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PlayStation 2

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PlayStation 2

JANUARY 2002/HEADHUNTER: THE WORLD EXCLUSIVE REVIEW/TIMESPLITTERS 2 REPORT/METAL GEAR SOLID 2 LAUNCHES/JUDGE DREDD VS. JUDGE DEATH/PREVIEWED: MAXIMO/VAMPIRE NIGHT/NO ONE LIVES FOREVER/PARAPPA THE RAPPER 2/KESSEN II/SHADOWMAN 2: 2ECOND COMING/MORE/REVIEWED: HEADHUNTER/WIPEOUT FUSION/RF7/DROPSHIP: UNITED PEACE FORCE/F1 CO THE DOLPHIN/PNIAROID PETE/GUILTY GEAR X/MORE

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...ONE DAY TO FIND THERE WERE NO BEAUTIES IN HIS BED. HE WAS NO LONGER THE OBJECT OF PUBLIC AFFECTION. PEOPLE WERE NOT GATHERED OUTSIDE HIS DOOR. HE CURSED THAT NEW HEROIC DUO, JAK AND DAXTER. IN SOME WAY THEY WERE RESPONSIBLE, THEM AND THEIR MAD QUEST TO SAVE THE WORLD. AND WITH THAT, HE WENT BACK TO BED. THERE SEEMED LITTLE POINT IN EVER LEAVING THE FLAT AGAIN.

THE END.

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THE THIRD PLACE

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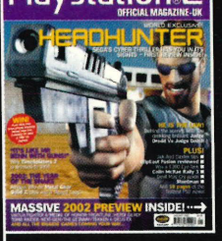

ON THE COVER
Meet Mr Jack Wade, beardy star of this month's cover game, *Headhunter*. Play the demo on our cover DVD.

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It's back! Race into the future at 4000kmph.

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Taking you to a higher plain of consciousness.

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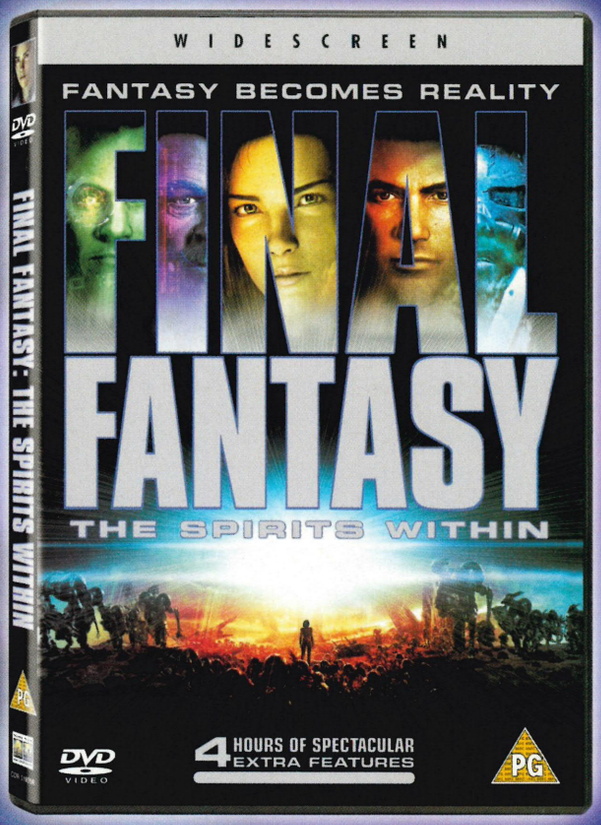

Based on the world-wide best-selling video game brand and featuring Steve Buscemi, Ving Rhames, Alec Baldwin, James Woods, Ming-Na and Donald Sutherland, FINAL FANTASY changed the face of filmmaking. Using cutting-edge technology, outstanding digital SFX and computer generated, photo-real animation, this epic sci-fi adventure sets a new standard in digital content creation and takes DVD to a new level.

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RELEASE DATE: 14TH JANUARY 2002

Final Fantasy Platinum OUT NOW on PSone

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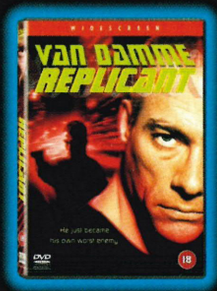
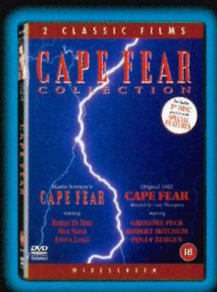
this month on DVD VIDEO



Jean Claude Van Damme takes a dual role in this dark and violent action thriller. Fanatical cop Jake Riley (Michael Rooker) has been on the trail of twisted serial killer Garrotte (Van Damme) for many years. When Garrotte decides to up the stakes, Jake enlists the help of a secret government agency. Using DNA obtained from the killer, a REPLICANT (Van Damme) is created to help get inside the mind of the real killer, before it's too late.

RELEASE DATE: 7TH JANUARY 2002



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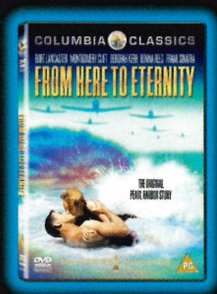
Cape Fear is widely regarded as one of the most terrifying & suspenseful thrillers of all time. And now for the first time both the original 1962 version and Martin Scorsese's Oscar®-nominated 1991 re-make are available in an exclusive DVD Box Set packed with Special Features. The 3 disc set includes both classic films PLUS an entire extra disc of Special Features to accompany Scorsese's '91 adaptation.

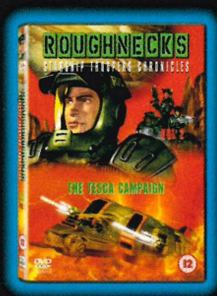
Special Features include: 'Making of Cape Fear' Documentary, 3 Behind-the-Scenes' mini-features, Deleted Scenes, DVD-Rom Features, Photo Gallery and much more.

RELEASE DATE: 14TH JANUARY 2002



Winning 8 Oscars® in 1953, Fred Zinneman's adaptation of James Jones' novel of Army life in Hawaii just before Pearl Harbor is as powerful now as it was when events were still fresh in people's minds. His depiction of the Japanese sneak attack combines unforgettable action scenes with actual combat footage and is brilliantly acted by the entire cast, including Burt Lancaster, Deborah Kerr, Mongomery Clift and Frank Sinatra, in his Oscar®-winning role as the ill-fated soldier Maggio. Complete with Zinneman's own behind the scenes camerawork and commentary from his son and a member of the cast, this DVD is a must-have classic that faithfully captures the tragedy of the Pearl Harbour story.

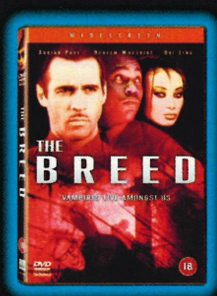
RELEASE DATE: 14TH JANUARY 2002



Rico's Roughnecks are back in this second slice of cutting edge Sci-Fi action and adventure, based on the hit movie and brought to life with spectacular CGI animation. This time out our intrepid Troopers are assigned to Zegema Beach. From Giant Spider Bugs to Tanker Worms, the Roughnecks must utilize anything and everything to survive in this hostile region with its lethal foes.

Special Features include: Feature Length Cast & Crew Commentary, Photo Gallery

RELEASE DATE: 14TH JANUARY 2002



When a rogue vampire kills his partner, FBI special agent Steven reluctantly teams with another officer who is a 'good' vampire in an attempt to track down the evil vampire killer. Packed with action and erotic intrigue, as well as a hot cast and a sexy look, The Breed puts a stylish twist on the classic vampire tale.

Special Features include: Commentary from the Director and Star.

RELEASE DATE: 14TH JANUARY 2002

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ON THE DVD

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HEADHUNTER
You've read the review, now play the game for yourself – there's one whole *Headhunter* mission for you to try out.

PLAYABLE DEMO TWO/
PRO EVOLUTION SOCCER
Play the greatest football game ever made and win a trip to Japan while you're at it. Marvellous, isn't it, hmm?

PLAYABLE DEMO THREE/
MOTO GP 2
Play this motorbike racing sequel here first!

PLAYABLE DEMO FOUR/
FIFA 2002
Find out how it rates against *Pro Evolution.*

PLAYABLE DEMO FIVE/
ACE COMBAT: DISTANT THUNDER
Plane sailing!

PLAYABLE DEMO SIX/
WIPEOUT FUSION
Hang on for dear life in the ace Zone mode.

PLAYABLE DEMO SEVEN/
SHAUN PALMER'S PRO SNOWBOARDER
Tony Hawk's on snow.

PLAYABLE DEMO EIGHT/
TWISTED METAL: BLACK
Chaotic car carnage.

PLAYABLE DEMO NINE/
DROPSHIP: UNITED PEACE FORCE
The friendlier side of war.

PLAYABLE DEMO TEN/
ECCO THE DOLPHIN
Ambient aquatic adventuring.

PLUS/**VIDEO PREVIEWS OF:**
Metal Gear Solid 2, Herdy Gerdy, PaRappa The Rapper 2, Maximo, Rez and more besides.

» **FULL DETAILS: PAGE 008**

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As if by magic *TimeSplitters 2* appeared – with an overhauled one-player game and a range of ridiculous character costumes, it's madder than ever.

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Rebellion Studios opens its doors exclusively to *OPS2* to show off *Judge Dredd Vs Judge Death* and other plans for games based in the *2000AD* universe.

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Want to know about *every single game* that's coming out in 2002? We've got the most comprehensive preview of the year you'll see anywhere.

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2002 PREVIEW

WATCH THE MOST EXCITING YEAR FOR VIDEOGAMES EVER UNFOLD MONTH BY MONTH. **PAGE 072**

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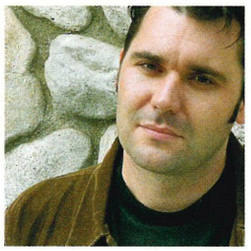

"It's possibly been the best year for killer games that this journo can remember"

EDITOR'S CHOICE

I don't want to be dictatorial, but you really should read these...

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3. PRO EVO SOCCER COMPO
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5. REBEL YELL
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EDITOR'S LETTER

Given that a considerable chunk of this issue is taken up with our annual preview of what's coming up next year, it's a good time for a spot of reflection on the 12 months that've just flashed by. It's also a predictable time for a spot of reflection on the 12 months that have just flashed by, so I'll keep the nostalgia to a minimum. Ish.

Well, it's been a bit on the tough side, to be honest. We've had the odd month with nothing but a mech shooter and a golf sim to review. We've had hardcore cynics banging relentlessly on about how Microsoft is going to rule the videogaming cosmos with a *Quake* clone and a goblin sim. We've also had too many games missing their projected release dates, which has lead to more than a few dismayed gamers. Us too.

And guess what? It's been ace. The first year in a console's life is *always* tough – indeed, the original PlayStation only had the odd decent title until the development snowball really got rolling. So what did we poor, poor PS2 owners have to endure last year? Oh, just a neverending tsunami of disappointment including the announcement of Sega coming to PS2, the excitement of that *Metal Gear Solid 2* demo, allowing *Gran Turismo 3: A-spec* to take over our waking (and sleeping) hours, typing in insults to our American buddies via *Tony Hawk's Pro Skater 3*'s online capabilities, doing the wobbly old lady's head thing thanks to *Quake III*, unleashing our criminal tendancies with *Grand Theft Auto 3*, digging out our shiny applecatchers for a spot of *WWF SmackDown!* and, probably not last and definitely not least, playing *Pro Evolution Soccer* every spare second that we can. Early days for PS2? Just read that last but one sentence again – it's possibly been the best year *ever* for killer games that this wizened journo can remember, and if our preview (head to page 72 now) is anything to go by, then next year is going to crush 2001 like the insignificant ant that it is. You know what I mean.

Enough. 2001 was a good year but 2002 will see the PS2 speed away. This issue's star games more than show this – *Headhunter, Judge Dredd Vs Judge Death, Maximo, Colin McRae Rally 3, Deus Ex, TimeSplitters 2*... There's so much sheer class on its way, it's staggering. Oh, and there's the small matter of a little game called *Metal Gear Solid 2*. What's that you say? Stick it on the cover and give us a playable demo to go with the review? Our and hopefully your pleasure next month. But until then? Until then...

Happy new year!

MIKE GOLDSMITH
Senior Editor

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»ON THE DVD

playable demos

Other magazines let you watch, *OPS2* lets you play...

Hello and welcome once more to the *OPS2* DVD. By now you should all be recovering from the general excesses of Yuletide and steadying yourselves to go back to school, college or, even worse, work. So why not forget about that for a while and spend a few hours in the company of the ten playable demos on this month's disc.

This issue, we've nabbed demos of such forthcoming hits as *Headhunter*, *Ace Combat: Distant Thunder*, *Moto GP 2*, *Ecco The Dolphin* and *WipEout Fusion* (not out until February!). Then there's demos of the top titles already sitting on your local shop's shelves like *FIFA Football 2002*, *Dropship: United Peace Force*, *Shaun Palmer's Pro Snowboarder* and *Twisted Metal: Black*. Make sure you try *Pro Evolution Soccer* and enter our competition for a chance to win a trip to Japan for the Pro Evoution Soccer World Cup!

But what of the far future? Then take a look at our video previews, including an all-new trailer of next month's cover star, *Metal Gear Solid 2*. We've also got footage of Capcom's *Maximo*, never before seen *Herdy Gerdy* in-game action plus loads more videos of the best games heading our way very soon. Read on for the full list. 2002? Bring it on!

Adrian Lawton
Deputy PlayStation Producer

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start up your choice. Please note, you may have to reset your PS2 after some demos.

Destroy the petrol pumps for barbecued bikers. Tasty!

»PLAYABLE DEMO ONE

HEADHUNTER

Publisher: SCEE/Game type: Adventure/Out: January/Players: 1

THE CONTROLS
L-Stick – Move
D-pad – Weapons quick select
⊗ Action/Shoot
R1 Switch target
R2 Roll
△ Stealth
L1 Crouch
L2 Gun Mode
START Go to sub-screen

THE GAME

In a future world that has turned sour, crime rates are rapidly rising. In order to cope, the authorities have privatised law enforcement and placed it in the hands of an organisation called the Anti-Crime Network (ACN) and their bounty hunter mercenaries, the Headhunters. The most famous and feared of these is number one Headhunter Jack Wade. That is, until he comes to lying in a street with little memory of where he's been or what's happened. Stripped of his licence and sacked from the ACN, Jack is employed by Angela Stern, daughter of murdered ACN founder Christopher Stern to investigate his death. He doesn't know it but he's about to embark on his most dangerous mission to date.

THE DEMO

Once loaded, choose 50 or 60Hz mode, depending on your TV's capabilities with ←/→ and ⊗. Press START, then choose 'New Game' with ⊗. Our demo takes place at a gas station where biker gang The Wolfpack are holding two informers hostage. Your mission is to track these squealers down and question them. You've got five minutes before the demo ends – can you reach them in time?

Read our world exclusive review of *Headhunter* on page 88.

Reviewed two issues ago (*OPS2*#14, 9/10), our *Pro Evo* demo lets you recreate *that* game.

>>PLAYABLE DEMO TWO

PRO EVOLUTION SOCCER

Publisher: Konami/Game type: Football sim/Out: Now/Players: 1-2 (Full game 1-8)

THE CONTROLS
L-stick – Move
⊗ Pass/Conservative tackle
□ Shoot
○ Long pass/Slide tackle
△ Through ball
L1 Switch player
R1 Sprint

THE GAME

Konami's successor to PSone's mighty *ISS Pro Evolution* has arrived. *Pro Evolution Soccer* has received rave reviews for its depth of gameplay. While still burdened with the dodgiest commentary ever recorded for a videogame, many gamers are hailing this as the greatest football game ever.

THE DEMO

Our exclusive one- or two-player demo lets you play the first half of a ten minute match. Choose between England, Germany, Spain, France and Italy teams to take on Germany. Once loaded, press START and select 'Match Mode' with ⊗, then choose 'National Teams'. Designate controllers and make your team selection with ←/→ and ⊗. Choose your strip, then set your difficulty level and choose a stadium with ↑/↓ and ⊗. Set up your team as desired at the next screen, then go to 'Start Match' to begin.

SEND US A VIDEO OF YOUR BEST GOAL FOR THE CHANCE TO WIN A TRIP TO JAPAN!
Turn to page 144 for details

>>PLAYABLE DEMO THREE

FIFA FOOTBALL 2002

Publisher: EA/Game type: Football sim/Out: Now/Players: 1-2 (Full game 1-8)

THE CONTROLS
L-stick – Move
R-stick – One-twos
⊗ Pass/Switch player
□ Lob/Slide tackle
○ Shoot/ Conservative tackle
△ Sprint
L1 Player runs/ Keeper change
L2 Add ball spin left
R1 Special moves
R2 Add ballspin right

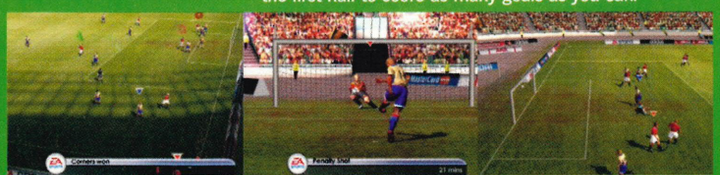
***FIFA Football 2002* was reviewed in *OPS2*#14 and scored 7/10.**

THE GAME

The latest in EA's long line of blockbuster footy titles, *FIFA Football 2002* has had a major overhaul for its latest iteration in the face of stiff competition from *PES*. It's got the usual highly polished presentation, a plethora of options and official licence, but this time EA is seeking to 're-invent the beautiful game' through the much-improved passing system. On top of this, there's the obsessive amounts of customisable options, realistic-looking stadia plus Messrs Motson and Gray on vocals.

THE DEMO

Once the demo loads, you're thrown straight into a Man Utd vs Arsenal match. If a second player wants to join in all they have to do is press any button. We've given you the first half to score as many goals as you can.



>>PLAYABLE DEMO FOUR

ACE COMBAT: DISTANT THUNDER

Publisher: SCEE/Game type: Flight combat sim/
Out: February/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick – Steer
⊗ Fire Vulcan
○ Fire missiles
△ Change target
□ Map
L1 Throttle down
L2 Yaw left
R1 Throttle up
R2 Yaw right
SELECT Change weapon
START Pause
↓ Change view
↑ Level aircraft
R3 Rear view

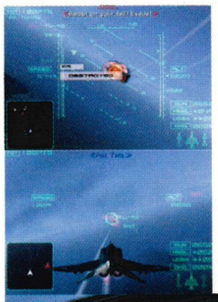
THE GAME

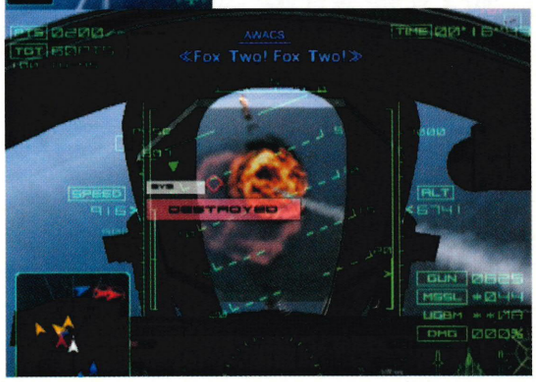
The latest in Namco's popular series of air combat games is the first to appear on PlayStation 2 and it's benefited greatly from the increased processing power available. A hangar full of fantastic-looking fighters, photo-realistic ground textures and varied mission structure make *Distant Thunder* easily the best in the series so far. Set in the near future, *AC4* puts you in the cockpit of an ace pilot who is a member of the ISAF, one of the military forces fighting for control of Earth.

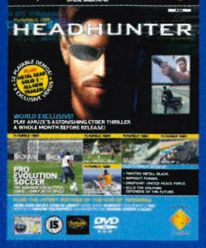
THE DEMO

Watch the intro sequence then press START to begin the demo. Choose 'new game' with ⊗ and watch more story details. Listen to the mission briefing, then select your F-4E fighter with ⊗ and press START to begin the mission. Your task is to take out the enemy bombers before they destroy the ISAF airfield.

***Ace Combat: Distant Thunder* is reviewed next issue.**





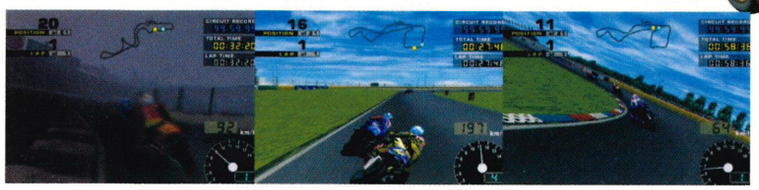


»ON THE DVD

MORE DEMOS

playable demos

Other magazines let you watch, *OPS2* lets you play...



»PLAYABLE DEMO FIVE

Moto GP 2 will be reviewed next issue.

MOTO GP 2

Publisher: SCEE/Game type: Motorbike sim/Out: February/Players: 1 (Full game 1-2)

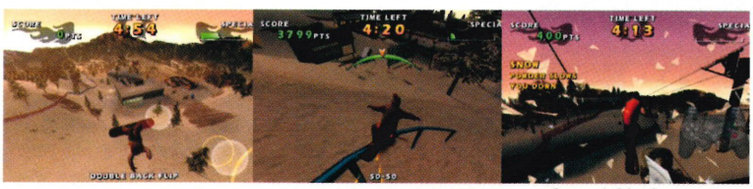
THE CONTROLS
L-stick – Steer
⊗ Accelerate
□ Brake
△ Change view
R2 Action
SELECT Change display

THE GAME

Namco's rock-hard motorbike sim is back for a second PlayStation 2 outing and it's just as gritty as the first installment. Fans will be pleased to know that all the high-speed thrills of the original are intact plus extra teams, updated rider data, a wheelie-popping Action Button, a hard as nails Challenge mode plus a Legends mode, that allows you to ride against some of the all-time greats.

THE DEMO

Once loaded, press START to begin the game. Our demo features a choice of two one-lap races, so use ←/→ and ⊗ to select one. If you choose Assen, the weather is bright and sunny but selecting Suzuka will put you on a treacherously slippery track in the heavy rain. Change the view to first-person for one of the scariest races you've ever experienced in a videogame!



»PLAYABLE DEMO SIX

Shaun nabbed a 6/10 score on *OPS2*#15.

SHAUN PALMER'S PRO SNOWBOARDER

Publisher: Activision/Game type: Snowboard sim/Out: Now/Players: 1-2

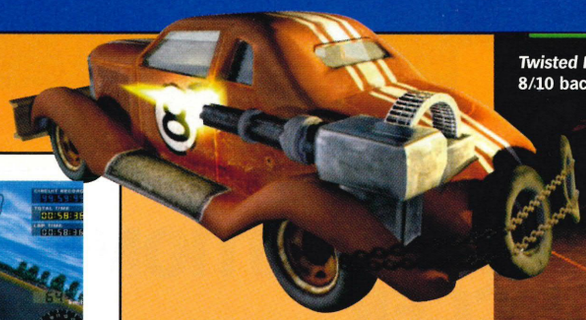
THE CONTROLS
L-stick – Steer
⊗ Jump/Bonk
□ Flip
○ Grab
△ Grind/Plant
L1 Spin left
L2 Revert/Switch
R1 Spin right
R2 Revert/Switch

THE GAME

Take to the slopes with Shaun Palmer in eight real-life locations to grind, flip and grab your way through Activision's latest addition to its O2 label. With several modes of play, including Freestyle and Career plus two-player races and trick attacks, *SPPS* is a tempting alternative to *SSX Tricky*.

THE DEMO

Press START once the demo has loaded, then use ↑/↓ and ⊗ to choose Freeride (to practice your skills), Career (for a proper go at the Aspen course in Colorado) or Multiplayer that will let you and a friend try out the Push mode. Here you must land more tricks than your opponent to gain dominance of the split-screen.



Twisted Metal: Black scored 8/10 back in *OPS2*#12.

»PLAYABLE DEMO SEVEN

TWISTED METAL: BLACK

Publisher: SCEE/Game type: Racer/Shoot-'em-up/Out: Now/Players: 1-2 (Full game 1-4)

THE CONTROLS
L-stick – Steer
R-stick – Gas/Brake
R2 Gas (press twice and hold for turbo)
○ Brake
⊗ Tight turn
△ Rear-view
L1 Cycle weapons left
R1 Cycle weapons right
L2 Fire weapon
R2 Fire machine gun
R3 Turbo
L3 Tight turn
START Pause
SELECT Change view/ Weapon display

THE GAME

Delayed due to the game's penchant for exploding skyscrapers, *Twisted Metal*'s debut on PS2 is its baddest outing yet. An insane motorised contest; it brings the series bang up-to-date with lush graphics, dazzling effects and a changeable weather system. Multiplayer doesn't disappoint either, with support for up to four players.

THE DEMO

Once loaded, select either single or multiplayer with ↑/↓ and ⊗ to begin the game's Junkyard level. Selecting two-player will pit you and a companion in a one-on-one battle for supremacy. The first to destroy the opposition's motor three times wins the match. Meanwhile, the single-player game puts you in the heat of battle with several computer-controlled opponents. Enter if you dare...

»PLAYABLE DEMO EIGHT

WIPEOUT FUSION

Publisher: SCEE/Game type: Future racer/Out: February/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick – Steer
L2 Left airbrake
R2 Right airbrake
△ Change view

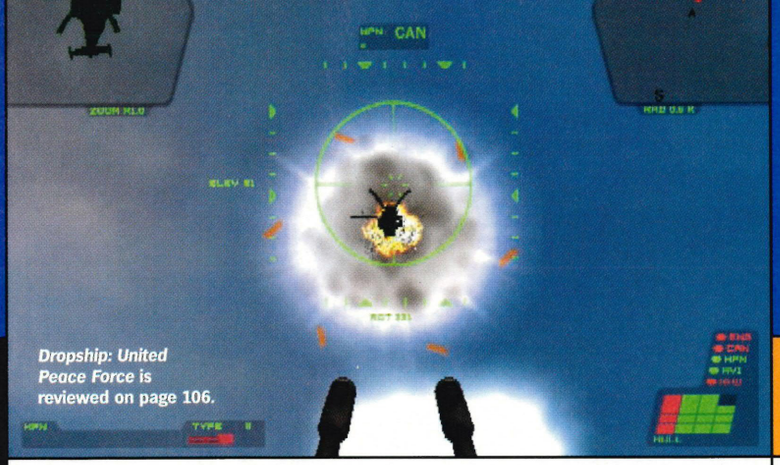
THE GAME

It's been delayed for way too long, but *WipEout Fusion* is finally on its way to PS2 this February. Studio Liverpool's latest future racer is a candy-sweet package of intense 360° racing over a staggering 40 tracks, top-drawer visuals and incredible speed. A worthy addition to the respected PlayStation series, to find out more read our exclusive review on page 94.

THE DEMO

This exclusive challenge demo features the game's addictive Zone mode. From the start, your ship accelerates and keeps getting faster, passing through a series of zones as you go. You can't stop, just use your airbrakes to keep from smashing the vehicle to bits. See if you can make it to the 13th zone still in one piece.

Keeping your craft intact to the final zone is no easy task.

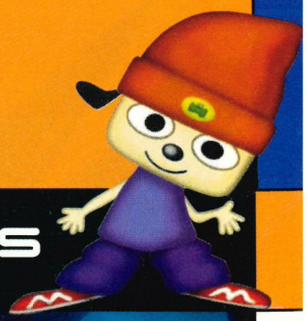


Dropship: United Peace Force is reviewed on page 106.

Talk to us!

» Comments and queries about this DVD should go to me, Adrian, at PS2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.
» If you have problems with your DVD, pop it in an envelope and send it to the following address. We'll test it and, if faulty, send you a new DVD. We're at *Official PlayStation 2 Magazine*, Disc Returns, Customer Services, Future Publishing, Cary Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB.

**Remember, this DVD will only work on a PS2.*



>>PLAYABLE DEMO NINE

DROPSHIP: UNITED PEACE FORCE

Publisher: SCEE/Game type: Combat sim/Out: Now/Players: 1

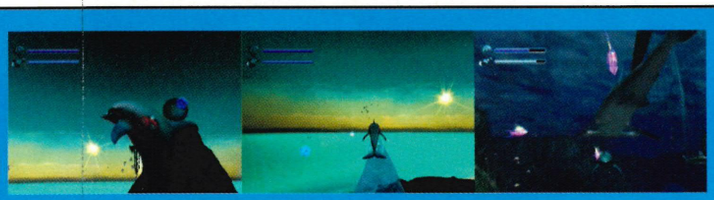
THE CONTROLS
L-stick – Aim
R-stick – Zoom
R2 Fire

THE GAME

SCEE has been teasing us with glimpses of its futuristic combat sim since PS2 was first unveiled and now it's finally here. As part of the United Peace Force you must pilot a Dropship and Armoured Personnel Carrier through a series of increasingly dangerous combat, escort and rescue missions deep behind enemy lines.

THE DEMO

In this all-new playable demo, you take control of the guns in an armoured vehicle sent in to an enemy compound to rescue stranded troops. Your mission is to hold off the hostile assault until an extraction point can be assigned. Once the demo is loaded, press ⊗ to choose 'Mission' and head off to battle.



>>PLAYABLE DEMO TEN

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Publisher: SCEE/Game type: Aquatic adventure/Out: January/Players 1

THE CONTROLS
L-stick – Move
R-stick down – Brake
R-stick up – Super Roll
R-stick left – Turn 180° left
R-stick right – Turn 180° right
⊗ Swim
□ Sonar
○ Charge
△ Change camera
R1 Roll right
L1 Roll left
R2+L2 Look around

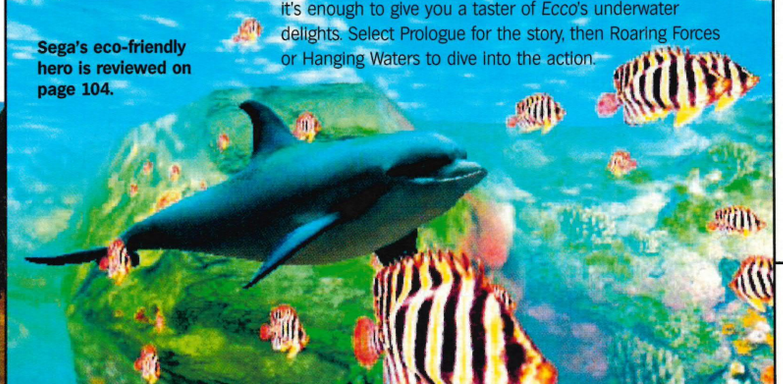
THE GAME

Sega's tuna-loving mascot is about to swim onto PS2. In the future, man and dolphins have ventured together into the universe. But not everyone they meet is friendly and a hostile species, known as The Foe, invades Earth. Left behind to guard the planet, it's up to our flippered friend to save the world...

THE DEMO

Once loaded, press ⊗ to skip through the info screens and START to select a level. There's a three-minute time limit, but it's enough to give you a taster of *Ecco*'s underwater delights. Select Prologue for the story, then Roaring Forces or Hanging Waters to dive into the action.

Sega's eco-friendly hero is reviewed on page 104.



video previews

A glimpse of PS2 future...

>>VIDEO ONE

METAL GEAR SOLID 2: SONS OF LIBERTY

Publisher: Konami
What else can we say except Kojima's latest lives up to all the hype and more. The game is a truly staggering realisation of an amazing vision from one of gaming's greatest creative geniuses. Here we present the new trailer from the recent Tokyo Game Show. Read our world exclusive review next issue!

>>VIDEO TWO

HERDY GERDY

Publisher: Eidos
This novel cartoon adventure isn't released until February, but in the meantime enjoy this new trailer, featuring plenty of in-game, erm, herding.

>>VIDEO THREE

PARAPPA THE RAPPER 2

Publisher: SCEE
More footage on the PS2's hippest hound. Here we see Parappa's girlfriend, Sunny Funny, singing to Um Jammer Lammy's guitar.

>>VIDEO FOUR

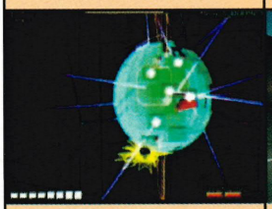
MAXIMO

Publisher: Capcom
Capcom's 21st Century *Ghosts'N Goblins* update is looking very tasty and we bring you this latest preview. To find out more, turn to page 12.

>>VIDEO FIVE

MOTO GP 2

Publisher: SCEE
You've played the demo, now sit back and enjoy the video. Namco's biker is revving up for a February launch. If you liked the original, you'll love this...



>>VIDEO SIX

REZ

Publisher: SCEE
"Go To Synaethesia" (as Mizuguchi-san eloquently put it) in our extended edit of Sega's psychedelic musical shooter. Head to page 98 for the review.

>>VIDEO SEVEN

BURNOUT

Publisher: Acclaim
It's in the shops now, so if you haven't experienced *Burnout*'s insane crashes and frighteningly fast cars yet, why not? See what you're missing, watch this.

>>VIDEO EIGHT

SOUL REAVER 2

Publisher: Eidos
Raziel is out for Kain's blood and he'll stop at nothing to settle the score with his old master in this great vampire sequel from Eidos.

video extras

And there's more...

>>EXTRA ONE

PS2 WEB SITE

Go to: www.playstation.com
Apart from your trusty *OPS2*, where else can you go for up-to-the-minute info on PlayStation 2? Online of course! Check out our exclusive video to see what SCEE's recently redesigned Web site has to offer.

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Ghoulish platforming from Capcom's American studio.

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Namco and Sega together in a match made in light gun zombie heaven.

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Bigger armies, bigger battles, bigger everything in this ambitious sequel.

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First-person shooting with a cool Swinging London theme.

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Absorb the wisdom of Guru Ant and the randy Chop Chop Master Onion.

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A truly hellish adventure.

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Speedy attempt to recreate the thrills of this popular American motorsport.

27 **Monsters Inc**
Videogame spinoff from the new, soon-to-be-huge Disney/Pixar movie.

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The official videogame of the winter Olympics in a *Track & Field* stylee.

WORDS: PAUL ROSE

MAXIMO: GHOSTS TO GLORY

Will Capcom's latest medieval hero take it to the max, or prove to be a load of old goblin bobbins?

Publisher: Capcom Eurosoft
Developer: Capcom
Players: 1
Release: Spring

When game graphics became 3D, it seemed to signal the death-knell for platform games. Though we've had various *Tomb Raider*s and the like, bona fide attempts to recreate the classic side-on experience, using 3D visuals, have been disappointing at best. However, there are signs that times are changing. The recent release of *Klonoa 2* proved that platform games are far from dead, and – better still – have a place in this era of *Metal Gear Solids* and *Gran Turismos*.

It's all too easy to forget that before Capcom made a name for itself in the worlds of beat-'em-ups and survival horror, it was a master of the 2D platform game. Indeed, it could boast two classic platformer franchises: *Megaman* and *Ghosts'N Goblins*. Yet it's the latter which is most fondly remembered by the wrinklier gamer, chiefly for its ubiquitous presence in arcades throughout the second half of the Eighties. That and the fact that the main character spent much of the game running around in his boxers.

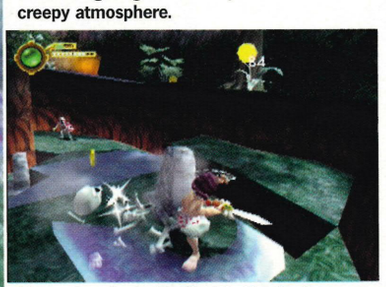
IN ANOTHER MAN'S PANTS

Maximo is a 3D *Ghosts'N Goblins* in all but name, though the alliterative subtitle – *Ghosts To Glory* – does hint at its origins. Nonetheless, the game features a totally new story line and characters. Sort of. The heroic Sir Arthur is no more, here replaced by the strikingly similar Maximo, who must save his blighted land from his former advisor, Achilles. Unfortunately it seems Achilles has developed evil tendencies and dark magical powers, that bring the dead back to life. As if that wasn't dastardly enough, he's married Maximo's beloved sweetheart, Sophia, against her will.

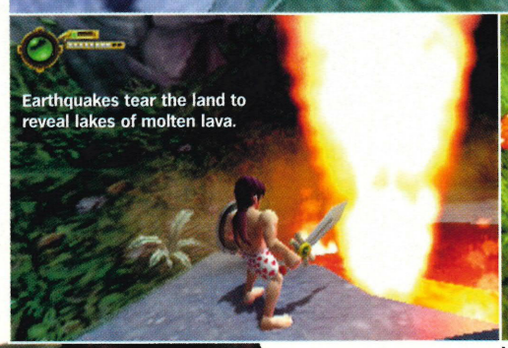
Veterans of *Ghosts'N Goblins*, and its 1988 sequel *Ghouls And Ghosts*, will immediately feel at home with *Maximo*. It's like finally meeting up with a distant uncle, who you've only ever seen in photographs and spoken to over the phone, then

Down to his grundies, only Maximo's massive weapon can save him now. Sigh.

Sublime lighting effects help to enhance the creepy atmosphere.



Even when forced to fight half-naked, Maximo is still all hero.



Earthquakes tear the land to reveal lakes of molten lava.

Vegetation changes as you progress through the game.

TONIGHT MATTHEW...

...I'm going to be a toilet.

One of the most devious enemies in *Maximo* is the Mimic. This isn't some venom-spewing Alastair McGowan, but a creature capable of disguising itself as something else. You never quite know whether those item-spewing chests are going to sprout teeth, or if a statue will bite your face off.

Additional armour gives you a mohican helmet.

finding he's going to leave you a collection of vintage nude playing cards in his will. All the conventions of the classic platformer are there, but in glorious 3D. *Maximo* bears many inevitable hallmarks of the genre: coin-collecting, platform leaping and power-ups to find. But it does things its own way.

Kicking off in a mist-shrouded graveyard, the first shock comes when the ground suddenly shifts. Achilles' magic has ruptured the land, and earthquakes are commonplace. Towers of rock shoot up in front of you, the path you're on collapses and that Health Potion you had your eye on is now suspended above a gaping chasm on a tiny sliver of basalt.

The second big surprise is how genuinely unsettling the atmosphere can be. For a game with ostensibly cartoony visuals, they're remarkably bleak. Zombies burst out of graves, coffins disgorge skeletons and rotting hands grab at you from beneath diseased soil. Though the array of bad guys doesn't differ massively from level to level, each is themed to its locale. In the swamps surrounding a voodoo village, the zombies are covered with piranha fish, while in the later Arctic stages, they waddle towards you encased in ice. However, the enemies aren't all undead, there are crocodiles and cash-stealing bats as well as spirit-thieving ghosts, giant hammer-wielding pig-demons, man-eating plants and an array of giant monsters.

THE POWER AND THE GLORY

Mercifully, Maximo comes armed with a shield – that can be thrown Frisbee-style, or held up to deflect enemy attacks – and a bloody big sword. Yet the real core of Maximo's combat is its power-up system. There are roughly 40 power-ups, moves and items to unearth. While it also possible to buy some from the bizarrely-named Wheel-O-Prizes. Providing you have enough coins, you can purchase the contents of these stone sundials.

Other items are dropped by your felled opponents, and give Maximo special abilities. He will keep these abilities for the duration of the game, but can only select four to be active at

SWORD SLAYER

Without his sword, Maximo is a guy in pants. But with a few power-ups his weapon becomes super charged. Here's what to expect...

FLAME TONGUE
A fiery enchantment that envelops your weapon in flames. When coupled with a magic bolt, you can launch fireballs. Particularly useful against cold-based foes. And people in polyester shirts.

FROSTBITER
The opposite of the Flame Tongue, Frostbiter freezes your foes, encasing them in a block of ice. Lock Spot power-ups give you the opportunity to fire a Blizzard Blast or Sleet Spray.

PURE BLADE
This holy enchantment will put the willies up any undead nasty, giving him a practical lesson in the Word Of God. The Solar Flare and Hail From Heaven attacks are particularly pretty.

ARMAGEDDON
The best power-up of the lot, Armageddon makes your sword crackle and hum like an arcane lawn strimmer. As the name suggests, there are few opponents who can survive its attacks.

Bold and cartoony, but also eerie and atmospheric – *Maximo* combines the best of both worlds.

Some attacks are pyrotechnic and devastating.

Skeletons can dish out punishment as well as take it.

In comparison to their weakling minions, the bosses are huge, curmudgeonly monstrosities, and very tough to beat.

any one time – keeping them in 'Lock Spots' at the bottom of the screen.

Another characteristic carried over from *G'NG* is the ever-decreasing suit of armour. After a few hits the helmet shatters. A few hits more, and Maximo loses his breastplate. Eventually, he's down to his white and red spotted boxers. Any further hits, and – rather than running around with his well-toned buttocks hanging out – he'll get a visit from the Grim Reaper. Literally.

Dotted around the landscape are objects – gravestones, standing stones, and so on – which house spirits. Break them apart, and collect the souls as currency to pay the reaper for another attempt on Achilles' base. Unlike normal continue systems, each time you die the reaper demands a higher fee.

Alas, losing his kecks isn't the biggest humiliation Maximo will suffer; at points, he'll find himself reduced in size, facing-off against the size 12 DMs of a voodoo priest, or de-aged to the status of a nappy-wearing, rattle-waving baby. Or worse – transformed into a shrub.

Shamelessly old school, but with some unquestionably modern design sensibilities, *Maximo* is on course to be an unpretentious, thoroughly enjoyable romp. □

ON TARGET?
MAXIMO: GHOSTS TO GLORY

Whatever gets said of this game in the next few months (and more importantly, what doesn't) one thing is paramount: it's one of a kind.

GRAPHICS
Reminiscent of the classic *G'NG*, but without being retro.

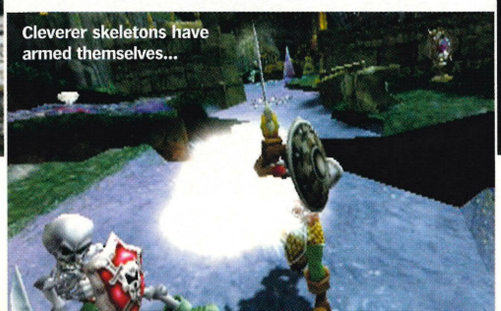
ACTION
Solid leaping action, and tons of sword-waving combat.

LIFESPAN
Plenty of huge levels, but perhaps not as tough as it could be.

//Eventually he's down to his white and red spotted boxers. Any more hits and he'll get a visit from the Grim Reaper//

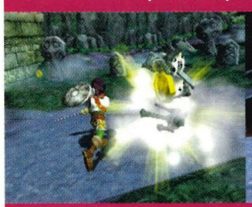
Bribe the grim reaper and he'll grant you the opportunity to continue from where you last died.

Another bunch of hapless skeletons reduced to a pile of bone rubble after a double sword slash.



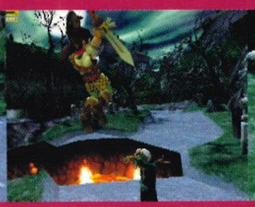
KNIGHT MOVES

Even before he's powered-up to the hilt Maximo is no pushover.



SWIPE
Your bog-standard attack, activated with a quick tap of the ▢ button. Three of these will see off your basic skeleton.

OVERHEAD SLASH
A more powerful attack, courtesy of the △ button. Two Overhead Slashes will take out a zombie, but they take slightly longer to perform than the Swipe.



POWER SLASH
Jump with the ⊗ button, and do an Overhead Slash at the apex of the leap. It'll shatter a skeleton, but leaves you vulnerable for a second or two afterwards.

SHIELD THROW
Hit the ○ button to lob your shield. It's not terribly effective, nor accurate, but can often be used to knock an opponent to their doom.

Those power-ups are always worth collecting – Maximo's flame sword can cause instant and spectacular damage.

***Maximo* doesn't deviate from the coin-collecting system, but there are plenty of other original touches.**

WORDS: ANDY LOWE

VAMPIRE NIGHT

The monster-zapping thrills and achey-shoulder spills of light gun fun – without the arcade's sticky carpet.

Publisher: SCEE
Developer: WOW Entertainment
Players: 1-2
Release: March

The prelude is majestic: a distant fortress bristles in the morning mist. Two hunters pause and survey their quarry. "We are here at last," says one, flatly. "Yes. How long I have waited for this moment," says the other, with all the conviction of an eight-year-old understudy pushed into the lead role of a school play.

Okay, so it's nothing new to snigger at the dialogue and voice-acting in light gun/survival horror games, but for a genre more suited to the smokey clamour of a bowling alley waiting area, we need a little more subtlety for the in-home translation.

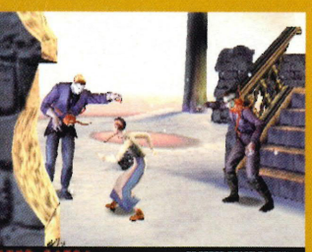
In hype terms, *Vampire Night* is a bit of a dream project. A collaboration between the two undisputed lords of plastic gunplay: Sega (*House Of The Dead*) and Namco (*Time Crisis*). In practice, it's a direct port of an ageing coin-op that was almost exclusively developed by Sega's in-house WOW Entertainment. As a result, it feels like a similarly themed companion piece to WOW's main *House Of The Dead* franchise. Only this time, the hordes of relentless zombies have been replaced by hordes of relentless vampire... zombie... mutant beings.

A D-minus for originality, then, but gameplay-wise it feels like there's been a dramatic hike in the pace of the blasting, with a stronger balance between blazing barrels and typically wooden cut-scenes (which are always good for a quick arm rest and a slug of tea). Obviously, only a fool would attempt to play a light gun game with a standard joypad, so it's G-Con or bust. Ideally G-Con 2, which, with its ergonomically arranged multiple reload buttons, can make the more accurate sections less manic and the more frenzied moments a little too easy.

The setup is standard, with one or two frills. Arcade mode takes you through the 'story' from start to finish – completely on tracks, with barely any branching. As is typical of games of the genre, you could probably expect to reach the end credits after a couple of hours, but you will still have opportunity to improve accuracy ratings. For variation you could try the Special

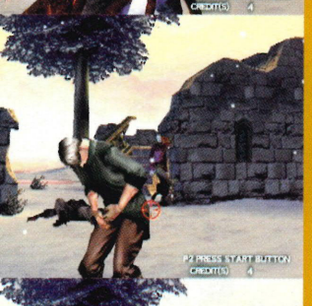
SAVE MY WIFE!

How to help out the guy with a nearly-vampire missus...

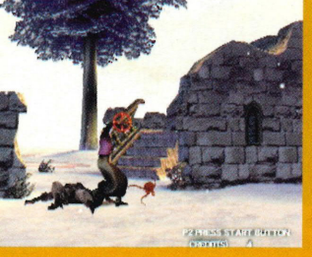


1. In Special mode, wait for the (random) scenario where the bloke implores our undead-offing heroes to rescue his wife.

2. Destroy all monsters, up until the cut-scene which begins with a woman squealing.

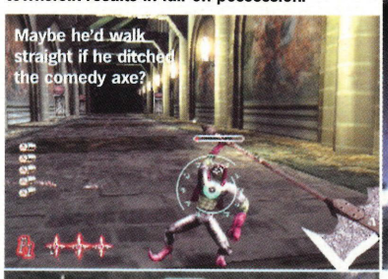


3. Carefully pick off the squirming, visceral lumps of gristle attached to each villager, without shooting any of their proper body parts.



4. The lady in question is the fourth and final villager who stumbles forward. Job done.

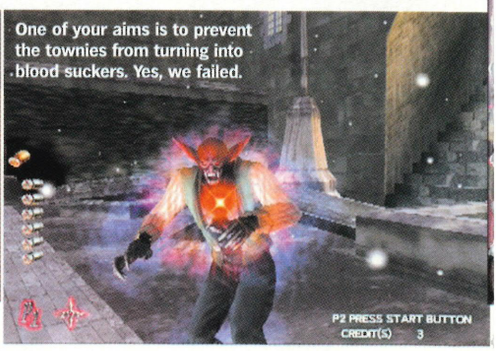
Failure to shoot the mutating growths on the townsfolk results in full-on possession.



Each enemy has an energy bar, although a couple of good shots soon drains it.

Each boss has its own unique weak spot, but is your hand steady enough to take him out?

Still, nice to see The Mission are getting work...



mode that offers sub-missions in which you can amass silver to trade for weapon power-ups. A great way to add longevity, but at this stage doesn't appear to have been thought through. Items must be bought and fitted at the beginning of the game, and there's no option to modify in-between levels. Let's hope this is something that will be rectified by the final version.

The Training mode is multi-layered and neatly designed to challenge and match every level of skill – from the most dead-eyed marksman to that bloke who tries to ambush Jules and Vincent with a Magnum in *Pulp Fiction*.

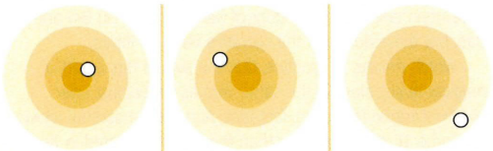
Monsters attack thick and fast, with predictable AI and little regard for their own safety. The key to efficient slaughter (and a sharper accuracy rating) is to hit 'em where it hurts – right in their highlighted weak spots. Get a shot on target, and most of the bad guys will go down in one. Otherwise, it's all blast, blast, blast, reload – and, in the case of multiple attacks, it's impossible to avoid at least one assailant getting a swipe in.

Given the arcade origins, the emphasis was always going to be on frantic action over considered sniping (*Silent Scope* already has that covered). *Vampire Night* still needs some tweaking for the PS2 transition with light gun and chewing gum-encrusted carpet thrown in for that authentic feel... □

//The Training mode is multi-layered and designed to match all levels of skill//

ON TARGET? VAMPIRE NIGHT

The shooting leaves the arcade cabinet to enter your home. A deft genre-leap, or just another lite light gun game?



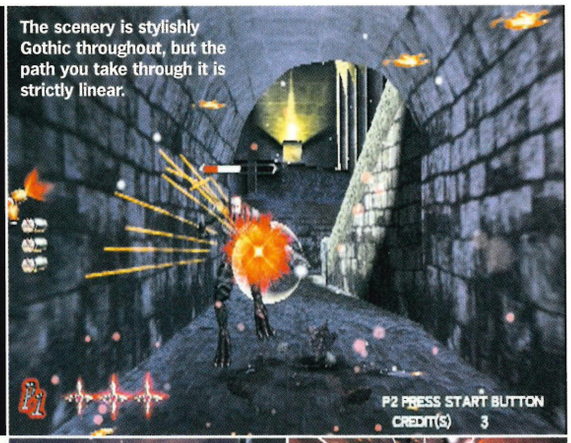
MONSTERS
The usual beasties. Redeemed by hideous, mutating bosses.

EXTRAS
Plenty of bonus items to shoot. Dodgy 'Special' mode.

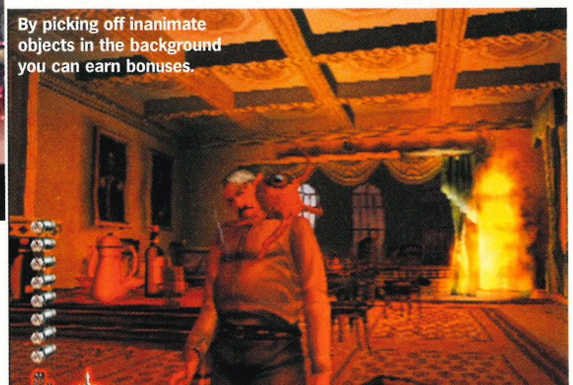
PLOT
Two vampire hunters rid a village of a vampire infestation.

In the new Special mode, you must perform mundane tasks for some of the townsfolk.

You can shoot the screen to skip the shallow cut-scenes that frequently occur.



Boss creatures crop up at regular points throughout the adventure and vary from the rest only because they take more hits to kill.



VAMPIRES: THE FACTS

Arm yourself with the undeniable truth about our barely alive buddies.

1. Impress extremely bored friends by loudly exclaiming that, actually, the word 'vampire' is derived from the Slavic word 'obliri' which evolved into the Bulgarian word 'vampir'. And then there's the Greek word 'nosophoros' (which means 'plague carrier') that evolved into the Old Slavonic word 'nosufuratu'. And so on.

2. According to the highly Gothy newsgroup alt.vampyres, a vampire can be defined as: "A being, who, in order to maintain its own existence, must prey on the vitality of another." Keep a close eye on David Baddiel.

3. The most traditional vampire known to us Westerners is the Nosferatu: which is your standard Eastern-European, sunlight-shy plasma-sucker. But there are plenty of global vamp variations, including a Brazilian type that eschews blood in favour of sucking the milk from sleeping pregnant women. Pleasant dreams.

4. The best vampire movies are... Traditional: *Nosferatu*, *Horror Of Dracula*. Camp: *Fright Night*, *The Lost Boys*. Dark and nasty: *Martin*, *Near Dark*. Made for TV: *Salem's Lot*. In space: *Lifeforce*. Oh, and *Bram Stoker's Dracula* is alright, we suppose.

5. Everyone knows about garlic and wooden stakes, but some of the lesser known methods to thwart vampires include: throwing a bag of rice at them (like Rainmen of the netherworld, they will be compelled to stop and count every grain); spill some salt (they can't cross it – a thicket of wild rose also works); or, Jehovah's Witness-style, just don't invite them into your house to bite your neck.

WORDS: DAVID McCARTHY

KESSEN II

Historical strategy specialist KOEI turns its hand to Chinese legend for the update to its oft-overlooked RTS.

Publisher: TBC
Developer: KOEI
Players: 1
Release: January

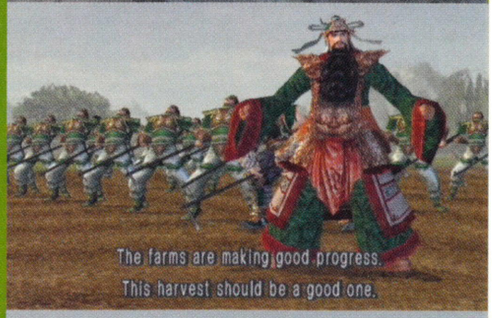
Frankly it seems rather strange that one of the most futuristic pieces of consumer electronics should be home to successive re-imaginings of some of the defining moments in oriental history. But since the machine's inception, PlayStation 2 owners have been treated to a series of titles that inhabit the same space as some of Japan and China's defining historical moments. Lightweight's *Kengo: Master Of Bushido*, Capcom's *Onimusha*, the forthcoming *Samurai* from *Tenchu* developer Acquire and Konami's *7 Blades* have each offered a distinct interpretation of Japan's feudal past. In their native Japan, the *Dynasty Warriors* series and *Kessen*, from developer KOEI are among the most popular of these titles.

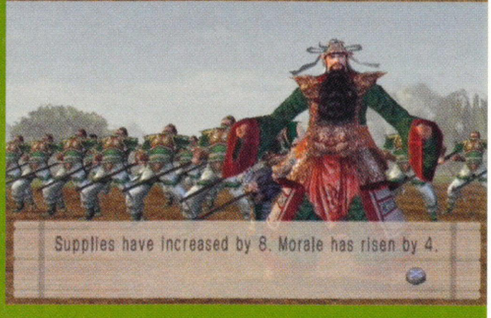
KOEI has in fact carved quite a niche as a specialist in recreating historical settings. In particular, it's developed a number of games, available in Japan for various platforms, recreating The Romance of Three Kingdoms – which could crassly be described as the Chinese equivalent of Homer's *Iliad* – describing the later years of the ruling Han dynasty, in and around the first two centuries AD. Whereas the original *Kessen* was based fairly authentically on the events surrounding the accession of the Tokugawa Shogunate in Japan around the turn of the 17th Century, it is this period of Chinese history – or more accurately, legend – that is featured in the sequel. For fans of antique oriental literature, it's worth noting that a few liberties have been taken with the story of warring rivals, Liu Bei and Cao Cao, but the essence of the narrative remains intact.

Which means, in practice, that the sequel has a sort of magical realist slant in the same vein as *Crouching Tiger Hidden Dragon* (although, fact fans, Ang Lee's masterful movie is set some 15 centuries later than the events depicted in *Kessen II*). Consequently, there's greater emphasis on pyrotechnic special manoeuvres, for example. There's also a shift away from the nitty gritty troop setup that was a hallmark of the original

KEEPING YOUR COUNSEL

It's not just battlefield strategy that will determine your fate in *Kessen II*.

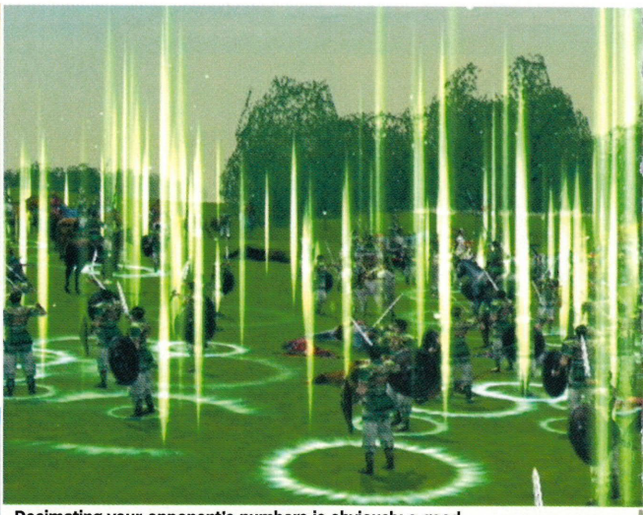




Before each contest you get to make several choices that will alter the outcome of a battle. Before calling your war council to determine the broad scope of your battle tactics, you get the opportunity to improve your forces in some way, by recruiting, training, or helping out the local populace.

Spell-like effects and special manoeuvres take on an increased significance in comparison to the original *Kessen*.

Each army consists of smaller units, broken down under the command of several officers, including (gasp!) women.



Decimating your opponent's numbers is obviously a good idea, but destroying their morale is just as effective.

Pyrokinetic spells are admirably over-the-top, in a manner that's reminiscent of Square's *Final Fantasy* franchise.

Kessen, and a move towards a more inclusive level of accessibility. Although events are initially confusing, it quickly becomes second nature to navigate the game's controls.

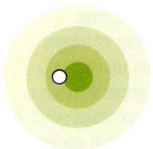
As with the original, your task is still to oversee the actions of various units on the battlefield, jumping between screens that depict varying levels of tactical detail in real-time. *Kessen* players will be familiar with giving units instructions and refining formations, but it's now possible to take a greater degree of control over unit leaders. Once you've zoomed in on a particular officer they can execute special moves such as a superpowered cavalry charge or a magical effect. The result is somewhere between the tactical subtleties of the original *Kessen*, the dramatic narrative and sorcery of *Final Fantasy* and the immediate action of the *Dynasty Warriors* series.

In all, the game boasts around 30 levels, featuring up to 500 soldiers on-screen at any one time, which take place in a range of environments that include castle-sieges and ship battles. The only reservations we have at present are the result of localisation – the unfortunately hammy voice acting to be found during FMV sequences and some poor lip-syncing. But really, *Kessen II* remains an enticing prospect, even if you usually have reservations about the real-time strategy genre. □

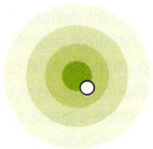
//Kessen II has a magic realist slant a la *Crouching Tiger, Hidden Dragon*//

ON TARGET? KESSEN II

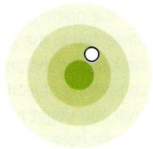
Real-time strategy might not be everybody's idea of fun, but *Kessen II* is shaping up to be enjoyably bombastic.



ACCESSIBILITY
After initial confusion, it's a doddle directing your troops.



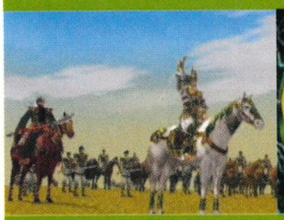
GRAPHICS
Histrionic special effects and sharp attention to detail.

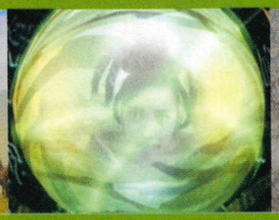


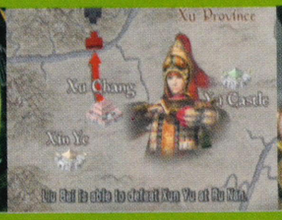
STORY
Lovably *Monkey*-esque, but can get a bit perplexing.

TO FMV OR NOT TO FMV?

***Kessen II* features some truly stunning FMV sequences, but is that a good thing?**



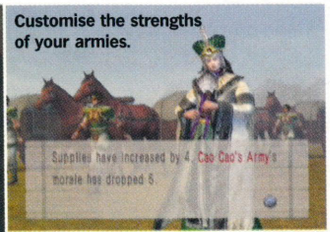




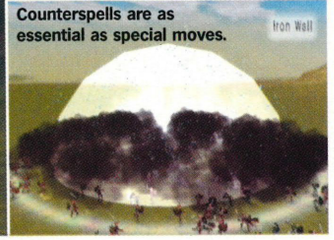
As with the original, the action in *Kessen II* is punctuated by some exquisite cut-scenes, introducing an endearing, though confusingly long list of characters, and evoking memories of many an afternoon lost to the bizarre antics of Monkey and friends. The bad thing about this is that there's rather a lot of it, which may irritate anybody with an itchy controller finger. One more positive aspect is that it does create a feeling of involvement, and a real sensation of loss if one of your officers is taking a beating.

Taking control of your officers zooms you into a *Dynasty Warriors*-style ruck encounter.

Planning your pre-battle strategy is essential, but refreshingly painless.



Customise the strengths of your armies.



Counterspells are as essential as special moves.

WORDS: GEORGE WALTER

NO-ONE LIVES FOREVER

Relive the swinging Sixties through the eyes of Cate Archer, a spy you might just fall in love with.

Publisher: Vivendi Universal
Developer: Monolith
Players: 1
Release: March

Ever since Mike Myers adopted a pair of tombstone false teeth, uttered the phrase, "Yeah, baby," and lampooned one James Bond, Sixties culture was cool again. So, five years on, is a videogame that effectively rips off every element of the *Austin Powers* movies going to be successful? Perhaps. Why? Probably because our secret agent hero isn't a sleazy, four-eyed misogynist, but instead a woman – and a very sexy, smooth-talking, sassy woman at that. Her name is Archer. Cate Archer.

Cate works for U.N.I.T.Y., a surveillance agency, and it's her job to investigate the mysterious deaths of a number of their top agents at the hands of the evil H.A.R.M. organisation. *No-One Lives Forever* is styled as a first-person shooter but for some reason doesn't feel quite as nihilistic or overtly violent as your *Quakes* and *Unreals*. This partly may be down to the feminine overtones of the game; the music – John Barry fed through a supermarket muzak machine; or the brightly coloured retro menu screens. It could also have something to do with the game's sublime sense of humour.

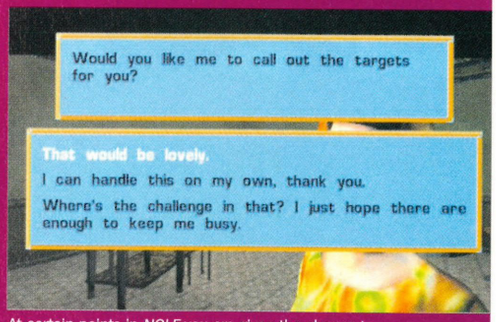
NOLF is structured around different assignments, the locations reflecting the international playboy cities made famous in countless spy movies. The first, Morocco, begins with you using a sniper rifle to prevent the assassination of a bumbling American ambassador who is both deaf and partially sighted, hence oblivious to his numerous adversaries.

The opening mission is an indication of the variety presented in the game. Although providing plenty of trigger stroking, a substantial portion of *NOLF* is taken up with you completing objectives that update as you progress through a level. You might have to bribe a guard, meet a contact, go to a specific hotel room or take pictures of a confidential document.

