in the local supermarket.

LEGO ISLAND EXTREME STUNTS

Little bricks make a big impression.

It's very rare that you associate *Lego* titles with ambitious game development. Surely *Lego* is for the 'younger' gamer, and therefore must be as exciting as playing with plastic bricks? But *Extreme Stunts* is a new breed of *Lego* experience which is best described as *GTA* meets *Stuntman* meets *Tony Hawk*'s, for kids. Wow!

You take the role of stuntman and Lego Island resident Pepper Roni (get it?). His priority is to complete stunt challenges for a film studio, shooting on various locations around the island. These begin with a standard car pursuit but eventually there are bikes, jet skis and planes for Pepper to show off his dexterity and daring.

Between stunt jobs, Pepper roams the island, chatting to the yellow-headed inhabitants and completing various mini challenges such as acquiring a drivers' licence which lets you to take any car you fancy – like *GTA*, without the hand gestures and automatic weaponry. Pepper can also grab a skateboard out of his backpack to flip and grind his way through the town.

If that sounds appealing, remember: it *is* aimed at kids, so the challenges are simple. But this shouldn't detract from the fact that there's a very tight control system, adequate graphics and decent replay value.

This is inoffensive, simple gaming. More importantly, it's playable and doesn't treat the younger gamer like a complete incompetent. So if a little 'un needs something to do during a Sunny Delight comedown, this is definitely worth a look. ☐ **David Harrison**

LEGO ISLAND EXTREME STUNTS

Why we'd buy it:	**Why we'd leave it:**
- We have a younger sibling who won't stand for kiddie rubbish	- Kids break things and we can't afford a new PS2

Graphics	05	A pick and mix of ideas that's perfectly weighted for its younger audience. A small success.
Sound	08	
Gameplay	06	
Life span	05	

05 OFFICIAL VERDICT

PUBLISHER: **EA**
DEVELOPER: **SILICON DREAMS**
PRICE: **£29.99**
PLAYERS: **1**
OUT: **NOW**
WEB SITE: **WWW.UK.EA.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**

■ **HEAVYWEIGHT RAMP** You must achieve bronze or higher to progress.

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'03 BONNIE & CLYDE - Jay Z ft Beyonce	112327 MP	8 MILE - Eminem	112376 M	CRY ME A RIVER - Justin Timberlake	112360 MP
LOSE YOURSELF - Eminem	112289 MP	CANT STOP - Red Hot Chilli Peppers	112404 MP	THE WAY - Divine Inspiration	112345 MP
SOUNDS OF THE UNDERGROUND - Girls Aloud	112332 MP	BOYS OF SUMMER - DJ Sammy	112387 MP	WE DON'T CARE - Audio Bullys	112354 MP
STOP LIVING THE LIE - David Sneddon	112339 MP	TRUE - Jaimeson	112390 MP	BUMP BUMP BUMP - B2K feat P Diddy	112355 MP
AIR FORCE ONES - Nelly	112362 MP	HEY MA - Cam'ron	112386 MP	BEAUTIFUL - Christina Aguillera	112356 MP
DILEMMA - Nelly feat. Kelly Rowland	112221 MP	THE CHEEKY SONG - The Cheeky Girls	112313 MP	REMINISCE - Blazin' Squad	112411 MP
ALL I HAVE - Jennifer Lopez ft. LL Cool J	112359 MP	ALL THE THINGS SHE SAID - TATU	112335 MP	I'M WITH YOU - Avril Lavigne	112366 MP
MESMERIZE - Ja Rule	112365 MP	THE KETCHUP SONG - Las Ketchup	112176 MP	OK - Big Brovaz	112367 MP

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Keep aswering questions right and she'll end up in her birthday suit!

210154

Collect treasure from the sea-bed, avoiding deadly sharks!

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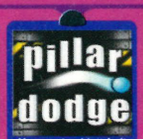
Save the planet from mutated bugs using your trusty skateboard.

210102

Enjoy the classic game of golf wherever and whenever!

210103



You must guide a bolt of light across the playing field.

210138

Hit strikes and spares as you go for glory, score as much as you can!

210128

Get three or more marbles of the same colour, lined up.

210144

You must move a submarine through an ocean full of mines & torpedo's.

210140

Alien forces have wiped out teams for the planetary mining corp!

210137

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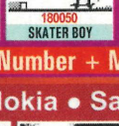
180064 DOG FIGHT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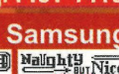

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SORRY SEEMS TO... - Blue & Elton John	112317 MP
WHAT MY HEART... - Gareth Gates	112318 MP
MISS YOU NIGHTS - Westlife	112333 MP
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THUG MANSION - Nas	112415 MP
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POSSE - Scooter	112282 MP
HEAVEN - DJ Sammy	112229 MP
TIME AFTER TIME - Novaspace	112392 MP
WHAT YOU NEED - Nu Circles ft Emma B	112393 MP
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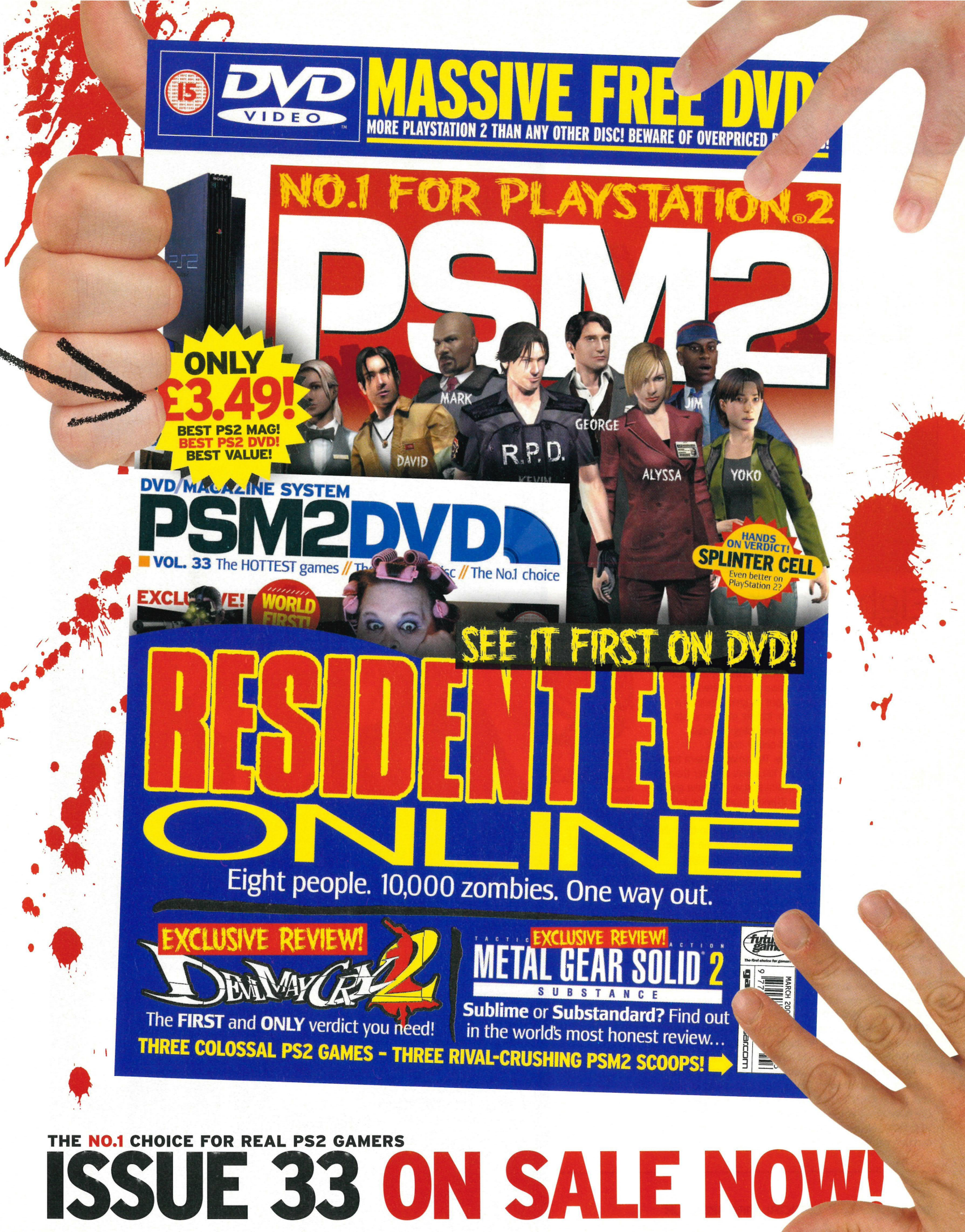

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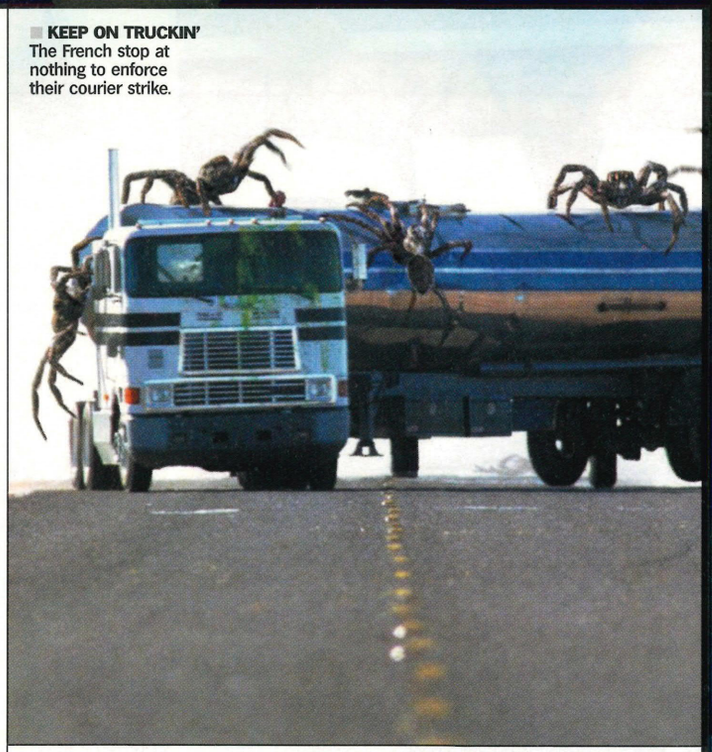
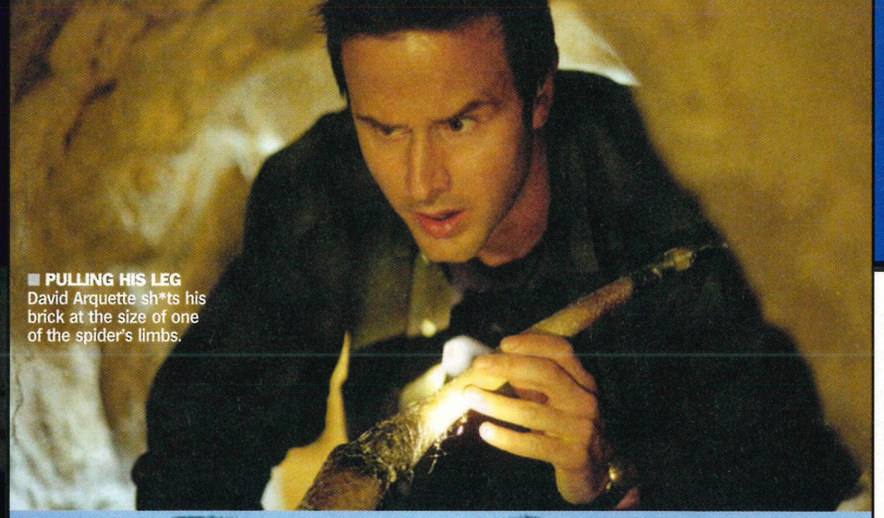
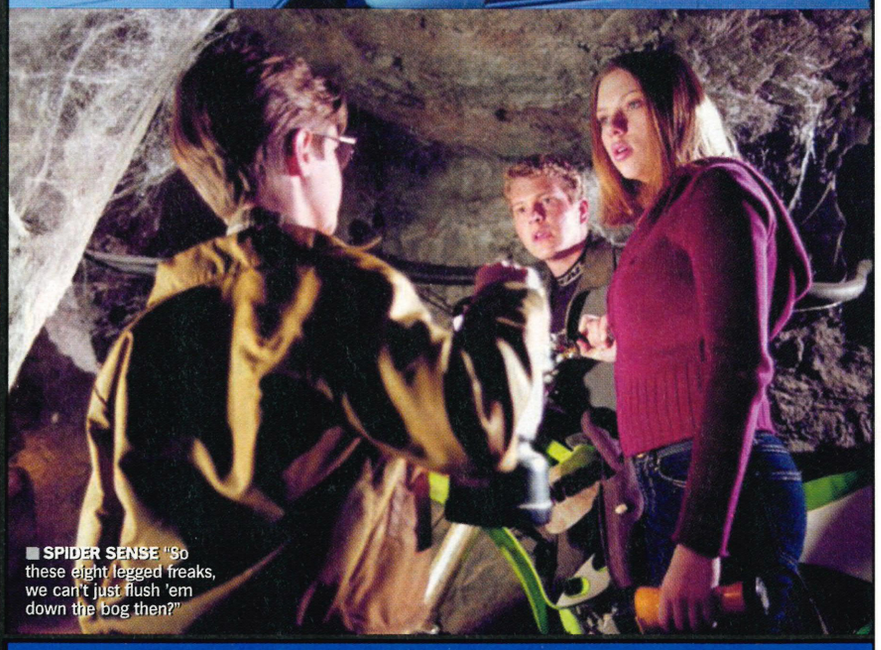


KEEP ON TRUCKIN' The French stop at nothing to enforce their courier strike.



PULLING HIS LEG David Arquette sh*ts his brick at the size of one of the spider's limbs.



SPIDER SENSE "So these eight legged freaks, we can't just flush 'em down the bog then?"

Eight Legged Freaks

It's an arach attack in B-movie land. Run for the hills!

Director *Ellory Elkayem*
Starring *David Arquette, Kari Wuhrer, Scott Terra, Scarlett Johansson, Doug E Doug, Rick Overton*
Distributor *Warner Home Video*
Out *Now*
Price *£19.99*
Extras *Commentary. Deleted scenes. Short film. Production notes Theatrical trailers.*

FILM: During the Cold War paranoia of the Fifties, Hollywood was infested with B-movie creature features like *Them!* and *Tarantula*, that have since entered the cramped hall of cult classics. *Eight Legged Freaks* is a nod and a wink to those movies; its tale of toxic waste creating giant spiders in Arizona providing the ideal scenario for cheap and cheerful action comedy.

All the genre staples are here: The small western town on its uppers; The bespectacled kid who's smarter than the adults; The corrupt local businessman; The new guy in town with something to prove (David Arquette); The feisty sheriff (Kari Wuhrer) who rallies the locals against the mutant threat. The only new element thrown into the mix is that model beasties have been replaced by the magic of CGI, resulting in some truly grotesque hairy-legged horrors that'll have arachnophobes in a cold panic.

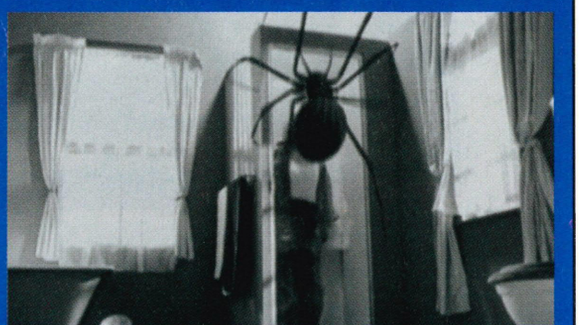
A surprise summer box office hit, *Eight Legged Freaks* is fun but flawed. Clearly aiming for the irresistible mix of laughs, thrills and community spirit that made giant mutant worms-fest *Tremors* such a joy, *Eight Legged Freaks* rarely comes close. While *Tremors* triumphed by playing it relatively straight, *Freaks* often verges on parody. And if the characters are too busy sticking a collective tongue in cheek to seem sufficiently petrified by bloody great web-spinners laying waste to their town, why should the audience be? **5/10**

EXTRAS: The group commentary brings together Kiwi Director Ellory Elkayem, Producer Dean *'Independence Day'* Devlin and actors David Arquette and Rick Overton for an enthusiastic chat. A number of additional scenes mainly focus on character back story and would've added little to the film. Finally, Elkayem's short film *Larger Than Life* is included as the inspiration for the movie. **5/10**

VERDICT: Likeable creature feature entertainment but it's certainly no *Tremors*. □ **LH**

EXTRA! EXTRA!

Listen to most film directors and they'll have you believe their latest brainless action romp was actually influenced by the writings of Samuel Beckett. Not so with Ellory Elkayem's *Eight Legged Freaks*. That was inspired by his very own *Larger Than Life*. A short film about a giant spider infestation made on a shoestring, it was seen by *Independence Day* duo Roland Emmerich and Dean Devlin and led to Elkayem's feature film opportunity. It's handily included on the DVD so check it out and note the numerous similarities with its big-screen brother.



dvdreviews

Recommended viewing for your PlayStation 2 cinema system.

True Romance: Director's Cut

Director *Tony Scott*/Starring *Christian Slater, Patricia Arquette, Christopher Walken, Dennis Hopper, Gary Oldman, Brad Pitt*/Distributor *Warner Home Video*/Out *24 February*/Price *£19.99*

FILM: The explosive combination of Quentin Tarantino (script), Tony Scott (Director) and Christopher Walken (psycho mobster) was always going to create a work of ultra-cool pulp fiction. *True Romance* doesn't disappoint. Following young lovers Clarence (Christian Slater) and Alabama (Patricia Arquette) as they go on the run with fifty grand's worth of mafia drugs, the movie swaggers from comedy to action, from drama to thrills – on the way, squeezing in a host of fantastic characters and a masterclass in screen acting courtesy of Walken vs Dennis Hopper in 'the Sicilian scene'. Looking for a story with sense and narrative credibility? Forget it. This is an incendiary video geek's fantasy that revels in all kinds of excess while always remaining grounded by the sweetness of the central romance. Oh, and *Sopranos* fans: check out James Gandolfini's debut movie role as a hitman smashed to pieces by the foxy Patricia Arquette. **9/10**

EXTRAS: Three great commentaries from motormouth Tarantino, Tony Scott, and Christian Slater with Patricia Arquette. Dennis Hopper, Brad Pitt, Val Kilmer and Michael Rapaport also provide selective commentaries on their scenes. 11 deleted scenes and an alternative ending complete the package. **8/10**

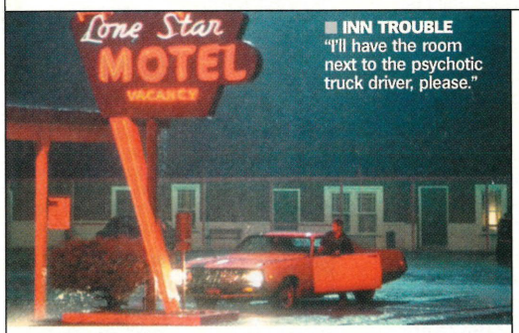
VERDICT: An exceptionally funny, kinetic lovers-on-the-run romp. ☐ **LH**

EXTRA! EXTRA!

It's a Walken/Hopper verbal stand-off. It's a classic movie moment. It's 'the Sicilian scene'.

Walken wants Hopper to snitch on his son. Hopper doesn't want to. What follows is one of the finest scenes in film history and it warrants special attention in all the DVD's commentaries. According to Tarantino: "If you wanna see great actors being great then this is the scene. It's almost too good. Most films couldn't recover from having such a magnificent scene at the mid-point of the movie."

■ **SWEET HO ALABAMA**
Patricia Arquette – the sexiest chick to wear a cow-print mini skirt since Julie Goodyear.



■ **INN TROUBLE**
"I'll have the room next to the psychotic truck driver, please."

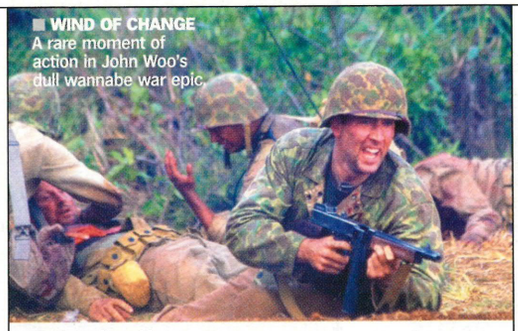
Roadkill

Director *John Dahl*/Starring *Steve Zahn, Paul Walker, Leelee Sobieski, Jessica Bowman, Stuart Stone*/Distributor *Fox*/Out *Now*/Price *£19.99*

FILM: On a trip to pick up his high school amour, Paul Walker also collects bad apple brother Steve Zahn and the pair start out playing practical jokes with a CB radio. But when one of their pranks goes too far, the victim, trucker Rusty Nail, begins a campaign of terror. A modern *Duel*, *Roadkill* never cranks up the tension quite like Spielberg's classic but its mix of horror and humour will keep you on the edge of your seat (until the damp squib of an ending). **6/10**

EXTRAS: Four alternate endings highlight the trouble they had in coming up with a decent finale. Commentaries by the cast, the writers and the Director also provide insight into the movie. **6/10**

VERDICT: Spiky characters, edgy laughs and sinister suspense ultimately let down by a disappointing ending. ☐ **LH**



■ **WIND OF CHANGE**
A rare moment of action in John Woo's dull wannabe war epic.

Windtalkers

Director *John Woo*/Starring *Nicolas Cage, Christian Slater, Adam Beach, Roger Willie, Mark Ruffalo*/Distributor *MGM*/Out *Now*/Price *£19.99*

FILM: It's official, then. John Woo has lost his way. A World War II drama following two US marines as they protect Navajo Indian code talkers during an assault on Saipan should have provided a great showcase of his skills: balletic violence, themes of moral duty, more balletic violence. Instead it's a big cliché-ridden disappointment. Even the battle scenes are lacklustre – unbelievable when you consider the spellbinding carnage of Woo's Hong Kong output. **4/10**

EXTRAS: *On The Set Diaries* goes behind-the-scenes on the shooting of four key sequences. There's a glimpse at the rigours of the actors' boot camp, commentaries by Slater and Cage, and Beach and Willie, plus a standard Making Of featurette. **7/10**

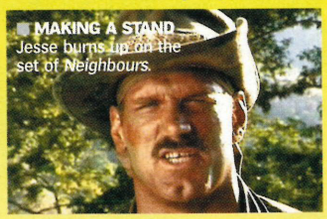
VERDICT: John Woo does WWII to underwhelming effect. ☐ **LH**

DVDS YOU MUST OWN
THE CANNONBALL RUN

Seemingly on ITV every third Sunday in the mid-Eighties, *The Cannonball Run* is ludicrously excessive. Its primary aim was to cram as many stars into one film as possible and have them drive cars across America in a madcap illegal road race. A daft, indulgent blast.

PS2 EGGSTRA

Hidden DVD treasures for your pleasure.



■ **MAKING A STAND**
Jesse burns up on the set of *Neighbours*.

PREDATOR: SPECIAL EDITION

WHAT'S IN STORE? You'll get to watch an on-set interview with wrestler-turned-politician (!) Jesse Venturea who plays knucklehead commando Blain.

WHERE IS IT? Stick disc two in your machine then highlight Classified Action. Press 'up', which will make another version of the Predator's hunting symbol appear. Now press 'enter' to access the interview.

SEND US YOUR EASTER EGGS
Spotted a DVD bonus? Then drop us a line at PS2@futurenet.co.uk and let us know where and how you found it.

"THE GAMEPLAY OF *MGS* IS RIGHT OUT OF *DAWN OF THE DEAD*. JUST REPLACE SOLDIERS WITH ZOMBIES."

HIDEO KOJIMA AT THE MOVIES, PAGE 109

© DREAMWORKS

coming soon REGION 1

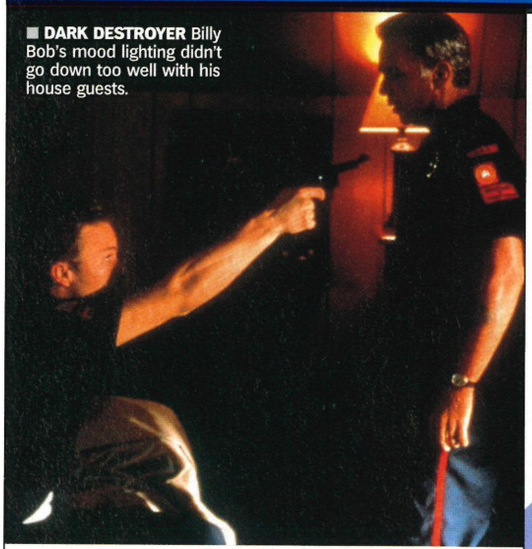
Let's all laugh at Guy and Madge as the gruesome twosome's humiliating turkey **SWEPT AWAY** (18 Feb) totters sheepishly onto the shelves. It's so bad it's going straight-to-DVD in Blighty...

Jackie Chan goes all Inspector Gadget and Jennifer Love Hewitt's breasts co-star perkily in action romp ***THE TUXEDO*** *(25 Feb), which sees Jackie and his special suit foiling a dastardly spy ring...*

Talking of rings, the eerily brilliant Japanese horror smash *The Ring* gets a surprisingly effective US remake, imaginatively-titled **THE RING** (4 March). This time it's Naomi Watts investigating the mysterious videotape at the root of a series of murders..

Fans of swearing, drug-addled rockers, swearing, unruly pets and more swearing will lap up the DVD bow of ***THE OSBOURNES***

FIRST SEASON *(4 March)...* And it's *'Fatal Attraction* for teens' when **SWIMFAN** (11 March) Erika Christensen decides she won't be just another notch on the school jock's bedpost...



DARK DESTROYER Billy Bob's mood lighting didn't go down too well with his house guests.

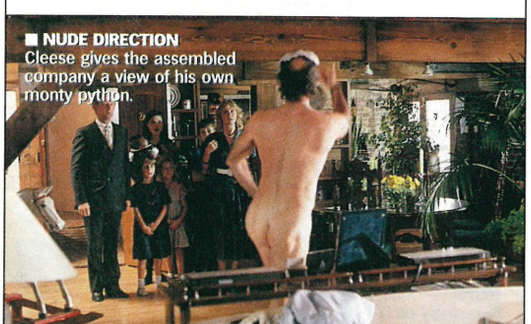
GO, GO GADGET ARM! Jackie's tuxedo performs its comedy 'Nazi salute' manoeuvre.

Monster's Ball

Director *Marc Forster*/Starring *Billy Bob Thornton, Halle Berry, Heath Ledger, Peter Boyle*/Distributor *Entertainment In Video*/Out *24 February*/Price *£19.99*

FILM: A ponderous, low-key drama about the relationship between death row guard Billy Bob Thornton and death row widow Halle Berry, set in a racist mid-West town. On paper it seems like a recipe for worthy tedium, but up on screen it's a remarkably affecting study of the human spirit. The performances from Thornton and the Oscar-winning Berry will stay with you long after the final credits. **8/10**
EXTRAS: The pick of the two commentaries features Director Marc Forster, Halle Berry and a droll Billy Bob Thornton. There's a behind-the-scenes look at the scoring of the film, deleted scenes and outtakes of Billy Bob trying to distract his co-stars. **6/10**
VERDICT: An unsentimental yet painfully life-affirming tale of hope and redemption. Simple Friday night entertainment it isn't. ☐ LH

CULT HERO
Seek out the forgotten Seventies classic *The Stunt Man* (Anchor Bay/£17.99) when it's released on 24 Feb. It's an outrageous black comedy starring a career best Peter O'Toole as a tyrannical Director.

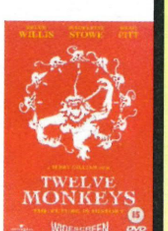


NUDE DIRECTION
Cleese gives the assembled company a view of his own monty python.

A Fish Called Wanda

Director *Charles Crichton*/Starring *John Cleese, Jamie Lee Curtis, Kevin Kline, Michael Palin, Maria Aitken*/Distributor *MGM*/Out *Now*/Price *£19.99*

FILM: Jamie Lee Curtis and Kevin Kline are the diamond thieves desperate to retrieve their booty from stuttering collaborator Michael Palin in this knockabout caper from the pen of John Cleese – himself starring as gullible lovestruck lawyer, Archie Leach. The swirling story of seduction and treachery is interjected with some hilarious Pythonesque moments and played to perfection by the ensemble cast. **8/10**
EXTRAS: Alongside a genial Cleese commentary there are two documentaries – one made during shooting, the other put together recently with new cast and crew interviews. Chuck in 26 deleted scenes and a location tour, and this is a great package. **8/10**
VERDICT: A gut-bursting British comedy hit in the fine tradition of the Ealing comedies but with added Python nastiness. ☐ LH



DVDS YOU MUST OWN
TWELVE MONKEYS
Thankfully devoid of any real monkeys this bruising, twisted time travel odyssey is easily Terry Gilliam's finest hour since *Brazil*. Bruce Willis is a powerful physical presence as a convict sent from the future to locate the source of a virus that almost wiped out mankind. Worth seeing time and again.

ALSO RELEASED THIS MONTH...
The Sweetest Thing (Columbia TriStar/£19.99)/**Waking Life** (Pathé/£19.99)/**The Count Of Monte Cristo** (Buena Vista/£19.99)/**Dark Angel Season One** (Fox/£59.99)/**Pollock** (Columbia TriStar/£19.99)/**The Doors** (Momentum/£19.99)/**The X-Files: The Truth** (Fox/£15.99)/**Sunset Boulevard** (Paramount/£15.99)

the spine collector's guide to... 1971

THE BEATLES SPLIT UP, but ladies started wearing hot pants. Isn't it strange how life balances itself out? The second year of the Seventies was rife with crime. On-screen there was crime everywhere, apart from the chocolate factory – unless you count Veruca Salt's theft of a gobstopper as a heinous felony. Don your bulletproof vests, here come the best spines of 1971..

Before it became a well-known high street clothes shop, **THE FRENCH CONNECTION** was one of the definitive crime and action films featuring hard-talking Gene Hackman and one of cinema's best ever driving scenes. It's gritty, shocking and well worth your hard-earned cash. Talking of gritty, 1971 also saw the birth of a complicated man. **SHAFT** was blaxploitation's defining moment combining violent action, great hair and smooth tunes. Damn straight.

This was also a year that bought us some outstanding hardcases. **GET CARTER** saw Michael Caine tearing up Newcastle as a vicious, unstoppable London gangster, throwing people off rooftops. Smashing. And going up against him was **DIRTY HARRY** who proved that Clint Eastwood wasn't just a cowboy and that cops could be just as dangerous as robbers.

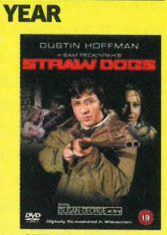
The human mind of 1971's cinema was a frail thing. **STRAW DOGS** was the controversial film from Sam Peckinpah in which an American escapes to England but comes face-to-face with extremist locals and ends up in a bloodbath. Also shunned by the censor was Kubrick's dark pantomime future of **A CLOCKWORK ORANGE**. More baffling than brutal now, but still a cinematic treat.

Back in the US, Clint Eastwood's **PLAY MISTY FOR ME** was the original *Fatal Attraction* with a DJ plagued by a beautiful but tragically psychotic fan. But hey, let's retreat from the crime-filled real world and finish in a land of pure imagination. **WILLY WONKA AND THE CHOCOLATE FACTORY**, the strange musical tale of a poor boy's adventure in the greatest factory in the world still looks camp, colourful and marvellous. ☐ MW

GET CARTER
"They *are* very nice sideburns Mr Caine"

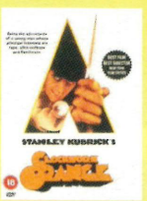
PICK OF THE YEAR

THE FRENCH CONNECTION
Huge extras for a hugely influential film. Plenty of commentaries and documentaries accompany this great-looking copy of the hard-boiled crime film.

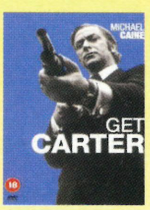


STRAW DOGS
Bountiful extras, (including a copy of the BBFC's rejection letter) make this well worth buying.

SHAFT
A complicated man, in widescreen, with a nice documentary on 'Soul In Cinema'. Better than the remake any day.



A CLOCKWORK ORANGE
Pick up the box set and you'll get a soundtrack CD, a booklet and a still image. Who knows, it might help you to understand the film a little better.



GET CARTER
Commentaries, galleries, trailers and the standard extras you'd expect. But no Michael Caine commentary? That's a crime.

PLAY MISTY FOR ME
Lots from Eastwood on his directorial debut, but not much to stalk about.

DIRTY HARRY
Feeling lucky? Well, don't. This has only got Interactive Menus and Scene access, punk.

WILLY WONKA AND THE CHOCOLATE FACTORY
A golden ticket of a film but not even a 'fun size' selection of extras.

NEXT MONTH

1985 From the middle of the strangest decade in history comes a classic year. *Back To The Future* and *The Breakfast Club* taught us the value of teenagers, while *Rocky IV* and *Commando* taught us the value of violence. We'll be back.

KOBAL COLLECTION

Hideo Kojima At The Movies

Last month, we visited a planet full of monkeys. This month, the sun rises on a town full of rabid zombies. Who'd have thought that the horrors of Pittsburgh mall would play a part in MGS2?

Dawn Of The Dead

PHOTO: KOBAL COLLECTION/UNITED FILM

■ **DYING TO GET IN** The crowd outside the LA Convention Centre clamoured for a glance of the *MGS3* trailer.