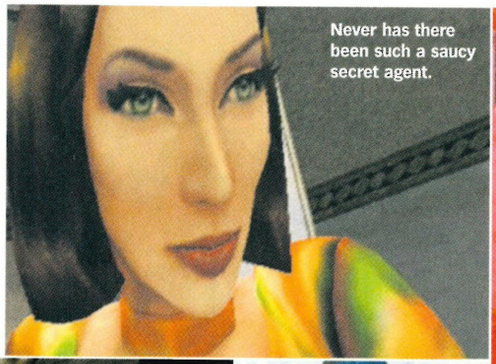
No agent would be worth their licence to kill without gadgets, and although *NOLF* provides no worthy alternative to Q there are some nifty toys with which to make your life of

THE SPY WHO TALKED TO ME

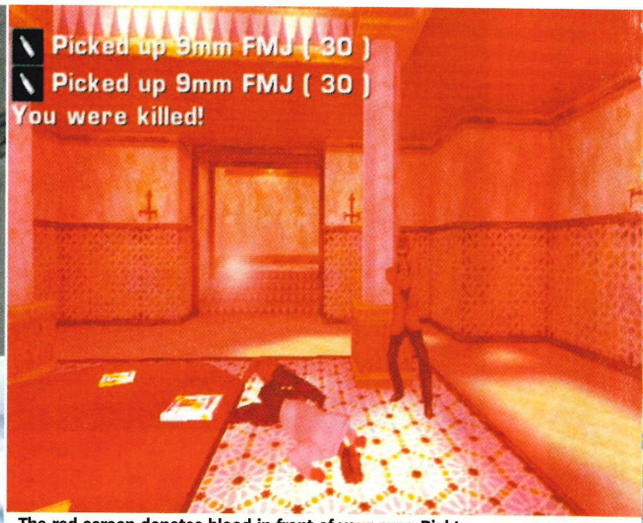
Do you feel cantankerous or polite? It's your call...



At certain points in *NOLF* you are given the chance to determine Cate's reply to questions. The options range from 'nice lady' to 'nasty beeyatch'. They don't effect outcomes but it's always good put some stupid man in his place with a cutting comment. Like, ouch...

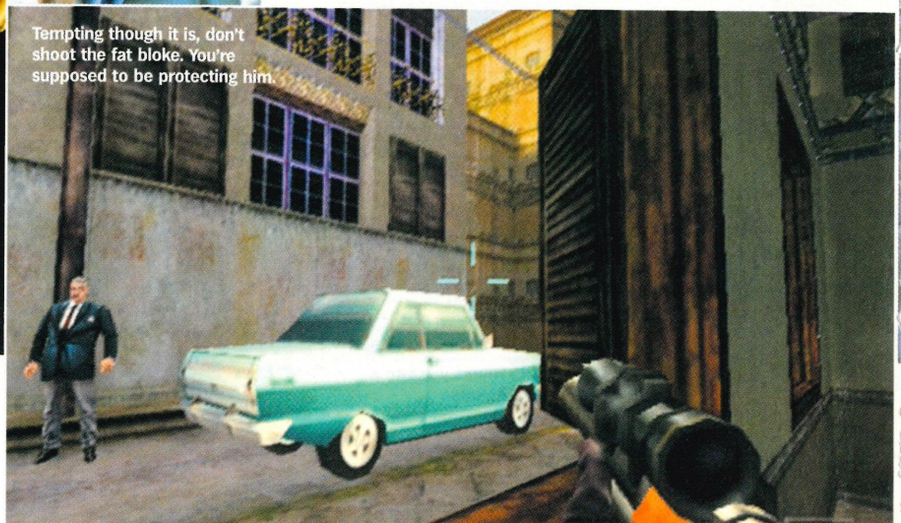


Never has there been such a saucy secret agent.



The red screen denotes blood in front of your eyes. Right, that'll be me dead then...

The chainlink fence of fools... Use the arenas to sneak around.



Tempting though it is, don't shoot the fat bloke. You're supposed to be protecting him.

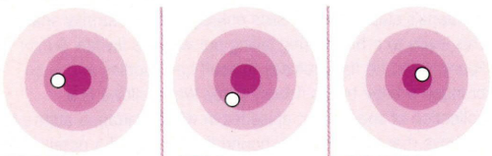
espionage easier. Along with handbag essentials such as exploding lipsticks and acid perfume, there's a rocket-launching briefcase and an arsenal of weapons. The inclusion of a deft slap is also useful for deterring the advances of an unwanted male admirer. Our favourite toy is the P-421 Canine Persuader, a cool robo-pooch that can be used to enter areas inaccessible to its larger human counterparts.

From the work-in-progress code we played, the look of the game was already impressive. The movement was smooth in all but a few areas and Monolith has been imaginative with its construction of buildings, interiors and organic textures. Game furniture has been well implemented too, with a simple control mechanism and easy in-game access to different weapons and gadgets without wading through endless menu screens.

A notable omission from the highly praised PC version, that was released last year, is a multiplayer option. Unfortunate, because more often than not the success of a FPS relies on its deathmatch capabilities. For those who enjoy a game purely for its adventuring and humour this won't detract too much from its charm, but for others it will probably be worth waiting for Free Radical's *TimeSplitters 2* which will have both. □

ON TARGET?
NO-ONE LIVES FOREVER

The Sixties spy movie charm is irresistible, and Cate will no doubt steal your heart. Shame there's no multiplayer though.

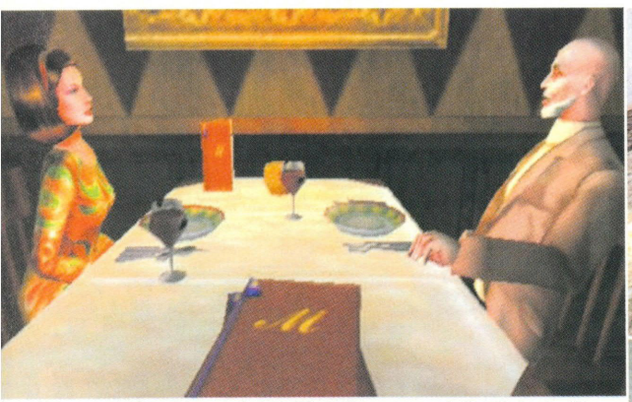


HUMOUR
Think dirty double-entendres and puntastic put-downs.

STYLE
Sixties kitsch has been done to death but it still looks great.

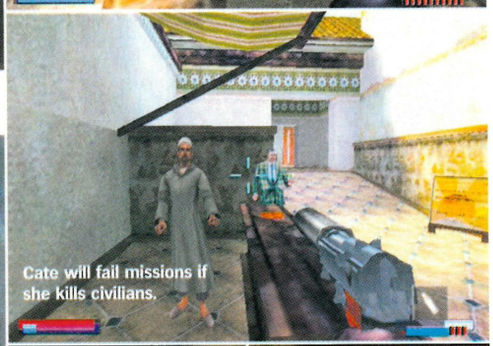
SEX APPEAL
Just try not to get seduced by Cate's ample charms.

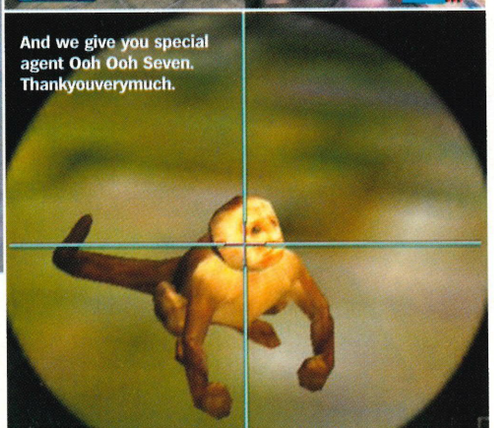
//No agent would be worth their licence to kill without cool gadgets//

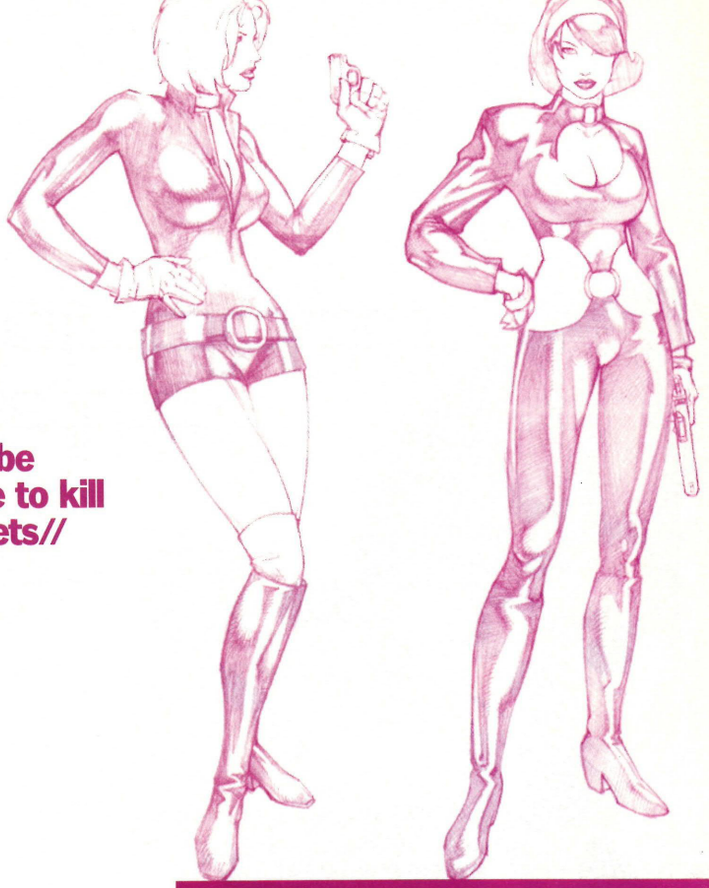


Don't none of you whippersnappers go falling in love with the gorgeous Cate – she's only into the maturer man.

He can't get you out of his head. Oh, look, he doesn't have one anymore – you just blew it off.

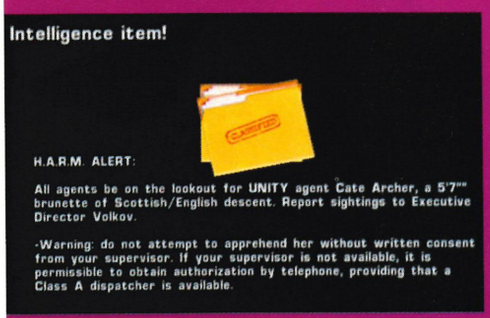




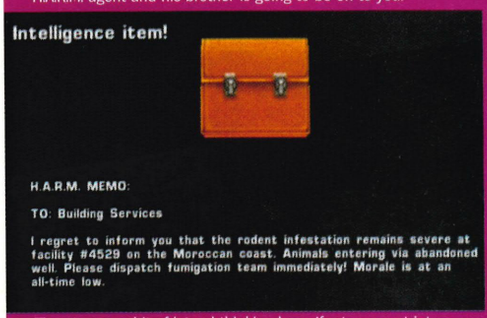


BE INTELLIGENT

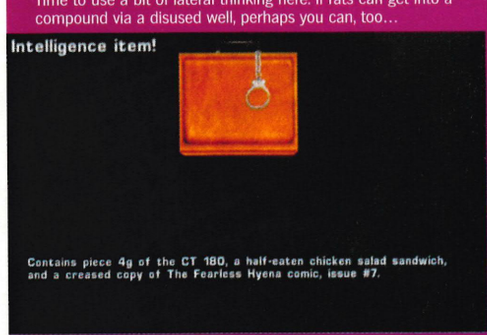
Cate will find various pieces of intelligence, that can help her with a mission, dotted around the levels.



Just the kind of intelligence you don't want to hear. Now every H.A.R.M. agent and his brother is going to be on to you.



Time to use a bit of lateral thinking here: If rats can get into a compound via a disused well, perhaps you can, too…



Sometimes interesting looking briefcases contain less interesting content. That is unless you are an avid comic collector.

WORDS: RYAN BUTT

PARAPPA THE RAPPER 2

ON THE DVD

Back on another tour to crack the West, PaRappa and his posse come armed with new tunes and some funky new friends...

Publisher: SCEE
Developer: NanaOn-Sha
Players: 1-2
Release: February

Adored and championed in his native Japan, PaRappa the rapping puppy always had his work cut out trying to win over Western audiences. A full four years on from his PSone debut, PaRappa was in serious danger of going down the same ill-fated route as Morris Minor and the Majors, The Baha Men, and, dare we say, Vanilla Ice in that of the one-hit wonder. But now he's back with a stonking new 'album'.

Developed once again by NanaOn-Sha, the affiliate of SCEI responsible for diverse titles: *Vib Ribbon* and the superior *Um Jammer Lammy*, *PaRappa The Rapper 2* is a similarly strange game in which players must once again follow the leader and press buttons in time with the bass line to construct rap tunes. Hit each symbol on the money and you'll be rewarded with a 'Good' ranking, add extra symbols and you may even qualify for a 'Cool' ranking and the chance to ditch your musical mentor and go freestyle for the duration of the song. Of course, if you fail to time your button presses correctly then you go down the torrid route of having to endure progressively worse visuals and distorted sound, which makes getting your timing back on key a turbulent task.

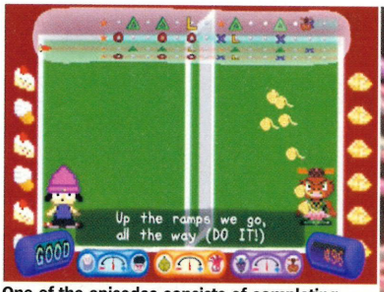
Conceived no doubt on a massive sake binge and scrawled on the back of a postage stamp, the plot of *PaRappa The Rapper 2* is as nonsensical as they come: Having won a year's supply of noodles, it isn't long before PaRappa's staple diet consists entirely of these stringy snacks. This leads to a humiliating falling out with his laydee, Sunny Funny, when he flatly refuses to scoff her noodles and is so branded a baby by his flowery fancy. What follows is a collection of spaced-out episodes in which PaRappa attempts to prove that he is a hunky hound by fending off a potentially lethal noodle invasion on the town and in turn standing a better chance of playing bee to Funny's honey. Each new level introduces PaRappa to a new rapping mentor and he must

FREESTYLE

Why be a soulless sheep and follow your master's raps to the button when you can command the mic and wow the crowds with some spectacular rap freestyle?

Improvising on your art is what this game is really all about and it champions those brave enough to 'go off on one'. By inserting extra words along the musical bars, your normal 'Good' rating could be increased to a 'Cool' upon which your tutor will clear off leaving you to freestyle yourself into a frenzy.

Freestyling is also encouraged in the new Versus Play mode as you battle it out against a human or CPU opponent. Both of you must rap the same line, but if you improvise it in a way in which the judge deems it better than the original, then your line will replace it and your opponent must recite it.



One of the episodes consists of completing several levels of a computer game...

...but if your rapping sucks, the graphics of the game downgrade to *Pong*-style quality.

The only way to halt your downward spiral is to rap well and bring your grade back up to 'Good'. If it drops further to 'Awful', then it's game over.

PaRappa's axe-grinding mate, Lammy, makes several appearances in this sequel.

Who wrote these lame lyrics? Snap?

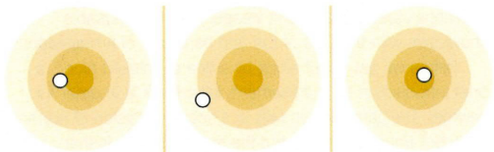
mimic, if not improve on, their rap to progress to the next stage. Sounds easy, it most certainly isn't.

The interface of this sequel varies from the original PSone game in many ways. For instance, the music bars which you constantly have to study, mimic and improvise on are split between player and tutor. First it rolls the tutor's line, then yours. But whilst you are performing your line, the tutor's next line appears below, which makes it slightly confusing to begin with. This is the only negative aspect so far as other differences such as the inclusion of a two-player Versus mode and an 'improv' meter at the bottom of the screen, that measures your freestyling techniques, are worthy enhancements. Sadly, even though the axe-wielding Lammy (PaRappa's metal-head mate) appears frequently in the game, we haven't seen any trace of her own level – meaning we're limited solely to PaRappa's kiddy rapping for musical kicks.

Keeping with the same cleverly worked stylised graphics of the previous *PaRappa* games, *PaRappa The Rapper 2* is never going to blow realism fans away visually, but the catchy tunes, cute characters and ultra trippy plot should at the very least ensure this remains a cult classic. □

ON TARGET? PARAPPA THE RAPPER 2

Dazzlingly bright graphics and some half-decent tunes make this a fun alternative to racing and killing, but the longevity is questionable.



BEATS
Your foot takes on a rappin' tappin' life of its own!

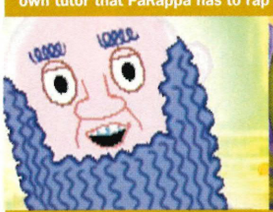
DEPTH
The plot is much flimsier than PaRappa's 2D posse.

HATS
A new beanie is your reward for mastering the ceremonies.

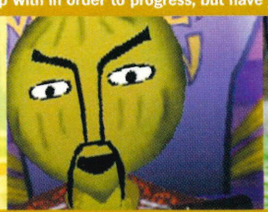
//A lack of Lammy's guitar means we're limited solely to PaRappa's kiddy rapping//

RAPSTON VILLAS

Taking place entirely in PaRappa's town, each location represents a new stage and there are eight in total. Each of the eight stages has its own tutor that PaRappa has to rap with in order to progress, but have you got the lyrical stamina to out-rhyme this bunch?

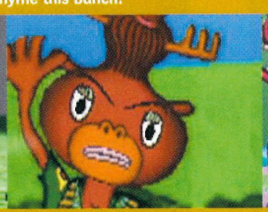


MASTER BEARD
The fast food outlet has been infested with noodles, so PaRappa, with expert spiritual guidance from the ghostly Master Beard, sets about making some authentic meaty burgers for the townsfolk.
Typical line: "Burgers/Is all we got in mind/We cook the best/Tastes better than wine."

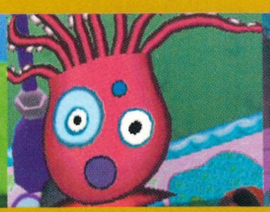


CHOP CHOP MASTER ONION
PaRappa tunes into Chop Chop Master Onion's 'strictly for adults' romantic karate TV show, which has got to be a good way of shedding that baby image, right?
Typical line: "Meet me at the corner/I'll pick you up at seven/Wear your best dress/And I'll take you to heaven."

GURU ANT
Trying to invent a weapon to combat the noodles, PaRappa's dad accidentally shrinks half the town. Who can possible save them? The Barry White of the ant world, that's who!
Typical line: "Get me out of this/And now push the button/Come on, come on/I'm big all of a sudden!"

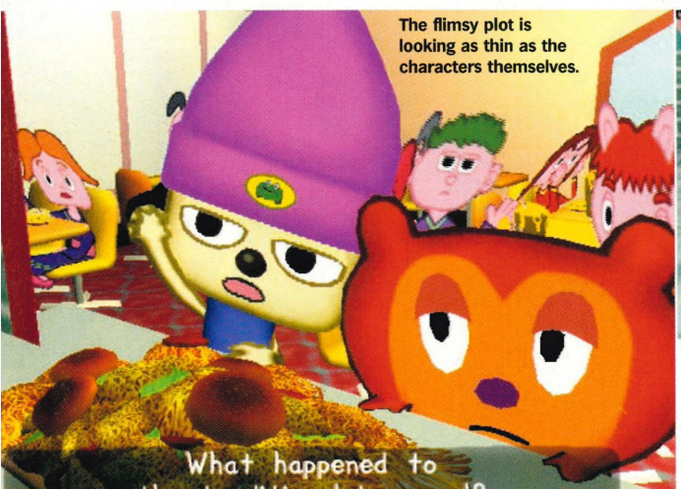


INSTRUCTOR MOOSESHA
The army is called in to combat the noodle infestation and the organisation behind it. PaRappa, still on his quest to be a big man, promptly signs up only to be drilled by Moosesha.
Typical line: "Gain is accomplished/Only through pain/Always keep it goin'/And



HAIRDRESSER OCTOPUS
With his military training complete, PaRappa is sent to the local hair salon to sort out a problem. It appears the Hairdresser Octopus has gone mad and is turning everyone's hair into crazy noodle afros.
Best line: "With the shampoo/I'll give it to you all/Rinse ya good/I made you look tall."

COLONEL NOODLE
This guy is the mastermind behind the whole noodle invasion. If PaRappa can't convince him that noodles are not the only food then it's noodles with noodles, forever. Succeed and it's party time for a big beats finale.
Typical line: "Slurp it/Suck it/I know you all like it" Strewth!



By completing the game, you'll unlock a new coloured beanie for PaRappa which signifies a harder difficulty level.

Providing backing accompaniment for PaRappa is a far cry from Lammy's glory days of touring with her band, Milk Can.

SHADOWMAN 2: 2ECOND COMING

WORDS: PAUL FITZPATRICK

Okay Mr Shadowman what's it going to be? Voodoo or doo doo? Deadside's most famous zombie returns.

Publisher: Acclaim
Developer: Acclaim Studios, Teeside
Players: 1
Release: February

Action heroes don't usually have time to get a full education. They're far too busy growing up on the wrong side of the tracks and wrestling with evil while the rest of us are struggling with differentiation and rope climbing in draughty gyms. But not Mike Leroi, the 'liveside' incarnation of voodoo assassin and cross existence superhero Shadowman. Not only is he a double first from the University of Bad Ass, but he's also an English Lit graduate. So if you're sitting in halls of residence reading this, take heart. You may not end up quoting Chaucer in a Matalan uniform after all. You may get a voodoo mask forcibly implanted in your chest by a batty sorceress and employed to keep Satan's minions from invading the land of the living and turning the *Book Of Revelations* into current affairs.

Well received on its release in 1999, *Shadowman* breathed new death into the 3D adventure contrasting Lara Croft's perky, blue-blooded lever and ledge fests with an altogether more ambiguous affair packed with sorcery, putrefaction and swamp-loads of dank atmosphere in the Deep South.

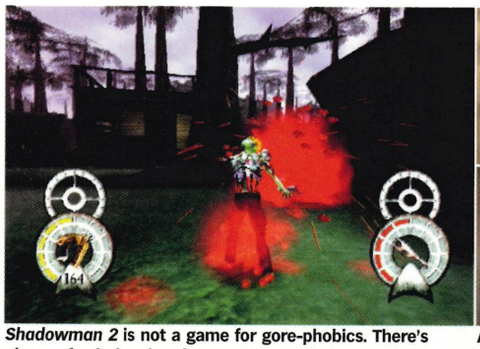
Two years on and the New Orleans-based Mike Leroi/ Shadowman is drawn into events surrounding a voodoo gang-lord's attempts to open a gateway to the netherworld on the behest of horny devil Asmodeus, the leader of the Grigori demons. And so, with the help of a crippled PI, Thomas Deacon, our hero must piece together the details of the diabolical plan, collecting clues, artifacts and weaponry to the inevitable showdown with the CEO of Evil and harbinger of Armageddon.

Before we get swept along by a tide of chicken blood, a brief introduction to Shadowman's killer hook is in order for newbies. The game action rolls in a sped-up version of normal time. Not unusual in itself, but the reason for this is that between dusk and dawn, Leroi transforms into the Shadowman. A walking, cadaverous (and immortal) citizen of the netherworld, complete with ventilated rib cage and blankly glowing eyes.

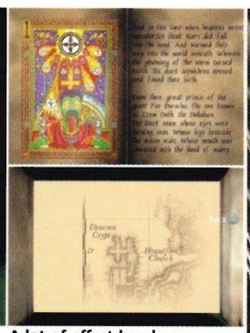
FOR THE BIRDS

An example of *Shadowman 2*'s puzzle style condensed.

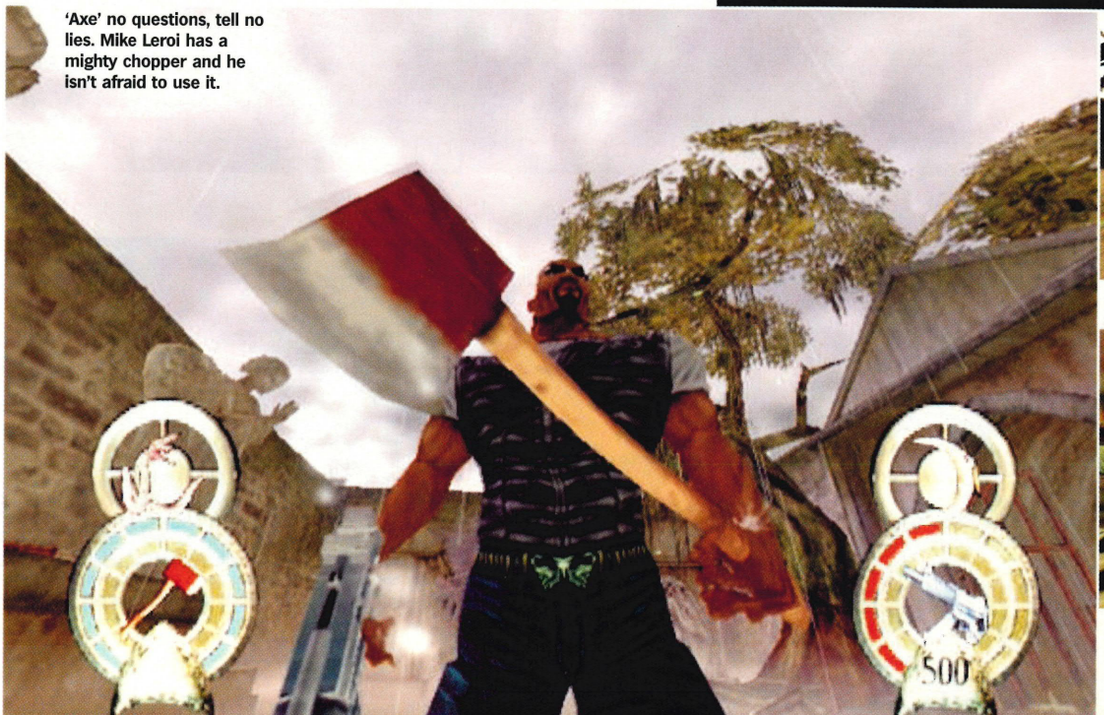
Early in the game Sorceress Nettie needs ten bird skulls for a spell. And she's fresh out. Looking under her church you find an axe. Bird-chopping time? No. But the axe will let you chop a barrier down on the way back into town giving you access to a sniper rifle. There were birds flying above the church. You return, but can you shoot them down? Can you heck. So you wander. And wander. Then you find a hidden path that leads to a lake and on the jetty is a bird skull. Promising. So you swim across, and find a tunnel behind some oil drums. You emerge by a larger lake filled with alligators and there, circling above, are a flock of zombie birds. Hooray! Practise your sharp shooting skills and all that remains is a life threatening diving session to collect the fallen birds' skulls from the bottom of the lake before the snapping handbags start to play Shadowman bobbing for keeps. Simple, right?



***Shadowman 2* is not a game for gore-phobics. There's plenty of vein ketchup here and you spill most of it.**



A lot of effort has been made to create atmos.



'Axe' no questions, tell no lies. Mike Leroi has a mighty chopper and he isn't afraid to use it.

This time enforced transformation alters other aspects of gameplay. Leroi can die, Shadowman cannot. Leroi can push and manipulate large objects, Shadowman cannot. And where Leroi has access to an arsenal of guns and blades, our good friend Mr Man not only handles Cronenberg-a-like deadside versions of these, but also a range of supernatural voodoo weaponry. And let's be frank, once you've dispatched a redneck goon with a swarm of flies there really isn't any looking back.

This enforced duality does wonders for what is already a refreshing change from the go there, pull this, go back, walk there type of no brainer puzzling 3D adventuring is famous for. Multiple routes mean that unless you stop and think about how to complete a certain task *before* you set off, you can quite easily waste time and health heading in the wrong direction.

Graphically, the developer has done a good job giving the environments and characters a suitably menacing style. For now at least, enemy AI is a little random, and fights, when they occur, can be more irritating than adrenaline pumping. However, there's nothing that can't be fixed before release, and *Shadowman 2* is looking distinctive enough already to suggest that its prospects remain very much in the land of the living. □

ON TARGET? SHADOWMAN 2: 2ECOND COMING

Atmospheric graphics and a creepily absorbing story line give Mike Leroi's second outing a good foundation on which to build.

PUZZLES
Lack of spoon-feeding is good. Too much leg work though.

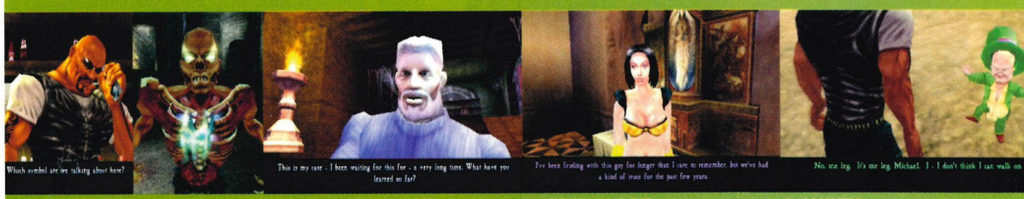
WEAPONS
Dead and liveside weapons make for an impressive arsenal.

OCCULT GIBBERISH
Grigori Sephiroth codexed what with Asmodeus now?

//Packed with sorcery, putrification and loads of dank atmosphere//

WITH A LITTLE HELP FROM YOUR FIENDS

A roll call of *Shadowman 2*'s good guys and gal.



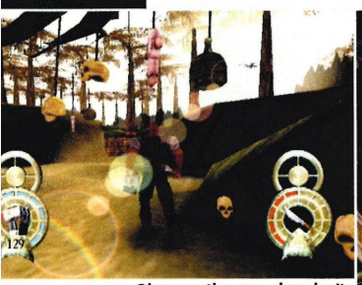
1. MIKE LEROI/ SHADOWMAN
Forever in blue jeans, Mike transforms from lit grad/ assassin into zombie/ assassin when the sun goes down enabling him to walk between the worlds of the living and the dead.

2. THOMAS DEACON PI
Former cop with the NYPD, Deacon was paralysed during a fight with a demon over the Codex, a supernaturally powerful book. Now an investigator into the occult, he guides Leroi in his fight against the minions of Asmodeus.

3. NETTIE DUBOIS
In a brilliant piece of casting, 500-year-old voodoo sorceress Nettie has the body of 20-year-old, and judging by her wardrobe doesn't feel the cold. She created Shadowman by implanting the shadowmask into Leroi's chest.

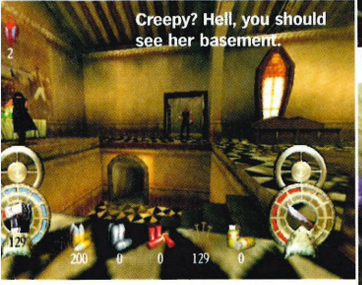
4. JAUNTY
A skeletally featured leprechaun with one bulging eye and a severe height deficit. Like Leroi, Jaunty can walk between the real and netherworlds but doesn't possess any real power. Irritating, but he can be useful.

Mike wonders whether he has time to check his Hotmail before he confronts the Grigori demons.

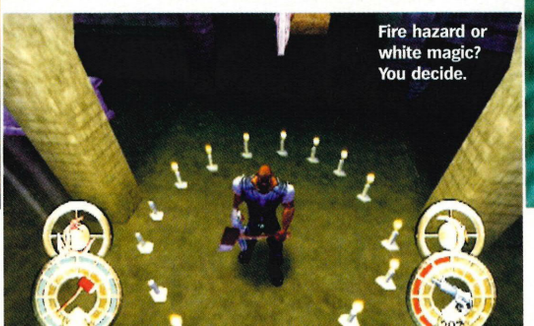


Okay, so the sun glare isn't new but it's pretty, right?

New Orleans looks fantastic, but there's no time to sightsee.



Creepy? Hell, you should see her basement.



Fire hazard or white magic? You decide.

Shadowman might be undead but it doesn't mean he's popular with zombies.

NASCAR HEAT 2002

WORDS: PAUL ROSE

NASCAR HEAT 2002

For high banking turns and multiple pile-ups, this is the game for you – especially if you're an 'oval' fruit...

Publisher: Infogrames
Developer: Monster Games Inc
Players: 1-2
Release: January

Few would argue that the NASCAR simulation scene is particularly fiercely contested. On the PS2 to date, there's been an EA Sports entry into the series, and that's pretty much your lot. Until now, that is. Infogrames and Monster Games' *NASCAR Heat 2002* – an all-new version of the PSone original – hopes to be the *Pro Evolution* to EA's *FIFA*. In less obtuse terms, it may sacrifice some surface gloss in favour of stronger, more realistic gameplay, but the trade-off is worthwhile. In theory.

For those unfamiliar with NASCAR, it's about racing around mile-long oval tracks, against two-dozen opponents. It requires an entirely different set of skills to rallying, F1 and space hopper derby – skills that require you to adhere to a strict racing line, except when steering between your bunched-up opponents. It's fast, stupidly dangerous, and for some fans the single most exciting thing they'll ever see.

Perhaps because there's only so much you can do with a bunch of nondescript oval tracks – and a couple with a few thrillsome bends – *NASCAR Heat* is packed with game modes. Aside from the usual Championship and One-Off race options, you'll also get the opportunity to go Head-To-Head against NASCAR pros and engage in something dubbed Beat The Heat. Clearly a doff of the helmet to *Gran Turismo*'s licence feature, Beat The Heat presents the player with 36 scenarios of increasing difficulty, requiring you to master specific skills in braking, turning, and driving-like-a-maniac. The mode serves several functions: to teach the player some basic skills, get to grips with the way the cars handle, and to provide an incentive to return and upgrade your bronze medal to a gold.

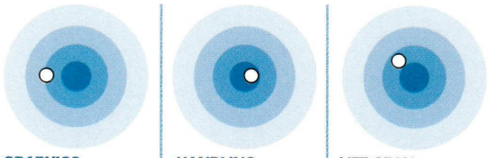
However, there's one thing that *NASCAR Heat* can claim that *Gran Turismo* cannot: cars that visibly crumple when you crash them. Indeed, damage is an important aspect of the game, with an on-screen monitor telling you how bad various components are, including the status of your tyres. Brake too sharply, and you may be forced to make a pitstop.

Visually, *NASCAR Heat* is a mixed tin of car sweets. While the very nature of NASCAR doesn't lend itself to stunning graphics, there's no denying that it is a little bland on the eyes. The cars are solid, and the damage authentic, but there's an overall lack of sheen that other games can claim. That said, the trade-off is that there can be up to 24 cars on a track at any one time.

Though the frame rate dips noticeably at times, it's still playable, even when you're bumper-to-bumper. Like any Formula 1 title you care to mention, *NASCAR Heat 2002* won't be to everyone's liking. Getting the most out of it requires time, patience, and plenty of practise. That said, if Infogrames can tackle the frame rate issues, it could just pip EA's *NASCAR 2001* to the post. □

ON TARGET? NASCAR HEAT 2002

The PS2 is short of driving games, and the NASCAR sub-genre is a two-car race. Which will come out on top?



GRAPHICS
Solid, but dull, and suffering from some frame rate troubles.

HANDLING
No complaints here. The cars have a good weight to them.

LIFE SPAN
The Beat The Heat mode will offer value for money.

THE OVAL OFFICE

To the untrained eye, every NASCAR track may look the same, but as any aficionado of the sport will tell you, looks can be deceiving. To prove the point, here are the subtleties to be found in the four tracks from our preview version.

TEXAS MOTOR SPEEDWAY
Location: Fort Worth, Texas
Length: 1.5 miles
Shape: Oval

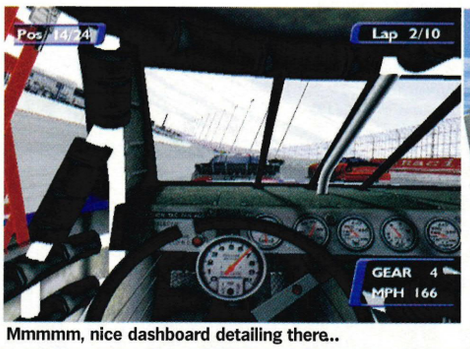
DAYTONA INTERNATIONAL SPEEDWAY
Location: Daytona Beach, Florida
Length: 2.5 miles
Shape: Oval

WATKINS GLEN INTERNATIONAL
Location: New York
Length: 2.454 miles
Shape: Mr Nosey, out of the Mr Men. Depending on which angle you're looking at it from.

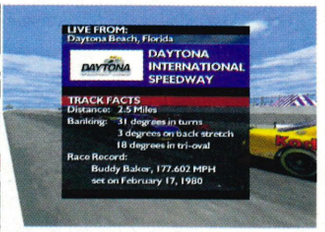
RICHMOND INTERNATIONAL
Location: Richmond, Virginia
Length: 0.750 miles
Shape: Oval

Close up and personal with the frighteningly intense in-car view.

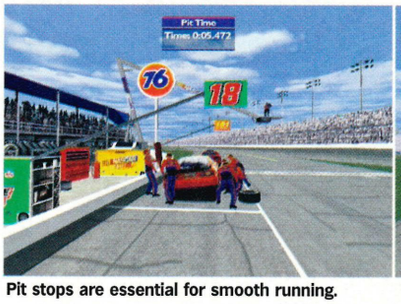
Replay mode features every unusual camera angle you could wish for.



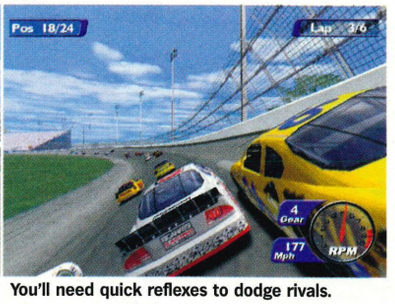
Mmmmm, nice dashboard detailing there..



Get the facts on the famous Daytona Speedway (which once inspired a Sega game all of its own).



Pit stops are essential for smooth running.



You'll need quick reflexes to dodge rivals.

MONSTERS, INC

WORDS: DAVID MCCARTHY

Pixar's scare factory takes a platforming leap from big screen to small screen.

Publisher: SCEE
Developer: Disney Interactive
Players: 1
Release: February

Over the illustrious history of the videogame industry, titles based on lucrative movie licences are ten a penny. But for every *Aladdin* or *GoldenEye*, there always seems to be a corresponding Disney's *Dinosaur* or *Flintstones Viva Rock Vegas*. For every slick, assured and innovative interpretation, there's always been a lazy, money grabbing, cash-in (of course the less said about movies based on videogames, the better. So we're not going to mention *Lara Croft Tomb Raider*. Or *Final Fantasy: The Spirits Within*).

Given that *Monsters, Inc* is the latest digitally animated movie from the creators of the massively successful *Toy Story* series, it was never in doubt that PlayStation2 owners were going to be able to get their hands on an interactive version. But how excited should you be? Well it's a fairly authentic interpretation of the licence.

As in the movie, the game follows the exploits of two scaredy monsters; James P Sullivan, a bear-like behemoth better known as Sulley, and Mike Wazowski, a single bug-eye on lime green legs. Working for the largest scare factory in the monster world, the eponymous Monsters, Inc, the two less-than intrepid scarers are forced to avert catastrophe when the tranquility of monster world is upset by the arrival of a human child.

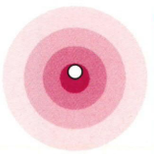
The action kicks off with a tutorial (or orientation programme) to familiarise players with the controls. It's clear from the start that the hallmarks of the movie – a wry sense of humour and some luscious graphics – have made the transition to small screen intact. It's also clear that the control scheme is satisfyingly precise, with an intuitive camera and a nice range of platforming manouevres. Indeed comparisons with *Crash Bandicoot* are inevitable thanks to the fairly standard platforming action, and a similar set of controls, but *Monsters, Inc* is particularly well-executed, and allows a greater degree of player freedom.

In a tried and tested manner, environments are peppered with power-ups. Extra Try Tokens, as their name suggests grant you with an extra attempt at a level. If you're lucky enough to find a Bag O' Calories, you'll be able to recover any missing health. And you'll find it essential to pick up jars of Primordial Ooze with which to increase your monster's scare power. So it's all fairly standard stuff. Fortunately though, it's not just a by-the-numbers title. It might rehash a formula, but it does so in a genuinely entertaining manner.

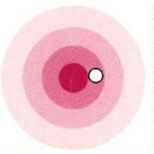
While it seems, ostensibly, to be aimed at kids, there's also plenty of entertainment for everybody – pretty much like the film in fact. So if you've been to see, and enjoyed, the movie, and you want to find out what Sulley and Wazowski get up to in their spare time, it's worth keeping an eye on this one to see how it shapes up when it's complete. □

ON TARGET? MONSTERS, INC

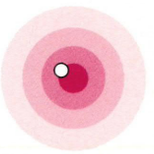
It might not redefine the boundaries of the genre, but it looks every bit a successful conversion of a prestigious license.



LICENCE
A worthy successor to the very successful *Toy Story 2*.



ACTION
Fairly standard by now, but nicely executed.

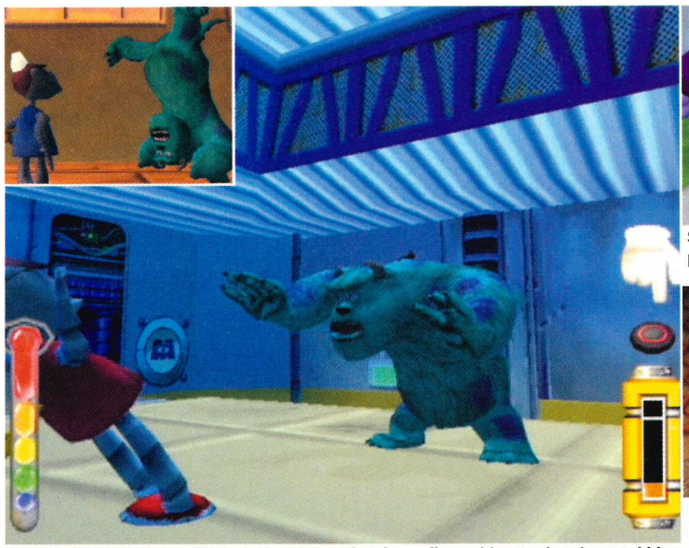


GRAPHICS
Not quite as sharp as the movie, but it's nearly there.

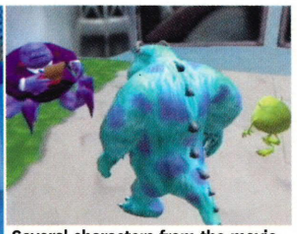
SCARY MOVIE

***Monsters, Inc* cleared up at the box office despite *Harry Potter*.**

Over the weekend of its US launch, *Monsters, Inc* generated box office revenues of $62.5 million (£42.7m), going on to make some $300 million (£211m). Not a bad return on the $10 million (£6.8m) that Steve Jobs, the founder of computer manufacturer Apple, paid George Lucas for Pixar back in 1986. Of course that was back before the days of *Toy Story* and its sequel cemented the company's reputation in the field of digital animation – a reputation that allowed the company to attract the voice acting talent of the likes of Billy Crystal, John Goodman and Jennifer Tilly, for its latest scare fest.



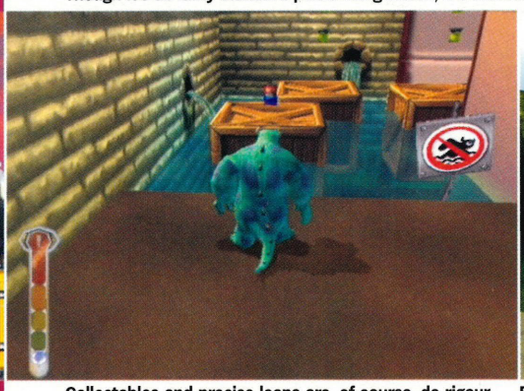
Though it's all fairly standard platforming action, it's enlivened by scaring dummy kids.



Several characters from the movie put in an appearance in the game.

Players can choose from the two lead characters in the movie.

Scaring is done by means of Bemani-style button bashing.



Collectables and precise leaps are, of course, de rigeur.

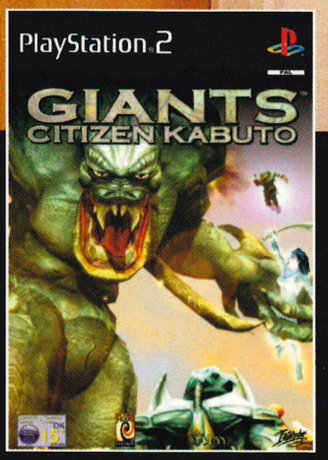
Fortunately scaredy monsters don't have to scare any real kids.

PlayStation 2

Wouldn't it be cool if you could eat your boss? Or summon a catastrophic whirlwind to throw your bank manager hundreds of feet into the air, so he falls to his gory death? Or shoot the jobsworth bus conductor with a sniper rifle from half a mile away? A safe, cathartic way of releasing the day's pent up aggression?

The international smash hailed by the critics as one of the best PC games ever finally arrives on the beautiful black box. This epic of a game spans over 45 levels in beautiful 3D landscapes, and lets you control three amazing races, who can rip each other apart in various ways. Oh, and did we mention it's got some of the best humour ever to grace a videogame?

After this, you certainly won't attend another aggression management session.



5/5 FHM.com

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PLANET MOON STUDIOS

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SALT LAKE 2002

WORDS: SAM RICHARDS

Not a game about Mormons, but the official videogame of the 2002 Winter Olympics.

Publisher: Eidos
Developer: Attention To Detail
Players: 1-4
Release: January

There's a suspicion that the cold climate companion to the world's greatest spectacle of sporting endeavour was only invented in 1924 because countries like Switzerland and Canada weren't very good at running or javelin. Here in temperate old Blighty, no-one pays much attention to the Winter Olympics, largely because the only British competitors we've ever heard of are Torvill & Dean and Eddie 'The Eagle' Edwards, and one of those was only famous for being rubbish. Nevertheless, it's PlayStation 2 law that every sporting event, however minor, must have its own videogame, so drag yourself away from *SSX Tricky* for a moment and listen up.

Salt Lake 2002 is developed by Attention To Detail, the same people who made the mediocre *Track & Field* clone for the Sydney Olympics on PSone. *Salt Lake 2002* is more distinguished graphically, although at the moment it still doesn't really come close to the PS2's best in terms of flair or finesse.

A potentially fatal flaw is obvious from the outset: *Salt Lake 2002* features only six events. Five of these are piste disciplines and include downhill skiing, slalom, snowboard slalom, ski-jump and something called freestyle aerials, which basically amounts to doing a single *SSX* trick in front of the judges. The bobsleigh provides something a bit different, boasting an unusual control dynamic that requires you to prevent the speeding toboggan from coming a cropper. Still, we constantly berate Konami's *International Track & Field* series for only including ten or so events, so ATD's lack of ambition here is glaring.

Admittedly, it's difficult to see how a figure skating segment would work, but speed skating, luge and curling are all suitable disciplines that have been ignored. We'd also like to have seen evidence of a range of courses for the skiing and bobsleigh events, but alas, it looks like there'll only be one course per event.

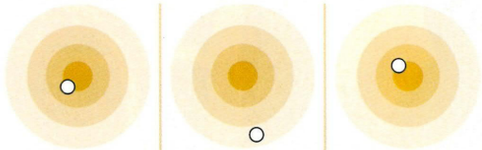
There are a whole range of modes on offer, but investigation reveals these to be ostensibly a method of artificially extending the game's life span. Olympic mode gives you the chance to win gold medals in each discipline, so Tournament and Classic modes only offer you the same events again, just in a different format and with an increasing difficulty scale.

On the positive side, the skiing disciplines are fun, if rather simplistic. Learning how to harness your athlete's speed and power while maintaining a rhythm of turning that allows you to pass through the gates without gaining time penalties is enjoyable, and given an extra dimension when played in split-screen against a friend.

Presentation is decent and the commentary – courtesy of BBC stalwarts Stuart Storey and Graham Bell – is excellent. However, with *SSX Tricky* dominant in the snow-based sports sector, it's hard to see how *Salt Lake 2002* will make its presence felt. ☐

ON TARGET? SALT LAKE 2002

Will Attention To Detail's wintry effort be a case of Citius, Altius, Fortius, or will it fall victim to British indifference?



PRESENTATION
Neat graphics but it's the BBC commentary that impresses most.

VARIETY
With only six events, *SL 2002* could be a short-lived joy.

OLYMPIC SPIRIT
It's not just the winning, it's the taking part...

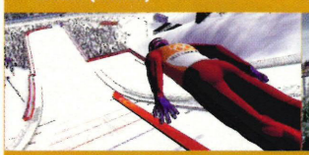
OLYMPIAN FEATS

A bit of background on the six Winter Olympic events included in the game of Salt Lake 2002.

Men's Downhill
Ski down the piste as fast as you can without falling off. Miss a gate and get disqualified.
☐Gold medal holder: **Jean-Luc Cretier (France)**

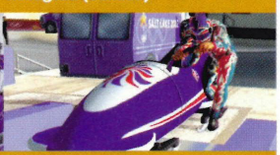
Women's Slalom
A downhill ski race involving zig-zagging between flags. Miss a gate and incur a time penalty.
☐Gold medal holder: **Hilde Gerg (Germany)**

Snowboard Parallel Giant Slalom
Like the ski slalom, but harder. Organised as a head-to-head knockout tournament.
☐Gold medal holder: **Ross Rebagliati (Canada)**



K120 Ski-Jump
The bigger and more frightening of the two standard ski-jump heights. After you, sir...
☐Gold medal holder: **Kazuyoshi Funaki (Japan)**

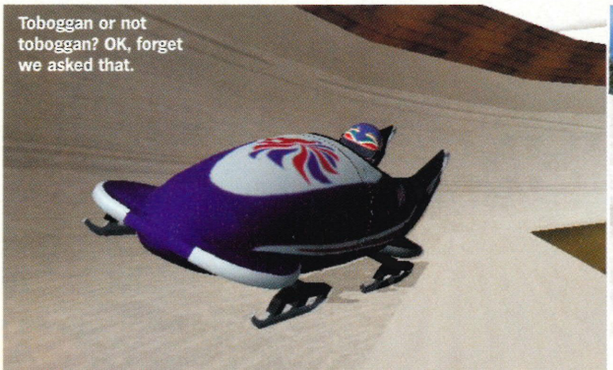
Freestyle Aerials
A freestyle ski event. Take a run up to a ramp and get two chances to pull off an impressive stunt.
☐World Record Holder: **Nikki Stone (USA)**



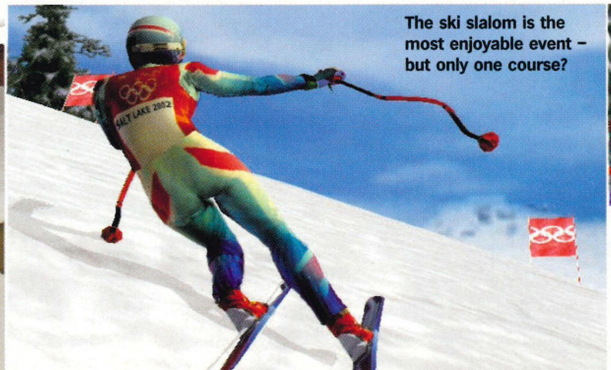
Two-Man Bobsleigh
Two men in a metal sled hanging on for dear life as it plummets down an ice flume.
☐Gold medal joint holders: **Luders/MacEachern (Canada)**

Time for skiers to get their own back on the snowboard generation.

Now they just need to combine the ski-jump and aerials for serious thrills.



Toboggan or not toboggan? OK, forget we asked that.



The ski slalom is the most enjoyable event – but only one course?

"Yes! Now I can be as famous as Hilde Gerg!"

VIRTUA FIGHTER 4...

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PSM2

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WHAT PSM2 STANDS FOR...

Why is PSM2 Britain's best independent PS2 mag? Because we're just like you – straight-talking gamers with a passion for PlayStation 2. Real gamers rely on us to deliver the definitive verdict. This issue is no exception – rammed with up-to-the-minute reviews of every new PS2 game, plus 29 pages of massive new titles heading to the best gaming system in 2002. What are you waiting for..?

GET IT NOW!

FROM THE MAKERS OF:
PlayStation 2
OFFICIAL MAGAZINE-UK

Karate chop through the tropics. Pump demons full of lead. Infiltrate The Mob. And don't drop your Martini.

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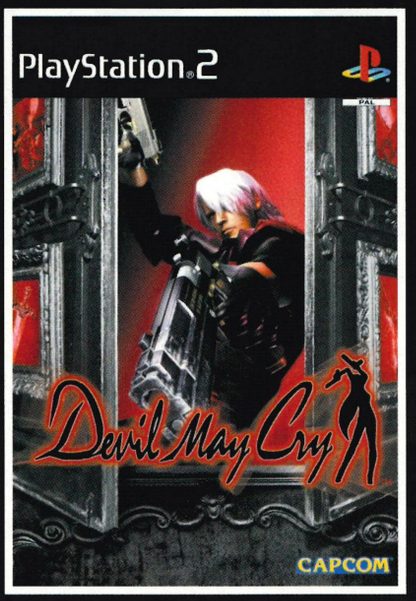
Jak and Daxter



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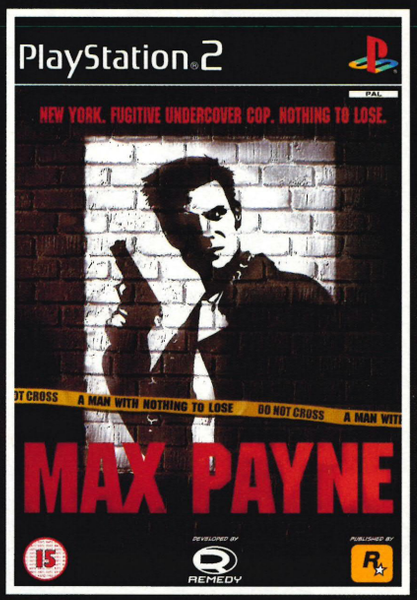
Devil May Cry



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Max Payne

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SPY

EDITED BY GEORGE WALTER

headliners

Brand-new *Stuntman* info → p35
Blade 2: first screens → p37
TOCA and *Colin McRae 3* → p39
PS2 in an art gallery? → p40
Say hello to *Freekstyle* → p42
LMA Manager update → p53
The bizarre *Shadow Hearts* → p54

Metal Gear Solid 2 creator, Hideo Kojima celebrates the launch of his game. Calm down, Hideo mate...

Here's a few more teasing grabs for you to ogle at. Not long to wait now: in next issue all will become clear...

Just who is that guy in the gimp mask?

METAL GEAR: SOLD

MGS2 sells out in the US and Japan. And it hasn't even reached the UK...

METAL GEAR SOLID 2: SONS OF LIBERTY is on the way to becoming the fastest selling PlayStation 2 game in the console's history. After just two days of going on sale in the US it had sold 500,000 copies. Then in five days the figure had risen to 680,000. In order to keep up with the demand of North American gamers, 1.8 million copies have been distributed to retailers with even the Executive Vice-President of Konami of America, Dick Wnuk, admitting he's been overwhelmed with the response.

"We're thrilled with the business that *Metal Gear Solid 2* has done in its first two weeks on store shelves," he says. "We knew that there was going to be a huge demand for the new *Metal Gear*, but even we have been surprised by the overwhelming reaction from gamers across North America." Other sources suggest that as many as two million copies of the game had been pre-ordered at $49.99 each. If the game continues to sell at such a high rate it will soon reach the same heights that have so far only been touched by the likes of Square's *Final Fantasy X* on PS2 – at its Japanese release – which has gone on to sell 2.45 million.

The high demand for the title has also been indicated by news that pirate copies were on the black market in Hong Kong and Taiwan in the days subsequent to the official Japanese release. Eager gamers were wasting their money though – Konami's official US Web site has already printed a statement that says, "Pirated discs cannot be played on a PlayStation 2."

Another negative effect of releasing *Metal Gear Solid 2* in the US first has meant that already an abundance of walkthroughs, players guides and major spoilers have been posted on gaming forums. Unfortunate, considering the game contains a few somewhat 'major' plot twists. Our advice? Wait till February. It'll be worth it. In the mean time, see over how Japan liked *MGS2*...

Boy? Girl? Man? Woman? Cyborg? You decide. Nice arse though...

Eager fans get their Kojima memorabilia signed as Shinkawa looks on.

OVER IN JAPAN...

Metal Gear Solid 2 has always done better outside of its home nation, highlighted by the fact that it only managed to come second to *Dragon Quest IV* (PSone) in a Japanese online poll of most wanted games. However, the response from the Far East has been anything but muted: on the first day the game went on sale 600,000 copies had been pre-ordered, and 400,000 were sold over the counter.

On the evening of *Metal Gear Solid 2*'s Japanese launch, Konami held a signing event at entertainment chain Tsutaya's Shibuya store and *OPS2* was there to witness the experience. Showing periodically on the futuristic building's massive exterior screen – the largest in the city – were the game's Japanese TV commercials. By the time director Hideo Kojima and mecha/character designer Yoji Shinkawa took to the stage, the area was packed with excited fans, new software purchase in hand. While waiting to have their goods signed, they were entertained with the *MGS2* cinematic opening that ran constantly on a video wall. Also there to tempt those waiting were beautifully detailed figures unfortunately not out in Japan until January.

//"Development's taken three years, but at last it's complete. Please enjoy"//

"Do you know *Metal Gear Solid 2*?" Kojima joked, mimicking the ad. The crowd laughed and clapped in response. "Development's taken three years," he continued, "but at last its complete. Please enjoy." Shinkawa remarked that he'd visited Akihabara earlier and was happy to see long lines of punters waiting to buy the game. After thanking the audience, the signing session began. Given to the lucky first fan in line was an illustration by Shinkawa-san, autographed by himself and Kojima-san. While those who'd downloaded the 'discovery alert' ringing tone onto their mobile phones received a T-shirt.

While purchasing the game at Tsutaya was prerequisite for an autograph ticket, some hardcore fans brought items from their Kojima collection to be signed. Manuals for *Policenaut* and *Snatcher* (two of Kojima's earlier games), strategy guides and a prehistoric *Metal Gear* game cart drew a surprised, "Amazing!" from the Director, who flashed them to the crowd with a laugh. One fan asked for his mobile to be signed. Presumably, he's intending to keep the ringing tone for good – until the next game comes out, that is.

WHILE BACK IN THE UK...

Anticipation for *MGS2* in the UK is understandably being fuelled by the rave reviews the game is receiving in both Japan and the US. One advantage of being the last territory to receive the title is that we will hopefully receive a slightly more complete game than US gamers.

Why? Well, in a recent interview Kojima suggested that the American release would contain less bonuses than the Japanese version. While Konami could not confirm details, it has been revealed to *OPS2* that the UK will receive a version coded specifically for us. This was also the case with SCEI's *ICO* which will feature improved AI and added scenes for its Japanese and Euro incarnations. As Kojima put it, "Sometimes it pays to wait."

Meanwhile, UK gamers desperate to get their hands on a copy are pre-ordering the game in remarkable volumes. Already top of the PS2 future releases on e-commerce site Amazon.co.uk, a spokesperson confirms this, saying, "It's undoubtedly going to be one of our biggest games next year." Konami of Europe has also announced that to celebrate the launch they will be putting life-size models of the game's hero Solid Snake in stores. The models stand at exactly 1.84 meters tall with Snake's original proportions and detail, due to game designer Yoji Shinkawa assisting with art direction during the model's development.

SCEE is obviously excited about the release. While speaking to Darren Carter, Marketing Director for Sony UK at the Million Sales party last month (see page 36) the importance of *MGS2* for the PS2 release schedule becomes clear, "Seeing what's been written about it now and what the reaction has been from America and Japan is really exciting. I don't think that it'll be the be-all and end-all for PS2 but it's certainly a huge step forwards for games." ☐ **GW/AW**

**Sneak back next issue for our exclusive UK review and playable demo of* MGS2.

METAL GEAR SOLID 3?

We set the odds on what Kojima's going to do next.

ONLINE IDEAS?
Speaking to *OPS2* at the E3 videogames expo earlier in 2001, Kojima hinted that he would be interested in including online elements in future games and make use of the Hard Disc Drive. "In the future, maybe we could have you downloading an additional weapon," he contemplated, "But we won't just include online content because it's there, we'll use it to make the gameplay more fun."
Odds: 5/1 More than likely.

MGS GOES TO WAR?
One of the more bizarre suggestions made for *Metal Gear Solid 2* spin-offs is that Kojima admitted to *OPS2* that he would like to do a *Metal Gear* set in WWII. So that's gung-ho Fox Hound agents flying a Spitfire or infiltrating the Nazi's V2 flying bomb experiments then? Stranger things could happen...
Odds: 40/1 An outside bet.

HANDING OVER THE DIRECTORSHIP?
While there will be new *Metal Gear* games, there's the possibility that Kojima might not actually direct them. In a recent interview, Kojima claimed that he was considering handing over the Director's role to someone else after the planning stages of *Metal Gear Solid 3*.
Odds: 10/1 Kojima wants to move on.

WIN A SIGNED COPY OF MGS2!

If you'd like the opportunity to win the copy of *Metal Gear Solid 2: Sons Of Liberty* that you can see our Japanese correspondent Amos having signed above, then all you need to do is answer the following simple question. How many *Metal Gear* games have their been? (And that's *all* of them.)

Put your name, address and answer on the back of a postcard marked *Metal Gear* Compo and send it to *OPS2*, 30 Monmouth St, Bath, BA1 2BW or send an email with the subject marked '*Metal Gear*' to ps2compos@futurenet.co.uk, to reach us before 25 January 2002. All normal competition rules apply and the editors decision is final. (See page 145 for full list of rules.)

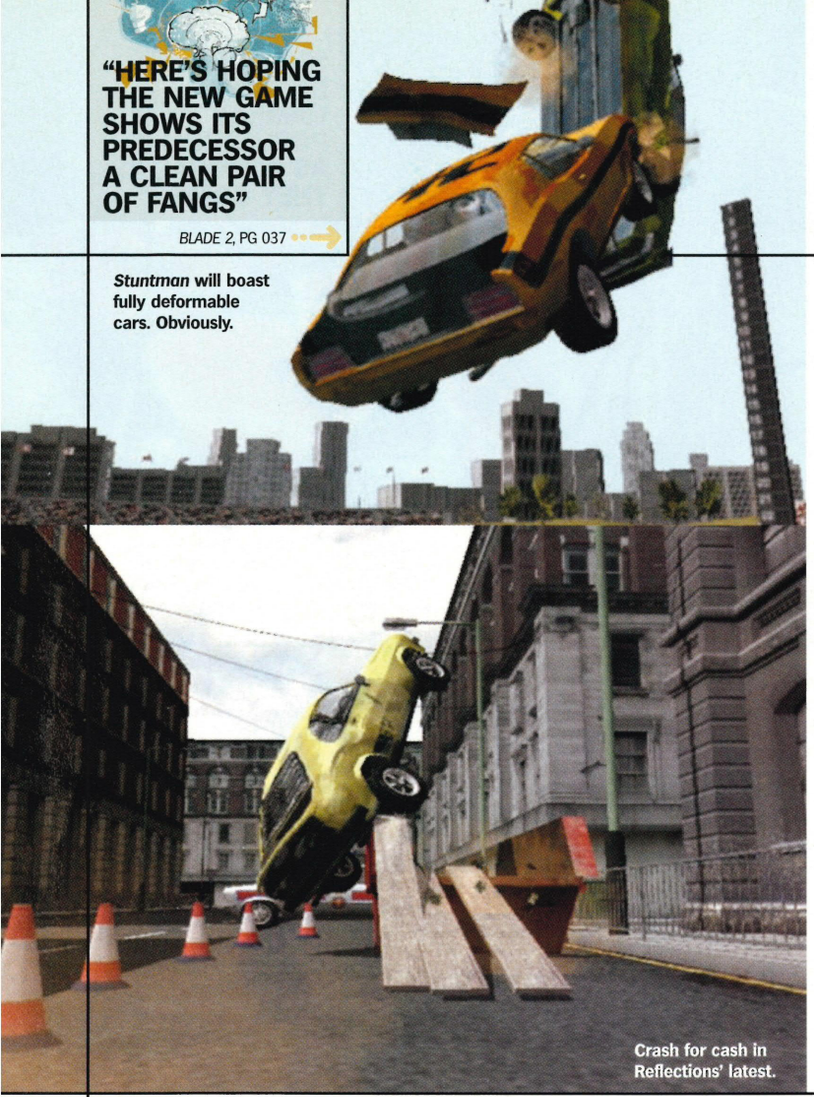
**Remember, as this is the Japanese version it won't play on a UK PAL machine, but who cares when it's been signed by Kojima? Exactly.*

Sights like these were commonplace around Japan.