"THOSE WHO FEAR THE MOST ARE BEST AT CREATING THE MOST SCARY FILMS AND GAMES"

Dawn Of The Dead Director's Cut

Director *George Romero*/Starring *David Crawford, Gaylen Ross, Scott H Reiniger, Ken Foree*/Extras *Stills gallery and audio commentary by make-up maestro Tom Savini*/Distributor *BMG*/Price *£15.99*

"WHEN THERE'S NO more room in hell, the dead will walk the earth." That's the tagline for the second, and best, instalment in Romero's seminal *Dead* trilogy. With the undead apocalypse in full swing, four survivors hole themselves up in a Pittsburgh mall in an attempt to fend off brain-gobbling zombies and a gang of deranged bikers. Romero replaces the claustrophobia of *Night Of The Living Dead* with bravura action sequences and jet-black comedy, delivering a laser-guided satire on consumer culture and arguably the best zombie flick ever made. Without this, there's no *Resident Evil*.

GO TO: uk.playstation.com

■ *Kojima-san's full review will be on the Web site soon.*

When I was a child, I was easily scared. I was not terrified by bullies or heights. What scared me were ghosts. Japanese horror samurai films and special effects films, I just could not watch. To quote my parents, I was "a very sensitive child." After watching horror, I always had nightmares that were continuations of the film. My father forced me to watch such films. He made me sit right in front of the TV. I'd cover my eyes and hide under the table. When I heard what was going on, I covered my ears. But my father always gave me reports of what was taking place. "Hideo, watch!" he always said. The next day, my mother did re-enactments of the film. Growing up in this environment didn't help me get used to horror films.

To remain the movie boy I was, I forced myself to watch a TV programme on horror films. It featured a film that changed my life – *Dawn Of The Dead*. Scenes from *DOTD* shown along with footage from the occult film *The Omen* were different. They were accompanied by disco music, and SWAT teams were hunting zombies in a shopping mall. "What the hell is this!?" I was shocked, as if hit on the head. "Is this horror? No. It can't be! I can handle this!" It got rid of my negative perspective, freeing me of my weakness as a film fan in a pleasant way.

WIN!

To win a DVD of *Dawn Of The Dead* and a copy of *Metal Gear Solid 2* signed by Hideo Kojima, tell us which US state is home to the city of Pittsburgh. Send your answers to: 'Get Flesh Crew Compo' either by email or to the usual address. Normal compo rules apply (see page 145).

It was the setting that did it. Conventional horror films featured a mansion in the woods at night, but here was a shopping mall in broad daylight! It was a metaphor for 'America the consumer society'. The SWAT teams represented American gun society and the zombies, the blue collar workers. This ironic schema made it more than a horror. It did not feature 'invisible fear' (the occult) but instead 'fear embedded in everyday life'. Anyone could become a zombie. There are nobodies everywhere. This is the philosophical element of zombie films.

DOTD contains all means of scaring people. You see a lot of the 'suddenly appearing in front of the camera' done in most shocker films. You also see the camera fixed, as something approaches steadily. The use of static fear adds to the experience, too – when surrounded by zombies, one of the characters goes through every key to open a door. The zombies come closer. Just before the zombies take a bite, he gets the right key. And limiting the amount of information provided makes the audience use their imagination. Such techniques are orthodox, but they have more taste than grotesque visuals, and became the standard in zombie films that followed.

The gameplay of *MGS*, involving a closed 3D maze composed of air ducts and elevators, is straight out of *DOTD*. *MGS* is *DOTD* if you replace soldiers with zombies. In the MSX versions of *Metal Gear*, the player has security card keys 1 through 9. The player had to select the right key for each door every time. Going through a stack of card keys, as if going through a set of keys while being chased by zombies – it was this tension that I wanted to implement. The PSone *MGS* was supposed to feature this, but my staff told me it was too troublesome. However, I do pay homage to *DOTD* in *MGS*. The hole in the wall of the room where the ArmsTech president is kept hostage is cemented over. In *DOTD*, Peter and the gang build a wall out of wood and block a hallway as disguise.

Those who fear the most are best at creating the most scary films and games. At one time, I considered purchasing the rights to *DOTD* to create a game that takes place in a mall. But because it is too great a film for me, and because the concept of zombies is too popular in videogames, this has not happened yet.

How can one implement the concept of 'turning the eaten into zombies?' I have an answer: an online zombie game. Players enter a digital world with an objective to eliminate zombies. If you're eaten, you become a zombie. You can no longer control your character. You just roam around in this online world, but you still have to pay. To play again, you must enter as a new character. If this character is eaten, he also becomes a zombie. Now you are two zombies, you have to pay twice the money. If you don't play as another new character and kill your 'zombie selves,' you'll have to keep on paying multiple fees. The number of zombies keeps on increasing. If *you* can't kill your zombie selves, you can ask your friend to do it for you. It's a zombie scheme instead of a pyramid scheme!

I would love to create such a game. But *I* don't want to fight zombies, get bitten and become a zombie myself. To borrow the words of Roger from *DOTD*, "There's a lot to get done before… before you can afford to lose me…" □

Metal Gear Solid 2: Sons Of Liberty *and* Dawn Of The Dead *are available from game and DVD stores now.*

dvd/music reviews

coming soon REGION 2

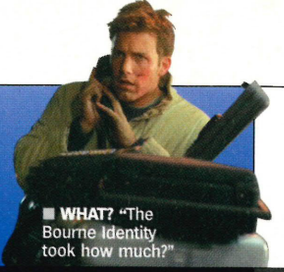
Amnesiac Matt Damon must piece together the fragments of his memory and discover why he's a wanted man in the exciting espionage thriller **THE BOURNE IDENTITY** (10 March)...

Sam Mendes' ***ROAD TO PERDITION*** *(10 March) is a wonderfully noirish, old-fashioned gangster epic starring Tom Hanks as a hitman on the run from the mob with his son in tow...*

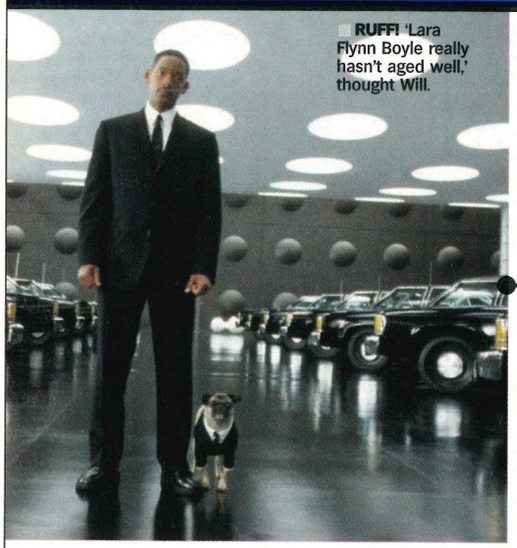
Adrian Pasdar becomes a reluctant member of an undead gang after falling in love with vampire Jenny Wright in Kathryn Bigelow's stylish Eighties horror yarn **NEAR DARK** (17 March)...

Heard of ***LANTANA*** *(17 March)? Thought not. Well it's an Aussie film, it's one of the best movies of 2002 and it's a powerful crime drama starring Anthony LaPaglia as a burnt out cop on the edge...*

Finally, **THE SUM OF ALL FEARS** (31 March) sees Ben 'Lucky Bastard' Affleck making his debut as CIA hero Jack Ryan in the latest political thriller from the pen of Tom Clancy...



■ **WHAT?** "The Bourne Identity took how much?"



■ **RUFF!** 'Lara Flynn Boyle really hasn't aged well,' thought Will.

Men In Black II

It may stick a little slavishly to the first film's classic formula but that doesn't stop the likeable bickerin' and a-banterin' between Smith and Jones from propelling *MIB II* into the nation's homes and to the top of the charts.

dvd charts

TOP 10 DVDs TO BUY

1	Men In Black II
2	101 Dalmations II
3	Minority Report
4	The Lord Of The Rings (Four-disc set)
5	Scooby-Doo
6	Star Wars: Attack Of The Clones
7	Back To The Future Collectors' Edition
8	Spider-Man
9	The Office – Complete First Series
10	Ocean's 11

Charts courtesy of WHSmith, week ending 7 February

WHSmith

■ **IS THIS HOBBIT?** The Strokes unveil their new medieval direction.

The Lord Of The Rings (Four-disc set)

This has to be the ultimate expression of Peter Jackson's vision of Tolkein's classic beardathon. With a full 30 minutes of extra footage reinserted, the film alone now spans two discs!

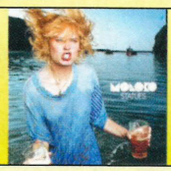
music

Using the power of your PS2 with this month's best CDs.

Bent *The Everlasting Blink* (Sport)

WHO? The 'chillout' genre should have died on its arse the moment your Mum professed a fondness for Zero 7 – but it's February, we're not in the mood to party, and we'd like to imagine we're on a Hawaiian beach with waves lapping at our toes. Enter shifty-looking sound masseurs, Bent. **HIGHLIGHTS:** Plundering '50s film soundtracks as opposed to the usual jazzy breaks elevates Bent above the level of 'Ibiza Chill'. *So Long Without You* even proves that pleasantness doesn't have to be soulless. **LOWLIGHTS:** The hidden track (*Thick Ear*), the pickled eyeball on the cover, the comedy haircut... knock it off, guys. **VERDICT:** *The Everlasting Blink* invokes nostalgia for summers you never knew and dreams of holidays you'll never have. It's raining outside. You need this record. **8/10**

Moloko *Statues* (Echo)

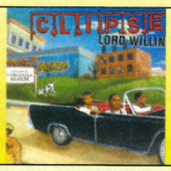


WHO? Sheffield dance misfits who you'll remember for *Sing It Back*. There's nothing as catchy here (unless Boris Dlugosch gets hold of it again). **HIGHLIGHTS:** *I Want You* is an old-fashioned string-drenched funk floor filler. But most of the album is just filler. **LOWLIGHTS:** Ignoring the current vogue for minimal electro, Moloko have carelessly slapped big old strings everywhere, like a really bad Björk record. Ugly. **VERDICT:** Could have been Deee-Lite do dub, but ends up more like Kate Bush does disco. And it's as generally irritating as that sounds. **5/10**

Good Charlotte *The Young And The Hopeless* (Epic)

WHO? Yet more US punk pop upstarts, already massively popular in their homeland, thanks partly to an MTV show presented by the band's Madden twins. **HIGHLIGHTS:** Actually, scratch the 'punk' bit – this is as pop as guitar music gets. Don't pay attention to the routine angsty lyrics and its all blue skies. **LOWLIGHTS:** Really, don't pay attention to the routine angsty lyrics. They're rubbish. **VERDICT:** Making Sum 41 look like Fugazi is hardly a bid for credibility, but Good Charlotte probably couldn't care less. Ubiquity beckons. **6/10**

The Clipse *Lord Willin'* (Arista)



WHO? Rap duo from Virginia Beach where they claim, "There ain't sh*t to do but cook." No, we don't think they're referring to their prowess with the pastry cutter. **HIGHLIGHTS:** Written, produced and *owned* by the omnipotent Neptunes, The Clipse strive to prove they're more than mere stooges – and succeed with menacing aplomb. **LOWLIGHTS:** In actual fact, it's Malice and Pusha T's dextrous verbiage that ends up bailing out a couple of Neptunes-by-numbers numbers. **VERDICT:** Fierce and funky: the first great hip-hop LP of 2003 and a classic remedial 'drawn by a mate with a crayon set' cover to boot. Grindin'. **8/10**

Stephen Malkmus And The Jicks *Pig Lib* (Epic)

WHO? Arch ex-Pavement frontman, now ploughing his own languid and mildly eccentric furrow with Portland muckers The Jicks. **HIGHLIGHTS:** No-one can make a daft non-sequitur sound sage and comforting quite like Malkmus. *Do Not Feed The Oyster*, he pleads. And we don't. **LOWLIGHTS:** The fatuous wig-out at the end of *1% Of One* – a lame attempt to convince us the rest of album wasn't recorded wearing slippers. **VERDICT:** If Pavement were, uh, a pavement, then *Pig Lib* is a travelator – stately, well-heeled, relaxing, but lacking the requisite urban grit. **7/10**

ALSO RELEASED THIS MONTH

Evan Dando *Baby I'm Bored* (Setanta)/**Pet Shop Boys** *Disco 3* (Parlophone)/**Simple Plan** *No Pads, No Helmets... Just Balls* (EastWest)/**Tayo Presents** *Next Level Breaks* (Mute)/**Appliance** *Are You Earthed?* (Mute)

ON THE *OPS2* STEREO

Erland Øye *Unrest* (Source)/**DJ Format** *Music For The Mature B-Boy* (Genuine)/**Toktok Vs Soffy O** *Toktok Vs Soffy O* (EastWest)/**Jolly Music** *Jolly Bar* (Illustrious)/**Neil Young** *Harvest* (Reprise)

WHAT DO YOU GET WHEN YOU CROSS TOXIC WASTE WITH A BUNCH OF SPIDERS?

EIGHT LEGGED FREAKS

"It's fast, frantic and funny ..."
– THE SUN

EATEN!

INVADING STORES ON DVD VIDEO

FROM 17TH FEBRUARY 2003 AT GAME

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www.game.uk.com

HARDCORE

Tips, tricks, cheats and challenges courtesy of Official Tips Mag!

Good afternoon Mr Player. Dyer here, Andy Dyer, ready to soothe all your 007 woes with this complete guide to Bond Moves and 007 Bonus Item locations. We've also got a *Vice City* map with all those hidden packages highlighted. Plus tips on how to make the furniture work for you in *Shut Your Mouth*, and help to get past the bosses in *Ape Escape 2*.

IN HARDCORE THIS MONTH

112 ..... JAMES BOND: 007 NIGHTFIRE ..... GUIDE
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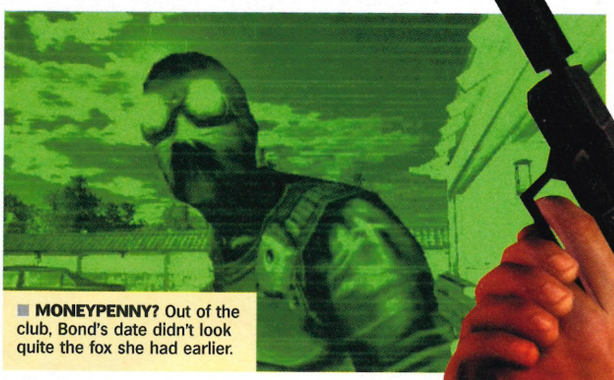
YOU WANT MORE? There's a whole magazine of tips on the shelves now!

GUIDE

JAMES BOND: 007 NIGHTFIRE

Put on your tux, pick your licence to kill and grab your gun. Official Tips Magazine shows you all Bond's Moves and the whereabouts of all those 007 Bonus Icons.

BEFORE YOU START...



MONEYPENNY? Out of the club, Bond's date didn't look quite the fox she had earlier.

PERFORMING BOND MOVES

Apart from the mission objectives you'll need to complete within each level, there are also various tasks that must be performed in a certain way in order to be rewarded with a Bond Move. Although these tasks are not critical to completing the level, they are essential if you wish to increase your overall score and achieve a Gold Medal ranking. Each time a Bond Move has been successfully completed, a 007 icon will flash at the top of the screen.

GETTING THE 007 BONUS ICONS

Each mission has various 007 Bonus icons that are scattered through the level, but are only available once you have already completed that level with a Gold Medal ranking. Collecting all the 007 Bonus icons will also greatly improve your overall score and is the only way to achieve that top Platinum Medal ranking.

LEVEL AWARDS

How well you performed during a level and the overall score achieved will determine the Medal and Level Award you'll receive at the end of that level. The majority of these awards are skins for the Multiplayer mode of the game, although some are upgrades that will enhance weapons and gadgets in Single-player mode. The Level Awards are awarded for Bronze, Silver, Gold and Platinum Medals, and have been detailed for each and every mission.

JAMES BOND: 007 NIGHTFIRE

- PLAYERS **1-4**
- MEMORY CARD SPACE **73KB**
- DIFFICULTY **MODERATE**
- COMPLETION TIME **2 DAYS**
- REVIEWED ***OPS2*#28**

VERDICT

"Great flying, driving and shooting sections and loads of gadgets although it's very linear and too similar to *Agent Under Fire*."

Graphics	07	Overall	07
Sound	08		
Gameplay	07		
Life span	07		

UZI LOVER In 007's world, gun control means who's squeezing the trigger.

MISSION 1
PARIS PRELUDE

BOND MOVES

1. At the very start of this mission, use the Sniper Rifle to target and shoot out a tyre of either enemy car that's chasing Dominique through the streets of Paris.

2. After passing over the first bridge, target and shoot out a tyre of the lead car that joins in the pursuit. Try to do this before the car enters the tunnel section to make things easier…

3. Target and shoot out the tyre of the second enemy car that's chasing Dominique after passing over the first bridge.

4. After passing over the rooftops in the helicopter, Dominique will be heading straight towards you. Target and shoot out the front tyre of the enemy car that's in pursuit.

5. Once inside the Vanquish on the second stage of this mission, use the Q-Smoke device as soon as it comes online to lose the two enemy cars directly behind.

6. When approaching the two enemy cars that block your path at the end of the narrow alleyway, use the Q-Wedge as soon as it comes online, then successfully guide the Vanquish through the gap between the cars.

7. When approaching the bridge towards the end of the second stage of the mission, use the Q-Boost to make it safely across to the other side of the river.

007 BONUS ICONS

1. Once in control of the Vanquish, the first 007 Bonus icon is located on the outside of the first right-hand bend. Mount the pavement to collect it.

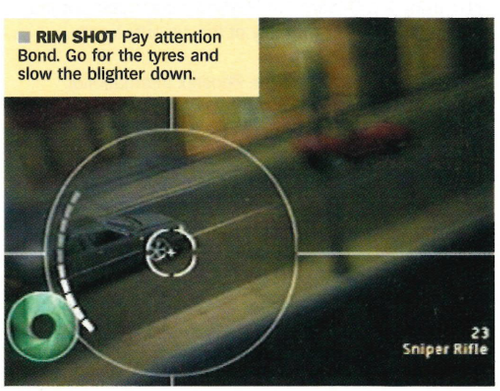
2. As you drive behind the moving van that blocks your path, quickly turn to the left. The 007 Bonus icon can be found directly behind the van on the left-hand side of the street next to some benches.

3. This 007 Bonus icon is located on the route you'll take while chasing the van through the park area. It's up high and can be collected by using the stairs as a jump.

4. After using the Q-Boost to jump the river you will then need to follow the road to the right. Get ready to mount the pavement on the left where the fourth and final 007 Bonus icon is located.

LEVEL AWARDS

- **Bronze:** Card, Dominique
- **Silver:** Skin, Jaws
- **Gold:** Upgrade, Racing Missile
- **Platinum:** Skin, Renard



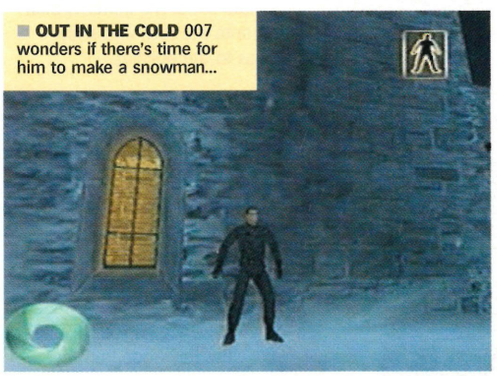
RIM SHOT Pay attention Bond. Go for the tyres and slow the blighter down.

MISSION 2
THE EXCHANGE

BOND MOVES

1. This first Bond Move is achieved by jumping down from the starting point into the back of the truck as it passes below. Now crouch down until the truck enters the castle. If you choose to use this route you will not be able to achieve the second Bond Move, and vice versa.

2. Should you decide not to jump into the back of the truck from the start, you will receive a Bond Move for choosing the long route and making it past the three castle windows without being detected by the guards inside. Hard man!


OUT IN THE COLD 007 wonders if there's time for him to make a snowman...

3. Before making your way into the party, search the castle and locate the fuse box for the search lights then use your Laser to cut the green wire and disable the search lights.

4. After the exchange between Mayhew and Drake, head out through the window then eliminate the guards before using the zip line to earn another Bond Move.

007 BONUS ICONS

1. From the start, head back in the direction the truck comes from. Target and remove the lone guard then proceed to the end of the road to locate the 007 Bonus icon.

2. Exit the building at the start then turn right to walk along the side of the wall to reach the snowy pathway below. The 007 Bonus icon is out in the open next to a crate.

3. Enter the castle using the long route (not the truck), then once through the crack in the wall head through the door and deal with the guard who appears from the next door. Now proceed to the end of the rampart to collect the 007 Bonus icon.

4. Venture into the wine cellar near where the truck stops inside the castle, then dispatch the guards inside before collecting the 007 Bonus icon that's behind the three small barrels.

5. After meeting Dominique in the Library, collect the Body Armour from the table then walk to the far end of the room to claim the 007 Bonus icon before venturing through the nearby door.

6. On exiting the Library you'll have to fight you way through various guards before being able to witness the exchange between Mayhew and Drake. Before entering the final door, continue along the hallway and down the stairs to the fireplace to find the 007 Bonus icon.

7. Once you've witnessing the exchange between Mayhew and Drake, exit through the window then turn to the right where the 007 Bonus icon is waiting for the taking.

8. Once inside the gondola station, use the metal stairs to reach the room below where the 007 Bonus icon is located, but watch out for the numerous guards. Grab the body armour from the crate if required.

LEVEL AWARDS

- **Bronze:** Card, Zoe
- **Silver:** Skin, Oddjob
- **Gold:** Upgrade, Pistol
- **Platinum:** Skin, Baron Samedi

MISSION 3
ALPINE ESCAPE

BOND MOVES

1. While waiting for Night Shade to start the snowmobile, target and shoot the green light above the gondola as it comes into view. When it falls you'll be rewarded with a Bond Move.

2. While still waiting for Agent Night Shade to start the snowmobile, target and shoot the small green light on the large fuel tank, but only when the two guards have emerged from behind it and are completely visible to you.

3. Once on the move, turn to the front of the snowmobile and remove the first few guards then target the fuel barrels below the wooden watch tower to remove the nearby guards and perform another Bond Move.

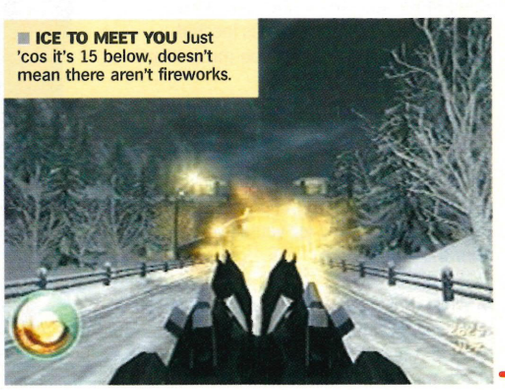
4. After dispatching the three guards who give chase on the snowmobiles, turn to the front and shoot-out the grate on the tunnel entrance that goes under the road.

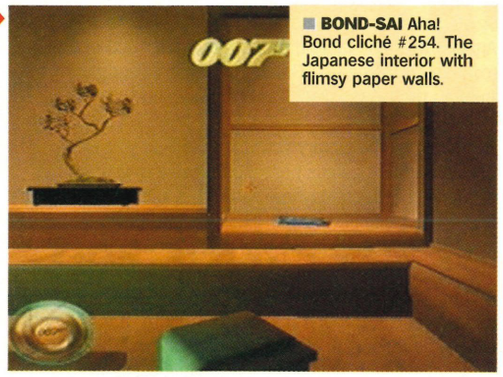
5. As you head back onto the road for a second time you'll approach a gate that's heavily guarded. Shoot the small green light to the left before the gate closes.

007 BONUS ICONS

1. Once on the move, take out the first two guards in front of you then target the barrels in front of the building to the right to expose a 007 Bonus icon.

2. After emerging from the tunnel below the road, you'll be confronted with a head to head snowmobile challenge. Target and dispatch the oncoming guard to expose another 007 Bonus icon.


ICE TO MEET YOU Just 'cos it's 15 below, doesn't mean there aren't fireworks.



BOND-SAI Aha! Bond cliché #254. The Japanese interior with flimsy paper walls.

3. When approaching the heavily guarded gate, target and remove the two rocket-launching guards positioned on top and the guard directly below, and the 007 Bonus icon is yours.

LEVEL AWARDS
- **Bronze:** Card, Military Snowmobile
- **Silver:** Scenario, Assassination
- **Gold:** Upgrade, Grapple
- **Platinum:** Skin, Zorin

MISSION 4
ENEMIES VANQUISHED
BOND MOVES

1. When you approach the first left-hand bend, use the Q-Smoke on the police car positioned behind the billboard when it gives chase for your first Bond Move.

2. As you exit the built-up area of houses, the road leads to the left. Keep going straight on and up the stairs directly in front to jump over a courtyard and land in the town square. Now use your machine guns to blast a path through the cafe and back onto the street.

3. After leaving the town, you'll have more enemy cars to contend with (well, no-one said it was going to be easy). After a short while you hear police sirens behind you. Use the Q-Smoke to lose them and achieve another Bond Move.

007 BONUS ICONS

1. While driving through the built-up area, you'll pass under a banner across the road. After this the road bends right. Keep to the outside of the bend and drive onto the small area with chairs and benches where the first 007 Bonus icon can be found.

2. After using the stairs for the second Bond Move, you land in the town square. The second 007 Bonus icon is located directly in front of the cafe you must blast your way through.

3. After jumping across the bridge and ravine, you'll soon approach another jump that leads onto the first part of the frozen land. Make sure you keep central as you approach. The 007 Bonus icon is waiting for you as you take-off from the jump.

4. While making your way across the frozen lake and dealing with the enemy snowmobiles, venture left and round the back of the small island to locate the fourth 007 Bonus icon.

5. On reaching the large frozen lake where you'll be pursued by helicopters and snowmobiles, turn to the left and head round the island where the final 007 Bonus icon is waiting.

LEVEL AWARDS
- **Bronze:** Card, Vanquish
- **Silver:** Skin, Scaramanga
- **Gold:** Upgrade, Micro Camera Scope
- **Platinum:** Skin, May Day

MISSION 5
DOUBLE CROSS
BOND MOVES

1. When you emerge in the first outdoor section, sneak into the water then swim under the bridge where a guard is positioned. From underneath the bridge, target and remove the guard for a Bond Move.

2. From the first outdoor area, locate and enter the underwater tunnel that runs below the main building then use the ladder to climb past the grate and enter the room above. Now target and kill the guards holding the hostage.

3. On reaching the second outside area, dispatch the surrounding guards then locate the line with lanterns suspended from it. Target and shoot the lanterns then jump onto the rock and swing across to the building.

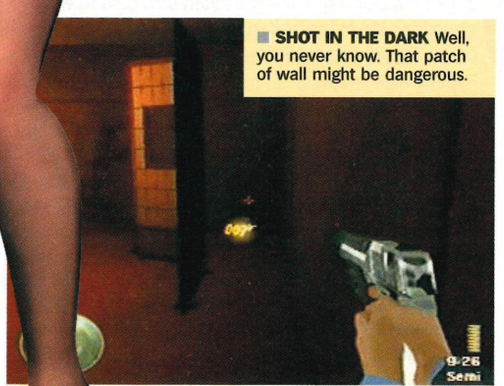
4. After destroying Mayhew's computer, move into the next room and remove the guards, then head through the door on the right to target the guards through the screen who are holding a hostage in the kitchen.

5. Once you've collected the Key Code from the Dragon Safe, head into the room beyond then equip the thermographic glass to locate the secret door. Head through the door and the following door, then quickly deal with the guard holding the hostage under the stairs.

6. When you go out onto the rooftops, approach the skylights then target and remove the guard below holding the hostage.

007 BONUS ICONS

1. After dealing with the three guards at the start, walk to the right of the outside area for the 007 Bonus icon.



SHOT IN THE DARK Well, you never know. That patch of wall might be dangerous.

2. Before Mayhew leads you into the bunker, you will need to dispatch the guard on the floor above. Once he's been dealt with move to his location to claim the 007 Bonus icon.

3. As you reach the first main outside area, remove the surrounding guards then approach the hut with the gong to collect the third 007 Bonus icon.

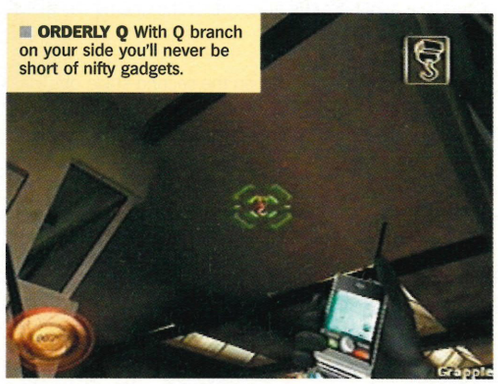
4. On reaching the second outside area and rescuing the first hostage, follow the walkway around to the right. The bond icon will be waiting for you.

5. After dealing with the guards in the kitchen and saving the second hostage, you must now enter the dining room area then look behind the screen to discover the 007 Bonus icon.

6. Once you've rescued the third hostage, head out onto the rooftop to deal with the sniper then move along the wooden beam to the next balcony where the 007 Bonus icon is waiting.

7. When you enter the final building via the skylight, secure the area then search the four small rooms in order to locate the cleaning room and the final 007 Bonus icon will be here.

LEVEL AWARDS
- **Bronze:** Card, Mayhew Servant Girl
- **Silver:** Scenario, Uplink
- **Gold:** Upgrade, Rifle
- **Platinum:** Skin, Xenia Onatopp



ORDERLY Q With Q branch on your side you'll never be short of nifty gadgets.

MISSION 6
NIGHT SHIFT
BOND MOVES

1. After installing the Q-Worm, enter the janitor's room opposite. Open the vent in the ceiling then use the Grapple to climb into the shaft. Move through the shaft then open the next vent to enter the room below.

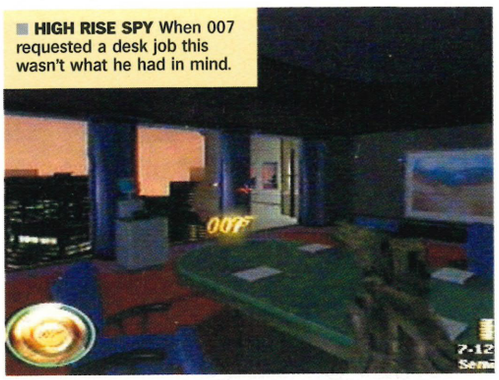
2. Make it successfully into the Security Terminal room (after using the Q-Worm on Mayhew's computer) without coming into contact with any of the security lasers.

3. Once on the rooftop of the Phoenix International Headquarters, remove the nearby guards then equip the AT-600 and use it to take down the helicopter.

007 BONUS ICONS

1. In the car park at the very start of the mission, wait for the guard to walk away then head to the left and around the corner for the first 007 Bonus icon.

2. After using the first elevator to reach the main entrance of the Phoenix International Headquarters, make your way to the main door in front of the reception desk to claim the 007 Bonus icon.



HIGH RISE SPY When 007 requested a desk job this wasn't what he had in mind.

3. After using the second elevator to reach the offices on the floor above, exit and proceed into the corridor and head left. Take the next left and continue along the walkway to the end for the 007 Bonus icon.

4. Once you're on the first floor, move through the corridors and locate office 70-C. Cautiously venture inside and search around all the desks for the 007 Bonus icon.

5. Once you've used the decryptor to venture into the second set of corridors and continue to the end of the dark corridor for the 007 Bonus icon.

6. After using the roof of the external elevator to reach the vent shaft, exit the following room and enter the boardroom. The 007 Bonus icon can be found here.

7. Once on the rooftop of the Phoenix International Headquarters, deal with the surrounding guards then move to the far corner where the 007 Bonus icon is waiting.

LEVEL AWARDS
- **Bronze:** Card, Kiko
- **Silver:** Scenario, Team KOH
- **Gold:** Upgrade, Pistol
- **Platinum:** Skin, Christmas Jones

MISSION 7
CHAIN REACTION
BOND MOVES

1. From the roof of the first building, deal with the snipers then approach the further vent hatch and use your laser to remove the four hinges to remove the grate. Now enter the shaft to reach the room below.

2. Once outside, climb onto the forklift that's moving back and forth, then use the grapple to reach the small platform on the side of the long building. Now jump down to the lower platform to grab the Ammo.

3. In the final building, use the control panel to activate the crane beam. Now stand on the stairs and use the grapple to get onto the beam when it's at its closest.

007 BONUS ICONS

1. After you've secured the first building and taken a photo of the jetpack prototype, use the upper walkway to drop down onto the forklift where the first 007 Bonus icon is positioned.

2. Enter the open hanger and use the grapple to reach the walkway above, then jump across to the container situated in the middle. Use your laser to remove the vent by the fan then drop in for the 007 Bonus icon.

3. Before using the last wire to swing across to the entrance of the TR-2 building, use the grapple to get onto the roof. Next use your zip line in order to reach the hanger. The 007 Bonus icon will be located on the walkway.

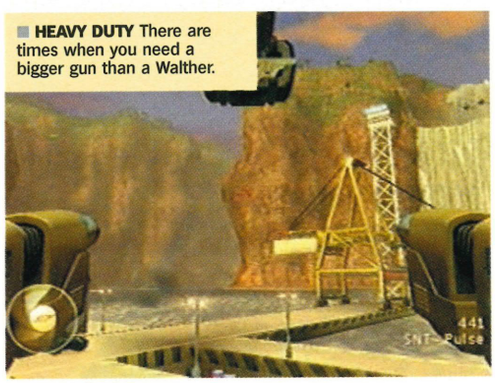
4. Once inside the TR-2 building, secure the area then look behind the generator on the ground level where the 007 Bonus icon is waiting for the taking.

5. Once in the second outside area, remove the surrounding snipers then swing across to the crane and press the button to make it swing to the left. Now jump onto the narrow ledge then head up the ladder to the rooftop. Use the pipe to reach the next ledge then shuffle along to the broken window and enter for the 007 Bonus icon.