Shibuya's Tsutaya game store: the venue for Kojima's signing.

"HERE'S HOPING THE NEW GAME SHOWS ITS PREDECESSOR A CLEAN PAIR OF FANGS"

BLADE 2, PG 037



***Stuntman* will boast fully deformable cars. Obviously.**

Crash for cash in Reflections' latest.

CRASH AND EARN

Reflections' keeps us up to date with progress on *Stuntman*.

NEW INFORMATION AND screens have been released on Reflections' stunt driving sim *Stuntman*. From the team who originally created *Driver* and *Driver 2* for PSone, *Stuntman* will put the player in the hot seat of 17 different damageable vehicles with your role being to successfully complete dangerous, yet choreographed tricks for the camera.

After getting the basics of the game together it's the developer's time to have some fun. "We are now at the stage that we are able to start adding in the stunts, start playing them and refining them," says Martin Edmondson, Creative Director. "Most of the artwork is complete, but we are currently modelling and incorporating the level of detailed models for the locations. This will allow us to look at whole levels at once rather than just fragments." Further new additions are pressure sensitive steering and acceleration for the cars.

Already showcased to *OPS2* at Reflections' Newcastle base earlier in the year (see feature in *OPS2*#12) it's encouraging to hear that one of the big games of 2002 is beginning to take shape. But what's significantly changed since then? "We now have other cars in the game using AI," continues Edmonson, "And the mission system is working, but we still don't have the scoring boxes working properly along with instructions. This means that how the player actually performs the stunt is not yet intuitive."

So, still a while off completion it would seem... However, with around 40 people diligently working on the title it's clear that when the game is finally ready for release we can be hopeful of a polished title. For the moment pass your eyes over the new art and carry on dreaming of being Bo Duke in *The Dukes Of Hazzard* or Crockett and Tubbs in *Miami Vice* for just a little bit longer. ☐ **GW**

**Stuntman* *is currently scheduled for release in May.*

"Nah, mate, I can't do you an MOT looking like that..."

BLUE LINES

›› The Genki-developed monster trading RPG *Jade Cocoon 2* will get a UK release through Ubi Soft. The anime-styled game was previously known as *Tamamayu Saga 2* in Japan ›› Majesco has announced it will be bringing the Terminal Reality developed *BloodRayne* to PS2. The third-person action adventure game set in the Thirties stars a female vampire named Agent BloodRayne ›› After *The Simpsons: Road Rage* aped *Crazy Taxi*, could EA's soon to be announced *Simpsons Skateboarding* title do the same to *Tony Hawk's*?

THE GREAT ESCAPE

Prisoner Of War resurfaces at CodeFest after nine months deep undercover.

EXCLUSIVELY REVEALED BACK in *OPS2* #06, Codemasters' *Prisoner Of War* is a third-person action adventure set in the POW camps of WWII. The Wide Games-developed title was originally designed to feature the adventures of four Allied officers from Britain, France, Holland and the USA, as they attempted to escape the notorious Colditz Castle. However, as Codemasters' Executive Producer for the title John Smith informed us, things have changed.

"The game is still set in 1941 during World War II," says Smith. "You now take on the role of Captain Lewis Stone, an American Flight Officer whose surveillance aircraft has been shot down by the Germans while investigating reports of suspicious activity around the prisoner of war camp Stalag Luft III." Stone's primary mission is to escape from Stalag Luft III – best known the setting for Hollywood war film, *The Great Escape*. A perilous job to be sure, and not one made any easier by the stealth-based gameplay.

"*Prisoner Of War* is not like any other game," explains Smith. "The original inspiration is that a lot of games give you a lot of weapons – nine machine guns, a shotgun, a flame-thrower, a helicopter etc. You overcome challenges by blowing things up at distance. But what if you couldn't do that? What if you had to rely on your wits, your skill, your intelligence? Could that be as exciting as blowing up a helicopter up with a flame-thrower? We think it is."

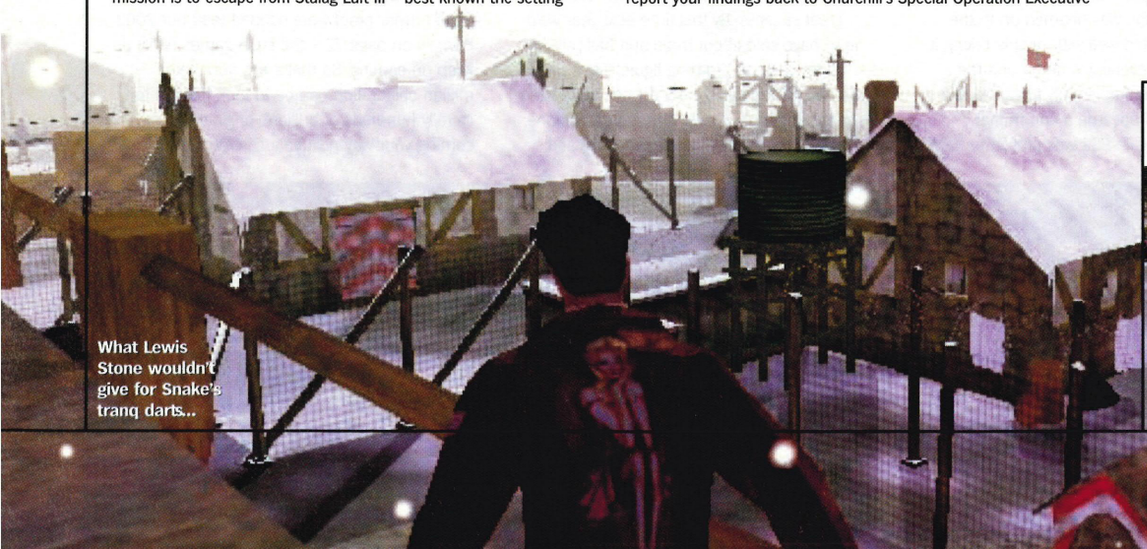
What that means is that while *Prisoner Of War* is structured around a series of missions that sees Stone having to sabotage equipment, pose as a Nazi guard, engineer mass escapes and report your findings back to Churchill's Special Operation Executive back in London, just how players choose to achieve this is very much up to them. You can make brash, daring escapes and run for your life or play a waiting game – Smith explains further.

"You save your game when you return to your barracks to go to sleep. However, you are always encouraged to replay missions and escape quicker. So you can save, sleep and feel safer or you can be bold and go for it, thus escaping in a quicker time."

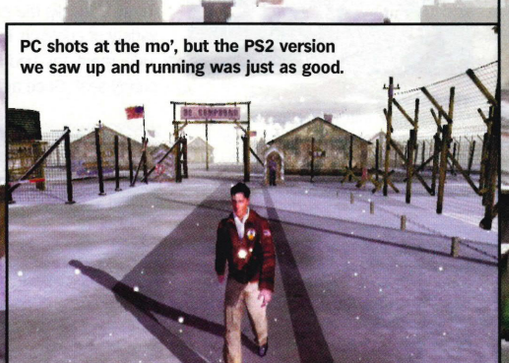
The game's already-impressive AI programming doesn't only extend to the game's wide and varied cast, it permeates the whole game world. As Stone is re-imprisoned throughout the game, the time of year affects the guards' routines and behaviour. Players will constantly have to totally rethink their tactics to make a successful escape – especially when your character is moved to Colditz.

With its intuitive blend of stealth, bravado, story line-driven objectives and a free-roaming game world, *POW* is a game as much about tension as it is action – think *Metal Gear Solid* meets *Medal Of Honor*. A mouthwatering proposition indeed. ☐ **MG**

**Prisoner Of War* *will be sneaking onto a PS2 near you this spring.*



What Lewis Stone wouldn't give for Snake's tranq darts...



PC shots at the mo', but the PS2 version we saw up and running was just as good.

SPY

Less social people just laid down and played *WipEout Fusion*.

"GREAT BRITAIN'S GAMING POPULATION IS AS IMMORAL AS THEY COME..."

PS2 CHARTS, PG 050

PS2 partygoers were intoxicated by booze cunningly disguised as passion fruit juice.

Two strange ladies attempt to get high off the smell of fresh marker pens.

PHOTOGRAPHY: MARTIN BURTON

A MILLION UP!

It's official! PlayStation 2's sold a million!

LAST MONTH SCEE formally announced that it has sold a million units of the PlayStation 2 console. Never a company to pass up on the opportunity for a party, SCEE arranged a right proper knees up in the capital to celebrate the amazing achievement.

Although tickets for the event, held near Shoreditch, were hard to come by, *OPS2* managed to snap up a few – purely for journalistic reasons we're sure you'll appreciate. The location – an art gallery – was minimally decorated aside from some appropriate blue lighting and the new Third Place adverts projected onto the huge whitewashed walls. In the upstairs area of the venue was a graffiti wall on which partygoers were invited to sign their tags and a long table tennis table that allowed up to ten people to play ping pong at once. That said, by the end of the night it became more of a makeshift dancefloor.

In another room, paying homage to all lazy PS2 junkies, was a colossal bed, in front of which *WipEout Fusion* was beamed on to the wall. Intentions started well with people taking it in turns but as the evening wore on and the variety of cocktails in free supply began to blur judgement, the bed became a communal comfy seat. Once again PS2 was proved to have the ability to bring people together. In a more coherent state was MD of Sony UK, Ray McGuire. How does he feel about selling a million PlayStation 2s?

"It's a massive achievement," he says. "If anything it proves that we've got something that our customers want. I remember when we had a party for the PSone million sales – this one's come up a lot earlier which is really pleasing."

//"A critical mass would be to sell three million PS2s" Darren Carter, Sony UK//

Equally as satisfied, and now looking forward to next year, was Darren Carter, Marketing Director for Sony UK. "A critical mass for PlayStation 2 for me would be about three million units," he says. "But in terms of the speed with which a million has come around, it's a great success. By this time next year we'd hope to have sold about three and half million." Like Carter says, an amazing figure, but a three and a half million sales party doesn't quite have the same ring to it... As we downed dictaphone, went in search of any remaining boozes and tried unsuccessfully to sidle our way on to the bed, it was noticeable that one very large group of Very Important People were absent from this party. Who? You. Afterall, you bought the consoles. So how can you celebrate? Well hopefully with the knowledge that this is just the beginning – summed up neatly by Chris Deering, President of SCEE who we cornered eyeing up the space hoppers on the art gallery's outside terrace.

"PlayStation 2 will grow with the programmers and the users over the years. We have a kind of philosophy that success depends on creativity," he explains. "We've never tried to dominate the software market but instead encouraged people to invest in games. I firmly believe we are the only console company that's made a strategy based on individual creativity. It keeps games fresh, and fresh games keep people excited. At the moment looking at the quality that's coming up is like stepping into a candy store."

If further proof were needed read our 2002 Preview on page 72 – the fresh games really do keep on coming. So that's why your very own million celebration can be to look forward to literally hundreds of brilliant, original titles coming your way next year. ☐ **GW**

"IT'S LIKE A CANDY STORE!"

President of SCEE, Chris Deering tells *OPS2* his games of now and for 2002.

Gran Turismo 3: A-spec
"I think people are still very excited about *GT3*. It's a highly professional simulation with gigantic depth."

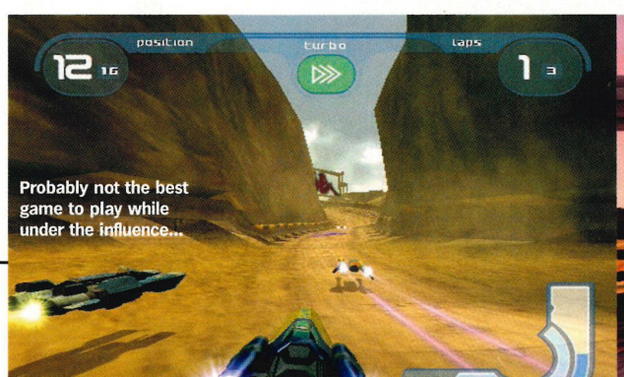
Grand Theft Auto 3
"Just For just pure fun, and yeah, I know it's a little bit naughty but I think everyone likes *GTA3*."

Metal Gear Solid 2
"This will definitely do well. You only have to look at the sales figures they've achieved in the US to say that."

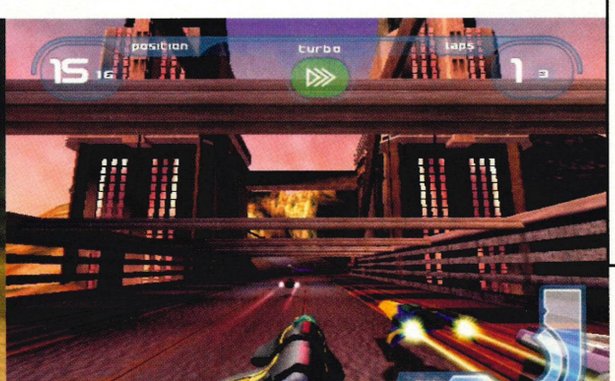
Dropship: United Peace Force
"We're excited about this. It's a new concept combining action with strategy air and tank warfare. That's what gets us in the industry excited – new concepts."

The Getaway
"An extremely ambitious game. It could be on the market now, but so many new ideas have come along that will make it even better. It'll definitely be on the market way before this time next year."

Jak And Daxter
"This has been created by ultimate professionals. We've been able to get that game out a week early which you *never* hear of normally and it got through QA on the first pass. It has no loading times, it's free roaming and it's for the whole family."



Probably not the best game to play while under the influence...



Blade fails to see the undead dwarf eyeing up his calves...

VEIN-GLORIOUS?

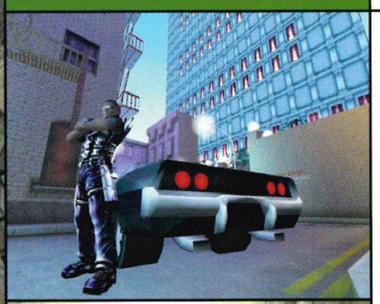
Activision announces alliance with the original daywalker in *Blade 2*.

WITH A CANNY EYE on the multiplex masses Activision has announced that it is developing a follow-up to the rather anaemic PSone vampire action adventure, *Blade*. And in a similar vein to that first game, the new title should be out just in time to ride a popcorn wave trailing the 2002 release of the Wesley Snipes starring, second movie based on the popular Marvel anti-hero, to be called *Blade 2: Blood Hunt*. Although not officially a movie tie-in, *Blade 2* on PS2 is to borrow key elements of the new film's plot and given the early, positive reactions to the upcoming film, that's no bad thing. This time gamers will control the half-human, half-garlic-phobic Blade as he strikes a fragile alliance with the very vampires he lives to hunt down.

The reason? A new, virus-like breed of super vampires called the Reapers who prey on living and undead alike, and whose need to feed every couple of hours could populate the whole world with the Nosferatu-alike monsters.

The game promises to make effective use of both Blade's eclectic, blade and firearm arsenal, and his famed martial arts skills. To this end a new, multi-directional fighting system will allow players to take on enemies from all sides with ass-kicking efficiency. It sounds good, but the lacklustre first game's shadow looms large over the franchise. Here's hoping the new game will show its predecessor a clean pair of fangs. ☐ **PF**

**Blade 2's release date is yet to be confirmed.*



Why use a curb to scrape off nasty dog mess when you can use the handy Thug-O-Scrape? Only £29.99 from *OPS2* Stores.

//Gamers will control the half-human, half-garlic-phobic Blade//

No in-game shots of *Fireblade* yet, but they have done this lovely render for the box art.

HOT CHOPPER

Midway unveils new combat helicopter title *Fireblade*.

KUJU ENTERTAINMENT IS developing a combat helicopter game titled *Fireblade* for Midway. This will be the second PlayStation 2 game from the team that produced the racing title *Lotus Challenge* earlier this year.

Joining Eidos's *Thunderhawk* as one of only two true helicopter sims on the PS2 market, Kuju is confident that its game has enough new features to make it a success, with a combination of "high detailed terrain and military muscle." *Fireblade* certainly won't be a small game with plans for 27 missions spread over five different campaigns, taking in the unlikely battle locations of the Amazon Jungle and the Arctic Circle.

Furthermore, rather than just centre on a single helicopter, in a move similar to SCEEs recently released *Dropship*, Kuju has opted to provide two differing playable craft each with their own mission objectives. A carrier chopper will be utilised for transport and rescue missions, while the Vendetta attack helicopter is ideal for assault sorties. One interesting function of the Vendetta is its ability to partially transform and fly at jet aircraft speed. Other notable quirks are weather effects, a character-based story line and a night time Stealth mode that requires players to navigate with night vision sensors.

OPS2 is yet to have hands-on experience of *Fireblade* but we're optimistic that a title published by Midway, with its heritage of producing quality arcade-styled titles (*Spy Hunter, Defender, Ready 2 Rumble: Round 2*) will produce a worthy addition to the PS2's chopper catalogue. ☐ **GW**

**Fireblade will be released in spring/summer 2002.*

UPDATE

Bringing you up to date with the latest PS2 games.

STAR WARS JEDI STARFIGHTER

Publisher: Activision
Last seen: *OPS2* #15
Release date: June

LucasArts has released a few screenshots of the sequel to *Star Wars: Starfighter*. Although the new game will feature an original plot it will also intersect various key points of *Episode II: Attack Of The Clones*.

MAX PAYNE

Publisher: Take 2
Last seen: *OPS2* #13
Release date: January

The PC smash has been threatening to make it's PlayStation 2 presence felt for quite a while. Now the game is scheduled for release in January 2002 and first impressions from the PS2 screenshots are that it has lost nothing in the PC port.

CONFLICT ZONE

Publisher: Ubi Soft
Last seen: *OPS2* #08
Release date: March

Ubi Soft's strategy game is still in development by MASA, the French company that was previously involved in military AI. In an interesting twist, you must now take into account how the media report your actions in war.

SPIDER-MAN: THE MOVIE

Publisher: Activision
Last seen: *OPS2* #12
Release date: May

As if the trailer didn't get us excited enough, Treyarch LLC has released a smattering of new in-game screens. The game's release should accompany that of the feature film that will star Tobey Maguire and Willem Defoe in May.

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"THE GAME-TRAK COULD BE CONNECTED TO ANYTHING, EVEN A PAIR OF FOOTY BOOTS"

GAME-TRAK, PG 046

***Colin McRae Rally 3*: showing you the logos.**

MASTERS OF REALITY

Codemasters unveil new *Colin*, new *TOCA*, new everything...

NOTED UK DEVELOPER/PUBLISHER Codemasters chose its recent CodeFest summit to unveil its PS2 titles for 2002. Top of the company's list are next-gen versions of twin racing hits for PSone, *Colin McRae Rally* and *TOCA*. *OPS2* chatted to the Codies teams behind each game.

COLIN MCRAE RALLY 3

"Porting the game across from the PSone and enhancing the graphics just isn't enough..."

Front man Guy Wilday might be working on this the third incarnation of the five million-selling *Colin McRae Rally* series, but he hasn't lost the desire to improve the title for PS2. This time out, the game will put the player in the role of Colin McRae himself as he starts on a three-year in-game contract to win the championship for Ford racing. "We've now been to a lot of rallies and talked with Colin and the drivers about what really happens. We want the game to feel like a rally event."

A team of 40 is currently hard at work bringing *Colin McRae Rally* to PS2. As revealed last issue, the in-game car models are now created from 13,000 polygons as opposed to the 900 used in the PSone version. It promises a far more detailed and realistic drive than ever before.

Although the game will be the most realistic version yet, with destructible cars and in-game objects to be found throughout eight countries, playability is still to the fore. "Arcade and sim, instant appeal and long term playability – you have to have that balance," explained Wilday.

TOCA RACE DRIVER

"We want to progress *TOCA* by doing something different. Previously the car was the star. Now the person is the star."

Currently preparing his game for its fourth outing as *TOCA Race Driver*, Gavin Raeburn has the same desire to improve his game as the *Colin McRae* team. Immersiveness is again the key word as Raeburn's in-house Juice Studio attempt to move the racing genre on with an in-game narrative. Rather than driving anonymously, this time out you'll be driving as Ryan McKane, a young aspiring US driver in his first Touring Cars season.

//"Previously the car was the star. Now the person's the star," G Raeburn//

"We're simply putting a face to the characters driving the cars you hated last time," states Raeburn. "We're convinced that it's really important to get characterisation in there. If you're just racing 'red car' against 'blue car', there's no real motivation."

But what of the *TOCA* fans who don't want a cinematic narrative and just want the sublime pack-based racing of old when the game debuts next June? Don't worry. Cut-scenes can be skipped and the game is as based in reality as its predecessors. Gamers can expect a brand-new Finite Element Modelling damage system allowing you to realistically crash and bash around such real races as Germany's DTM Championship.

"We'll build on the PSone's *TOCA World Touring Cars* in style with a hint of *TOCA 2*," says Raeburn. "If you start with a racing game that appeals to hardcore *TOCA* fans, that's great. Adding a story on top won't put people off." ☐ **MG**

See next issue for much more on Colin McRae Rally 3.

The car's not the star... *TOCA Race Driver* zooms on to the PS2 circuit. We'll bring you a whole lot more soon...

GOOD & EVIL

Our Heaven and Hell-styled 'ometer

PS2 HEAVEN

The mighty Judges Dredd and Death heading for an almighty showdown on PS2. Badass x Badass = Illegal amounts of fun for us.

2002. Don't believe us, take a look at our massive preview of the year to come on p72 and you'll agree, it doesn't take a crystal ball to see 2002 is going to rock.

The beepy, blocky genius of a game that is *Rez*. Park your preconceptions by the door and open up to a totally unique videogame experience. Man.

Our fantastic *Pro Evolution Soccer* competition. From your living room hero to certified world champion. It could be you. Pg 144 now!

Jeremy McGrath Supercross World. Since when did bikes glide? We wanted mud and sweat-streaked extreme racing and we get Mary Poppins on a Yamaha.

Having to fit 13 issues of your favourite mag into 12 months. Wait. That doesn't go. Oh, we get it.

Trying to get a smile out of *MGS2* creator Hideo Kojima. Cheer up, mate-san. You never know, it might sell a few copies.

The woeful *Tarzan Freeride*. Proving that 'inspired by the cartoon...' is rapidly becoming a euphemism for 'shoddy, franchise coat-tail rider'. You *Tarzan*, we outta here.

PS2 HELL

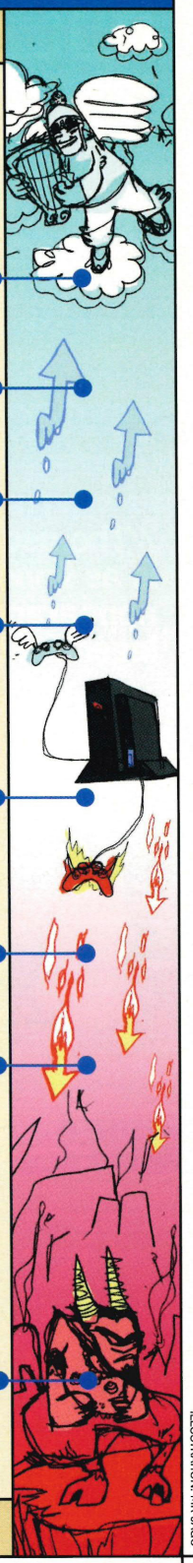
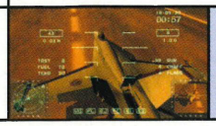


ILLUSTRATION: MR JAGO



BLUE LINES

JVC has continued its commendable trend of signing-up Japanese oddities for UK release – this time its flight sim with a story line *Iron Eagle Max*. The game features both F14 and F15 fighter jets and will be out in April 2002 ›› Ubi Soft recently announced that it has signed an agreement with Sony Pictures Consumer Products for the *Charlie's Angels* movie licence. This gives the company the rights to publish *Angels* videogames. Expect a virtual Drew Barrymore on a PS2 in the not to distant future

PHOTOGRAPHY: MIKE ELLIS

BUT IS IT ART?

Architecture exhibitions boring? Not when they're powered by PS2.

IT'S NOW A MATTER OF FACT that both the PSone and PlayStation 2 have often been found where, previously, consoles have never dared tread. From clubs to hairdressing salons, swanky hotels to building societies (honestly) Sony's grey and black boxes have cropped up in the strangest of places. So to find a new architecture exhibition in Manchester displayed on four PlayStation 2s is hardly a surprise. And judging by the huge queue for an art gallery on a wet Tuesday afternoon, it is once again testament to the pulling power of PlayStation.

Britain's first interactive DVD architecture exhibition, 4x4 Apartment Avant-garde, came to Manchester's CUBE (Centre For The Understanding Of The Built Environment) with SCEE's backing. The organisers could have asked for regular DVD players to be used. But this look into the lives of young Japanese architects (the exhibition is based around an exploration of where each architect works and lives, rather than simply showcasing their work) is only accessible through a television, PlayStation 2 and joypad. As visitors sit cross-legged on tetsumi mats, exploring the 16 different pieces – usually shaky home cinema footage, if truth be told – the use of the technology is as important as the appearance of such architectural legends as Hitoshi Abe, Shigeru Ban and Ken Yokogawa.

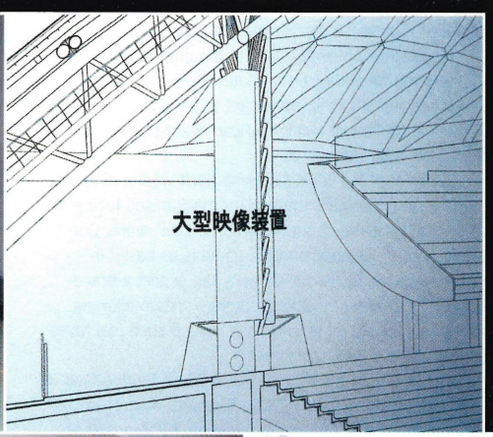
//The use of the technology is as important as the appearance of architectural legend Hitoshi Abe//

And the presence of PlayStation 2 certainly impressed the gallery's visitors. Chris James, 26, chose to spend his lunchbreak exploring Kengo Kuma, Tadusu Ohe et al's very private living spaces. "PlayStation 2 might not be vital to the exhibition – I could enjoy this in my own time on the DVD player I have at home – but it does say a lot," he enthused. "PS2 is cool, Japan is cool and Japanese architecture is very fashionable right now. It makes perfect sense to have them all feeding off each other and it was interesting seeing how people were immediately at home with navigating through the exhibition using the Dual Shock – imagine struggling with a normal DVD remote!"

Of course, the hoped-for linkage between PlayStation 2, daily life, art and even the console's integral part in the homes of the future – be they architect-designed or not – is not difficult to spot. What was more interesting, though, were the comments from the many hardened gamers to be found at the exhibition. "It's great that they're using PlayStation 2, not only because it legitimises what I spend my evenings doing," said Matt Ayers, 23. "But further interactivity would have been even better. Using the PlayStation 2's power to allow me to explore their houses how I want to, rather than being a passive observer of their short films, has to be the next step."

For now, then, is this just clever product placement? Far from it. The sleek lines of the PlayStation 2 fit perfectly with the minimalist feel of both the gallery and many of the exhibits. Yes, PS2 should always remain more famous for *Metal Gear* than being a medium to display Mondrian, but as a marriage of the cutting edge, from both art and gaming worlds, it makes perfect sense – if only because CUBE, for the first time, seemed packed not by art buffs but by people who would usually be seen packed around the PlayStation 2 pod at Game... ☐ **BE**

Visitors to the exhibition sat on tetsumi mats for added authenticity.

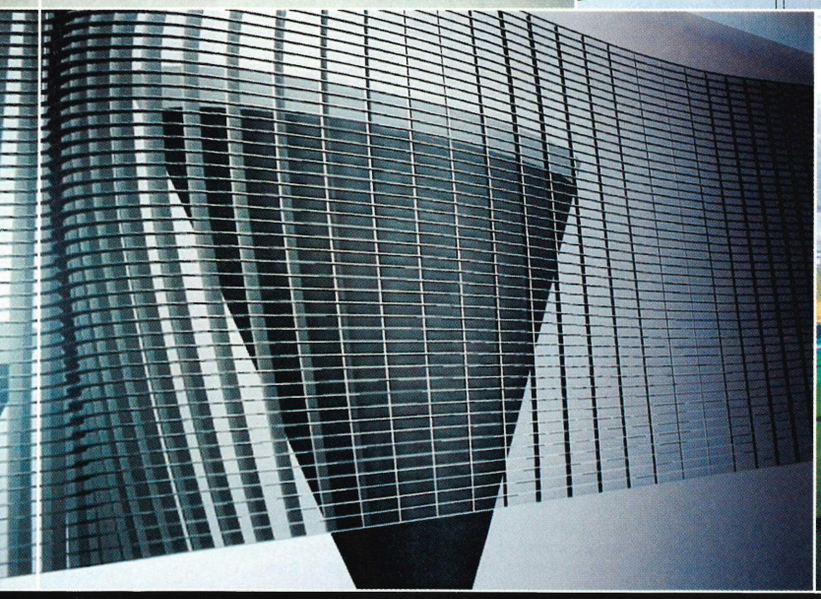


ATUSHI KITAGAWARA

***OPS2* meets one of the architects behind the 4x4 exhibition.**

Atsushi Kitagawara is one of the 16 architects that make up this PS2-based exhibition. His experimental office buildings, homes and conference centres in Japan feature highly. "A house or building should be beyond just function and daily life," he said on a recent trip to Britain. "Architecture's not just a house, it's a spiritual space." The Third Place, indeed. How does he think PS2 changed the focus of the exhibition? "I don't know how to use it," he laughs. "For me, the slide is the best way to illustrate my work." If this is a somewhat surprising answer from a Japanese architect it's worth bearing in mind that Kitagawara-san is obsessed with the psychological, schizophrenic aspect of his work. With a hand in ballet and sculpture, he barely has time for a quick blast on *Burnout*.

**If you want to experience this exhibition on the comfort of your own PlayStation 2, the book,* Japanese Avant Garde *(DVD included) is out now, priced £20. Call CUBE (0161 237 5525) for more information.*



It wasn't just the architects' homes that were on display. PS2 showcased some of their grander designs like this Japanese sports arena.

Black and proud: the PS2 resplendent in it's role as the centre of CUBE's 4x4 exhibition.

SPY

"WE'VE TAKEN *PRINCE NASEEM BOXING*, THROWN IT IN THE BIN AND STARTED AGAIN"

MIKE TYSON BOXING, PG 044

It's *SSX* on motorbikes! What's that you say? Fired? Oh right.

//As in *SSX* it's not just about finishing first – it's about the tricks you pull along the way, too//

FREEKY RIDER

OPS2 reveals *Freekstyle*, EA's next Big-branded game.

HOT ON THE HEELS of the launch of *SSX Tricky* comes an announcement from EA of its next Big-branded game: *Freekstyle*. This time the theme is extreme motocross biking and with it comes treacherous courses, dangerous tricks and the trademark Big personalities.

Freekstyle has taken likenesses from the real world of freestyle motocross including Mad Mike Jones, Brian Deegan, Clifford 'The Flyin' Hawaiian' Adopante and Greg 'Albee' Albertyn. These are people whose dedication to risking their lives in the pursuit of motocross excellence knows no bounds – as 'The Flyin' Hawaiian' once put it, "Not everybody can take a 250-pound bike and wing a 100-foot gap 35-feet up in the air and twist your body up and still land it correctly." And you can't argue with that.

Perfect fodder for EA's Big brand then. A total of nine different venues will be on offer, the intriguingly named Rocket Garden, Crash Pad II and Monumental Motoplex and *Freekstyle*'s own Garibaldi-a-like, Big Sky, which gives you the opportunity to pull the biggest airs. Courses will provide variety through the use of various short cuts with special *Freekstyle* worlds that allows riders to take their bikes wherever they dare to go.

As in *SSX*, the aim is not just to finish first – it's about the tricks you pull along the way, too. There's the McMetz, the Saran grab and the Superman Seat grab for starters with a total of 80 to appear in the finished game.

Even Miss Supercross and TV dirtbike presenter Leann Tweeden will make an appearance as a character in the game who can only be summed up as the *Freekstyle* version of *SSX*'s Kaori. If EA can bring the same kind of attitude and gameplay to motocross as it did to snowboarding, *Freekstyle* will be one of the most eagerly-awaited extreme sports titles for 2002. Expect to get your *Freek* on this spring. ☐ **GW**

**Expect an exclusive* OPS2 *feature on* Freekstyle *in the coming months.*

PlayStation®2 OFFICIAL MAGAZINE-UK

POCKET HEROES

COLLECT THE ENTIRE SERIES!
SWAP WITH YOUR MATES!
CUT OUT AND KEEP!
SEND NO CASH!
HOW! MANY! MORE!

PlayStation®2 OFFICIAL MAGAZINE-UK **#37 of 100**

DAXTER
Jak and Daxter

Age: 17 | **Height:** 1'5" | **Blood Type:** Boiling

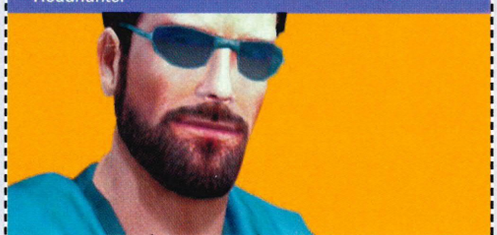
Distinguishing Features: Squirrel-like creature with more one-liners than a Dean Martin boxset.

Looks	Healthy coat, master of the Moonwalk, withering stare	74
Attack	He never needs to – he just sits back and lets Jak do all the work	12
Defence	Master of the put-down, his chat up lines are pretty repellent too	69
Specials	Supreme self-confidence that borders on the psychotic	89

Along with his sidekick Jak, the diddy Daxter is PS2's new action hero by proxy. Always in the thick of it, but from the safety of his pal's shoulder.

PlayStation®2 OFFICIAL MAGAZINE-UK **#54 of 100**

JACK WADE
Headhunter



Age: 30 | **Height:** 6'3" | **Blood Type:** Ice cool

Distinguishing Features: Beard, motorbike, gun, nice digital watch, shades. Beard.

Looks	Geography teacher on steroids. Hides weak jawline behind beard	68
Attack	Electric Gun Doohickey. Turns victims' brains into baby goo	86
Defence	Stealth and by claiming he's the fourth member of the Bee Gees	82
Specials	*Staying Alive* and *Jive Talking* but tends to try and avoid *Tragedy*	23

Harder than a diamond anvil, Wade fancies he could kick Solid Snake's arse. He certainly washes more often, but clean armpits doth not an action hero maketh.

Unleashed on PlayStation®2

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PlayStation.2

Traveller's Tales

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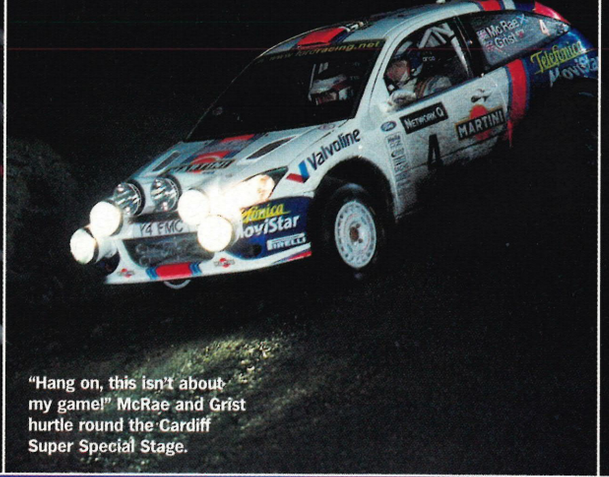
SPY



"Hang on, this isn't about my game!" McRae and Grist hurtle round the Cardiff Super Special Stage.

Puneeta Mongia and Paul Rogers: SCEE's two lucky winners.

PHOTOGRAPHY: SIMON DODD

RALLY GOOD DAY OUT

OPS2 joins SCEE competition winners for the Network Q Rally and *WRC* launch.

THE LAUNCH OF EVOLUTION Studios' *World Rally Championship*, coinciding with the Network Q Rally of Great Britain was the perfect opportunity for SCEE to show why you should register your PS2. Ten owners were picked out of roughly 200 entrants to a localised competition (in this case South Wales) only open to registered users – an idea SCEE plans to repeat in other regions of the UK with the release of new games in the future. A simple email tie-breaker was needed to win a day out taking in a drive with a professional rally champion and a visit to the Super Special stage in Cardiff's docklands.

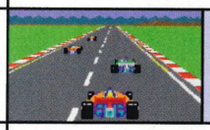
On the day, the ten winners were taken on a drive around a track indicative of the treacherous forest courses of the South Wales valleys, in the safe hands of Justin Hare, Formula Rally Champion. Also there was MD of Evolution Studios' himself Martin Kenwright, and we took the opportunity to talk to him over lunch about his thoughts on the game.

So how do you feel now the game is complete? "We just wanted to do a great rally game but also do it a bit differently," he says modestly. "We're really happy about what we've achieved." And what now? "*WRC2* is at the planning stage at the moment," he reveals, "Very little of the old game will be recognisable. You're going to be able to see twice as much track ahead of you as you could previously."

After lunch, and a visit to the Rally Show where fans were able to sample *WRC* for themselves on the PlayStation 2 stand, it was time to experience the real thing at the Super Special Stage of Network Q Rally. The Super Special, an Australian invention, is the most exciting leg from a spectator point of view, with head-to-head races around a short circuit.

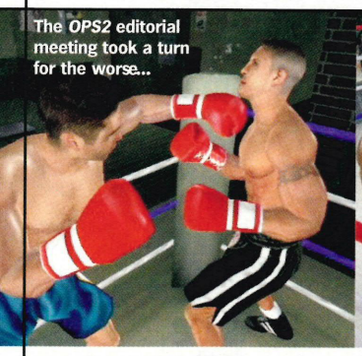
For maximum excitement the organisers ran the races in reverse order, with the final display from Richard Burns and Colin McRae, with McRae narrowly winning the event. But how did SCEE's competition winners enjoy the day? Puneeta Mongia and Paul Rogers summed up the general consensus, "We've had a great day. The drive in the rally car was definitely the highlight – although I think they should have let me drive!" laughs Puneeta. "The Super Special stage was exciting too." Proof positive that registering your PS2 could be a more than worthwhile move. ☐ **GW**

**Register your PS2 for info on further compos.*

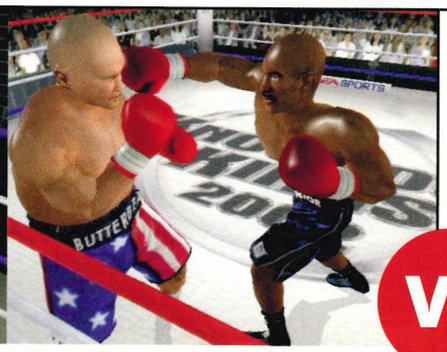


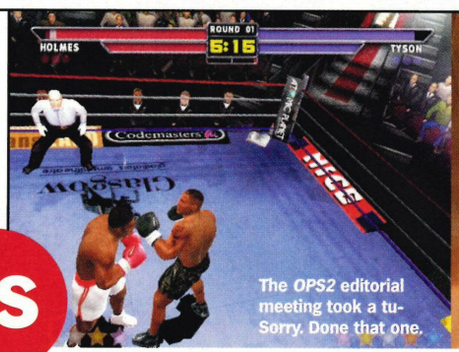
BLUE LINES

Namco Museum **is to be released for PS2 in the US this month featuring ten Namco arcade classics from yesteryear including *Pac-Man*, *Dig Dug*, *Pole Position* and *Galaga*. We want now! ›› Bonkers Japanese PS2 Game Alert! *Typing Kengo: Sword Of 634* requires players to *type* words correctly in order to execute special attacks and defend themselves. Before you ask, no, it's not ›› Apologies to EA. despite what we said last issue (and it not working on our version), *Agent Under Fire* does comes with a four-player option. D'oh!**

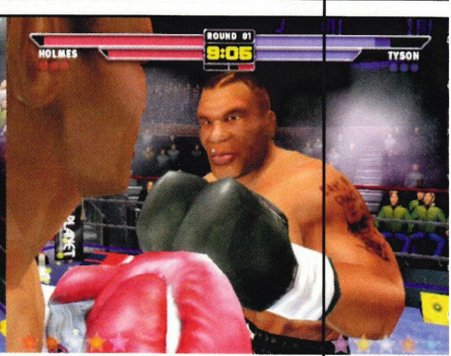


The *OPS2* editorial meeting took a turn for the worse...





The *OPS2* editorial meeting took a tu- Sorry. Done that one.



VS

KNOCKOUT KINGS

In the EA corner: *Knockout Kings 2002*...

PROMISING THE MOST intense boxing action yet seen in the *Knockout Kings* series comes the 2002 update of EA's big fight experience. Not to be outdone by the growing list of similar sim-style boxing games, the developer has promised substantial improvements in all areas of its title. Necessary, especially after the relatively poor reception the first PS2 game received.

EA claims to have completely overhauled the game engine that provides boxers' movement and responsiveness. How different this will make the game look and feel will ultimately determine its success, as EA's attention to detail can always be relied upon. *KK2002* is no exception – you'll be able step into the boots of Muhammad Ali, Oscar De La Hoya, Sugar Ray Leonard and Lennox Lewis with only Tyson absent due to his Codemasters licence. Although characters will be recognisable as their real-life counterparts, due to 3D face-mapping technology, full facial animation means you'll be able to distort them into bloody lumps of flesh with a volley of right hooks. You'll also have a choice of ten famous venues to fight in with Caesar's Palace and Wembley Arena both making an appearance.

And so to the eternal EA Sports question… is this just an update offering little to someone who already owns *KK2001*? Unfortunately this was the case with *FIFA 2002* – even when the developer promised new gameplay elements – leaving its rival *Pro Evolution Soccer* to reap the critical praise. It'll be down to the integrity and skill of EA to provide a different enough game for boxing fans if *KK2002* is to be king of the ring. ☐ **GW**

**Knockout Kings 2002 is out in spring 2002.*

MIKE TYSON BOXING

...and in the Codies corner: *Mike Tyson Heavyweight Boxing.*

CODEMASTERS IS TO release *Mike Tyson Heavyweight Boxing* for PS2.

"We've taken *Prince Naseem Boxing*, thrown it in the bin and started again," laughed chief Tyson man Jon Hare referring to Codies' last boxing title. "*MTHB* will be a fun fighting game with plenty to unlock."

Hare is referring to his game's Nintendo-style structure where players must fight their way through Bronze, Silver and Gold Title Belt levels, unlocking the game's 16 increasingly-tough boxers along their way including Tim Witherspoon, Audley Harrison and eventually Tyson himself. If a player chooses to fight as a Custom Boxer however, he/she can buy the abilities of the beaten opponent. Hare explains.

"Each boxer has a signature punch and if you beat him, it's then unlocked for you to buy if you have enough purse money. We've also a fun Speed Boxing mode where you can unlock boxers' taunts, entrance music, gloves and shorts.

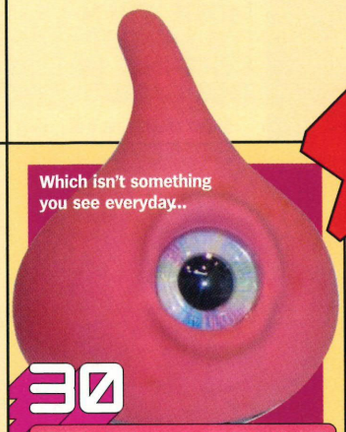
Mike Tyson Heavyweight Boxing is far more of a fast-paced game than other boxing titles. Speedy animation and 512 possible combos add fresh pace to the game while the customisation options hints at Yukes' *SmackDown!* series. As Hare reveals, the game's Undisputed Champ mode is straight out of *Tekken*.

"Undisputed Champ is where you take on 15 opponents all on mega-hard AI. You have to knock them all out in one round. You get more and more knackered and you can't go to your trainer. It's the ultimate fight." ☐ **MG**

**Mike Tyson Heavyweight Boxing is set for release on 6 April – the date when Tyson fights Lewis...*

SPY in japan

Edited by **Amos Wong**



Which isn't something you see everyday...

30 DAYS IN TOKYO

DAY 1 (NOVEMBER 1)

Food quest for the month: must buy Godzilla meat! Obviously not the real thing (unless the Japanese Government is sitting on a very big secret) the canned product is merely Australian corned beef, dressed in the giant icon's packaging. Leading up to the release of *Godzilla, Mothra And King Ghidorah* at cinemas, Godzilla eggs (they're actually quail) as well as other giant monster variants will also hit the shelves, all thankfully radiation-free. Unfortunately, there's no sightings at my local supermarket yet...

DAY 15

Trek out to the 2001 International Robot Exhibition at the Big Sight convention centre, an hour away by train. Anticipating all sorts of new and cool mechatronic wonders, the event turns out to be primarily an industrial robot showcase. Robot arms are everywhere, either sorting through plastic chips and putting marked ones into trays, assembling car parts or some similar task. Severely underwhelmed and in a pretty bad mood, a surreal talking eyeball manages to raise my spirits a bit. But it looks rather scary to be an educational tool for children, I reckon.

DAY 22

Rush off to the shops to pick up *Rez*. Absolute magic. I just can't stop playing and finish the game in a jiffy. But like a favourite CD, I keep on coming back (there are extras to unlock too). The last level is amazing – the booklet's cover reads "open your senses" and "go to Synaesthesia." I'm there, baby.

DAY 25

They're making a big deal about the autumn/winter colours of the trees on TV, so a much put-off trip to Yoyogi Park is due. Its all rather nice, but the Japanese rockabillies oft mentioned in Tokyo travel guides are more entertaining. Impeccably quiffed, dressed head to toe in black leather and dancing to *Go Johnny Go!* in front on bemused onlookers. It just shows that rock and roll will never die.

You join us seconds before Toro was arrested for his elephant impersonation.

TEA FOR TORO

Fans wine, dine and chase the cat at Toro Café.

LEADING UP TO the PS2 debut of Sony's popular feline mascot, a posh French café in Tokyo's trendy shopping area, Daikanyama, was renamed Toro Café for a weekend. The character's silhouette and a Christmas greeting adorned tabletops of the outside dining area. And because of the cold winter weather Toro blankets were provided to keep diners cosy. Naturally, the menu was slightly adjusted to accommodate. Named after the game to be released a week later, a *Toro To Kyuujitsu* snack set comprised of a tuna sandwich (the fish being amongst the cat's favourite food) and café au lait with white chocolate was available. Toro cakes were also on offer and a long line of people waiting for tables stretched well into the afternoon.

As it turned out, the big draw wasn't simply the food and beverages. Toro appeared live every hour, causing a mad rush of fans of all ages wanting a hug or a photo opportunity. Mimicking the *Doco Demo Issyo* games, Toro entered various fashion stores down the street; the mob of fans followed. The costume's restricted vision, not to mention the weight of its big head was causing problems though. Staff were required to support Toro during walking – especially on a precarious journey up and down a long flight of stairs. Asked why hold a Toro Café event, the reply was that it (for Toro has no gender) is currently Japan's number one character.

But an important question must be asked: minus the massive head, the costume's inhabitant must be tiny. So who's inside Toro? A child? "Toro is Toro," was the reply. Obviously unwilling to break the image of the character, further probing yielded "a smaller Toro." The truth is out there. ☐ **AW**

SHOP SPOT!

SEAMAN

Sega's mad but inspired game finally hits PS2, with an equally hilarious promotional song and video. At an exotic shop display in Shinjuku, a segment showing Seaman and Seawoman (?) with their strange head antennas attached – and pulsating – raises more than a few eyebrows. "That's disgusting!" laughs a young woman nearby. The lyrics (spoken in English) repeat, "Something. Really. BAD!" ad infinitum. Can't wait for the single.

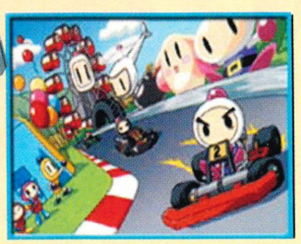
No UK release date for Seaman-san yet, but here's hoping.

BOMBS AWAY!

BOMBERMAN KART

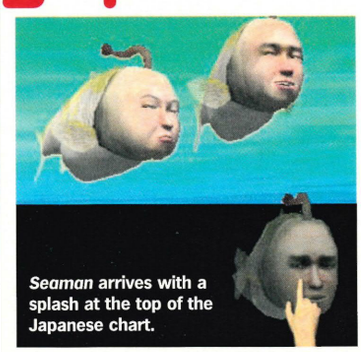
Obviously inspired by *Mario Kart*, four players compete for a cup in Hudsonsoft's cute kart racer. Beat opponents with the obligatory homing missiles, bombs or turbo boost. Select from five characters/karts to race on eight courses, which include a Jurassic ring (complete with T-Rex), airport and horror town. Rather déjà vu, its nevertheless something to tide fans over before a bona fide *Bomberman* title arrives – the sooner the better.

Hmm, *Mario Kart* anyone? Still, better that than *Stunt GP*...



Hopefully, we'll be seeing *Bomberman Kart* in the UK soon.

japanese top10



***Seaman* arrives with a splash at the top of the Japanese chart.**

1. **SEAMAN** (ASCII)
2. **BUSIN WIZARDRY ALTERNATIVE** (ATLUS)
3. **PROFESSIONAL BASEBALL JAPAN 2001** (KONAMI)
4. **GUN SURVIVOR 2 BIOHAZARD CODE: VERONICA** (CAPCOM)
5. **SHIN SANGOKU MUSOU 2 (DYNASTY WARRIORS 3)** (KOEI)
6. **ACTUAL COMBAT PACHISLOT** (SAMMY)
7. **SEIGI NO MIKATA** (SCE)
8. **SIMPLE 2000 SERIES VOL 2: THE PARTY GAME** (D3)
9. **TIME CRISIS 2** (NAMCO)
10. **DREAM CLASSIC 2001 AUTUMN** (BANDAI)

**Chart source:* PS2 Dengeki *(Nov 12-18)*

HOT TOY HOT!

SUPER ROBOT DREAM FORCE 01

Endowed with a pellet shooting rifle arm as well as a powerful clamp, Takara's remote controlled Dream Force 01 can engage in battle (chest armour plates dislodge on impact) and shoot targets. Or alternately fetch you a can of beer up to 15 metres away and serve it up in a glass – perfect for armchair gamers the world over.

Meet Amos's new robo-butler, Dream Force 01.

SPY

GET A GRIP

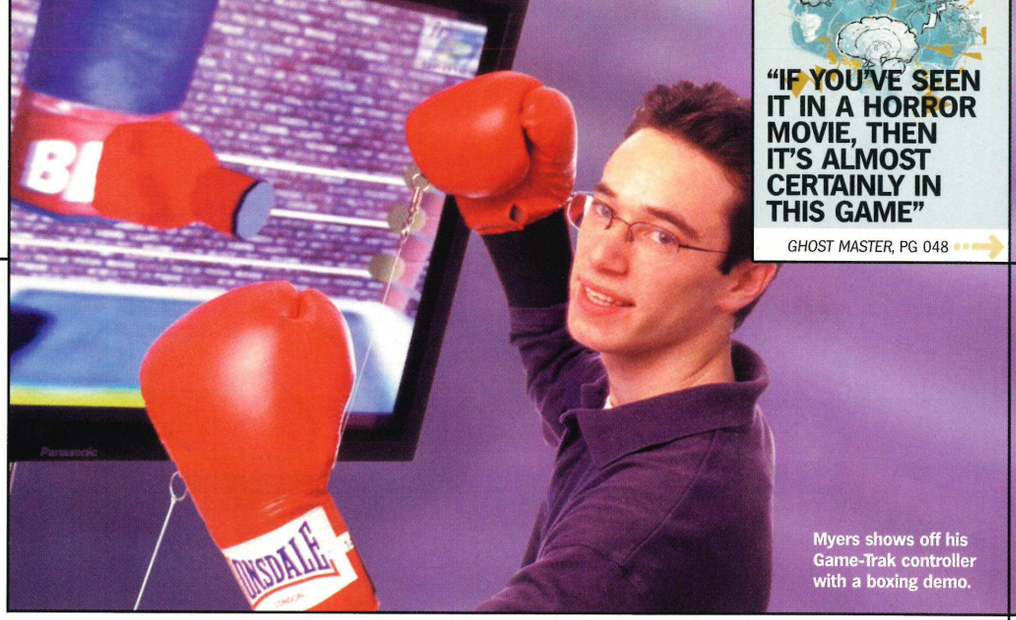
How the Game-Trak could change the way we play games.

THE DUAL SHOCK'S DOMINANCE as the most desirable method of control for PS2 could be over – that is if the Game-Trak has anything to do with it. Currently in development by new technology company In2Games, this ambitious peripheral will provide the first true 3D interface for videogame consoles.

Although only at prototype stage and running through a laptop PC, *OPS2* was able to experience the equipment first hand. Attached to a small plastic unit about half a metre in length, that is placed on the floor, are two wires, that are clipped to a pair of boxing gloves (these could conceivably be anything; golf clubs, a sword or even a pair of football boots).

Once connected these boxing gloves can be seen on-screen in front of a punchbag. Cue a few flailing missed punches while the user works out where the 'virtual bag' is. Once that's established you realise the bag is sensitive to velocity – punch it lightly and it reacts by softly swinging backwards, punch it hard and it swings further away. The most clever aspect is that it's possible to put the gloves behind the punchbag and pull it forwards and over your head. Similarly, if you push the bag with one glove it will realistically roll off to the side.

Aside from the boxing demo we saw, Eliott Myers, MD of In2Games, explains a few of the units other possible applications in games, "Light gun games offer a lot of potential. In titles like *Time Crisis* you play on rails, but we could allow the user to have freedom of movement. So you could duck behind objects and then jump out and shoot, or one hand could be used for opening doors or even moving an object out of the way."



Myers shows off his Game-Trak controller with a boxing demo.

"IF YOU'VE SEEN IT IN A HORROR MOVIE, THEN IT'S ALMOST CERTAINLY IN THIS GAME"

GHOST MASTER, PG 048

Sports titles are also an obvious choice, "Baseball, fishing and golf titles could all make use of the technology," Myers explains. "We could combine this with force feedback or rumble technology to give the sensation of a fish pulling on a line or a ball hitting a bat." All very interesting, but more importantly what will it cost to the eager consumer? "We're aiming to sell the Game-Trak for £19.99, but ideally we'd like to bundle it with a game for £49.99," says Myers. "We've visited various publishers for both arcade and console to see if we can get backing, but we're focusing on the PS2."

Time will tell of the success of the Game-Trak, but after experiencing how convincing the effect of 'being in the game' is, we can only be excited. Whether it will be a commercial success will depend on the software it is used in conjunction with. But if such motion sensitive technology were as readily available as the G-Con 2, then we can see a huge opening in the market. Game on. ☐ **GW**

WHAT *OPS2* WOULD LIKE TO SEE THE GAME-TRAK USED FOR

Ten Pin Bowling
Get the beers and pretzels in, strap the Game-Trak to your hands and combine with a little force feedback and you have the luxury of a bowling alley in your house.

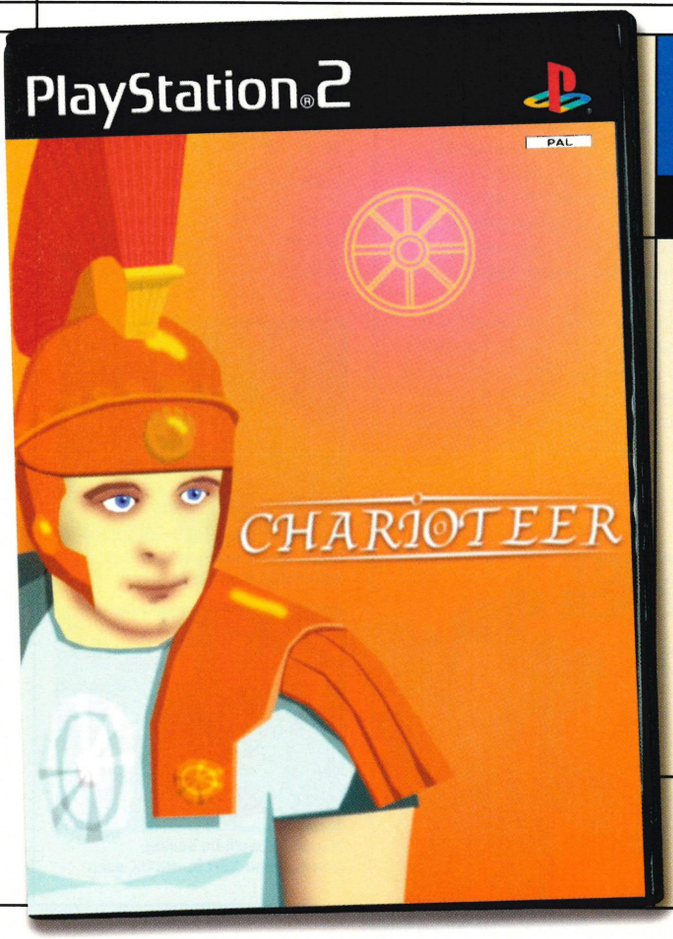
Orchestral Conductor
In the style of *Bravo Music*, conduct an entire orchestra with your hand signals controlling tempo and volume. Also useful for strangling prima donna violin soloists.

Semaphore Bemani
Spell out words that appear on the screen using the internationally recognised code of semaphore. Lose points for accidentally spelling out rude words.

Steady Hand Games
Like the one where you move a small hoop along a long piece of bent wire without it touching the edges. Very popular at school fetes – now you can do it all the time!

Circus Games
Indulge in the pleasure of various circus feats. What about knife throwing, juggling with chainsaws or even lion taming with a whip in one hand and a chair in the other?

**These ideas are for entertainment purposes only and will probably bear little relation to the actual games Game-Trak will accompany. M'lud.*



DESIGNER GENES

Games designed by you. This month: race through ancient worlds as a horse drawn *Charioteer*.

#16 | GAME NAME **CHARIOTEER** | DESIGNERS **CHRIS FITZPATRICK**

"MY IDEA IS FOR a racing game that isn't another future clone. Instead it's an ancient racer, in which your vehicle is a chariot. The game starts off with Story mode which you must play through in order to unlock various extras like Multiplayer, Race and Time Trial modes.

"The Story mode requires you to transport people, objects or messages across rugged terrain which is based on different historical scenarios. These might include Ancient Rome, Egypt, Hadrian's Wall and the Coliseum.

"These missions will be interspersed with races. In these you have to get from one point to another on a map in a set time limit, including stops to pick up passengers or items. You will also have to avoid other chariots who are competing with you for custom.

"There would be the option to choose whether you want a manual whip or an auto whip. If you choose the manual whip then a meter in the corner of the screen would appear showing you when to crack. If you do it at the wrong time your horse will become annoyed and slow down. You will receive cash rewards for successfully completing tasks which would allow you to buy new chariots, horses and food for your trusty steed.

"I can imagine the game with graphics in the style of *Devil May Cry* rather than something like *GT3* and would definitely make a stark change from other games in what can be a rather formulaic genre."

WRITE TO
Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us at **PS2@futurenet.co.uk**. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. If we use it we'll send you a T-shirt and a print of the box art designed by art sweetums, Moyler.

THE EXPERT'S OPINION
CHARLES CECIL

"I like the idea of racing within a strong story rather than simply around a track – real life or death situations which earn you rewards. The racing genre is obviously enormously popular – but overcrowded. Only the best games sell, but then they can sell enormous numbers. *Driver* proved that you could can put a spin on the genre and create a mega hit. The key question is whether the Roman period is exciting enough to tempt people to buy the game. The film *Gladiator* proved that there certainly is public interest in Romans, *Pod Racer* proved that futuristic chariots can provide exciting gameplay. You may just be onto a hit!"

**Charles Cecil is MD of developer Revolution.*

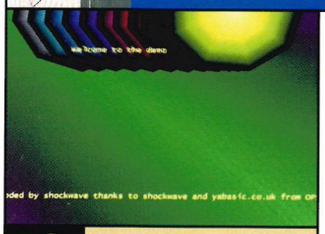
Sunny Delight
Caribbean Style
Cool Refreshing Tropical Taste
The Great Taste of 4 Fruits with 5 Vitamins
Sunny Delight Makes your mouth go mental

SPY

"A SET OF HEAD-MOUNTED ROTORS WILL FACILITATE HENCHMEN AVOIDANCE"
IT'S ALIVE!, PG 053

BACK TO BASIC

OPS2's George Walter shows you how to make your own Yabasic games.



#8 THIS MONTH: **TECH DEMO**

THIS IS THE SECTION that shows the gaming power of Yabasic – the program that comes free on the DVD that comes with any newly purchased PS2. This month we've got a technical demo showing a few graphical effects that can be achieved with a small amount of code. For more advanced users, there's the first instalment in our ongoing series of tutorials beginning with movement. What are you waiting for? Go forth and code.

```
gosub setup
repeat
setdispbuf dw
dw=1-dw
setdrawbuf dw
setrgb 1,20,c1/4,20
setrgb 2,10,c2/4,10
setrgb 3,20,c3/4,20
gtriangle 0,0 to 640,512 to 0,512
gtriangle 0,0 to 640,512 to 640,0
gosub balls
setrgb 1,100,100,50
s1=2+1*sin(mm)
s2=2+1*cos(mm/3)
slx=4*sin(mm)-4
sly=4*cos(mm)
offs=50*sin(mm)
text scx+offs-slx,440-sly,mid$(s$,p,76)
text 130-slx,100-sly,"WELCOME TO THE
ANARCHIC SPHERES DEMO!"
setrgb 1,140,140,70
text 133,100,"WELCOME TO THE
ANARCHIC SPHERES DEMO!"
text scx+offs,440,mid$(s$,p,76)
scx=scx-2
if scx<-50 then
scx=scx+10
p=p+1
if p>len(s$) p=0
fi
until (peek("port1")=16384)
exit

label balls
setrgb 1,0,0,0
setrgb 2,0,0,0
off=off+2
if off>360 off=off-360
n=(bobs*10)+1
for a=1 to bobs
mm=mm+.01
c1=100*sin(mm+a)+100
c2=100*sin(mm+a/2)+100
c3=100*sin(mm+a/3)+100

setrgb 3,c1,c2,c3
x=px(off+n)+195+xt(m+off)
y=py(off+n)+140
for b=l+a to 360+l+a step 40
gtriangle (sx(b)*s1)+x,(sy(b)*s2)+y to
(sx(b+40)*s1)+x,(sy(b+40)*s2)+y to x,y
next b
m=m+10
n=n-10
next a

l=l+20
if l>40 l=l-40
m=0
return

label setup
open window 640,512
bobs=14
dim sx(720)
dim sy(720)
dim px(720)
dim py(720)
dim xt(720)

for a=1 to 720
xt(a)=100*sin(a*(pi/180))
sx(a)=50*sin(a*(pi/180))
sy(a)=50*cos(a*(pi/180))
px(a)=200*sin(a*(pi/180)*2)+120
py(a)=200*cos(a*(pi/180))+120
next a
s$="                                "
s$=s$+"DEMO BY SHOCKWAVE"
s$=s$+"THANKS TO YABASIC.CO.UK"
p=0
scx=-40
return
```

THE CLEVER BIT...

THIS MONTH: THE FIRST PART OF YABASIC EXPERT MARC GALE'S TUTORIAL ON MOVEMENT – 2D coordinate revision.

"An important thing to understand first of all is that the screen display is a simple two dimensional image. It has an X axis that runs from left to right, and a Y axis that runs from top to bottom. Any particular position on the screen can be specified using an X-Y coordinate (I'll just use coordinate for the rest of the tutorial, as we never bother with anything other than X and Y).

"Every object on the screen requires a coordinate so that it can be drawn in the correct place on the screen. Let's take an example. We'll write a small program that sets two variables, circle_x and circle_y, and draws a small circle using the variables for the coordinates."

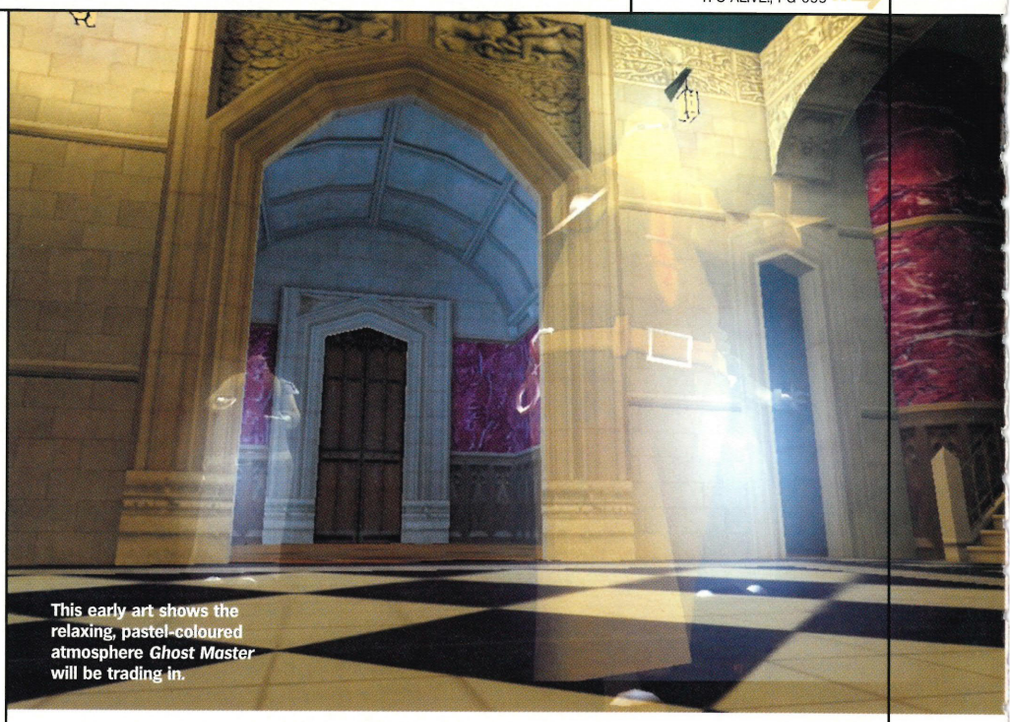
```
gosub initialise
gosub main_loop
exit

label main_loop
repeat
gosub draw_circle
buttons=peek("port1")
until (buttons>0)
return

label draw_circle
gosub flip_screen
clear window
setrgb 1,255,255,255
fill circle circle_x,circle_y,circle_radius
return

label flip_screen
setdispbuf curbuf
curbuf=1-curbuf
setdrawbuf curbuf
return

label initialise
screenwidth=640
screenheight=512
curbuf=0
circle_x=screenwidth/2
circle_y=screenheight/2
circle_radius=10
open window screenwidth,screenheight
clear window
return
```



This early art shows the relaxing, pastel-coloured atmosphere *Ghost Master* will be trading in.

SCARY MOVIE

Create your own video nasty in Sick Puppies' *Ghost Master*.

IF YOU'VE EVER entertained the idea of making your own horror film, then *Ghost Master*, a new game from developer Sick Puppies could provide you with the means to do so.

"In *Ghost Master*, the player controls ghosts and sets out to scare and manipulate people going about their normal lives," says Gregg Barnet, the game's Head of Development. Which if you think about it, is kind of the reverse of a game like *Silent Hill 2*. "If *Silent Hill 2* puts the player into a horror movie," he explains, "*Ghost Master* lets the player turn the world into their very own horror movie."

//*Ghost Master* lets the player turn the world into their very own horror movie//

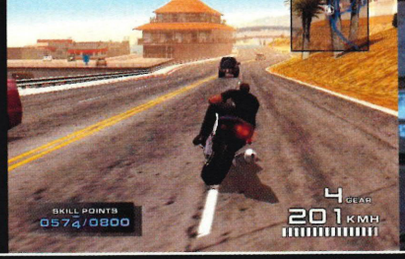
The player, who takes the role of a character described as, "an afterlife civil servant," will have access to 60 different ghosts and 200 eerie effects such as swirling ground fog and eerie lighting. These are used to terrorise innocent victims and create a foreboding atmosphere. "If you've seen it in a horror movie then it's almost certainly in this game," promises Barnet.

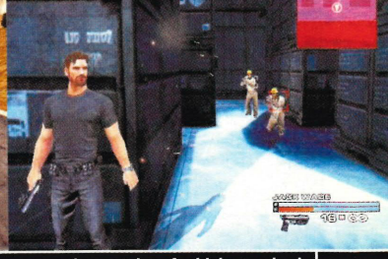
In order to record the action, different 'camera ghosts' are utilised which each have their own cinematic style – their bastardised names should give away the influences; Alfred Hunchcork and West Craven being just two examples. As well as camerawork, a sense of location is being provided by incorporating reconstructions of famous haunted houses into the game which the player can explore and inhabit. Already named for inclusion are Amityville, and the Bates residence from *Psycho*.

Bizarrely, when asked to put the title into a genre, Barnet decides to classify *Ghost Master* as a real-time strategy game. However, hopes are relatively high for this offbeat supernatural thriller – Barnet is an experienced programming veteran, with one of his most notable past achievements being C64 beat-'em-up *Way Of The Exploding Fist*. ☐ **GW**

"Mother? Is that you? Mother, I'm busy trying to write a caption here..."

*Ghost Master *is being published by Empire Interactive and is scheduled for release in late 2002.





As games like *Headhunter* become more filmic, game music must be of a high standard.

Richard Jacques, videogame music composer near his North London recording studio.

PHOTOGRAPHY: MARTIN BURTON

TURNING HEADS

OPS2 speaks to Richard Jacques, the man behind the music of new PS2 stealth sim *Headhunter*.

AS SEGA EUROPE'S in-house sound engineer for seven years, Richard Jacques has provided the aural accompaniment to a long line of Sega titles. From *Sonic* to *Daytona USA*, and more recently *Metropolis Street Racer*, Jacques has produced the sound effects, commentaries, voices and soundtracks that underpin the games. Now a freelance composer, he has just undertaken his most ambitious project yet – providing the sound and music for Amuze's *Headhunter*, almost certainly the first game to feature the 67-piece London Session Orchestra.

Renowned for movie soundtracks such as *Gladiator*, *Harry Potter* and the *Bond* films, didn't the orchestra think computer games were beneath them? "I imagine their first thought was, 'This is going to be easy money'," says Jacques, speaking to *OPS2* at his North London studio. "I was very nervous on the first day of recording, but I've been classically trained and know how to arrange for full orchestras. Within the first ten minutes of recording, the leader turned to me and said, 'This is difficult', which really pleased me."

//"The sound effects in *Headhunter* are better than what we did on Dreamcast"//

So if Jacques can take a full orchestra in his stride, how did he find the challenge of the differing sound capabilities of the PlayStation 2 and the Dreamcast? "The PS2 sound chip is great," Jacques confirms. "I think the sound effects in *Headhunter* are much better than what we could do on Dreamcast, particularly the reverbs." Unfortunately Jacques didn't get the opportunity to fully utilise PS2's audio capabilities. "We didn't include support for Dolby 5.1 as we didn't know the game was going to PS2 at the beginning," he points out. "In the next game I work on, I'll definitely do a Dolby 5.1 mix. It's the future of game sound now home cinema speaker setups are cheap."

Dolby aside, *Headhunter* is already one of the most expensive game soundtracks to be recorded in Europe. "Both Sega and Amuze wanted to make the game as cinematic as possible hence the attention paid to the plot and the amount of cut-scenes," he explains. "I managed to get the budget I wanted. I always go for the best, so while I could have recorded in Prague at half the cost, I got the London Session Orchestra for three days at Abbey Road Studios." The resulting 70 minutes of music was used to create various mixes of key themes that are attached to the game's lead characters, Jack and Angela. "We didn't want to cram music into the game so we tried to place it in specific areas," he says. For example, when Jack travels between locations on his motorbike, it is complemented by a rousing horn theme.

Jacques reveals his knowledge of film scores when he describes how the game's soundtrack will function. "You need to give players the sense that a big action scene is starting, but equally you don't want to tell the player exactly how he should be feeling. I don't want to give too much away," says Jacques, "but the plot gets pretty interesting. We use a lot of silence to build tension." Thankfully, silence, though golden, is at least cheaper than a 67-piece orchestra. □ **JJ**

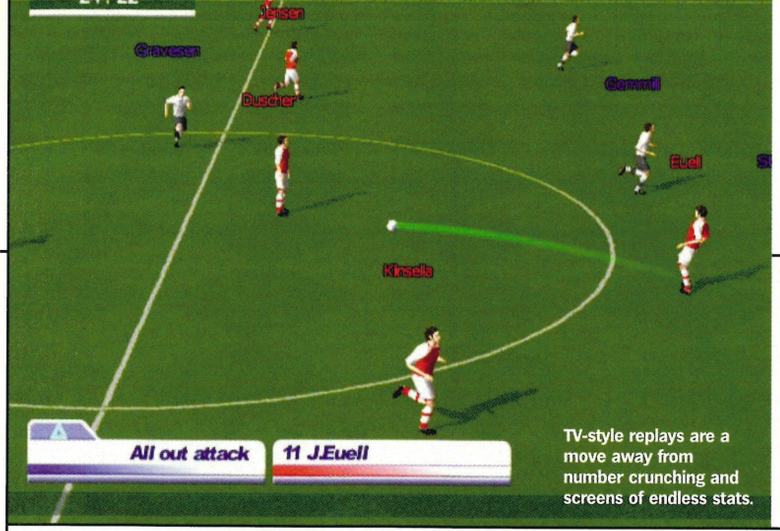
**Read our exclusive PS2* Headhunter *review starting on page 88.*

WHAT RICHARD DID NEXT

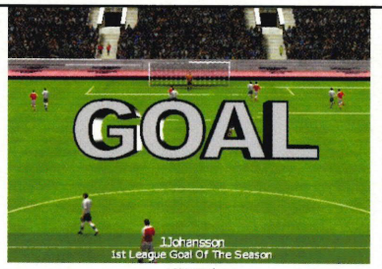
If all goes well, the soundtrack of *Headhunter* should be out to buy.

With his studio scattered in various parts of London, Richard Jacques' main priority is re-assembling it at his South London home. "Something else I want to do before the PS2 version of *Headhunter* comes out, is get the soundtrack released," he adds. Three US labels are interested, so things look promising but even if they fall through, a limited release via the Web is the fallback option. Jacques is also in talks with a big publisher about working on an orchestrated soundtrack for a forthcoming game, and in the meantime he's written three tracks for Sega's *Jet Set Radio Future*.

You think Jacques is trying to say something with that T-shirt of his?



TV-style replays are a move away from number crunching and screens of endless stats.



STORM IN A TEACUP

Codemasters' *LMA Manager* returns for PS2. Championship *who?*

THE MOST POPULAR football management console game is set to return for PS2. Shown at this year's CodeFest (see page 39) *LMA Manager 2002* has been revamped for PS2 to feature every single team, player, stadium and strip in Europe. As Coventry-supporting Studio Head Simon Prytherch explained, the motto for *LMA* is "bigger, better, deeper, louder."

Developed by in-house team HooDoo Studio, *LMA Manager* will now feature over 17,000 transferable players for 722 clubs (now with bigger 32-player squads) across 28 countries. Similarly, seasons have been expanded to feature youth team matches and pre-season friendlies. Visually, the game has also been given a makeover, with match replays taken to a new level of realism and TV-style presentation and commentary from Alan Hansen and Gary Lineker. "There are more realistic matches now," explained Prytherch.

""It's a much more visual game than ever before. We've done a lot of work on the animation and AI – 'artificial' is definitely *not* what it is. If you have a fast player like Michael Owen, you'll see his pace in a replay. If you have a player like David Beckham, you'll see his skill."

Players can also watch replays in a 'ticker tape' presentation style, if required, but Prytherch wants to move away from the hardcore style of footy management game favoured by its rival – Sports Interactive's *Championship Manager*, itself rumoured for a PS2 appearance when the Hard Disc Drive is launched in summer 2002.

//"LMA is more for the football fan than the management fan," Simon Prythtech//

"*LMA* is more for the football fan rather than the management fan. We'll use replays rather than just watching numbers. The game is intended for the TV – it's not been designed for a PC screen and then just squashed onto a console."

Fighting words – something Prytherch intends to back up even further with future versions of the game.

"We've explored the option of the Hard Disc Drive and online options – these would mean instant access to information and the option to update on the fly. but it's not in this version unfortunately." ☐ **MG**

**LMA Manager 2002 will be fully previewed in next month's OPS2.*

HMV PS2 CHARTS

It shoots... and scores! *Pro Evo* tops the UK chart.

	TITLE	DEVELOPER	PUBLISHER
1.	**PRO EVOLUTION SOCCER**	KCE TYO	Konami
2.	**GRAND THEFT AUTO 3**	Rockstar	Take 2
3.	**WWF SMACKDOWN! 'JUST BRING IT!'**	Yuke's	THQ
4.	**SILENT HILL 2**	KCE TYO	Konami
5.	**FIFA 2002**	EA Sports Canada	EA Sports
6.	**GRAN TURISMO 3: A-SPEC**	Polyphony Digital	SCEE
7.	**BURNOUT**	Criterion Studios	Acclaim
8.	**CRASH BANDICOOT: THE WRATH OF CORTEX**	Vivendi	Universal
9.	**CRAZY TAXI**	Sega/Acclaim Cheltenham	Acclaim
10.	**RED FACTION**	Volition	THQ

**Source: Chart Track w/e 24 November 2001*

#2: GRAND THEFT AUTO 3
The UK gaming population proves itself to be as immoral as they come. Rockstar's extremely naughty mix of driving, fighting and shooting is in at number two, and now we're even more worried about going down to the local shop to buy a pint of milk.

#1: PRO EVOLUTION SOCCER
The people's choice of football game is finally proved with KCE TYO's *Pro Evolution Soccer* hitting the top spot four places ahead of *FIFA 2002*. Please God, invent another game as good as this so we can play something else...

#7: BURNOUT
At number seven a bit of an *OPS2* fave. *GT3* may be all well and good but who really wants to drive sensibly? Not us for sure. The *OutRun*-styled racer with more scary crashes than the M4 is deserving of its top ten position.

topdogforgames
www.hmv.co.uk

GUEST CHARTS

PlayStation 2 Top Tens from around the world

TOP 10 FRENCH PS2 GAMES

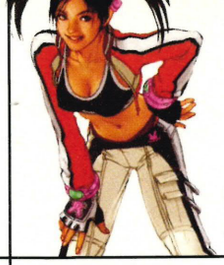
1	**PRO EVOLUTION SOCCER**	Konami
2	**SILENT HILL 2**	Konami
3	**GRAND THEFT AUTO 3**	Take 2
4	**LEGACY OF KAIN: SOUL REAVER 2**	Eidos Interactive
5	**CRASH BANDICOOT: WRATH OF CORTEX**	Universal Interactive Studios
6	**BURNOUT**	Acclaim
7	**SPLASHDOWN**	Infogrames/Atari
8	**FIFA 2002**	EA Sports
9	**NBA LIVE 2002**	EA Sports
10	**GRAN TURISMO 3: A-SPEC**	SCEE

**Source: www.micromania.fr w/e 17 November*

TOP 10 USA PS2 GAMES

1	**METAL GEAR SOLID 2**	Konami
2	**GRAND THEFT AUTO 3**	Rockstar Games
3	**TONY HAWK'S PRO SKATER 3**	Activision
4	**NBA LIVE 2002**	EA Sports
5	**MADDEN NFL 2002**	EA Sports
6	**ACE COMBAT 4**	Namco
7	**DEVIL MAY CRY**	Capcom
8	**CRASH BANDICOOT: WRATH OF CORTEX**	Vivendi Universal
9	**SSX TRICKY**	EA Sports
10	**LEGACY OF KAIN: 1SOUL REAVER 2**	Eidos Interactive

**Source: NPDFunworld℠ TRSTS Service w/e 17 November*



Ling Xiayou:
***Tekken* some time off until late 2002.**

incoming

The most accurate release schedule in the biz.

January 2002	Genre	Publisher
DNA – Dark Native Apostle	Adventure	Virgin
Dropship: United Peace Force	Strategy	SCEE
Evil Twin: Cyprien's Chronicles	Adventure	Ubi Soft
Frank Herbert's Dune	Adventure	Cryo
Ecco The Dolphin: DOTF	Adventure	SCEE
Headhunter	Adventure	SCEE
Kessen II	Strategy	TBC
Kick Off	Sports sim	Acclaim
Rez	Shoot-'em-up	SCEE
Salt Lake 2002 Olympic Winter Games	Sports sim	Eidos
Shadow Hearts	RPG	Midway
The Shadow Of Zorro	Adventure	Cryo

February 2002	Genre	Publisher
Atlantis III: The New World	Adventure	Cryo
Ace Combat: Distant Thunder	Flight sim	SCEE
Conflict Zone	Strategy	Ubi Soft
Deus Ex	FPS	Eidos
Dragon Rage	Adventure	3DO
G1 Jockey	Sports sim	KOEI
GoDai: Elemental Force	Adventure	3DO
Grandia II	RPG	Ubi Soft
Guilty Gear X	Beat-'em-up	Virgin
Herdy Gerdy	Herding game	Eidos
Legends Of Wrestling	Wrestling	Acclaim
Max Payne	Action	Rockstar
Metal Gear Solid 2	Adventure	Konami
Moto GP 2	Arcade racer	SCEE
Nascar Heat 2002	Racing sim	Infogrames
No-One Lives Forever	FPS	Fox
PaRappa The Rapper 2	Rhythm action	SCEE
Police 24/7	Action	Konami
Premier Manager 2002	Sports sim	Infogrames
Resident Evil Survivor 2 Code: Veronica	Light gun game	Capcom
Shadowman 2: 2econd Coming	Adventure	Acclaim
Shifters	Adventure	3DO
Space Channel 5 v1	Rhythm action	SCEE
Vampire Night	Light gun game	SCEE
WipEout Fusion	Future racer	SCEE
Worms Blast	Puzzle	Ubi Soft
WTA Tour Tennis	Sports sim	Konami
Yanya Caballista: City Skater	Extreme sports	KOEI

March 2002	Genre	Publisher
Dinoz	Platformer	Vivendi Universal
Dynasty Warriors 3	Action	TBC
Endgame	Light gun game	Empire
Eve Of Extinction	Action	Eidos
Gitaroo Man	Rhythm action	KOEI
ICO	Adventure	SCEE
Jimmy White's Cueball World	Sports sim	Virgin
Looney Tunes Space Race	Arcade racer	Infogrames
Mat Hoffman's Pro BMX 2	Extreme sports	Activision
Maximo	Platformer	Capcom
Medal Of Honour: Frontline	FPS	EA
Pirates: Legend Of Black Kat	Adventure	EA
Sled Storm 2	Extreme sports	EA Sports
State Of Emergency	Action	Rockstar
The Thing	Adventure	Vivendi Universal
Virtua Fighter 4	Beat-'em-up	SCEE

April 2002	Genre	Publisher
Aliens: Colonial Marines	FPS	EA
Antz Racing	Arcade racer	Empire
Blood Omen 2	Adventure	Eidos
Dark Summit	Extreme sports	THQ
Jimmy Neutron: Boy Genius	Platformer	THQ
Legion: Legend Of Excalibur	Strategy	Midway
LMA Manager 2002	Sports sim	Codemasters
Mike Tyson Heavyweight Boxing	Sports sim	Codemasters
Need For Speed: Hot Pursuit 2	Racing sim	EA Sports
Sega Sports Tennis 2K2	Sports sim	SCEE
Sven Goran Eriksson's World Cup Manager	Sports sim	3DO
Zombie Revenge	Action	Acclaim

May 2002	Genre	Publisher
Black And White	God sim	EA
Conflict: Desert Storm	Combat sim	SCi
FIFA World Cup 2002	Sports sim	EA Sports
Formula One 2002	Racing sim	SCEE
Space Channel 5 v2	Rhythm action	SCEE
Spider-Man The Movie	Action	Activision
Stuntman	Driving	Infogrames
The Terminator	Action	Infogrames

2002 TBC	Genre	Publisher
Alpine Racer 3	Arcade racer	SCEE
Ape Escape 2	Platformer	SCEE
Blade 2	Action	Activision
Broken Sword: The Sleeping Dragon	Adventure	TBC
Colin McRae Rally 3	Rally sim	Codemasters
Commandos 2: Men Of Courage	Strategy	Eidos
Dead To Rights	Action	SCEE
Dekavoice	Adventure	SCEE
Duke Nukem Forever	Adventure	Rockstar
Exo	Action	Infogrames
F355 Challenge	Racing	SCEE
Final Fantasy X	RPG	SCEE
Fireblade	Combat sim	Midway
Good Cop, Bad Cop	Action	TBC
Gumball 3000	Arcade racer	SCi
Dino Crisis Survivor 3	Light gun game	Capcom
Gran Turismo Concept	Racing sim	SCEE
Hidden And Dangerous 2	Action	Take 2
Jade Cocoon 2	RPG	Ubi Soft
Judge Dredd Vs Judge Death	FPS	TBC
Jurassic Park: Survival	Action	Vivendi Universal
Kelly Slater's Pro Surfer	Extreme sports	Activision
Kengo II	Beat-'em-up	Ubi Soft
Kingdom Hearts	RPG	SCEE
Medal Of Honour: Fighter Command	Flight action	EA
Onimusha 2	Adventure	Capcom
Outcast 2	Adventure	TBC
Primal	Adventure	SCEE
Prisoner Of War	Strategy	Codemasters
Run Like Hell	Action	Interplay
Smash Court Tennis Pro	Sports sim	SCEE
SOCOM: US Navy SEALs	Combat sim	SCEE
Soul Calibur 2	Beat-'em-up	SCEE
Spyro The Dragon 4	Platformer	Vivendi Universal
Starsky & Hutch	Driving	Empire
Star Trek: Shattered Universe	Space combat	Interplay
Star Wars Racer 2: Revenge	Arcade racer	Activision
Star Wars Jedi Starfighter	Space combat	Activision
Tekken 4	Beat-'em-up	SCEE
Tenchu 3	Adventure	Activision
The Getaway	Arcade racer	SCEE
The Lost	Adventure	TBC
TimeSplitters 2	FPS	Eidos
TOCA Race Driver	Racing	Codemasters
Tomb Raider: Next-Gen	Adventure	Eidos
Tribes 2	FPS	Vivendi Universal
Turok	FPS	Acclaim
World Rally Championship 2	Racing sim	SCEE

**Game release dates are correct at the time of going to press.*

KEY FPS – First-person shooter; R/S – Racer/Shoot-'em-up; RPG – Role-playing game

MOST WANTED

Chosen by the lovely Ms P Chapman of Leicester.

1. MEDAL OF HONOUR: FIGHTER COMMAND
Flight combat from EA's hanger.
Release date: **TBC**

2. MEDAL OF HONOUR: FRONTLINE
The mouthwatering *MOH* first-person shooter.
Release date: **March**

3. ICO
Cute kids puzzle their way out of lush haunted castle. Public captivated by beautiful game.
Release date: **March**

4. HALF-LIFE
What happens when nuclear testing goes wrong.
Release date: **Out now**

5. SILENT HILL 2
Zombies, mutants and things that go AAAARRRGH! in the night.
Release date: **Out now**

6. FINAL FANTASY X
Enormous RPG that will allegedly take decades to play.
Release date: **June-July**

7. JAK AND DAXTER: THE PRECURSOR LEGACY
Platforming wonderment putting Crash Bandicoot out of a job.
Release date: **Out now**

8. METAL GEAR SOLID 2: SONS OF LIBERTY
Try to contain yourself. Not long to go now. You can do it.
Release date: **February**

9. TETRIS WORLDS
The blocks keep falling, the world keeps turning.
Release date: **TBC**

10. SPYRO THE DRAGON 4
Aiming to wipe the smug grin from Daxter's weaselly face.
Release date: **TBC**

YOUR GO!
Drop us a line with the games you can't wait for and and why, plus a photo of yourself and we'll do the rest. **Most Wanted, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Email **PS2@futurenet.co.uk**

SPY

Um. Well, it's Blast mode. As for the rest, we'll get back to you.

A NEW CAN OF WORMS

The lil' fellas arrive on PS2 with *Worms Blast* – and it all looks a bit puzzling.

THE SUCCESSFUL WORMS series will make its PS2 debut with *Worms Blast*, and from initial screenshots it appears the title has taken a new, puzzle game-based direction. Developed by Team 17 and published by Ubi Soft in a deal that cost £6,000,000, it is hoped *Worms Blast* will move the franchise into new genres. "The aim is to retain what we felt were the crucial elements of the *Worms* series – dark humour, cute appeal, a social style of gameplay – and look at ways we can move things on," explains Martyn Brown, Creative Director at Team 17. "Whilst the original was slower-paced and considered strategy, this is all-out blasting mayhem.

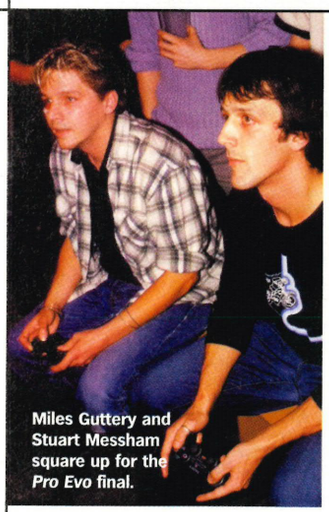
In a departure from previous *Worms* outings, *Worms Blast* has the appearance of a puzzle game in the style of *Bubble Bobble/Bust-A-Move* with both single and multiplayer game styles. The aim remains the same – obliterate your human or AI-controlled opponent by blasting them with an assortment of different weapons. For the first time the worm characters will be rendered as 3D models by Team 17 and will display individual personalities.

Craft on offer will include battleships to be combined with a series of new power-ups, like the imaginatively titled Sailor's Delight, Ghost Crates, Fish Food and Time Stands Still. In Multiplayer mode a split-screen format is used with players firing weapons over the top of a central barrier and in to their opponent's side of the play area. Weather effects can be triggered to affect the water level on their side of the screen as can the appearance of Piranhas and Sea Monsters.

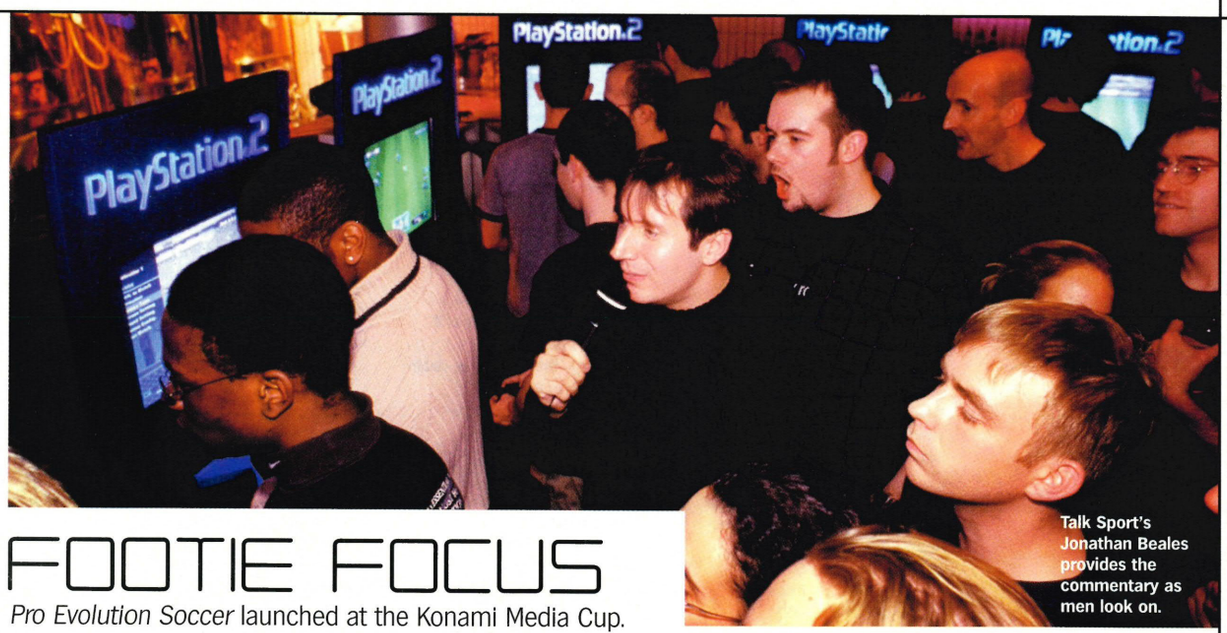
Battling with worms may seem an odd concept but as anyone who has played previous versions will testify – especially in multiplayer – it's addictive as hell. This has been mirrored by the incredible commercial success the games have had, selling six million units and spawning a TV series soon to be aired on Sky Digital.

Although unlikely to break new ground in terms of visuals or originality, if Team 17 can bring something new to the *Worms* experience with *Worms Blast* it will undoubtedly sell as well as its predecessors. ☐ **GW**

*Worms Blast *is scheduled for a release in March/April 2002.*



Miles Guttery and Stuart Messham square up for the *Pro Evo* final.



Talk Sport's Jonathan Beales provides the commentary as men look on.

FOOTIE FOCUS

Pro Evolution Soccer launched at the Konami Media Cup.

THE DEFINITIVE FOOTBALL game, *Pro Evolution Soccer*, was released last month and in what has become something of an annual tradition, publisher Konami revealed it to the British press with a special tournament. The Media Cup was up for grabs and *OPS2* fought for the title of being the best at the game that has got more than just the games industry excited.

Taking place in the hospitable environs of a central London bar, an assembled group of *Pro Evo* pretenders started their warm-ups for a knockout competition of which 48 had entered. The rules: five-minute matches, national teams, no extra time, draws to be decided by penalties. The pre-match stretches were soon abandoned in favour of Margaritas and canapes. It was to be our equivalent of the Mexican watch.

Meanwhile, more committed competitors got down to a bit of practise on the eight PS2s that lined one side of the bar. "Practise? I *have* practised. I AM PRACTISE!" we declared quietly. "Look, we play this game every da- Hello, my dear. What's your name?" We were confident, we were psyched, we were invincible.

Dep Ed Sam Richards went out in the first round after a shock draw against bitter rival, one-time *OPS2* writer, and reigning champion Jamie Sefton. Slightly better but only just was News Ed George Walter who managed to go as far as a penalty shoot-out for a place in the third round, but missed his last shot. In just 20 minutes *OPS2*'s dreams of glory were over.

As the event progressed and more people felt the misery of going out to a cheeky tap-in or a lucky penalty, joypads were exchanged for pint glasses and *Pro Evolution* proved itself as worthy a spectator sport as it is a game to play.

The final, looked like a win for Miles Guttery of *Now TV* playing as Argentina, when he scored in the first 30 minutes. His opponent Stuart Messham of totalgames.net wouldn't concede defeat, slotting home a last second stunner in injury time setting up a tense period of extra time. The pressure was clearly too much for Messham though, and Guttery took home the much vaunted Konami Media Cup after scoring the golden goal. The final score: 2-1 to Guttery. As for *OPS2*? We were just left wondering what we'd be like if we'd actually practised... ☐ **GW**

*OPS2 *vows to practise. And never drink again.*

FOOTBALL GODS

***OPS2* caught up with Sea Bass Takatuska, Project Leader at KCE TYO, to see how he felt now his game had been released in the UK.**

What was the one key thing you wanted to bring to your PS2 title?
One of the things we worked on was making the graphics look stunning from the first glance. We also aimed to create a playable game with beautiful visuals.

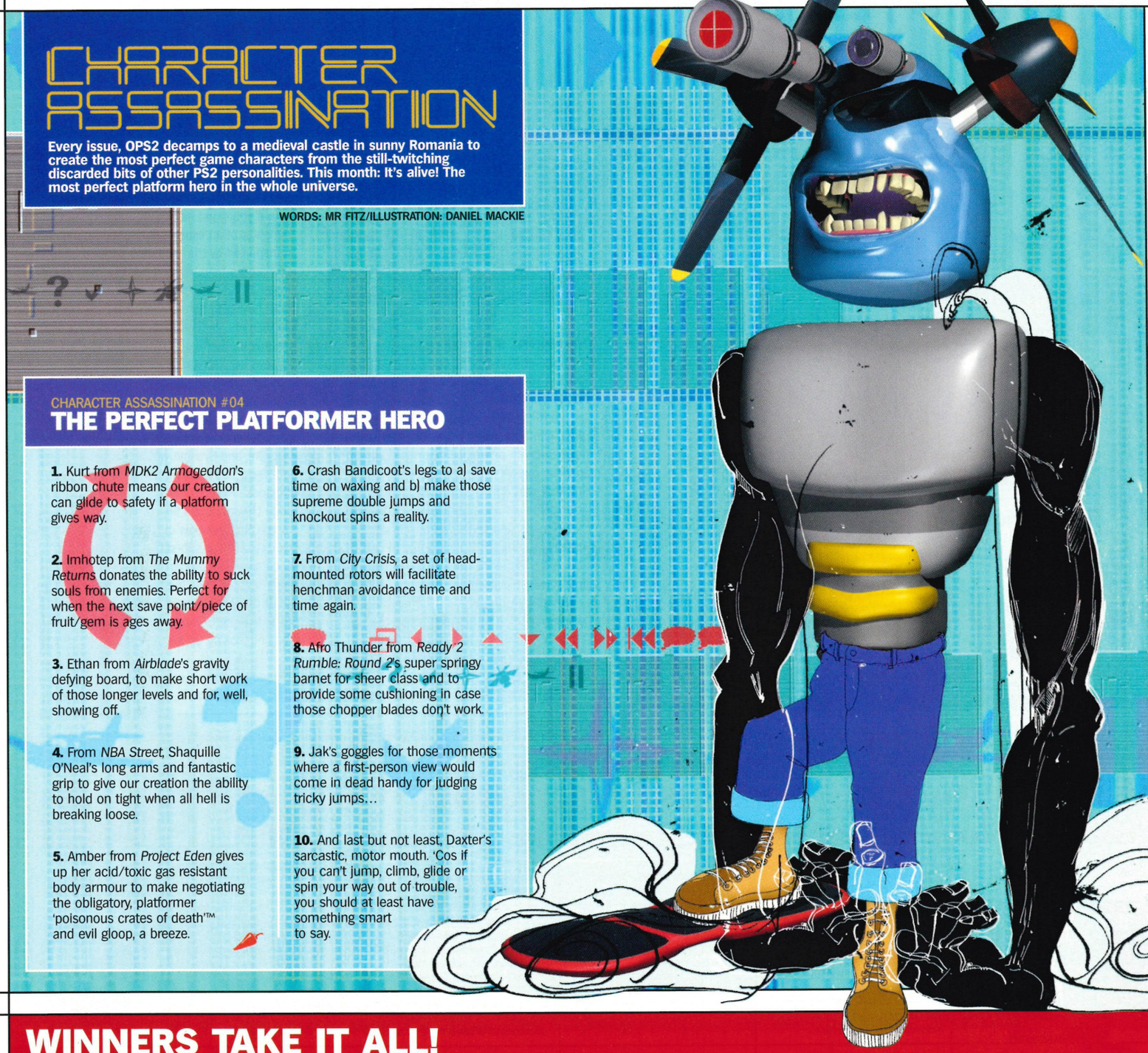
Is it difficult having realistic controls yet making the game playable?
If you make a game faithful to the way an actual football match is played, the game control will balance out naturally. Because we make the game as authentic as we can, the toughest parts for the player are to controlling passes, tackling and shooting.

What has given you the most satisfaction in the development of a game so far?
Seeing an actual fan of our games playing in front of our eyes! Where they are soooo excited and screaming!

CHARACTER ASSASSINATION

Every issue, OPS2 decamps to a medieval castle in sunny Romania to create the most perfect game characters from the still-twitching discarded bits of other PS2 personalities. This month: It's alive! The most perfect platform hero in the whole universe.

WORDS: MR FITZ/ILLUSTRATION: DANIEL MACKIE



CHARACTER ASSASSINATION #04

THE PERFECT PLATFORMER HERO

1. Kurt from *MDK2 Armageddon*'s ribbon chute means our creation can glide to safety if a platform gives way.

2. Imhotep from *The Mummy Returns* donates the ability to suck souls from enemies. Perfect for when the next save point/piece of fruit/gem is ages away.

3. Ethan from *Airblade*'s gravity defying board, to make short work of those longer levels and for, well, showing off.

4. From *NBA Street*, Shaquille O'Neal's long arms and fantastic grip to give our creation the ability to hold on tight when all hell is breaking loose.

5. Amber from *Project Eden* gives up her acid/toxic gas resistant body armour to make negotiating the obligatory, platformer 'poisonous crates of death'™ and evil gloop, a breeze.

6. Crash Bandicoot's legs to a) save time on waxing and b) make those supreme double jumps and knockout spins a reality.

7. From *City Crisis*, a set of head-mounted rotors will facilitate henchman avoidance time and time again.

8. Afro Thunder from *Ready 2 Rumble: Round 2*'s super springy barnet for sheer class and to provide some cushioning in case those chopper blades don't work.

9. Jak's goggles for those moments where a first-person view would come in dead handy for judging tricky jumps...

10. And last but not least, Daxter's sarcastic, motor mouth. 'Cos if you can't jump, climb, glide or spin your way out of trouble, you should at least have something smart to say.

WINNERS TAKE IT ALL!

Pray silence for the exalted winners of *OPS2*'s recent and ludicrously generous competitions. Congratulations one and all!

ISSUE #09

La-Z-Boy Competition
Nick Rolfe of Dunstable won:
- A La-Z-Boy recliner chair
- A PlayStation 2
- Five PS2 games

ISSUE #11

***Lake Placid* Competition**
Dan Jones won:
- A VideoLogic DigiTheatre DTS Surround Sound Home Cinema System
- A widescreen TV
- A copy of *Lake Placid* on DVD

ISSUE #12

HPI Model Car Competition
Janet Divine of Cardiff and **Allen Darling** of Ottershaw each won:
- A choice of either a Nissan Skyline GT-R or Lotus Sport Elise Hobby Products International radio controlled car

***This Is Football 2002* Competition**
Wesley James Howard in Stalybridge won:
- Two tickets to the Champions League Final in Glasgow
- First class transport to and from the game
- A night's stay in a top hotel plus corporate hospitality at the game
- A 32" WEGA Screen TV with Virtual Dolby/Nicam stereo sound
- A Dolby Pro Logic home cinema kit
- A copy of *This Is Football* 2002
- Rio Ferdinand's signed England shirt as worn on the cover of *TIF 2002*
- An awful lot then...

ISSUE #13

***GTA3* Competition**
Daniel Whitehead of London won:
- A framed piece of unique GTA3 artwork signed by illustrator Stephen Bliss
- A sack of *GTA3* goodies

Christopher Payne of London
Nihat Sena of Edenbridge
Michael Brooks of Milton Keynes
Christopher Bearman of Bristol
Wayne Scott of Trimdon Station each won:
- A *GTA3* grab bag

Warner Home Video Competition
Alan Evans of Camberly won:
- A Sony FD Trinitron 32" WEGA Screen TV
- Over 45 Warner Brothers DVDs
- A PlayStation 2

ISSUE #14

***Driven* Competition**
Mrs F Jefferies of Chilwell won:
- A Hitachi 28" Widescreen TV
- A Hitachi surround sound home cinema system
- A copy of *Driven* for PS2

***Evolution* Competition**
TJ Connoly of Crawley and **Chris White** of Thetford each won:
- A swanky Sony CD Mavica digital camera
- A copy of *Evolution* on DVD

Turn to page 144 for our Pro Evolution Soccer demo competition and the chance to win a trip to Japan!

SPY

20th Century Europe? Um, it's nowhere that we've been to.

ACE OF HEARTS

Bizarre Japanese RPG, *Shadow Hearts*, gets a UK release.

Don't be put off by all the stats. Concentrate on the fighting.

THIS MONTH, SURPRISE news came from US publisher Midway. The company famous for releasing coin-op classics such as *Spy Hunter* and *Mortal Kombat* is to publish the relatively obscure RPG, *Shadow Hearts*, in the UK. This surreal game has been developed by the little known Sacnoth and enjoyed a release into the Japanese market earlier this year. Normally RPGs that have their roots firmly planted in Eastern cultures and mystery fail to make their way to the UK and *OPS2* can only imagine Midway is testing the waters of the RPG market in Europe and the US with an eye to possible future releases of a similar kind.

Although resorting to traditional RPG game mechanisms, with turn-based battles and a plethora of storytelling cut-scenes, the developer has been careful to include a few innovative elements. The Judgement Ring – a shaded wheel where the outcome of in-game actions and battles depends on where the player stops a rotating bar – and the Malice System which causes characters to morph into 20 different creatures. Gimmicks they may be, but it does show an attempt by Sacnoth to improve on its past effort, the uninspiring *Koudelka* for PSone.

The story surrounds four main characters and is set in '20th Century Eurasia', beginning with a young girl named Alice Eliot, the daughter of an expert exorcist, being transported by the Japanese imperial army to China on a train. Also on board is evil magician, Roger Bacon, and harmonixer, Urm Hyuga, who both have an interest in Alice: Bacon, because he believes she is the key to his master plan to destroy the Earth and Hyuga, who is on a quest to save her. The game will take in travels through China and Europe to uncover Bacon's evil intentions and will involve meeting other mysterious people. Of these are a number of playable characters such as Keith Valentine, a vampire, and Syushin, an old Chinese mage.

There has been a notable lack of quality Japanese RPGs for UK otaku – we may get such US-developed titles as *Baldur's Gate* but rather than the likes of Namco's *Seven*, the UK usually receives sub-standard offerings like *Evergrace* and *Orphen*. Whether *Shadow Hearts* will redress the balance remains to be seen, but if the positive reviews the game is getting in the US are anything to go by, things may be looking up for UK role-players. □ **GW**

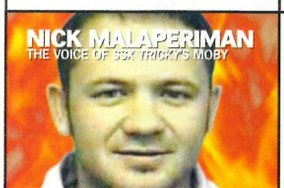
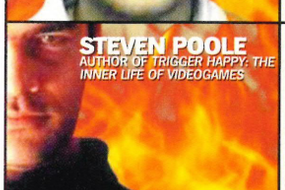
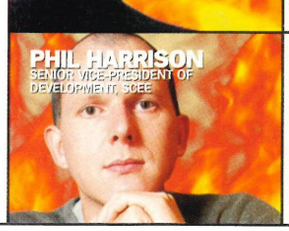
*Shadow Hearts *is scheduled for release at the start of 2002. Expect a preview next issue.*

THE BURNING QUESTION

***OPS2* grills the videogames industry's finest on a hot topic.**

THIS MONTH

WILL VOICE RECOGNITION TECHNOLOGY ENHANCE PS2 GAMES?

	What is the most interesting use of voice recognition in videogames you can imagine?	What is the extra cost in development of incorporating voice recognition into a game?	What PS2 games could have been improved with voice recognition technology?	Is it a serious advance in game interaction or just a novelty?	So will voice recognition technology enhance PS2 games?
 **NICK MALAPERIMAN** THE VOICE OF SSX TRICKY'S MOBY	Where the technology is so good that it truly recognises every nuance of a person's voice so the PS2 could detect different voices during multiplayer games. It would also be cool to customise your own commands and link your voice to certain actions to confuse your opponents.	Difficult to put a figure on it; but basically HIGH. To clarify, adding it to existing game design is expensive; designing a game around the technology would be a slightly different matter.	I don't know about improved; but enhanced. Maybe adding VR to *Tony Hawk's* would add a further dimension to a great game. I couldn't see how it would effect *FIFA*. Maybe it could be incorporated to you can give the refs a hard time, questioning their decisions and swearing at them.	A novelty. Voice recognition will never replace the hands-on experience, it will add to the gaming experience as it brings more interaction; but tangibly-grabbing a controller will never be bettered.	
 **STEVEN POOLE** AUTHOR OF *TRIGGER HAPPY: THE INNER LIFE OF VIDEOGAMES*	Ordering your dog around in *Dekavoice* is fun, but the most interesting use I can imagine would be the ability to have a fully-fledged, completely free conversation with NPCs. Sadly, at the moment that's a pipe-dream.	Well, apart from the financial cost, and the extra cost to the player of a USB microphone, there's also the computational cost. Voice recognition is pretty computationally expensive, so hefty processing resources will be used that then won't be available for environment drawing, AI etc.	It would be amusing if you could answer back in *GTA3* and get into verbal fisticuffs with citizens rather than just clubbing them to death.	As an extension to interface design, it's certainly a serious advance. The question is whether it might be put to purely 'novelty' uses.	
 **PHIL HARRISON** SENIOR VICE-PRESIDENT OF DEVELOPMENT, SCEE	Where the user and the game character have an emotional connection through language. Although a genuine open-ended conversation would require complex AI there are ways to give the impression of cognitive response through clever scripting and context-driven phrases.	There shouldn't be too much additional cost. There are some excellent technologies available for developers to licence. One additional area of cost will be the additional scripting required if the more sophisticated context-driven system is required.	All of them, or none of them – it all depends on the quality and innovation of the implementation.	That comes from careful design and planning to integrate the technology seamlessly into the design process. Think of it like 3D: A few years ago many games were satisfactory in 2D and rubbish in 3D – just adding a technology doesn't mean it's automatically a better game…	

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WORDS: MIKE GOLDSMITH

Teiyu Goto

While Ken Kutaragi invented the PS2, it was his colleague who designed it. *OPS2* travelled to Tokyo to talk to the Sony design guru for the PS2 logo is not a logo – it is the Earth viewed from space...

Curriculum Vitae

Name: **Teiyu Goto**

Job title: **Head of PlayStation Product Design and Corporate Identity Design; Chief Art Director of Value Design Studio Group, Creative Center, Sony Corporation**

Born: **Kyoto, Japan**

Age: **48**

March 1977: **Graduated from Kanazawa College of Art**

April 1977: **Joined Sony Corporation**

April 1977 – March 1980: **Worked at Audio Business Department Design Department**

April 1980 – Jan 1981: **Designed Digital Clock Radio ICF-C55 EZAlarm**

Feb 1981 – Nov 1982: **Designed CCD Video Camera CCD-G5**

Dec 1982 – Jan 1986: **At Sony America Design Center, designed TVs and Rear Projectors for the American market**

Feb 1986 – Dec 1992: **Promoted to Art Director (1990). Designed Color TV KV-19HT1 Profile Basic, the Color TV KV-34FV1 Profile Star and the Color TV KV-34ST1 Kirarabasso**

Jan 1993 – March 1994: **Developed PlayStation**

1996: **Won the ISDA Design Award Silver Prize and the Sony Ibuka Award**

April 1995 – March 1997: **Designed Mini-Tower PC VAIO Tower and the Notebook PC PCG-707**

April 1997 – March 1998: **Earned the FY 1996 Sony 50th Anniversary Challenge Product Design Special Award. Earned 1 Grade rating for PlayStaion design and the Patent for the controller**

April 1998 – July 1999: **Promoted to Chief Art Director. Designed VAIO Note505 Notebook PC (FY 1997 SONY CEO Award), designed PocketStation, designed Dual Shock**

March 2000: **Goto-designed PS2 released**

July 2000: **Goto-designed PSone released**

October 2001: **Goto-designed PSone monitor released in Japan**

Most people's list of awards usually extend to a patch sewn onto a tiny pair of Speedos saying how they doggy-crawled 15 yards when they were seven and a frayed pair of boxer shorts emblazoned with the phrase, 'World's Greatest Lover'.

Whether SCEI's Head of PlayStation Product Design and Corporate Identity Design, Teiyu Goto, has any of these items at the back of his wardrobe, we're not sure, but the boyish-looking 48-year-old has a few others just in case. Like the IDSA Design Of The Decade Award for designing the original PlayStation. And the JIDA Design Museum Selection's 2000 Red Dot Award for designing the PlayStation 2. And a whole gaggle of Good Design Awards for his work on TVs, alarm clocks and most notedly, Sony's sleek line of VAIO computers,

In a sentence: Goto-san makes things look good. Real good. While visiting Japan for October's Tokyo Game Show, *OPS2* talked to the man responsible for your PS2 looking so damn fine.

What was it like when you first started work on the original PlayStation back in the early Nineties?

When Sony Computer Entertainment started the PlayStation business, it was not part of the games industry. At this time the market leader was by far Nintendo with their SNES Super Nintendo system.

Since the Super Nintendo was the standard, Sony had to break through with a new image – especially because Sony was a newcomer to the games industry. We had to make a statement that we are Sony, we are going to start our business in the games industry. Up to this point, many of the game hardware makers had designed their hardware models more aimed at a younger age group – let's say low teens I guess – whereas our concept was we would like to appeal to a wide audience, a broad audience, all the way up to adults. We had a very simple yet cool design for the original PlayStation, a design that you get used to but does not grow old.

You also designed the PocketStation – the Japan-only peripheral for the original PlayStation.

The design concept for PocketStation was for it to be a cute and handheld item that you can carry with you wherever you go – hence the name PocketStation. Humans interact with items and hold them in their hands, it was important that the PocketStation is easy to hold and fits correctly in their hands. The closer the item to the hand, the more rounded, 3D-type of design you will see.

There is a tendency for this in all my products. You will see that the Memory Card or even the connector for the controller – the part that people touch – is rounded while the edge which you insert into the PlayStation is sharper. It's very important for the handheld segment to be rounded – it's a better fit, a better feel. This concept actually started with the PlayStation controller and has extended as far as all the other connecting segments for all Sony products today.

"When I plan future designs I'm aware of the balance you see in the beauty of Japanese-made products..."

Let's move onto PlayStation 2. How did your ideas differ from those applied to designing the original console?

The original PlayStation was more of a games console concept – obviously to break into the industry and get the PlayStation platform known. As we evolved into the PlayStation 2, Ken Kutaragi [*President and CEO of SCEI and inventor of PSone and PS2 – History Ed*] said that we are no longer just looking at game consoles. As you know, the PlayStation 2 has DVD playback, and it will have network connectivity in the near future. So, Kutaragi-san's thinking for PS2 was that he wanted to somehow show that we are going to expand.

I thought about this for quite some time and my solution to this was the Earth, the Earth being where we live now. The reason being that the Earth is a very large place and full of people. We are part of the Earth, we are part of the globe and, as people, we would like to make things and expand into the universe. Thus I have used the colours of blue and black – blue originates from the earth, and black from the universe. The blue represents the Earth – the water, the life – and the black simply represents the rest of universe, which is very, very huge – humungous!

I also had to consider that some households, especially in Japan, have very limited space and so many people might have trouble in terms of where they put PS2. My own house is very compact and instead of placing the PS2 on its side horizontally in front of the TV, I personally place it next to the TV so it's not as messy.

Do you consider your designs to be typically Japanese?

Not necessarily. But when I plan the designs of future products, I am aware of the balance that you see in the beauty of Japanese-made products in general. They are well balanced in terms of the quality of the product and the design functions – all are well-balanced. I think this is quite a Japanese approach and possibly because of my upbringing, I might have a keener eye on how to see and achieve this balance, and why it would work.

It was surprising that apart from adding analogue sensitivity to the buttons, you didn't radically alter the design of the Dual Shock controller for PS2.

I thought very hard about this. However because the PlayStation 2 is backwards compatible, I thought if we changed the controllers it might cause some problems. The analogue input however does enhance performance in terms of providing emotion to the user.

What are your thoughts on the Xbox and Gamecube consoles?

[Laughs] Unfortunately, I cannot comment on other companies' products.

How do you see the design of games consoles and PlayStation in particular, evolving in the future?

That's a very good question because I am currently in the middle of thinking of how we should evolve PlayStation in the next few years. In doing so, I would like to watch the business of entertainment overall – not just gaming. It will mean I will be keen with my design when the product is ready... □

Where it all began: The original PlayStation.

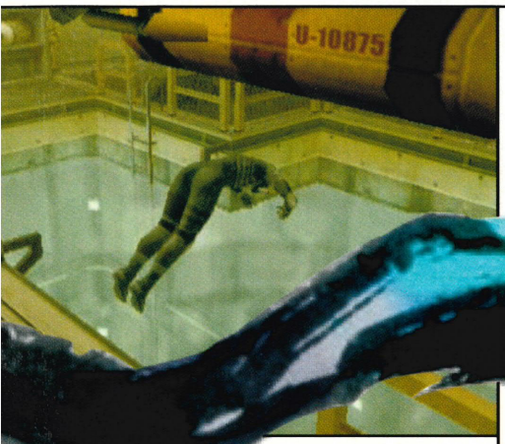
Goto-san's smart business-like exterior hides the personality of a design genius.

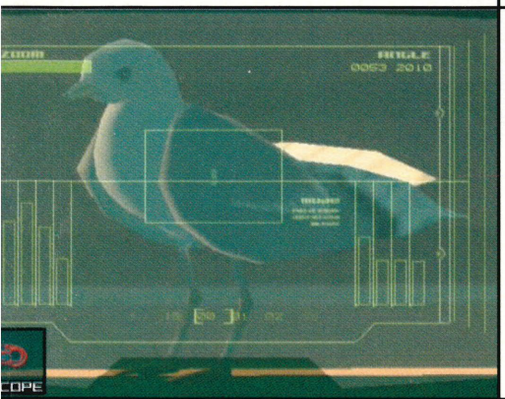
Fancy playing *MGS2* nearly a month before the game's out? Get your hands on next month's exclusive playable demo!

next month
in the february issue of

PlayStation®2
OFFICIAL MAGAZINE-UK

METAL GEAR SOLID 2: SONS OF LIBERTY





WHAT MORE CAN WE SAY? THE WAIT IS NEARLY OVER. NEXT ISSUE, OPS2 PROUDLY BRINGS YOU THE EXCLUSIVE UK REVIEW AND NEW PLAYABLE DEMO OF METAL GEAR SOLID 2.

MAG CONTENTS

MUDDY AWFUL OR RALLY GOOD? OPS2 GOES INTO THE PITS WITH CODIES' **COLIN MCRAE RALLY 3**! BRAAAAKE!

WE TALK WITH WARREN SPECTOR, CREATOR OF THE COOL TECHNO THRILLER **DEUS EX**

OOH LA LA! IF YOU THOUGHT REZ WAS BONKERS, WAIT UNTIL YOU GET A LOAD OF UGA'S **SPACE CHANNEL 5 V2**

PLUS: VIRTUA FIGHTER 4**/PART TWO OF OUR JAK AND DAXTER GUIDE/**CONFLICT: DESERT STORM**/LATEST PS2 NEWS/**MORE

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OFFICIAL PLAYSTATION 2 MAGAZINE: ISSUE 17
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Due to circumstances beyond our control, all content is subject to change.

Meet Gretel, *TimeSplitters 2*'s lady answer to James Bond, and key conspirator in the game's early homage to *GoldenEye*.

TEXT: ANDY LOWE/PHOTOGRAPHY: KATHARINE LANE-SIMS

"IT'S LIKE MR BENN WITH GUNS"

After too many close calls (*Red Faction*, *Quake III*, the original *TimeSplitters*) the PS2 finally has its undisputed *GoldenEye*-beater. Pardon the breathlessness, but you need to be very, very excited about *TimeSplitters 2*. Here's why...

Remember *TimeSplitters?* Certain factions of the *OPS2* office had cause to rename the first game *TimeWasters* owing to the number of work hours frittered away on the frantic four-player mode. Certainly the second best of the PS2 launch games (just behind the all-conquering *SSX*) *TimeSplitters* was a gloriously unsubtle riot. With Seventies cops taking on whores in fishnets, giant ducks and chaps with fishbowls for heads, all battling for control of a handbag, the common ground between *Quake* and Monty Python was established.

Naturally, it was this element of multiplayer mayhem that elevated *TimeSplitters*' appeal in the land of *OPS2*, but the single-player missions were undoubtedly a mild disappointment in comparison. Graphically, *TimeSplitters* also revealed its developers – Free Radical Design – as men with an acute understanding of first-person shooter dynamics, but with limited access to PS2 dev kits. There were no grand claims about the first game's revolutionary nature. In a short space of time, the studio aimed to produce the kind of furious multiplayer deathmatch that had only previously been available in the N64's *GoldenEye* (a game created, with no little coincidence, by some of the Free Radical team during their stint at Rare).

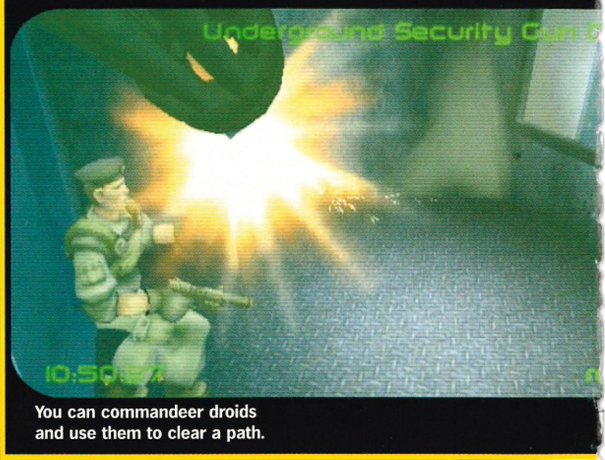
Now, 18 months later, we're now ready to talk revolutionary.

GENUINELY INTERACTIVE PROPS AND ENVIRONMENTS!

So, you can blow holes in the walls in *Red Faction*. So what? The rock/plaster-busting bits are always part of the linear setup and rarely lend themselves to creative gameplay. With *TimeSplitters 2*, props can be crucial (using water/fire-extinguishers when you're on fire) and a practical part of the gunplay. Some of the higher-IQ bad guys will think nothing of targeting a nearby explosive crate if there's a chance of scorching you in the process. Time to think strategic.

TIMESPLITTERS 2

A mining accident seems to have ruptured the space/time continuum.



You can commandeer droids and use them to clear a path.

"It's not that we want *TS2* to be *GoldenEye*. We're aiming for it to be much better..."
Steve Ellis, Head Of Software

Golem: a new *TimeSplitters 2* character hewn from solid rock.

If you want to fry someone with a flame-thrower, use a bit of foresight and hide a proximity mine near the fire-extinguisher. Also, although the AI has been significantly revamped, the emphasis is on variety over out-and-out military precision. If every bad guy used cover with unfailing accuracy and intelligence, you wouldn't last five minutes. Instead, as in reality, some enemies are sneaky, some gung-ho, some suicidal. It's up to the player to separate the grunts from the elite and expect the unexpected.

MULTIPLAYER ACTION WITHOUT A SPLIT-SCREEN!

Free Radical is keen to work the multiplayer technicalities in favour of its ideal real-world setup: two PS2s connected with an i.Link cable running on two TVs out of sight of each other. That way, PS2 owners finally get the benefits of PC local-area network gaming (with no option to refer to your mate's bit of the screen to work out where he is). If you're really committed, you could, in theory, get an i.Link hub and jack four PS2s together. But you'd need a mate with a big house, four TVs and an extremely understanding family.

The multiplayer game itself has been reworked to keep the action as balanced as possible, with a broader range of tweaking and handicapping. The ultimate aim is to be able to change the entire nature and pace of the game – a fully customisable, sliding scale with an insane, lunatic challenge at one end and a rather more sauntering, serene experience at the other. And, unlike the first *TimeSplitters*, enough time to get health when you're hit.

EXTREME CRUELTY, FREQUENTLY INVOLVING FLAME-THROWERS!

Flashy weapons such as flame-throwers can be a bit gimmicky and impractical, but here, the PS2's processing power is squeezed hard to produce both convincing heat-haze effects and workable strategy. Crucially, if you're tagged with a flame-thrower, there's always the option of diving into some water or putting yourself out with a fire-extinguisher.

Other trickiness involves the strategic use of shields and invisibility devices, with lots of subtle character asymmetry – to avoid that old problem of everyone wanting to play with the 'best' character. Generally, the weapons are less focused on increasingly large guns that fire bigger and more powerful bullets and are more geared towards different types of attack which, depending on the kind of player/character that is being attacked, has a specific effect (there's an electro-gun that stuns robots but only lightly zaps humans).

NO STUPID, BORING, TALKY-TALKY CUT-SCENES!

Apart from dinky little inserts to clarify objectives, non-action narrative flab is being kept to a strict minimum. Free Radical is determined to keep the action flowing and anything that takes control away from the player will be "short and skippable." Each mission is introduced by an impressive cinematic piece with a great deal of emphasis on facial and bodily animation to ease the standard gamey clunkiness. But, of course, you don't have to watch them if you don't want to.

PROPER MISSIONS THAT UPDATE AS YOU PLAY!

To offset the buffed-up multiplayer action, there's a much stronger emphasis on the single-player Story mode. Whereas the original's missions were mostly just a case of capturing an object and getting back to base, *TS2* is a lot more sophisticated, featuring multiple, evolving objectives and plenty of puzzley elements. You might need to kill specific guards to steal their access cards, find a series of valves to ease pipe pressure and open up an area blocked by steam.

Best of all, in the level that's set in a sinister, metallic robot factory, some sections are so enemy-infested or inaccessible that the player needs to hijack the factory's security camera-robots, use them for reconnaissance and, by use of the in-built machine-guns, clear a path through the tight security.

TIME-ZONES BASED ON MOVIE CONVENTIONS!

Yep, the whole concept of skipping backwards and forwards through time via the use of special portals does bring to mind a celebrated classic of Seventies two-frame animation (as Free Radical Design Chief, David Doak says: "It's like Mr Benn with guns"). But the patchwork of time and place has led to a strangely familiar, multiple movie-inspired approach. There are levels that offer sneaky cinematic nods to *The Terminator* (a typical sci-fi finale set on a droid production line); cheesy old-school, *Forbidden Planet*-style sci-fi (like Planet X in the original *TimeSplitters*); *Blade Runner* ('Neo Tokyo'); *The Thing* (aliens unearthed in the permafrost near a Siberian dam); Bond/*Austin Powers*; *Indiana Jones* (an Aztec-themed level, complete with tricky traps); Hammer Horror (a murky sequence in the catacombs of Notre Dame cathedral involving a Jack The Ripper-esque loony who's sacrificing French maidens).

And, to match the game's gore-free, heavily stylised hit/death animations, a Wild West level set in the town of Little Prospect which includes a jail-break, bodies flying out of bar-room windows and, surely, someone getting shot and falling off a high walkway into a cart of grain. In slow-motion.

MUCH BETTER MAP-MAKER!

The level-design aspect is now more meaty, varied and keyed in to creating more of a *TimeSplitters 2* DIY community. User levels can now include more subtle enemy patrol routes and triggers, elements of stealth, keys, doors... The aim is to make it a friendly, progressive building

process, so that everything "snaps together like Lego." Excitingly, levels can be designed, saved onto Memory Card and transferred to another card. So, you might want to devise a fiendishly overbalanced scenario which you invite a mate to overcome. Or just set a completion time and challenge them to beat it.

Free Radical hopes that players will use the map-making aspect to realise wilder, more specific ideas that, although maybe not too commercial, are still perfectly playable. Oh, and they're "looking into" options for distributing maps online.

STEALTHY BITS!

In the original *TimeSplitters*, they see you, they shoot you. With *TS2*, though, the baddies aren't so conveniently predictable. With the AI being centred on the type of enemy animation you're up against, some characters will be faster, sharper, more resilient and acrobatic than others. Although it isn't overplayed, there is a strong element of stealth in some of the levels, particularly now the enemy AI concentrates on more than one state of 'alert', depending on what's happening around them. According to David Doak: "I like the idea of missions which change according to the player's approach. With some levels, if you go in all guns blazing, things will quickly get chaotic and very, very hard to overcome. But if you step back slightly and come up with some kind of strategy, you can make it easier on yourself. It will be possible to finish the mission both ways, depending on the whim of the player."

MONKEYS WITH GUNS!

There is a section in which a malevolent band of knee-high, jabbering simians attack you with automatic weapons. Get in.