6. Once inside the final building, secure the area then use the control panel to activate the crane beam so that it moves back and forth. Now use the grapple to get onto the crane beam then make your way along the right support to collect the 007 Bonus icon.

7. In the final building, enter the small room to the right of the C5 door. Secure the room and jump onto the crates then jump across to the shelf with the boxes to claim the 007 Bonus icon.

LEVEL AWARDS
- **Bronze:** Card, Rook
- **Silver:** Skin, Wai Lin
- **Gold:** Upgrade, Dart Gun
- **Platinum:** Skin, Goldfinger



HEAVY DUTY There are times when you need a bigger gun than a Walther.

MISSION 8
PHOENIX FIRE
BOND MOVES

1. Exit the elevator at the start through the broken window then use the grapple to get onto the top of the elevator. Now enter the vent shaft and continue to the janitor's room for your first Bond Move.

2. After entering the security control room proceed to the skybridge and use the Scorpion to destroy the helicopter.

007 BONUS ICONS

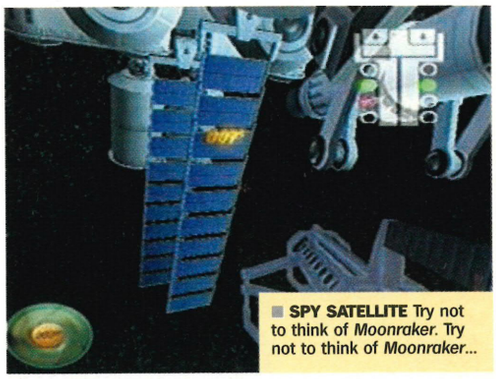
1. Jump through the broken window of the elevator and onto the ledge then work your way along for the 007 Bonus icon.

2. Exit the elevator, secure the area then head left and enter the boardroom. In here you will find the 007 Bonus icon.

3. After descending the stairs and entering the office floor, head along the corridor to the left. The 007 Bonus icon is at the end of the walkway.

4. Once past the janitor's room, enter the dinning room around the corner to locate the fourth 007 Bonus icon.

5. While making your way around the office floor, enter offices 70-A and search the various partitions for the 007 Bonus icon.



SPY SATELLITE Try not to think of *Moonraker*. Try not to think of *Moonraker*...

6. On reaching the main entrance of the Phoenix International Headquarters, enter the control room for the sixth 007 Bonus icon.

7. This final 007 Bonus icon is in the main reception area of the Phoenix International Headquarters, in front of the main entrance door.

LEVEL AWARDS
- **Bronze:** Card, Alura
- **Silver:** Scenario, Demolition
- **Gold:** Upgrade, Pistol
- **Platinum:** Skin, Drake Suit

MISSION 9
DEEP DESCENT
BOND MOVES

1. After turning right into the tunnel inside the sunken ship, launch a Remote Torpedo and guide it through the fan blades to disable the communications node.

2. Once you've destroyed the communications node, head along the side tunnel then launch a Remote Torpedo and target the tanks below the enemy mini-sub.

3. On entering the cavern where you must deal with the various enemy mini-subs, quickly target and shoot the gas cylinders to deal with the enemy subs and to perform the final Bond Move.

007 BONUS ICONS

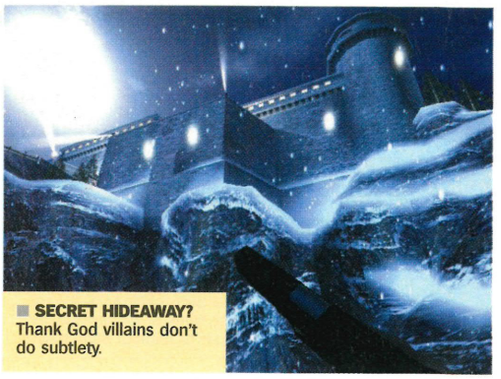
1. Soon after entering the sunken ship you'll pass a piece of grating. The 007 Bonus icon is down and to the right.

2. The second 007 Bonus icon will be located at the bottom of the chamber where the communications node is located.

3. As you approach the second minefield section keep close to the bottom of the cavern to locate the third 007 Bonus icon.

4. While chasing the mini-sub through the next cavern, the 007 Bonus icon is located up high on a ledge to the right. But make sure you don't lose the mini-sub.

FOR TUX SAKE Bond wonders if *he* could be her bodyguard...



SECRET HIDEAWAY? Thank God villains don't do subtlety.

5. After defeating the enemy mini-subs in the sub dock, ascend to the platform above where the 007 Bonus icon can be found in plain view.

LEVEL AWARDS
- **Bronze:** Card, Vanquish Sub
- **Silver:** Skin, Nik Nak
- **Gold:** Upgrade, Decryptor
- **Platinum:** Skin, Electra King

MISSION 10
ISLAND INFILTRATION
BOND MOVES

1. After following the right-hand fork in the road you'll soon approach the enemy compound. Stop at the gate and wait for it to open to perform the first Bond Move.

2. Before using the access code to open the third security fence, look along the right-hand side of the road for a bush you can drive through to use an alternate route. Keep your speed high to jump the river.

3. While in the aircraft you'll come across a convoy below. Target and destroy the truck while it's on the bridge.

4. Once in control of the surface to air missile battery, target and destroy all the enemy aircraft that approach from the left.

5. Destroy the next set of enemy aircraft that approach from the right.

6. Destroy the enemy aircraft that will approach from directly in front.

007 BONUS ICONS

1. Before driving forward in the SUV, hit reverse and back up into the first 007 Bonus icon.

2. This one's waiting for you on the helipad of the enemy compound. Go get it!

3. After exiting the tunnel where the boulders fall to block the path, destroy the two enemy vehicles then drive to the left to collect the 007 Bonus icon.

FLASH FRY Screw the silencer! Eat this you balaclava-clad goons!

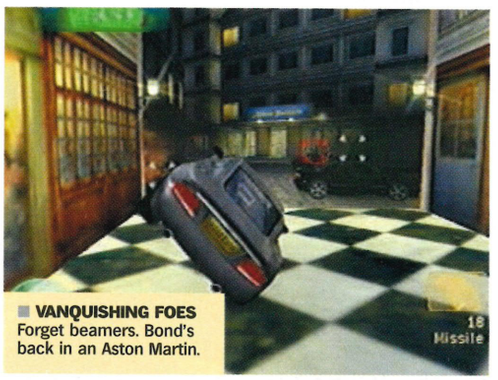
4. Once inside the aircraft and having passed the first bridge, quickly destroy the next Sentinel then fly through the carnage to claim the 007 Bonus icon.

LEVEL AWARDS
- **Bronze:** Card, Ultralight Ultimate Laser
- **Silver:** Scenario, Protection
- **Gold:** Upgrade, Stunner
- **Platinum:** Skin, Bond Tuxedo

MISSION 11
COUNTDOWN
BOND MOVES

1. Disable the alarm system by destroying the circuit boards with your laser in security room A-3, then disable the security cameras by destroying the circuit boards in security room A-4. Now destroy the security safe in room A-8.

2. While venturing through the corridors, use the various fuel barrels scattered throughout the level to deal with nearby guards. Killing enough guards using this method will earn you a Bond Move so get blasting!



VANQUISHING FOES Forget beamers. Bond's back in an Aston Martin.

007 BONUS ICONS

1. After destroying the circuit boards in the security room A-4, open the vent grate then enter the shaft to collect the 007 Bonus icon.

2. Inside the container storage room A-6, look for a small tunnel below the containers. Crawl into the tunnel and proceed to the end for the 007 Bonus icon.

3. After proceeding through the door to Delta Sector, you'll discover the 007 Bonus icon as you're making your way through the missile silos. It's in a dead-end section.

4. On reaching the final missile silo, the 007 Bonus icon is on some crates.

5. Once inside Drake's space shuttle launch facility, enter the side room on the upper level for the 007 Bonus icon.

6. On entering the shuttle launch silo, quickly walk below the shuttle directly in front to claim the 007 Bonus icon.

7. On entering the shuttle launch silo, quickly walk below the shuttle to the right to claim the 007 Bonus icon.

LEVEL AWARDS
- **Bronze:** Card, Drake
- **Silver:** Mode, Explosive Scenario
- **Gold:** Upgrade, Laser
- **Platinum:** Skin, Pussy Galore

GAS ATTACK "Okay, who guffed? I won't ask again."

MISSION 12
EQUINOX
BOND MOVES

There are no Bond Moves to perform on this final level.

007 BONUS ICONS

1. The first 007 Bonus icon is located in the middle of the laser projector.

2-7. The remaining six 007 Bonus icons are positioned around the outside of the US Space Weapons Platform, and are easy to locate. Make sure you collect them before fighting Drake.

LEVEL AWARDS
- **Bronze:** Card, Bond
- **Silver:** Scenario, Goldeneye Strike
- **Gold:** Upgrade, Rifle
- **Platinum:** Skin, Bond Space

YOU ARE HERE!

GRAND THEFT AUTO: VICE CITY

Locate every hidden package with our indispensable map.

P PAY 'N' SPRAY **T** TOOL SHOPS

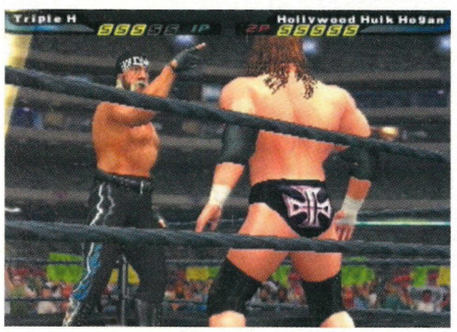
G GUN SHOPS **01** HIDDEN PACKAGES

01 On the west side of the Stadium in a car park.
02 Behind the Mars Cafe where Love Fist's heavy attacked you.
03 In the sculpture outside the V.A.J finance building.
04 Behind the last building you jump from in the 'G-Spotlight' mission.
05 In the lower Ambulance Garage at the the Schuman Health Care Center.
06 By the helipad on top of the five-storey building south of the V.A.J building.
07 By the middle desk in the downtown office where you begin the 'G-Spotlight' mission.
08 Next to the Hi-Press Gas Hot Stream ramp behind the Moist Palms Hotel.
09 On the west steps of the deserted green house.
10 Inside the deserted building where The Thug went in the 'The Chase' mission. It's in the first-floor room with the broken wall and you need to drop into it from above.
11 In the toilet inside Studio C.
12 On east Prawn Island in a dead end.
13 On the roof of the blue building by Film Studio D.
14 Outside the North Point Mall.
15 On the ground level of the multi-storey car park by the North Point Mall.
16 Behind the flats to the east of the North Point Mall.
17 Upstairs in the North Point Mall outside a shop with 'Sale' signs in the window.
18 Go to the 'Gash' shop upstairs at the North Point Mall.
19 On the pavement by the bridge leading to Prawn Island.
20 Next to the RC Bandit track by the Jocksport sign.
21 By the wall of the hairpin turn.
22 On the highest board of the Hotel's pool.
23 On the farthest tee at the Driving Range.
24 East of the north Pay 'n' Spray in a back yard by a fence.
25 In a bunker on the west side of Leaf Links.
26 Under Vice Point bridge.
27 Round the back of Mercedes' house.
28 On the second rooftop where you chase the thug in 'The Chase' mission.
29 Behind the Jewellery Shop counter.
30 On the small island in the middle of a water hazard.
31 Next to the Pizza Restaurant under the stairs of the apartment block.
32 In the Pizza Restaurant.
33 Round the back of the WK Chariot Hotel.
34 On the roof of the building where Candy and the Congressman were having a ball.
35 On the southern bridge connecting the golf islands.
36 On the water's edge facing Golf Island.
37 Behind The Malibu gates.
38 At the end of the strut sticking out from the building under construction.
39 By the pool on top of the building by The Malibu.
40 In the alley behind SpandEx Delivery.
41 On the pool balcony at Rock Star pool house.
42 At the front of the northeast house with the purple roof.
43 In the jacuzzi of the brown house with the broken basketball net.
44 In a narrow alley between Diaz's west pool and his neighbour's property.
45 Near the east pool of Diaz's mansion.
46 Under the bridge heading to Starfish Island.
47 In one of the VCPD upstairs offices.
48 On one of the beach's lifeguard stations.
49 In the outside shower block in the hotel grounds.
50 Use a helicopter to get on top of the blue and white building.
51 In front of the peach building by the pond.
52 By the edge of the water next to the bridge.
53 On the roof of the building joined to the DBP Security building.
54 By the back door of your house near Rosenberg's building.
55 By the pool of the pink apartment building.
56 On the walkway below the Southern Bridge.
57 Behind the west Ocean View Medical Foundation Research and Development building on ledge by the water.
58 On the roof of the single storey building across the road from the Washington Mall.
59 In a secluded corner of the Marina's underground car park.
60 By the steps of the island's southernmost building.
61 On the rocks by the huts in the water.
62 On the jetty in the water. It's the one with the wooden hut.
63 On the steps leading up the lighthouse.
64 Behind Phil's place.
65 Inside Phil's shed.
66 Down the stairs behind the building two doors north of Kaufman Cabs.
67 Inside the roof of North Haiti's corner building.
68 Outside the nearest building on Kaufman Cabs' eastside.
69 By the skeleton grave behind Funeraria Romero.
70 In between the generators on the roof of the building that's connected to the north of the Print Works.
71 By the Vice City Air Reserve Fort Baxter Air Base sign at the base's gates.
72 Inside the Laundromat building.
73 On the east corner of the Print Works under the 'Life's a Bitch' billboard.
74 Outside the Daiquiri House.
75 Under a plane at the northeast Airport.
76 Behind the billboards on the way to the Airport.
77 Across the road from Umberto's Restaurant behind a wall.
78 In the corner doughnut shop.
79 On the Kaufman Cabs billboard.
80 On top of the four-storey building boasting a red awning.
81 Behind the Airport Fire Station.
82 In the terminal behind a wall by a telephone.
83 On the roof of the Airport.
84 Upstairs in the Car Showroom.
85 Top level of Gate 8-1.
86 Behind a pipe in between the four jet fuel tanks.
87 Underneath the ROCKSTAR jet in the hangar.
88 On top of the southwestern-most jet outside the terminal.
89 Between the two trailers at the main Airport car park.
90 Underneath the southwestern-most jet outside the terminal.
91 On top of the east loading bridge.
92 On the roof of the McAdam Airways hangar.
93 By the building and fence north of 8-ball's garage.
94 In a little car park by the green and white flats near the Shipyard.
95 On the southern helipad.
96 In the office in the Seaplanes Tours hangar.
97 On the east side of the northeast Cargo ship.
98 On the roof of the Airport's southeast building.
99 On the southwest Cargo ship.
100 Below the Vice City Port Authority Main Building sign.

FURNITURE FLAIL

WWE SMACKDOWN! SHUT YOUR MOUTH

Here's how to beat up your opponent with wooden props.



WEAPONS

Where TLC stands for Tables, Ladders And Chairs mode, and there's very little tender, loving care on offer.

TABLE

■ Pick up a table with R1, and smack people around using ⊗. Or move towards an opponent and press ◎ to set it up and roll them on top. Press ◎ again, and you'll hop up there with them with five ways of smashing them through it with back breaking effect:

◎ DDT
↓ + ◎ Piledriver
↑ + ◎ Powerbomb
← + ◎ Dangerous DDT
→ + ◎ Scoop Slam

■ If the table is in the corner there are two grapples to execute depending on which way they're facing. ◎ + any direction and ◎ (their back to the table) Scoop Slam them, snapping the table in two. ◎ + any direction and ◎ (them facing the table) Slingshot them right into it and you'll be laughing…

LADDER

■ Press R1 to pick up a ladder. Within grappling range of your opponent, press ◎ and you'll drop the ladder and Snapmare them so they're lying along it. Press ◎ to pick them up and Scoop Slam their back onto the rungs.

■ To stop someone getting a title belt via the top of the ladder, either walk up and topple it with R1 – they'll fly straight out of the ring. Alternatively, get up there with any direction and R1. In this position, ⊗ is a normal strike and ◎ is a more powerful punch. Once you've hit them enough for them to slip down a little, you can perform one of two moves:
◎ – ArmDrag from the ladder to the ring.
◎ + Any direction – A massive Superplex, lands them outside the ring. Position a table carefully beforehand, and they might not ever get up...

CHAIR

■ STRIKING DISTANCE
↑/↓ + ⊗ – Thrusting Jab
←/→ + ⊗ – Shuffle Step Sideswipe
■ GRAPPLING DISTANCE
◎ – A jab to the belly, followed by a crashing blow to the top of the head
Any direction + ◎ – Drops the chair by your feet and DDT's them cleanly onto it. Watch them bounce!

FAQs

We reveal how to get past those hair-pulling stumbling blocks.

ZONE OF THE ENDERS

I'm having some trouble with that enormous Tyrant boss. The battle seems to take forever, and I keep dying before he does! Help!

Tyrant is the largest mechanical monstrosity you'll face in the game, but you know what they say – the bigger they are, the harder they hit you in the face. To begin with, target his head, and quickly conjure forth a decoy when the red CAUTION! sign flashes, or prepare to be atomised. When you have taken about half of his health away, he'll transform into his second, even deadlier guise, that of a battleship. The best strategy here is to use Geyser as he prepares to dash at you – it seems to mess with his metallic mind, and stops Tyrant in his tracks long enough for you to launch an effective counter-attack.

DRAGONBALL Z: BUDOKAI

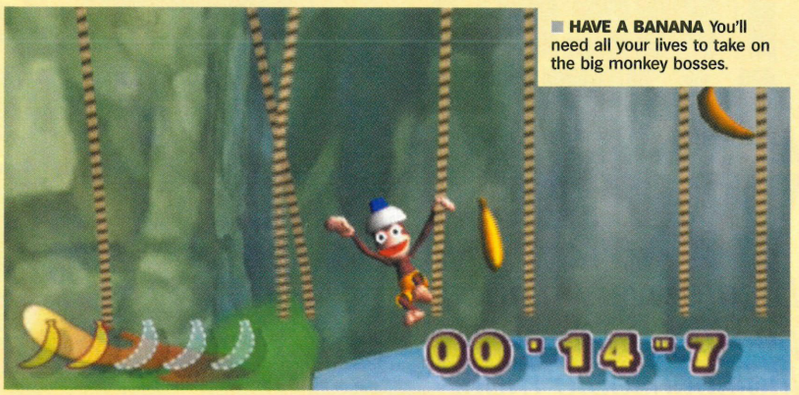
Can you play a special Story mode with just Mr Satan/Hercule?

1. Complete every normal episode of the Story mode.
2. Go back to Story mode and complete all the new episodes.
3. Beat Novice mode in the World Tournament.
4. Go to Popo's shop and buy the Adept mode capsule (keep leaving and re-entering the shop until it appears) then beat it, unlocking Hercule.
5. Buy the Advanced Mode capsule for World Tournament.
6. Buy the next recommended capsule, which should be The Legend of Hercule. This mode pits you against 11 opponents in the following order: Yamcha, Tien, Krillin, Android #16, Trunks, Vegeta, Piccolo, 5 Cell Jrs, SSJ Goku, SSJ2 Gohan, then Cell.
7. Once you beat them all you'll get a password that you can enter at www.dragonballz-budokai.com to get ranked!

MONKEY MELTDOWN

APE ESCAPE 2

Get past those simian bosses with our help.



■ **HAVE A BANANA** You'll need all your lives to take on the big monkey bosses.

BLUE MONKEY BATTLE

1. Wait till he gets into your area then avoid him. Bash him to shatter his forcefield and again straight after to hurt him.
2. After you have damaged him, the Blue Monkey will go berserk and start lobbing bombs.
3. Stay out of his way by dashing down a walkways. but watch out for the traffic lights. If they're blue then it's safe, if they're yellow go cautiously and if red, it means danger.
4. After five hits, he surrenders.

YELLOW MONKEY BATTLE

1. Wait until he charges at you, dash to the side to evade him.
2. Whilst he is teetering on the edge of the ring, run around behind and hit him. He'll then fall out of the ring before getting irate and jumping back in.
3. As he lands, a shockwave engulfs the ring, double jump it.
4. After the second hit, he moves to the side and objects fall. Watch the shadows and avoid them. He uses this attack instead of the shockwave now.

PINK MONKEY BATTLE

1. Use the lilypads as platforms – but watch out for the bombs. (It's safe to fall in the water, the current is strong so repeatedly double jump to get through it.)
2. When you get onstage, double jump over the heart rays and swipe her with your Stun Club. The speakers will then blast you off the stage so get back on and repeat the process.
3. After three hits, the chimp turns nasty and the scenario will change. Get onstage and club her, but she'll hurl objects (so watch out for the shadows and avoid them) and bombs (these can be clubbed for coins and energy cookies).
4. Get back onstage when the electricity signalling her attacks has died down and when you do get up she'll spit electricity balls.
5. Chase her around and spank her with the club. Whether you hit her or miss, after a while the speakers will blow you back off.
6. A second attack involves trip wires. Some are easy to jump, others are bunched together so you'll have to double jump.
7. When you know her attacks, the problem is catching her once you're onstage.

WHITE MONKEY BATTLE

1. When the target appears move to avoid getting fried, then run behind the robot and hit the button on its back. When the robot is flat out, chase after the monkey on the UFO and hit him before the robot comes round.
2. Do this twice, and the robot mixes its attacks by using a Sky Flyer. When it lands keep a safe distance away so that you don't get hit by the shockwave.
3. Run around the back again and hit the button to disable it .
4. The robot now uses a Dash Hoop or a Stun Club, keep moving to avoid getting caught. He gets harder to catch, deploying missiles to stop you.
5. Keep disabling the robot, hit the chimp on the flying saucer. Five hits and he'll be down.

RED MONKEY BATTLE

1. When he backs into the ropes, dash left or right to evade the dash. Repeat until he starts spinning and avoid until he gets dizzy now bash him.
2. When he recovers, he grabs a dinosaur and slams it into the canvas. Dodge this and double jump the shockwave.
3. Evade the charge attacks and hit him after he has spun, avoiding the dino slams.
4. After a few hits, the chimp will start flame charging – the flames that will hurt you if you run into them.
5. After five strikes, he'll be out for the count.

GIANT YELLOW MONKEY BATTLE

1. He starts by scattering a bomb enemies, so swipe these with your club before they go off and get ready to run.
2. When the ape starts sucking, you'll have to move left or right to avoid the debris.
3. Now double jump up and smack one of the teeth.
4. He'll now clap his hands, so stay at one end of his palm, run and double jump to the other at the last minute. He may also chop one hand into the other, but keeps the chopping hand suspended over the spot its going to bring it down on for a split second, so run.
5. He sucks always before becoming vulnerable, so get ready to knock out those teeth.

SPECTER SHOWDOWN

1. The cymbal-clattering ape will deploy a series of missiles, so keep moving, then get ready to run as the ape tries to suck you into its cymbals. Stay either side.
2. The ape then blasts out two huge force beams, make sure you have your Sky Flyer equipped and double jump.
3. The ape then reveals a green button on its chest, hit it to inflict the damage.
4. The ape mixes its attacks. This time it shoots beams, they start wide and work in, move to the middle. Hit his button again.
5. Hit the ape three times, and it reveals a harder, deadlier form – equip your Electro Magnet.
6. The ape now beats out floor – avoid the debris. It then charges up a force ball, sending out a shockwave – use your Sky Flyer and land in the middle.
7. Now run up to the boss, equip your Electro Magnet and then point it at his breastplate. Each time you damage him, his attacks intensify – he'll knock more panels out and try to grab you. Avoided by double jumping.
8. He reduces the space you've got to fight him in, but keep switching between the gadgets and dodging his attacks.

FINAL SHOWDOWN WITH SPECTER

1. Specter will unleash a missile at you, keep moving to avoid it and the hot shrapnel.
2. He lands his saucer on the ramp so hit the button to send the rocket cart to destroy it.
3. He drops to the arena, chase and hit him – use Dash Hoop.
4. Hit him and he gets on his saucer, if not he unleashes ground attacks (press L3 to duck) and a shockwave (use Sky Flyer).
5. He'll then attack with missiles and sonic hoops. The only way to dodge them is to jump left or right – timing is crucial here.
6. When his saucer is blown up, so you have a one-on-one. His attacks include missiles (run left or right to dodge), box levitations (duck), shockwave (hover over) and charge attacks (run).
7. He'll deploy decoy Specters, you have to decide which real and bash it before they regroup. Guess right and repeat this process a few more times and Specter will be busted!

GOLDEN WONDERS

TREASURE PLANET

Follow these guidelines to get yourself piles of riches.

THE RULEBOOK

1. Be thorough in your exploration and always take some time to take a good look around your surroundings by pressing △. You never know what you'll spot.

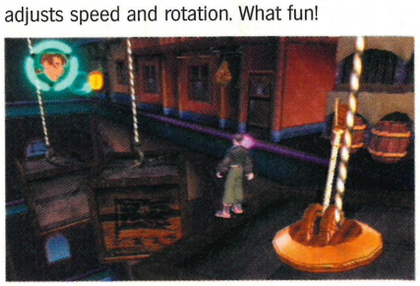
2. When jumping on to platforms – particularly moving ones – it can be tricky judging where to land. Use your shadow as an indicator to help you pick your spot.

3. Look before you leap. If a platform looks suspect, then the chances are it's collapsible. And if a platform wobbles when you stand on it – move sharpish.

4. If you're walking along a narrow platform, press L1 to walk slowly. It'll save you from falling unnecessarily. After all, there's no time limit, so there's no need to rush!

5. Suss out tricky jumps before leaping by using the right analog stick to move the camera around. Before you jump, press R2 to recentre the camera.

6. Alleviate boredom during the loading screens by moving the analog sticks. The left stick controls direction and the right stick adjusts speed and rotation. What fun!



CHEATS OF THE MONTH

VIRTUA TENNIS 2

Some ace extras can be unlocked in this smashing tennis game.

ALTERNATE COSTUMES

Hold L1 or R1 and select a character at the Selection Screen.

PLAY AS KING OR QUEEN

Win all matches without using any continues. If using a male character, you will face King. Otherwise, you will face Queen. Defeat them to unlock them as playable characters.

SPECIAL RACQUETS

In the World Tour mode, defeat opponents on level 3 and higher without losing a set. If you win a straight set you will get a special racquet in every championship that you win.

CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

■ **Anthony Derry wants to further his footy skills in SEGA SOCCER SLAM...**

Maximum power	L1, R1, ←, →, □, □
Unlimited turbo	L1, R1, →, ↑, ○, ○
Big heads	R1, L1, ↑, ↑, □, □
Big hits	L1, R1, ↑, ↑, ○, □
Unlimited spotlight	L1, R1, ↓, →, □, ○
Old School ball	R1, →, ←, ←, □, ○
Eyeball ball	R1, →, ↓, ↑, ○, ○
Black Box ball	R1, ←, ←, ↓, ○, ○
Kid's Play ball	R1, →, ↑, ↓, ○, □
Kid's Block ball	R1, ←, →, →, □, □
Globe ball	R1, →, →, ←, ○, ○
Rusty can ball	R1, ←, ↑, ↑, □, □
Beach ball	R1, →, →, ↓, □, ○
Crate ball	R1, ←, ↓, →, □, ○
8-ball	R1, →, ↑, ↑, □, □
Remy's head ball	R1, ←, →, ←, ○, □
Rob's head ball	R1, ←, ↑, ←, □, ○
All alternate teams	○, □, ↓, ↓, ↓, ↓
Alternate Spirit team	□, □, ↓, ↓, ←, →
Alternate Subzero team	□, □, ↓, →, ←, ↑
Alternate Toxic team	□, ○, ↓, ↑, ↑
Alternate Tsunami team	○, □, ↓, ↑, →, ←
Alternate Volta team	□, ○, ↓, ↑, ↓, ↑
All stadiums	R1, R1, →, →, ↑, ↑, ↑, ↑, ↑, ○, ○
Alpen Castle stadium	↑, ↑, ↑, ↓, ○, ○
Jungle Canopy	L1, R1, ↑, ↓, ←, →, ○, □
Reactor Core stadium	↑, ←, ←, →, ○, □
Riviera Ruins stadium	↑, ↓, ↓, →, □, ○
Pacific Atoll stadium	↑, ↑, ←, ←, □, □
All player items	←, ○, ←, ○, ←
Angus's items	←, ○, →, ○, ↑
Arsenault's items	←, □, ↑, □, ↓
Boomer's items	←, □, ←, ○, ↑
Dante's items	←, ○, →, □, ←
Djimon's items	←, □, ↓, □, ↑
Duke's items	←, □, ↑, ○, →
El Diablo's items	←, ○, →, ○, ↓
Half-Pint's items	←, □, ↑, ○, ↑
Kahuna's items	←, □, →, □, →
Kaimani's items	←, ○, ↓, ○, ↓
Kiril's items	←, □, ↑, ○, ←
Madeira's items	←, □, ↓, ○, ↑
Nova's items	←, □, ↓, □, →
Raine's items	←, ○, ↑, ○, ↑
Rico's items	←, ○, →, ○, →
Rumiko's items	←, □, ←, □, ↑
Zari's items	←, □, ←, □, →

■ **Tony Coomber wants access to all the levels in STAR WARS: BOUNTY HUNTER...**

Chapter 1	SEEHOWTHEYRUN
Chapter 2	CITYPLANET
Chapter 3	LOCKDOWN
Chapter 4	DUGSOPLENTY
Chapter 5	BANTHAPOODOO
Chapter 6	MANDALORIANWAY
Mission 1	BEAST PIT
Mission 2	GIMMEMYJETPACK
Mission 3	CONVEYORAMA
Mission 4	BIGCITYNIGHTS
Mission 5	IEATNERFMEAT
Mission 6	VOTE4TRELL
Mission 7	LOCKUP
Mission 8	WHAT A RIOT
Mission 9	SHAFTED
Mission 10	BIGMOSQUITOS
Mission 11	ONEDEADDUG
Mission 12	WISHIHADMYSHIP
Mission 13	MOSGAMOS
Mission 14	TUSKENS R US
Mission 15	BIG BAD DRAGON
Mission 16	MONTROSSISBAD
Mission 17	VOSAISBADDER
Mission 18	JANGOISBADDEST

Send in your code requests to:

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or email:
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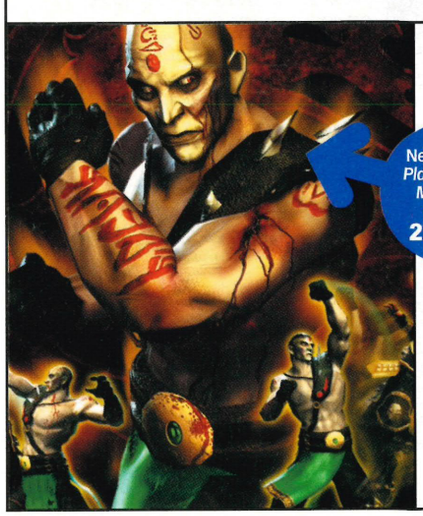
NEXT MONTH IN HARDCORE



Next *Official PlayStation 2 Magazine* on sale **21 MAR**

The skills to crack the skulls

MK: DEADLY ALLIANCE

How to save your soul

SOS: THE FINAL ESCAPE

Plus! Legends Of Wrestling 2 tips

Can't wait till then?

For all your tips needs, grab yourself a copy of *Official PS2 Tips Magazine*, priced £3.99

Official PlayStation 2 Tips Magazine on sale **NOW!**

shortlist

Your definitive guide to every PlayStation 2 game out there.

So you've just bought a PS2 – now what? You'll be wanting the best games to play, that's what. The fastest racers, the most gruesome shooters, the hardest platformers and, if you're any type of decent human being, a copy of *Pro Evolution Soccer 2*. You'll also need to know a bit about the developers behind the games, our monthly genre-specific top fives, which games from the past we think deserve a second look, all the best bargains and what's top of the charts.

Welcome to ShortList, which not only does everything we've just listed but gives you mini-reviews and scores for *every* PS2 game on the market. You'll see which titles scooped our quality-assured Bronze, Silver and Gold awards, plus you can check when we ran a playable demo of a certain game. Oh, and be sure to bookmark uk.playstation.com where we'll eventually be putting *all* of our reviews. □

■ **SLAVE 4 U** Fail to perform and you'll be dumped. Hmm, sound familiar Ms Spears?

4X4 EVOLUTION
Tazzing around in 4X4s should be more fun than this, surely?
REVIEWED *OPS2*#06/**OVERALL** 05

4X4 EVO 2
Off-road racing action that's more than a little off course.
REVIEWED *OPS2*#30/**OVERALL** 05

7 BLADES
Pacey ninja-flavoured adventure with oodles of chopsocky action.
REVIEWED *OPS2*#05/**OVERALL** 06

18 WHEELER
Solid Sega truck racer, but 18 wheels aren't always better...
REVIEWED *OPS2*#14/**OVERALL** 06

2002 FIFA WORLD CUP
New slant on the *FIFA* formula, but an own goal.
REVIEWED *OPS2*#21/**OVERALL** 06/**●DVD#22**

ACE COMBAT: DISTANT THUNDER
Namco's cult PSone combat flight sim now looking sweet on PS2.
REVIEWED *OPS2*#17/**OVERALL** 07/**●DVD#16**

AGE OF EMPIRES II: THE AGE OF KINGS
Beardy feudal real-time strategy title from the makers of (ssh) Xbox.
REVIEWED *OPS2*#13/**OVERALL** 07

AGGRESSIVE INLINE — BRONZE
Addictive *Tony Hawk's* clone that swops skateboards for skates.
REVIEWED *OPS2*#23/**OVERALL** 08/**●DVD#24**

AIRBLADE — BRONZE
Tony Hawk's goes *Back To The Future* for this top hoverboard racer.
REVIEWED *OPS2*#14/**OVERALL** 08/**●DVD#14**

AKIRA PSYCHOBALL
Oh, the ignominy! Seminal manga flick inspires pinball fiasco.
REVIEWED *OPS2*#25/**OVERALL** 03

ALL-STAR BASEBALL 2002
Acclaim bag a stat-fuelled home run with this deep baseball sim.
REVIEWED *OPS2*#07/**OVERALL** 07

ALL-STAR BASEBALL 2003: FEATURING DEREK JETER
And another home run for *All-Star* – now with added Derek!
REVIEWED *OPS2*#20/**OVERALL** 07

ALONE IN THE DARK: THE NEW NIGHTMARE
The original survival horror game loses out to *Resi* in its comeback.
REVIEWED *OPS2*#13/**OVERALL** 06

ALPINE RACER 3
Truly execrable ski-'em-up. Not fit to clean SSX *Tricky*'s snowboots.
REVIEWED *OPS2*#28/**OVERALL** 03/**●DVD#27**

ANTZ EXTREME RACING
Tightly scripted movie inspires lacklustre multiplayer racer. Why?
REVIEWED *OPS2*#25/**OVERALL** 04

APE ESCAPE 2
Cheeky monkeys, but is there enough variety for everyone?
REVIEWED *OPS2*#29/**OVERALL** 07/**●DVD#29**

AQUA AQUA: WETRIX 2.0
Cute update of weather-obsessed N64 puzzler *Wetrix*.
REVIEWED *OPS2*#01/**OVERALL** 07

ARCTIC THUNDER
WipEout meets a lo-fi *Sled Storm*; plays great, looks terrible.
REVIEWED *OPS2*#14/**OVERALL** 07

ARMORED CORE 2
Techy first-person shooter with giant Japanese mechs.
REVIEWED *OPS2*#04/**OVERALL** 07

YOUR KEY TO SHORTLIST

GOLD
Only for games that scored the elusive 10/10.

SILVER
Awarded to games with a mighty 9/10.

BRONZE
Given to games that scored an impressive 8/10.

●DVD#16
Fancy trying a game out before you buy it? Here's the issue where we ran a playable demo.

TOP 5 SAMURAI GAMES

1. ONIMUSHA 2: SAMURAI'S DESTINY

Demon-hacking action that's a cut above the rest.

2. ONIMUSHA: WARLORDS

Tactics and samurai swordplay combined perfectly.

3. DYNASTY WARRIORS 3

A virtual general's heaven – intelligent feudal fun.

4. KENGO: MASTER OF BUSHIDO

If technical swordplay is up your alley, try this.

5. 7 BLADES

Action/adventure with a hint of ninja.

ARMORED CORE 2: ANOTHER AGE
More of the same, but definitely better than its predecessors.
REVIEWED *OPS2*#23/**OVERALL** 07

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Very diddy and very dull *Army Men* helicopter game. Avoid.
REVIEWED *OPS2*#09/**OVERALL** 02

ARMY MEN: GREEN ROGUE
On-rails *AM* shooter – and one of the worst games we've seen.
REVIEWED *OPS2*#08/**OVERALL** 01

ARMY MEN: RTS
Real-time strategy and *Army Men* together at last!
REVIEWED *OPS2*#22/**OVERALL** 06/**●DVD#23**

ARMY MEN: SARGE'S HEROES 2
Third-person action adventure – for *Army Men* obsessives only.
REVIEWED *OPS2*#07/**OVERALL** 03

ATLANTIS III: THE NEW WORLD
Tedious first-person adventure. Think *Myst* minus the fun. Exactly.
REVIEWED *OPS2*#20/**OVERALL** 02

ATV OFFROAD
Solid quad bike racer, well worth a look for its Four-player mode.
REVIEWED *OPS2*#10/**OVERALL** 06

ATV2: QUAD POWER RACING
Average quad bike racer with some innovative elements.
REVIEWED *OPS2*#29/**OVERALL** 05/**●DVD#30**

AUTO MODELLISTA
Slick, playable cel-shaded racer. Lack of online play lets it down.
REVIEWED *OPS2*#28/**OVERALL** 07

BALDUR'S GATE: DARK ALLIANCE — BRONZE
The respected PC-based action RPG comes to PS2 in superb form.
REVIEWED *OPS2*#15/**OVERALL** 08/**●DVD#14**

BARBARIAN
Forsooth, good Odin, 'tis a most bloody action adventure indeed...
REVIEWED *OPS2*#23/**OVERALL** 06

BASS STRIKE
Um, fishing on PlayStation 2? One for bass aficionados only.
REVIEWED *OPS2*#15/**OVERALL** 04

BATMAN VENGEANCE
Action adventure based on DC's 'dark deco' cartoon.
REVIEWED *OPS2*#14/**OVERALL** 06

BATTLE ENGINE AQUILA
Blowing things up in a big transformer. Big tank action.
REVIEWED *OPS2*#29/**OVERALL** 07/**●DVD#28**

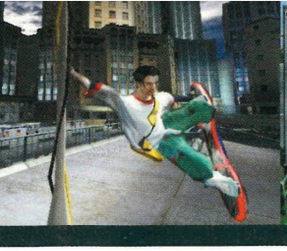
BIG MUTHA TRUCKERS
Trucking, trading and fighting in one game? Ten four.
REVIEWED *OPS2*#29/**OVERALL** 05

BLADE II
Third-person perspective action/adventure vampire movie tie-in.
REVIEWED *OPS2*#27/**OVERALL** 05

BLOOD OMEN 2
Arcade-tinged horror adventure for vampire lovers everywhere.
REVIEWED *OPS2*#20/**OVERALL** 06

BLOODY ROAR 3
Erm, *Tekken* meets *Thundercats*? Fur flies in this gory beat-'em-up.
REVIEWED *OPS2*#09/**OVERALL** 06

BMX XXX
Ladies' bits can do nothing to spice up this limp biking biscuit.
REVIEWED *OPS2*#29/**OVERALL** 04



HOME DJ SAMPLE/ MIXER MUSIC MAKER. LIKE MUSIC? YOU NEED THIS

SEE *MTV MUSIC GENERATOR 2*

BRITNEY'S DANCE BEAT
Mrs Britney goes Bemani in this decent dance mat-compatible title.
REVIEWED *OPS2*#22/**OVERALL** 06/●**DVD#22**

BURNOUT BRONZE
Hard as hell arcade-style racer, but so very, very rewarding.
REVIEWED *OPS2*#13/**OVERALL** 08/●**DVD#15**

BURNOUT 2: POINT OF IMPACT BRONZE
Four-wheel skid frenzy that positively encourages dangerous driving.
REVIEWED *OPS2*#26/**OVERALL** 08/●**DVD#26**

BUTT-UGLY MARTIANS: ZOOM OR DOOM
A cartoon licence! Oh, it's another insipid racer. Who'd of thought?
REVIEWED *OPS2*#28/**OVERALL** 03

CAPCOM VS SNK 2 BRONZE
Sublime 2D beat-'em-up from two arcade masters of yore.
REVIEWED *OPS2*#15/**OVERALL** 08

CART FURY CHAMPIONSHIP RACING
Fun arcade-flavoured cart (as in US carts) racer, but a touch erratic.
REVIEWED *OPS2*#10/**OVERALL** 06

CASPER: SPIRIT DIMENSIONS
Kiddy-targeted cartoon platformer that sadly fails to impress.
REVIEWED *OPS2*#20/**OVERALL** 04

CASTLEWEEN
Short-lived spooky platformer that's aimed squarely at the nippers.
REVIEWED *OPS2*#28/**OVERALL** 04

CENTRE COURT: HARDHITTER
Cheap as chips, arcade-style tennis sim – but it's no *Smash Court*.
REVIEWED *OPS2*#17/**OVERALL** 04

CIRCUS MAXIMUS: CHARIOT WARS
Like *Ben Hur*? Like *Gladiator*? Like the idea of a chariot racer? Yes!
REVIEWED *OPS2*#23/**OVERALL** 06

CITY CRISIS
Helicopter adventure from Japan that's well worth a look.
REVIEWED *OPS2*#10/**OVERALL** 06

COLIN McRAE RALLY 3 SILVER
The Scot hits PS2 with sublime handling and tasty visuals intact.
REVIEWED *OPS2*#27/**OVERALL** 09/●**DVD#27**

COMMANDOS 2: MEN OF COURAGE BRONZE
Excellent WWII real-time strategy, with sublime attention to detail.
REVIEWED *OPS2*#21/**OVERALL** 08

CONFLICT: DESERT STORM BRONZE
Third-person shooter with superb team-based dynamics.
REVIEWED *OPS2*#24/**OVERALL** 08/●**DVD#24**

CONFLICT ZONE
War-based real-time strategy in the style of *Command & Conquer*.
REVIEWED *OPS2*#20/**OVERALL** 06

CONTRA: SHATTERED SOLDIER
Arcade-style shoot-'em-up that doesn't keep up with the times.
REVIEWED *OPS2*#30/**OVERALL** 05

CRASH BANDICOOT: THE WRATH OF CORTEX
A change of developer for the unofficial PSone mascot.
REVIEWED *OPS2*#14/**OVERALL** 06/●**DVD#17**

CRASHED
Smash-'em-up auto action drives us to despair. Very average.
REVIEWED *OPS2*#26/**OVERALL** 05/●**DVD#30**

CRAZY TAXI BRONZE
Thrills aplenty in this visually glitchy but fun Dreamcast port.
REVIEWED *OPS2*#07/**OVERALL** 08

CRICKET 2002 BRONZE
EA Sports gives the gentleman's game a gently addictive PS2 spin.
REVIEWED *OPS2*#15/**OVERALL** 08

DARK CLOUD
RPG meets 3D real-time strategy in this enthralling Japanese title.
REVIEWED *OPS2*#11/**OVERALL** 07/●**DVD#14**

DARK SUMMIT
SSX meets *The X Files* in a novel but motley sports-adventure.
REVIEWED *OPS2*#19/**OVERALL** 05

DAVE MIRRA FREESTYLE BMX 2
Solid BMX sim with a suitably gnarly array of tricks and jumps.
REVIEWED *OPS2*#12/**OVERALL** 07

DAVID BECKHAM SOCCER
Mr Posh lends his name to a shoddy arcade-ish footy game.
REVIEWED *OPS2*#22/**OVERALL** 04

DEAD OR ALIVE 2
Blistering, buxom 3D beat-'em-up with an emphasis on tactics.
REVIEWED *OPS2*#02/**OVERALL** 07/●**DVD#06**

DEFENDER
Eighties revamp that's all alien blasting and 3D flying.
REVIEWED *OPS2*#29/**OVERALL** 06

DEUS EX SILVER
Multi-genre hybrid that breaks new ground for the PS2 FPS.
REVIEWED *OPS2*#20/**OVERALL** 09

DEVIL MAY CRY SILVER
Ultra-cool survival horror romp from master arcadesters Capcom.
REVIEWED *OPS2*#14/**OVERALL** 09

DINO STALKER
Enjoyable dino-obliterating lightgun actioner, laced with power-ups.
REVIEWED *OPS2*#24/**OVERALL** 07

DISNEY'S DINOSAUR
Dull platform adventure spin-off of a dull Disney movie.
REVIEWED *OPS2*#03/**OVERALL** 04

DISNEY'S DONALD DUCK PK
Disney's poultry offering falls foul of over-simplicity.
REVIEWED *OPS2*#30/**OVERALL** 03

DISNEY'S STITCH: EXPERIMENT 626
So-so collect-'n'-shoot-'em-up plagued with nasty camera issues.
REVIEWED *OPS2*#25/**OVERALL** 04/●**DVD#25**

DNA
Bloody manga-styled adventure with gene warfare at its heart.
REVIEWED *OPS2*#14/**OVERALL** 06

DONALD DUCK: QUACK ATTACK
Cartoon platformer aimed at 'the kids'. Pity the kids.
REVIEWED *OPS2*#04/**OVERALL** 04

DOWNFORCE
Surprisingly fun spin on F1 racing – think *Cart Fury*, but better.
REVIEWED *OPS2*#21/**OVERALL** 06/●**DVD#24**

DRAGONBALL Z: BUDOKAI
Alien fighters fight aliens in this entertaining cartoony treat.
REVIEWED *OPS2*#29/**OVERALL** 06

DRAGON'S LAIR
'Choose-a-path' adventure that should've stayed in the Eighties…
REVIEWED *OPS2*#03/**OVERALL** 02

DRAGON'S LAIR II: TIMEWARP
All the fun of the original *Dragon's Lair* (but a whole lot worse).
REVIEWED *OPS2*#03/**OVERALL** 01

DRAKAN: THE ANCIENTS' GATES
Medieval action adventure with added Lara clone appeal.
REVIEWED *OPS2*#18/**OVERALL** 07/●**DVD#18**

DRIVEN
Disappointing racing game from the disappointing Sly Stallone film.
REVIEWED *OPS2*#15/**OVERALL** 04/●**DVD#13**

DRIVING EMOTION TYPE-S
Distinctly unemotional racer from *Final Fantasy* people, Square.
REVIEWED *OPS2*#05/**OVERALL** 04

DROPSHIP: UNITED PEACE FORCE BRONZE
Futuristic air/tank/jeep combat sim with gripping scenarios.
REVIEWED *OPS2*#16/**OVERALL** 08/●**DVD#15**

DYNASTY (WARRIORS) TACTICS BRONZE
Impressive turn-based strategy game. Smarter than its big brother.
REVIEWED *OPS2*#27/**OVERALL** 08

DYNASTY WARRIORS 2
Feudal battler; mixing strategy, swordplay and, um, horse-riding.
REVIEWED *OPS2*#02/**OVERALL** 07/●**DVD#03**

DYNASTY WARRIORS 3 BRONZE
KOEI improves its cult strategy battler in every way. Do try this.
REVIEWED *OPS2*#19/**OVERALL** 08/●**DVD#18**

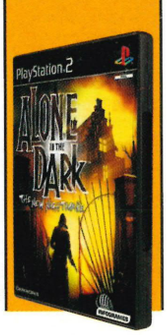
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE BRONZE
New Age dolphin adventure that's a lot more fun than it sounds.
REVIEWED *OPS2*#16/**OVERALL** 08/●**DVD#16**

SECOND COMING

We resurrect a title from the gaming graveyard.

ALONE IN THE DARK: THE NEW NIGHTMARE

Maligned by inevitable comparisons to the *Resident Evil* and *Silent Hill* series, but if you're hell bent on survival horror *Alone In The Dark: The New Nightmare* (*OPS2*#13, 6/10) is worth a look. While it may not be the king of screams, there are some genuinely shocking moments and lots of spooky lighting.



EGGO MANIA
Insipid *Tetris*-inspired puzzler that's not even a bad yolk. Sorry.
REVIEWED *OPS2*#25/**OVERALL** 04/●**DVD#29**

EJAY CLUBWORLD BRONZE
Know your deep house from your handbag? Then get mixing!
REVIEWED *OPS2*#24/**OVERALL** 08

ENDGAME
Tedious lightgun shooter – wait for the next *Time Crisis* instead.
REVIEWED *OPS2*#23/**OVERALL** 03

EOE: EVE OF EXTINCTION
Poor futuristic action adventure from the makers of *SmackDown!*
REVIEWED *OPS2*#20/**OVERALL** 05

EPHEMERAL FANTASIA
Somewhat bizarrely, a Bemani-style medieval RPG from Konami.
REVIEWED *OPS2*#10/**OVERALL** 07

ESCAPE FROM MONKEY ISLAND BRONZE
Witty, retro point-and-click adventure gets a well-deserved update.
REVIEWED *OPS2*#09/**OVERALL** 08

ESPN INTERNATIONAL TRACK & FIELD
Athletics sim that's graphically impressive but limited in gameplay.
REVIEWED *OPS2*#01/**OVERALL** 06

ESPN INTERNATIONAL WINTER SPORTS
Event-based winter sports sim. Stick with *SSX Tricky*.
REVIEWED *OPS2*#18/**OVERALL** 05

ESPN NATIONAL HOCKEY NIGHT
Playable ice hockey sim, but there are others better than this.
REVIEWED *OPS2*#05/**OVERALL** 06

ESPN NBA 2NIGHT
Dated now in gameplay and stats, this is for NBA completists only.
REVIEWED *OPS2*#05/**OVERALL** 06

ESPN NBA 2NIGHT 2002
Yet another reason to avoid Konami's *ESPN NBA* basketball series.
REVIEWED *OPS2*#22/**OVERALL** 05

ESPN WINTER X GAMES SNOWBOARDING
Fine snowboarding sim, ruined by a distinct lack of excitement.
REVIEWED *OPS2*#01/**OVERALL** 06

ESPN X GAMES SKATEBOARDING
Passable skate sim, marred by dodgy graphical glitches.
REVIEWED *OPS2*#13/**OVERALL** 05/●**DVD#15**

ESPN X GAMES SNOWBOARDING 2002
Second in the *ESPN X Games* series, but now going downhill fast.
REVIEWED *OPS2*#18/**OVERALL** 04

ETERNAL RING
Early rush-released Japanese RPG that's as painful as its title.
REVIEWED *OPS2*#05/**OVERALL** 03

EVERBLUE
Undersea diving adventure that sank straight to the bargain bins.
REVIEWED *OPS2*#22/**OVERALL** 03

EVERGRACE
Another lacklustre RPG from the early days of PlayStation 2.
REVIEWED *OPS2*#06/**OVERALL** 02

EVIL TWIN
Adventure-flavoured platformer with a dark edge.
REVIEWED *OPS2*#17/**OVERALL** 05

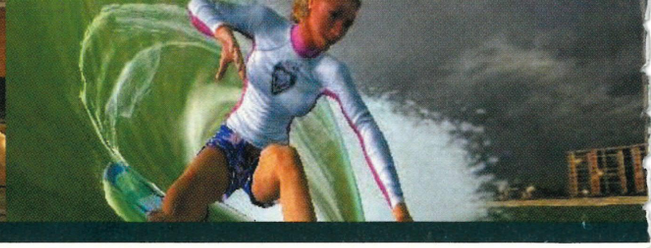
EXTERMINATION
Alien-inspired horror adventure. Hardly original, but worth a try.
REVIEWED *OPS2*#08/**OVERALL** 07

EXTREME-G III BRONZE
WipEout meets *Tron* to great effect in this testing future bike racer.
REVIEWED *OPS2*#11/**OVERALL** 08/●**DVD#15**

F1 2001
Solid but enjoyable F1 sim from EA Sports.
REVIEWED *OPS2*#13/**OVERALL** 07/●**DVD#15**

F1 2002
No mere retread from EA Sports as F1 takes an arcade turn.
REVIEWED *OPS2*#22/**OVERALL** 07/●**DVD#22**

F1 CHAMPIONSHIP SEASON 2000
Way too easy for the hardcore F1 fan.
REVIEWED *OPS2*#03/**OVERALL** 06



F1 RACING CHAMPIONSHIP
Laudable attention to detail, but a lot less fun than its rivals.
REVIEWED *OPS2*#06/**OVERALL** 05

FANTAVISION
Missile Command with fireworks (strange as that sounds).
REVIEWED *OPS2*#01/**OVERALL** 07

FERRARI F355 CHALLENGE
Good, if fiddly, driving sim featuring Ferrari's super sexy baby.
REVIEWED *OPS2*#26/**OVERALL** 07/●**DVD#26**

FIFA 2001
Premier League graphics, Third Division gameplay.
REVIEWED *OPS2*#02/**OVERALL** 06

FIFA 2002
Well reinvented but a definite goal down to Konami's *Pro Evo*.
REVIEWED *OPS2*#14/**OVERALL** 07/●**DVD#16**

FIFA 2003 BRONZE
A welcome return to form from EA's once-dominant footy franchise.
REVIEWED *OPS2*#27/**OVERALL** 08/●**DVD#29**

FINAL FANTASY X BRONZE
From Square, the best-looking and most challenging RPG on PS2.
REVIEWED *OPS2*#20/**OVERALL** 08/●**DVD#20**

FIREBLADE
Airwolf fans unite! A helicopter combat game for coin-op jockeys.
REVIEWED *OPS2*#22/**OVERALL** 07/●**DVD#23**

FORMULA ONE 2001 BRONZE
Debut Formula One sim from *WipEout* pioneers Studio Liverpool.
REVIEWED *OPS2*#07/**OVERALL** 08/●**DVD#09**

FORMULA ONE 2002 BRONZE
Comprehensive spin on F1 racing, but not a huge leap from 2001.
REVIEWED *OPS2*#27/**OVERALL** 08/●**DVD#29**

FRANK HERBERT'S DUNE
Poor sci-fi action adventure for hardcore beards only.
REVIEWED *OPS2*#20/**OVERALL** 03

FREAK OUT
Gorgeous cartoon adventure from cult developer Treasure.
REVIEWED *OPS2*#12/**OVERALL** 07

FREEKSTYLE
SSX Tricky meets motocross in EA Sports BIG's arcade stunt racer.
REVIEWED *OPS2*#23/**OVERALL** 06

FREQUENCY BRONZE
Totally hypnotic rhythm action game for gamers and clubbers alike.
REVIEWED *OPS2*#21/**OVERALL** 08/●**DVD#21**

FROGGER: THE GREAT QUEST
Look, they've remade arcade classic *Frogger* in 3D! Idiots.
REVIEWED *OPS2*#21/**OVERALL** 02

FUR FIGHTERS BRONZE
Cute fluffy animals go homicidal in this killer first-person shooter.
REVIEWED *OPS2*#08/**OVERALL** 08

G1 JOCKEY
Horse racing comes to PS2 in this cult Japanese title.
REVIEWED *OPS2*#20/**OVERALL** 05

G-SURFERS
Shameless *WipEout* clone, saved by a powerful global track editor.
REVIEWED *OPS2*#13/**OVERALL** 07/●**DVD#15**

GAUNTLET: DARK LEGACY
Overly simple RPG that's a pale imitation of its coin-op ancestor.
REVIEWED *OPS2*#08/**OVERALL** 05/●**DVD#10**

GIANTS: CITIZEN KABUTO
Involving but simplistic port of the complex PC adventure/shooter.
REVIEWED *OPS2*#15/**OVERALL** 06

GIFT
Inventive noir take on the 3D platformer.
REVIEWED *OPS2*#10/**OVERALL** 06

GITAROO MAN BRONZE
PaRappa meets Van Halen in this guitar-playing cartoon adventure.
REVIEWED *OPS2*#21/**OVERALL** 08/●**DVD#22**

GLOBAL TOURING CHALLENGE: AFRICA
Impressive *TOCA* clone that's only let down by its short tracks.
REVIEWED *OPS2*#14/**OVERALL** 07/●**DVD#15**

PLATINUM WATCH

Bond's first PS2 adventure, *James Bond 007 In...Agent Under Fire*, was a spy-fest of shooting and driving. If it wasn't your cup of Martini first time around, perhaps you'll find it more to your taste in platinum?

Q&A

Answers

1. The Third Echelon

2. Red

3. Puck Man (the makers thought the 'P' would be vandalised into an 'F')

4. Danish for 'play well' or Latin for 'I build'

5. John Lithgow

6. Both are based on cartoon characters created by Jean Van Hamme

7. Flatiron, purse, lantern, car, thimble, shoe, top hat, rocking horse

8. Godzilla

9. Tanner

10. 16,000

■ *For all the questions, turn to page 21 now!*

GODAI: ELEMENTAL FORCE
Tedious third-person martial arts beat-'em-up. 'Go die', indeed.
REVIEWED *OPS2*#18/**OVERALL** 02/●**DVD#18**

GO GO GOLF
The worst golf sim on PlayStation 2? We like to think so.
REVIEWED *OPS2*#30/**OVERALL** 01

GRADIUS III & IV
Cult arcade shooter gets an insensitively slow PS2 port.
REVIEWED *OPS2*#01/**OVERALL** 02

GRANDIA II
Likably huge but disturbingly ugly RPG game.
REVIEWED *OPS2*#20/**OVERALL** 05

GRAND PRIX CHALLENGE
Decent arcade racing fun but lacks attention to detail.
REVIEWED *OPS2*#30/**OVERALL** 06

GRAND THEFT AUTO III BRONZE
Nothing else on the shelves is quite as sick or fun. Buy this now.
REVIEWED *OPS2*#13/**OVERALL** 08

GRAND THEFT AUTO: VICE CITY GOLD
Rampantly immoral, utterly essential and why you bought a PS2.
REVIEWED *OPS2*#27/**OVERALL** 10

GRAN TURISMO 3: A-SPEC SILVER
Fact! *GT3* is the greatest driving game in the world. You need this.
REVIEWED *OPS2*#09/**OVERALL** 09/●**DVD#05**

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA
Gran Turismo Lite. Buy this as an addition to, not instead of, *GT3*.
REVIEWED *OPS2*#23/**OVERALL** 06

GUILTY GEAR X BRONZE
The start of a new wave of ballistic next-gen 2D fighters.
REVIEWED *OPS2*#16/**OVERALL** 08

GUMBALL 3000
Unremittingly dire driving game centring on rich kid racers.
REVIEWED *OPS2*#27/**OVERALL** 03

GUNGRAVE
Manga-styled shooter with points awarded for stylish slaughter.
REVIEWED *OPS2*#27/**OVERALL** 07

GUN GRIFFON BLAZE
A chunky robo-shooter for hardcore mech/manga fans.
REVIEWED *OPS2*#03/**OVERALL** 07

HALF-LIFE SILVER
The superb PC FPS arrives on PS2 in majestic form.
REVIEWED *OPS2*#14/**OVERALL** 09/●**DVD#18**

HARRY POTTER AND THE CHAMBER OF SECRETS
Pre-pubescent wizardry fun in the halls of Hogwarts.
REVIEWED *OPS2*#29/**OVERALL** 07

HAVEN: CALL OF THE KING BRONZE
Genre-busting mix of action with an abundance of gameplay styles.
REVIEWED *OPS2*#27/**OVERALL** 08/●**DVD#27**

HEADHUNTER
Dirty Harry vs *Metal Gear Solid* in this futuristic stealth adventure.
REVIEWED *OPS2*#16/**OVERALL** 07/●**DVD#16**

HERDY GERDY BRONZE
Ultra-inventive and rewarding cartoon herding 3D adventure.
REVIEWED *OPS2*#18/**OVERALL** 08/●**DVD#18**

HEROES OF MIGHT AND MAGIC
Awful adventure that loses all its appeal in the port from PC.
REVIEWED *OPS2*#08/**OVERALL** 03

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Chunky, deep and enjoyable baseball game.
REVIEWED *OPS2*#22/**OVERALL** 06

HITMAN 2: SILENT ASSASSIN SILVER
Contract killing's the game. Stealth or six-shooter? It's your choice.
REVIEWED *OPS2*#26/**OVERALL** 09/●**DVD#26**

HOLOGRAM TIME TRAVELLER
The first – and hopefully the last – '0/10' score for a PS2 'game'.
REVIEWED *OPS2*#03/**OVERALL** 00

HOT WHEELS: VELOCITY X
Luke-warm racer that cashes in on a kiddie toy licence.
REVIEWED *OPS2*#30/**OVERALL** 04

ICO SILVER
Beautiful, inventive... *Ico* is an adventure unlike any other.
REVIEWED *OPS2*#18/**OVERALL** 09/●**DVD#19**

INTERNATIONAL LEAGUE SOCCER
Easily one of the worst footy sims ever to grace PS2.
REVIEWED *OPS2*#10/**OVERALL** 02

INTERNATIONAL SUPERSTAR SOCCER BRONZE
Good, but not the *ISS* of PSone fame – try *Pro Evolution Soccer*...
REVIEWED *OPS2*#01/**OVERALL** 08/●**DVD#01**

IRON ACES 2: BIRDS OF PREY
Weak flight sim in which you fly your way through aviation history.
REVIEWED *OPS2*#18/**OVERALL** 04

ISS 2
Enjoyable arcade footy game for those who like it 'chunky'.
REVIEWED *OPS2*#20/**OVERALL** 07

JADE COCOON 2
Pokémon-for-kidults RPG with a neat Japanese twist.
REVIEWED *OPS2*#19/**OVERALL** 07

JAK AND DAXTER: THE PRECURSOR LEGACY SILVER
Great free-roaming platformer from the makers of *Crash*.
REVIEWED *OPS2*#15/**OVERALL** 09/●**DVD#15**

JAMES BOND 007 IN... AGENT UNDER FIRE BRONZE
Thrilling first-person shooter with added driving levels.
REVIEWED *OPS2*#15/**OVERALL** 08

JAMES BOND 007: NIGHTFIRE
Technically impressive but slightly soulless outing for the suave spy.
REVIEWED *OPS2*#28/**OVERALL** 07

JEREMY McGRATH'S SUPERCROSS WORLD
Weak motocross game that lacks realism, thrills, speed, etc, etc...
REVIEWED *OPS2*#16/**OVERALL** 03

JET ION GP
Almost surreally poor *WipEout* clone. For masochists only.
REVIEWED *OPS2*#21/**OVERALL** 01

JET SKI RIDERS
Great water effects, race action and 'official' jet skis. Hmm.
REVIEWED *OPS2*#15/**OVERALL** 06

JONNY MOSELY MAD TRIX
Tony Hawk's-style tricks on skis. Offers nothing new.
REVIEWED *OPS2*#18/**OVERALL** 04

KELLY SLATER'S PRO SURFER
Passable, if uninspired surf fun. Oh, and Kelly's a bloke... *he* says.
REVIEWED *OPS2*#26/**OVERALL** 06

KENGO: MASTER OF BUSHIDO
Remember PSone ninja fighter *Bushido Blade*?
REVIEWED *OPS2*#07/**OVERALL** 06

KESSEN
3D real-time strategy set in feudal Japan. Gorgeous cut-scenes.
REVIEWED *OPS2*#04/**OVERALL** 07

KESSEN II
Everything gets a generous polish in this rewarding strategy sequel.
REVIEWED *OPS2*#18/**OVERALL** 07

KINGDOM HEARTS BRONZE
Disney partners with Square for the ultra-cute RPG crossover.
REVIEWED *OPS2*#27/**OVERALL** 08

KING'S FIELD: THE ANCIENT CITY
Below standard RPG. Look, go buy *Final Fantasy X* instead.
REVIEWED *OPS2*#23/**OVERALL** 03

KLONOA 2: LUNATEA'S VEIL BRONZE
Cute cel-shaded platform adventure featuring the lovable 'rabbit'.
REVIEWED *OPS2*#13/**OVERALL** 08/●**DVD#13**

KNIGHT RIDER
Hasselhoff and car arrive on PS2, and are at least a decade late.
REVIEWED *OPS2*#27/**OVERALL** 04

KNOCKOUT KINGS 2001
A competent, if a touch sluggish, boxing sim from EA Sports.
REVIEWED *OPS2*#05/**OVERALL** 06

KNOCKOUT KINGS 2002
The latest EA Sports boxing sim (and way better than the last one).
REVIEWED *OPS2*#19/**OVERALL** 07

DEEP, DARK, HUGE FANTASY ADVENTURE WITH ONE GIRL AND HER GARGOYLE

SEE *PRIMAL*

KURI KURI MIX
Ultra-cutesy co-operative platform puzzler for *Tetris* fans.
REVIEWED *OPS2*#07/**OVERALL** 07

LAKE MASTERS EX
Extremely dull fishing game. Stick to the chippy.
REVIEWED *OPS2*#20/**OVERALL** 02

LEGAIA 2: DUEL SAGA
Japanese RPG with predictable, but not unapproachable, gameplay.
REVIEWED *OPS2*#27/**OVERALL** 07

LEGENDS OF WRESTLING
SmackDown! alternative that lacks modes and options.
REVIEWED *OPS2*#17/**OVERALL** 05

LEGENDS OF WRESTLING II
Nostalgic wrestling action that's not quite the Big Daddy.
REVIEWED *OPS2*#30/**OVERALL** 06

LEGION: LEGEND OF EXCALIBUR
Ropey batter 'n' bludgeon actioner, with RPG and strategy knobs on.
REVIEWED *OPS2*#25/**OVERALL** 05

LEGO DROME RACERS
Build Lego-racing cars, then race them on dull courses.
REVIEWED *OPS2*#29/**OVERALL** 04

LEGO FOOTBALL MANIA
Pre-pubescent soccer sim built from famed Danish bricks…
REVIEWED *OPS2*#25/**OVERALL** 05

LEGO RACERS 2
Average block racer that could've been far more inventive.
REVIEWED *OPS2*#14/**OVERALL** 05

LE MANS 24 HOURS — BRONZE
Fun and accessible day-long racer, with thrills by the bootload.
REVIEWED *OPS2*#09/**OVERALL** 08/**●DVD#10**

LETHAL SKIES
Aerial arcade gunnery that's a bitch to control. Try *Ace Combat*.
REVIEWED *OPS2*#25/**OVERALL** 04

LE TOUR DE FRANCE
Strategic cycling game that adds new twists to the racing genre.
REVIEWED *OPS2*#23/**OVERALL** 06

LMA MANAGER 2002 — BRONZE
Codemasters' extremely playable football management game.
REVIEWED *OPS2*#20/**OVERALL** 08

LMA MANAGER 2003
Stat-heavy management sim for lovers of sheepskin coats.
REVIEWED *OPS2*#27/**OVERALL** 07

LONDON RACER II
Twitchy, sluggish racer that's visually unworthy of PS2.
REVIEWED *OPS2*#25/**OVERALL** 03

LOTUS CHALLENGE
A Lotus fan's dream, but lacking the necessary raw speed.
REVIEWED *OPS2*#14/**OVERALL** 05/**●DVD#11**

MADDEN NFL 2001 — BRONZE
The long-time cult NFL sim touches down on PS2.
REVIEWED *OPS2*#01/**OVERALL** 08

MADDEN NFL 2002 — SILVER
Even better the second time out. 'Dear EA, why isn't *FIFA* as good?'
REVIEWED *OPS2*#13/**OVERALL** 09

MADDEN NFL 2003 — BRONZE
Padded-up gridiron goliath returns to PS2 in world-beating form.
REVIEWED *OPS2*#26/**OVERALL** 08

MAD MAESTRO!
Bizarre orchestral addition to the rhythm action Bemani family.
REVIEWED *OPS2*#20/**OVERALL** 06

MAGIX MUSIC MAKER
Music creation tool with loads of sounds and samples.
REVIEWED *OPS2*#17/**OVERALL** 06

MARVEL VS CAPCOM 2: NEW AGE OF HEROES
More 2D scrapping from Capcom, with some showy spot effects.
REVIEWED *OPS2*#27/**OVERALL** 07

MASTER RALLYE
Rally racing that's been left in the dust by better competitors.
REVIEWED *OPS2*# 30/**OVERALL** 04

PLATINUM WATCH

Can't wait for the Broadband Adapter? £20 will get you a copy of *Tony Hawk's Pro Skater 3* on platinum, and a USB modem will take you online...