SCAN IN PICTURES OF YOUR MATES VIA DIGITAL CAMERA, THEN SHOOT RECOGNISABLE VERSIONS OF EACH OTHER IN MULTIPLAYER MODE!

And this is the reason you will be jumping up and down like Spoilt Bastard, bawling: "Mother, I NEED one of those!"

Possibly. Hopefully. Probably. According to Software Head Steve Ellis: "It was originally my idea to use the Game Boy Camera with the Nintendo 64 to let players scan their faces into multiplayer *Perfect Dark* (*GoldenEye* sequel). We got it working fine, but then we moved on, formed Free Radical, and we heard that it had been taken out. My impression was that Nintendo was paranoid about bad publicity. But, we'd love to do it with multiplayer *TimeSplitters 2*." So, the designers have already made such a feature work before and they really want to do it again. Further evidence: SCEE loves Free Radical, and basically let them do whatever they liked with *TimeSplitters*. And, with the oddly muted tabloid response to the death and devastation in *Grand Theft Auto 3*, it just might happen. It just might happen and be *brilliant*... □

TIME TEAM

TS2 developer Free Radical Design was founded by three former members of the crew who designed the N64's classic *GoldenEye*. These men know what they're doing...

***OPS2*: Did you feel burdened by the reputation of *GoldenEye* when you set out on the original *TimeSplitters*?**

Steve Ellis (Head Of Software): A lot of the criticism of *TimeSplitters* was based around expectations. People expected it to be *GoldenEye*. But we consistently said that it wouldn't be like that. But that's not to say that we want *TimeSplitters 2* to 'be' *GoldenEye*. We're aiming for it to be much, much better.

Karl Hilton (Head Of Art): We see *TimeSplitters* as a kind of taster. It was done under strange circumstances – a lot of time pressure. But we wouldn't have taken it on if we hadn't been certain that it would be a good game in its own right. We were limited, but we knew it would be fun. With *TS2*, we want to be able to say that this is the best game that we can possibly do at the moment, no excuses. And certainly 'better' than something like *GoldenEye*.

SE: This is what the first game would have been if the PS2 launch had been about 18 months later. We got the Development Kits for *TimeSplitters* in September 1999 and the game was finished by September 2000. It was incredibly tight.

David Doak (Head Of Design): But, without sounding too crawly, the guys at Sony were amazingly supportive. We told them we'd like to do a first-person shooter, multiplayer-oriented game. They came to see us and, despite being only five men and a dog at that time, they had the faith to give us pretty much everything we needed to get it done for the launch.

***OPS2*: How have you used the extra time with *TimeSplitters 2*?**

KH: Time is the biggest luxury of all in game development. We think we've used it well – to do everything we would have wanted to do with the original. The AI alone has taken about eight to twelve months of development time. The raw content of *GoldenEye* was actually finished about 10 months before it was ready for release. To get a certain level of slickness and sophistication, you need a lengthy fine-tuning period.

DD: We learned a lot about working under constraints with *GoldenEye*. Obviously, with a movie licence, we had to work to a certain formula. There had to be a scene set here, involving a certain character, etc. And in some ways that's a good learning process, because you have to be creative within a very restricted area. There's no room for flabbiness. So now, with *TS2*, we have more clearly defined eras for the missions and to make them more effective we have to stay inside the frame. So, in the ⊡

L-R: Karl Hilton, Steve Ellis and David Doak of Free Radical Design.

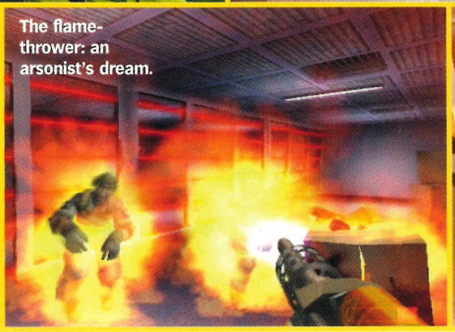
TIMESPLITTERS 2

Warp into the future and ludicrous techno-weaponry can be yours.

Program your droids to take the pain on your behalf.

Doak, Ellis and Hilton play silly buggers.

"No-one ever says: 'Let's go back to mine and play *Metal Gear*.' We're not scared..."
David Doak, Head Of Design


The flame-thrower: an arsonist's dream.

The evil sheriff turns up in the Wild West – along with gun-toting monkeys!

gangster movie mission, we're forcing ourselves to stick to the kind of things that appear in Thirties gangster movies.

***OPS2*: *TS2* seems more focused on the single-player game...**

DD: The first *TimeSplitters* was definitely aimed as a fun, arcadey blast – probably geared more towards multiplayer. This one is more... thoughtful.

SE: But we've made sure that the casual players can just enjoy an arcadey blast by playing it on Easy and, as they get better and yearn for some depth, they can switch to Medium and Hard.

DD: The Easy, Medium and Hard thing is our way of addressing the tricky issue of save-games and 'training' modes. At the time of the PS2 launch, we had complaints from the US that *TimeSplitters* was too hard to have running on in-store pods. Although you can't exactly tailor games to work perfectly in different territories, the Easy, Medium, Hard idea usually covers most skill levels – and there's always room for improvement. PC gamers are spoilt. They have that constant Quicksave insurance. They can kind of rehearse a section over and over until they get it right. That's the enemy of good game design. We're working hard to make the game challenging in a way that isn't random or just plain overbalanced, and there wouldn't be any point if someone could just subvert that by playing it in little 20-second sections. It kills the challenge.

***OPS2*: How much do you listen to fan suggestions?**

KH: We do go to the Internet message boards and pick up on the general feedback on what they think doesn't work so well or their sequel wish-lists. It's like a free focus-group. The trouble is, it's so broad-based, that you have to concentrate on the stronger, recurring opinions. Otherwise, you're just designing a game by committee.

Steve: And you get some weird requests from people who just don't seem to get it. Like why, when you die, there isn't an option to just... carry on. There's no gore in *TS2*. The bad guys just recoil from hits in exaggerated, western movie-style fashion.

SE: Yeah, we have to watch our rating. America is notoriously twitchy about excessive violence, and, particularly after the terrorist attacks, I just can't see any of the big chains stocking a console game where you can shoot peoples' body-parts off or something. There's no point, anyway. It doesn't make the game 'better'. Of course, it'd be a laugh to let fly and have all kinds of questionable stuff in there, but it would halve the sales instantly. And, obviously, we want as many people to buy it as possible. A bit of self-restraint is better than corporate or government censorship.

DD: The main thing is to keep a grip on what makes the game fun. You pull the trigger, you get a reaction – from whoever or whatever you shoot. So, we'd rather have those Wild West-style hit reactions than arms and legs flying everywhere. I think when people moan about wanting to 'see blood', they just mean than they want to see a lot of reaction to their sharp-shooting. The ultimate goal is an escapist experience – we want to draw people in and make them forget that they're playing a game. That's also the point of beefing up the interaction with props – to make predictable things happen, in terms of real-world physics.

Karl: It's the whole cartoon-horror thing. If you drop an iron on a cat's head with an exaggerated clang, people laugh at it. If you drop it onto a person's head with lots of biological detail, then it becomes horror and you get an 18 rating. We're just not interested in making a horror game.

Steve: It's a very fine line to walk and you have to expect the weirdest decisions. We were after an 11 rating with *TimeSplitters*, but it got bumped up to 15 because of the decapitation of the zombies.

***OPS2*: However the game turns out, there's a big shadow hanging over next year – *Metal Gear Solid 2*...**

DD: Ah, we're not scared. *Metal Gear 2* has a very distinctive style which works very well. It's extremely well put together, but I don't think it justifies the level of hype it's getting. There's still a bit of an excess of style over gameplay. And it's a very, very different type of game to what we're trying to do with *TimeSplitters 2* – which is a solid single-player game, but with masses of fun, multiplayer value. All of these games – *Red Faction*, *Final Fantasy*, *Metal Gear* – people say: 'Oh, but the story's amazing!' There's too much emphasis on 'plot', and if it were a pulp novel, no-one would read it. We really don't care about any of that. I want the story to be an incidental backdrop to great gameplay. I mean, you never hear anyone say: 'Let's go back to my house and play *Metal Gear Solid*'. □

EXHIBITIONIST

TEXT: PAUL ROSE/PHOTOGRAPHY: MARTIN BURTON

REBEL YELL

New PS2 developer Rebellion is determined to become The Galaxy's Greatest Games Company – with the help of a certain future lawman.

Here comes the Judge... *2000AD*'s main man prepares to stomp all over your PS2. He is the law, after all...

To any long-standing reader of *2000AD*, the Nerve Centre is a spaceship disguised as a towering office block, situated in the grubby heart of London. It is not only home to Tharg, its green-skinned, cup-eating alien editor, but also the many droids who – legend has it – produce all of the comics' strips in-house.

However, the veteran British sci-fi publication will shortly be re-locating to a nondescript two-storey warehouse in a central Oxford side-street, also housing – along with the comics' new human editor – some 70 unshaven games developers, and their ubiquitous action figure collections.

Just what is occurring? Is it part of some diabolical scheme by the Dictators Of Zrag? Has the Nerve Centre become infested with thrill-suckers? Not at all, it's just that *2000AD* has a new owner, and with it, a new home.

Last year UK software outfit Rebellion bought *2000AD* and its sister publication *Judge Dredd Megazine*, marking the culmination of a life-long ambition for its founders, sibling duo Chris and Jason Kingsley. The move was more than just childhood whim; the acquisition of *2000AD*'s two-and-half decades' worth of characters is already having a significant impact upon Rebellion's core business: games.

ATARI SO GOODY

The road to Thargdom began just under a decade ago, when Chris and Jason – fresh from finishing a degree and freelancing as a Project Manager respectively – were summoned to Atari HQ, to show off an Atari ST demo they'd put together.

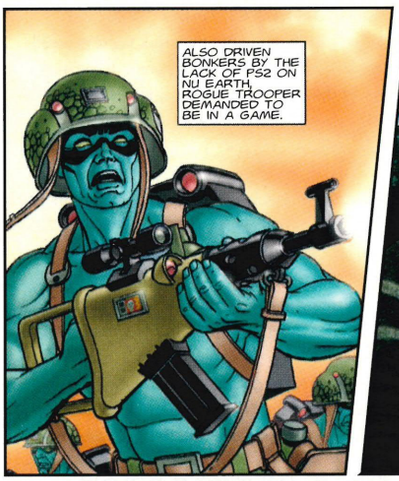
"It was a massive building, empty all but for about half a dozen people," remembers Jason, of the grim-looking Atari offices in grim-looking Slough. "There were tumbleweeds blowing through the place. We showed them the demo, and they loved it. They then told us that we'd be perfect to work on the new Atari console. To which we replied 'What new console?'"

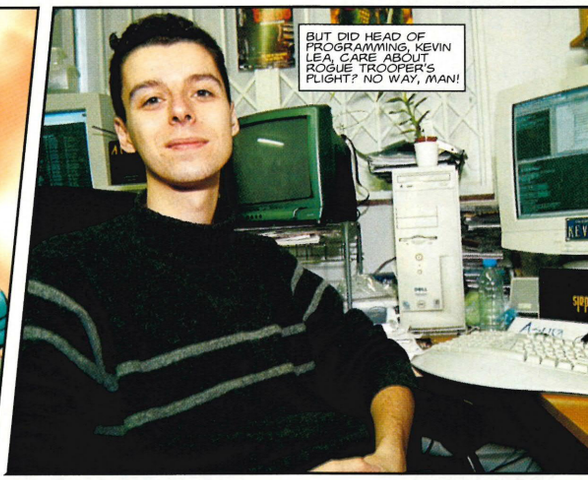
As history records, that new console was the Atari Jaguar, the hype-soaked 64-bit donkey which ultimately bit off Atari's face, and spat it into the gutter. However, as history also records, the Jaguar wasn't solely burdened by underpowered driving games, and 2D shoot-'em-ups – it also had Rebellion's mostly brilliant *Aliens Vs Predator*.

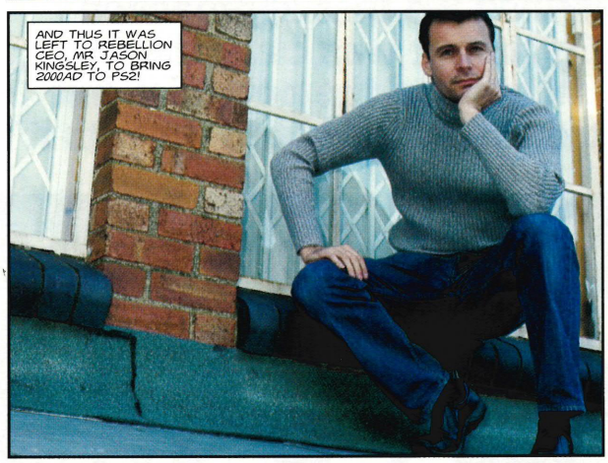
"We built cardboard sets, and scanned them into the game," chuckles Jason, remembering the shooter's unique production process. "As a result I think it was one of the first games to have photo-realistic graphics."

PS2002AD

Since those glory days of the early Nineties, Rebellion has quietly managed to become one of the success stories of the UK software scene, producing, among others, the award-winning PC version of *Aliens Vs Predator*, and the commercially, if not critically, successful PSone edition of *The Mummy*. Even so, it's surprising that Rebellion is only now making the leap to PlayStation 2.



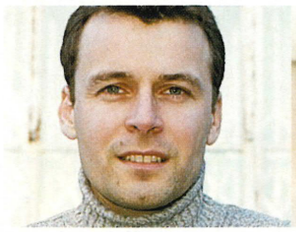




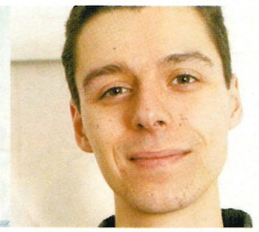
REBELLION STUDIOS

THE MEGA CITY ONE CRIMINAL FILE

The perps in charge of relocating Judges Dredd and Death from Mega City One to PlayStation 2...



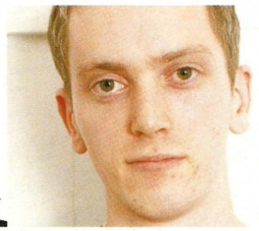
Name: Jason Kingsley
Known aliases: King-Slay
Legal status: CEO and Creative Director
Criminal record: *Blade Warrior, Aliens Vs Predator, The Mummy, Mission: Impossible, Asterix, Chequered Flag, Skyhammer* to name a few of the 40 games.
Favourite Dredd character: Marlon Shakespeare
Favourite non-Dredd *2000AD* strip: Johnny Alpha



Name: Kevin J Lea
Known aliases: Deadmeat
Legal status: Head of Programming
Criminal record: *Aliens Vs Predator*, anything else Rebellion has done in the last five years
Favourite Dredd character: Joe Dredd himself, unless Galen DeMarco isn't wearing much clothing
Favourite non-Dredd *2000AD* strip: Durham Red

Name: Tim Jones
Known aliases: Filthy McNasty
Legal status: Lead Artist/Producer
Criminal record: *Aliens Vs Predator*, and everything else Rebellion has done in last five years
Favourite Dredd character: Psi Judge Karyn
Favourite non-Dredd 2000AD strip: Necronauts

Name: Drew Cope
Legal status: Visual Development and Character Design
Criminal record: *Aliens Vs Predator Gold*
Favourite Dredd character: Devlin Waugh
Favourite non-Dredd 2000AD strip: Lenny Zero



Name: John Nightingale
Known aliases: Oi You
Legal status: Animator extraordinare
Criminal record: None
Favourite Dredd character: Judge Death
Favourite non-Dredd 2000AD strip: ABC Warriors

Jason reveals: "It's a natural progression for us. It's quite hard to programme for, but I think that makes it a home for better developers. You need a bigger team to work on PS2 games. But it is a very exciting machine."

So what can Jason reveal of Rebellion's PS2 schedule? Not a lot, unfortunately. It seems that much of Rebellion's future output is in the early stages of development.

"Right now we're putting together some very sophisticated demos for games we hope to release either Christmas 2002 or 2003," he says. "We've over seventy people on staff, and it gives us the opportunity to put together small teams of five or so people to work on prototypes of these games. It means we can solve some of the problems of development, before being ready to go into full-on production."

DREDD GOOD

Perhaps understandably, Rebellion is extremely cagey about divulging specifics about its future PS2 plans, and – with the exception its embryonic *Judge Dredd Vs Judge Death* game (see Dredd Vs Death) – what percentage of them will feature *2000AD* characters? Jason dodges the subject like a skilled sound-biter: "People ask me when it was that I realised I wanted to buy *2000AD*, and I tell them I knew when I was 14-years-old. Thing is, when I was 14 I didn't really have the infrastructure to do so."

The Kingsley brothers aren't alone in their love of the Galaxy's Greatest Sci-Fi Comic, and are quick to realise the debt owed to it by the games scene. "I think that *2000AD* has been a source of inspiration to the games industry for years – particularly in this country," he says. So how easy was it for the Kingsley brothers to prise the comic from the grip of its former publisher? "When we first approached Egmont it was clear they understood *2000AD*'s potential, but didn't really know what to do with it," says Jason. "They were more used to publishing comics for a younger audience, and *2000AD* was growing up. It didn't really fit in, so we offered to take it off their hands."

"When we first approached Egmont, it was clear they understood the potential, but didn't know what to do with it"

But surely buying the comic outright was more a personal ambition, than the right thing to do for Rebellion? Is it not diversifying too far too quickly? Not according to Jason Kingsley: "It gives us a huge library of characters, and the chance to experiment a bit with that crossover," he insists. "For instance, we might use original characters from our games in the comic."

Indeed, one such character – Wardog, from the forthcoming PC strategy title of the same name – has just appeared in *Judge Dredd Megazine*.

However, Rebellion's multimedia plans don't just stop at comics. The firm has announced plans to produce two new Judge Dredd films. Jason Kingsley is confident that they will be better than the godawful 1995 Sylvester Stallone vehicle, though.

"We've got a good set of contracts, and we're working with a great partner – Shoreline – who've done about 22 smaller movies, but want to start doing glossier, genre pieces. We wanted more control over the content than they had for the previous *Dredd* movie. We haven't got a script yet, but pre-sales are going very well."

Critics may suggest that Rebellion is trying to run before it can walk, over-stretching itself into unfamiliar areas. But don't be mistaken: the Kingsleys insist that they haven't forgotten where Rebellion comes from, and aren't about to neglect their core business.

Jason Kingsley summarises: "The key to what we do is games, and we want to prove that we're a great games company. A game is a game, a comic is a comic, and a film is a film. But there is a natural crossover between fans of all three, and a potential to exploit that."

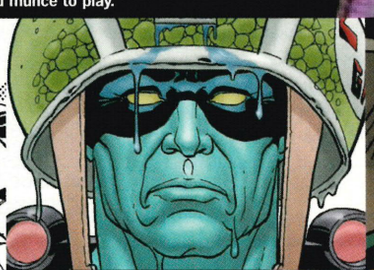
Zarjaz! □

BEYOND 2000

With almost 25 year's worth of strips and characters at its disposal, you can bet your beanie hat that *Judge Dredd Vs Judge Death* won't be the last Rebellion-produced *2000AD* tie-in. Here are a few we'd give our last tub of refried munce to play.

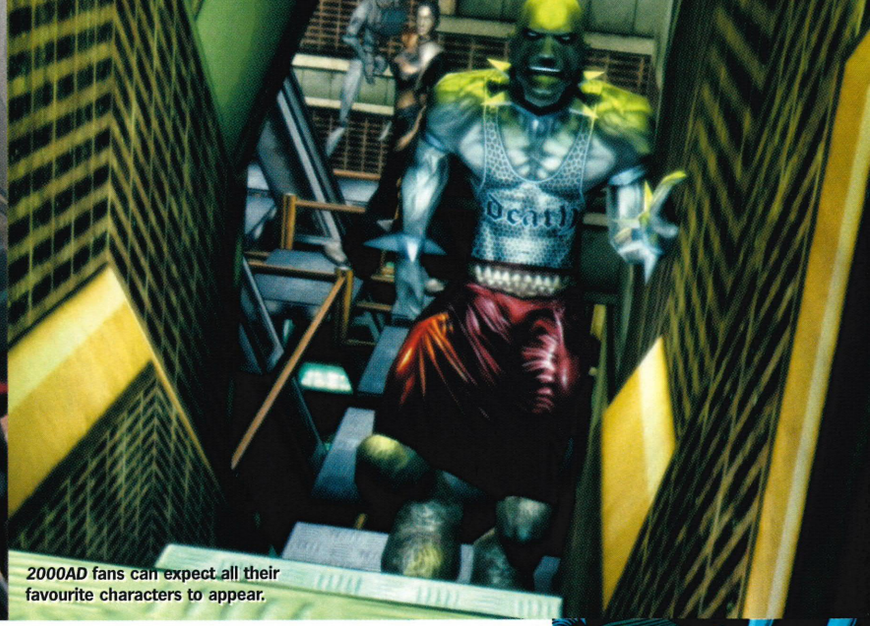
STRONTIUM DOG
As mutant Bounty Hunter Johnny Alpha, you have to track down the galaxy's strangest criminals. With your mutant gift of x-ray vision, and a neat assortment of weapons, including time bombs (they transport an opponent a few seconds into the future) and electrified knuckledusters, we could see Strontium Dog becoming a quirky cross between *Metal Gear* and *Resident Evil*.

FLESH
Think *Theme Park World*, but instead of a theme park you have to establish, and run a successful dinosaur meat processing plant, located some 65 million years in the past. Naturally, most dinosaurs don't want to be harvested, so expect to face some stiff opposition – during which real-time strategy elements come into play. Delicious AND deliciously twisted.



ROGUE TROOPER
The last surviving Genetic Infantryman, Rogue was bred to fight against the Norts on the polluted hell world of Nu Earth. With his bio-chipped buddies literally implanted into his equipment, they'd add a constant stream of banter to a potentially awesome first-person shoot-'em-up.

BANZAI BATTALION
Forget the poxy *Army Men*; the Banzai Battalion are the only pint-sized troops worth considering. Think: a real-time strategy game in which you get to control thousands of inch-high robot soldiers, as they take on garden pests, and right wrongs in the future metropolis of Mega City One.



2000AD fans can expect all their favourite characters to appear.

DREDD VS DEATH

Inevitably, Rebellion's first *2000AD* tie-in will star the ubiquitous Mega City One Judge – and a few of his greatest felons.

There are many unusual British institutions – morris dancing, afternoon tea, ostrich puppetry – but none so strange as Judge Dredd. Though originally envisioned as some sort of supernatural detective-cum-hangman, Judge Dredd eventually exploded onto the British boys' comics scene in 1978, as a fascistic future lawmaker, based in the futuristic Mega City One, on America's East Coast.

Written by American-born Scottish resident John Wagner, and drawn by Spanish artist Carlos Ezquerra, the character's name was suggested by then-*2000AD* Editor Pat Mills, and inspired by the UK Reggae pioneer, and self-styled ska 'rude boy', Judge Dread.

Inevitably, the character's ultra-violent antics – carried out in the name of instant justice – plus the surreally lurid backdrop of Mega City One, swiftly established him as the biggest British comic success since Dan Dare. It also made the character prime material to make the leap into games.

Unsurprisingly, Rebellion's forthcoming *Dredd* game isn't the first to feature the Justice Department's most uncompromising perp-buster; there was a Spectrum and Commodore 64 title back in the Eighties, while a host of average platform shoot-'em-ups were rushed out to coincide with 1995's achingly average Dredd movie. And as for that PSone light gun farce…

It is, however, undoubtedly the most faithful Dredd game to date. Using Rebellion's custom-built Graphic Novel engine, *Judge Dredd Vs Judge Death* is like watching the pages of *2000AD* come to some sort of insane life. It's bold, absurdly colourful, and yet, still appears hand-drawn.

"We wanted it gritty, but still fairly realistic," reveals *Dredd Vs Death*'s Head Of Programming, Kevin Lea. "It was something of a balancing act."

ARCHITECTS OF THE FUTURE

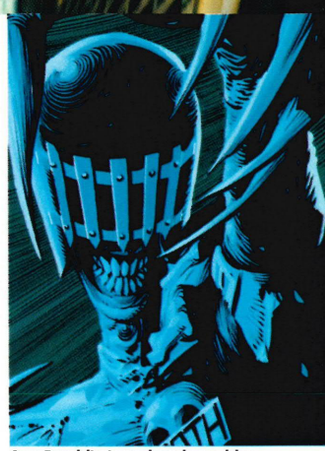
Though work continues on creating Mega City One, Lea and his team already have a 3-4,000 polygon Dredd fully modelled and walking around. The character falls somewhere between being fully shaded, and the sort of flat cel-shading seen in games such as *Jet Set Radio* and *Fur Fighters*.

There are some particularly neat touches, like the trademark lightning flashes on Dredd's visor, which only appear if he's directly facing a bright light. Also, the character features full lip-synching, which the Dredd team have put to good use, by getting him to spout *Dirty Harry* dialogue. They're even able to make him sneer.

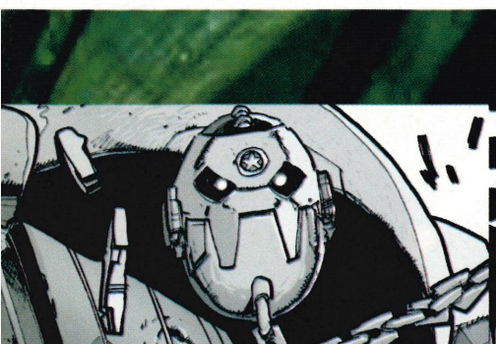
Better still, the graphics are really round. Using the custom game-editing tool, any angular surface can be selected and have those angles smoothed-out in a second. Doorways have arches, sofas look comfy enough to sleep on and square coffee tables become perfect circles. It looks stunning, giving the game a strangely organic flavour, in keeping with the architectural style established in the comic strips. "If you see a straight line in this game it's straight because we want it to be, not because it has to be," says Lea.

DEATH BECOMES HIM

But that's all well and good – what of the gameplay? As the *Dredd Vs Death* title suggests, the plot features yet another genocide scheme from Judge Dredd's



Can Dredd's Lawgiver keep him out of Death's vile clutches?



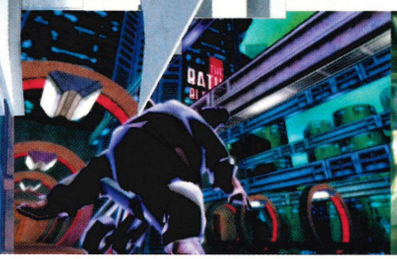
ABC WARRIORS
A team of seven dysfunctional robot soldiers, fighting for freedom on a terraformed Mars, the ABC Warriors – with their diverse array of skills – would fit nicely into the team-based strategy niche that's about to be filled by *Commandos 2*.

HARLEM HEROES
You can keep your Quidditch, Mr Potter; the Harlem Heroes beat you to it. Incorporating elements of American Football and kung fu – but transporting them into the air via jetpacks, Harlem Heroes would be a high-flying version of *Pro Evolution Soccer*. But more violent.

NEMESIS THE WARLOCK
Forget all the pseudo-religious guff spouted by alien freedom fighter Nemesis; we just want to ride around in his ship, the Blitzspear. A drive-'em-up set within the twisting, physics-defying tunnels of Termite – the future human empire – with you as Nemesis, pursued by the xenophobic forces of Torquemada, would, possibly be the best thing ever.

SLAINE
Surely there's an action RPG to be wrung out of Slaine, *2000AD*'s high-violence answer to Conan The Barbarian. The strip's firm rooting in Celtic mythology, not to mention Slaine's tendency to warp into a hideous monster, would make it quite unlike anything else.

Mega! Rebellion renders up Dredd's domain.



The comic book colours of Mega City One have been perfectly recreated for PS2...

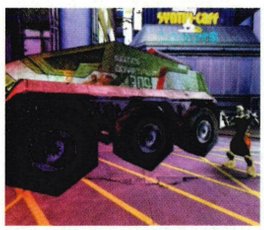
...as has the humour and explosive action. 'Ye Olde Brit-Cit Public House' indeed.

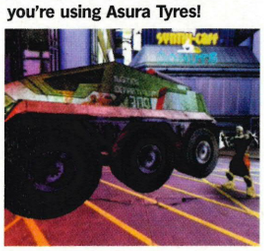
SMOOTH MOVES

Don't be square, get a round...

One of Asura's unique features is its ability to handle curved surfaces as easily as other games use polygons. Asura dynamically converts polygons into cubic bezier patches, that are then rendered at varying levels of detail – depending on curvature, lighting, closeness to the camera, and so on. This allows for environments to be constructed out of relatively simple geometry, and then to be drawn as many orders-of-magnitude more polygons when required.

For example, an artist can build a simple wheel out of a handful of polygons, and yet it looks perfectly cylindrical in-game. As the player backs away from the wheel it seamlessly uses less and less polygons until it reverts back to its original form. This kind of technology is essential when you're trying to fit Mega City One in all its curvaceous glory into the PS2's limited memory.





(Above) Before: Crude jaggies mean you're in for a rough ride... (Below) After: Unless you're using Asura Tyres!

arch-nemesis, an interdimensional super-fiend, who believes that life itself is a crime. Also expect appearances from his fellow Dark Judges, Fire, Fear and Mortis, plus erstwhile buttist, Mean Machine.

However, not all the game will feature the grinning nasty, and his insane accomplices; levels should see plenty of Dredd patrolling his city, dishing out justice to perps as the gamer sees see fit, rescuing bewildered citizens from kidnappers, righting up-ended fatties, stopping mutant raiders, venturing into Old New York beneath Mega City One, and shutting down illegal Death-worshipping cults.

So how has Rebellion managed to created this over-populated feel of Mega City One? "There'll be lots of innocent cannon fodder in the levels," says Lea, "But once you get more than ten characters on screen it actually looks chock-a-block, so I think the most people we'll have at any one time is around a dozen."

PERP SHOOT

Naturally, Dredd will be armed with his trusty Lawgiver gun – that fires six different types of bullet. The gameplay mostly falls into the first-person shoot-'em-up bucket, though Rebellion is toying with the possibility of including a third-person camera view. However, those with an itchy trigger finger need to be wary; prove too heavy-handed in your treatment of criminals, or shoot one innocent citizen too many, and your fellow Judges will turn on you.

Unfortunately, you won't get to ride a Lawmaster – the absurdly big-wheeled bike, as ridden by all Judges. Designing the on-foot sections is work enough, without having to factor in some sort of driving section. However, the Lawmaster will feature in the cut-scenes.

Talking of which, Rebellion is keen to maintain the rich vein of black humour that's everywhere in Dredd's world. To this end, contracts permitting, they're currently wooing Dredd co-creator, and regular *2000AD* scripter John Wagner to provide the dialogue. Rebellion is hoping to have a linear story line, that can be played through in a non-linear fashion, giving the player plenty of scope to do things their way.

"Originally we planned to have a huge city that players could walk around of their own free will," explains Lea, "But we thought we ought to get the game finished in our lifetimes. Instead we've gone for a more standard mission structure, with an element of player freedom."

Publisher permitting, Rebellion hopes to have *Dredd Vs Death* ready for release by Christmas 2002. Drokking good stuff. Creep. □

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2002 PREVIEW

We thought 2001 was a giant gaming year, but 2002 is set to be bigger. Join us as we journey into the future, selecting the finest PS2 treats for your discerning gameplay tastebuds.

The year 2002 will go down in videogame history as 'The Year That Had It All'. From the cyberpunk thrills of *Headhunter* in January to the re-emergence of that Lara Croft woman in late November, it's going to be a 365-day game storm. The epic moments will come thick and fast. *Metal Gear Solid 2. Final Fantasy X. Tekken 4*... Gaming's most prestigious talents are lining up to explore the massive potential of the PlayStation 2 hardware. And that potential is not merely in terms of visuals, of polygon pushing, real-time lighting and so on. Developers are just beginning to investigate the brave new world of console multiplayer online gaming. See *Tony Hawk's Pro Skater 3* last issue. Who knows where this will lead, especially with the long awaited release of Sony's official Hard Disc Drive and Network Adaptor.

And in among the mega-brands of interactive entertainment are some truly original diversions. *Herdy Gerdy*, *Rez* and *Stuntman* all offer experiences far beyond the strict pigeon-holing of accepted genres. If the financial slump of the last two years has taught gamemakers anything, it is that you can't rely on licences and sequels alone. This realisation will make 2002 a very exciting place to be. We'll see you there...

JANUARY HEADHUNTER_REZ_DROPSHIP

Amuze's *Headhunter*: mad, bad and beardy to know.

HEADHUNTER

Blade Runner meets *RoboCop* meets *Metal Gear* in an explosive cyberpunk blind date.

■ **Publisher:** SCEE ■ **Developer:** Amuze

Imagine every near-future sci-fi cliché from the last 20 years blended together and served up on a third-person action adventure plate with a side-order of twisted adult humour. This is the world of *Headhunter*, Amuze's super-detailed cyber epic, starring bearded, gravel-voiced bounty hunter Jack Wade. As Wade it's your job to track down crime chief Don Fulci and foil his many money-making ruses which involve the rustling of refugees for spare body organs, Internet bank robbery and, as the plot thickens like yesterday's custard, global nuclear war. For profit, of course.

Wade starts the game as a low-life nobody with amnesia and a bad reputation, but through the action you can re-apply for your Headhunter licence, which opens up new weapons and top-secret info. Action is very much in the *Metal Gear Solid* vein – creeping around enemy strongholds, taking out stray guards and using hi-tech equipment to gain access to new areas. You also get to glide between the game's key locations (anything from gangland hideouts and downtown garages to upmarket malls, lush mansions and underwater prisons) on a big fat motorbike.

The game's blend of John Woo-style gunfights with stealth and puzzle solving is accompanied by slick *RoboCop* humour which comes from the satirical newscasts that introduce plot elements. Despite a tricky control system and obvious debts to *Metal Gear*, this should be your first must-have of 2002. Play the action for yourself on this month's cover DVD and read more on page 88.

PHIL HARRISON'S TOP FIVE

SCEE's Senior Vice President of R&D picks his games to look out for next year.

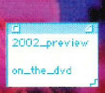
1) Metal Gear Solid
(Konami/KCEJ)
"Like shooting at the side of a barn, this is an easy hit to predict. The game's important because it will show the way forward for story-driven action games."

2) The Getaway
(SCEE/Team SoHo)
"Not just because we're making it... The scale of this game screams 'blockbuster!' from every pixel. Even the soundtrack is cooler than a private Soho drinking club."

3) Primal
(SCEE/Studio Cambridge)
"Probably the most advanced 3D engine on the PlayStation 2 platform combined with a richly engrossing action adventure game. And Jen is a wicked main character (in more ways than one!)."

4) Virtua Fighter 4
(SCEE/Sega AM2)
"Sega's best arcade game enhanced for PlayStation 2. 'Nuff said".

5) ICO
(SCEE/SCEI)
"A game that taxes the heart strings as much as the thumbs. A beautifully paced adventure with a set of characters that you really care about."



Looking good, playing better... UGA's *Rez*.

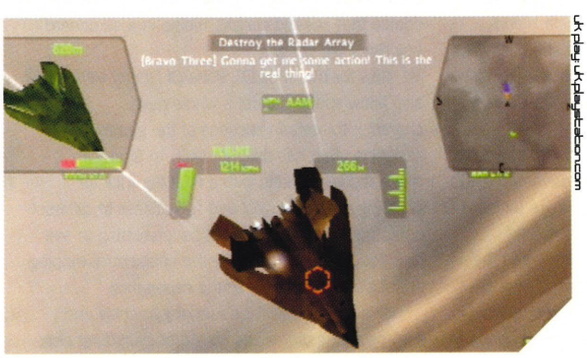
japanese import: www.ntsc-uga.com

REZ

Behold, the first rhythm action shoot-'em-up.

■ **Publisher:** SCEE
■ **Developer:** Sega/United Game Artists

Game design genius Tetsuya Mizuguchi (*Sega Rally*, *Space Channel 5*) and his crazy gang of UGA cohorts have combined vector graphics, *Space Harrier*, *Tron*, banging house and rhythm action silliness to create – please sit down and brace yourself – a truly original experience. Your job is to save a malfunctioning computer network from destruction by hacking in and shooting rogue programs. Each stage is accompanied by organic visuals and pumping dance music that gets more complex with every enemy you take out – so as you shoot, you effectively create new tunes. *Rez* is an exploration of synaethesia – a condition in which the senses become confused and you smell colours, see sounds, and so on. In Japan they are taking the whole experience a little further, *Rez* comes packaged with a vibrating pleasure peripheral. You have to respect that. Find out more in the review on page 98.



UK play: UKplaystation.com

DROPSHIP: UNITED PEACE FORCE

It's so much more than just a flight sim.

■ **Publisher:** SCEE ■ **Developer:** Studio Camden

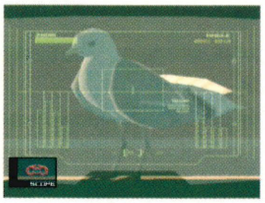
Take control of an entire army in this multi-faceted battle sim. Designed for playability rather than realism, the titular dropship can dogfight with enemy jets at supersonic speeds, and hover above enemy bases before spurting its load of tanks, APCs and troops. Players then take control of ground vehicles and continue the slaughter. The action takes place in a variety of locations and is mission-based featuring rescue and seek-and-destroy scenarios. Voyeurs of destruction will be pleased to note that there are sniper facilities for distant targets and a first-person missile cam. Peace is for wimps. If you think you're hard enough, have a go at the brand-new playable demo on the DVD and read the review on page 106.

ALSO RELEASED

DNA – Dark Native Apostle
(Virgin/Hudsonsoft)
Ecco The Dolphin: Defender Of The Future
(SCEE/Appaloosa)
Evil Twin: Cyprien's Chronicles
(Ubi Soft/In Utero)
Frank Herbert's Dune
(Cryo/DreamCatcher)
G1 Jockey
(KOEI/KOEI)
Kessen II
(TBC/KOEI)
Legends Of Wrestling
(Acclaim/Acclaim)
Salt Lake 2002
(Eidos/Attention To Detail)
Sled Storm 2
(EA Sports/EA Canada)
Shadow Hearts
(Midway/Sacnoth)
The Shadow Of Zorro
(Cryo/In Utero)
Yanya Caballista: City Skater
(KOEI/KOEI)

FEBRUARY METAL GEAR SOLID 2: SONS OF LIBERTY_HERDY GERDY_DEUS EX

Hero? Villain? Wrong screenshot? Just who is this new fella from *MGS2*?



Despite what you might've heard, Snake is back – and how.

METAL GEAR SOLID 2: SONS OF LIBERTY

After enough hype to dislodge a small moon from its orbit, Solid Snake is back. Prostrate yourself at his stealthy feet.

■ **Publisher:** Konami ■ **Developer:** KCEJ

It's got game journalists the world over frothing at the mouth like over-excited rednecks at the latest WWF SmackAss FistBitch event. It may well change videogaming as we know it. It is, of course, *Metal Gear Solid 2: Sons Of Liberty*, in which Hideo Kojima takes the term 'realism' and stretches it to snapping point, like a knackered piece of knicker elastic. This could well be what the 21st Century was invented for.

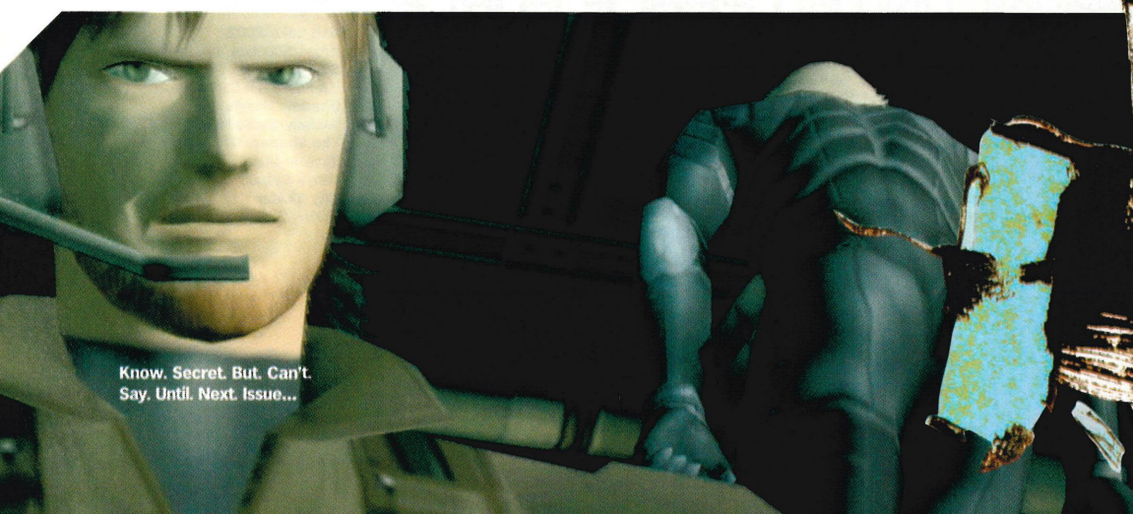
You sort of know what to expect even if you've never played a *Metal Gear* title. Rogue anti-terrorist operative Solid Snake is back, tracking a tanker that just happens to be carrying the devastating experimental weapon Metal Gear Ray. When the craft is hijacked by persons unknown it's up to Snake to creep in and find out what the bejesus is going on. Various weapons can be picked up along the way, but half the fun is evading the many enemy guards using the complex yet intuitive stealth-friendly interface.

At your disposal is every trick in the SAS book of subterfuge. Distracting guards with porn mags, spraying infra-red trip alarms so you can bypass them safely, shimmying through air vents, and of course that age-old classic, 'hiding in a cardboard box like a big sissy'.

Now for the SPOILER. *Sons Of Liberty* will also allow you to control a whole new character for certain sections of the game. This intriguing chap has different skills to Snake (he's much more acrobatic with a neat flip trick for grabbing hold of ledges) and has access to different equipment and weapons. It'll be interesting to see how this aspect (inspired by the character swapping in *Resident Evil 2*) adds to the experience.

Boasting at least 18 hours of gameplay and some startling plot twists on top of everything else, *Sons Of Liberty* is going to be unmissable. And don't miss *OPS2*'s world exclusive UK review and playable demo next month.

2002_preview on_the_dvd



Know. Secret. But. Can't. Say. Until. Next. Issue...

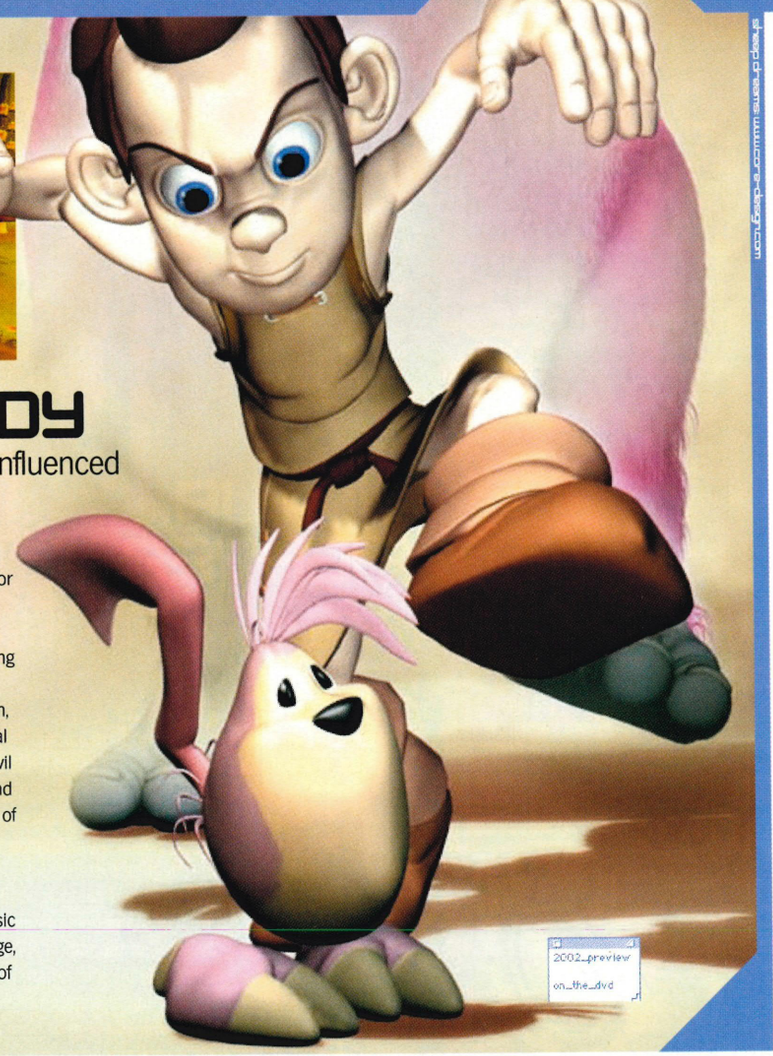
HERDY GERDY

At last! It's the sheep dog trials-influenced game we've all been waiting for!

■ **Publisher:** Eidos ■ **Developer:** Core Design

This beautiful-looking oddity is a marked departure for Core Design in that it isn't yet another *Tomb Raider* sequel, prequel, mission disc, or some other sort of cash-in as yet uninvented by money-hungry marketing scamps. It's a whole new experience. An experience set in a truly organic world with a working food chain, inhabited by creatures with complex AI and individual personalities. And it involves herding. To defeat the evil ruler Sadorf your character, Gerdy, must win the grand herding competition by learning how to guide flocks of the island's bizarre cutesy animals through lush landscapes dripping with fairy-tale atmosphere.

Balancing adventure gameplay with the sort of quirky puzzling you may remember from DMA's classic *Lemmings* series, *Herdy Gerdy* promises to be strange, but genuinely fascinating. Will this be the beginning of the herd-'em-up genre?



DVDS IN 2002

The films you'll be watching on your PS2 next year.

Blade Runner
Absolutely definitive new director's cut packed with a smorgasbord of tasty extras.

ET The Extra-Terrestrial
Includes Spielberg's new theatrical release with digitally enhanced effects and tweaks, plus the original version.

The Fellowship Of The Ring
Much-hyped treatment of the JRR Tolkien masterwork. Bound to contain more surprise extras than a hobbit's underpants.

Dirty Harry
Special edition of the cop-on-the-edge classic with a documentary and interviews.

Back To The Future Boxset
Join Marty McFly once again on his mostly hilarious adventures through time.

Monty Python's Holy Grail
Apparently, your mother was a hamster and your father smelled of elderberries.

Battle Royale
Schoolgirls fight each other on a fantasy island. Surely the definition of movie genius.

ALSO RELEASED

Ace Combat: Distant Thunder
(SCEE/Namco)
Conflict Zone
(Ubi Soft/MASA Group)
Dragon Rage
(3DO/3DO)
Grandia II
(Ubi Soft/GameArts)
Guilty Gear X
(Virgin/Arc System Works)
LMA Manager 2002
(Codemasters/Codemasters)
Max Payne
(Rockstar/3D Realms)
Moto GP 2
(SCEE/Namco)
Nascar 2002
(EA/EA Sports)
No-One Lives Forever
(Vivendi Universal/Monolith)
PaRappa The Rapper 2
(SCEE/SCEI)
Police 24/7
(Konami/KCET)
Premier Manager 2002
(Infogrames/Infogrames)
Resident Evil Survivor 2 Code: Veronica
(Capcom Eurosoft/Capcom)
Shadowman 2: 2econd Coming
(Acclaim/Acclaim Teeside)
Shifters
(3DO/3DO)
Space Channel 5 v1
(SCEE/Sega/UGA)
Vampire Night
(SCEE/Wow Entertainment)
WipEout Fusion
(SCEE/Studio Liverpool)
Worms Blast
(Ubi Soft/Team 17)
WTA Tour Tennis
(Konami/KCET)

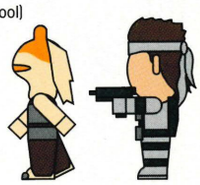
DEUS EX

Live out those shameful *X-Files* fantasies in Ion Storm's epic sci-fi conspiracy adventure.

■ **Publisher:** Eidos ■ **Developer:** Ion Storm

This astonishing first-person cyberpunk RPG had PC gamers writhing with pleasure when it was released last year. Created by US game design guru Warren Spector *(Ultima Underworld, System Shock) Deus Ex* is set in a near future New York City where geeky conspiracy theorists are proved right – there is a secret organisation looking to take over the world. You play JC Denton, a 'nano-technology augmented anti-terrorist agent' who's out to stop them. Drawing inspiration from James Bond, *Die Hard*, every sci-fi film since 1969 and, most of all, *The X-Files*, the story twists and turns like a horny polecat in a sack, bringing in sub-plots, U-turns and betrayals every five minutes, as further conspiracies unfold.

Gameplay combines typical first-person fare (ie running around firing big weapons at people) with RPG character development. By completing missions you pick up points which can be used to acquire new skills like hacking and lock-picking that affect how you tackle each objective. Which, of course, makes for a very open, deep and individual gaming experience – rather than the usual on rails, linear pap we're force-fed on a daily basis. Fans of dark future fiction where the FBI is corrupt, governments are collapsing and man-made viruses are rife will be in their element.



MARCH MAXIMO_MEDAL OF HONOR: FRONTLINE_VIRTUA FIGHTER 4

MAXIMO

Before *Resident Evil* there was another classic spooky series. Now, at last, Capcom has roused it from its death slumber.

■ **Publisher:** Capcom Eurosoft ■ **Developer:** Capcom Team USA

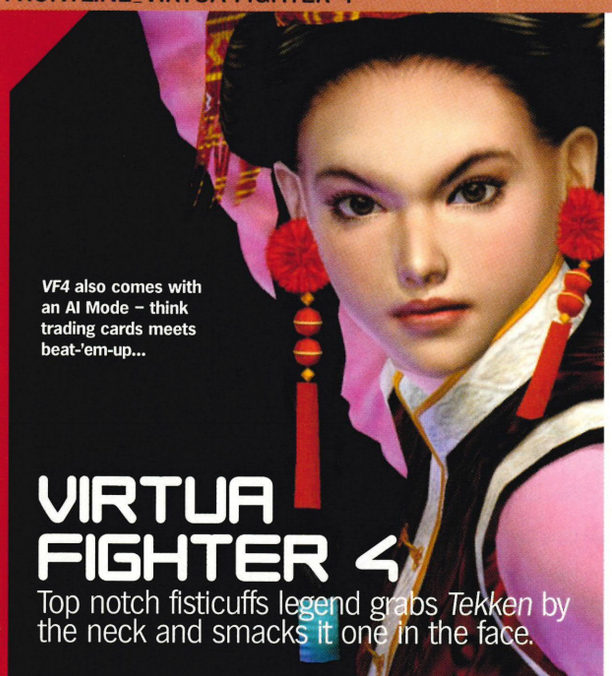
Ghosts'N Goblins and its sequel *Ghouls And Ghosts* were two of the finest (and hardest) arcade platformers ever made and it is a tragedy comparable to the destruction of the Amazon rainforests that modern gamers know virtually nothing about these great big chunks of game goodness.

Thank goodness, then, that Capcom is exhuming the licence with *Maximo* – officially a 'tribute' to *G'NG*, featuring beautiful 3D landscapes, spooky monsters and a totally intuitive combat system. Okay, so now its a sprawling third-person action adventure rather than a 2D scroller, but the platforming elements remain, as does the armour system which strips your character to his pants. From what we've played of it so far, *Maximo* is a fitting update of the classic series that, somehow, is even sexier than a knight with a big sword wandering around in his grudders. See more in our preview, page 12.

boxing clever www.capcom.com/maximo

Big sword, big shield, big hair, stupid pants... We give you Maximo.

2002_preview on_the_dvd



***VF4* also comes with an AI Mode – think trading cards meets beat-'em-up...**

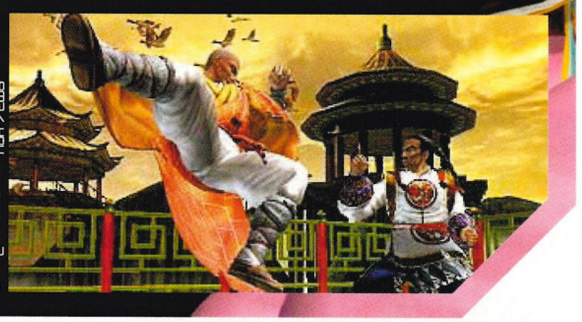
VIRTUA FIGHTER 4

Top notch fisticuffs legend grabs *Tekken* by the neck and smacks it one in the face.

■ **Publisher:** SCEE ■ **Developer:** Sega AM2

Easily the most consistently brilliant (and innovative) 3D beat-'em-up series the world has ever known, *Virtua Fighter* has so far been hamstrung by its exclusive appearance on failed Sega consoles. Now the likes of Sarah Bryant, Shun Di and Lion Rafale are coming out of their self-imposed exile, giving everyone the chance to taste AM2's superbly adaptable, hardcore fighting system.

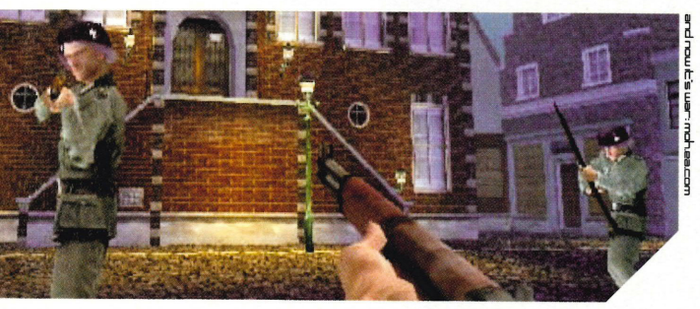
Featuring stripped down, simplified controls, loads of new moves (all based on true martial arts) and a couple of new characters, *VF4* presents a full gameplay overhaul of the fabled series. And then then there are the amazing locations – taking in ornate medieval Japanese villages, beach resorts and ancient greek ruins. The visual detail is astonishing. Next year, there's going to be a beat-'em-up head-to-head that *Tekken* isn't guaranteed to win.



AM2 at you! www.sega-am2.co.jp

MEDAL OF HONOR: FRONTLINE

EA's World War II strategy action romp returns. The Hun won't know what's hit them.



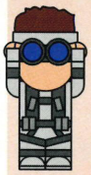
and now it's war! mohea.com

■ **Publisher:** EA ■ **Developer:** EA LA

Medal Of Honor and its sequel *MOH: Underground* made quite an impact on PSone with their combination of gripping action and historical accuracy. Sticking with the first-person, mission-based gameplay, *Frontline* seeks to improve on the recipe with more strategy and better visuals. *Frontline* takes place in and around the doomed Operation Market Garden offensive.

As for raw gameplay, you'll be controlling Patterson and a small group of soldiers as they make controlled sorties against the enemy. Several realistic weapons are available and, unlike in the distinctly linear *MOH*, there will be a variety of ways to complete each mission, including all-out battle and sneaky stealth. Go on, go give Jerry what for...

SNAKE'S NOT-SO SOLID RUMOURS



Hi! I'm Solid Snake from *Metal Gear Solid 2* and I'm on the hunt for PS2 rumours...

Now don't quote us, but here's a few rumours and lies that Solid Snake has snuck out for *OPS2*. You ain't see him, right?

1. Funtastic Sega maze game *Super Monkey Ball* is coming to PS2.
Plausibility (out of 5): ☆☆☆

2. *Jak And Daxter 2* will be out by the end of 2002.
Plausibility: ☆☆☆☆

3. SimianSoft has bought the rights to TV quiz *Shafted* and has already created a virtual Robert Kilroy Silk.
Plausibility: ☆☆

4. The makers of *Deus Ex* will bring their latest adventure *Hitman* to PS2.
Plausibility: ☆☆☆☆☆

5. Sony will launch a handheld games console.
Plausibility: ☆☆

6. A game based on the new *Lord Of The Rings* film is in development and set for release in 2002 from EA.
Plausibility: ☆☆☆☆☆

7. Sega fans: more titles from the *Virtua* range are coming over to PS2 soon.
Plausibility: ☆☆☆

8. Mariah Carey is set to star in her own videogame – a rhythm action title set in the magical land of 'Rehab'.
Plausibility: ☆☆☆☆☆☆

ALSO RELEASED

Dinoz
(Vivendi Universal/Oiko)
Dynasty Warriors 3
(TBC/KOEI)
Endgame
(Empire Interactive/Cunning Developments)
Eve Of Extinction
(Eidos/Opus)
ICO
(SCEE/SCEI)
Jimmy White's Cueball World
(Virgin Interactive/Awesome)
Gitaroo Man
(KOEI/KOEI)
Looney Tunes Space Race
(Infogrames/Melbourne House)
Mat Hoffman's Pro BMX 2
(Activision/Rainbow Studios)
Pirates: Legend Of Black Kat
(EA/Westwood Studios)
State Of Emergency
(Rockstar/VIS)
The Thing
(Vivendi/Computer Artworks)

APRIL SEGA SPORTS TENNIS 2K2_ALIENS: COLONIAL MARINES_BLOOD OMEN 2

SEGA SPORTS TENNIS 2K2

You can't fail to hit an ace with Sega's stunning tennis sim, it's videogame, set and match!

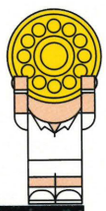
■ **Publisher:** SCEE ■ **Developer:** Sega Hitmaker

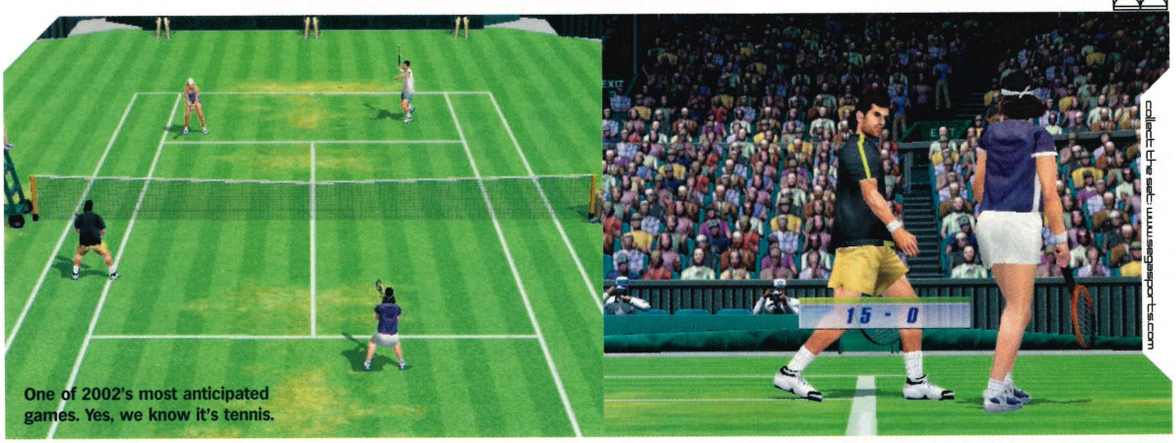
Despite the fact that most of us only watch the sport for two weeks every year (and that's just to catch a glimpse of Anna Kournikova's pants) tennis sims always go down a treat with their hair-trigger gameplay and instant accessibility. Sega's arcade and Dreamcast title *Virtua Tennis* was arguably the best ever, with its sublime gameplay, eight male players plucked from the real sport and a brilliant Championship mode filled with challenging mini-games.

The sequel adds a touch more complexity to the control system, allowing you to add more top and back spin, and hit a more refined lob. Player movement has also been improved so you can perform amazing leaps and dives to keep the ball in court. Most obviously though, Sega has added eight female players including the Williams sisters, but sadly there's no Kournikova.

Veterans of the first title will be overjoyed with the rebuilt Championship mode which now guides you through a whole season, allowing you to enter new competitions as you get more experience. And the PlayStation 2 version is bound to offer the four-player mode which will allow mixed doubles games.

Cleverly released well before the famed lawn tennis championship, this will be a massive summer hit. Unlike Tim Henman.





One of 2002's most anticipated games. Yes, we know it's tennis.

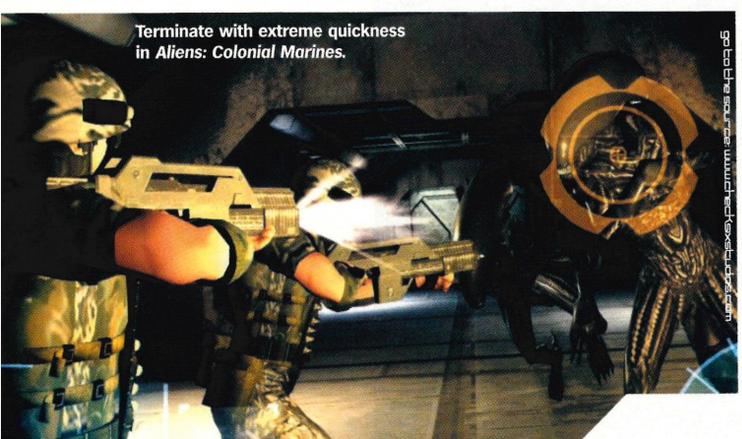
ALIENS: COLONIAL MARINES

Lock and load, it's time to slaughter the alien pests once again.

■ **Publisher:** EA ■ **Developer:** Fox Interactive/Check Six Studios

Argonaut did the *Alien* licence proud with its hugely atmospheric PSone shooter *Alien Resurrection*. Now the mantle has been passed to Check Six Studios to bring the dark FPS series to PlayStation 2, basing the action in the months following the events in the film *Aliens*.

You're part of a rescue squad sent out to discover what the heck happened to the Sulaco spacecraft. Commanding a team of four marines (each with their own skills and temperaments) you must infiltrate the ship where you discover that space gypsies are stripping it of military hardware while being eaten by aliens. The mission-based gameplay takes you through 21 stages of monster-blasting action, and Fox has promised a truly authentic experience with weapons, alien species and sound effects all taken directly from the movie series. We'll all be wailing, "Game over, man!" come spring.



Terminate with extreme quickness in *Aliens: Colonial Marines*.

BLOOD OMEN 2

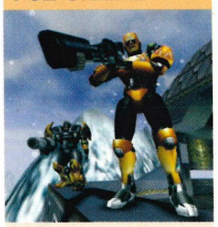
More foreboding vampire shenanigans from the *Soul Reaver* posse.

■ **Publisher:** Eidos ■ **Developer:** Crystal Dynamics

Set 100 years after the original PlayStation title *Blood Omen*, this sequel (and prequel to *Soul Reaver*) finds the vampire clans of Nosgoth decimated by human forces, and Kain himself (the bad guy in *Soul Reaver*, but the hero here) stripped to his most fundamental vamping abilities. It's your job to take him around the dark, mythical realm, looking for his blood-sucking chums and loading up on super undead skills.

While *Soul Reaver* was more or less a *Tomb Raider*-style adventure, *Blood Omen 2* is centred around fighting. Kain can pick up a variety of weapons throughout the game and the combat system is deeper than you'd usually find in an action adventure cross-over: offering blocking, parrying and combos as well as standard hits. Expect atmospheric locations, a chilling soundtrack, smooth animation and bloody fighting effects, including severed heads and still-beating hearts ripped from convulsing bodies as viscera flows steaming onto the pavement. Probably.

PS2 ONLINE



Where do you want to go today? Online to frag some bloody great big aliens, of course...

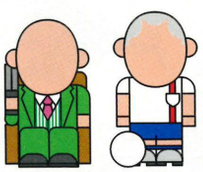
April is likely to be the month in which the PS2 Network Adaptor (£40) will be released, with the Hard Disc Drive (£200) to follow in June. These two peripherals will bring the wonderful worlds of the Internet and networked gaming to PS2 owners in the UK.

The Network Adaptor is a combined 56k modem and Ethernet adaptor and will jack into the back of your machine. The HDD has a 40Gb storage unit which you'll be able to use to store stuff downloaded from the Net: be it new levels, weapons, characters, cars – whatever developers put up there for you to nick.

As for online gaming, several developers are already working on multiplayer modes that will allow you to challenge other players around the world. *Tony Hawk's Pro Skater 3*, *SOCOM: US Navy Seals*, *Tribes 2*, *Twisted Metal Online* and *Final Fantasy XI* will be among the first. It's all very exciting and believe us, you're going to waste a good deal of your life doing this.

ALSO RELEASED

Antz Racing
(Empire Interactive/LSP)
Dark Summit
(THQ/Radical Entertainment)
Jimmy Neutron: Boy Genius
(THQ/DNA Productions)
Legion: Legend Of Excalibur
(Midway/Midway)
Mike Tyson Heavyweight Boxing
(Codemasters/Codemasters)
Need For Speed: Hot Pursuit 2
(EA/Black Box Games)
Sven Goran Eriksson's World Cup Challenge
(3DO/Anco)
Sven Goran Eriksson's World Cup Manager
(3DO/Anco)
Zombie Revenge
(Acclaim/Sega/Wow Entertainment)



MAY FIFA WORLD CUP 2002_STUNTMAN_CONFLICT: DESERT STORM

FIFA WORLD CUP 2002

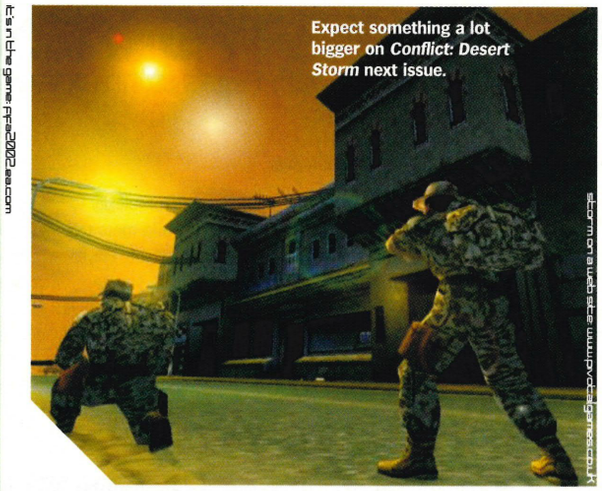
EA squeezes just a little bit more juice from its big half-time *FIFA* orange.

■ **Publisher:** EA Sports ■ **Developer:** EA Sports Canada

Following hot on the studded heals of *FIFA 2002* comes *FIFA World Cup 2002* (somehow, EA's cheeky executives have neglected to earmark a *FIFA: Road To World Cup* title for next year). The game will naturally include every team from the opening group stages and – thanks to the FIFA licence – all the correct strips and player names, so you won't have to go into battle with the likes of Davod Bickspam and Gabrial Battystoota.

Ever the stickler for realism, EA Sports will also be accurately modelling all the World Cup stadiums. Whether or not the designers will fiddle with the new control system from *FIFA 2002* is yet to be seen. Plus, rumours that you will be able to take control of the Japanese riot police as they baton-charge drunken England supporters are as yet unconfirmed.

Of course, the liklihood of Ravanelli playing is minimal.



Expect something a lot bigger on *Conflict: Desert Storm* next issue.

it's in the game: fifa2002.ea.com

storm on a web site www.pvcdesignsco.uk

CONFLICT: DESERT STORM

Free Kuwait (and all that lovely oil) in this simulation of the 1990 Gulf war.

■ **Publisher:** SCI ■ **Developer:** Pivotal

Take control of a crack Delta Force or SAS squad and command top secret hit-and-run missions against Iraqi forces in Pivotal's painstakingly accurate third-person war sim. Via a simple command interface your team of highly trained soldiers can be directed to defend cities, seek out scud missile bases and even infiltrate Baghdad on foolhardy assassination raids.

SCI is promising huge environments (with real-time shadows, heat haze and smoke, of course), highly intelligent opponents (not like in the real war then) and plenty of interaction with allied tanks and helicopters. It's one for the *Medal Of Honor/ Rainbow Six/Soldier Of Fortune* crowd then, but the contemporary relevance and realism may see the title earning an even bigger audience.

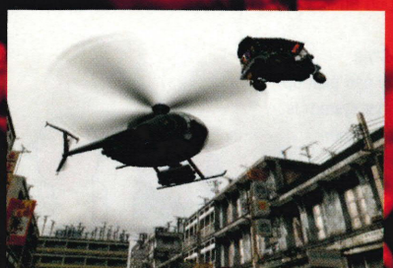
STUNTMAN

The makers of *Driver* are about to make your *Fall Guy* fantasies come true.

■ **Publisher:** Infogrames ■ **Developer:** Reflections

Ever felt an overwhelming desire to drive your car straight into a market stall (preferably one selling fresh fruit and vegetables) before mounting a ramp and entering a cardboard box-filled back alley on two wheels? Come on, you have, you know you have, and *Stuntman* will be the game for you. Divided into a series of five movies, the objective is to become LA's finest stunt artiste. For each film you must perform a series of driving stunts, ranging from simple handbrake turns, to complex and dangerous stunts involving under-car cannons and death-defying leaps through train carriages. At the end of each stunt sequence you get a score for style – the better your score, the more extras you open up. Score too low, and you won't progress to the next stage.

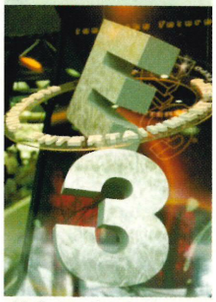
As you'd expect from the makers of *Driver*, the game gets positively sexual about car crashes. Hit an object, or another vehicle, and your car will shed its bonnet, wheels, doors, and whatever happens to be involved in the impact. If you enjoy this element of the game, there's a special Stunt Arena mode where you can set up elaborate crash stunts for fun and profit. Backing up the action, meanwhile, is a realistic physics engine, some super intuitive handling and sharp arcade visuals. It's essentially porn for *Police Camera Action* fans.



Of course, the penalty for not completing jumps is harsh...

out of site www.stuntmangame.com

IT'S E3 TIME!

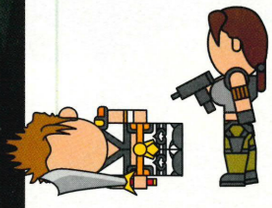


LA Convention Centre 22-24 May, again...
E3 (the Electronics Entertainment Expo) is the largest videogame show in the world, attracting around 62,000 visitors every year – many of whom are portly American game journalists who whoop and shout 'yeah!' throughout demos.

Nevertheless, this is where all Western publishers and most key Japanese companies choose to reveal their shiny new products to the world. The 2002 event is likely to be a three-way showdown between Sony, Nintendo and Microsoft – all scrambling to show off their various wares. Highlights may well turn out to be *Tomb Raider Next-Gen* and *Soul Calibur 2*. Expect a few surprise announcements.

ALSO RELEASED

Black & White
(EA/Lionhead)
Formula One 2002
(SCEE/Studio Liverpool)
Good Cop, Bad Cop
(TBC/Revolution)
Space Channel 5 v2
(SCEE/Sega/ United Game Artists)
Spider-Man The Movie
(Activision/Treyarch)
The Terminator
(Infogrames/Paradigm Entertainment)



JUNE STAR WARS RACER 2: REVENGE_TOCA: RACE DRIVER_GRAN TURISMO CONCEPT

"I knew I shoulda turned left at Alberqueque..."

STAR WARS RACER 2: REVENGE

There is another... Pod racing game that is.

■ **Publisher:** Activision ■ **Developer:** LucasArts

Star Wars: Episode One Racer was the inevitable videogame cash-in to the Phantom Menace pod racing scene but sadly it never appeared on PSone. Although better than we could have ever hoped, the game wasn't exactly a visual tour de force and missed out on several elements of the movie's racing experience – most notably, the competitive violence. *Star Wars Racer 2: Revenge* is set eight years after the original game and addresses some of those misdemeanours.

Pods can now smash into each other, knocking other pilots into the canyon walls, and the two engines on each pod are now independent units, adding a touch of visual realism. LucasArts is also chucking in 18 brand-new tracks as well as five new planets and bigger, beefier pods. Oh, and there's a Versus mode, advanced opponent AI and a selection of new characters. All in all, it's got to be better than *Super Bombad Racing* hasn't it?

TOCA: RACE DRIVER

Take a tasty toke of Touring Car terror.

■ **Publisher:** Codemasters ■ **Developer:** Codemasters

Continuing the excellent *TOCA* series that was so damn fine on PSone, *TOCA Race Driver* promises ultra realistic physics and accurate impact dynamics taken from the computer-modelled crash tests used by the car industry. Along with standard race modes, the game will include an innovative career option where you fill the boots of fictitious touring car rookie Ryan McKane through a series of TOCA seasons, using his office as a base for all the in-game decisions. Opponent AI has been vastly improved with individual driver intelligence based on real personalities from the championship, while key races like Australia's AVESCO V8 Shell Championship are to be included too.

GRAN TURISMO CONCEPT

The mac daddy of driving games is back on the PS2 grid and this time it's... Conceptual!

■ **Publisher:** SCEE ■ **Developer:** Polyphony Digital

Japanese petrolheads unable to wait for their next fix of *Gran Turismo* are in for a treat. A game based around 20 of the latest 'concept' cars, that were paraded at the 2001 Tokyo Motor Show, should provide a fascinating opportunity to hardcore car fans. Highlights include the Toyota Pod (which has an LCD face on the bonnet that displays the car's 'emotions') and the Honda Dualnote with its additional electric motor to drive the front wheels.

GT veterans expecting the usual vast array of licences and championships may be disappointed. *Concept* will only have five courses – tweaked versions of *Gran Turismo 3: A-spec* circuits.

It's unlikely that *Concept* will be released in the UK in its present form, but rather that we'll get our own special edition instead, tailored more towards the European market. And there's always *B-spec*, the *GT* sequel rumour that simply refuses to die. Lovely.

UK or not UK? *GT Concept* drives into the sunset (Jar-Jar not included).

PLATINUM COLLECTION

Will you get great games at cheaper prices in 2002?

18 months after the arrival of the original PlayStation, the generous folks at SCEE launched the Platinum Collection: a range of great 100,000 unit-selling games, such as *Tekken* and *Ridge Racer*, reduced to the bargain price of £19.99.

Now, judging by the snowballing rumours – and some educated guesswork on our part which sees June 2002 marking 18 months since the arrival of PlayStation 2 on these shores – a budget range of PS2 titles could well be on the way, regularly updated to included oldies but goodies that are ripe for a price cut. Obviously, details are non-existent at the moment. The 'Platinum Collection' moniker might well be used – but then again, it might not. And while the retail price of £19.99 is likely, it's by no means a certainty.

The first batch of budget games will probably include launch titles *Tekken Tag Tournament*, *Ridge Racer V* and *Fantavision*. Keep everything crossed that this pans out as it will be the perfect opportunity for PS2 newbies and veterans alike to build their collection without having to break the bank.

ALSO RELEASED

Ape Escape 2
(SCEE/SCEI)
Commandos 2
(Eidos/Pyro Studios)
Fireblade
(Midway/Kuju Entertainment)
Gumball 3000
(SCi/SCi)
Jade Cocoon 2
(Ubi Soft/Genki)
Smash Court Tennis Pro
(SCEE/Namco)
Starsky & Hutch
(Empire Interactive/Empire)
Star Trek: Shattered Universe
(Interplay/Starsphere Interactive)
Tribes 2
(Vivendi Universal/Sierra)

FINAL FANTASY X

The grandest RPG series of them all returns for a tenth epic outing.

■ **Publisher:** SCEE ■ **Developer:** Square

It begins with Tidus, sports hero and teenage pin-up, suddenly sucked into a growing vortex of demonic energy known as Sin. And it is clear right from the start that this isn't any old Tolkien-inspired, fantasy RPG filled with cobwebbed D&D clichés. This is *Final Fantasy*, possibly the last *Final Fantasy* to exist as a wholly single-player quest. And from July onwards it'll rule your life like some be-leathered dominatrix.

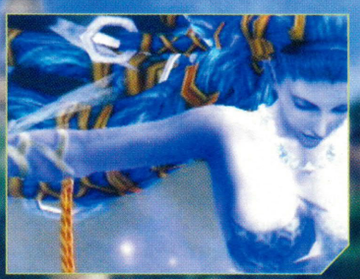
Final Fantasy X marks a quantum leap in the series' journey toward providing a totally immersive 'interactive movie' experience. For the first time the game will feature voice actors rather than text, and the backgrounds are fully 3D rather than 2D. As for combat, scripted encounters will now seamlessly occur within the explorable game world so the action no longer cuts to a separate battle plain. Elsewhere, perennial features have been simplified or re-hashed to ensure the player never gets alienated by countless lists of hit points, armour classes and the like.

The Active Battle system has metamorphosed into a simpler, more intuitive Count Time Battle system, that is powered by an easy to navigate on-screen menu. You can still summon bloody great monsters to do your fighting, though.

Beyond the intricacies of the gameplay, *Final Fantasy X* promises a visually stunning, obsessively detailed universe. Dazzling steam punk cities, desolate scrublands, rich forests, they're all here, presented in the typically stylised version of realism that Square has gradually refined over the last 14 years. Apparently the themes of the game are change and travel: although this makes it sound like an Over Fifties cruise holiday, there will be few (if any) deeper, more considered entertainment experiences available this year.

square designs: www.playonline.com

We give you the biggest selling PS2 title to date – and not out here for ages!



AUGUST ONIMUSHA 2_TIMESPLITTERS 2

ONIMUSHA 2

More saucy sword-swinging Samurai survival fun.

"Quick, lads! He's got a limited copy of *MGS2*! Grab 'im!"

■ **Publisher:** Capcom Eurosoft
■ **Developer:** Capcom

Steeped in Japanese mythology and sporting some of the most astonishing rendered sequences since, well, since the original game, *Onimusha 2* will gallop onto your PS2 in August. Set in Tokugawa period Japan, 13 years after the first title, the sequel follows samurai warrior Jubei Yagyuu who returns to his village one day only to find it razed to the ground by demonic warlord Nobunaga and his evil army. Strangely, the idea of savage revenge just pops straight into Yagyuu-san's embittered head.

What follows is a battle-focused survival horror adventure – like the first game – but now with greater emotional and narrative depth to go along with the sword, spear and fist-fighting. Wearing its cinematic heart on its sleeve (how much more Akira Kurosawa could this story be?) Yagyuu is closely modelled on cult actor Yusaku Matsuda. Is someone at Capcom doing Film Studies?

tiger style www.oni-musha.com

The first *Onimusha* looked good. This one looks just gorgeous.

"Ooh, now that'll need a bandage..."

time to die www.rrerradicaldesign.com

TIMESPLITTERS 2

The rollicking first-person blast-'em-up is back and it's not taking any nonsense.

■ **Publisher:** Eidos
■ **Developer:** Free Radical Design

Designed by the chaps responsible for N64 classic *GoldenEye*, *TimeSplitters* was a quality piece of FPS fun, offering an exhilarating multiplayer mode. For the sequel, Free Radical Design intends to take the genre to new levels of gameplay realism. Each of the many levels will be filled with interactive props, some handy as weapons, others useful for healing (fire extinguishers on flamethrower victims, for example). The whole mission structure has also been updated to include more objectives than the usual 'find key and open door' rubbish.

That old-time travel theme is back. You'll be rocketed between *Terminator*-style future dystopias, Siberian wastelands and Aztec temples and apparently there is one stage filled with gun-toting monkeys. This is genius. Add to the enticing brew some great enemy AI plus an i.Link mode and you get a potentially scene-stealing addition to the FPS castlist. Read our feature, page 60, for more information.

SPORTING CALENDAR

If it's a sport and people watch it, there WILL be a videogame. Here are some event/game combos to look forward to next year.

8-24 February
WINTER OLYMPICS
The official licenced game, *Salt Lake 2002* is out in Jan.

3 March
START OF F1 SEASON
SCEE's *Formula One 2002* is revving up for May.

6 April
THE BIG FIGHT
TYSON VS LEWIS
Codemasters' *Mike Tyson Boxing* no longer seems like such a silly idea.

24 June – 7 July
WIMBLEDON
The superb *Sega Sports Tennis 2K2* is out in May and Namco's *Smash Court Tennis Pro* hits in June.

31 May – 30 June
THE WORLD CUP
EA's *FIFA World Cup 2002* apparently has something to do with this.

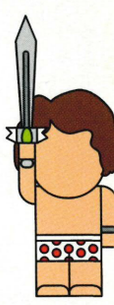
August
START OF THE FOOTBALL SEASON
Do a Kevin Keegan and pretend to be a top class coach with *LMA Manager 2002* or *Premier Manager*.

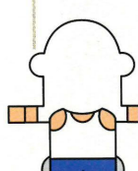
All year
WORLD RALLY AND TOURING CAR CHAMPIONSHIPS
Get muddy with *World Rally Championship 2* and *Colin McRae Rally 3*. Get messy with *TOCA Race Driver*.

jan feb mar apr may jun jul aug sep oct nov dec

ALSO RELEASED

Ghostmaster
(Empire/Sick Puppies)
Iron Storm
(Wanadoo/4X Studios)
Kelly Slater's Pro Surfer
(Activision/Activision)
Kengo II
(TBA/LightWeight)
The Lost
(TBC/Irrational Games)
Reign Of Fire
(Bam!/Bam!)
Run Like Hell
(Interplay/Digital Mayhem)
Spyro The Dragon 4
(Vivendi Universal/ Insomniac Studios)
Superman
(Infogrames/ Infogrames Sheffield)
Xenosaga
(SCEE/Namco)





THE GETAWAY

The long-awaited crime caper driving game is finally being brought to justice.

■ **Publisher:** SCEE ■ **Developer:** Team SoHo

It would be horribly lazy to describe SCEE's much-delayed gangster opus as a cross between *Driver*, *Grand Theft Auto* and *Lock, Stock And Two Smoking Barrels*. But it works, so what the hell. You play ex-con Mark Hammond, coaxed back into the dubious employment of crime boss Charlie 'Al' Jolson when he kidnaps your son. While working as a getaway driver for the unscrupulous East End godfather, it's up to you to find your boy and get some revenge. This involves driving at ridiculous speeds around a faithfully reproduced London in around 50 different cars (not all at once, mind). As in *Driver*, the vehicle physics allow for stunts and jumps, while you can also get out, run about and commandeer new motors á là *GTA3*.

The amazing photographic visuals are another key feature. Not only are loads of London tourist attractions accurately modelled, you also get every painstaking detail of every street, plus crowds of pedestrians just begging to end up as bonnet ornaments on your stolen taxi. Okay, so *The Getaway* has had the wind slapped out of it somewhat by the fantastic *GTA3*, but the sheer ambition and graphical prowess on show here is enough to keep us loitering with intent to play.

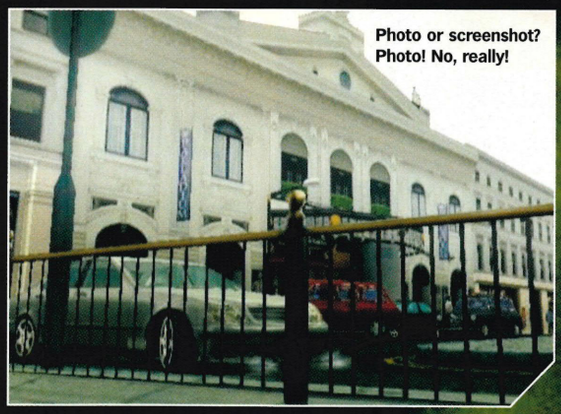
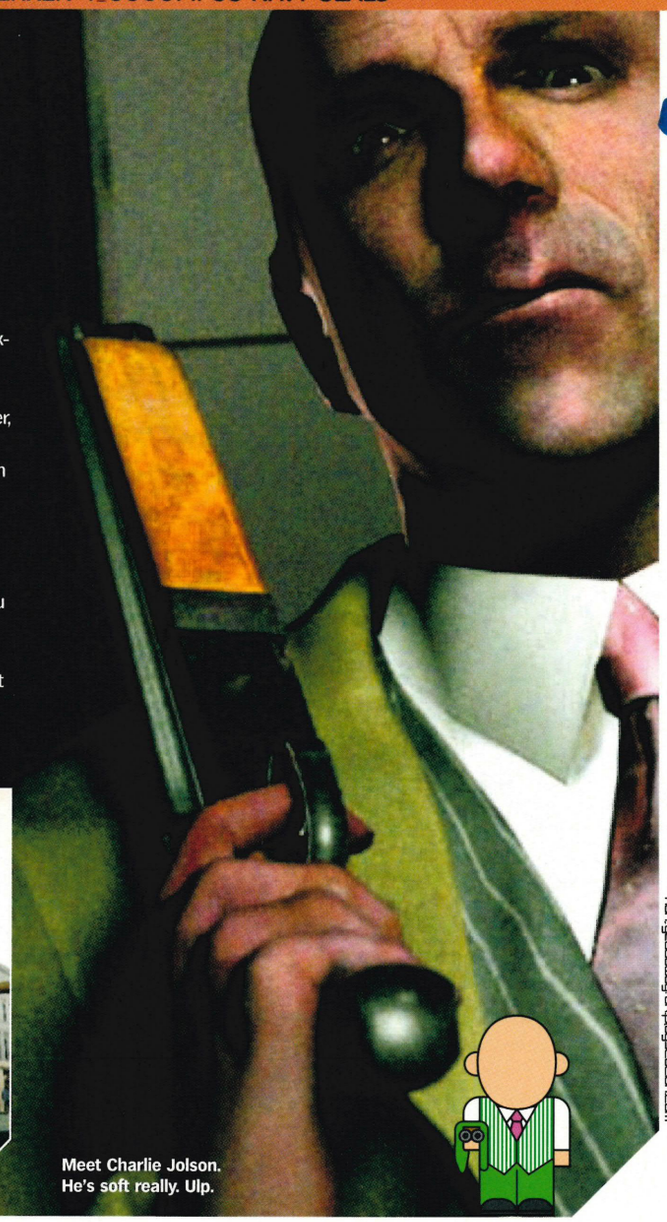


Photo or screenshot? Photo! No, really!



Meet Charlie Jolson. He's soft really. Ulp.

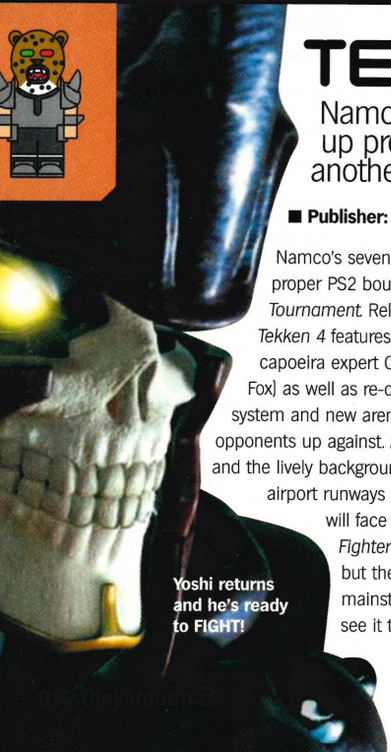
nah.getaway.ukplaystation.com

TEKKEN 4

Namco's blockbuster beat-'em-up prepares to dish out another pummelling.

■ **Publisher:** SCEE ■ **Developer:** Namco

Namco's seven-year-old fighting licence is finally set for a proper PS2 bout after the rather lacklustre *Tekken Tag Tournament*. Released in the arcades earlier this year, *Tekken 4* features several new characters (including capoeira expert Christie Monteiro, and British boxer Steve Fox) as well as re-designed regulars, a tweaked combat system and new arenas complete with walls to throw your opponents up against. Animation, as you'd expect, is super slick and the lively backgrounds take in underground car parks, airport runways and the obligatory beach scenes. *Tekken 4* will face stern competition from the likes of *Virtua Fighter 4* and its own stablemate *Soul Calibur 2*, but the classic gameplay and the continuing mainstream appeal of the *Tekken* brand will see it through.



Yoshi returns and he's ready to FIGHT!

dbp.tekken.ukplaystation.com

SOCOM: US NAVY SEALS

Take control of America's elite fighting force

■ **Publisher:** SCEE ■ **Developer:** Zipper Interactive

Military strategy games are all the rage at the moment, with *Medal Of Honor: Frontline*, *Dropship* and *Conflict: Desert Storm* all lining up to provide war-mongering thrills. Here's another new recruit based around the covert activities of the Navy Seals, who are mostly deployed to carry-out focused raids on guerrilla targets. It's a third-person strategy shooter (is that a genre? It is now) featuring various mission types in various risky locales like Thailand, Alaska and Moss Side. Most importantly, the game is designed specifically to support voice recognition technology as well as the PS2 Network Adaptor – allowing players to get into groups on the Net and attempt missions cooperatively. It'll be like paintballing but without the mess and physical pain of being shot in the arse with a pellet.

"Whattya mean, 'use a silencer'? Oh."

sound.off.ukplaystation.com

TOKYO GAME SHOW

Held every Autumn at the huge Makuhari Messe exhibition centre, TGS is THE place to check out the latest titles from Eastern developers. Not only do you get the likes of Namco, Sega, Capcom and Konami showing off their hot new stuff (usually before revealing it to the rest of the world at E3), you also get to play the weird Japan-only oddities like burger sims and train dating games.

As it's a consumer show (E3 is trade only) you also get an entire hall of game merchandise where you can buy everything from replica *Metal Gear Solid* guns to *Resident Evil* costumes and *Street Fighter* biscuits. Big titles are likely to include a load of Japanese RPGs yet to be confirmed for release over here – *Star Ocean 3*, *Grandia Extreme*, *Wild Arms Advanced 3rd* and *Samurai* – mech fighters like *Armored Core 3*, plus upcoming blockbusters such as *Final Fantasy XI*.

ALSO RELEASED

Colin McRae Rally 3
(Codemasters/Codemasters)
Defender
(Midway/7 Studios)
Exo
(Infogrames/Particle Systems)
F355 Challenge
(Acclaim/Sega AM2)
Halloween
(Wanadoo/Kalisto)
Judge Dredd Vs Judge Death
(TBC/Rebellion)
Knights
(TBC/Lost Boys)
Primal
(SCEE/Studio Cambridge)
Prisoner Of War
(Codemasters/Wide Games)
Star Wars Jedi Starfighter
(Activision/LucasArts)
Tenchu 3
(Activision/K2 LLC)
Dead To Rights
(SCEE/Namco Hometek)
World Sports Cars
(Empire Interactive/Empire)

NOV_DEC TOMB RAIDER: NEXT GENERATION_SOUL CALIBUR 2_KINGDOM HEARTS

TOMB RAIDER: NEXT GENERATION

They're going to do something really radical with her this time.

■ **Publisher:** Eidos ■ **Developer:** Core Design

Once upon a time, the phrase 'Lara is back!' would have elicited one huuuuge amount of excitement among gamers, especially male gamers. With new, barely altered *Tomb Raider* titles cropping up every 12 months however, even Ms Croft's most ardent fans started to physically recoil at the mere sight of her.

Consequently, Core Design has locked itself away in a cupboard to re-think the whole concept, missing out on this year's festive release blitz entirely.

The result is *Tomb Raider: Next Generation* (working title) a darker, more adult adventure in which Lara flies to Paris and is immediately framed for murder. Instead of the mostly linear levels we've seen in the past, the game's Paris and Prague locations will be open to exploration with particularly nosy gamers rewarded with hidden areas. The designers have also added a slight RPG feel – the more you use Lara's running, jumping and assorted acrobatic skills the better they get (sort of like collecting character points and then spending them on new abilities).

Core is keeping plot details close to its 36EE chest, but the four-act game apparently involves stealing paintings and discovering an ancient biblical tribe. Core is also talking about including Internet elements, possibly in the form of downloadable characters and levels.

The game will only be the first instalment in a five-part series. Hopefully, this time they'll actually improve with each passing sequel.

crypt.original www.cubeit.com/climes

SOUL CALIBUR 2

The gorgeous Dreamcast beat-'em-up gets a hugely-anticipated PS2 makeover.

■ **Publisher:** SCEE ■ **Developer:** Namco

Soul Calibur is the greatest fighting game ever made, but its exclusive release on DC meant that it was criminally overlooked. Now Namco is bringing its beautiful creation to PS2. The sequel retains the original's rich 16th Century setting (combining Greek, Chinese and other mythologies) its weapons-based gameplay and the ring-out system.

Returning too are all the great characters of old, including sexy chicks like Sophitia and leather-clad S&M weirdos Voldo and Ivy. For the sequel, we can expect amazingly detailed 3D backgrounds and character models and at least three new fighters, including the dual sword-wielding Talim. The soul still burns.

con-gp.purg.www.namcoarcade.com

KINGDOM HEARTS

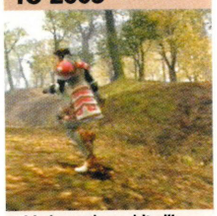
Their eyes met across a crowded office and Disney and Square knew it was love...

■ **Publisher:** SCEE ■ **Developer:** Square

This bizarre collaboration between the makers of Final Fantasy and the makers of *Steamboat Willie* apparently only came about because the two companies have offices in the same building. The result of this workplace love-in is *Kingdom Hearts*, a fantasy adventure that combines the manga influenced characterisations of Square's Tetsuya Nomura, with Disney favourites like Goofy, Mickey and Donald. It's a classic quest story: a young lad named Sora meets up with Donald Duck and Goofy and the three set off to look for Sora's missing friends Riku and Kairi, as well as the legendary King Mickey. In their way is The Heartless, a gang of Disney baddies. Expect traditional Square gaming elements with some House Of Mouse magic thrown in for good measure. As long as no-one sings *Hakuna Matata* we don't mind.

hey.pluto.www.playonline.com

LOOKING AHEAD TO 2003



This is getting a bit silly now, but... What will be THE triple A titles of 2003?

Set to make an enormous impact on console gaming is the massively mulitplayer online experience. *Final Fantasy XI*, *Star Wars: Galaxies* and *EverQuest* (Sony Online Entertainment's long-running online PC RPG) will likely be the key players in this new arena.

Sequels, surprisingly enough, will make a big splash too with the likes of *Devil May Cry 2*, *Half-Life 2*, *Deus Ex 2*, *Soldier of Fortune II*, *Driver 3*, *Gran Turismo 4*, *Black & White 2* and *Unreal Championship* all lined up for release throughout the year.

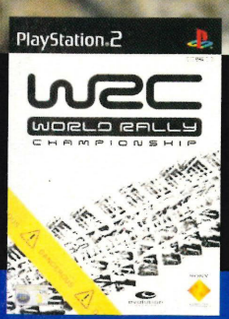
Fans of originality will be pleased to note that Peter '*Black & White*' Molyneux is currently working on an ambitious new game – actually, that one had probably better go in the 'Looking Ahead To 2004' box next year.

ALSO RELEASED

Alpine Racer 3
(SCEE/Namco)
Broken Sword: The Sleeping Dragon
(TBC/Revolution)
Dekavoice
(SCEE/SCEI)
Gun Survivor 3: Dino Crisis
(Capcom Eurosoft/Capcom)
Mortal Kombat
(Midway/Midway)
Medal Of Honor: Fighter Command
(EA/EA LA)
Outcast 2
(TBC/Appeal)
Turok
(Acclaim/Iguana)
World Rally Championship 2
(SCEE/Evolution Studios)

World Rally Championship

From the 4,000 corners of the earth



14 countries. Hundreds of miles. Thousands of different corners.

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Published by Sony Computer Entertainment Europe. Developed by Evolution Studios. An official product of the FIA World Rally Championship licensed by International Sportsworld Communicators Limited.

PlayStation®2

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»REVIEWS

The only game reviews worth reading

Reviews Charter

FACT: *OFFICIAL PLAYSTATION 2 MAGAZINE*'s reviews are the best in the business. Our crack squad of 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.

It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the likes of *Edge*, *DC-UK*, *Official PlayStation Magazine*, *Super Play*, *PSM2*, *PC Gamer*, *GamesMaster*, *ZZAP!*, *Games Radar*, *N64* and *Sega Power* so you know these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

Review Ratings

Here's what our review scores stand for:

10/10 Nigh on revolutionary. A game that could change the face of gaming forever
9/10 A truly astonishing game. If you have a PlayStation 2, you need this now
8/10 Highly recommended
7/10 Good, solid fare that's definitely well worth a look
6/10 Better than average, and ideal for hardcore fans of the genre
5/10 An average game
4/10 Poor, but still with the odd moment
3/10 Extremely disappointing
2/10 To be avoided
1/10 Beer mat

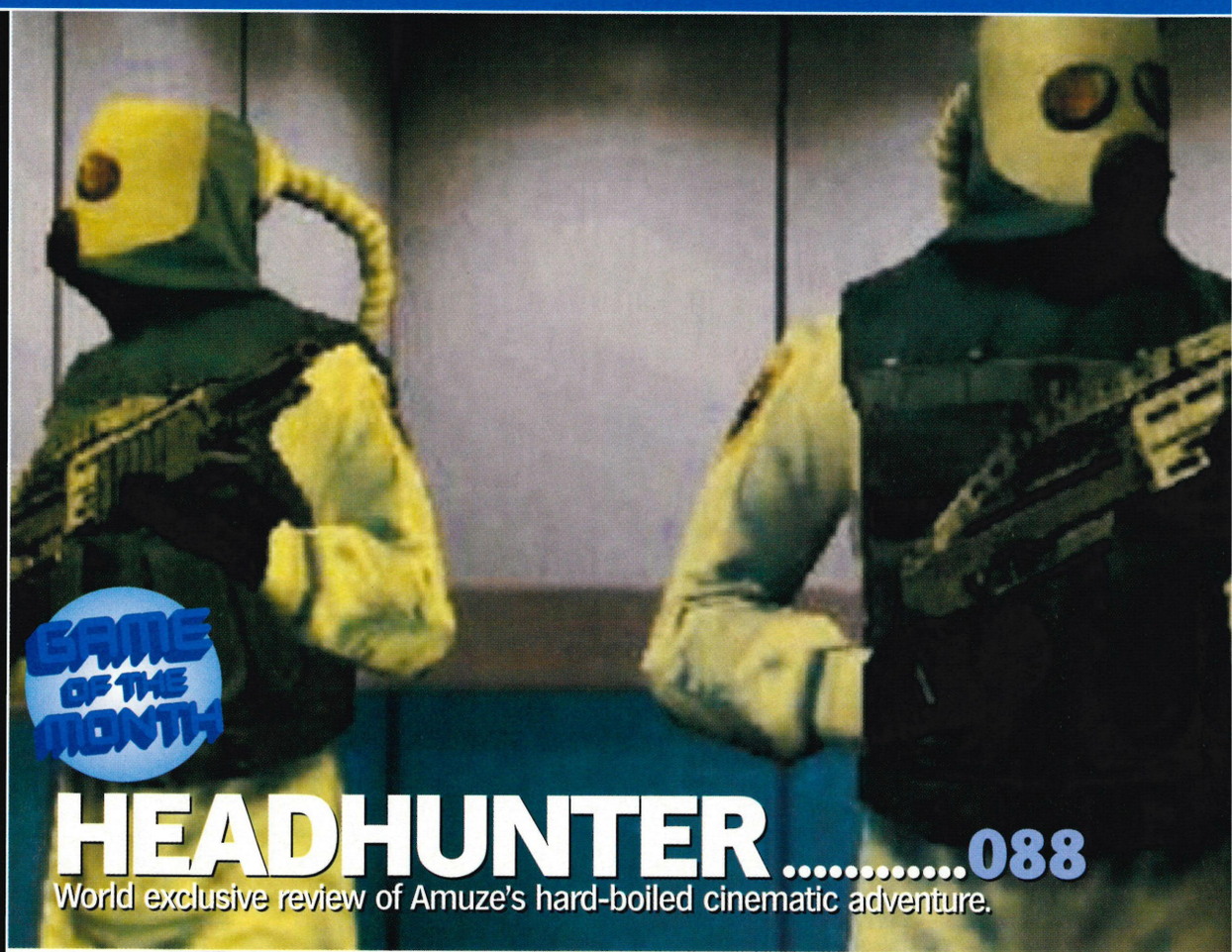
The OPS2 Awards

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

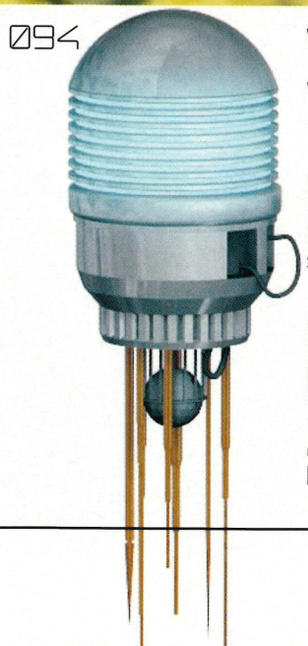
The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. Remember: no game has got one of these yet!

The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.



HEADHUNTER 088
World exclusive review of Amuze's hard-boiled cinematic adventure.

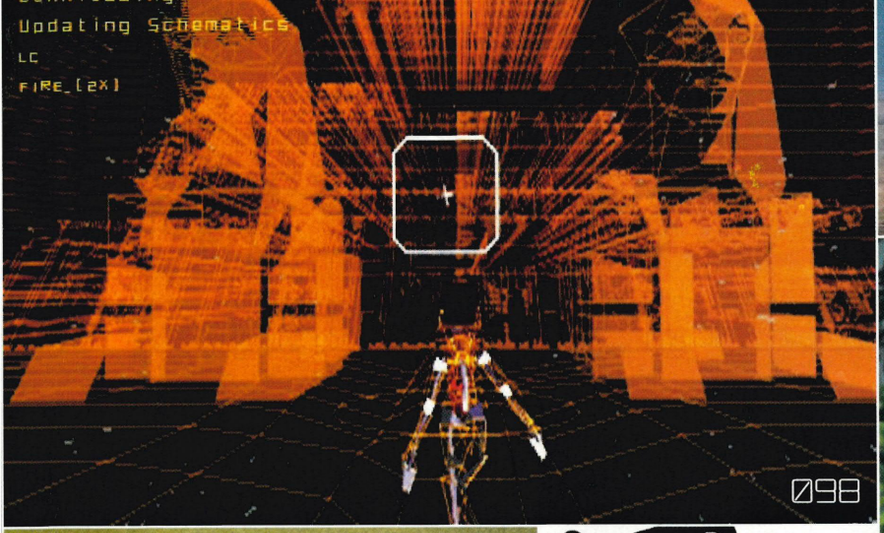


094

WIPEOUT FUSION 094
World exclusive number two: the return of Studio Liverpool's ultra-cool, ultra-fast racing series that started it all!

REZ 098
Is it art? Who knows, but this groundbreaking shooter is certainly a sensually arousing audio-visual feast like nothing seen before.

UEFA CHAMPIONS LEAGUE SEASON 2001/2002 101
Fully licensed teams, proper logos on kits – but how does it play?



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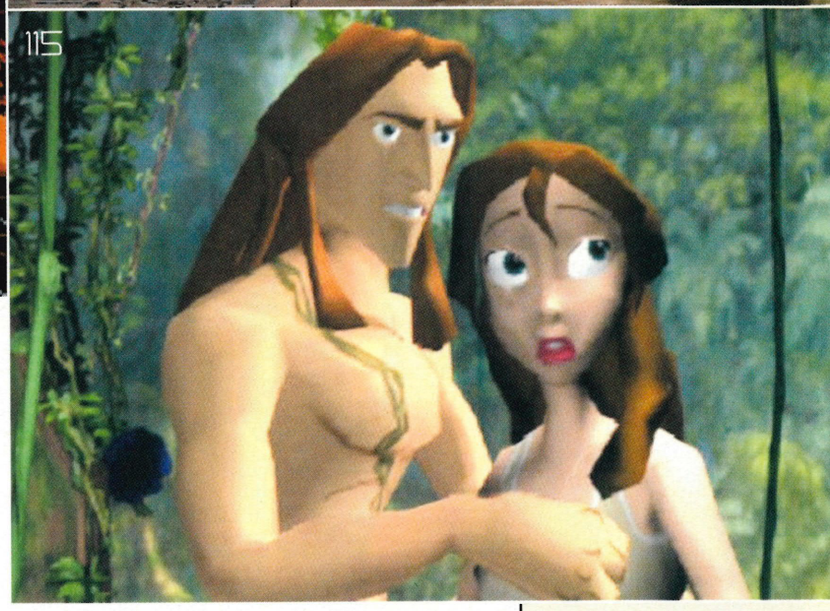
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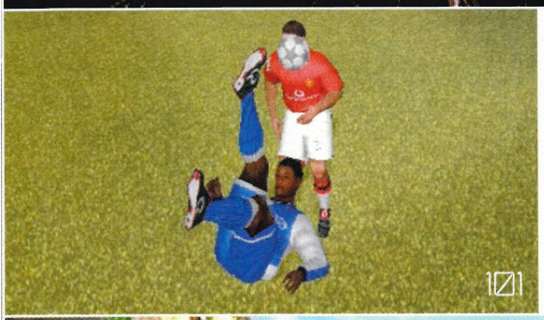
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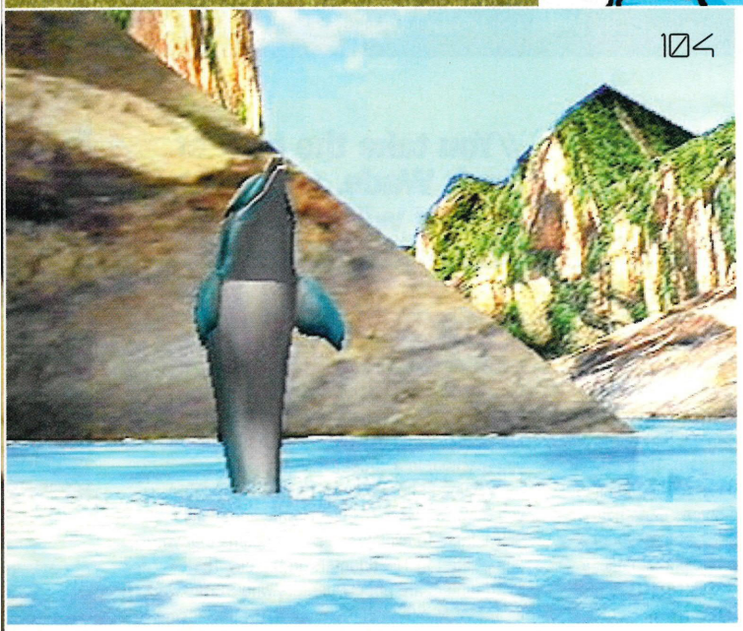
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ECCO THE DOLPHIN: DEFENDER OF THE FUTURE.....104

Aliens are attacking planet Earth and it's up to one solitary dolphin to save it. The future is very strange.

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TARZAN FREERIDE.....115

PS one™

The latest titles for the little grey fella

DAVID BECKHAM SOCCER.....116

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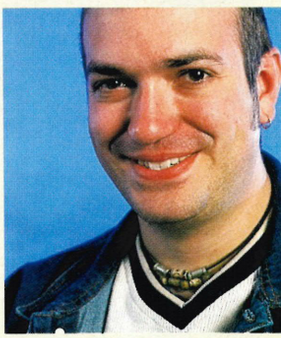
Introducing...

Meet the faces behind the reviews.



Paul Rose

Super scribe Paul's been writing up a storm for *OPS2* this month. Not only has he written our *Judge Dredd Vs Judge Death* feature, but he's also previewed *Maximo* and reviewed *Tarzan Freeride*. And to relax? Well, he's been writing two episodes of the *Sooty Show*. Yes, really. Izzy Wizzy, he's so busy. Hmmm.

Game of the month: "It still has to be *Grand Theft Auto 3*. A true peelable onion of a game."

Can't wait to play: "*Grand Theft Auto 4*. Can DMA Design get on with it please?"

RECOMMENDED

The games to get and the games we want to get.

Still playing

TONY HAWK'S PRO SKATER 3
OPS2#15, 9/10
Still trying to reach that secret tape on the Cruise Ship...

WORLD RALLY CHAMPIONSHIP
OPS2#14, 9/10
Can you recreate Colin McRae's spectacular Network Q crash?

JAMES BOND 007 IN... AGENT UNDER FIRE
OPS2#15, 8/10
The four-player deathmatch works!

Can't wait to play

METAL GEAR SOLID 2: SONS OF LIBERTY
Spy, page 33
What's the big secret then, eh? Go on, tell us! Go on! Please?

STUNTMAN
Spy, page 35
Like *Driver* with better crashes, how can this possibly fail to be brilliant?

COLIN MCRAE RALLY 3
Feature next issue
Spectacular Network Q crash now being written into code...

A tap of the D-pad brings up the quick equip menu.

ON THE DVD

HEADHUNTER

It's *Dirty Harry* meets *Metal Gear Solid*. Only with more body parts...

Publisher: SCEE
Developer: Amuze
Players: 1
Out: 23 January
Web site: www.anticrimenetwork.com

Back story
Headhunter is the first major project for ambitious Stockholm-based developers Amuze. The game was recently released on the Dreamcast and has been snapped up by SCEE for a PS2 release.

California. The near future. With crime soaring and the public demanding action a radical initiative is announced, crime prevention is put into the private sector. One organisation, the Anti-Crime Network (ACN) soon comes to dominate the market under the brilliant leadership of its founder, Christopher Stern. In conjunction with technology giant Biotech, the ACN introduces 'chipping' for criminals – behaviour-modifying chips with tagging properties are inserted into convicted felons.

With guns outlawed, the ACN are issued with Electric Neural Projection weapons that mimic the actions of more traditional weapons. Their crucial difference is that they only damage the brains of their targets, leaving internal organs undamaged for transplant. With the quest for eternal youth a major preoccupation of the populace at large, a fresh supply of organs is very welcome. Only one thing stands in the ACN's way, shadowy underworld leader Don Fulci and his criminal network, The Syndicate.

This solid and satisfying premise forms the background for *Headhunter*. You take the part of

//You take the part of Jack Wade, a tough ex-cop with a Clint Eastwood delivery//

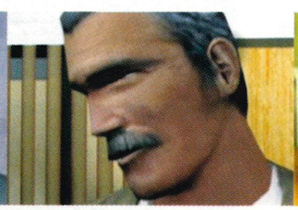
Jack Wade, a tough-looking ex-cop with a Clint Eastwood delivery. The game starts with your desperate escape from a laboratory in the unnamed West Coast city that supplies the backdrop for all the game's action. After you make it past the few guards that try to block your exit, you blackout in a street.

Waking in hospital with retrograde amnesia you have two visitors, Chief Hawke and Angela Stern, there to explain the plot. It seems that you're one of the top 'Headhunters' in the city. The Headhunters are bounty hunters who mostly work for the ACN, although there are a few freelancers. It transpires that ACN head honcho Christopher Stern (Angela's father) has been murdered and Angela wants your help in tracking down those responsible. And you're a guy who can't say no.

HEAD COUNT

Let's take a look at those gaming stereotypes in full...

JACK WADE
Stereotype: Loner Hero
Career cop turned professional Headhunter, Wade is best of the best. Tough, resourceful and independent by nature, he is a man of few words, but has a dry line in wit. Waking with no memory, few friends and a revoked licence, he is hired by heiress Angela Stern to find her father's killer. He may uncover the truth of what happened to himself along the way.

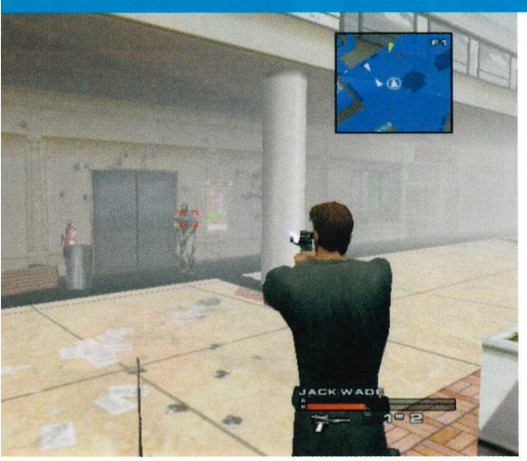


CHIEF HAWKE
Stereotype: Old school cop
Strict but strictly honourable, Jack's former chief at the ACN is a by-the-book guy who dislikes Jack's methods but admires his abilities as a Headhunter. Shrewd and experienced, he believes in the system but privately questions the methods of his political masters. Though reluctant to step out of line, he may just be the nearest thing Jack has to a friend.

HANK REDWOOD
Stereotype: Fat redneck
Roughneck, redneck ex-Vice cop turned Headhunter, Hank is good at his job, but not quite good enough. Frustrated by years of playing second best to Jack Wade, he is hostile when Wade reappears as a lowly freelancer, cast out from the ACN. Determined to stay number one Headhunter, Hank may not be smart, but he has enough wily cunning to be a dangerous rival and a thorn in Wade's side.

ALAN SHARPE
Stereotype: Slimy tycoon
Adopted protégé of Christopher Stern and his successor as head of the ACN, Sharpe was raised alongside Angela as a kid. A brief romantic fling left Angela disillusioned, but Sharpe still harbours feelings for her. Smooth, slick and highly ambitious, his hard-line views and ruthless methods threaten to raise the stakes in the ACN's war against organised crime.

Angela Stern thoughtfully mixes you a cocktail. Bloody Mary please.



In the smoke-filled shopping mall ANC agents must be dropped with non-lethal stun guns.

BONUS HUNTER

Do well in the game and you'll earn yourself a tasty reward.

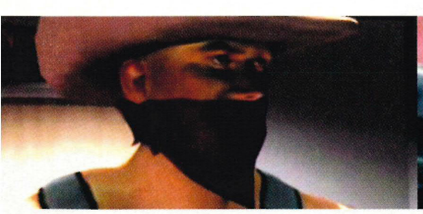
In the holographic missions that you must undertake to earn your various LEILA licences there are two time trials that you must beat. One is the time that awards you the licence, the other is the record set by your arch-rival Hank Redwood. Beat all the records during the course of the game and you'll earn a special bonus for when you play through the second time – unlimited ammo and every kind of weapon available from a special dispenser in the LEILA office.

ON THE MEAN STREETS

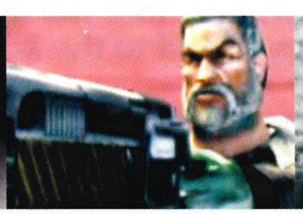
So begins the game proper. At Angela's house you learn how to pick up things and look at them (stand near them and press ⊗). Soon you're off into the city on the motorbike that Angela lends you, before long you're drawn into a series of stealth/infiltration missions that will help you uncover the villains.

Once inside any particular mission you'll find yourself on familiar ground if you've ever played *Metal Gear Solid*. With a perspective shown from behind your character, the radar in the top-right corner showing your enemy and a combination of combat moves that include crouching, rolling and pressing yourself against walls to look around them, it soon becomes evident that *Headhunter* is the first true *Metal Gear Solid* clone. And why not? *Metal Gear Solid* is one of the greatest games ever made. Should we criticise *Half-Life* for being a *Doom* clone? No.

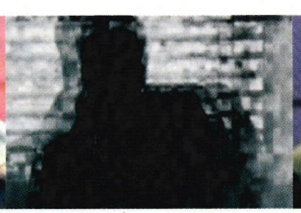
Once someone dreams up a new method of controlling action (and *MGS* was pretty unique in that respect) it's to our advantage as gamers that others come along, borrow the ideas and push ⊡



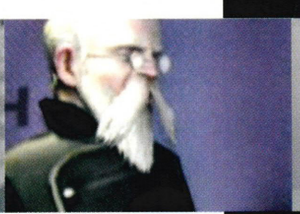
RAMIREZ
Stereotype: Psychopath
Also known as the 'Cyber Cowboy', Ramirez has an unhealthy passion for high-tech weaponry and instruments of torture. A serial kidnapper and psychotic mass murderer, his dubious talents and enthusiasm for his work attracted the attention of the Syndicate, who employ him wherever total and unquestioning ruthlessness is required. They pay him well, but Ramirez is in it for the fun.



GREYWOLF
Stereotype: Grizzled biker
An old-school criminal, Greywolf is leader of the vicious Wolfpack biker gang that terrorised the city before the ACN crackdown. Once a proudly independent thief, murderer and extortionist, he now finds himself taking orders from the Syndicate, freelance crime is now a thing of the past. He may not like it, but he remains a formidable adversary whose brutal reputation is well deserved.

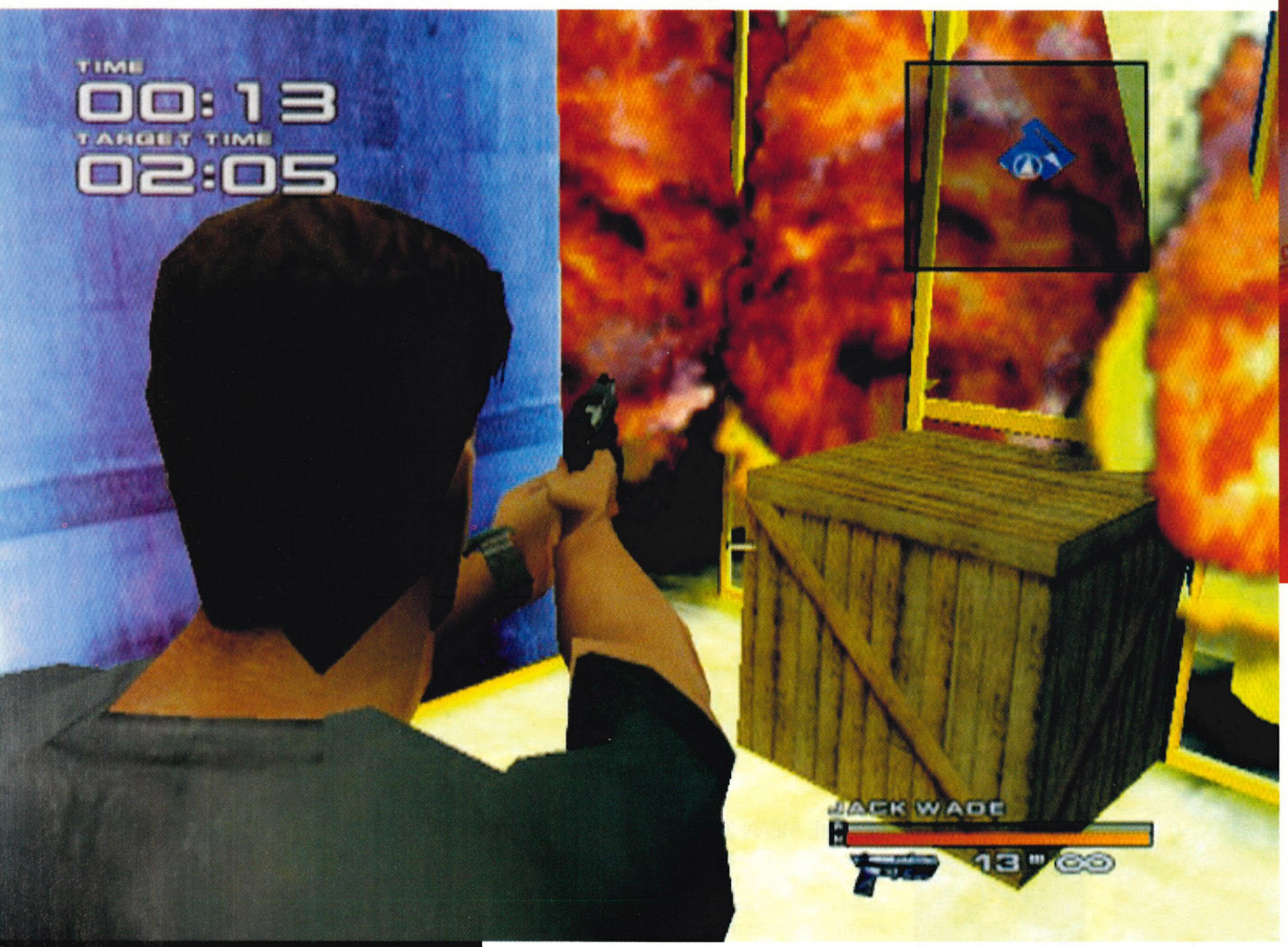


DON FULCI
Stereotype: Mafia suit
A mysterious recluse whose bloated figure is only ever seen shrouded in shadow on pirate TV broadcasts, Fulci's identity remains a mystery. Thought to be behind the criminal Syndicate and the murder of Christopher Stern, he promotes himself as a respectable businessman opposed to the power of the ACN. He may be the one man with the key to the truth.

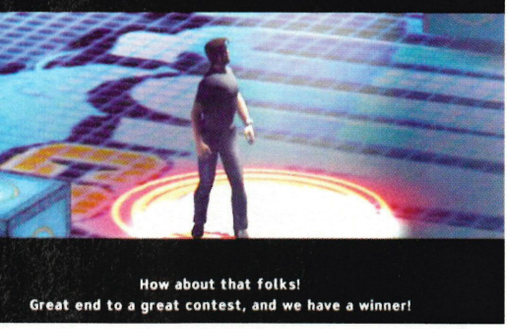


DR ERNST ZWEIBERG
Stereotype: Creepy scientist
Head of Biotech and the man responsible for most of the technology that fills the game, ancient scientist Zweiberg is an enigma whose true role in the mysteries Jack's trying to solve comes apparent very slowly.

ANGELA STERN
Stereotype: Sophisticated, sexy and smart
Angela is more than capable of fighting her corner with a keyboard, a fist or a gun. The only daughter of murdered ACN chief Christopher Stern, she burns with hatred for the man she holds responsible – the criminal Syndicate's mysterious boss. Hiring Jack to find him, she forms a partnership that leads them both into danger...

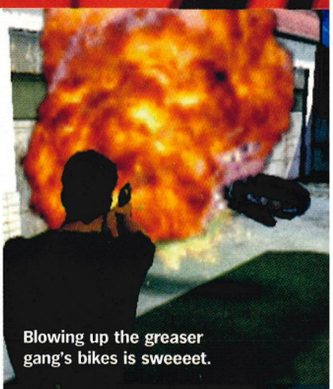


Pulling the crate out of the way allows an unpleasant chain reaction to occur.

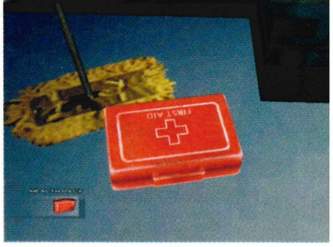


Televised combat between convicted criminals? Nobody tell David Blunkett about this...

Like *MGS*, when the guards spot you they come streaming from all directions and your radar stops working.



Blowing up the greaser gang's bikes is sweeeet.



Power-ups are found in the usual illogical places: "What's that lying on the floor by that mop? Oh."

them further. Where *Headhunter* is a bit disappointing is that it doesn't seem able to push the ideas quite as far as the original *MGS*. *Headhunter* is so like *MGS* that it's almost enough to leave our explanation of the way the game works there, but we should point you to the weapons panel below for a full idea of your offensive capabilities.

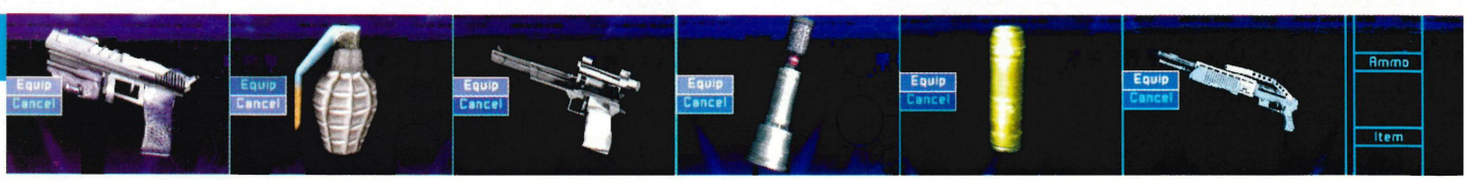
Luckily said control system is so fine that *Headhunter* remains a game well worth playing in its own right. Enough care and attention has been lavished on the various cut-scenes that propel the plot along in-between missions for the game to have a very individual feel all its own, and the buzz of sneaking, undetected, towards your quarry remains as powerful as it ever has been. It's a tribute to the game that your biggest enemy is yourself, if you lose your cool in a heated situation it's almost certainly curtains. Your nerves are tested to their limit. The missions are good too, with a decent variety of environments and enemies to keep you interested. Particular favourites include sneaking through the shopping mall as smoke makes vision difficult when armed only with a tranquilliser gun and decoy shells. The showdown in the bank with sub-boss Ramirez that we've detailed in full elsewhere on these pages.

It's also fun that, about halfway through the game, you get to play as Angela Stern for a while. According to the developer's Web site (www.amuze.com) it conceived Ms Stern as a

//If you lose your cool in a situation, it's curtains. Your nerves are tested to the limit//

1:0 TO THE ARSENAL...

Bringing criminals to justice is made easier with this bounty of weapons.



Stimulator Automatic
ENP handgun, standard ACN issue. A versatile weapon carried by all Headhunters, it is particularly useful against multiple enemies due to its fast rate of fire. A custom upgrade offers increased mag capacity.

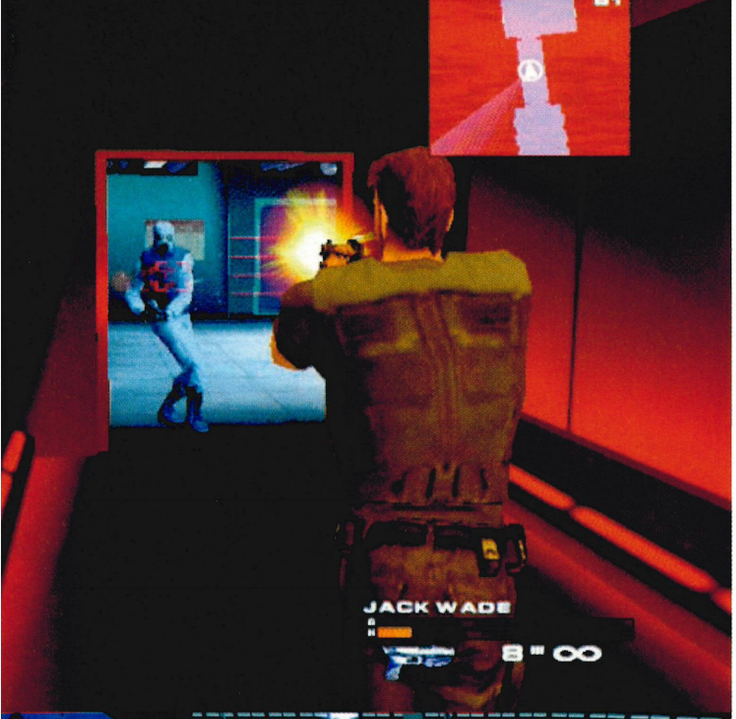
Resonator Grenade
ENP hand grenade that generates a sonic boom with a wave-form similar to that of a conventional explosion but harmless to non-organic material. Organic targets within range suffer severe neural damage.

Scorpion Neurostunner
Silenced handgun with modified ENP ammunition that scrambles signals from the motor cortex region of the brain, incapacitating the victim for a limited time. Needs charging before a shot can be fired.

Proximity Mine
This anti-personnel weapon features the latest in stealth technology rendering it virtually invisible. Fitted with a motion sensor, the mine explodes when someone comes close.

Decoy Shells
Shells for the Stimulator Automatic can be thrown as a decoy to lure enemies away. Very useful for stealth situations.

Regulator Shotgun
Devastating at close quarters, the Regulator is the crowd control weapon of choice for the discerning Headhunter. Slow to reload though.



A rather weak mini-game is all that's made of the potentially amazing 'Con-Bat' – gladiators in prison.

mould-busting über-bird, in that she's like Jack in every way being his equal in combat and his superior mentally. Quite how much of a blow for feminism Angela Stern is with her tight, black leather outfit is debatable, but playing as her does add variety to the game. Although she can't do anything different to Jack, she has limited weapon resources which makes her segments more of a challenge. There's a particularly good part where she has to rescue Jack from a ship moored down at the docks. Sneaking through the nearly-deserted warehouses in the dead of night is great, and once you actually get her onto the ship there's a fair bit of carnage before Jack is ultimately released. It's just a pity that we've already seen *that MGS2* demo, because this doesn't even come close to that.