MAT HOFFMAN'S PRO BMX 2
More pad-grabbing tricks and flicks from pedal guru Mr Hoffman.
REVIEWED *OPS2*#25/**OVERALL** 07

MAX PAYNE
Noirish third-person shooter, boasting *Matrix*-style Bullet Time.
REVIEWED *OPS2*#18/**OVERALL** 07

MAXIMO — BRONZE
Superb 3D platform remake of *Ghost'N' Goblins* from Capcom.
REVIEWED *OPS2*#18/**OVERALL** 08/**●DVD#18**

MDK2 ARMAGEDDON — BRONZE
A third-person shooter that mixes sci-fi and humour to ace effect.
REVIEWED *OPS2*#07/**OVERALL** 08

MEDAL OF HONOR: FRONTLINE — SILVER
War at its rawest in this brilliantly executed first-person shooter.
REVIEWED *OPS2*#21/**OVERALL** 09/**●DVD#21**

MEN IN BLACK II: ALIEN ESCAPE
Flawed and frustratingly vapid tie-in. Even worse than the movie.
REVIEWED *OPS2*#24/**OVERALL** 04/**●DVD#23**

METAL GEAR SOLID 2: SONS OF LIBERTY — GOLD
A must-own, state-of-the-art Tactical Espionage stealth adventure.
REVIEWED *OPS2*#17/**OVERALL** 10/**●DVD#17**

MICRO MACHINES
Not a disaster but there's little here that PSone hasn't done better.
REVIEWED *OPS2*#27/**OVERALL** 06/**●DVD#26**

MIDNIGHT CLUB
Tazz around New York and London in this fun but simple racer.
REVIEWED *OPS2*#01/**OVERALL** 04

MIKE TYSON HEAVYWEIGHT BOXING
A decent, entertaining box-'em-up with an arcade lean.
REVIEWED *OPS2*#21/**OVERALL** 07/**●DVD#19**

MINORITY REPORT
Movie-based action without its short-arsed star.
REVIEWED *OPS2*#29/**OVERALL** 05

MOBILE SUIT GUNDAM: FEDERATION VS ZEON
Popular Jap mech franchise lacks variety but provides plenty of fun.
REVIEWED *OPS2*#28/**OVERALL** 07

MODERNGROOVE: MINISTRY OF SOUND
Not a game but a lightshow generator with five full dance albums.
REVIEWED *OPS2*#11/**OVERALL** 06

MONSTERS, INC
Simple *Crash*-styled platformer based on the Disney/Pixar film.
REVIEWED *OPS2*#17/**OVERALL** 04

MORTAL KOMBAT: DEADLY ALLIANCE — BRONZE
Brutal and bloody martial arts action with a stylish edge.
REVIEWED *OPS2*#29/**OVERALL** 08/**●DVD#30**

MOTO GP
Gran Turismo-alike sim racer (but on two wheels) from Namco.
REVIEWED *OPS2*#03/**OVERALL** 07/**●DVD#04/#08**

MOTO GP 2
Better/longer/faster/bigger than the first one but a tad repetitive.
REVIEWED *OPS2*#17/**OVERALL** 07/**●DVD#16**

MOTOR MAYHEM
Cool deathmatch-based vehicle blasting à la *Twisted Metal*.
REVIEWED *OPS2*#13/**OVERALL** 05

MR MOSKEETO
Brilliantly original and mildly addictive insect sim. Yes, insect sim.
REVIEWED *OPS2*#20/**OVERALL** 06

MTV MUSIC GENERATOR 2 — SILVER
Home DJ sample/mixer music maker. Like music? You need this.
REVIEWED *OPS2*#08/**OVERALL** 09/**●DVD#08**

MX 2002 FEATURING RICKY CARMICHAEL
Pleasingly chunky arcade-style motocross sim.
REVIEWED: *OPS2*#12/**OVERALL** 07/**●DVD#13**

MX RIDER
Motocross/supercross sim that lacks the true grit of the sport.
REVIEWED *OPS2*#13/**OVERALL** 06/**●DVD#12**

MX SUPERFLY
Formidable trick-packed, mud-caked motocross simulation.
REVIEWED *OPS2*#24/**OVERALL** 07/**●DVD#28**

MYST III: EXILE
Wow, an interactive photo album! Now, slowly, start backing away.
REVIEWED *OPS2*#28/**OVERALL** 03

NBA HOOPZ
Arcade-styled hoops and tall people sim. Go for *NBA Street* instead.
REVIEWED *OPS2*#06/**OVERALL** 06

NBA LIVE 2001
Solid and playable, but surely out of date stats-wise by now.
REVIEWED *OPS2*#05/**OVERALL** 06

NBA LIVE 2002
An update of *NBA Live 2001*, but no improvements gameplay-wise.
REVIEWED *OPS2*#15/**OVERALL** 06

NBA LIVE 2003 — BRONZE
A truly accurate and innovative addition to the powerhouse series.
REVIEWED *OPS2*#29/**OVERALL** 08/**●DVD#30**

NBA STREET
Great looks, great to play, but doesn't last the full four quarters.
REVIEWED *OPS2*#10/**OVERALL** 06/**●DVD#13**

NEED FOR SPEED: HOT PURSUIT — BRONZE
Combining hair-raising car chases with a scant regard for realism.
REVIEWED *OPS2*#26/**OVERALL** 08

NEXT GENERATION TENNIS
Next-gen tennis game with sloppy controls. Go for *Smash Court*.
REVIEWED *OPS2*#23/**OVERALL** 04

NFL QUARTERBACK CLUB 2002 — BRONZE
American football sim that almost rivals the mighty *Madden*.
REVIEWED *OPS2*#13/**OVERALL** 08

NHL 2001 — BRONZE
EA Sports' perennial ice hockey licence hits the mark.
REVIEWED *OPS2*#02/**OVERALL** 08/**●DVD#03**

NHL 2002 — BRONZE
The definitive ice hockey sim gets even better in 2002.
REVIEWED *OPS2*#14/**OVERALL** 08

NHL 2003
Chunky ice hockey action returns in this year's EA franchise update.
REVIEWED *OPS2*#26/**OVERALL** 07

NHL HITZ 2002
Violent ice hockey game from the makers of *NFL Blitz*.
REVIEWED *OPS2*#14/**OVERALL** 06

NHL HITZ 2003
It's diddy teams but big bruises in this dirty version of ice hockey.
REVIEWED *OPS2*#26/**OVERALL** 06

NINJA ASSAULT
Slick and solid lightgun shooter. With ninjas. Nothing special, tho'.
REVIEWED *OPS2*#25/**OVERALL** 06/**●DVD#25**

NO-ONE LIVES FOREVER
Quake goes *Austin Powers* in this spy-themed first-person shooter.
REVIEWED *OPS2*#19/**OVERALL** 07

NYR: NY RACE
Moderate futuristic city racer, based on *The Fifth Element*. Really.
REVIEWED *OPS2*#14/**OVERALL** 05

ONI
Enjoyable third-person sci-fi romp featuring future Lara, Konoko.
REVIEWED *OPS2*#05/**OVERALL** 07

ONIMUSHA 2: SAMURAI'S DESTINY — SILVER
Adventure gaming refined to perfection. Capcom, we salute you!
REVIEWED *OPS2*#25/**OVERALL** 09

ONIMUSHA: WARLORDS — BRONZE
Tactical but action-packed samurai survival horror adventure.
REVIEWED *OPS2*#09/**OVERALL** 08

OPERATION WINBACK
Enjoyable enough stealth adventure, but no *Metal Gear Solid*.
REVIEWED *OPS2*#07/**OVERALL** 06

ORPHEN
Surprisingly unimaginative, anime-inspired Japanese RPG.
REVIEWED *OPS2*#01/**OVERALL** 04

PARAPPA THE RAPPER 2
Top rhythm action that's become a bit of a cult hit.
REVIEWED *OPS2*#17/**OVERALL** 07/**●DVD#17**

PARIS-DAKAR RALLY
Multiple vehicles or not, this rally sim does little to inspire.
REVIEWED *OPS2*#13/**OVERALL** 05

PENNY RACERS
A half-baked and underfed *Gran Turismo*. Avoid.
REVIEWED *OPS2*#14/**OVERALL** 04

PETER PAN: RETURN TO NEVER LAND
Cartoon-based platformer that never grew up.
REVIEWED *OPS2*#19/**OVERALL** 02/●**DVD#21**

PIRATES: THE LEGEND OF BLACK KAT
An action RPG with unique pirate battles, but little to treasure.
REVIEWED *OPS2*#19/**OVERALL** 03

POLAROID PETE
Certifiably insane side-scrolling cartoon photographer sim. Ahem.
REVIEWED *OPS2*#16/**OVERALL** 07

POLICE 24/7
Lightgun-esque cop shoot-'em-up that can utilise a Webcam.
REVIEWED *OPS2*#17/**OVERALL** 05

POOLMASTER
Realistic but dull pool sim. You're better off playing the real thing.
REVIEWED *OPS2*#02/**OVERALL** 05

PORTAL RUNNER
Army Men spin-off platformer starring a tired Lara wannabe.
REVIEWED *OPS2*#13/**OVERALL** 05/●**DVD#12**

POWERPUFF GIRLS: RELISH RAMPAGE
Cute and cartoony alright, but lacks any gameplay depth.
REVIEWED *OPS2*#29/**OVERALL** 04

PRIMAL — BRONZE
Deep, dark, huge fantasy adventure with one girl and her gargoyle.
REVIEWED *OPS2*#30/**OVERALL** 08/●**DVD#30**

PRISONER OF WAR
Stealthy, tense WWII 3D adventure set in a prisoner of war camp.
REVIEWED *OPS2*#22/**OVERALL** 07

PRO EVOLUTION SOCCER — SILVER
Update of PSone's *ISS Pro Evolution*. The best PS2 footy game yet.
REVIEWED *OPS2*#14/**OVERALL** 09/●**DVD#16**

PRO EVOLUTION SOCCER 2 — SILVER
Tweaked to perfection, the best footy game just got even better.
REVIEWED *OPS2*#27/**OVERALL** 09/●**DVD#29**

PROJECT EDEN — BRONZE
Complex FPS/adventure from the clever folk behind *Tomb Raider*.
REVIEWED *OPS2*#12/**OVERALL** 08/●**DVD#15**

PROJECT ZERO — BRONZE
Genuinely disturbing survival horror, dripping with menace.
REVIEWED *OPS2*#24/**OVERALL** 08/●**DVD#23**

PRO RALLY 2002
Playable enough rally title, but no *Colin McRae* or *WRC*.
REVIEWED *OPS2*#21/**OVERALL** 05

PRYZM CHAPTER ONE: THE DARK UNICORN
If the name doesn't put you off, the abject RPG gameplay should.
REVIEWED *OPS2*#28/**OVERALL** 02

QUAKE III — SILVER
Fast, smooth, violent… This first-person shooter is one of the best.
REVIEWED *OPS2*#06/**OVERALL** 09

RATCHET & CLANK — SILVER
Sumptuous platformer. Quite simply, an absolute joy to explore.
REVIEWED *OPS2*#26/**OVERALL** 09/●**DVD#26**

RALLY CHAMPIONSHIP
Fast-paced, playable rally racer with good use of 'Ghost' mode.
REVIEWED *OPS2*#22/**OVERALL** 07/●**DVD#20**

RALLY FUSION: RACE OF CHAMPIONS
Solid rally package but outpaced by its big-name competitors.
REVIEWED *OPS2*#27/**OVERALL** 06

RAYMAN M
Inventive 'race' use of the *Rayman* licence.
REVIEWED: *OPS2*#15/**OVERALL** 06/●**DVD#13**

RAYMAN REVOLUTION — BRONZE
Animation-quality graphics elevate this popular platformer.
REVIEWED *OPS2*#02/**OVERALL** 08

PSONE PLAYA

Original PlayStation show stoppers, still well worth a punt.

SOUL BLADE

Can't stand the wait for *Soul Calibur 2* on PS2 after playing it in the arcade? Well, now's the perfect time to bridge that gap with the game that took beat-'em-ups to new levels on PSone. An array of colourful characters and vivid, plot-driven, arena gameplay made this a truly groundbreaking game. If you can't afford *Mortal Kombat: Deadly Alliance* make a beeline for this sharp edged beauty. It'd be rude not to.

RC REVENGE PRO
An eminently avoidable kart racer.
REVIEWED *OPS2*#02/**OVERALL** 03

RC SPORTS COPTER CHALLENGE
Flying remote control helicopters *can* be fun. No, really, it can. Um.
REVIEWED *OPS2*#26/**OVERALL** 04

READY 2 RUMBLE: ROUND 2
Marvellous, arcade-based cartoon boxing title.
REVIEWED *OPS2*#01/**OVERALL** 07

REDCARD
Brutal arcade footy action where fists are as important as feet.
REVIEWED *OPS2*#21/**OVERALL** 06/●**DVD#21**

RED FACTION — BRONZE
Clever first-person shooter that melds *Metal Gear* with *Total Recall*.
REVIEWED *OPS2*#08/**OVERALL** 08

RED FACTION II — BRONZE
More anti-authority action but this time it's set on Earth.
REVIEWED *OPS2*#27/**OVERALL** 08/●**DVD#26**

REIGN OF FIRE
Apocalyptic shooter with dragon flying and buggy riding.
REVIEWED *OPS2*#28/**OVERALL** 07/●**DVD#27**

RESIDENT EVIL CODE: VERONICA X — SILVER
Curious about all this survival horror lark? Then play this classic.
REVIEWED *OPS2*#10/**OVERALL** 09

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Poor lightgun spin-off from Capcom's survival horror series. Avoid.
REVIEWED *OPS2*#18/**OVERALL** 04

REZ — SILVER
Sega's psychedelic gem boasts superb visuals and gameplay.
REVIEWED *OPS2*#16/**OVERALL** 09/●**DVD#17**

RIDGE RACER V
PS2 update of the popular arcade racer.
REVIEWED *OPS2*#01/**OVERALL** 07

RIDING SPIRITS
Slightly flawed motorbike sim. *GT3* on two wheels wannabe.
REVIEWED *OPS2*#26/**OVERALL** 07

RING OF RED — BRONZE
Engaging mech strategy set in an alternative post-WWII world.
REVIEWED *OPS2*#07/**OVERALL** 08

ROBOTECH: BATTLECRY
US spin on the mech genre ends up rusting on the scrapheap.
REVIEWED *OPS2*#28/ **OVERALL** 04

ROBOT WARLORDS
Poor and clunky mech shooter, outranked by its chunkier rivals.
REVIEWED *OPS2*#06/**OVERALL** 04

ROBOT WARS: ARENAS OF DESTRUCTION
Just think how good this TV spin-off could've been…
REVIEWED *OPS2*#14/**OVERALL** 05/●**DVD#17**

ROCKY — BRONZE
Boxing sim, faithfully based on the Italian Stallion's career.
REVIEWED *OPS2*#27/**OVERALL** 08/●**DVD#29**

RUGBY — BRONZE
Surprisingly enjoyable take on the game from EA Sports.
REVIEWED *OPS2*#08/**OVERALL** 08/●**DVD#09**

RUMBLE RACING — BRONZE
Fast and furious arcade stunt racer. Think SSX but on four wheels.
REVIEWED *OPS2*#08/**OVERALL** 08

RUNE: VIKING WARLORD
Lacklustre Viking slash-'em-up, crying out for more blood and fire.
REVIEWED *OPS2*#11/**OVERALL** 04

RUN LIKE HELL
Silent Hill in space, and all the exciting bits locked in the airlock.
REVIEWED *OPS2*#28/**OVERALL** 05

SALT LAKE 2002
Winter Olympics game lacking in variety, fun and depth.
REVIEWED *OPS2*#17/**OVERALL** 05

SCOOBY-DOO! NIGHT OF 100 FRIGHTS
Family-orientated platform fun (and not as bad as that sounds).
REVIEWED *OPS2*#23/**OVERALL** 06

SEGA SOCCER SLAM
Irredeemable footy game with shocking frame rate. Boot it to row Z.
REVIEWED *OPS2*#28/**OVERALL** 02

SHADOW HEARTS
Extremely enjoyable RPG imported from Japan.
REVIEWED *OPS2*#19/**OVERALL** 07

SHADOW MAN: 2ECOND COMING
Gory action adventure with a horror comic book lean.
REVIEWED *OPS2*#18/**OVERALL** 07

SHADOW OF MEMORIES — BRONZE
Intelligent, filmic adventure from Konami with a serpentine plot.
REVIEWED *OPS2*#05/**OVERALL** 08

SHAUN PALMER'S PRO SNOWBOARDER
Good, but lacks the speed to recreate the thrills of the real thing.
REVIEWED *OPS2*#15/**OVERALL** 06/●**DVD#16**

SHIFTERS
An intriguing RPG premise is throttled by inept execution. Avoid.
REVIEWED *OPS2*#25/**OVERALL** 03

SHOX
Flashy, rally-based racer which attempts to innovate.
REVIEWED *OPS2*#27/**OVERALL** 05

SILENT HILL 2 — BRONZE
One of the most atmospheric and frightening adventures on PS2.
REVIEWED *OPS2*#13/**OVERALL** 08/●**DVD#14**

SILENT SCOPE — BRONZE
Slick shooting gallery-style game where you pick off the bad guys.
REVIEWED *OPS2*#01/**OVERALL** 08

SILENT SCOPE 2
Konami's sniper sim gets an update, but usurped by *Time Crisis 2*.
REVIEWED *OPS2*#14/**OVERALL** 07/●**DVD#13**

SILENT SCOPE 3
The arcade favourite hits PS2 again, but is starting to show its age.
REVIEWED *OPS2*#30/**OVERALL** 05

SILPHEED: THE LOST PLANET
Tedious top-down shooter. Get *R-Type* on PSone instead.
REVIEWED *OPS2*#03/**OVERALL** 03

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
Solid footy management sim featuring the cheery United supremo.
REVIEWED *OPS2*#12/**OVERALL** 06

SKY ODYSSEY — BRONZE
Gentle but addictive mission-based flight sim.
REVIEWED *OPS2*#06/**OVERALL** 08/●**DVD#07**

SKY SURFER
Jump out of a plane and surf the skies on a board (but badly).
REVIEWED *OPS2*#04/**OVERALL** 03

SLAM TENNIS
Slick tennis sim that breaks the Sega/Namco stranglehold.
REVIEWED *OPS2*#23/**OVERALL** 07

SLED STORM — BRONZE
A motorised version of *SSX Tricky* and a fine arcade racing title.
REVIEWED *OPS2*#20/**OVERALL** 08

SLY RACCOON
Great-looking platform fun, that lacks originality
REVIEWED OPS2#29/**OVERALL** 07/●**DVD#30**

SMASH COURT TENNIS: PRO TOURNAMENT — BRONZE
PS2 tennis at its very best. Plays almost flawlessly – and looks ace!
REVIEWED *OPS2*#21/**OVERALL** 08/●**DVD#21**

SMUGGLER'S RUN
Drive like the wind with a trunkload of illegal booty.
REVIEWED *OPS2*#01/**OVERALL** 07

SMUGGLER'S RUN 2: HOSTILE TERRITORIES
Rockstar's frantic mission-based racer gets a solid makeover.
REVIEWED *OPS2*#15/**OVERALL** 07

SOLDIER OF FORTUNE: GOLD EDITION
The gore-heavy first-person shooter suffers a poor port from PC.
REVIEWED *OPS2*#22/**OVERALL** 05

SOS: THE FINAL ESCAPE
An earthquake survival adventure that's refreshingly different.
REVIEWED: *OPS2*#30/**OVERALL**: 07

LIFE SIMULATION. IT'S A GODSEND FOR COMICALLY-MINDED CONTROL FREAKS

SEE *THE SIMS*

SOUL REAVER 2
Soul-sucking fantasy adventure for goth gamers everywhere.
REVIEWED *OPS2*#14/**OVERALL** 07/**●DVD#12/#17**

SPACE ACE
Absolutely horrendous arcade port from 1847, or something.
REVIEWED *OPS2*#04/**OVERALL** 01

SPACE CHANNEL 5 V1
A sci-fi rhythm action game from Sega with style by the bucketload.
REVIEWED *OPS2*#18/**OVERALL** 07

SPACE RACE
Simple but fun cartoon kart racer featuring the Looney Toons gang.
REVIEWED *OPS2*#17/**OVERALL** 05/**●DVD#20**

SPIDER-MAN
Cool mission-based superhero adventure based on the movie.
REVIEWED *OPS2*#21/**OVERALL** 07

SPLASHDOWN
Accessible Sea-Doo stunt racer with impressive water effects.
REVIEWED *OPS2*#14/**OVERALL** 07

SPYRO: ENTER THE DRAGONFLY
Platformer fails to move on. Not poor, but we can't recommend it.
REVIEWED *OPS2*#28/**OVERALL** 06

SPY HUNTER — BRONZE
Like James Bond's gadget-laden cars? You'll love this action racer.
REVIEWED *OPS2*#12/**OVERALL** 08/**●DVD#12**

SSX — SILVER
Addictive, neon-splattered, high-speed snowboard racer.
REVIEWED *OPS2*#01/**OVERALL** 09

SSX TRICKY — SILVER
The semi-sequel to PS2's sleeper hit is now bigger and better.
REVIEWED *OPS2*#15/**OVERALL** 09

STAR TREK VOYAGER: ELITE FORCE
What was a cool first-person shooter on PC loses its way on PS2.
REVIEWED *OPS2*#23/**OVERALL** 04

STAR WARS: BOUNTY HUNTER
Solid 3D romp through the underbelly of the *Star Wars* universe.
REVIEWED *OPS2*#28/**OVERALL** 07

STAR WARS: JEDI STARFIGHTER — BRONZE
Sequel to the LucasArts 3D shooter with a few new tricks.
REVIEWED *OPS2*#19/**OVERALL** 08/**●DVD#21**

STAR WARS: RACER REVENGE
Diddy Darth goes podracing in this fast and furious space racer.
REVIEWED *OPS2*#19/**OVERALL** 07

STAR WARS: STARFIGHTER — SILVER
Cool 3D *Star Wars* blaster with deep missions and furious action.
REVIEWED *OPS2*#06/**OVERALL** 09/**●DVD#07**

STAR WARS: SUPER BOMBAD RACING
Banal cartoon *Star Wars* kart racer. Nice idea, though.
REVIEWED *OPS2*#08/**OVERALL** 05/**●DVD#10**

STAR WARS: THE CLONE WARS
Film-inspired inter-stellar battler that's hot on *Starfighter*'s heels.
REVIEWED *OPS2*#30/**OVERALL** 06

STATE OF EMERGENCY
A full-blown riot sim from *Grand Theft Auto* publisher, Rockstar.
REVIEWED *OPS2*#19/**OVERALL** 07

STREET FIGHTER EX3
Pyrotechnic 2D/3D beat-'em-up for the Capcom hardcore.
REVIEWED *OPS2*#03/**OVERALL** 06

STREET HOOPS
Utterly pedestrian street basketball title. Think *NBA Street* but worse.
REVIEWED *OPS2*# 26/**OVERALL** 05

STUNT GP
Practise car stunts with remote-controlled cars. Or not.
REVIEWED *OPS2*#14/**OVERALL** 03

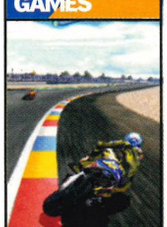
STUNTMAN — BRONZE
Car-flipping, bus-skidding, bike-crashing addictive movie mayhem.
REVIEWED *OPS2*#23/**OVERALL** 08/**●DVD#23**

SUB REBELLION
Woefully sub-standard submarine title fails to make a splash.
REVIEWED *OPS2*# 26/**OVERALL** 04

PLATINUM WATCH

As the new rally season gets into gear, why not try the original *World Rally Championship* game for only twenty nicker?

TOP 5 MOTORCYCLE GAMES



1. MOTO GP2
Namco presents the PS2's most realistic motorbike racer

2. RIDING SPIRITS
The *Gran Turismo* of motorbike sims? Quite possibly.

3. MX SUPERFLY
Mud-flap scrambling that's full of tricks and features.

4. MOTO GP
The original bike racer for PS2.

5. MX 2002 FEATURING RICKY CARMICHAEL
THQ's original effort, before Ricky got *Superfly*.

SUMMONER — BRONZE
An RPG that's cool to watch with good action set-pieces.
REVIEWED *OPS2*#04/**OVERALL** 08

SUMMONER 2
Less dazzling second time around but this huge RPG still satisfies.
REVIEWED *OPS2*#27/**OVERALL** 07/**●DVD#26**

SUNNY GARCIA SURFING
Surf's up in this wave-riding sim. Not a patch on *Kelly Slater* though.
REVIEWED *OPS2*#19/**OVERALL** 03

SUPER BUST-A-MOVE
It's *Bust-A-Move*, but no extras; go for the cheaper PSone option.
REVIEWED *OPS2*#02/**OVERALL** 04

SUPERCAR STREET CHALLENGE
Race in cool customisable cars around sadly barren cities.
REVIEWED *OPS2*#14/**OVERALL** 04

SUPERMAN: SHADOW OF APOKOLIPS
Less than inspirational take on the Man Of Steel's adventures.
REVIEWED *OPS2*#27/**OVERALL** 05/**●DVD#26**

SUPER TRUCKS
Unique but unrewarding truck racing sim.
REVIEWED *OPS2*#20/**OVERALL** 04/**●DVD#21**

SURFING H30
Lacklustre surf sim that's wet in the wrong sense of the word.
REVIEWED *OPS2*#02/**OVERALL** 04

SVEN-GÖRAN ERIKSSON'S WORLD CHALLENGE
The worst football game ever? It could be. Play it and weep.
REVIEWED *OPS2*#23/**OVERALL** 01

SVEN-GÖRAN ERIKSSON'S WORLD MANAGER
Pedestrian football manager, namechecked by Ulrika's ex-beau.
REVIEWED *OPS2*#24/**OVERALL** 05

SWING AWAY GOLF
Cutesy golf sim with mucho slowdown.
REVIEWED *OPS2*#02/**OVERALL** 03

TARZAN FREERIDE
Based on the Disney film, this boarding game sim fails to impress.
REVIEWED *OPS2*#16/**OVERALL** 04/**●DVD#14**

TAZ WANTED
This humdrum platformer features Looney Toons 'hilarity'. Grimace.
REVIEWED *OPS2*#26/**OVERALL** 05

TD OVERDRIVE
Enjoyable but formulaic arcade racer.
REVIEWED *OPS2*#21/**OVERALL** 06

TEKKEN 4
A great but ambitious addition to the beat-'em-up series.
REVIEWED *OPS2*#25/**OVERALL** 07/**●DVD#26**

TEKKEN TAG TOURNAMENT — BRONZE
Namco's hugely playable and graphically spectacular beat-'em-up.
REVIEWED *OPS2*#01/**OVERALL** 08/**●DVD#02**

TEST DRIVE: OFF-ROAD WIDE OPEN
A tidy off-road racer that delivers more than expected.
REVIEWED *OPS2*#14/**OVERALL** 06

TETRIS WORLDS
Addictive personalities beware! *Tetris* will take over your life.
REVIEWED *OPS2*#21/**OVERALL** 07

TG DARE DEVIL
Mission-based retro car race with lots of appeal.
REVIEWED *OPS2*#02/**OVERALL** 05

THE BOUNCER
Limited story-based beat-'em-up from *Final Fantasy* fellas, Square.
REVIEWED *OPS2*#09/**OVERALL** 06

THE FLINTSTONES IN VIVA ROCK VEGAS
Stone Age karting action. Yabba dabba… Actually, don't. Ever.
REVIEWED *OPS2*#11/**OVERALL** 02

THE GETAWAY — SILVER
Mockney mayhem that manages to live up to the hype. Geezer
REVIEWED *OPS2*#28/**OVERALL** 09/**●DVD#28**

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING
Shabby literary adventure that lacks the showmanship of its rival.
REVIEWED *OPS2*#28/**OVERALL** 04

database

Can't get hold of one of the games in ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of game publishers in the UK.

3DO 01753 756700
www.3doeurope.com
3DO Europe,
21-23 Mossop Street,
London, SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Road,
Knightsbridge,
London, SW3 1JJ

ACTIVISION 01753 756 100
www.activision.com
Parliament House,
St Laurence Way, Slough,
Berkshire, SL1 2BW

BAM! ENTERTAINMENT
01225 329298
www.bam4fun.com
3rd Floor, Upper Borough Court,
Upper Borough Walls,
Bath, BA1 1RG

BBC MULTIMEDIA
0208 433 2000
www.bbcmultimedia.com
CG11, Woodlands, 80 Wood Lane,
London, W12 0TT

CAPCOM EUROSOFT
0208 846 2550
www.capcom-europe.com
9th Floor,
26-28 Hammersmith Grove,
London, W6 7HA

CODEMASTERS
01926 814 132
www.codemasters.com
Stoneythorpe, Southam,
Warwickshire, CV47 2DL

EIDOS INTERACTIVE
0870 9000222
www.eidos.co.uk
1 Hartfield Road,
Wimbledon, London, SW19 3RU

ELECTRONIC ARTS
0870 243 2435
www.uk.ea.com
2000 Hillswood Drive,
Chertsey, Surrey, KT16 0EU

EMPIRE INTERACTIVE
0208 3439143
www.empireinteractive.com
The Spire, 677 High Road,
North Finchley, N12 0DA

INFOGRAMES 0208 222 9700
www.infogrames.co.uk
Infogrames UK,
Landsmark House,
Hammersmith Bridge Road,
London, W6 9EJ

JVC INTERACTIVE 0207 240 3121
www.jvcmusic.co.uk
44 Wellington Street,
Covent Garden,
London, WC2E 7RH

KONAMI 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip,
Middlesex, HA4 7LF

LEGO 01753 495 453
www.lego.com
33 Bath Road, Slough,
Berks, SL1 3UF

MICROIDS 01908 223377
www.microids.com
Windrush Barn,
Stantonbury Park Offices,
Great Linford,
Milton Keynes, MK14 5AT

MIDAS INTERACTIVE
01279 858 000
www.midasinteractive.com
Unit 14, Stansted Business Centre,
Start Hill, Bishops Stortford,
Hertfordshire, CM22 7DG

MIDWAY 0207 938 4488
www.midway.com
Macmillan House,
96 Kensington High Street,
London, W8 4SG

ROCKSTAR GAMES
0870 124 2222
www.rockstargames.com
Saxon House, 2-4 Victoria Street,
Windsor, Berks, SL4 1BY

SCEE/SONY 08705 998877
uk.playstation.com
psukcustomer_service@scee.net

SCi 0207 585 3308
www.sci.co.uk
Unit 11, Ivory House,
Plantation Wharf, York Road,
London, SW11 3TN

TAKE 2 0870 124 2222
www.take2games.co.uk
Saxon House, 2-4 Victoria Street,
Windsor, Berks, SL4 1BY

THQ 02380 619125
www.thq.com
Dukes Court, Duke Street,
Woking, Surrey, GU21 5BH

UBI SOFT
01932 838230
www.ubisoft.co.uk
Chantrey Court, Minorca Road,
Weybridge, Surrey, KT13 8DU

VIRGIN INTERACTIVE
0207 551 0000
www.vie.co.uk
74A Charlotte Street,
London, W1P 1LR

VIVENDI UNIVERSAL
0118 920 9100
www.vivendi-universal-interactive.co.uk
2 Beacontree Plaza,
Gilette Way, Reading, RG2 8BS

SO WHO THE HELL IS… ? #6: KUJU

Meet the developers: the shadowy creative masterminds behind the games you play.

LOGO

Kuju

FOUNDED
1998

ADDRESS
UNIT 10
WOODSIDE PARK
CATTEHALL LANE
GODALMING
SURREY
GU7 1LG
UNITED KINGDOM

WEB SITE
www.kuju.com

SELECTED SOFTOGRAPHY
- 1999: *Tank Racer* (PSone)
- 1999: *Eagle One: Harrier Attack* (PSone)
- *2001: Lotus Challenge* (reviewed *OPS2*#14, 5/10)
- 2002: *Fireblade* (reviewed *OPS2*#22, 7/10)
- 2002: *Reign Of Fire* (reviewed *OPS2*#28, 7/10)

WORKING ON
In a shock move away from driving and flying titles Kuju's next project is the ambitious *Fire Warrior*, delving into the universe of Warhammer 40,000 for a fantasy FPS adventure in deepest, darkest, wierdest space.

THE LORD OF THE RINGS: THE TWO TOWERS
EA's movie tie-in gives hack 'n' slash a next-gen makeover.
REVIEWED *OPS2*#27/**OVERALL** 08 BRONZE

THE MUMMY RETURNS
Action-adventure based on the by-the-numbers Hollywood romp.
REVIEWED *OPS2*#14/**OVERALL** 05

THE SCORPION KING: RISE OF AKKADIAN
Movie cash-in with few features – unless you fancy The Rock.
REVIEWED *OPS2*#27/**OVERALL** 04

THE SHADOW OF ZORRO
Stealth-based adventure for die-hard fans of el Zorro only.
REVIEWED *OPS2*#18/**OVERALL** 03

THE SIMPSONS: ROAD RAGE
Shameless *Crazy Taxi* rip-off, but with Homer sat behind the wheel.
REVIEWED: *OPS2*#15/**OVERALL** 06

THE SIMPSONS: SKATEBOARDING
Eat my shorts. Then go and buy *Tony Hawk's 4*.
REVIEWED *OPS2*#30/**OVERALL** 05

THE SIMS BRONZE
Life simulation. It's a godsend for comically-minded control freaks.
REVIEWED *OPS2*#30/**OVERALL** 08

THE SUM OF ALL FEARS
Repetitive gameplay dictates this squad-based shooter.
REVIEWED *OPS2*#27/**OVERALL** 05

THE TERMINATOR: DAWN OF FATE
Toe-curlingly inadequate film tie-in. Clunkier than Arnie rapping.
REVIEWED: *OPS2*#26/**OVERALL** 04

THE THING SILVER
Top-class survival horror meets John Carpenter's ET nasty. Superb.
REVIEWED *OPS2*#25/**OVERALL** 09

THE WEAKEST LINK
Quiz show cash-in. Watch it on TV instead.
REVIEWED *OPS2*#14/**OVERALL** 04

THEME PARK WORLD
Take on the role of a theme park tycoon in this excellent God sim.
REVIEWED *OPS2*#03/**OVERALL** 07

THIS IS FOOTBALL 2002
A revamped and utterly playable addition to a revived series.
REVIEWED *OPS2*#12/**OVERALL** 07/●**DVD#12**

THIS IS FOOTBALL 2003
Respectable latest instalment in the fast-improving footy series.
REVIEWED *OPS2*#26/**OVERALL** 07/●**DVD#25**

THUNDERHAWK: OPERATION PHOENIX
Brave attempt to blend arcade and sim in this chopper blaster.
REVIEWED *OPS2*#12/**OVERALL** 07/●**DVD#15**

TIGER WOODS PGA TOUR 2001
Authentic but fun golf sim from the big cat himself.
REVIEWED *OPS2*#06/**OVERALL** 06

TIGER WOODS PGA TOUR 2002
Tiger's game is still the best, thanks to its analogue control system.
REVIEWED *OPS2*#19/**OVERALL** 07/●**DVD#21**

TIGER WOODS PGA TOUR 2003 BRONZE
Gorgeous courses. Innovative controls. A great golf sim.
REVIEWED *OPS2*#28/**OVERALL** 08/●**DVD#30**

TIME CRISIS 2 BRONZE
Namco's cool arcade lightgun game gets a graphical polish for PS2.
REVIEWED *OPS2*#13/**OVERALL** 08/●**DVD#13**

TIMESPLITTERS SILVER
Fun, fast and frantic first-person shooter – now out on Platinum.
REVIEWED *OPS2*#01/**OVERALL** 09

TIMESPLITTERS 2 GOLD
As vital to PS2 as your central nervous system is to your brain.
REVIEWED *OPS2*#25/**OVERALL** 10/●**DVD#25**

TOCA RACE DRIVER BRONZE
Ultra-realistic racer, bolstered by smart story line and great visuals.
REVIEWED *OPS2*#24 **OVERALL** 08 ●**DVD#24**

TOKYO ROAD RACE
Simple isn't always best in the world of street racing sims.
REVIEWED *OPS2*#30/**OVERALL** 03

PLATINUM WATCH

Midnight Club, Rockstar's other big game, is the late-night road racer that mixed fun and simplicity. Warm up for the sequel on a budget.

SECOND COMING

We resurrect a title from the gaming graveyard.

REDCARD

RedCard didn't get a high score for one main reason: it wasn't *Pro Evo*. As *OPS2*#21's demo showed, *RedCard* is a million times more fun than the last three *FIFA*s put together. You get to kick off against red-arsed monkeys, the player names are real, Chris Kamara's commentary is actually pretty good and this is the only PS2 footy title out there that combines the beautiful game with hoofing people's heads off.

TOKYO XTREME RACER
Sedate and sadly 'xtremely' dull *Gran Turismo* clone.
REVIEWED *OPS2*#11/**OVERALL** 04

TOM CLANCY'S GHOST RECON
Engaging squad-based action from the holiday novel hack.
REVIEWED *OPS2*#28/**OVERALL** 07/●**DVD#30**

TONY HAWK'S PRO SKATER 3 SILVER
Essential online-enabled skate sim that's almost perfect to play.
REVIEWED *OPS2*#15/**OVERALL** 09

TONY HAWK'S PRO SKATER 4 SILVER
Another year, another essential title from the Hawkman.
REVIEWED *OPS2*#28/**OVERALL** 09

TOP ANGLER 2
The best fishing game on PS2. Which isn't saying much…
REVIEWED *OPS2*#20/**OVERALL** 05

TOP GUN
Below average flight sim with bonus archaic licence attached.
REVIEWED *OPS2*#14/**OVERALL** 04/●**DVD#15**

TOTAL IMMERSION RACING
Solid, if slightly unspectacular racer with aggressive AI.
REVIEWED *OPS2*#29/**OVERALL** 06

TRANSWORLD SURF
Limited surf sim with some nice wave physics.
REVIEWED *OPS2*#23/**OVERALL** 06

TREASURE PLANET
Treasure Island meets Disney in this nipper-friendly platform romp.
REVIEWED *OPS2*#27/**OVERALL** 06/●**DVD#28**

TUROK EVOLUTION
Dino-obliterating mayhem marred by dodgy AI and controls.
REVIEWED *OPS2*#25/**OVERALL** 06

TWIN CALIBER
The appearance of twin shooters fails to redeem this abject effort.
REVIEWED *OPS2*#26/**OVERALL** 03/●**DVD#27**

TWISTED METAL: BLACK BRONZE
Superb multiplayer car battler set on a wartorn planet.
REVIEWED *OPS2*#12/**OVERALL** 08/●**DVD#16**

TY THE TASMANIAN TIGER
Disappointing Aussie platformer not fit to throw on the barbie.
REVIEWED *OPS2*#27/**OVERALL** 04/●**DVD#27**

UEFA CHALLENGE
Sadly, everything that could go wrong in a football game is here.
REVIEWED *OPS2*#10/**OVERALL** 02

UEFA CHAMPIONS LEAGUE SEASON 2001/2002
Solid gameplay and fluid animation but – sorry – no *Pro Evo*.
REVIEWED *OPS2*#16/**OVERALL** 07

UFC: THROWDOWN
No-holds-barred scuffling comes to PS2. Effective, but no classic.
REVIEWED *OPS2*#26/**OVERALL** 06

UNREAL TOURNAMENT BRONZE
A gory first-person shooter that's only now showing its age.
REVIEWED *OPS2*#04/**OVERALL** 08

VAMPIRE NIGHT
Demonic lightgun shoot-'em-up – think *Time Crisis* with vampires.
REVIEWED *OPS2*#19/**OVERALL** 06/●**DVD#19**

VICTORIOUS BOXERS
Story-based manga boxing title that sadly lacks the killer blow.
REVIEWED *OPS2*#11/**OVERALL** 04

VIRTUA COP: ELITE EDITION
Was once great, but only for antique hunters this time around.
REVIEWED OPS2#29/**OVERALL** 05

VIRTUA FIGHTER 4 BRONZE
Complex yet fast-moving beat-'em-up that rewards the patient.
REVIEWED *OPS2*#19/**OVERALL** 08

VIRTUA TENNIS 2 BRONZE
Almost indistinguishable from the DC version. But if ain't broke..
REVIEWED *OPS2*#28/**OVERALL** 08

V-RALLY 3 BRONZE
Superb on PSone, the *V-Rally* brand speeds to PS2 with true style.
REVIEWED *OPS2*#22/**OVERALL** 08/●**DVD#28**

WACKY RACES STARRING DASTARDLY AND MUTTLEY
Cel-shaded kart racer with all your fave cartoon characters.
REVIEWED *OPS2*#09/**OVERALL** 06/●**DVD#09**

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
Fun *Beatmania*-style dance mat game with Disney appeal.
REVIEWED *OPS2*#08/**OVERALL** 04

WARRIORS OF MIGHT AND MAGIC
Dreadful adventure/RPG hybrid that was unbelievably a hit on PC.
REVIEWED *OPS2*#07/**OVERALL** 03/●**DVD#07**

WAY OF THE SAMURAI
Dismal, often tedious *Bushido Blade* wannabe. Utterly avoidable.
REVIEWED *OPS2*#26/**OVERALL** 05

WHO WANTS TO BE A MILLIONAIRE: 2ND EDITION
Scary animation of Tarrant and easy questions make for a dull game.
REVIEWED: *OPS2*#15/**OVERALL** 04

WILD ARMS 3
FFX clone Wild West RPG adventure that's mostly 'armless.
REVIEWED *OPS2*#30 **OVERALL** 05

WILD WILD RACING
Off-road buggy racing game that's okay for a spin or three.
REVIEWED *OPS2*#01/**OVERALL** 06/●**DVD#01**

WIPEOUT FUSION SILVER
Get this! Cult future hoverjet racer and the best *WipEout* yet.
REVIEWED *OPS2*#16/**OVERALL** 09/●**DVD#14**

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK
Dull cartoon platform adventure aimed at kids. Stop this evil!
REVIEWED *OPS2*#17/**OVERALL** 03

WORLD CHAMPIONSHIP SNOOKER 2002 BRONZE
Detailed and incredibly playable snooker sim.
REVIEWED *OPS2*#11/**OVERALL** 08/●**DVD#11**

WORLD DESTRUCTION LEAGUE: THUNDER TANKS
Fun arcade tank sim with an ace four-player Deathmatch mode.
REVIEWED *OPS2*#05/**OVERALL** 07

WORLD DESTRUCTION LEAGUE: WARJETZ
Poor plane-based future war game. Can we go now, please?
REVIEWED *OPS2*#10/**OVERALL** 02

WORLD RALLY CHAMPIONSHIP 2001 SILVER
An immersive driving sim for novices and experts alike..
REVIEWED *OPS2*#14/**OVERALL** 09/●**DVD#14**

WORMS BLAST BRONZE
Not your usual *Worms* game – think a stealthy *Bust-A-Move* instead.
REVIEWED *OPS2*#19/**OVERALL** 08

WRC II EXTREME SILVER
Evolution Studios steps up a gear with this truly realistic rally sim.
REVIEWED *OPS2*#27/ **OVERALL** 09/●**DVD#27**

WRECKLESS: THE YAKUZA MISSIONS
Hurtle around Hong Kong in this car-based action title.
REVIEWED *OPS2*#27/**OVERALL** 07

WTA TOUR TENNIS
If this game was a tennis player, it'd be a British woman. Awful.
REVIEWED *OPS2*#26/**OVERALL** 04

WWE SMACKDOWN! 'JUST BRING IT!'
Fun and realistic representation of the full-on WWE experience.
REVIEWED *OPS2*#13/**OVERALL** 08/●**DVD#14** BRONZE

WWE SMACKDOWN! SHUT YOUR MOUTH
Slick, supple wrestling title with commendable attention to detail.
REVIEWED *OPS2*#26/**OVERALL** 08/●**DVD#26/#30** BRONZE

X-MEN: NEXT DIMENSION
Another dimension to the X-Men? Nope, more beat-'em-up action.
REVIEWED *OPS2*#29/**OVERALL** 05

X-SQUAD
Team-based third-person shooter, superseded by *Project Eden*.
REVIEWED *OPS2*#02/**OVERALL** 05

ZONE OF THE ENDERS SILVER
Splendid mech shooter adventure from *Metal Gear*'s Hideo Kojima.
REVIEWED *OPS2*#06/**OVERALL** 09/●**DVD#06**

charts

Your monthly rundown of the games setting shop shelves on fire.

Love, honor and obey
Still fighting, **Medal Of Honor: Frontline** battles its way back up the charts to the ninth regiment.

PlayStation.2 OFFICIAL MAGAZINE-UK TOP 20 PS2 GAMES TO BUY

For the week ending 30 January 2003

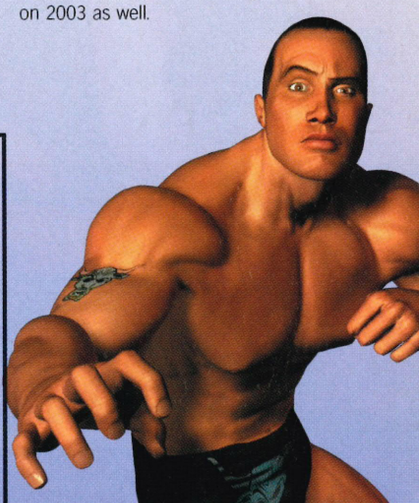
Position	Weeks on chart	Highest position	Game Name	Publisher
1	7	1	Ratchet & Clank	SCEE
2	5	1	The Getaway	SCEE
3	10	2	The Lord Of The Rings: The Two Towers	EA
4	9	1	Grand Theft Auto: Vice City	ROCKSTAR
5	7	5	James Bond 007: NightFire	EA
6	6	5	The Simpsons: Skateboarding	EA
7	12	1	FIFA 2003	EA SPORTS
8	79	1	Gran Turismo 3: A-spec (Platinum) (re-entry)	SCEE
9	32	1	Medal Of Honor: Frontline	EA
10	7	1	WWE SmackDown! Shut Your Mouth	THQ
11	9	3	Harry Potter And The Chamber Of Secrets	EA
12	28	3	GT Concept: 2002 Tokyo-Geneva (re-entry)	SCEE
13	24	9	Scooby-Doo! Night Of 100 Frights (re-entry)	THQ
14	12	3	Colin McRae Rally 3	CODEMASTERS
15	59	10	The Simpsons: Road Rage (re-entry)	EA
16	19	3	Conflict: Desert Storm (re-entry)	SCI
17	10	10	Red Faction II (re-entry)	THQ
18	17	1	Onimusha 2: Samurai's Destiny (re-entry)	CAPCOM
19	36	1	Final Fantasy X (re-entry)	SCEE
20	21	2	Turok Evolution (re-entry)	ACCLAIM

*OPS2 *Charts in association with* **WHSmith**

WHSmith

Spiritual recovery
Seems there was nothing final about **Final Fantasy X**'s last chart entry as it conjures its way back into the charts. And it's still the best-looking RPG on PS2.

Platforming at new heights
The explosive comic space opera that is **Ratchet & Clank** finally leaps its way to the top of the charts. As one of the finest titles of 2002, it seems this platforming gem is intent on leaving its stylish mark on 2003 as well.



Rock hard
Doing anything *but* keeping quiet, **WWE SmackDown! Shut Your Mouth** is roaring like a leotard-clad behemoth at number ten this month.

1 YEAR AGO

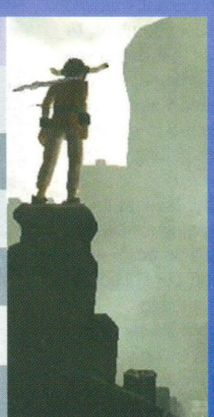
BACK IN THE DAY WHEN CRIME, BOND AND BULLET TIME WERE ALL THE RAGE... WHAT'S THAT? THEY STILL ARE? OH.

1. Grand Theft Auto III — The beginnings of a predictable trend.
2. Max Payne — An easy one-two for Rockstar.
3. Rayman Revolution — The limbless legend leapt in at three.
4. Pro Evolution Soccer — The original footy favourite.
5. James Bond 007 In...Agent Under Fire — We show love for the spy who loved us.

OPS2 READER'S CHART

LEE HITCHEN OF **BRACKNELL** GIVES MASSIVE PROPS TO SOME OF PS2'S OVERLOOKED GEMS.

1. Ico — "How could you not love this game?"
2. GTA: Vice City — "For when *Ico* gets too cute."
3. Virtua Fighter 4 — "The best beat-'em-up on PS2."
4. Herdy Gerdy — "A really clever concept."
5. WRC II Extreme — "The only choice for rally fans."



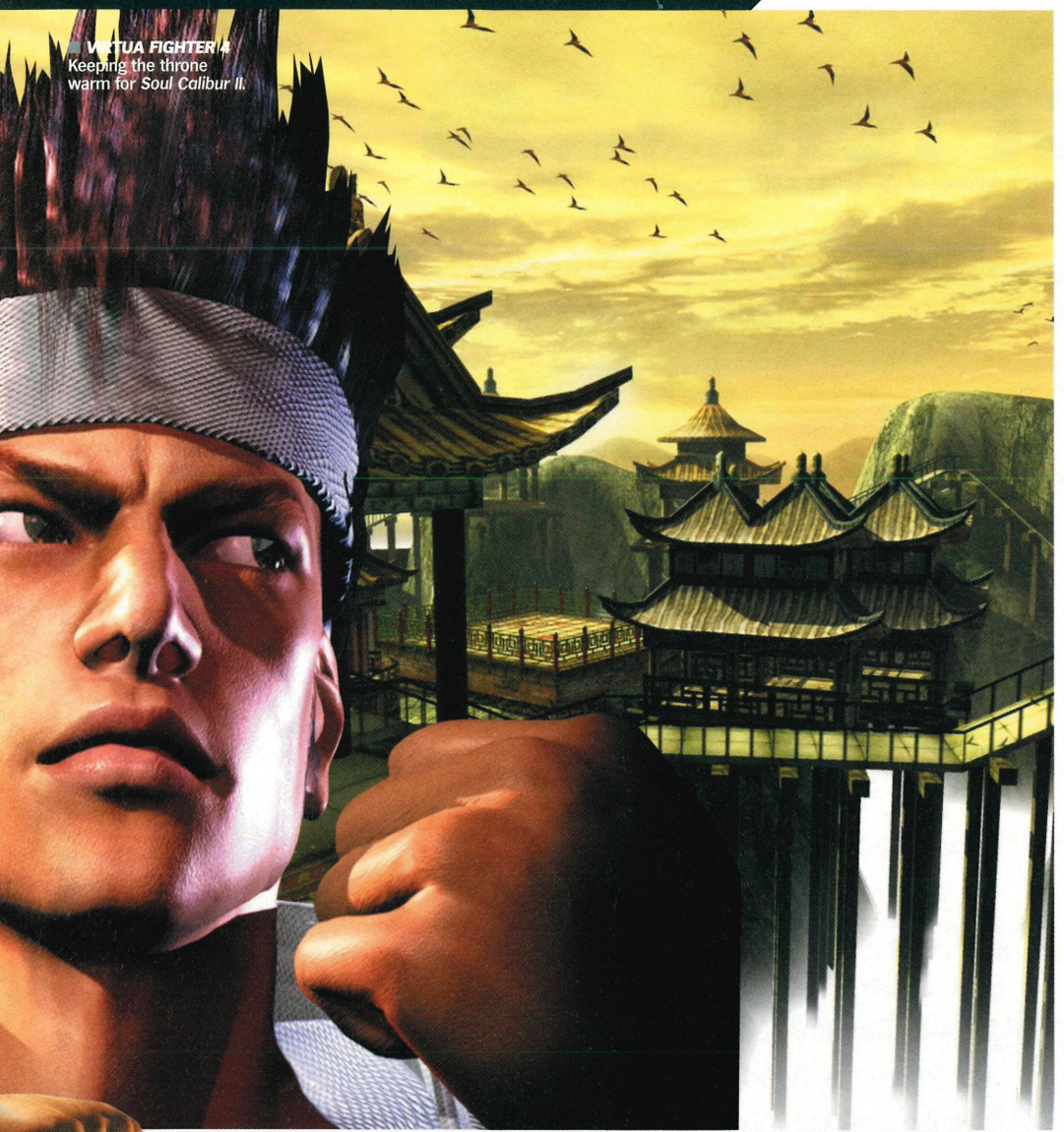
GO TO: uk.playstation.com

■ *Send us your own charts by email on PS2@futurenet.co.uk, or by post to the usual address. Don't forget to check the site every Friday for a roundup of the week's new releases.*

TOP 5 US GAMES

DECEMBER'S TOP GAMES FROM THE COUNTRY WHERE THEY STILL DON'T UNDERSTAND FOOTBALL.

1. GTA: Vice City — Only an earthquake could dislodge it.
2. Dragonball Z: Budokai — Weird cartoon finds favour Stateside.
3. Madden NFL 2003 — Superbowl fever takes hold again.
4. The Lord Of The Rings: The Two Towers — Another worldwide smash from EA.
5. James Bond 007: NightFire — They love our British charm really.



VIRTUA FIGHTER 4
Keeping the throne warm for *Soul Calibur II*.

FIGHTING GAMES

The games that'll have you punching the air in triumph and a few which will force you to slap the screen in despair.

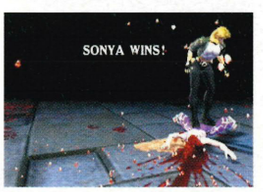
"Fight!" The one word guaranteed to evoke the biggest rush of blood to the head of gamers worldwide. It's also the word that precedes angry inflammations appearing on one's thumbs, joypads buckling under the strain of frantic button bashing and, in the more extreme cases, virtual violence spilling over into real-life ruckus.

Ah yes, the good old beat-'em-up, where would we be without it? From causing bitter rifts in seemingly unshakeable friendships to getting politicians up in arms over stories of copycat moves being used on unwitting siblings, their impact is far reaching, relentless and unrepentant.

From their humble beginnings in crusty coin-ops such as *Kung Fu Master* (1984) in which the rapid pressing of a 'kick' button was enough to knock down a stream of identikit foes like dominos, to the latest photoreal fracas that depict the stark brutality of seeing some poor sod's spinal column being yanked violently out of their still-twitching carcass to signify victory, fighting games are getting meaner with each new machine.

So, with *Mortal Kombat* back to its gory glory (*OPS2*#29's glowing review of *Deadly Alliance* should still be fresh enough in your minds) and our collective broadswords being sharpened in preparation for *Soul Calibur II*'s eagerly anticipated emergence, let us now examine the devastating victories and crushing defeats of the PS2's knuckle-cracking collective. Float like a butterfly – then rip his head off. ☐ **RB**

BEFORE *MORTAL KOMBAT*
You never even broke skin...



AFTER *MORTAL KOMBAT*
Where's your head at?

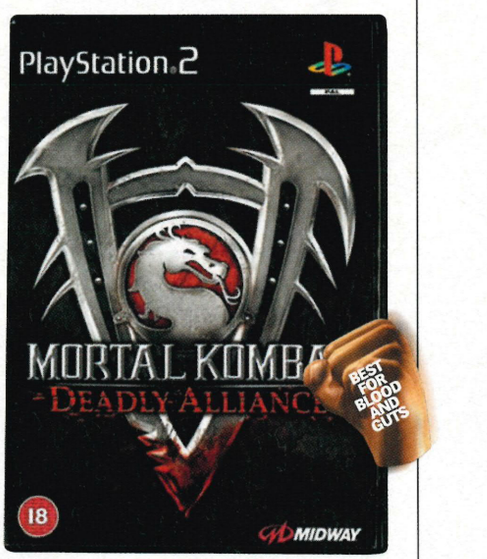
ESSENTIAL KNOCKOUT

Virtua Fighter 4

SCEE/SEGA AM2

Separating the men from the button-bashing boys, this is stripped down fighting without the gimmicks. Demanding gameplay is tempered by beautiful graphics and perfect animation of real-world martial arts disciplines while a unique AI training mode adds months of gameplay.

"Like owning a Pokémon, but with added violence..." OPS2#19



Mortal Kombat: Deadly Alliance

MIDWAY

Ripping the guts out of every other fighting game, *MK:DA* is a flawless victory in both style and substance. Switch effortlessly between fiendish weapons and real-world martial arts forms in your quest for justice (and buckets of the red stuff). A great sense of occasion and more than a dash of claret undoubtedly make this the most colourful 3D bruiser yet.

"Enough innovation, style and quality to bowl over any fight-obsessed gamer," OPS2#29

EXCELLENT
THUMPING

Tekken Tag Tournament
SCEE/NAMCO

A megamix of the world's most accomplished fighting series, *TTT* features just about every character from *Tekkens* 1-3, plus multiplayer 'tag' matches. Being one of the PS2's original launch titles, the game looks a little dusty when compared to *Tekken 4*, but for sheer duke-it-out delights, this simply can't be beaten.

***"Still the game with the most replayability..."* OPS2#01**

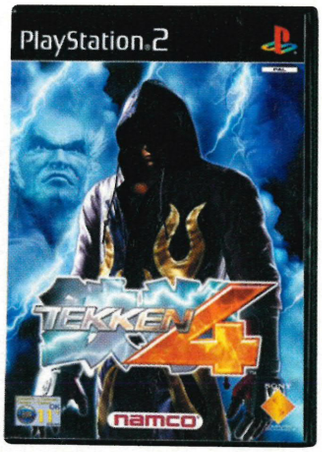
Marvel Vs Capcom 2
CAPCOM

On the one hand you've got the *Tekkens* of this world, striving for realism give or take the odd giant panda. Then there's *Street Fighter* – Simple to grasp, hugely compelling and with moves so outrageous you'll think your drink's been spiked.

***"For sheer 'pow' factor, this will bowl you over..."* OPS2#27**

Also...
For more retro but nevertheless screen shattering action, check out **Guilty Gear X**. Or for detailed boob physics (and more), try the underrated **Dead Or Alive 2**.

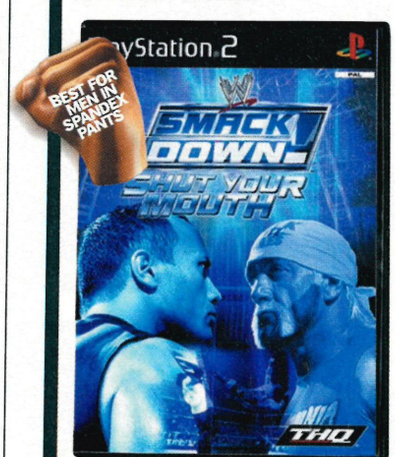
GOOD
BRUISING



Tekken 4
SCEE/NAMCO

Sadly, *Tekken's* second coming on PS2 wasn't quite the event we all hoped for. Granted, it's a top quality, well-structured game brimming with appeal, but a somewhat stale 'seen it, done it' aroma hung over the title – especially as many of its 'new' features were borrowed from Tecmo's Xbox-exclusive heavyweight, *Dead Or Alive 3*. Note to Namco: try harder next time.

***"Just doesn't show a lot of initiative..."* OPS2#25**



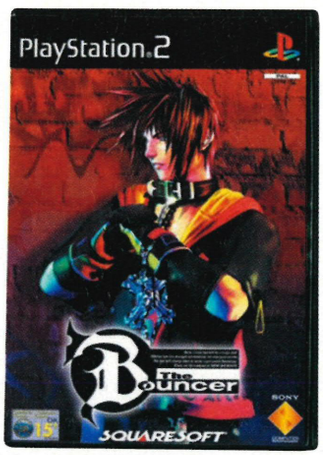
WWE Smackdown!
THQ/YUKES

The well-choreographed spectacle of lubed-up gents parading around in ill-fitting underwear and grappling with sweaty opponents still makes for a popular game and THQ has got two decent offerings out on PS2, the best being *Shut Your Mouth*.

***"Needs perfecting, but still a great value package,"* OPS2#26**

Also...
A duo of boxing contenders are worth a belt. For far-fetched flailing try **Ready 2 Rumble**, although the cool retro movie referencing of **Rocky** makes it the superior box-'em-up.

AVERAGE
SLAPPING



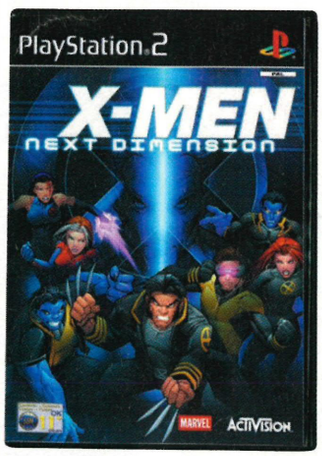
The Bouncer
SCEE/SQUARESOFT

What went wrong? Featured in numerous showreels prior to the PS2's launch to advertise the new machine's capabilities, the game turned out to be little more than a series of (admittedly impressive) cut-scenes draped over a mere hour's worth of repetitive, scrolling combat drivel. The PS2's biggest disappointment to date.

***"Has buckets of promise, but not much else..."* OPS2#09**

Also...
For beastly brawls try **Bloody Roar 3**, for cartoon capers there's **Dragonball Z: Budokai** and for axe-wielding cavemen and brutal beheadings, **Barbarian** will knock your block off!

PISS POOR
MINCING



X-Men: Next Dimension
ACTIVISION/PARADOX

This latest, half-hearted attempt to pit Marvel's mutants against each other in the mutha of all face-offs is one genetic strain that should have been put out of its misery at birth. It's a bloody eyesore that isn't helped by dodgy controls and the lack of a single new idea. An X-rated nasty!

***"Like a ropey old tart trowelling on cheap makeup,"* OPS2#29**

Also...
Mike Tyson Heavyweight Boxing is about as appealing as a romantic night out with its endorser, but for a real chuckle, rent the utterly hopeless scrolling beat-'em-up disaster, **GoDai: Elemental Force.**

PSONE ALTERNATIVES

Soul Blade
SCEE/NAMCO

Until *Soul Calibur II* arrives, fans of weapon-based skull cleaving would be well advised to hunt down a copy of the original demonic sword slash-fest, *Soul Blade*. Exceptional looks, highly sophisticated gameplay and a really satisfying feel meant it even outclassed the *Tekken* series. The unusual RPG elements also added welcome variety and fresh purpose to the mindless throat slashing exploits of the coin-op.

"IT USED TO BE A WAY OF LIFE, BUT IT'S *TEKKEN* THE PISS A BIT NOW"

We challenged forum fighters to name their favourite face-fillers.

Echoing our sentiments about *Tekken's* fall from grace, MarkS remarked, "I only realised **Tekken 4** had come out when a mate bought a second-hand copy! *Tekken* has had its time and the future is **Soul Calibur**." However, many of you still regard **Tekken Tag** as being the pinnacle of PS2 pummelling ("and great value, too!" – LemonHead) but **WWE SmackDown!** is still highly popular, as is **Mortal Kombat's** stunning return to delicious decapitating form.

Next month: Extreme sports games. Email your favourites to ps2@futurenet.co.uk

ON THE DVD

Other magazines let you watch, OPS2 lets you play.

Why not cut out these pages (or a photocopy of them) along the dotted line and slip them into your DVD case?

YOUR DISC

Every issue, *Official PlayStation 2 Magazine* brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD allows you try the very latest PS2 games before you buy, often weeks and even months before release. Why risk your hard-earned cash on a £40 game when you can try it out on our covermounted DVD? From *Gran Turismo 3* and *MGS2* to *TimeSplitters 2* and *Final Fantasy X*, we've always featured playable demos of the games that matter. Throw in top-quality video footage of the hits of the future and *Official PlayStation 2 Magazine*'s playable DVD is the best bargain on the newsagent's shelves.

TALK TO US

We want to know what you think of our cover DVD, and what you'd like to see on it in the future. Write to: OPS2 DVD, *Official PlayStation 2 Magazine*, Future Publishing, Bath BA1 2BW or email: PS2disc@futurenet.co.uk

HOW TO USE THE DVD

To enjoy this DVD, load it up on your PS2, then scroll between games and rolling demos using the ↓ and ↑ keys. To select within a section, use ← and →. Press ⊗ to start your demo choice. You may have to reset your PS2 after some demos. If you experience any problems, press reset to reload the demo.

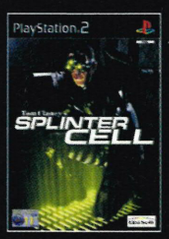
PLAYABLE PlayStation 2

Tom Clancy's SPLINTER CELL

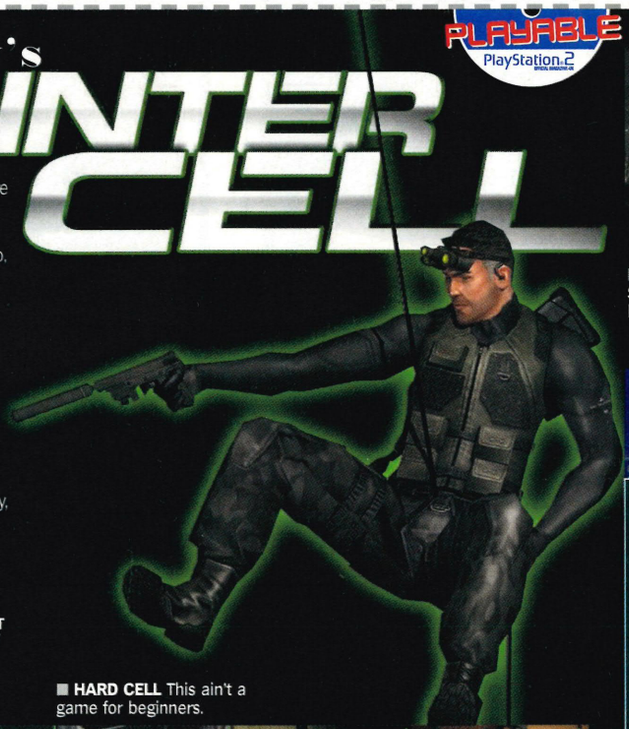
IT'S THE BIG ONE. It's the game they're all calling "*Metal Gear Solid 2*, only without all the talking." Jog, shimmy, sneak and rope slide through this demo, sampling a few of the gadgets and graphical treats on the way.

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

A 'context-sensitive' Interact button will serve up options for you as you play, such as opening doors, knocking out guards and fiddling with stuff you find. Other than that, you're on your own. Good luck, soldier.

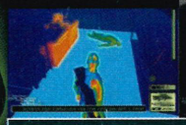


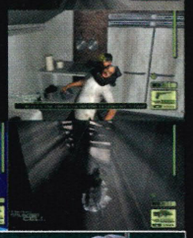
PUBLISHER: **UBI SOFT**
GAME TYPE: **ACTION/ ADVENTURE**
OUT: **28 MARCH**
PLAYERS: **1**



■ **HARD CELL** This ain't a game for beginners.

■ **SNIPE AND STRANGLE** Kill, but kill quietly.