Where the missions can be less than wonderful however is in the puzzle-solving elements. An early raid on the downtown HQ of

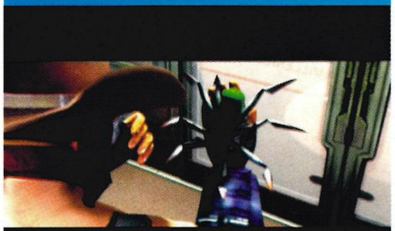
Sub-Machine Gun
Best fired in short bursts or the accuracy of this weapon becomes unreliable. It's all too easy to just unload a clip into the ceiling just above your target

Missile Launcher
Heat-seeking grenades? Yes please. You'll enjoy watching these babies swerve around corners to hunt out their target even though you only get to use it for one mission.

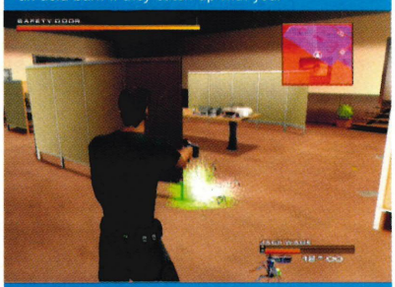
SPOILER ALERT!
Reading this may damage your enjoyment of the game by giving away one of the puzzles.

RAMIREZ RAID

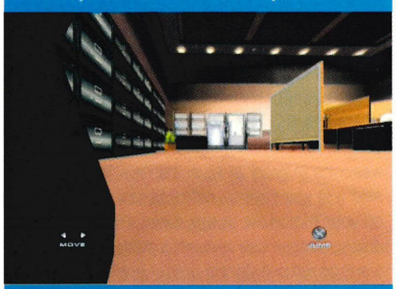
Perverted psychopaths giving you trouble? Here's our handy guide to extermination... It took us ages to work out what to do here, but with a bit of lateral thinking the solution becomes clear.



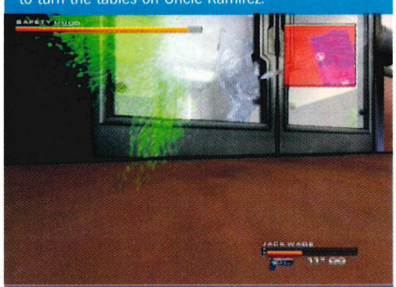
The Cyber Cowboy is rightly proud of his little home-made pet spiders, which scuttle around after you in a most menacing fashion, delivering an acid burn if they catch up with you.



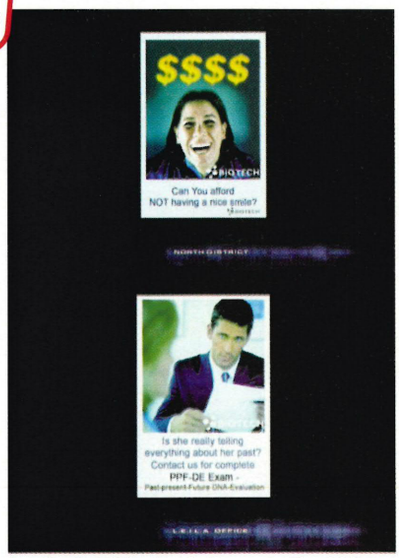
Shooting the little devils once stuns them, and after a short while they explode anyway. Shoot them twice to destroy them immediately. They come at you in waves of three, so stay alert.



Once you've destroyed two, you need to stun the last spider, quickly jog over to it and press ⊗. Now the little beggar is under your control – time to turn the tables on Uncle Ramirez.



Ramirez has been releasing his pets from behind a sealed safety door in a bank vault. Time a jump correctly and the acid will burn through the door. When the door collapses, so does Ramirez.



Loading is a little slow in the game. Thankfully those fun *RoboCop* adverts mask the waiting.

One of the best things about the game – the fictitious ABCBS news broadcasts that help drive the plot.

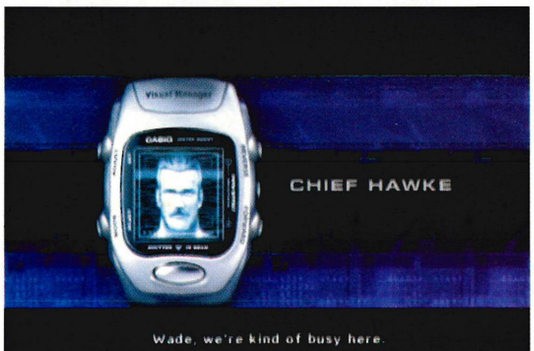
Greywolf and his biker gang is a decent case in point. You arrive at the front of the building, dismount from your bike and knock off the lone biker standing outside. Having entered the building and polished off the two guards who patrol the ground floor warehouse, you look for a way to progress. There's a lift, but unfortunately no power! Luckily, there's a key on the table nearby. Take it back outside, unlock the power box on the wall by where the first biker was standing and the switch is flicked and – hey presto! – the lift works.

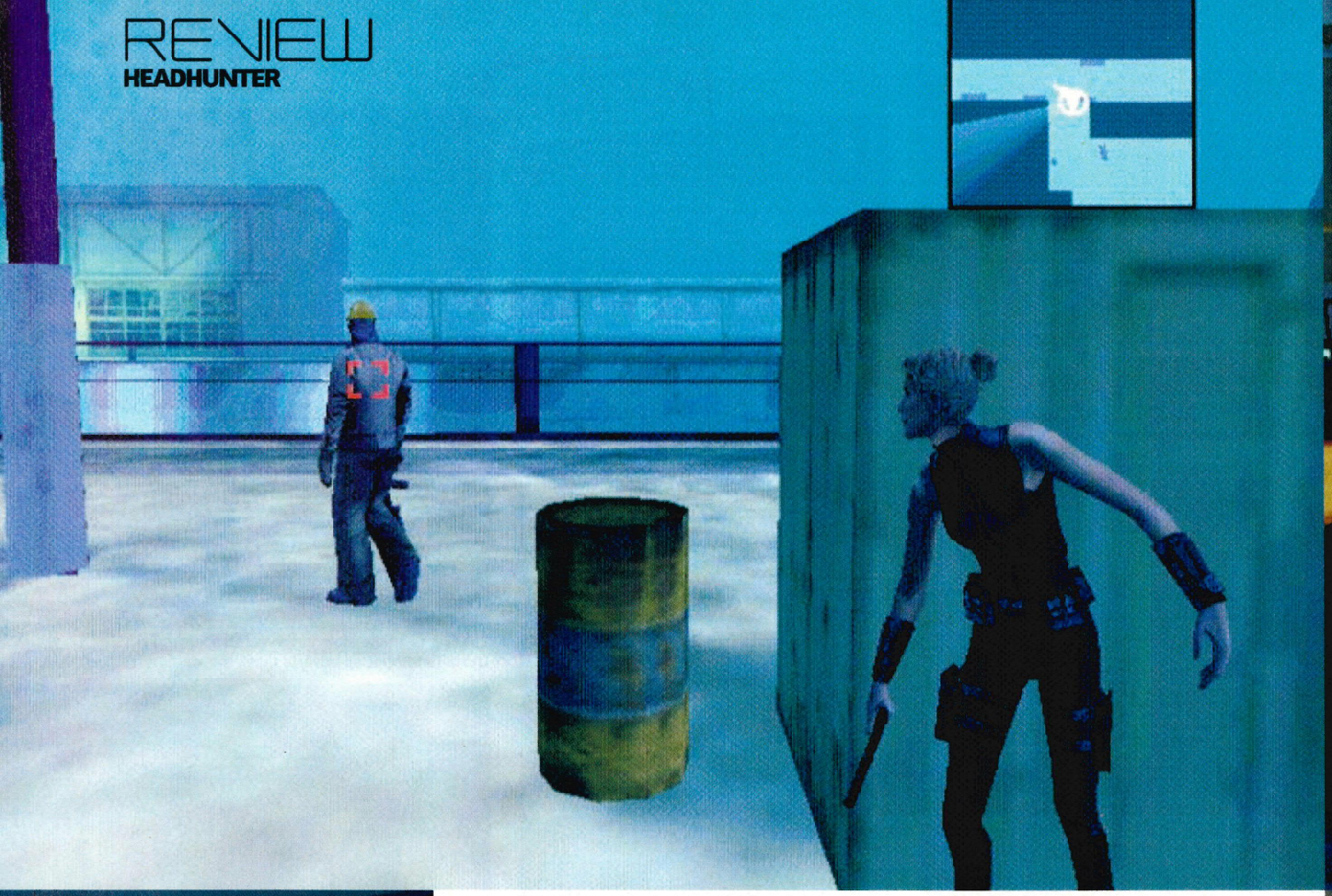
It doesn't really present the experienced gamer with much of a challenge. Most puzzles in the game are about collecting all items such as keys to unlock doors, than using any of the grey matter. There are two puzzles which are an exception to this, but we won't spoil them by describing them here. As is all too common these days, the puzzles are used merely as a way of moving the plot forward rather than as a diversion in their own right.

EASY RIDER

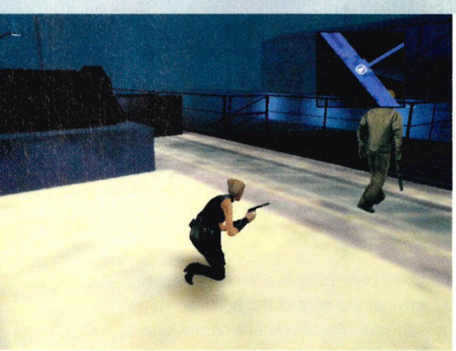
Between the missions, you'll find yourself forcibly sat on the motorbike and you can only dismount it at designated spots where missions start. Although, riding through the city streets on the bike is cool, it seems to serve little point, and was reminiscent of the classic Sega game, *Hang-On*. There is one mission where you need to be able to drive fairly swiftly as you race around disarming bombs, but for the most part the sole purpose of the bike seems to be to prevent you from progressing in the game.

Based on Casio's cool video watch, Wade's personal communicator is a vital link to Chief Hawke and Angela.





Pressing Ⓐ pushes you against the wall from where you can spy on the enemy without them seeing you.



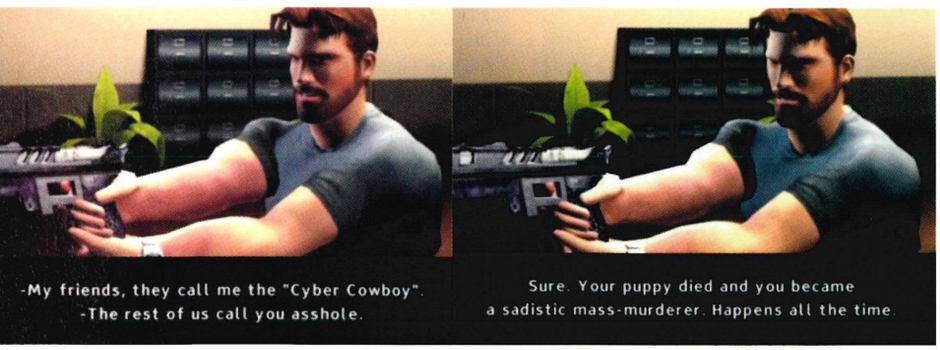
Good job all these guards are deaf – you make quite a clunking noise when walking about.

Your riding skilled is also need to upgrade LEILA (Law Enforcement Intelligence and Licence Approval Unit) clearance. There are four grades of Headhunter; C, B, A and AAA, each level granting you access to more information and better weapons. In order to earn the right to take the next test you have to, rather bizarrely, drive around on your motorbike at top speed. Once you're driving dangerously enough a little skill counter starts to roll over in the corner until you've achieved enough points to reach the target. Then it's off to LEILA and a series of holo missions that are exactly like the VR missions in, yes, you guessed it, *Metal Gear Solid*. Perform well enough at these and you'll have gained your new licence and be able to move on through the game.

//The plot supplies an atmosphere that will be instantly recognisable to *RoboCop* fans//

Headhunter is a mixed bag. On the one hand it's got a very sound, if admittedly stolen, game at its heart, and it is genuinely heart-racing to creep around the many levels. Driving the motorbike around is fun, if ultimately pointless and the plot convincingly supplies a background atmosphere that will be instantly recognisable to anyone who's ever watched *RoboCop*. The game is admirably Japanese in feel too, with a strangely jarring arcade 'continue' screen flashing up when you die, a suitably serpentine plot that ends up as something more like *Resident Evil* than *Metal Gear* and an emphasis on character that's sometimes missing from games made in the West. Yet for all that it has admirably copied, at the same time there's something missing.

You get the impression that the soul has been ripped out of *Headhunter*. There are literally hundreds of digitally mapped houses, shops and alleys on the three areas that make up the city, yet the game uses only about eight of them. Drive



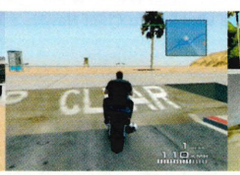
Aha ha ha ha ha. No, really. Stop. You're killing me. The humour of ***Headhunter*** is terrible.

HELL'S ANGELS

When not shooting people, Jack Wade can be found terrorising motorists on his bike.

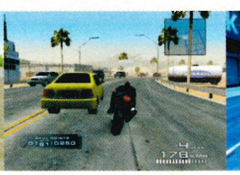
Slamming the bike around curves at dangerous speeds is the only way to increase your Headhunter skill points.

Hard to tell, but we're flying through the air here after hitting a ramp in the sand. It's as exciting as it looks.

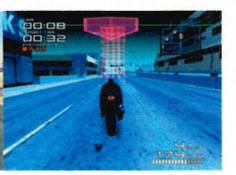


Getting down to the beach is pretty easy, it just seems slightly bizarre that there's nothing to do once you're there.

Very occasionally you'll find a short cut and a handy ramp like this that will let you perform a jump.



The other motorists are hazards that change in frequency depending on the time of day that you're riding around.

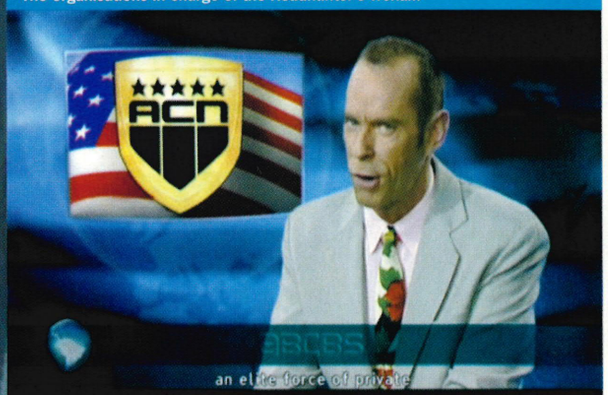


Riding your bike forms an integral part of the holographic LEILA tests – reach all checkpoints in the time available.

You're best off shooting your sub-machine gun in short bursts.

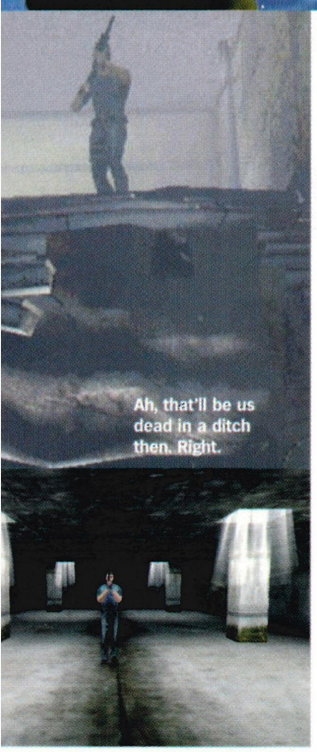
LAST QUANGOS

The organisations in charge of the Headhunter's world...



The Anti-Crime Network (ACN) is the nation's leading law enforcement agency, with an 83 percent market share of all crime-fighting activity. While it plays a major role in the maintenance of law and order, the ACN is primarily targeted against organised crime. This has led its elite force of officers to assume many of the responsibilities of the former FBI and ATF agencies. The ACN is supplemented by private Headhunters contracted exclusively to track and capture wanted criminals. A private organisation appointed by government, the ACN is headed by a Director accountable to the President of the USA. Operational Chiefs with jurisdiction over Field Officers, Headhunters, Intelligence and other areas report to the Director.

The Law Enforcement Intelligence and Licence Approval unit (LEILA) is an administrative organisation appointed by central government to support and regulate law enforcement activity. LEILA maintains an extensive database of criminal records and other information needed in the fight against organised crime. It is also responsible for issuing licences and equipment to private law enforcers. LEILA works with the Anti-Crime Network. It supervises Headhunters contracted by the ACN to capture wanted offenders, as well as those working freelance.



This is the beginning of the *Matrix*-style duel between you and Hank Redwood.

around on the bike and you'll find short cuts that go nowhere, yards with nothing in them and all sorts of evidence of a degree of care and attention that shouldn't have been lavished on these buildings unless they were important. Is it possible that *Headhunter* was once a more ambitious game? That there were loads and loads of missions planned, with you earning your stripes as a *Headhunter* by picking up experience points for bringing in the crims rather than just for riding your bike around? That would appear to be the case and would explain why the game that we have played sometimes seems a little empty and soulless.

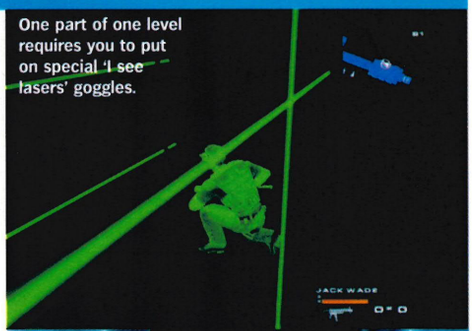
The fact that the motorbike never crashes, it just comes to an abrupt halt whenever it hits an object, further brings home this point. Surely it wasn't too difficult to show Jack spinning off and clambering back on? Why is it necessary to go through two rather slow loading screens just to go up some stairs? These are only niggles, however, and we wouldn't want to give the impression that *Headhunter* is overall badly programmed. You only have to look at the excellent animation of Jack as he crouches, rolls and comes up holding his gun to see that there has been a considerable amount of Scandinavian talent applied to this game.

DO YOU FEEL LUCKY?

It's difficult to wholeheartedly recommend *Headhunter*, there's so much of the game that's nearly great, so much that with just another tiny bit of polish might have turned out as genius rather than simply quite good. The plot's clichéd, but then that's fairly standard for videogames. Similarly, the missions are intriguing and varied, yet there aren't enough of them, the unique selling point of being able to ride around on your motorbike turns out to be a white elephant, as riding around on your motorbike doesn't really get you anywhere. The game seems to promise so much more than it actually delivers, so you can't help yourself imagining what might have been. Yet at the same time *Headhunter* is good value for your cash. The atmosphere of the game is spot on, the cut-scenes are brilliant and there's a great deal of satisfaction to be had by besting the various guards and security systems that you infiltrate throughout the game.

This is a game that makes you think happily of the future. A future where *Headhunter 2* is released, a *Headhunter 2* that is everything this game tried to be but didn't quite achieve. A *Headhunter 2* that is a cross between *GTA3* and *MGS2* with stealth and infiltration missions blended with an open-ended cityscape to explore. A game where you earn money and skill points for putting criminals away and save up for the LEILA licences that will open up more of the game. A game which you can't finish in a couple of days. But until then, we'll have to make do.

Until *MGS2* turns up *Headhunter* has, by default, become the greatest sneak-'em-up on PS2, and it is just about worthy to wear that crown. More importantly, if we all go out and buy the thing maybe the developer will be encouraged enough to make the game we all want them to, the game we know Amuze is so obviously capable of. ☐ **Steve Faragher**



Somehow it's easier to kill holographic guards in the LEILA simulator exercises.

HEADHUNTER

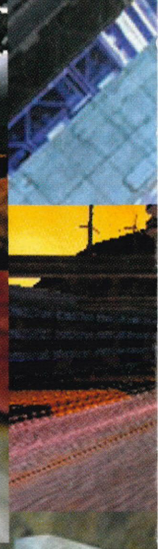
Why we'd buy it:	Why we'd leave it:	There's a great game hidden in this city somewhere, but we only got tantalising glimpses of it through alleyways. Decent fun, but not enough of it.
- Excellent cut-scenes - A compelling tale of the near future - Super-tense stealth missions really make your heart pound	- The missions are a little easy to complete - Therefore the game is too short - It just seems unfinished	

Graphics	Empty and slightly chunky, not cutting-edge	06
Sound	Good orchestral score	07
Gameplay	It's virtually the same as *MGS*	09
Life span	Far too short once you seen the cut-scenes	05

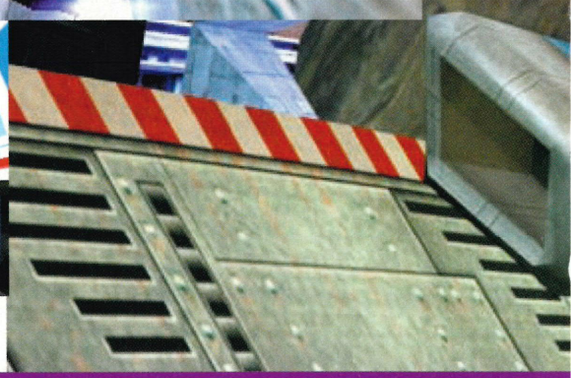
07

PlayStation 2 VERDICT

WipEout's back and more AAAAARRGH!-inducing than ever.



(Left) The stylised target lock-on appears – your signal to unleash a barrage of missiles. (Right) Drive over the blue speed boosts for an extra burst of race-winning speed.



The distinctive environments of *WipEout Fusion* have been beautifully designed.

WIPEOUT FUSION

Finally, after a lengthy delay, we have lift-off. And it's a wild ride...

Publisher: SCEE
Developer: Studio Liverpool
Price: £34.99
Players: 1-2
Out: February
Web site: www.wipeoutfusion.com

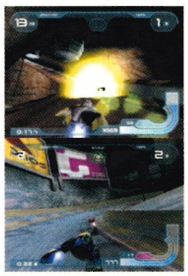
Back story

Originally rumoured as a potential PS2 launch title, *WipEout Fusion* is the latest in Studio Liverpool's strongly branded line of sci-fi 'anti-gravity' racing games. It's been designed to squeeze every drop of power out of the PS2 processor – particularly in terms of sheer speed. Although there's a more easy-going learning curve this time, it's definitely weighted towards the hardcore fanbase.

First, something to lay to rest. Comparing *WipEout Fusion* to the likes of *Extreme-G 3* is like comparing chalk and chips. Same shape, completely different chemistry. If you're after a cosy, friendly kind of futuristic racer kick, with most of the challenge laid more or less at your feet, *Extreme-G 3*'s your game. If you're up for something which will stretch your senses, reflexes, nerves and synapses to such a degree that you feel like you've been chain-guzzling double expressos for about a day, you need *WipEout Fusion*.

With racing games, 'feel' is everything. If, say, the *GT3* cars had just the slightest hint of clunky, unrealistic handling, then all that sumptuous graphical gloss would count for nothing. The spell would be broken and it'd feel like just another driving game. The *WipEout* designers have always been smart enough to blend all of their elements (looks, sound, speed, iconography) to create a perfect all-round feel. Here, they've used the PS2's graphical finesse and brute power to produce an incredibly challenging game that looks fantastic, sounds just right, moves like a flash and plays like a dream. It's also more customisable, more flexible and much more stubborn about its secrets.

The first shock is that, where previous *WipEout*s have initially kept only the tougher courses and slinkier ships locked up, here, you start with the barest bones of ships, courses, features, options and weapons. The entire design of the single-player game is geared towards unlocking everything through progress: winning races, meeting the challenges and picking up bronze, silver and, ideally, gold medals. This is good, because at first – particularly for *WipEout* rookies – trying to figure in the top eight or nine finishing places in the first race on the easiest course is tough enough. And, after a bit of calibration and perseverance, when you finally do make the top three, the satisfaction in seeing that first new weapon reveal itself is enormous. The craving for bigger and badder challenges soon pairs up with an urge to shake out the hidden stuff – and you're hooked.



An explosion is even more luminescent in a night time level.

HANDLE WITH CARE

Racing is as sleek, smooth and zippy as ever. Crucially, the craft-handling has been tweaked and polished to make control even more a matter of creative steering, anticipation and instinct than in the PSone versions. Getting to know the track/racing-line is only half the battle. Success is about very, very sharp management of many factors... Too much emphasis on hell-bent speed and you'll be bounced around by the walls and the other cars. This means a constant drain on shield power which, without a regular trip to the new, hallucinogenic pit-lane, means death. Too much caution and tidy cornering and you'll be left far behind and all alone to enjoy that nice, spotless ship – unless you work on those weapon skills. The fun lies in finding an individual style. Do you

//The design of the single-player game is geared towards unlocking everything through progress//

Depending on the strength of your ship you can barge opponents into the sides of the track. Harsh, but so very fair.

THE TEAMS

Gentlemen – start your, uh, anti-grav thruster ion-charge... things...

FEISAR
Beginner class. Nifty steering, average everything else. Virgins start here, but be prepared to move on as you unlock the tougher challenges.

VAN-UBER
Fast and extremely light but hopeless shield power. Go for this one if you're more of a nifty steering type than a weapons blaster.

G-TECH
Sweet for all-rounders. Coolly average right across the board. Pulled back in the balance by the sluggish acceleration.

AURICOM
The first team to unlock. Auricom craft are big, heavy and slow but you can't knock the weapon and shield power.

EG-R
Strong, ace acceleration and brutal weapons power. The trade-off: sloppy shields. Corners like a dream, though.

TIGRON
Big, bulky, excellent shields, very fast, good for ramming. Weedy weapons, but you'll hardly care. Built for the *Ben Hur* approach.

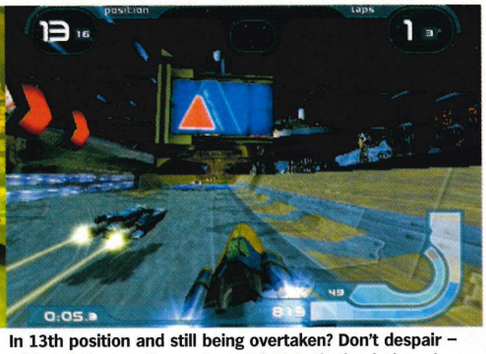
XIOS
Control, control, control. Rocket-shaped but surprisingly average thrust power. Top weapon and shield power.

PIRANHA
Lightweight, dodgy shield, average stability and weapon strength, but the undisputed daddy of speed.

Team Auricom and Team EG-R: each has its own strengths and weaknesses.

Be careful not to drive to close to the fire. You don't want to ruin your paintwork. Oh. Chuckles on the left already has. Fight on.

Two of the most common problems encountered by *WipEout* newbies: (Left) Dinking the side of the track... (Right) ... and as a result reducing your shields protective power to that of a piece of soggy kitchen roll.



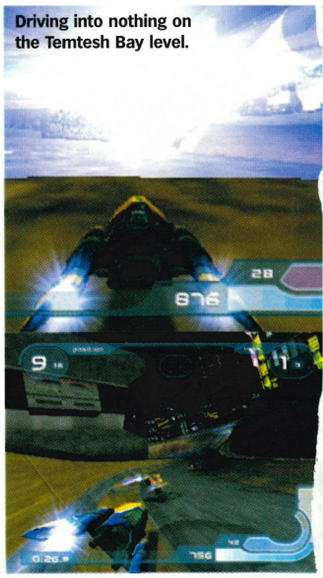
In 13th position and still being overtaken? Don't despair – with practise you'll soon be moving up the leaderboard.

go for aggression and hit every speed-up pad, barging through crowded sections with the goal of that vital pit-stop? Or do you keep a cooler head, picking off rivals selectively, worming your way to the gold medal?

IN THE ZONES

Of course, the ships don't just effortlessly skip into right-angle turns when you need to avoid a poorly judged corner, and the moans about wall-scraping will never go away. But that's all part of the game – particularly on the busier, less forgiving tracks. You have to gain enough familiarity with the layout and get busy on the air-brakes to minimise collision damage – while keeping diligent about shield-recharging. Whatever mode you're in, the game geography is based around eight global zones which each feature six tracks (three different courses plus their reversals). Early zones like the US desert-based Florion Height are straightforward designs where the challenge comes from the odd set-piece (a murky streak through a rock-strewn dustbowl, a disorienting dive underwater along a transparent tube). But as the features open up, track complexity increases, incorporating short (and long) cuts, extreme scenery distractions (snowstorms, rock outcrops, big trees in the road), loops and leaps (where the ship must be guided, in mid-air, onto a new track section) and special trigger pads that bridge gaps, raise ramps and even open up doorways to hidden super short cuts. On one of the later tracks, Katmoda 12 (set on the moon), there's a unique method of overtaking: flip-pads which instantaneously skip your craft from the floor to the 'ceiling' – a parallel track running above the main action.

So, fresh out of the box, the game runs with only the first three zones and teams (Feisar, Van-Uber, G-Tech). Working your way through the hugely impressive depth of modes and variations unlocks more teams, courses, modes and variations. The basic quick-start is Arcade mode: just pick a team and a second pilot and race the first course in any of the three zones ('first' pilots have better stats and are opened later). Finish in the top three and a new course will unlock, along with the occasional new weapon/pick-up. League mode works in tandem with Arcade, in a more

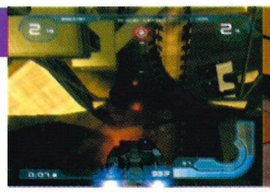


Driving into nothing on the Temtesh Bay level.

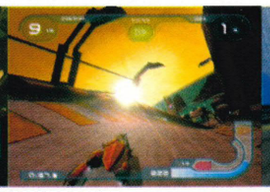
You'll need to use those air brakes on more twisty sections of track.

THE ZONES

Ride hard, live free. But mind that dangerous bend on Temtesh Bay.



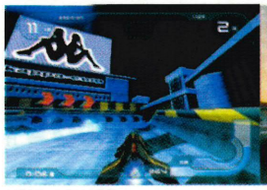
FLORION HEIGHT
USA
Sidestep shield-crushing boulders and squint through visibility-impairing sandstorms.



MANDRASHEE
China
Takes in volcanoes, cliffs, beaches and a stunning underwater section.

CUBISS FLOAT
Switzerland
One of Future-Earth's remaining 'ice-zones'. With a near-blinding dash through a murky cavern.

ALCA VEXUS
Mexico
Jungle level with horrific scenery obstacles which can lead to position-guzzling sudden stops.



VOHL SQUARE
Russia
Gassy and polluted industrial theme. Lots of steaming generators and pumping pistons.

TEMTESH BAY
Australia
A curvy crawl uphill followed by some insanely fast dips, banks and loops. Tricky pit stop too.

KATMODA 12
The Moon
Features a stomach-spinning Alton Towers Oblivion-like vertical drop – with a loop.

DEVILIA
Planet Novon
Uh-uh, we're not telling. Let's just say this doesn't look like any course you've ever seen...

THE PILOTS

Some of the star players in the AG loop. Initially locked, but you'll soon need 'em for extra speed and power.

MYIMA TSARONG
Tibetan, Team Piranha
A spooky prodigy with a non-confrontational style which spurns weapons in favour of smoothly sailing past as others clang and grind the corners. The ultimate Queen Of G-Force, as she is rarely known as.

NATASHA BELMONDO
French, Team Xios
Relax, guys. She's a fictional representation. She's also the great, great grand-daughter of the inventor of anti-gravity racing. Although – and we can't stress this enough – she doesn't exist.

OMARR KHUMALA
South African, Team Tigron
Bring on the boos and hisses. The big bad guy – uses dubious tactics to ram opponents off the track. According to developer Team Liverpool, once he's unlocked, Sweet Merry Hell is indeed unleashed.

PAUL CHEUNG
Unknown, Team EG-R
The mystery man. EG-R claim that a 'high-spirited party' a few years ago left him with no memory of his life prior to that point. Just call him Goldfish Boy.

PASCALE ROUSER
German, Team Auricom
A strong, stern woman of very few words, feelings or, infrequently, actions. Prefers to let her racing prowess speak for itself. Big rival of Omarr Khumala, from Team Tigron.

//The real stroke of genius is Zone mode – an option as watchable as it is playable//

long-term way. You pick your team and pilot and enter a competition over three set courses. Finishing high on the leaderboard is rewarded with good old-fashioned future-money ('credits') which can be spent on boosting your craft's potential (thrust, brake-force, shield power...) It's also possible to transfer your beefed-up ship from League to Arcade mode. On completion of every other league, you'll be challenged to a one-on-one race by a pilot of a team you haven't unlocked yet. Beat them (it's tough) and both team and pilot will be opened up.

MODISH BEHAVIOUR

Multiplayer mode is the standard split-screen affair, but it's been considerably pepped up over the Psone's *Wip3out*. Now, practically everything is customisable – vertical/horizontal split, number of laps, weapon types, shield handicaps... Challenge mode is almost a trainer in disguise. Each of the eight teams offer five challenges which range from standard Race and Time-trial through to the more vicious Elimination (blast a set number of enemies out of existence) Survival (hold on for three laps without any shield recharge) and Chase (a tight time limit to overtake an enemy craft which has been given a big head-start). Again, it's all about incentive and slow, steady progress. Each of the challenges offer bronze, silver and gold medals (*GT3* licence-style) and, while earning bronze medals will unlock further challenges, only by perfecting your techniques and nabbing the golds will you see the elusive sixth level of Challenge mode.

The real stroke of genius is Zone mode – an option that is as watchable as it is insanely playable. You start with a standard ship on any unlocked level. Weapon pads are disabled. At the off, your score starts to steadily tick upwards as a ten-second timer counts down. When the timer hits zero, it resets and you go up from 'zone' one to two – that is, your ship's top speed increases (braking is limited and there's no shield recharge). So, the longer you survive, the more zones you go through, the faster you get, the more score you get. But, obviously, as you get faster, it becomes more difficult to avoid those wall-scrapes, and that shield energy soon starts to trickle away. Game over when your craft explodes. You'll then be given a code which, when entered into the official Web site (www.wipeoutfusion.com), will translate into score, zone level reached, etc. This is also good for the Time Trial mode and it's a superb way of uniting all the international PS2 territories into one huge international competition.

Pretty much everything has been ramped up to make the previous versions seem slightly pedestrian and unsure of themselves by comparison. The music is more upfront and techno-minded than the serene prog-house of *WipEout 3* (Brainiac, Timo Maas and Utah Saints jostle with the seizure-inducing mosh-funk of Luke Slater's *Bolt Up* and Cut La Roc's *Baseheads*). The new weapon pick-ups are a nasty mix of cheeky tactics and extreme aggression. The Gravstinger is a glowing, buzzing thing that is left lying around the track like a mine. If an enemy hits it, their craft temporarily loses its anti-gravity power and sinks to a complete halt for a few seconds. A more immediate and far-reaching effect can be gained from lobbing a Gravity Bomb in the direction of a crowd of competitors. There are also team-specific 'super-weapons' to acquire by unlocking missions in Challenge mode: Super Missiles – three powerful rockets zoom in on an enemy craft; Seismic Field – a portable black-hole which sucks in passing craft; Nitro Rocket – crystallises enemy ships so they smash when hit. The few problems (dodgy Autopilot, weedy Flame-thrower, a teensy bit of slowdown on the really complex bits) are niggles which are easily offset by the game's many pleasures: tagging a rival with a one-hit plasma bolt; fighting hard to turn a clunky, wall-bouncing start into a gold medal; the ominous rumble of the Dual Shock 2 pad as an enemy Quake approaches...

If you're already a shameless *WipEout* nerd, this is everything you've hoped for and much more. If you're a newcomer or a doubter, take the time and effort to tune in and you'll soon be converted. It's an instant classic – brilliantly devised and designed, and straight onto the A-list of must-own PS2 titles. ☐ **Andy Lowe**

THE PERFECT START

Probably the most important tip in the game...

Loopy old veteran games designer Jeff Minter has his own theory about what makes a classic game: 'toke-time'. That is, a perfectly weighted break or pause in the action which lets you have a quick drag on a fag, a munch on a biscuit, a slurp of tea... Just enough of a connection with whatever real-world vice you might be doubling with the game. Of course, our old friend Larry Loading-Time is always happy to provide the lengthy pauses, but that doesn't count. *WipEout Fusion* has a perfect pre-race puff/nibble/swig moment which, because it doesn't feature the old 3... 2... 1... countdown gives it even more of an edge of anticipation. If you hit the thrust button dead on the announcer's "GO!", you'll be rewarded with a big boost-start. After, of course, you've had your drag/chomp/sip.

Approaching the finish line in first position. Aww. What a lovely shot to end on.

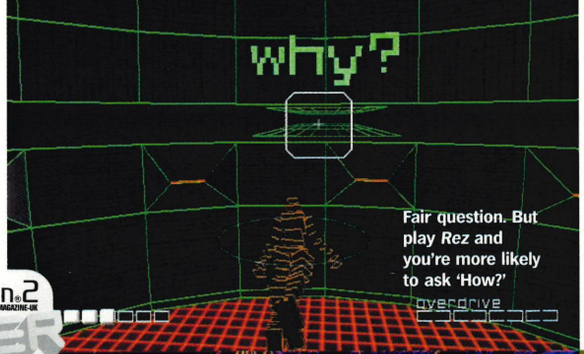
WIPEOUT FUSION

Why we'd buy it:	Why we'd leave it:	Together at last – style AND substance. The most fully realised *WipEout* experience yet. As sharp and extreme as gaming gets: fast, aggressive, tough, sinfully addictive.
- Leaves all other 'racing' games standing - Surprising depth and variety - So playable, it hurts	- Intimidating for casuals/fumblers - Pilot 'character' aspect a little underplayed - Some tiny weapon niggles	

Graphics	Incredibly lush. Very, very occasional slowdown	09
Sound	Snappy FX and a perfectly applied soundtrack	10
Gameplay	Instant gratification and multiple playing styles	10
Life span	Masses of features and it'll take ages to master	10

09

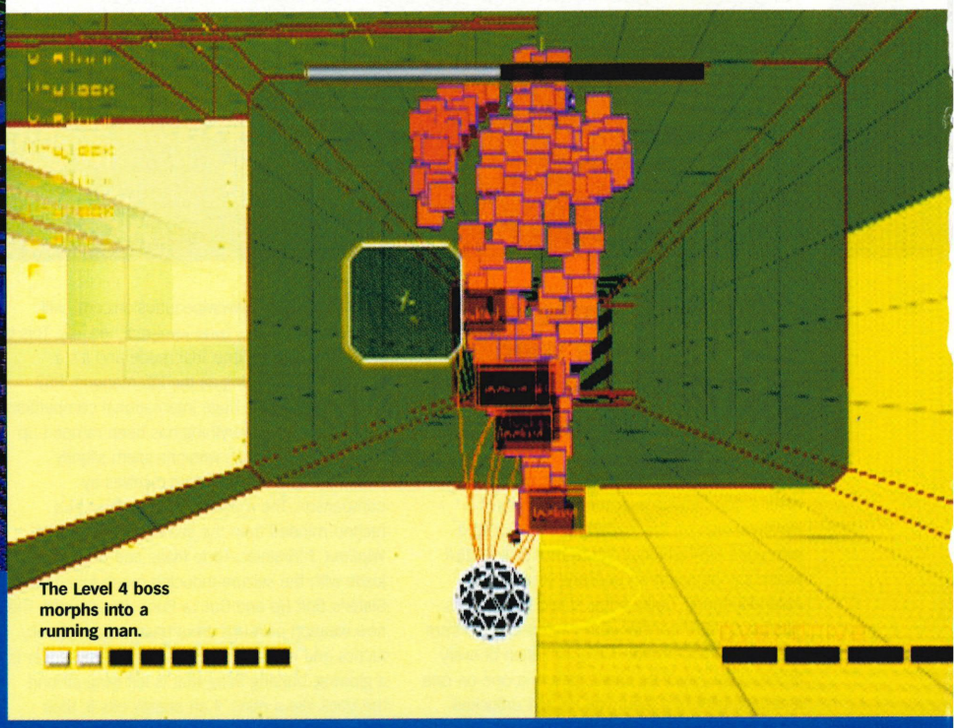
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT



Fair question. But play *Rez* and you're more likely to ask 'How?'

From the primordial ooze to the reaches of space, Level 5 takes you through evolution.

Looks pretty unthreatening right? Just you get a bit closer...



The Level 4 boss morphs into a running man.

REZ

It makes you feel like trancing. You're gonna trance the night away...

Publisher: SCEE
Developer: Sega (UGA)
Price: £39.99
Players: 1
Out: Now
Web site: rez.u-ga.com

Back story

Rez is the left field brainchild of one Tetsuya Mizuguchi, the man behind developer United Game Artists and Sega's flagship *Sega Rally*. If it seems a bit of a leap from rallying to *Rez* then the fact that Mizuguchi also created the forthcoming *Space Channel 5* games should help bridge the gap.

Excuse the flagrant breaking of the 'no first-person commentary in games reviewing' rule, but I'm a little shaken, so maybe you can give me a second to steady my nerves and collect my thoughts. In case you're wondering, I've not been shot-gunning Maxwell House, nor have I inadvertently opened up OAP-XXX.com on my Web browser. And contrary to office opinion, I'm not on medication, prescribed *or* recreational. No. I've been playing (or do you call it experiencing?) the sensory depth charge that is United Game Artists' and Sega's first original game for PS2, *Rez*. It's weird, it's mesmerising, it's tense. It is, to make no bones about it, phenomenal. And fresh from a long session lost in music my hands are shaking and adrenaline level is spiking. So how about you check out the video preview on this month's DVD, and let's meet up at the next paragraph. This is going to be one hell of a trip, and you're going to need your wits about you.

Rez, or *K-Project* as it was known during the game's early development (a nod to towering abstract art figure Wassily Kandinsky, who was fascinated by the relationship between sound, colour and the way our senses impact on one another) is not an easy beast to pigeon hole in handy sound-bite form. To say it's a puzzle game says something about the simplicity of your objective in *Rez* and its addictive pull, but fails to convey the headlong velocity of the experience. To say it's a rhythm action game lets you know that music is central to the gameplay, but doesn't fully explain how important your role is in the developing beat of this particular game's drum.

Although *Rez* could be presented as a third-person space blaster, it'd be a description that only brushes the surface of what awaits you when you send the disc on its short journey into the belly of the PS2. Still, any of that's more enlightening than the official press release which states: "*Rez* is an endorphin machine that releases the essence of trance through futuristic sound and visuals." All in all it's getting a bit abstract isn't it? And although Kandinsky (for one) might approve, it's time for a few solid certainties. Taxi to the back story please.

Rez's action unfolds inside a powerful, future computer network with your task to locate Eden the core CPU and Artificial Intelligence of the whole setup. You have to hack through the computer's five successive sub-system firewalls, avoiding and neutralising threats on the way. Each of these levels has, at its core, a central CPU protected by multi-tiered and increasingly formidable defenses. Close these down and you access the next level. Fail and you will be shut down like the worthless piece of code you are. If there are some of you out there with a couple of decades and loose change to your name mouthing the word '*Tron*' right about now it's understandable. And truth be told, Disney's 1982 live-action/CGI nerd magnet following the adventures of a human scanned physically into a computer to close down a rogue processor, is probably the closest thing *Rez* has to a spiritual relative, right down to the mixture of solid and wireframe objects and landscapes. Only without the fluorescent cycle helmets and frisbees.

VIEW TO A THRILL

'Log on' to Level 1 and you'll be presented with *Rez*'s dominant and prevalent point of view (see Screen Saviour). Foregrounded and seemingly

STATE OF GRACE

The key to survival in *Rez* is picking up enough blue icons to evolve your avatar. If you don't you can end up just one hit away from game over. Here are the states you can achieve.

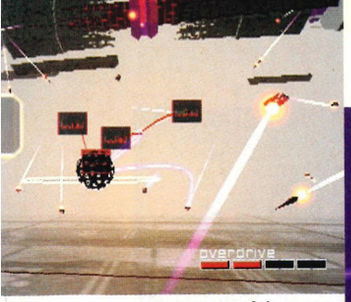
1. Sphere (Basic)
Get hit in this state and it's game over in a flash.

2. Humanoid (Blocky)
This is your starting state in the game.

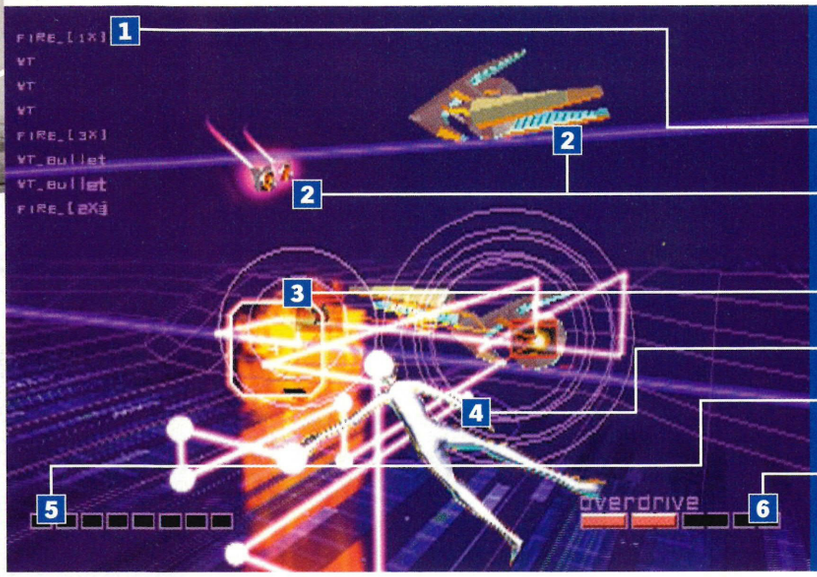
3. Humanoid (Reinforced)
You get a bit of backbone and cushioning from an instant end.

4. Humanoid (Chromed)
Doing well. You look pretty spiffy too.

5. Humanoid (Enlightened)
The lotus position signals supreme survival instincts.



In *Rez*, state of the art lighting and textures mix with old school wireframe graphics. The results are simply staggering.



SCREEN SAVOUR

Your 'at a glance' guide to what's on *Rez*'s screen.

1. Direct controller feed. This text gives running commentary on your control inputs and on-screen action. Pointless but neat, all the same.

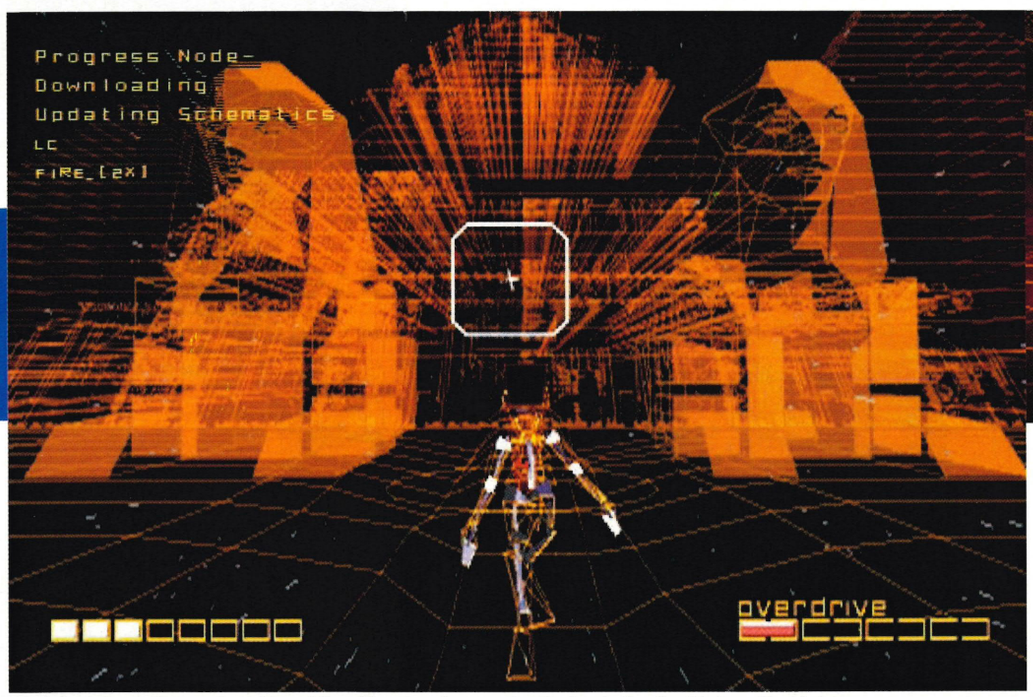
2. 'Enemy' objects. Varied in number, shape and formation, the longer you leave them, the more likely they are to change into something even more dangerous.

3. Target square. Move this over items while holding ⊗ to lock on to them. Let go to fire.

4. The avatar. That's you, that is. Flying without wings, as it were.

5. Health bar. 'Download' blue icons fill bar. Once done your avatar will evolve into a new state. Take a hit and you'll take an evolutionary step back.

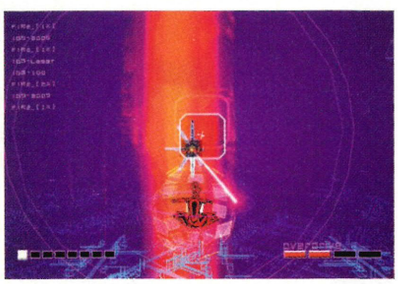
6. Smart bomb bar. Downloaded red icons can be triggered to destroy everything currently on-screen. Useful for frequent deluged moments.



Levels have loose themes that ebb and flow. No prizes for guessing the inspiration for this transitional stage.

What the hell are these? Try asking how long before they start attacking instead.

Larger enemies require multiple hits to disable.



Rez never stops throwing visual and aural gifts your way and you shape how they appear.

6. Sphere (Pure Energy)
The end of the line and full circle (geometrically and figuratively speaking).

7. Space Baby (Thermal)
Shades of *2001 A Space Odyssey* as you regress to purer form.

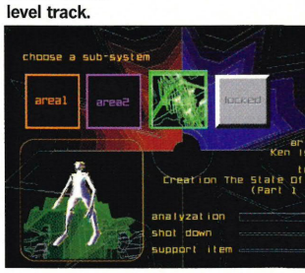
//Sporadically a, squid-like creature will pulse into view dragging a red cube behind it//

floating headlong into an ever mutating region of cyberspace (for want of a better word and Lord knows there should be one by now) is your virtual representation; an avatar shaped from geometric slices into a recognisably humanoid form. Ahead of your 'body' is a targeting square that you can move around the screen as you hurtle relentlessly forward. And as you do so objects start to appear and emerge from all sides. Some are abstract geometric shapes that fly in formation, others could be worms, bikes, spiders, towers and Heaven knows what else. Some are passive and merely 'buzz' by your trajectory. Others are aggressive, mutating into missiles, letting loose energy beams or growing wireframe nets, barriers or projectiles.

Getting hit by one or any of these will cause you to degenerate to a simpler form. At the start of the game this means a glowing, spinning sphere, just one step away from total shut down. However, by pressing and holding ⊗ while moving your target square, *Fantavision*-style, over an enemy you will lock onto it. Releasing ⊗ will send a destructive beam to the target, either destroying it, or weakening it. Each time you hold down ⊗ you can lock onto eight separate targets, or max out on one solitary object.

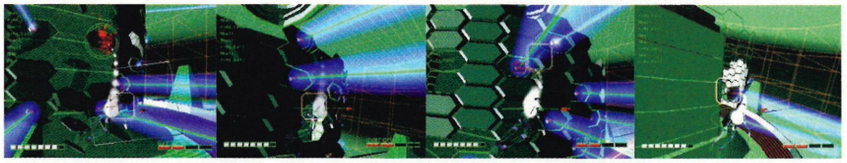
Destroying some items will release blue icons which, once locked onto, will add to you health bar. Fill that and you evolve into a more advanced form (see State Of Grace). Other items will relinquish red icons that can be collected and used as smart bombs that destroy everything in view (useful during end-of-level showdowns). And sporadically a wireframe, squid-like creature will pulse into view, dragging behind it a red cube. Max this with eight hits and the next section of the level will open up to you.

The main menu pulses to the beat of the current level track.

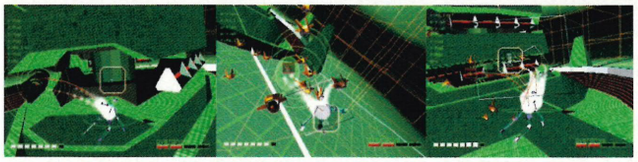


MEET THE BOSS

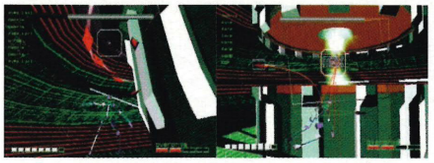
The end of level firewalls are keen to keep you out. Here's what awaits you at the end of Level 3.



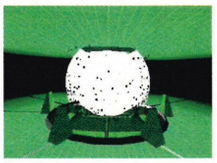
1. Mesh firewall. Beams emitted from wall will cut you down. Target them before they even generate to break the wall apart.



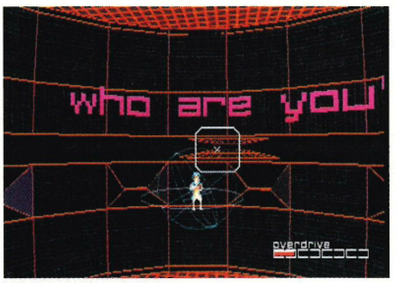
2. Swarming drones. You take evasive manoeuvres as the CPU sends out scores of killer drones. Target them all *and* the pods they emerge from to progress.



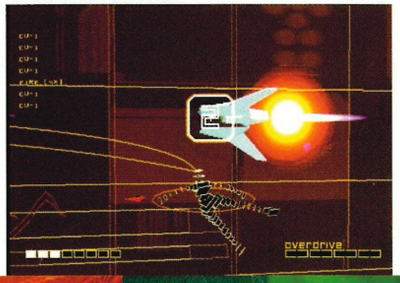
3. Catherine wheel. You circle the CPU alternating clear shots at its core with survival sharpshooting to neutralise orbiting darts. Harder than it looks and very fast.



4. Success. The CPU is down as you log out of Level 3 and onto Level 4. One step closer to total victory.

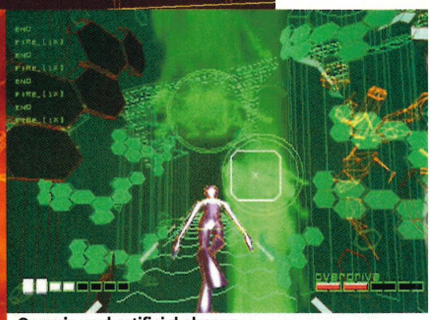


Play *Rez* long enough and the answer may not be quite as straight forward as you think.



"Hello, darlin'..." What awaits you at the heart of the network? Maybe she can help.

If you think this looks beautiful, imagine it moving and twisting around you.



Organic and artificial shapes fuse as you fly deeper and deeper into the network.

//Your senses are being dished up a treat from a bottomless 'eat all you can' buffet of stimuli//

That is, so far as gameplay complexity is concerned, pretty much that. However, what sounds simplistic to the point of absurdity on the page is transformed in (virtual) reality. For what a description of the game mechanics cannot express is the dizzying synergy of sound and animation that is triggered by your increasingly frenetic blasting.

Each level is accompanied by a pulsing trance track from the likes of Coldcut, Adam F and Japanese techno guru Ken Ishii. By locking onto and detonating targets you trigger sounds and chords that not only fuse and weave into the music but also act to mutate the graphics around you. And when you consider that each type of enemy object sets off a different sonic and visual effect, it's not long before your gratification circuits are overloading. Before you reach the end of Level one your senses of sight, hearing and (thanks to brilliant, throbbing use of the Dual Shock 2) touch are all being dished up treat after treat from a bottomless 'eat all you can' buffet of stimuli.

DEPTH CHARGE

Rez is a soaring achievement that's only tethered in reviewing terms by having to apply the usual videogame criteria to it. By those standards it's a short game. Four basic levels, one unlockable and a 'Lost Area'. True, there is a replay-enhancing Score Attack mode, and a beepin' and a fartin' Trance Mode that goes for pure trippy experience over actual competition. Notwithstanding, if completion of a game for you means getting through all the new bits as soon as is humanly possible then *Rez* will disappoint.

And yet, if you're sick of identikit rehashes of the same old stuff, and are prepared to think outside the (wireframe) box, *Rez* has heaps of replay value. No two games are alike. Getting perfect scores is not an easy task. More than that, though *Rez* is a profound, brave and unique experience that shows unbridled imagination. Is that reason alone to buy it? That all depends on how far you anticipate going when you flick that switch on the rear of your PS2. Think about it. Wouldn't it be rewarding to go somewhere truly different? Just imagine. ☐ **Paul Fitzpatrick**

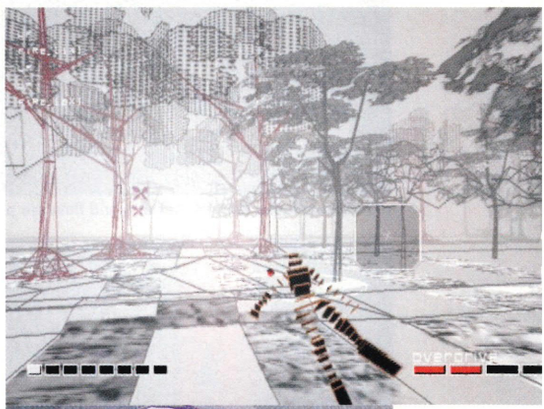
REZ

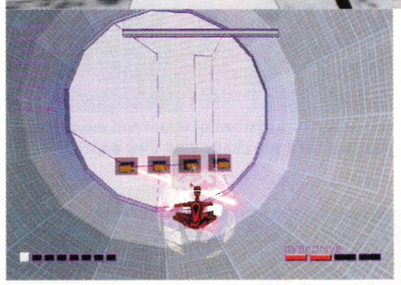
Why we'd buy it:	**Why we'd leave it:**	**As much a sensually overloading experience as it is a game, *Rez* provides distilled gameplay for those whose idea of state of the art doesn't stall around photo realism.**
– Virtually pure gameplay – Unbridled invention – We're addicted	– We're allergic to innovation – We're prone to epileptic fits – That modern bleepy music. Bit crap isn't it?	

Graphics	Brilliant fusion of next gen and old school	08
Sound	Hear music. See music. *Feel* music	09
Gameplay	Simple to absurdity. Pure class	09
Life span	Short by regular standards. Not a regular game	08

09

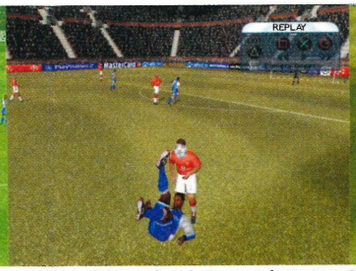
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT





Just when the neon colours get too much you enter a coolly hued subsection.

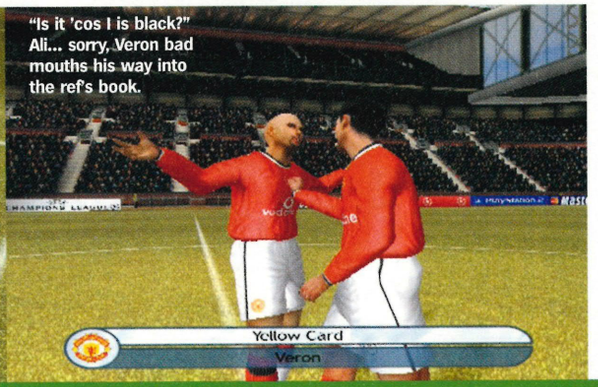
The detail is immense, right down to the sponsors' logos on the players' shirts.



A speculative overhead attempt, but then anything beats Barthez these days.

You can either pass to a designated team-mate or weight your own pass.

Even the blatant diving animation is spot on.



"Is it 'cos I is black?" Ali... sorry, Veron bad mouths his way into the ref's book.

UEFA CHAMPIONS LEAGUE SEASON 2001/2002

All that's missing is Bob Wilson. There is a God!

Publisher: Take 2
Developer: Silicon Dreams
Price: £39.99
Players: 1-8 (With MultiTap)
Out: Now
Web site: www.take2games.co.uk/games/gamesdetail.php?id=69

Back story
Silicon Dreams is a long-term PlayStation footy expert, as *Michael Owen's World League Soccer* and previous incarnations of this long-running *UEFA* series testify. But with Konami's *Pro Evolution Soccer* already established as a leading contender for the PS2 title, *UEFA Champions League Season 2001/2002* had better have a pretty radical game plan if it is to stake a claim for the soccer silverware.

With a licence as prestigious as that of the UEFA Champions League, this game initially gives the impression that it is an elitist package for glory supporters. This this isn't the case however. Although the main focus of the game centres on Europe's richest contest and this season's 32 entrants, you can also play with past champions (of which there are 46 different teams) or create your own team from scratch to rub shoulders with Europe's finest.

What instantly impresses about this game is the attention to detail, in particular the authentic kit designs complete with sponsor logos – a familiar Silicon Dreams trait that gives the game an authoritative, realistic appearance. Sadly though, the player models themselves don't look much like the real thing and they aren't too dissimilar in terms of individual ability. Instantly putting the game on the retreat from *Pro Evolution Soccer*'s attacking ensemble of uniquely-rated superstars, no two of which are the same.

What makes this especially tragic is that Silicon Dreams has developed the makings of a fabulous PS2 football engine which would have made this a compelling buy. That is, if it wasn't marred by some schoolboy errors. For example, you have complete freedom to weight your passes using an effective power bar system, stringing together exciting plays and organising attacks, but if you want to take a snap shot when an unforeseen shooting opportunity presents itself then these power bars prove too restrictive.

Likewise, the animation, for the most part, is brilliant – you can even bring the ball down dead on your foot – but too often your player will be in the midst of some lavish bicycle kick animation whilst the opposition steals the ball. The AI of the players is also highly suspect and as such keepers stay rooted to their line when the ball is only yards away from their goalmouth and strikers square the ball to a team-mate when through one-on-one with the 'keeper – and we all know that just wouldn't happen.

Despite these downers, playing *UEFA Champions League* is an enjoyable experience for the most part. Silicon Dreams' penchant for including copious amounts of aftertouch results in spectacular shots that bend, dip, swerve and all but swagger into the net mean you'll never score the same goal twice. But a team challenging for honours needs to perform consistently well and not just turn on the style at certain junctures. With that in mind, *Pro Evolution Soccer* marches boldly on unrivalled. ☐ **Ryan Butt**

HE SHOOTS...

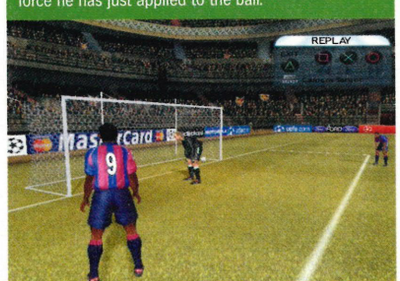
Silicon Dreams proves that you can have a glittering licence and still make a beautiful football game...

Too often, developers take having a big licence attached to a football game as an invitation to scrimp on some of the finer aspects of our beautiful game. So it is refreshing to see that as well as having all the right player names and some spangling front-end presentation, *UEFA Champions League* also boasts some of the finest animation we've seen in a football game since KCET's *Pro Evolution Soccer*.

1. He bears down on goal, tentatively tapping the ball in front of him with the outstep of his foot.

2. He dips the head, raises his arms to counter balance his shift in weight and lets rip.

3. As the ball slams home, the player is still in the air as his whole body contorts to counteract the force he has just applied to the ball.



4. The only downside is that the players stop dead when the ball is in the net until the preprogrammed goal celebration is spooled off the disc. Still room for improvement there, then.