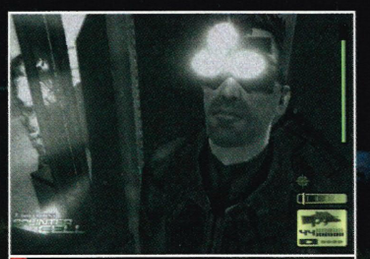


THE CONTROLS

↑/↓	Inventory
←	Night vision
→	Thermal vision
L-stick	Movement
R-stick	Move camera
⊗	Interact
▢	Quick inventory
△	Jump
○	Crouch
L1	Secondary fire
R1	Primary fire
L2	Reload
R2	Aim
L3	Back to the wall
R3	Sniper/Reset camera
START	Pause and inventory
SELECT	View controller

Turn back to page 40 for a Splinter Cell playtest. The exclusive UK review follows next month.

■ **SLAY IT AGAIN SAM** Special Agent Fisher keeps an eye on the body count.



challenge

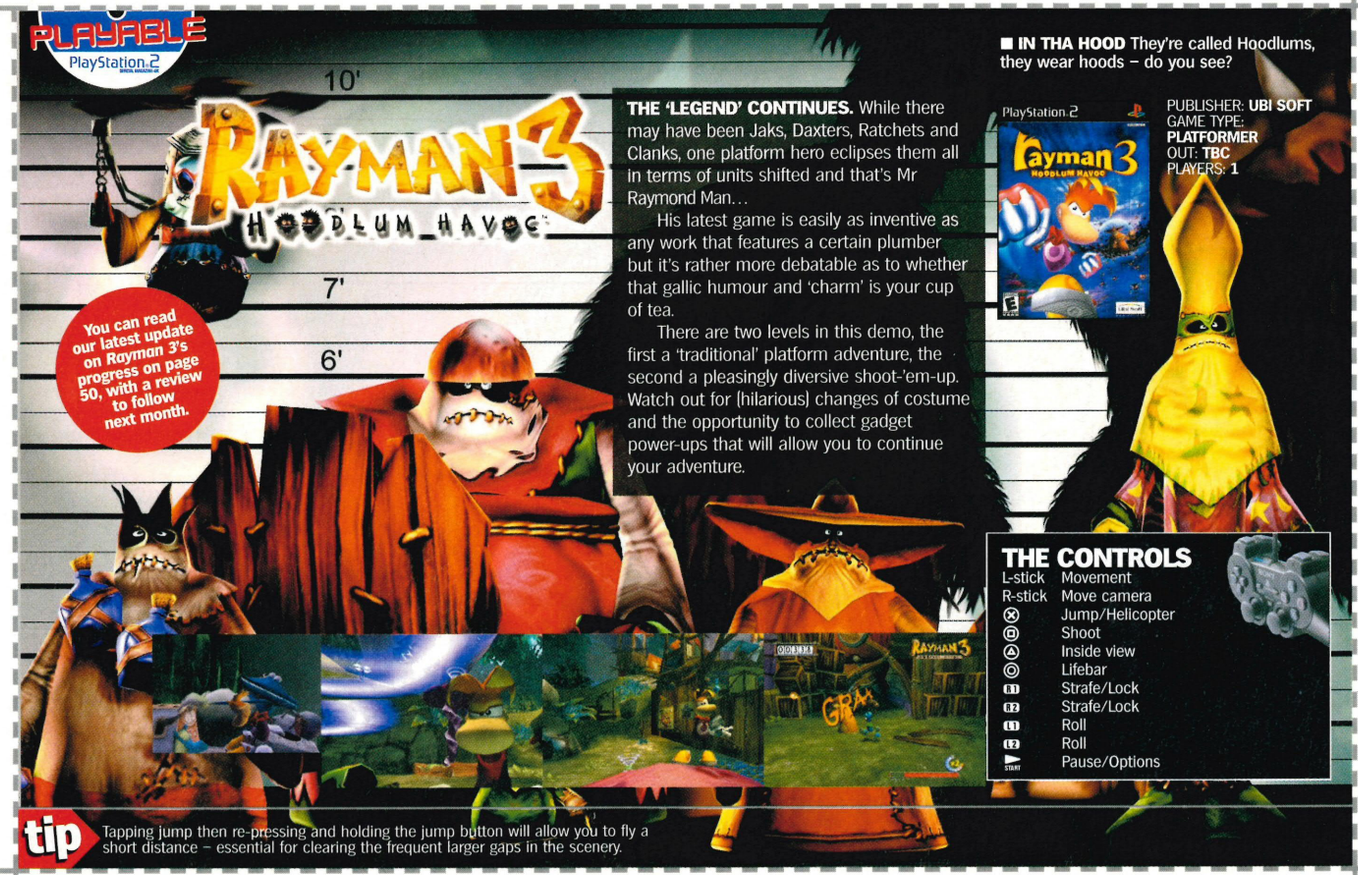
Finish the level without killing a single guard. Sneak up behind each guard and use the knockout option. It's best to hide each body in the shadows to avoid detection.

tip

Rather than shooting the enemy, why not take the time to shoot out the lights first. Then engage your night sight and do the dirty from the cover of darkness. Bwah-ha-ha...

PLAYABLE PlayStation.2

RAYMAN 3 HOODLUM HAVOC



You can read our latest update on *Rayman 3*'s progress on page 50, with a review to follow next month.

THE 'LEGEND' CONTINUES. While there may have been Jaks, Daxters, Ratchets and Clanks, one platform hero eclipses them all in terms of units shifted and that's Mr Raymond Man…

His latest game is easily as inventive as any work that features a certain plumber but it's rather more debatable as to whether that gallic humour and 'charm' is your cup of tea.

There are two levels in this demo, the first a 'traditional' platform adventure, the second a pleasingly diversive shoot-'em-up. Watch out for (hilarious) changes of costume and the opportunity to collect gadget power-ups that will allow you to continue your adventure.

■ **IN THA HOOD** They're called Hoodlums, they wear hoods – do you see?

PUBLISHER: **UBI SOFT**
GAME TYPE: **PLATFORMER**
OUT: **TBC**
PLAYERS: **1**

THE CONTROLS

L-stick	Movement
R-stick	Move camera
⊗	Jump/Helicopter
▢	Shoot
△	Inside view
○	Lifebar
R1	Strafe/Lock
R2	Strafe/Lock
L1	Roll
L2	Roll
START	Pause/Options

tip Tapping jump then re-pressing and holding the jump button will allow you to fly a short distance – essential for clearing the frequent larger gaps in the scenery.

PLAYABLE PlayStation.2

Dr Muto

PUBLISHER: **MIDWAY**
GAME TYPE: **PLATFORMER**
OUT: **7 MARCH**
PLAYERS: **1**

Morph yourself back to page 92 where you'll find a full review of the Dr Muto experience.

WE'VE ENSNARED A WHOLE training level from the game, allowing you to get to grips with this fine-looking platformer without getting your ass bitten every five seconds. That said, there are plenty of nasties on-board, but swift work with your zapper will remove any threat. Collect radio active Isotopes and tap the bugs to harvest their DNA. Complete an ever-spiralling list of demands to unlock doors and barriers and progress through the game

Do take the time to pause the game on your travels (by pressing START) and investigate the status screens found there. Only then will you fully appreciate the size and scope of this extensive collect-'em-up.

Attention: This demo will quit if it feels it has been left unattended.

THE CONTROLS

L-stick	Movement
R-stick	Move camera
⊗	Jump
▢	Fire zapper
△	Mutate
○	Fire weapon
R1	Right strafe
L1	Left strafe
R2	Reposition camera
L2	Change readout
START	Pause/Options

tip Press △ then select an alternate guise in order to… well we'll let you figure that one out. Suffice to say that becoming really small might be useful for getting into 'really small' places.

challenges

SPLINTER CELL
We're after a record time for mission completion. If you can cream through the level and get to the end within two and a half minutes you are our equal. Anything more and you're Private Pyle.

RAYMAN 3
With foresight and planning it's possible to discover all that this demo has to offer without sustaining a single hit. Keep your distance and don't attack anyone you don't have to.

DR MUTO
How quickly can you get through this demo. Can you reach its conclusion before it times out? There's lots to do and not much time to do it in.

THE MARK OF KRI
A stupid one. Can you get through the demo without killing a single person. It may be tempting at times but resist, forgive and move on. And do try the built-in challenges, selectable from the pause menu (just press START).

EVEN MORE DEMO TREATS OVER THE PAGE

ON THE DVD

challenges

GRAND PRIX CHALLENGE
This two-lap demo acts as a taster for the finished game. But, starting at the back of the field, what position can you attain before the demo's end?

WAR OF THE MONSTERS
Using only projectiles (ie, cars, buses and scenery from around the level), can you still win? You're going to have to keep your distance to accomplish this.

WAKEBOARDING UNLEASHED
We'll settle for finding all the bikini babes and drowning all the tube guys on this one. But do feel free to go for that top score, too.

ZAPPER
Easy. Location of all the eggs before the demo throws you out will satisfy our demands for this one. Just remember this is a game for kids so don't get too showy.

TIMESPLITTERS 2
A time challenge then. Three minutes for this level is an excellent time. But can you finish it even faster? Don't write in – it's just for fun...

Want to know more? The Mark Of Kri is reviewed in full on page 86, where we gave it a healthy 7/10.

PUBLISHER: **SCEE**
GAME TYPE: **ACTION/ ADVENTURE**
OUT: **21 MARCH**
PLAYERS: **1**

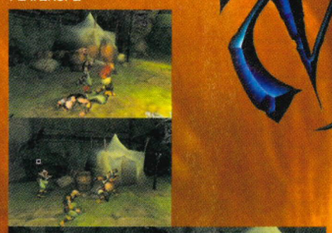
PLAYABLE PlayStation.2

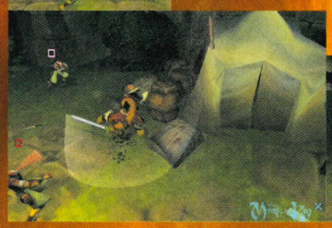
The Mark of Kri

FRET NOT ABOUT THE long loading time – this is early 'taster' code after all. Why not put the kettle on?

This game has the usual story: a man getting into trouble, with his bird. Explore the ancient ruins, hunting out things to kill with the assistance of your faithful feathered partner, Kuzo. Whenever you see a bird perch – clearly depicted with a logo – send your buddy on ahead to scout for you.

Kri's real unique selling point is it's rather clever battle system, however. Thanks to the sheer number of attackers that can harangue you simultaneously, you may sweep your aim around with the right analogue stick and have buttons automatically assigned to your enemies. Now hitting the button shown above their heads will cause you to attack the enemy you require. Simple – total mastery in a melee scenario can be yours at last. Do study the pause menu for more options, challenges and a move guide to get the most out of the game. Just press START while you're playing.





■ **KRI'S A CROWD** Take on multiple enemies with one swipe.

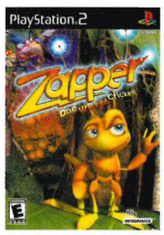
THE CONTROLS

L-stick	Movement
R-stick	Targeting system
⊗	Attack
R1	Defend
L2	Select weapon
START	Pause/Options

tip Share out the bloodshed and throw a couple of hits per target before switching enemy. If you attack any single target until he is destroyed, you'll get it in the back from his mates.

PLAYABLE PlayStation.2

Zapper

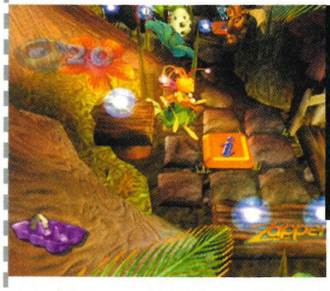


ZAPPER IS A CRICKET WHO through the mystery of videogames, must find and destroy six eggs that are lurking in each level. What's the reason for this insanity? This is a videogame – don't ask stupid questions.

Fortunately information that is dotted around the level will keep the very young (as well as the lame-brained) on track and a simple tap of ▣ will release a sonar ping clearly showing the location of the next egg. Or at least the direction in which you should be heading.

Avoid (or leap onto) the micro-beasts and super-hop (with ⊗) over gaps in the chessboard-like fauna. This is a game for the 'younger player' then. You know who you are.

PUBLISHER: **INFOGRAMES**
GAME TYPE: **PLATFORMER**
OUT: **MARCH**
PLAYERS: **1 (FULL GAME 1-2)**



THE CONTROLS

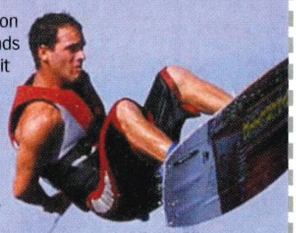
L-stick	Movement
R-stick	Move antenna
⊗	Super hop
▣	Locate
△	Chirp
○	Zap
L1	Rotate left
R1	Rotate right
START	Pause/Options

■ **CRICKET'S HIS GAME** Just don't call Zapper a grasshopper.

tip Given the hopping nature of Zapper's movements it's easier to play with the D-pad than the analogue stick.

PLAYABLE PlayStation.2

WAKEBOARDING UNLEASHED



BLIMEY. THIS ONE doesn't want much. Upon loading be prepared for a barrage of demands for you to fulfil mid-game. And you thought it was all about trying to keep upright.

Wakeboarding is like permanent surfing, riding a continual wave produced by the wake of the speedboat which is pulling you along. Use the wake to jump up onto scenery then grind along it to amass points, bonuses and the admiration of anyone who just happens to be passing by.

Use of ↑/↓ to link tricks will allow you to keep moving. Pressing and holding ⊗ will cause you to dip, then releasing ⊗ at the peak of your jump will allow you to spring off with maximum power – essential for big air.

THE CONTROLS

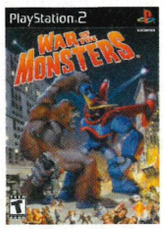
↑/↓	Trick modifier
←/→	Steer left/Right
L-stick	Same as D-pad
⊗	Jump
▣	Grab trick
△	Grind
○	Flip/Spin trick
L1	Fast Spin
R1	Fast Spin
L2	Rope release/Catch
R2	Revert
START	Pause

PUBLISHER: **ACTIVISION**
GAME TYPE: **SPORTS SIM**
OUT: **TBC**
PLAYERS: **1**

tip Spring up onto the boat sides and hit △ for some impressive (ie, impossible) everlasting grinds. Do likewise on the system of rails winding through the canyon.

PLAYABLE PlayStation.2

WAR OF THE MONSTERS



PUBLISHER: **SCEE**
GAME TYPE: **BEAT-'EM-UP**
OUT: **APRIL**
PLAYERS: **1-2**

CHOOSE YOUR MONSTER (there are two available), allow the other to be selected by the game or a fellow human and knock the stuffing out of each other and the Midtown Park cityscape.

Welcome to *War Of The Monsters*, a beat-'em-up on a grand scale where humans are crushed beneath furry feet as a battle rages between skyscraper-sized fighters.

Collect green pick-ups to top up your health. Blue power-ups will increase your projectile weapon capability while red blobs give you a special move with which to pummel your opponent.

If you get near to a pickable item it will turn green. Pressing ◎ at this point will allow you to pick it up, pressing ◎ again will allow you to throw it. So be prepared to use buses, buildings as boulders and radio masts as spears.

THE CONTROLS

L-stick	Movement
R-stick	Move camera
⊗	Jump
□	Fire/Punch
◎	Pick up/Throw
△	Special move
L1	Strafe left
R1	Strafe right
L1+R1	Lock target
L2	Look around
R2	Block
START	Pause

tip Use the block button (R2) when you're about to be pounded. And press and hold R1 and L1 together to keep your fast-moving target permanently in your sights as you attack.

PLAYABLE PlayStation.2

TIMESPLITTERS 2

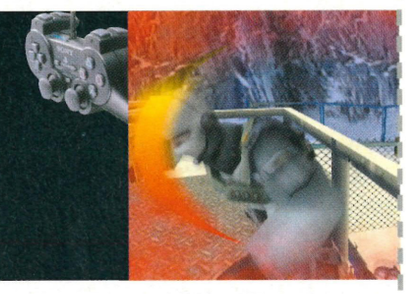
PUBLISHER: **EIDOS**
GAME TYPE: **FPS**
OUT: **OUT NOW**
PLAYERS: **1 (FULL GAME 1-4)**

FRESH FROM A RECENT rebirth thanks to our exclusive 'Design A Level' competition, we thought we'd give you another chance to sample PlayStation 2's finest first-person shooter. If you think you can create a map to compare to this masterful first level from the game then we want to see your saves.

Play this demo, be inspired, then – perhaps – buy the full game and design a level. Now send your save on a Memory Card to *OPS2* Map Maker Competition, Eidos Interactive, Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, SW19 3RU. The lovely Eidos staff promise to look after and return every card once they're finished.

THE CONTROLS

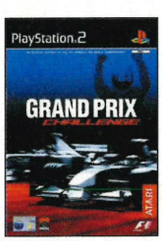
L-stick	Movement
R-stick	Look around
⊗	Activate
△	Reload
L1	Crouch
L2	Aim
R1	Alternate Fire
R2	Main fire
↑/↓	Zoom in /Out
←/→	Swap weapon
START	Pause/Options
SELECT	Pause/Mission status



tip Sniping is the way to win here. Remove any potential threats from miles away and you'll finish with barely a drop of blood spilt.

PLAYABLE PlayStation.2

GRAND PRIX CHALLENGE



PUBLISHER: **INFOGRAMES**
GAME TYPE: **F1 SIM**
OUT: **NOW**
PLAYERS: **1 (FULL GAME 1-2)**

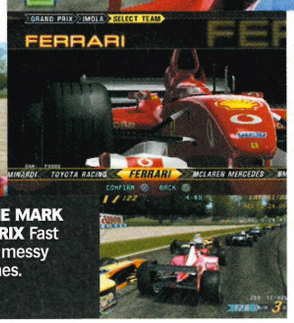
TOY FOR A WHILE WITH possibly the most lavish menu system you've ever seen. Then curse the fact that only one of the umpteen options is available to you in this demo.

Ah, but what an option it is. How often do you get to choose from one of three top teams to drive for with free access to the Imola circuit for a two-lap, full-field Formula One GP race?

Despite its realistic looks and handling, this isn't the greatest F1 game out there. However, one aspect that sets it apart from the rest of the field is the intuitive 'enemy' car AI. The other drivers simply don't want you to win the race and will stop at nothing to get the better of you.

The aim is simple: drive fast and win.

I LEFT MY HEART IN SAN MARINO You've got two laps of the Imola circuit to find it.



THE MARK OF PRIX Fast cars, messy crashes.

THE CONTROLS

D-pad	Steering
L-stick	Steering
⊗	Accelerate
□	Brake
△	TCS on/Off
L1	Look back
R1	Change view
L2	Gear down
R2	Gear up
START	Pause/Options

tip Having a hard time of it? Make things a little easier for yourself by tapping the △ button and setting the Traction Control to 'High'. This will help stop you spinning out on corners.

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

EVEN MORE DEMO TREATS OVER THE PAGE

TRAILER PARK

There's no mulleted trash here, just glimpses of the PlayStation 2's future in video form.

reader replies

Like a hi-tech Kilroy, we listen to all your disc-related queries and dish out advice.

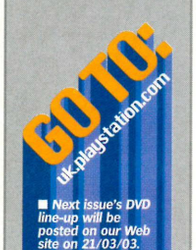
I bought *OPS2*#28 but I was disappointed to find that *The Getaway* and *V-Rally 3* demos don't work. Can you please help me. Alan Clarke, via email

We've covered this one already in a more general 'how come some demos don't work' type way. However, it's well worth reiterating. The source of the problem is your joypad. We guarantee that if you use the official Dual Shock 2 pad then all will be fine. Some non-Sony pads don't carry the full range of commands and aren't recognised by certain games.

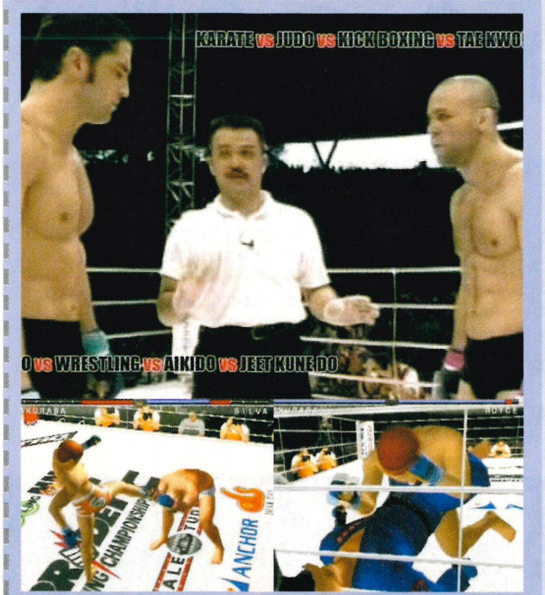
I missed your demo of *Mortal Kombat: Deadly Alliance* and now I really want to play it. I don't buy games unless I've played them. How can I get hold of the demo now? Simon Helper, via email

Flip to our back issues page (on page 142 of this magazine) and order yourself a copy of *OPS2*#29. Also, watch out for our *OPS2 Special Edition* magazines (ie, the one with our logo and a playable DVD). They often feature a second chance to play demos of hit games.

Want to know more? Got an idea? A suggestion? We want to hear it. Write to *OPS2* DVD, *Official PlayStation 2 Magazine*, Future Publishing, Bath BA1 2BW **or email PS2disc@futurenet.co.uk**



■ *Next issue's DVD line-up will be posted on our Web site on 21/03/03.*



PRIDE FIGHTING CHAMPIONSHIP

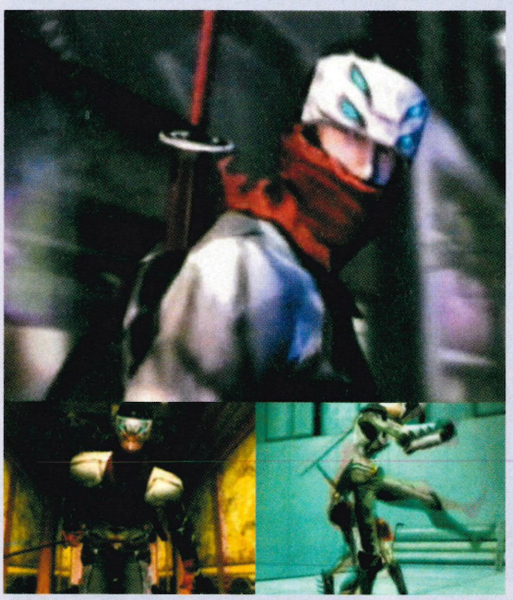
Looks pretty violent doesn't it? And they removed the blood from this clip so that we could run it. This is the game of the world's most violent sport. Anything goes in Pride, which, if you think about it, pretty much amounts to legalised murder.

VEXX

Platform heroes come in all shapes and sizes. How about a tiny man with big hands? It certainly didn't do Rayman any harm. The fast edits and lovely cut-scenes in this trailer bode well for *Vexx*'s future. Review and demo next month.

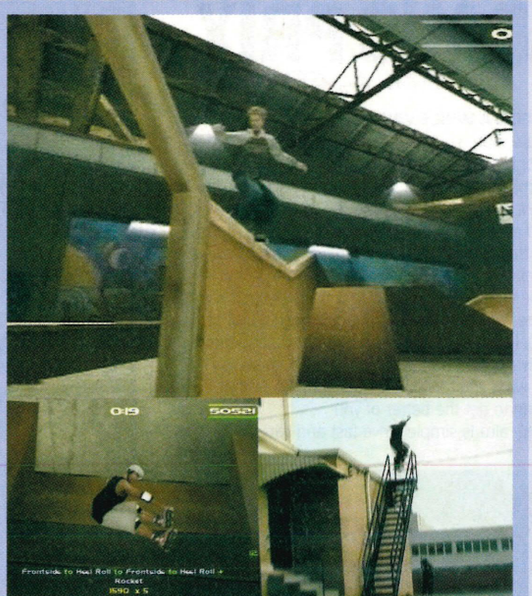
PRIMAL: BEHIND THE SCENES

Making a videogame is a complex business. These men and ladies want you to know just how complex it is and – as a result – just how clever they are. See *Primal*'s evolution from first sketch through to mighty videogame behemoth.



SHINOBI

Sega's action/platform legend returns in a full 3D adventure aiming to out-ninja *Tenchu: Wrath Of Heaven*. This tiny trailer merely sets the scene. We'll be bringing you more exclusive footage next issue, and a playable demo the month after. You are indeed blessed.



ROLLING

We've had surfing, skateboarding, wakeboarding. What next? Blackboarding? Nope, roller-skating. Or inline skating as those in the know prefer to call it. One thing is certain – when it comes to grinding, blades are the way to go.

THE MAKING OF TOMB RAIDER: THE ANGEL OF DARKNESS

Not much consolation for the continued non-appearance of the game itself, but why not watch some game designers pretending to be rock stars?

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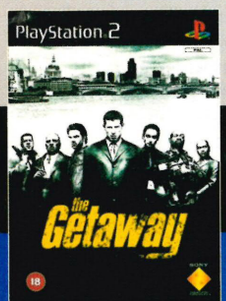
Getting away in London!



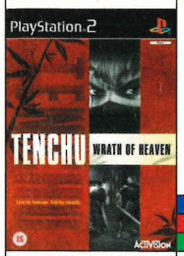
This is the Getaway. Over 28 square miles of London's streets, motors, drug dens, strip clubs, criminals and guns, captured in perfect detail. Ready to see the sights?

www.thegetaway.co.uk
uk.playstation.com

18

PlayStation.2

THE PARANOID PLACE. THE SADISTIC PLACE. THE HOSTILE PLACE. THE THIRD PLACE



postal

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write: POSTAL, *OFFICIAL PLAYSTATION 2 MAGAZINE*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW
email: PS2postal@futurenet.co.uk
txt: new service commencing soon!

■ WRITE TO US
Got something you want to get off your chest? Then cough up and win a prize! The winner of every letter printed this issue gets a copy of *Tenchu: Wrath Of Heaven* and the star letter also receives copies of *Virtua Fighter 4, Summoner 2, WRC II Extreme* and *Gungrave* all courtesy of GamesPlanet.co.uk. Send your letters to the Editor c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW, or email us on PS2postal@futurenet.co.uk. Letters will be edited for length and clarity.

CREDIT WHERE IT'S DUE

Hands up who actually bothers to watch the credits at the end of every game? Game developers seem content with making the credits the dullest feature of the game. Why don't they make them more interesting or exciting? Then we'd take notice of the people who have spent months and months of hard work to bring us the game we've just played.

A perfect example is *MGS2*. This is undoubtedly one of the greatest games of all time, yet for the credits we just sit through hundreds of scrolling names on a blank background with crappy music whining along. So who was that guy who created those excellent rain effects? And who was behind the voice of Olga? See what I mean! Now then, if you had Snake rolling onto the background and firing the names onto the screen with his AK, or Raiden slicing the names with his high frequency blade – now that would make you take notice, wouldn't it?
Tom Bransby, Surrey

Surely though Tom, credits are the dullest feature of a game? That's why most of us dash out of the cinema the moment the credits start rolling – making last orders is generally far more important than finding out the name of the Key Grip. Introducing the major credits in the style of a movie during the opening scene of a game – a la MGS2 *or* Vice City *– helps enhance the cinematic atmosphere, but otherwise the credits are best kept at the back of the manual (where anyone who's really interested can still find them) and development time can be better spent improving the game.*

CRIMINAL JUSTICE

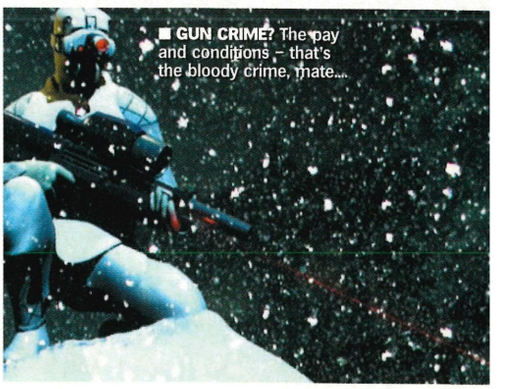
I have just been listening to *Any Questions?* on Radio 4 and the first question concerned judicial sentencing relating to gun-related offences in the light of the recent Birmingham shootings. To my horror, the first response, from a right-of-centre *Daily Mail* journalist, almost immediately linked gun crime with videogames. The assertion was that the graphic depiction of guns in videogames is a *direct* influence on all gun-related offences.

Now, initially, I thought up all the old arguments: 'It's not the games, it's society', 'Videogames are no worse than films', 'Videogames are all fantasy', 'I blame the parents' and so on. But such a hackneyed circle of argument can have little practical use. Instead, I'd like to ask what the industry is doing to address this issue? What can be done?

The most interesting game I've seen recently is *The Getaway* because it offers a new level of cinematic quality. The language and violence is brutal and gritty, and shows increasing advances in realism. And, of course, guns are integral. However, other brilliant games of 2002 include *Ico, Rez* and *Herdy Gerdy* – not a firearm in sight. Is blatant graphic violence a necessity for a successful videogame? Perhaps not. But will any major publisher take the risk to market a big budget action game that doesn't (allegedly) glorify gun violence?

Regardless of whether it is right or wrong, I believe the videogames industry is uniquely poised to deliver that exact ultimate compromise. Games don't sell purely for their violent content. It's gameplay that matters. We need a game with mass-market appeal to convert the non-digital generation and give videogaming the positive image it so deserves. I don't have an answer, but whoever finds one will no doubt become very, very rich.
Richard Hemming, Hove

Great letter, Richard, and a valuable perspective on the videogame violence debate that has surfaced again recently. While it's always depressing to see politicians, journalists and rent-a-quote moralisers pontificating about videogames without any attempt to even vaguely research the culture they're damning, we're not entirely innocent. When Culture Secretary Kim Howells talks about the "pornography of violence," you can't ignore the fact that games such as The Getaway, Hitman 2 *and* Mortal Kombat *do delight in their brutality, with very little concession to a context of art or morality. We enjoy the guilty pleasures of videogame violence as much as every well-balanced gamer, but maybe it could sometimes be*

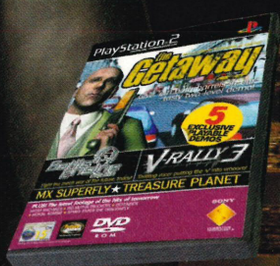


■ GUN CRIME? The pay and conditions – that's the bloody crime, mate...

DEMO DELUSION

"Demos don't reflect the quality of the actual game." How many times have I seen that message and how many times have I failed to take any notice? But how true that statement can be. After playing *The Getaway* demo from *OPS2#28* I immediately came to the conclusion that the game was terrible. The driving was good, but the on-foot action was almost uncontrollable. There and then I decided that I wasn't going to buy it. However, after an unfortunate mishap with *The Simpsons: Skateboarding*, a lost receipt and some very kind and helpful sales staff, I decided to get *The Getaway* after all. What can I say? I was shocked at the quality of the demo in comparison to the quality of the game. With smooth driving and good shooting control the finished product is so different. I hope nobody else has written off this brilliant game based on the gameplay in the demo.
Simon Powell, Leeds

While you're overly harsh on The Getaway *demo, Simon, you're absolutely right in highlighting the difference between the demo and the final product. Here's the reason: in order for a demo to meet the deadline for our disc and give you an up-front taster of the game in question, it usually needs to be submitted before the full game is finished. As any software company will tell you, the final few weeks of development are the most important and often crucial. Gameplay and graphics tweaks will only fall into place right at the last minute, sometimes too late to be implemented in the demo. That's why our disclaimer exists. We reckon you'd rather play a game demo first than shell out £40 cold, but you have to bear in mind that demos are not always extracted from final code. In order to get the full picture on a game, you need to read our reviews too!*



■ YOU MUPPETS
Mark Hammond says, "read the bladdy disclaimer!"

STAR LETTER

FORUM FROLIX

Random brainthinks of loiterers on the forums at **uk.playstation.com**. *Redirect your browser to join the merrily carousing throng.*

Ortidozzy: I really really really really really really REALLY love my Playstation 2

Monsieumibbles: ***Devote a section of the OPS2 mag especially to Tech/Hardware news. We all want to know about the HDD, NA, keyboard, wireless controllers etc...***

Falien: More games like *Frequency, ICO, Rez, Shadow of Memories* and less 'blockbusters' please! Oh and no Lara would be great!

Chrisjh: ***If Konami can produce such great games as MGS, PES and ZOE, why can't EA or SCEE?***

IcePrikid: I don't have a girlfriend any more. I think she got jealous of the PS2!

Trullie: ***Capcom! put a 60Hz option in Devil May Cry 2 or I will be forced to say nasty things about your mothers!***

■ VIOLENT DELIGHT
Hitman 2 – is it just too brutal?

GamesPlanet.co.uk is an online shop specialising in all your videogame needs. Buy the latest PS2 releases or choose from thousands of other games at up 40 percent less than the recommended retail price. You won't have to wait ages for your game either – GamesPlanet.co.uk offers a free first class next day recorded delivery service, with pre-ordered new releases arriving on the day of release. What are you waiting for? Log on now and spend some of your hard-earned cash.

GamesPlanet!

presented with a little more intelligence... *As for the positive, mass-market game of which you speak, what about SCEE's* EyeToy *project? It's actually being developed in the same building as* The Getaway, *so maybe it's SCEE's way of paying penance.*

ONLINE ALARM

I am slightly concerned about the news that PlayStation 2 will shortly be going online. I do not wish to moan but it seems to me that games companies are only likely to cater for online users. I would like to know if games such as *Resident Evil Online* will be made 'online only' – and would this mean that people who are unable to afford online gaming will be left out and left behind?
Chris Pokusinski, via email

There will be no sudden shift from offline to online gaming. In reality, less than five percent of games on the 2003 release schedule are touting online options, and in most cases this is only a bonus to a full offline game. Resident Evil Online *is an exception, as 'online only', but games have to make this step forward at some point. Take solace in the fact that broadband costs are falling all the time; the advent of online gaming should hasten this trend.*

COMPOSE YOURSELF

Since buying a PS2 six months ago, I have spent more time playing *MTV Music Generator 2* and *eJay Clubworld* than anything else. I've made over 20 tracks varying from ambient to techno which I have put onto CD and MiniDisc. Everyone who has heard them says I should send them to record companies but (at risk of sounding a little big headed) I am worried that because I have used *MTV* and *eJay* samples, there is nothing I can do to stop a record company using my ideas. Also, once I have sent it off, I have no way of proving the music came from me. Is there anything I can do?

I have used an optical lead from my PS2 to record. The digital quality is so good that friends who are DJs say they want to use my tracks. Please can you advise me whether I would get into trouble if I made copies of my work or if I would be breaking the law in any way?
Daniel Gardner, London

The samples in MTV Music Generator *and* eJay Clubworld *are copyright free, meaning it's fine for you to press up copies of your tunes and distribute them to friends or even commercially. That's exactly what rapper/producer Motley did, and now he's on the Radio 1 playlist! Record companies receive demos all the time, and It's highly unlikely that they would rip off your ideas if you sent them your CDs. But if you are genuinely concerned you should probably speak to an expert on the matter and get in touch with a music lawyer.*

LICENCE TO PRINT MONEY

Is it true that the PS2 prints out the money you have accumulated in *GTA: Vice City* when you have achieved 100% percent? If so, where does the paper go? And where can I get it from?
Chris Pyke, Kidderminster

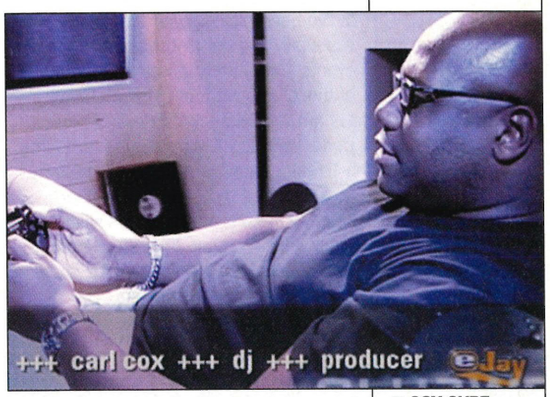
Chris, did you know that they've removed the word 'gullible' from the dictionary?

FREEDOM FOR MY PEOPLE

How long are we going to allow the self-appointed arbitrators of taste within the console industry decide for us that open-ended/freeform games (and to a lesser extent strategy games) are solely the preserve of PCs? This is a self-perpetuating belief: publishers decide that console gamers do not want an involving, complex strategy game, and so they are not published. Console gamers therefore never express an interest in these games and this is taken as validation of the publisher's original belief. It's as ludicrous as saying that paperback readers want different books than hardback readers.

Look at *GTA: Vice City.* What is its secret? It's a non-linear game, but one which allows traditional console action within an open-ended environment. This is what separates it from the menu/stat-driven PC alternatives. Console gamers *do* want games allowing plenty of freedom, but freedom within which we can manipulate the game with traditional fluid game mechanics.
Mr C Forrester, Fife

The GTA *games are certainly unique among console games, and that's precisely because they offer freedom of play within an action game framework. Most freeform PC games are strategy or RPG-based and naturally that's far less appealing to adrenaline-fuelled console gamers. However, the PS2 is proving admirably that it can be home to every genre of game – for instance, what about* The Sims *or the forthcoming* Everquest Online Adventures? □



COX SURE
"Hmm, generic techno melody over generic techno beat..."

forum frolix

RedX111: More QUALITY games and less poorly made dog's vomit and PC ports! At the moment PS2 games are 95% crap and 5% totally amazing!

Ralamantis: ***Will Europe ever see FFXI or will we have to wait for FFXII to see a completely new Final Fantasy game?***

Heavenstorm: Why are PS2 games so short? I play games to enjoy them, not to finish them as quickly as possible.

MadAddict: ***Was Primal really worth 8 out of 10? I was very disappointed with the game on the demo.***

Newish: Stop the incredibly short games! I've completed too many short games and it annoys me. I've taken advantage of GAME's ten-day return allowance... whoops! shouldn't have said that.

CoolBlue: ***For God's sake will the PS2 developers put 60Hz options in their games, the lazy arses!***

Moley: Shameful ones, I was once like you. Overlooking *Jak And Daxter* that is. Buy. Now. And you shall be forgiven.

Matrichet:
Wheezing gasps of air
Heart seizes under pressure
Brain suffocation
We need a PS2 haiku game.

Sampi: No more rally games ever. Ever.

ByeMidway2003: ***Why is it that we tend to get half games? like where's Auto Modelista online??? That sucks.***

EvilCAndrews: Sega ain't giving us games we want: where's *Sonic, Streets Of Rage* and *House Of The Dead 3*?

handbag!

Ooh, back in the knife drawer, Mr Sharp!

**If you get a letter featured here, you'll soon be the proud owner of Aunt Maud's handbag.*

GETAWAY WITH YOU

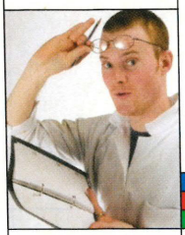
Up until now your being the 'Official' PS2 magazine has not been too problematic as far as your 'pushing' of Sony software goes. Okay, you pushed *Ico* more than any other mag but that was an amazing game. However, your recent treatment of *The Getaway* is inexcusable. Just because Sony poured £5 million plus into the game shouldn't negate a realistic review from you guys. Let's face it, *The Getaway* is the most over-hyped game in PS2's lifetime.

The content is totally unacceptable for a younger audience yet parents pay little heed to BBFC ratings on video 'games'. As a secondary school teacher I am well aware of the huge numbers of 11-year-olds who own this game. We shouldn't blame the parents, but be more responsible by not releasing such drivel in the first place. *The Getaway* is exactly the kind of artless dross that gives games a bad name.
Mark Palmer, via email

Let's say it again: we don't give Sony games any more 'pushing' than those from other publishers. We champion great games, full stop. The Getaway *is a great game, and the fact that at the time of writing it's just gone back to Number One suggests that most people concur. Agreed, the subject matter isn't always handled with sufficient sensitivity (see* Criminal Justice*), but technology-wise,* The Getaway's *a giant leap.*

I'LL HAVE A DOUBLE
Thanks this month to Finnish competition entrant Roy Takala. He might not have won the 'best Eighties costume' contest but he sweeps all before him in the 'look as much like OPS2 *Editor Sam as possible' stakes.*

Are you the long lost twin of an OPS2 staffer? Does your pet ferret look like Daxter from Jak And Daxter? *Tell us, tell us now!*



OPS2's Dr Ryan Butt administers a warm enema to cleanse your gaming colon.

surgery

write: SURGERY, *OFFICIAL PLAYSTATION 2 MAGAZINE*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW
email: ps2surgery@futurenet.co.uk
txt: new service commencing soon!

DOCTOR'S ORDERS
Unfortunately, we can't reply in person to letters or emails, and cannot answer your questions over the phone.

DEAD? WRONG! End the tyranny of the Tyrant with our *Resi Evil* tip.

1. I've been playing *Vice City* a lot – I especially like the Hotring and Bloodring events. But is there a way to keep either of those cars without using a cheat?
2. I am totally stuck on *Resident Evil Code: Veronica X*. When Steve turns into a Tyrant, I know you can only run away from him and try to get to the door before it closes, but he keeps killing me. I only have a couple of full healers on me, so have you got any tips for dodging his big axe-swinging antics?
William Urquhart, Mintlaw

1. *You will find a Bloodring Banger on the south side of Hyman Memorial Stadium after beating the Bloodring mission. There are two versions – a Glendale and an Oceanic.*
2. *There isn't much strategy involved here. When the cut-scene ends, turn and run down the hall. While you are fleeing for the exit, heal every time he hits you, no matter what. If you go fast enough, you should only need your two full healing items.*

1. Does it in any way damage the PS2 console to keep it switched on for extended periods of time (we're talking six to eight hours)?
2. Is it necessary to press the 'reset' button every single time you insert a new disc into the console, or is it okay to just let it do the whole 'reading disc' thing each time?
3. We are stuck in the Jollant level in *Klonoa 2: Lunatea's Veil*. In the ghost house, there are a couple of rooms in which the triple switches need to be activated simultaneously in order to get the door open, right? In roughly the third room, there are two switches on ledges above and one on the ground. There is also a Giant Moo for jumping on. We have tried and tried to get these switches moving at the same time, but we never get it right. In what order should we activate them and how? Please help us!
Adhila & Naseeha Mayet, South Africa

1. *No. We sometimes keep our PS2 on for days at a time and have had no problems with it at all so far.*
2. *You have to press the 'reset' button if you want to insert a new game while an old game is still loaded, but all other times, no.*
3. *Hit the Giant Moo with an air bullet and then hit the first switch on the ground. Jump on the Moo and get in the whirlwind, then go to the right ledge, hit the second switch and throw the flying Moo at the third switch.*

1. My mates and I took over a football team on *Pro Evolution Soccer 2*, but when we go to play it in the Master League the team has changed – it has really weird names like 'Oranges102' right throughout the whole team. When I try it on single-player in the Master League, exactly the same thing happens again, even when I choose a different team – but the edited flag and strips stay the way we put them? Can you please tell me what we're doing wrong?
Niall Farrell, via email

1. *You aren't doing anything wrong – this is how it's always been in the* Pro Evo *Master Leagues. Basically, whatever team you choose to tackle the Master League (even if it is a team you have edited) you will begin with exactly the same line-up of fictional, unknown players. As you win games and accumulate currency points, you can then discharge the unknown players and replace them with star players bought or loaned from other teams. The 'Oranges102' names only refer to Dutch players (for some reason Konami didn't have the time or the licence to include their real names) and a stint in the Editing Suite will rectify that. Alternatively you can simply go to the Options File in Game Options and select PES Data Load to load all the names from the previous* Pro Evolution Soccer *game, provided you have an option file for it, of course.*

1. Please print a list of the hidden teams in *PES2* and how to get them. I've only got Beloved Brazil and Euro Elite – the Master League is taking up all my time!
Adam Fraser, Aberdeen

1. *No problem, Adam. Just be sure to remember that they named these teams, not us, okay?*

Eternal England	*Win European Cup as England*
Forever France	*Win European Cup as France*
Genuine Germany	*Win European Cup as Germany*
Heroic Holland	*Win European Cup as Holland*
Immortal Italy	*Win European Cup as Italy*
Always Argentina	*Win America Cup as Argentina*
World Elite	*Win the International League as any team*

1. Is there a way to overwrite saves on a Memory Card? I've got loads of cards with saves I no longer need and begrudge forking out for new ones all the time. I would be grateful for any advice you can give me.
Sam, via email

1. *Switch on your PS2 with your Memory Card in either slot and without a game in the tray and then press ⊗ to enter the Browser screen. Press ⊗ to select the Memory Card icon and all your save games will be listed in icon form. Simply highlight the ones you don't want, press ⊗ to select them and then choose the option to delete. Gone – easy!*

1. Our son got *The Lord Of The Rings: The Two Towers* for his birthday and he's been driving us mad ever since! He's stuck on how to tackle the creature in the lake/pool fairly early on in the game. I've watched him countless times and the end result is always the same – he can't even get a blow in and is soon terminated by tentacles!
Andrew Killington, via email

1. *Pick-up the quiver of arrows located on the left end of the shoreline then wade into the water and wait for a tentacle to appear. When you see one, get close to it and parry its attack. Once you parry, the tentacle will be shocked briefly and flail in the air for a moment. Use this opportunity to quickly slice the tentacle (with a quick or fierce attack). The creature will then roar and its head will surface on the water. Attack it with arrows, firing once each time its head surfaces. Repeat this until he's a goner.*

1. Having played *GTA: Vice City* and read your guide, I feel I have to point out a much easier way of completing the 'Sir, Yes Sir' mission. If you drive very slowly beside the soldiers' tank for a while, the convoy will stop and a Sergeant will shout, "Go and get some doughnuts, Private," upon which the soldier in the tank will get out and run across the street, leaving the vehicle free for you to run up to and quickly jump in!
Marc Alderman, via email

1. *Thanks for that, Marc. there were plenty of you out there who wrote in and told us about this. If you find any other quick cures for* Vice City *related ailments, be sure to inform the Surgery.*

POSTAL SURGERY DROP IN

Quick-fix prescriptions hastily scribbled out to help shift those game-related aches and pains...

The drop-in surgery is open for business! Nurse Wells, kindly show in our first walking wounded... **ROB WANLESS** wants to know if you can really unlock Dr B

as a playable character in *Tekken Tag Tournament* by placing first on the high score table in Tekken Bowl mode. Alas, this is complete fabrication on some evil fraudster's part. Next! **NATHAN** from Preston wants to know if digital camera pictures can be viewed through a PS2 as there is a port on the front of the console that is the same as the one on a PC. In theory, yes, but not until the relevant software is released to utilise the port for such multimedia means. See you next time. Take care now!

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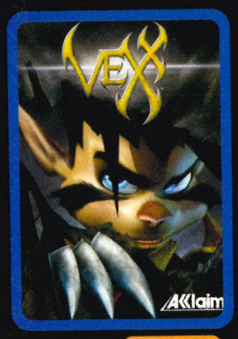

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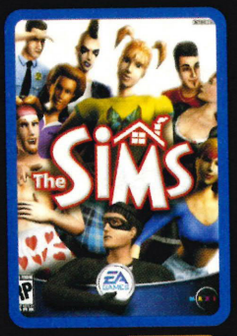

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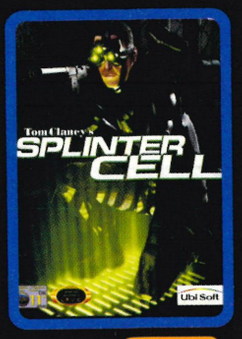

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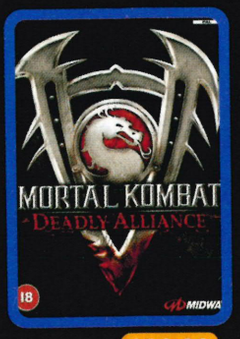

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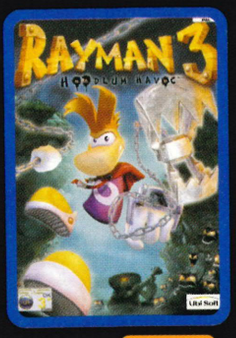

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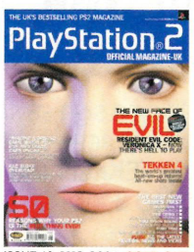

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■ REVIEWED: *GTA: Vice City, LOTR: The Two Towers, WRC II Extreme*
■ PLAYABLE DEMOS: *Colin McRae Rally 3, WRC II Extreme, Haven*

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■ REVIEWED: *The Getaway, Tony Hawk's Pro Skater 4, 007: Nightfire*
■ PLAYABLE DEMOS: *The Getaway, Battle Engine Aquilla, V-Rally 3*

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■ REVIEWED: *Mortal Kombat Deadly Alliance, Ape Escape 2*
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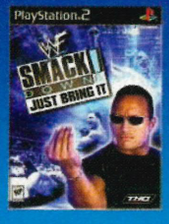

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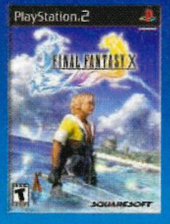

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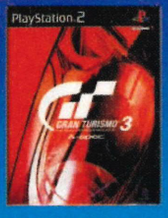

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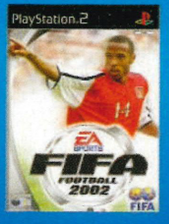

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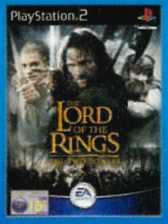

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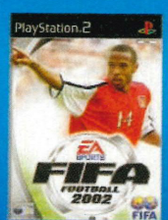

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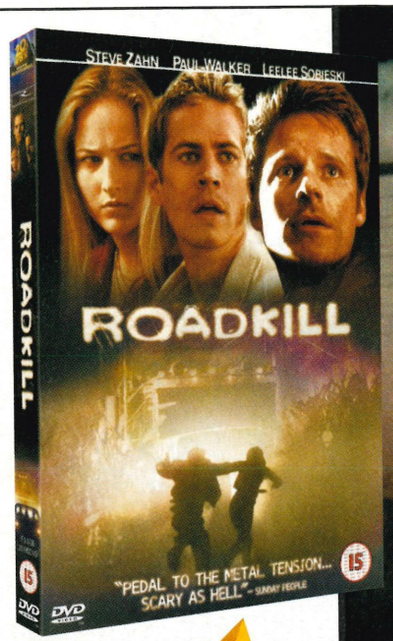

■ **TRUCK STOP** Just don't watch the DVD while you're actually driving or you could end up like this crazy fool.

WIN!

An in-car DVD system and Roadkill on DVD

iwantoneofthose.com and 20th Century Fox Home Entertainment are about to stop boring journeys for ever.

WITH THIS GREAT PRIZE, no longer will you have to endure painfully dull bank holiday traffic jams. Just plug in this DVD player then sit back and watch your favourite DVDs on the five and a half inch screen. As well as the player and screen, one lucky winner will also receive a remote control and a set of cordless headphones all thanks to iwantoneofthose.com.

And what's the best film to watch while crawling along the Tarmac? *Roadkill*, of course. Not Hugh Fearnley-Whittingstall's guide to the squashed beasties of our country roads, but an adrenaline-fuelled thriller that promises to keep you on the edge of your seat. As Lewis, Venna and Fuller drive across the US they pass the time by playing a trick over CB radio with trucker Rusty Nail. But he doesn't see the funny side and so begins a terrifying pursuit. The film is out now to buy on VHS and DVD from 20th Century Fox Home Entertainment, but we'll be sending one DVD copy to the winner and one each to four runners up.

QUESTION:

WHICH 1971 SPIELBERG FILM ALSO INVOLVED A DISGRUNTLED TRUCKER?

a) *Convoy* **b)** *Duel* **c)** *Smokey And The Bandit*

FIRST PRIZE

- 1 x DVD Player
- 1 x screen plus desk stand
- 1 x headphone
- 1 x remote control
- 1 x *Roadkill* on DVD

- Four runners-up each receive a copy of *Roadkill* on DVD

HOW TO ENTER:

1. Write your answer on a postcard and send to 'Are We There Yet?', *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Email us with the answer at PS2compos@futurenet.co.uk – remember to put 'Are We There Yet?' in the subject line.
3. Please include your name, age, address and phone number on all competition entries.

**If you do not wish your name to be used for further marketing information, please state this on your entry.*

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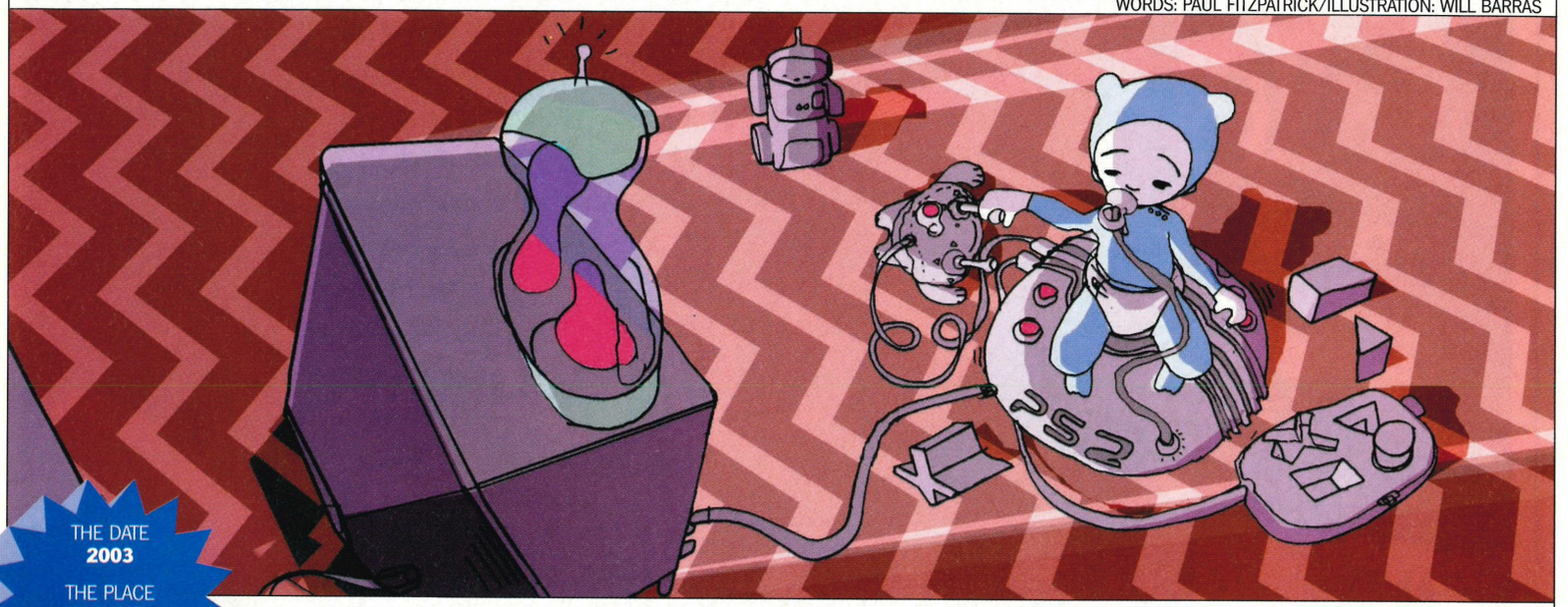
Competition Rules

No purchase necessary. Competition only open to residents of the UK. No correspondence will be entered into. No employees of Future Publishing, 20th Century Fox, iwantoneofthose.com or any affiliated company may enter. No cash alternative is offered to these prizes. Entries to reach us by 20 March 2003. If any prize becomes unavailable, Future Publishing, 20th Century Fox and iwantoneofthose.com reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to 20th Century Fox and iwantoneofthose.com.

WHAT IF...
SONY MADE CUSTOMISED EDITIONS OF PS2?

WORDS: PAUL FITZPATRICK/ILLUSTRATION: WILL BARRAS



THE DATE
2003

THE PLACE
THE PS2 SPECIAL EDITIONS LAUNCH EVENT

Coloured PlayStation 2s were the start of something nobody could have predicted. Before long, there was a special edition console for everyone...

Excerpts taken from SCEE hardware catalogue, Spring/Summer 2003.

PS2 ORGANIC EDITION

With a casing woven from unbleached hemp fibres, each unit of the Organic Edition PS2 is hand assembled by members of the dwindling Ecuadorian Chichuma tribe at an altitude of 12,000 feet. This environmentally responsible PS2 can be powered by either the 300 square-metre solar panel (included) or the GuffMaster 3000 adaptor (available 15 August) that transforms arse methane into electrical current. The Organic's components are individually carved by master craftspeople according to traditional microelectronic methods established by Yogic masters in the 12th Century on a farm somewhere. Take your pick between the Dual Shock 2 made from recycled tyre rubber, or the FluidDruid™ divining rod controller and start gaming responsibly. At last, a caring videogames console for a peaceful and sustainable Earth.

RRP: £149.99 (Comes bundled with *The Getaway, GTA: Vice City* and *Quake III*)

THE GUFFMASTER 3000 TRANSFORMS ARSE METHANE INTO ELECTRICAL CURRENT

PS2 INFANT EDITION

The Infant Edition is designed to help new parents wean their little angels off disappointing and unproductive human interaction before it becomes a habit. It comes with wipeclean, doughnut-shaped casing to sit your child in, freeing you to play poker, smoke cigars, operate heavy machinery and enjoy life, safe in the knowledge that your newborn is enjoying the finest in next-gen gaming. Featuring innovative FistMash™ buttons and GurgleGo™ voice recognition software, it is so easy to control – even a foetus could use it. And next year, with the launch of PS2 PreNatal Edition, that'll be possible. Available in girly pink, boyish blue, 'don't want to reinforce gender stereotyping' yellow or taupe.

RRP: £129.99 (Comes bundled with *Colic McRae Rally* and *Pram Turismo 4*)

PS2 TWILIGHT EDITION

Think music today is far too loud but can't hear the TV below full volume? Convinced that the world is going to hell in a hand cart and actually know what a hand cart is? Then don't you think it's high time you pushed the boat out with the PS2 Twilight Edition? Specifically designed to bring the Third Place to people in their third age, The Twilight Edition comes in a sideboard-sized, walnut effect cabinet with bakelite knobs, horse brass detailing and two USB ports. Teasmaid and remote stairlift driver software comes as standard, as does a sympathetically redesigned browser featuring images of the Cotswolds, that nice man from the television who does the gardening, Battenburg cakes and rosy-cheeked women called Vy picking hops in Kent in 1942. Who says they don't make 128-bit videogame consoles like they used to?

RRP: £65 3/8d (Bundled with *Tony Hawk's Prolapse 3* and *WI SmackDown! Young Man!*) □

NEXT MONTH IN THE APRIL ISSUE OF

PlayStation.2
OFFICIAL MAGAZINE-UK

- Not in my backyard! Inbred freaks bashing each other with barbecues – the full madness of **Backyard Wrestling**!
- Jak's back... and Daxter's signed up for the sequel too!
- Win! A dream job as a game designer on **Fire Warrior**.
- **PLUS! Tomb Raider** and **Wolverine's Revenge** hands-on, **Devil May Cry 2** reviewed and a HUGE playable demo disc!

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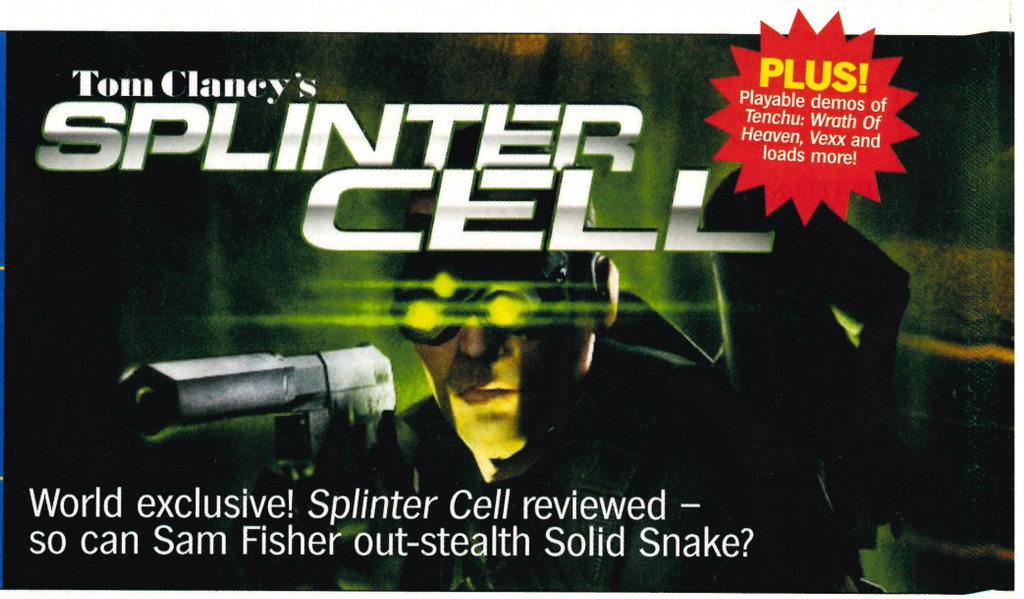

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A = 0 1
Ace Combat 4: S. Skies
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Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Trucker
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury
ATV Off-Road Fury 2

B = 0 2
Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
Big Mutha Truckers
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
BMX XXX
Bombad Racing
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact

C = 0 3
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chamber of Secrets
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Contra: Shattered Soldier
Cool Boarder 2001
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Dead to Rights
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dr. Muto
Dracula Last Sanctuary
Dragonball Z: Budokai
Draken: Ancient Gates
Driven
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Evolution Snocross
Extermination
Extreme G 3
Extreme Racer

F = 0 6
F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7
G1 Jockey
Gauntlet: Dark Legacy
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
Grandia 2
Grandia Xtreme
Gravity Games
Green Rogue
GTA 3
GTA: Vice City
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 0 8
Half Life
Harry Potter
Harry Potter C. Secrets
Harvest Moon: Homeland
Headhunter
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
Hitman 2: Silent Assassin
Hot Shots Golf 3

I = 0 9
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0
J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 1 1
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
King of Fighters 2000
Kingdom Hearts
King's Field: Ancient City
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Le Mans 24 Hours
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
LMA Manager 2002
LMA Manager 2003
Loony Tunes Space Race
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 1 3
Madden NFL 2001
Madden NFL 2003
Major Lgue Baseball '03
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Minority Report
MLB Slugfest 2003
Mobile Suit Gun.Fv Zeon
Monkey Island (Escape)
Monsters Inc
Mort.Kombat: Deadly All.
Moto GP
Moto GP 2
Motor Mayhem
MTV Music Generator 2
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NASCAR Thunder 2003
NBA 2K2
NBA 2K3
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Live 2003
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
Need for Speed H.Purs.2
NFL 2001
NFL 2002
NFL 2003
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL 2003
NHL Hitz 2002
Nightfire
No One Lives Forever

O = 1 5
Off Road Wide Open
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback
Operative (N.O.L.F.)
Orphen

P = 1 6
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 1 8
R Carmichael's MX 2002
Racer Revenge
Raging Breath
Ratchet and Clank
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
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S = 1 9
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Splashdown
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Suikoden 3
Summoner
Summoner 2
Sunny Garcia: Surfing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Superman S of Apokolips
Surfing H30
Swing Away Golf

T = 2 0
T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Terminator: Dawn of Fate
Test Drive: Wide Open
The Bouncer
The Fellowship Of Ring
The Getaway
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Simpsons: Road Rage
The Sims
The Thing
The Two Towers
The Weakest Link
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This is Football 2002
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Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
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Tom Clancy: Ghost Recon
Tomb Raider 4
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Total Immersion Racing
Track and Field
Transworld Surf
Triple Play 2002
Triple Play Baseball
Turok: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1
UEFA Champion League
Ult.F.Champ: Throwdown
Ultraman Fighting Evo. 2
Unreal Tournament
US Navy Seals (SOCOM)

V = 2 2
Vampire Night
Vice City, G.T.A.
Victorious Boxers
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3
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Wacky Races
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Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
White Out
Who Wants 2BA Million.2
Wild Arms 3
Wild Wild Racing
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WRC: World Rally Champ
Wreckless: Yakuza Miss.
WWE Smackdown! J.B.I.
WWE Smackdown! S.Y.M.
WWF Smackdown! J.B.I.

X = 2 4
X-Men: Next Dimension
X-Squad
Xtreme G3

Y = 2 5
Yanya Caballista: Skater
Yu-Gi-Oh! Duel Monst. 2

Z = 2 6
Zone of the Enders
Zorro (Shadow Of)

0-9 = 2 7
007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
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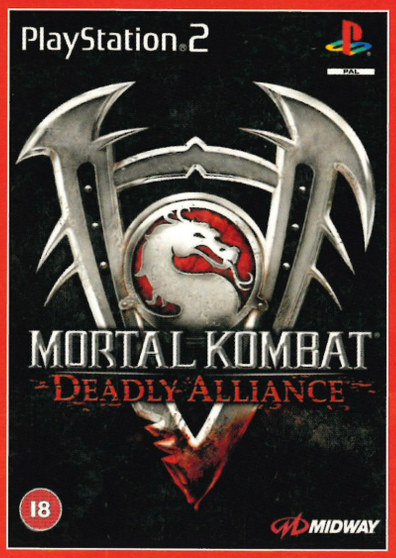


Mortal Combat® - Deadly Alliance

Mortal Kombat® - Deadly Alliance

This is the latest incarnation of the very first blood and guts all fighting game on PS2. Choose from twelve fighters from long term favorites like Sub Zero and Scorpion to Kenshi 'The Blind Swordsman' Mortal Combat retains everything that fans will know and love but has enough innovation, style and quality to bowl over any fight-obsessed gamer. Its accuracy and attention to martial arts action is its major strength.

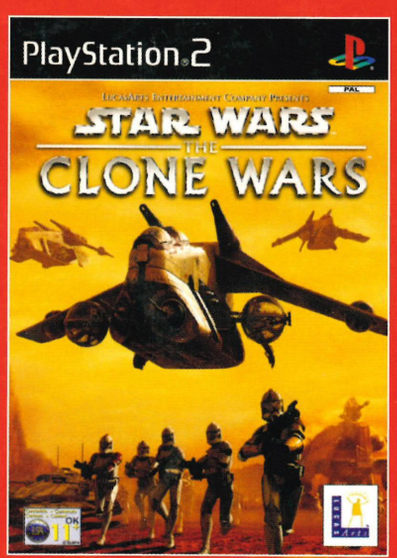
Midnight Club II

Rockstar is back to up-the-ante with Midnight Club II and is poised to set a new benchmark in the racing genre. You are an elite, illegal street racer, more dangerous and skilled than ever racing throughout the cities of Paris, Los Angeles, and Tokyo.

Midnight Club II

VIRGIN LOVES

VIRGIN LOVES



Star Wars - The Clone Wars

Star Wars - The Clone Wars

You are thrust into the heat of battle in the galaxy's most unforgettable conflict. Lead the Republic army in the greatest battles of the epic Clone Wars as Anakin Skywalker, Mace Windu, and Obi-Wan Kenobi. Your directive: stop the Separatists from reassembling an ancient Sith weapon of mass annihilation!

The Sims™

Brace yourselves! The Sims are coming to the PlayStation®2. Create, control and customise your Sims' personality and appearance then move into the neighbourhood. Get a job, make friends and advance through your career and life's big moments. Meet, flirt and fight with a neighbourhood full of wild characters. You can also load your Sims into a friend's game and play two-player games.

The Sims™

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