UEFA CHAMPIONS LEAGUE SEASON 2001/2002

Why we'd buy it:	Why we'd leave it:	All the right elements are there but the balance of fluid play with precise animation isn't quite defined enough and as such the two conflict to mar what would otherwise be a great game.
- Plays a good, solid game of football - Surprisingly likable commentary from the likes of Gabby Logan and Guy Mowbray	- Not as free-flowing as it should be - The player AI is very suspect. Except for Barthez, in which case, it's spot on	

Graphics	Great-looking kits but ropey player likenesses	07
Sound	Commentary that really applies to the action	08
Gameplay	The power bar system is awkward at first	07
Life span	It is only the Champions League after all	06

07

PlayStation 2 VERDICT

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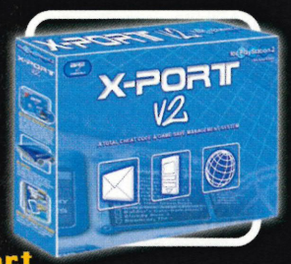

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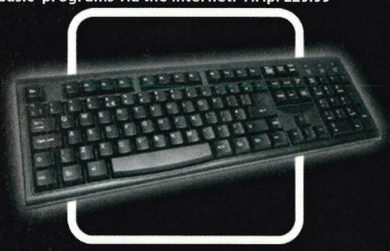

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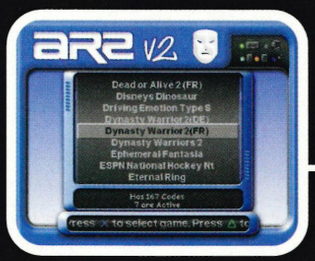

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Beat two other dolphins in a race around the reeds and you'll net yourself a new ability.

PlayStation 2 OFFICIAL MAGAZINE-UK BRONZE

ON THE DVD

The Foe are a nasty lot to pick a scrap with but they could have come up with a more imaginative name.

"Don't get the hump with me." Ecco has a whale of a time. Etc.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Its not all peace, love and harmony with Sega's *Ecco* warrior.

Publisher: SCEE
Developer: Sega/Appaloosa
Out: January
Players: 1
Price: £39.99
Web site: www.eccothedolphin.com

Back story

Ecco's pedigree stretches back to 1993 when Appaloosa released the original *Ecco The Dolphin* for the MegaDrive – think a side-scrolling fish-'em-up. A sequel was produced, along with Master System and Game Gear versions. Continuing the nature theme, *Ecco*'s success was followed with a bizarre humming bird sim called *Kolibri. Defender Of The Future* has been ported over from the Dreamcast and comes much improved.

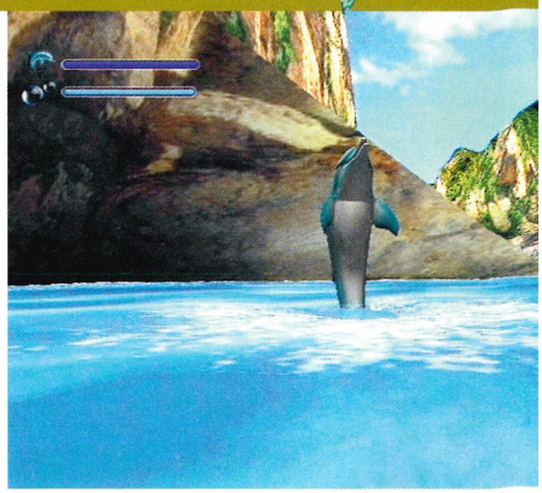
Sega's decision to focus on producing software titles for other platforms rather than playing in the hardware market is proving fruitful for PS2 gamers. *Ecco The Dolphin* joins the likes of *Crazy Taxi, Rez* and *18 Wheeler* in the jump from Dreamcast to Sony's console and *Defender Of The Future* is a direct port of the 18-month-old Dreamcast game, give or take a cod or two.

If you've never encountered the bottle-nosed battler before then you've caught the boat just at the right time. The PS2 version is a visual treat. Initially, you might want to just sit back and soak up the stunning graphics. The environments are fantastically rich and colourful, ranging from warm coral reefs to ice flows. The levels are populated by a vast array of wildlife. Shoals of tropical fish are everywhere, some floating around lazily just waiting to be eaten, others darting around at great speed. There are turtles and different species of jellyfish, sharks, eels and dolphins. The attention to detail is quite staggering.

It's Ecco who steals the show, though. The smooth, fluid animation of his body coupled with an intuitive control system makes handling him quite unlike any other videogame experience. You use the ⊗ button to propel yourself through the water and the analogue sticks to steer or turn sharply. In addition there's a charge move to make haste and a sonar function to chat to other ocean inhabitants.

You're not on your own, for other dolphin friends are on hand to help out in the quest (see A Fishy Tale). In return for beating them in a challenge (such as a race to catch a particularly nippy fish) or aiding them in some way, you gain a gift or ability. During the opening stages you learn different songs that are used to control other fish. Learn the Fish Song and you can persuade a fluorescent species to light your way through a series of pitch-black tunnels. Learn the Shark Song and you can stun the man-eating beasts, leaving them vulnerable to a good bottle-nosing.

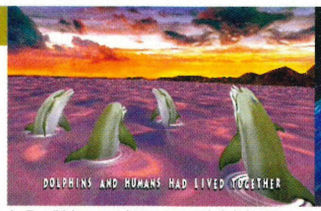
It's a popular misconception that Ecco is something of a hippy icon and that the game needs to be played in a room draped with tie-dye throws and filled with the scent of Patchouli joss sticks. While it's true that crystals feature heavily in the story line and the overall atmosphere is one of aquatic fluffiness, things are far from tranquil under the sea. If you're not being swallowed whole by a shark, then you're being zapped by transparent



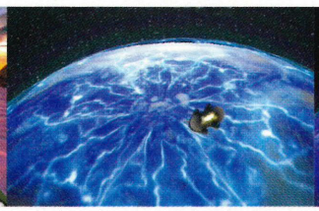
Above water, Ecco can perform tricks like this tail walk. Good for having a nose around or just showing off a bit.

A FISHY TALE

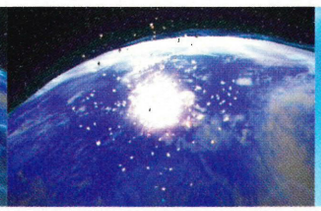
Sci-fi writer David Brin penned *Ecco The Dolphin*'s story line, and while it's going a bit far to say that it's a load of hokey nonsense, it's certainly a bit on the bonkers side. None other than ex-*Doctor Who*, Tom Baker, provides the in-game narration. Here's a quick rundown of *Ecco*'s predicament.



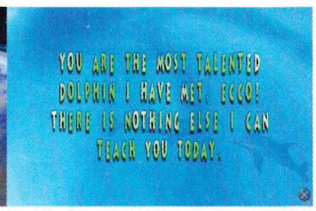
1. For 500 years, humans and dolphins have lived a peaceful co-existence, exploring the galaxy together and embracing any peaceful cultures they encounter. Everyone is feeling very happy with their coral-hugging alliance, save a few issues with tuna nets.



2. The hippy harmony is soon shattered by the arrival of some nasty fellas called The Foe. These alien life forms are an inherently evil and destructive race and once they spy the tranquil Earth from deep space, they to attack. Think the Borg from *Star Trek*.



3. From the heavens comes an attack on Atlantis, home to Ecco and all his mates. A giant crystal, the source of Atlantis's Karmic power is destroyed in the blast and scattered across the ocean. Without the crystal, Earth is vulnerable and ripe for alien invasion.

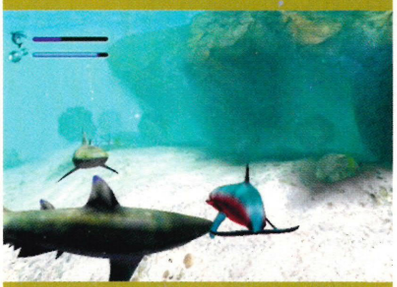


4. Swim forward then young Ecco to recover the missing pieces of the crystal and save the planet from The Foe. And if that hasn't convinced you that this is worth fighting for then perhaps you need to go on a 'self-realisation' course. Or listen to Hawkwind or something.

The gateway to Atlantis – early closing Sundays and Bank Holidays.

BRINE AND DINE

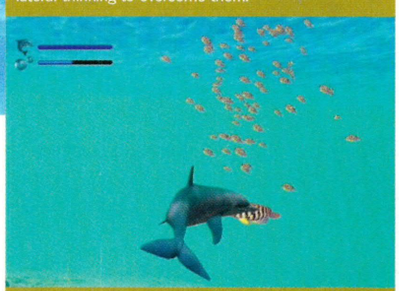
It's a fish-eat-fish world, and on your travels you'll meet all manner of malicious marine life.



1. Living up to their reputation as the serial killers of the sea, sharks are the main threat in the early levels of the game. They tend to hang around in groups of two or three, so while you're dealing with one, the others come behind and give you a nasty nip.

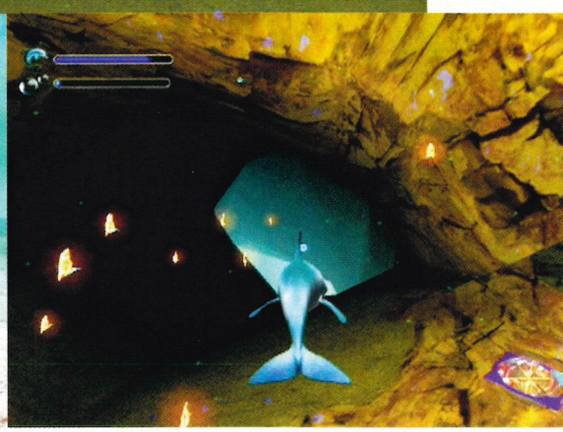
2. There are many varieties of jellyfish floating around, positioned to make you squeeze past them. Some are obvious and only give a little sting. Others are transparent and very poisonous. You won't know you're amongst them until your life bar decreases.

3. The Giant Shark is one of the game's earlier bosses, and he's able to swallow a hapless dolphin in one piece. Attacking these types of creature head-on is next to useless, so you need to employ a spot of lateral thinking to overcome them.



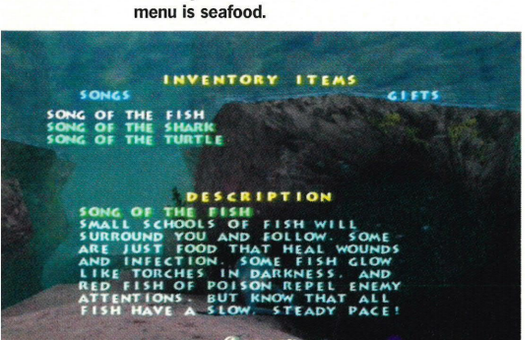
4. Even Ecco's at it. Chomping your way through shoals of angel fish to restore health is hardly in-keeping with the supposed eco-friendly and harmonious themes of the game. Still, you gotta survive down there and dolphins don't eat seaweed.

Turtles are friendly but shy. Hit one and it will hide in its shell.



Some of the fish will help you out if you sing to them.

The only food on the menu is seafood.



//Ecco's aquatic wonderland is filled with some brain-meltingly hard puzzles//

jellyfish or inked by a giant octopus. Ecco himself must eat fish that swim about the reefs to keep his energy levels up. As David Attenborough's entrancing documentary *The Blue Planet* showed us, it's hardly harmonious under the sea.

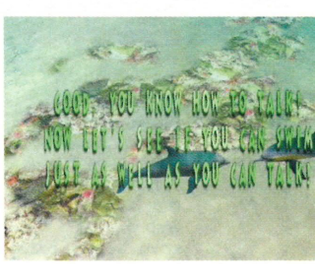
FLIPPERS AND ALL

As well as being a highly dangerous environment, Ecco's aquatic wonderland is filled with some brain-meltingly hard puzzles that will have you jumping through hoops, metaphorically speaking. Defending the future does not come easily, the introductory level is hard enough. After learning the basics of being a dolphin, The Foe attack the planet and a rock fall traps a baby whale. You can spend a good hour just darting back and forth across the bay trying to figure out how to set the whale free.

Taking on board criticisms that the Dreamcast version was just too damn difficult, developer Appaloosa has decided to give players several aids in their quest. At the beginning of each level, an cut-scene shows you what puzzles need to be solved and there are help icons, in the form of glowing crystals, that give pointers as to what needs to be done to complete a task. You can also chat to fellow dolphins who may come up with useful suggestions. Even with these, the game still throws up conundrums that will tax even the most hardened of tomb raiders.

A little way into the game, in the Perils Of The Coral Reef level, you're confronted with a giant shark. This agile killer has an item in its mouth that needs retrieving. After attempting to placate it by singing to it, attacking it with your Charge and being eaten in one gulp several times, it becomes apparent that lateral thinking is required. Studying the cut-scene again you figure out that you must trap it in a small tunnel. Tempting it to chase you in the right direction without becoming dinner is no easy task. Even with the quick continue option, repeating puzzles like this for the umpteenth time swiftly moves from taxing to tedious.

The late Douglas Adams warned us in the *Hitchhiker's Guide To The Galaxy* that dolphins are a more intelligent species than humans and you'll need a dolphin brain as well as a gamer's brain to conquer The Foe. There are 40 levels to play through, with a half dozen challenges or more in each, making it a lengthier affair than most games. It'll be a while before you say so long and thanks for all the fish, but the Karmic nourishment you receive will make it worth it, man. ☐ **Nick Ellis**



Your sonar allows you to chat to other dolphins, useful for learning the ropes in the opening level.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Why we'd buy it:	**Why we'd leave it:**	**An original, charming and expansive game that delights and frustrates in equal measure. *Twisted Metal* fans however need not apply.**
- Original and refreshing concept - Gorgeous underwater scenery - Ecco, he so cute	- We've already played it on Dreamcast - Replaying the brain-aching puzzles can become tiresome	

Graphics	A beautiful underwater world	09
Sound	Soaked in chilled atmospheric New Age music	08
Gameplay	Original and fluid with obscure puzzles	07
Life span	With nigh-on 40 levels, there's plenty to do	08

08

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

PlayStation.2 OFFICIAL MAGAZINE-UK
BRONZE

ON THE DVD

DROPSHIP: UNITED PEACE FORCE

You may be able to hover, but there's no time to hang about.

Publisher: SCEE
Developer: SCEE (Studio Camden)
Price: £39.99
Players: 1
Out: Now
Web site: www.dropship.co.uk

Back story
SCEE's Studio Camden has been developing PSone games in its present incarnation since 1996, including the likes of *Blast Radius* and *Team Buddies*. *Dropship: United Peace Force* is Studio Camden's debut and swansong on PS2, as the team have now been amalgamated with Team SoHo (*This Is Football*, *The Getaway*). Next up from the Camden team is a title using SCEE's motion-detecting software (see *OPS2*s passim).

Let's cut to the chase. Want to know *Dropship*'s secret gameplay formula? Russian Dolls. You know the kind. Gaudily painted, wooden Babushkas that open up, in ever-decreasing sizes, to reveal a smaller doll within. Until the concentric reduction reveals a final, pear-shaped figurine about the size of a dry roasted peanut. Before your relevance-ometer starts winking like a randy uncle at a wedding reception, allow us to explain.

Take your average combat flight sim. Specific graphical wizardry aside, they all tend to work to the same formula: you choose your plane, take off, engage bogies/twat things, fly home for a swift gin and tonic before starting the next mission.

Now take a so-called 'average' mission in *Dropship*. You take off in a D-15 'Tempest' Defender Class Dropship with an inexperienced wingman by your side. You dogfight with a swarm of enemy fighters. Then it's time to destroy three radar masts in order to disrupt the Surface To Air Missile batteries surrounding a Colombian drug cartel's base, while your ground troops draw fire nearby as a diversionary tactic. By this time there are more enemy fighters so you get stuck in. Next, you help out your buddies on the ground by taking out the SAM sites, but what's this? Your wingman can't shake off a pair of fighters so you break off to help him out. Only then does the Russian Doll analogy kick in. You land near the base, let your co-pilot take the controls and exit the craft in an 'Ibex' Armoured Assault Vehicle. You've just two minutes to drive through the enemy base, picking off troops, avoiding automatic gun emplacements and trying to locate a captured UPF reconnaissance team as your dropship circles above picking off targets. Locate your comrades and the focus of the action narrows once more and you find yourself manning the Ibex's roof-mounted cannon in first-person mode, giving your rescue team cover as enemy grunts start swarming the area. Finally you get the word that your own bombers have reached the base ahead of schedule. Great. Now you have just 20 seconds to locate a route out of the base and to the extraction point before the bombing commences and you become a deep-fried, friendly fire statistic. Total time taken (assuming you live to brag about it): 10 minutes and eight seconds. That's a lot of bang for your buck. Would you like to know more? Take a deep breath and prepare to get sucked into the hectic, ballistic world of *Dropship: United Peace Force*.

***Dropship* never gives you time to rest on your laurels, and the frenetic missions are its key appeal.**

Even the heavier dropships are capable of taking on ground and air targets. Often at the same time.

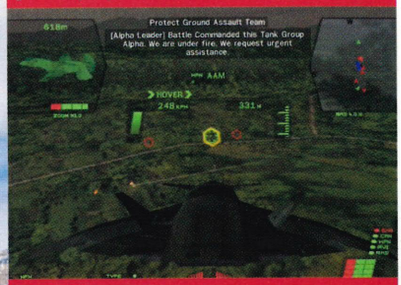
THE AIR UP THERE

How to make three, futuristic military transport planes fit onto one Dual Shock 2. Carry on, Sarge...

"All right, you 'orrible shower! Atten-shun! First off, the dropships. Combinations of shoulder buttons deal with your vertical movement – or 'hovering' to you – rudder control, weapons selection and target management. Left stick handles pitch, banking and orientation. ⊗ makes a hovering dropship enter normal flight mode and triggers the afterburner. ⊡ slows the dropship and is used to switch to hover mode. Ⓐ fires the cannon and ◎ lets loose the secondary weapon you currently have selected. And the right stick operates a zooming sniper view for pinpoint accuracy. Got that? At ease."

DEATH FROM ABOVE

Welcome to our handy cut-out-and-keep guide to your dropship's arsenal.



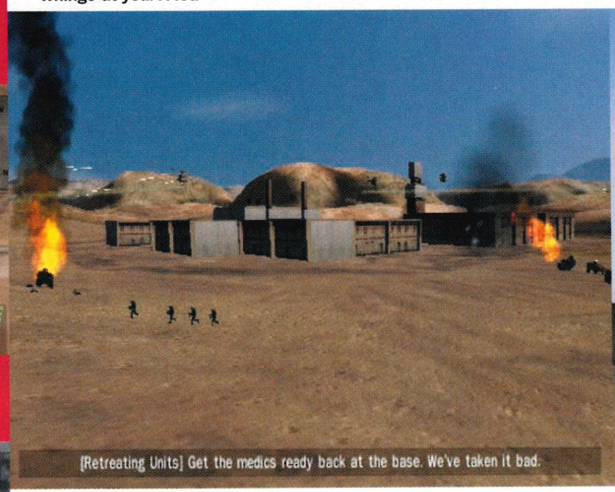
1. Halo Class, K-150 Cannon
Capable of firing 3000 25mm rounds per minute, this is no second-best weapon. Deadly in dog-fights, it's also perfect for low-level strafing runs and sniping from hill tops.

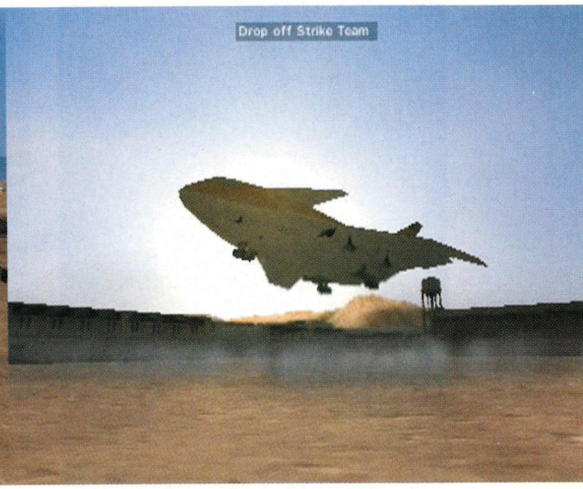
The only problem with being a dropship pilot is that people do whinge at you. A lot.

2. 'Doberman' Air To Surface Missile
Powerful, guided missile capable of crippling stationary and moving targets. Two of these will take out just about anything with armour.

3. NEST Air To Air Missile
Proximity detonation means the 'Doberman' can cause unbelievable damage even if it's just near its victim. Close *and* a box of cigars.

4. Church Technologies Unguided Missiles
Although unguided, this missile carries a heavier payload than the 'Doberman' so is perfect for indiscriminate levelling of enemy bases *and* for eye-guided attacks while hovering.





The game looks lovely. Not that you're going to have much time to sightsee.

The date: 2050. The place: the whole darn planet as it happens. You see, in the baffling time scale of future-based games, 2020 saw the creation of the United Peace Force, a hulking multinational army formed to replace the defunct United Nations and NATO. Its job? To suppress dangerous regimes, destroy drug cartels, nobble terrorists and generally keep the world singing in perfect harmony. This basically means strong arm campaigns in countries as diverse as Libya and Columbia. Unconventionally (even for a combat flight sim) there's also a slow burning story underpinning the missions you undertake, involving a military takeover in China and radical new military hardware.

SNOWBALLING TENSION

However, you start the game as a fresh-faced cadet at the dropship flight academy learning how to handle a futuristic military transport plane capable of vertical take-off, supersonic flight, and reducing enemies to carbon flakes.

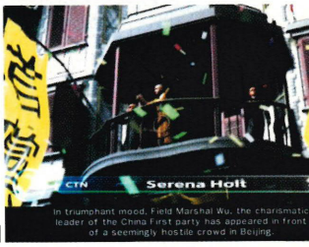
This is one game where it *really* pays to work through the training missions, because once you start the campaigns proper, you're not going to get far if you don't know your hover from your target toggle. Not that the controls are over complicated.

//The usual, uneventful slogs to engage the enemy are conspicuous by their absence//

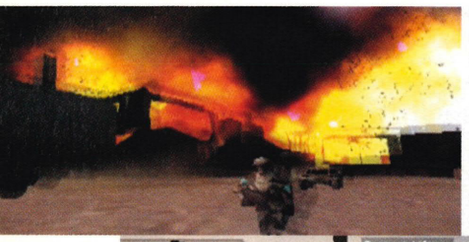
Far from it. Credit is certainly due to Studio Camden for cramming the Dual Shock 2 with unique flight sim functionality that's both intuitive and flexible (see The Air Up There). Mercifully, even though the three classes of dropship you get to pilot in the game – Defender, Assault and Lifter – possess different handling abilities, they do share the same basic controls and boast a standard quartet of possible weapons (see Death From Above). So, even though the finer points of plane wrangling can be a little tricky initially, with a little perseverance it isn't long before juggling flight modes and weapons becomes second nature.

Which brings us to the missions and that aforementioned Russian Doll gameplay. Aside from the very early sorties, which arguably pander to your novice status a little too much, the mammoth, multifaceted affair outlined at the start of this review is largely representative of *Dropship*'s gameplay throughout. Escort missions become

The plot is developed by CNN-style news reports about a coup in China.

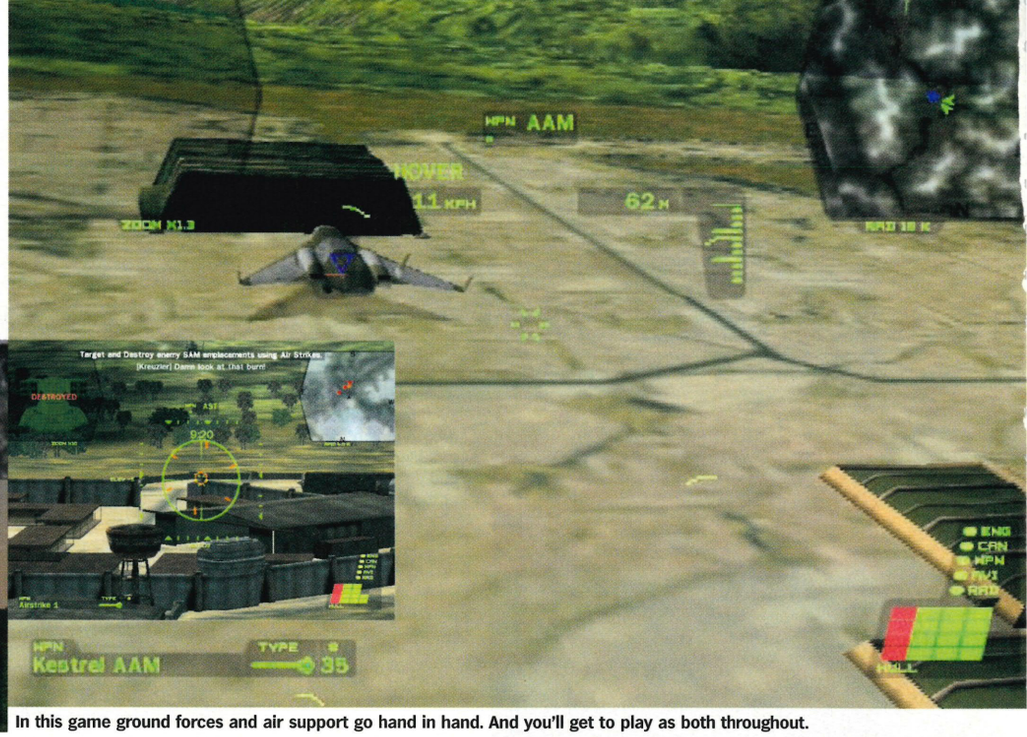


DROPSHIP: UNITED PEACE FORCE



Pull off a difficult mission and you'll get to see the explosive fruits of your labour.

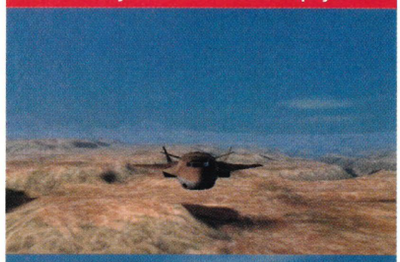
Dogfights are very tense as failing to defeat bogies quickly can cost you dearly.

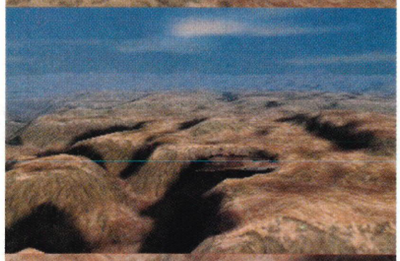


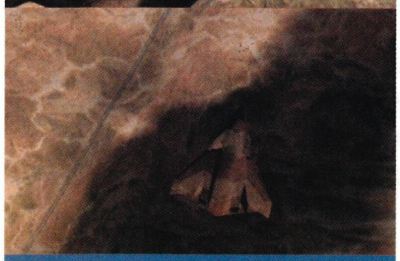
In this game ground forces and air support go hand in hand. And you'll get to play as both throughout.

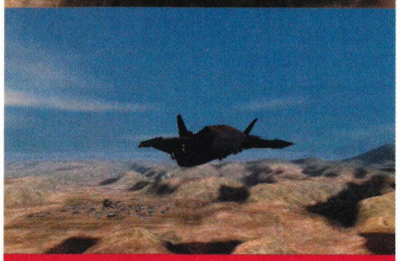
LET'S SEE THAT AGAIN

See how well you did from air-based replays.

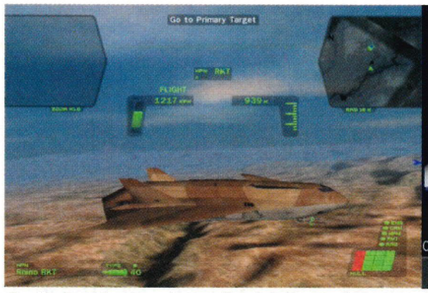




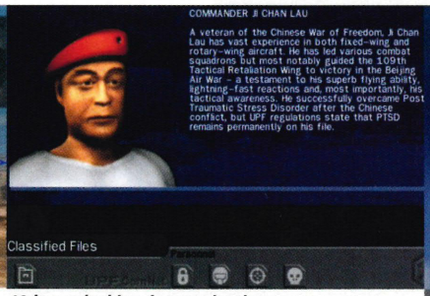




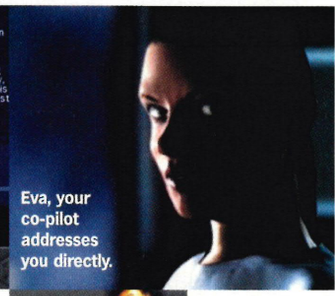
In true modern warfare style, *Dropship* lets you replay your missions from a TV-bulletin-friendly array of angles. Perfect for ego polishing, this excellent feature really shows off the power of PS2 as the sky fills with dogfighting, screaming missiles and you – slap bang in the middle and with a starring role.



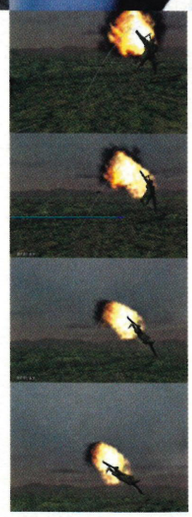
Studio Camden has done a fine job in creating distinctly realistic-looking future hardware.



JC is a valuable wingman but he starts to get distracted by events in China. What's going on?



Eva, your co-pilot addresses you directly.



Going, going, gone. With *Dropship* you can see your finest hour again and again.

ground assaults, reconnaissance missions become standoffs and there's no such thing as clear airspace. This snowballing sense of unpredictability does wonders for your adrenalin levels, while frantic chatter from your co-pilot, wingman, ground troops, and so on, helps to crank up the tension no end. All told, it's a very un-flight sim-like experience in that the usual, uneventful slogs to engage the enemy are conspicuous by their absence.

The dropships handle very well, not least in the way they always feel like you're piloting a substantial piece of hardware with real inertia. The ability to hover at will does wonders for the gameplay, and not simply because you can deploy ground troops. Sometimes, dogfighting just won't work as well as coming to a halt and making a midair stand, vectoring every which way to lock on to targets above and below. However, it's not a method that always works, and judging which situations need it is all part of the off-the-cuff strategising *Dropship* requires. The enemy AI is surprisingly well honed, particularly in air-to-air combat. Lock onto a fighter and it will perform evasive manoeuvres to shake you off. This means you can't just fire and forget, assuming success. You may be lucky, but there's nothing to beat shadowing your prey and letting rip at close range.

On the ground, enemy half tracks, tanks and troops are formidable opponents, and you quickly grow to hate the sound of approaching choppers.

The graphics have an impressive solidity but do reveal the necessary trade-off between detail, speed and scale. The huge maps are pop-up free and the only misting visible is of the realistic, atmospheric kind. However, trees and bases aside, the landscapes can be relatively sparse. It's not ideal, but given the pace of the action and no sign of slowdown in even the hairiest of situations, you have to conclude that the developer got its priorities right.

//Lock onto a fighter and it will perform evasive manoeuvres to try to shake you off//

Which brings us to the inevitable 'will [INSERT GAME TITLE] appeal to people who don't usually buy [INSERT GAME GENRE HERE]?' chestnut. In an ideal world, *Dropship: United Peace Force* should. It manages to inject what can be an only sporadically thrilling nerd festival of a videogame niche with pace, variety and a real sense of growing achievement. However, as a cursory glance out of the window will tell you, it's not an ideal world. And the chances are, the very people who might enjoy *Dropship* despite themselves probably stopped reading right around the words 'combat flight sim'. Their loss. ☐ **Paul Fitzpatrick**

DROPSHIP: UNITED PEACE FORCE

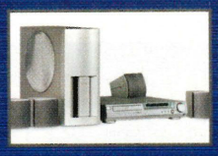
Why we'd buy it:	Why we'd leave it:	An impressive combat sim that rewards commitment with densely paced and varied gameplay. Want a combat sim with depth? Welcome to *Dropship*.
– We like combat flight sims but crave variety – We want to get a good story with our game – We want intelligent action with strategy	– We're console pacifists, man – We want instant, pick-up-and-play thrills – We want entertainment without challenge	

Graphics	Good, but landscapes can be a little sparse	07
Sound	Throaty roars, heavy ordnance, stirring music	08
Gameplay	Expect no time to get bored. Challenging too	08
Life span	A sizeable chunk of warfare, but replay value?	07

08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

FreeStyler
BOARD
Fighting Arena
FreeStyler
BIKE



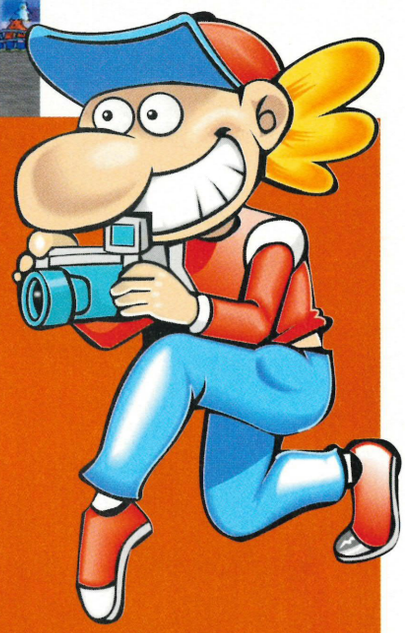
The camera's zoom function enables cleaner close-ups of potential victims.

Capturing the moment when a gymnast tumbles off the horse requires good timing.

Manage to catch split-second pornography and you'll be rewarded with bonus points.

POLAROID PETE

Stop press! Press hack gets double exposure.



Publisher: JVC
Developer: Irem
Price: £29.99
Players: 1
Out: December
Web site: www.irem.co.jp/game/gekibo2/index.html

Back story
Irem's greatest triumph was classic scrolling shooter *R-Type*. Since then the developer has been somewhat quieter: *Polaroid Pete* – still a shooter of sorts, but closer in sentiment to Konami's *Parodius* – is a sequel to the little-known *Gekibo*, available for the PC Engine.

Polaroid cameras are great. Because they're big and chunky and silver. Because no one else has one, which makes you feel sexy and exclusive and great. But mostly because there's no messing around with developers – one click and the picture's there. If you can get over the fact that they're the home pornographer's weapon of choice and photos cost about a pound a shot, they're essential.

Okay, so why are we singing the praises of Polaroids? Well, *Polaroid Pete* was originally called *Gekibo 2* when it was released in Japan and came with compatibility for a USB camera – which enabled you to insert amusing photos of yourself into the game. However this option was removed and the game renamed when JVC got instant camera maker Polaroid to sponsor it.

The '*Pete*' of the title refers to the lead character, Pete Goldman, a snap-happy press photographer who's commissioned to take a series of front-page newspaper shots. The '*Polaroid*' prefix is ironic, however, in that if you really were a paparazzi snapper, you'd hardly run after your BIG story armed with such a basic device as an Instamatic. No, you'd have state-of-the-art apparatus with a bloody huge zoom lens and the ability to take 300 shots a minute so you can capture that all-important Jordan-falling-down-the-stairs shot, frame for frame.

Confusing name out of the way, here's how the game works. The gawky Pete – he's a seedy looking guy, all smiles and pirouettes – tip-toes from left to right across a backdrop of cartoon madness. The left analogue stick controls the rate at which Pete slopes forwards and backwards, but also moves a target around the screen. That target represents Pete's viewfinder, and lets you line up your shots. R1 takes a photo, while L1 and L2 operate the zooms and flash, both of which are crucial to score massive bonus points.

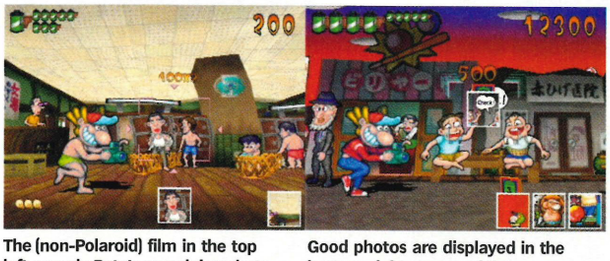
The main goal in each area is to take the cover shot for The Planet Times, but Pete must also score a certain number of points by taking pictures of other things around the level. Shooting gets increasingly frantic as you progress – capturing a grinning child with proud parents will get 100 points, but loitering in the public baths for a shot of a disrobed gent will score you more. Shoot something even more outlandish – such as the wrecked cars at the back of Akihabara reforming into a multistorey mecha, or a samurai assassin tumbling down a cliff – and you'll be rewarded with bonus points and extra rolls of film. All the while various objects fly towards you; snap them and you get extra film or flashes, get hit by them and you lose energy. It's crazy, funny and smothered in badly translated 'Engrish', but it never quite sucks you in.

That's really no surprise, though. *Polaroid Pete* may give you an instant piece of pick-up-and-play colour, but it's not the sort of game that'll have you gagging for retakes. What it does achieve in top freak-appeal style is show how the PS2 is fast becoming the console of choice for those who like their games a little less predictable. □ **Ste Curran**

OOH, WHAT A CARRY-ON

Fans of the puerile are in for a visual treat.

From the first level, which sees a boy urinating from a speeding train, right through to the smiling old man taking a dump in the public baths and beyond, *Polaroid Pete* never lets up its torrent of comic obscenity. In fact, that baths level is the rudest; the set objective is to take a photograph of a naked old woman, but careful snappers will spot the flashes of full-frontal male nudity and ultra-camp lifeguards.



The (non-Polaroid) film in the top left reveals Pete's remaining shots.

Good photos are displayed in the bottom-right corner of the screen

POLAROID PETE

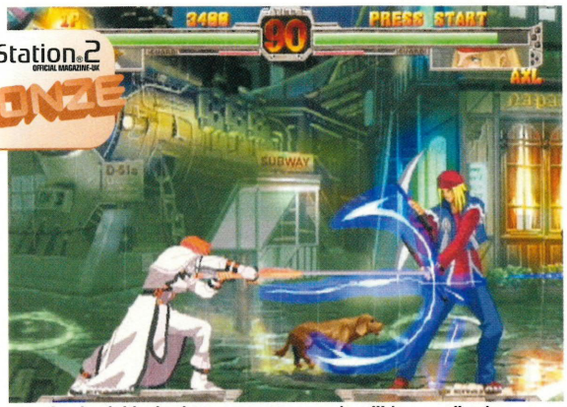
Why we'd buy it:	Why we'd leave it:	A scrolling shooter coated in syrupy Japanese weirdness and a brave attempt at something different which *almost* works.
– For five-minute gaming – There's always something new to discover – It's cheap at thirty quid	– Simple linearity gets repetitive quickly – Shutter shooting takes some adjusting to	

Graphics	Comedic, but hardly cutting edge	05
Sound	Well, the camera makes a nice click	06
Gameplay	Diverting and entertaining	08
Life span	Worth coming back to	06

07

PlayStation.2 OFFICIAL MAGAZINE UK VERDICT

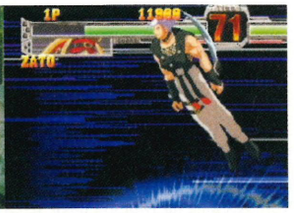
PlayStation.2 OFFICIAL MAGAZINE-UK BRONZE



Pressing back blocks, but constant cowards will be penalised.

Finishing poses are suitably dramatic and overstated.

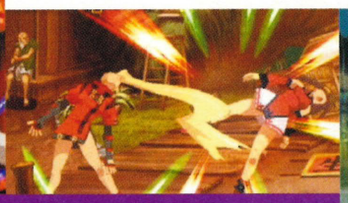
Bigger characters, as tradition dictates, are slow but powerful.



Finding yourself in this position is never a good thing.

Blood spurts and sparks fly: every move in *Guilty Gear X* is captioned with some kind of effect.

Devilish range attacks wind across the screen.



Contact with a special – and things get spectacular.

GUILTY GEAR X

Fighting, fireballs and 2D broken noses. But wait: where's Ryu?

Publisher: Virgin
Developer: Sammy
Out: January
Price: £34.99
Web site: www.guiltygearx.com

Back story

Guilty Gear is Sammy's only recent hit in the videogame arena (it premiered on Sega's Dreamcast, and a version called *Guilty Gear Petit* is available for the WonderSwan Color). Sammy is also a big name in the Japanese Pachinko and slot machine business.

In recent times, cult followers of the 2D beat-'em-up have only had Capcom's *Street Fighter* franchise to get their kicks from. Now there's a new adversary in town, which, with a brand new licence and new moves, looks set to give fighting fans something different and astonishing.

Taking on that kind of dominance demands something special; and *Guilty Gear X* provides that. With blinding, shining, high-resolution sprites, and an instinctive fighting ethic that's every bit as pure and deep as anything starring Ryu et al, *Guilty Gear X* is a genuine threat to Capcom's genre monopoly. And it deserves to be. It's beautiful.

Like the SNK arcade classic *Samurai Showdown*, *Guilty Gear X* fighters rely on weapons as much as their fists and feet. This gives the ten fighters four basic attacks, each attached to a face button: kick, punch, slash and heavy slash. In addition come the special moves that thumbs worldwide have been conditioned into performing. Doing a quarter rotation towards and ◎ is second nature to the fighting hardcore, and it's to Sammy's credit that this manoeuvre doesn't feel out of place here. Where *GGX* steals from *Street Fighter*, it steals well. Where it improves, it astonishes.

Guilty Gear X looks good. So good, in fact, that it makes its 2D fighting peers look positively retro. Spectacular and stunning, the screenshots ought to tell that story, but they don't reveal the subtleties that make the game. There are some negatives, of course – while attacks are quick and reactive, the fighters' ground speed is slower than you'd expect, and the limited selection of combatants might dismay those who value quantity over quality. But the positives, the innovations, far outweigh such niggles. Negative bonuses on the attack gauges encourage activity on the part of both combatants. Dramatic instant kills mean matches can turn on an instant of genius or a momentary lapse of concentration.

And there are many more supplementary fighting techniques, too: the Overdrive Attack, the Faultless Defence, the Roman Cancel – there's so much to learn here. Like Capcom's fighters, *GGX* achieves a level of balance and depth that means you never, ever, *truly* master it. There's always the potential for you to be *fractionally* better. There's always the prospect that someone's *fractionally* better than you, and that Versus mode fear means you'll never be done practising. It's like any of the *Street Fighter* series in this respect. But where Capcom's work seems more like a captivating summary of ten years of beat-'em-up history, *Guilty Gear X* is something new. It feels like the first wave of the next generation of 2D fighters. ☐ **Ste Curran**

KILLING TIME

Or how to turn a bout on its head in a microsecond.

Press all four face buttons at once, and the contents of your Tension gauge (built by attacking) start to drain away again, but you'll be given a chance to execute an instant kill move. As spectacular as they are lethal, these range from transforming opponents into pool balls or cards to rather less subtle deadly punches. Rather cleverly, the need to press all four buttons first gives the opponent a short period of grace, probably about a second, in which to prevent their imminent death.

Finishing animations aren't quick, but they're so bright and over-the-top that even repeated viewings impress.

GUILTY GEAR X

Why we'd buy it:	Why we'd leave it:	Breaking bones is one thing, pushing boundaries quite another. This does both. It's brilliant, and deserves recognition, praise and success.
- When we're tired of Ken and bored of Blanka - The most beautiful beat-'em-up ever - Perfectly balanced and supremely addictive	- *Capcom Vs SNK 2* is equally cool	

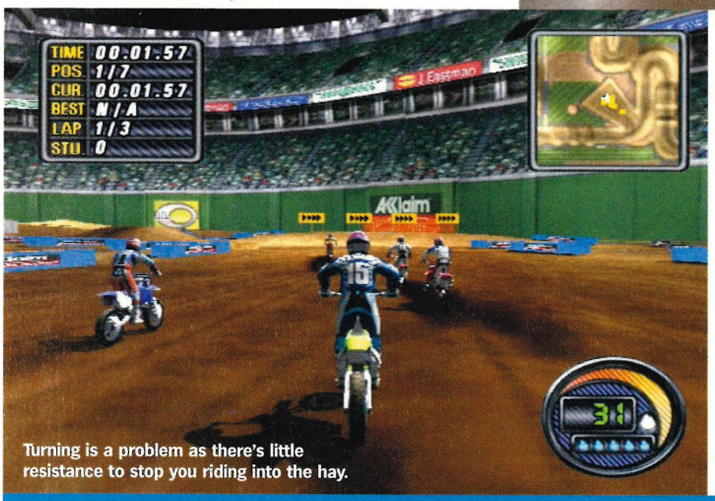
Graphics	Stunning. That's enough – stunning	10
Sound	Crunch. Thwack. Rock!	08
Gameplay	Wonderful, if slightly slow	08
Life span	Infinite, providing you love the genre	09

08

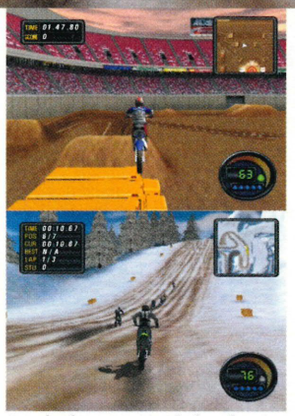
PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

(Left) Keeping up with the pace setters is tough.
(Right) Get too close and it's you who will tumble.

This icy track handles like a grassy one, such is the poor surface definition.



Turning is a problem as there's little resistance to stop you riding into the hay.



A turbo boost comes in handy here, but you'll have to earn it.

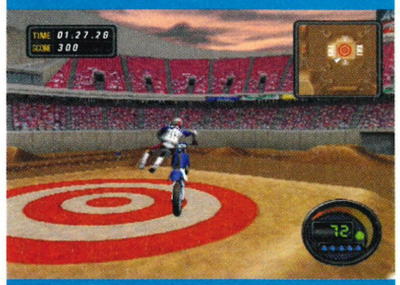
EVENT HORIZON

Your at-a-glance guide to the marvellous modes of *Jeremy McGrath Supercross World*.

1. Baja
This involves racing around a track with no set path. The only constant is that the rider must pass through a series of checkpoints, but the route you take to them is totally of your own accord.

2. Indoor Supercross
Rip through lavish indoor tracks, all designed to give you maximum lift – which is handy for pulling off extravagant stunts that stun the crowds.

3. Outdoor Motocross
Tear around rain-soaked, mud-encrusted outdoor tracks complete with a generous sprinkling of hazards designed to separate rider from bike at every possible opportunity.



4. Freestyle
Lavish arenas pay host to some dazzling stunt riding. Put simply, your goal is to score as many points as possible via tricks that'll make David Blaine balk.

JEREMY MCGRATH SUPERCROSS WORLD

Can Jeremy rough up Ricky's leathers?

Publisher: Acclaim
Developer: Acclaim Studios Salt Lake
Price: £39.99
Players: 1-2
Out: Now
Web site: www.acclaim maxsports.com/supercrossworld/index

Back story
Jeremy McGrath, the ten-times Supercross Champion, has been lending his name to Acclaim's *Max Sports* brand since 1998 when he tried and failed to out-ride SCE's *Moto Racer* series on PSone. With two other motocross games out there on PS2, plus a belting road-racing game in the form of *Moto GP*, it looks like every stray thread of the bike racing market is sewn up.

When reviewing the PS2's other MX offerings – Infogrames' arcadey *MX Rider* and THQ's altogether more sim-like *MX 2002 Featuring Ricky Carmichael* – we wistfully imagined how a motorbike racing game would lend itself to a more unorthodox *Tony Hawk's*-style engine. Such a game would have wildly implausible stunts that could be seamlessly strung together with the most responsive button presses. It would also incorporate sub-tasks on each track that would make the game appealing to a broader audience than just hardened muck spreaders and grease monkeys. It looks like Acclaim shared this vision and so emerges *Jeremy McGrath Supercross World*, a game which tries to mimic the Hawkster's proven style sheets whilst retaining all the speed and spills of the muckiest of motorsports.

The game features seven real riders, 25 original tracks, 24 hair-raising stunts and four different modes. Each rider is fully customisable in four different attributes (jumping, cornering, stability and stunts) and their bikes can be enhanced by winning in the lengthy Career mode.

Like *Tony Hawk's Pro Skater*, there are additional tasks that you must complete during each race if you are to win all the trophies. Such tasks involve pulling off 'X' amount of stunts, jumping over obstacles and collecting strategically placed pick-ups. Having all these additional goals makes the game instantly more fun-filled than the other two motocross games. At least it would have if the gameplay itself wasn't quite so shocking.

For a game that is supposed to encompass all the mud-encrusted delights of supercross and motocross, we can rightfully expect a full-on muck shower as you swing those buzzing bikes around the bends, ripping through quagmires of sludge before splattering the cameras as you speed off. But this game refuses to get its snazzy leathers dirty on account of realism and so your rider merely skates over the top of ice-like terrain which doesn't seen to alter your handling whether its grass, mud or quicksand. There is none of the resistance you'd expect when powersliding around muddy hairpins and as so you frequently oversteer into the trackside and wipe-out in comedy fashion. The game is marred still further by unresponsive controls that mean your rider only attempts the stunt you've been commanding him rigorously to do when only seconds away from a messy impact with terra firma. Equally unforgiving are opposing riders who seem to knock you off when you collide, but remain fully mounted themselves.

With two more authentic-feeling motocross games out there, plus the arrival of *Tony Hawk's 3*, Jeremy's latest game is as welcome on PS2 as his namesake, Rory, would be at a feminist's convention. Steer well clear. ☐ **Ryan Butt**

JEREMY MCGRATH SUPERCROSS WORLD

Why we'd buy it:	Why we'd leave it:	It tries to be something it isn't and the result is that it doesn't play like a motocross game, more like *Arctic Thunder* after a thaw-out. And that's bad.
- Spectacular views - The offroad racing game of choice	- Handles all wrong - The controls are unresponsive, making stunts difficult	

Graphics	Fast, but far too clean, devoid of any panache	05
Sound	Plenty of Mudhoney and similar rawk!	07
Gameplay	Frustrating and deeply unenjoyable	03
Life span	You'll stray long before you've won everything	03

03

PlayStation.2 VERDICT

SONY
THERE IS ANOTHER SIDE

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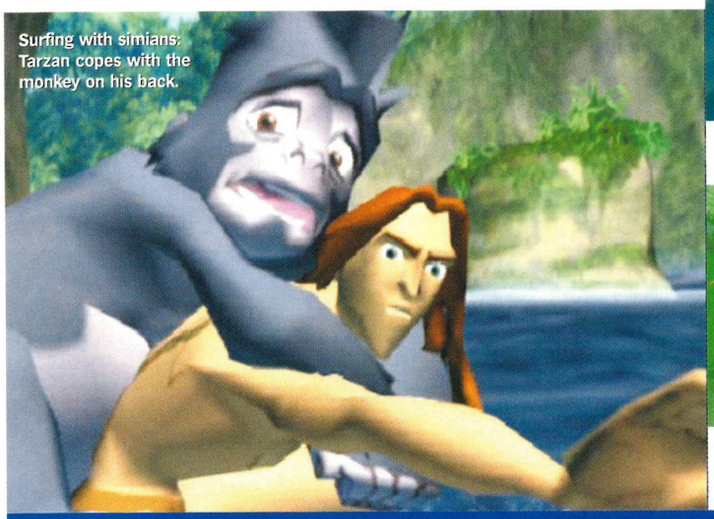
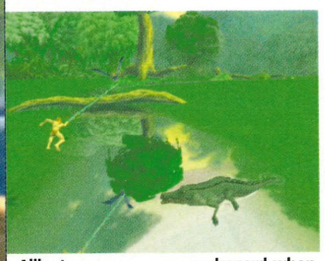

Surfing with simians: Tarzan copes with the monkey on his back.

Hollow logs form slippery flumes for Tarzan to slide down.


Alligators are a common hazard when water-skiing or surfing.

TARZAN FREERIDE

If Tony Hawk had been raised by apes, this is the game he'd endorse.

Publisher: Ubi Soft
Developer: Disney Interactive
Price: £35.99
Players: 1
Out: Now
Web site: di.disney.co.uk/jsp/latestreleases.jsp?country=1&d=7#

Back story
Freeride is based upon 1999's animated Disney flick, but can trace its roots back to the *Tarzan* novels of Edgar Rice Burroughs, first published in 1918. Bet he didn't do much tree-surfing back then, mind.

It may be taking an overly cynical view to suggest that modern Disney movies are little more than feature length adverts, designed specifically to make money through merchandising. A less cynical view would suggest that they're wholesome family entertainment, in a world where 'wholesome' usually means mumbling an apology after slitting a vicar's throat.

Either way, there's little denying that those tree-surfing bits in Disney's *Tarzan* were destined to find their way into a videogame tie-in sooner or later – whether by commercially driven design, or just because they looked cool.

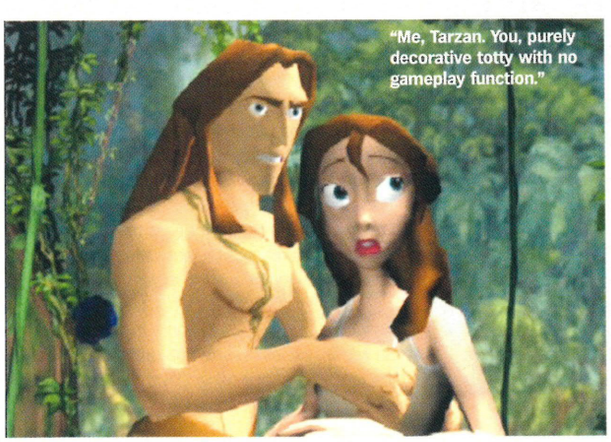
As you may have gathered *Tarzan Freeride* is a game of the Tarzan movie, and it's also hoping to pick up some of the kiddie *Tony Hawk's* skating crowd. The main game is a Story mode, that doesn't so much follow the plot of the film, as reuse its junglified themes – rescuing baby gorillas and wrestling poachers.

It's a quirky mix of third-person platforming, combined with 'extreme sports' elements. Essentially you get the usual jumping from platform to platform, collecting objects and a spot of the ubiquitous Tarzan vine-swinging. However, this is mixed in with the aforementioned tree-surfing and bonus stages wherein you get to water-ski on a strip of bark and bungee jump over a waterfall.

From a bystander's point of view, *Tarzan Freeride* does a good job of replicating the movie's 'Deep Canvas' technique – the Disney buzzphrase, used to describe the 3D backdrop used during the jungle action sequences. The jungle is a commendably lush, and at times the action reaches breakneck speed, as Tarzan surfs along branches, and leaps from vine to vine to bouncy giant mushroom. There are even some nice areas where he surfs on the inside of hollowed-out trees *SSX*-style, defying both gravity and dramatic licence as the action spins 360°.

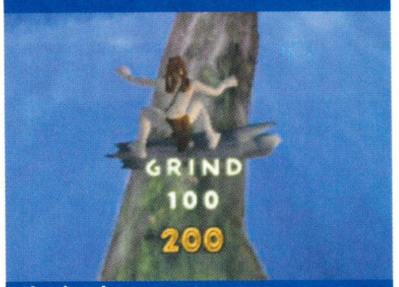
Unfortunately, things are less fun for the player. Admittedly there are moments when it borders on the brilliant, when the action is absurdly relentless, but as a whole it fails to live up to the considerable promise. There's just a something lacking, a soulless emptiness and lack of urgency about the whole affair. It's also crippled by some chronically unresponsive controls, and a confusing layout to the jungle levels. Tarzan will often plummet to an unpleasant (albeit off-camera) demise because it's not always clear which branches the game wants you to head for.

The game's not all slapdash though, at least Tony Goldwyn, the actor who provided the voice for the animated Tarzan, reprises his role, while the unlockable Terk's Challenge mode will give you the opportunity to replay some of the more enjoyable bonus stages at your leisure. And, frankly, after half an hour playing the main game, you'll enjoy nothing more than embarking on a spot of waterfall bungee, and deliberately cracking Tarzan's skull on every outcrop of rock on the way down. ☐ **Paul Rose**

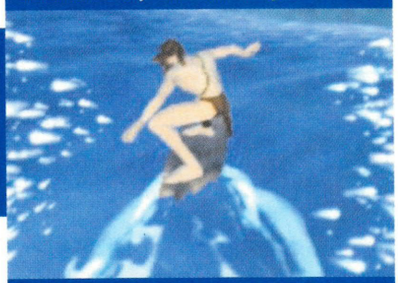

"Me, Tarzan. You, purely decorative totty with no gameplay function."

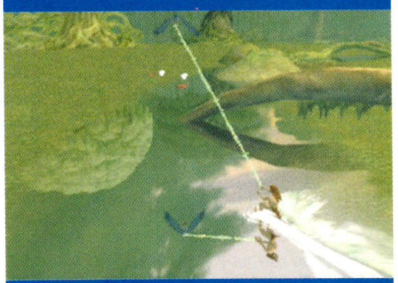
JUNGLE BOOGIE

Disney's *Tarzan* reinvented the original apeman as a cool icon because he does, like, extreme sports, dude. Here's how the X Games influence manifests itself in *Freeride*.



Skateboard
The safest way down the river is to grind the branches in a *Tony Hawk's* railslide stylee.


Surf
Alternatively, you can take your chances surfing down the rapids, avoiding the rocks, whirlpools and hungry alligators.


Water-Ski
The most enjoyable levels involve being tugged along on the end of a rope attached to a bird, strafing and leaping to avoid obstacles.

Cut-scenes are impressively animated to tally with the feel of the Disney's Tarzan movie.

TARZAN FREERIDE

Why we'd buy it:	Why we'd leave it:	A great deal of humour and imagination has been injected into this title. It's worth a look, but horrific loading times will frustrate even the most patient gamer.
- To extend the enjoyment of the film - Because it's a Disney tie-in!	- The gameplay is just not what you'd expect from a PS2 game - Because it's a Disney tie-in?	

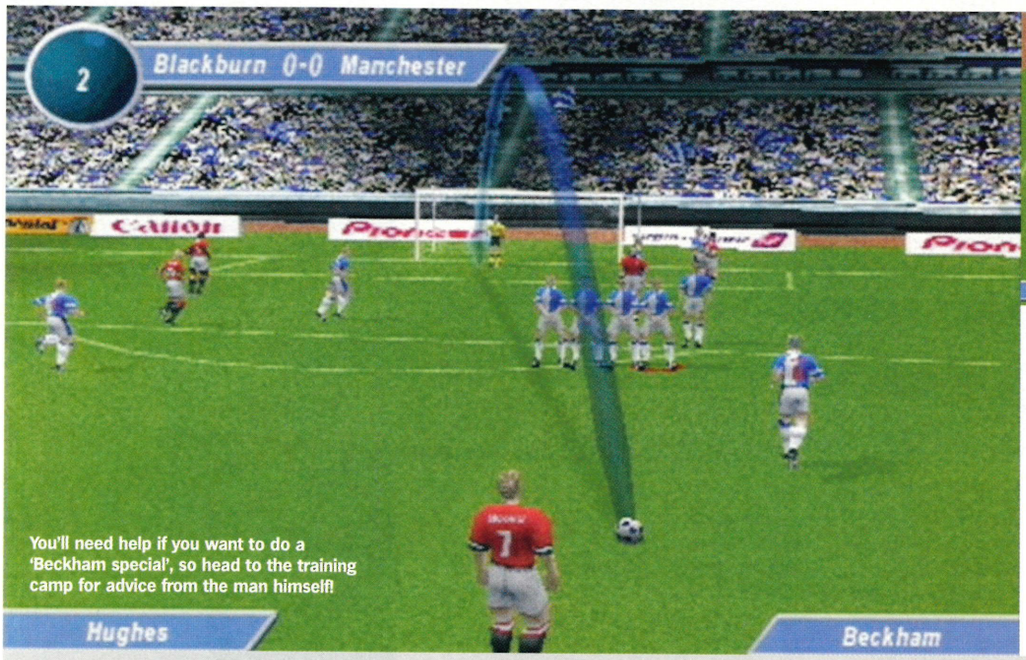
Graphics	Surprisingly nice, given the rest of the game	07
Sound	Beyond a bit of speech, it's practically silent	04
Gameplay	A nice idea, but deeply flawed	03
Life span	Getting through the 15 levels is a breeze	05

04

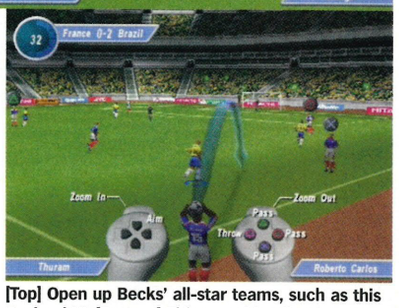
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

PS one TM

The best PSone reviews around, courtesy of *Official PlayStation Magazine*. Edited by Lou Wells.



You'll need help if you want to do a 'Beckham special', so head to the training camp for advice from the man himself!



[Top] Open up Becks' all-star teams, such as this England XI. [Bottom] This user-friendly pop-up menu lets you recap all the basics.

DAVID BECKHAM SOCCER

Can the England captain find his golden touch on PSone?

Publisher: Rage
Developer: Rage
Price: £29.99
Players: 1-4
Out: Now

When David Beckham curled that free-kick over the Greek wall, securing England's place in the 2002 World Cup, he completed a remarkable journey from burning effigy to national hero.

Unfortunately *David Beckham Soccer* does not quite match up to its celebrity endorsement. While, like Becks, the front end looks great and it can pull off some impressive moves, unlike Becks, it's a distinctly average plodder.

Most of the problems stem from the fact that DBS is a reworking of the two-year-old *UEFA Striker* engine, and unfortunately not enough has been done to update the gameplay.

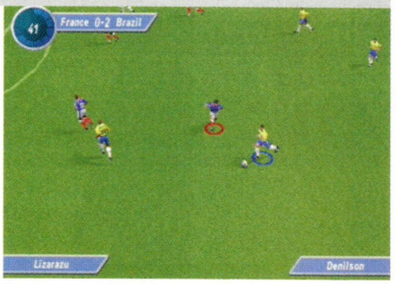
First off, though, *DBS* is rammed to the gills with eye-grabbing options. You can participate in international cup competitions, ride a season with some of Europe's best teams, take up wonderfully thought-out challenges, get the lowdown on Becks' rise to glory and even train with the shaven-headed ball bender.

//The Training mode's mini-game structure is addictive and arguably the best thing on offer//

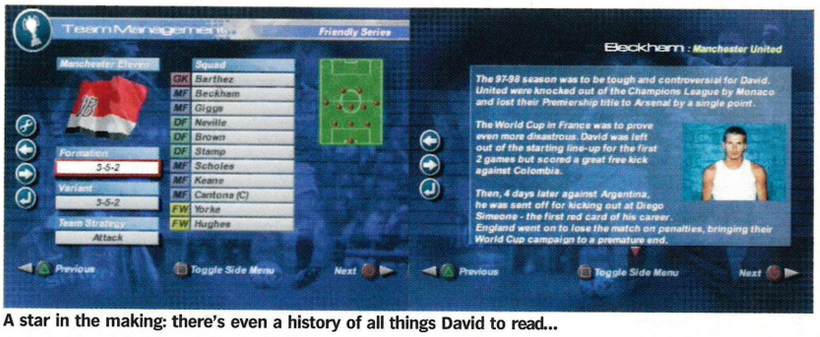
And the Training option is easily the best on any footie title. Complete a series of tasks that concentrate on passing, shooting, crossing and dead-ball situations and you'll move up a level. The tasks will get progressively harder until you are eventually pinging balls at targets to unlock additional teams and modes in the main game. The mini-game structure is utterly addictive and arguably the best thing on offer here. The superb training mode is complemented by spot-on sound and some great full-game modes. We particularly liked the Arcade option, a separate Challenge mode that beams you into a scenario where you must either score a certain number of goals or maintain a scoreline. The Challenge mode essentially saves the game, but also cover up the more basic problems.

What Beckham proved once and for all as he scampered across Old Trafford in the Greece game was that he had a terrific engine. *David Beckham Soccer*, unfortunately, does not, offering average arcade ping-pong passing and plenty of shooting. These problems are compounded by the graphics. The players look like their heads have been melted with a blow-torch and the animation for the most part is pretty rough.

It's a pity because Rage has tacked some pretty outstanding features onto the ageing *UEFA Striker* engine, but they're not quite enough. David Beckham is the real thing; *David Beckham Soccer* comes up a little bit short. □



Dummy run: Elber makes a darting run and leaves space for Denilson's charge.



A star in the making: there's even a history of all things David to read...

PS one TM

DAVID BECKHAM SOCCER

Graphics Well presented, but pug-ugly players	06
Sound You could almost be there	08
Gameplay Nice and simple, just pass and shoot	07
Life span Loads to do and unlock	08

Some great Beckham-style moves, but lacks a world-class touch.

07 VERDICT

TONY HAWK'S PRO SKATER 3

Will it be third time funky for our plucky truck-monkey?

Publisher: Activision
Developer: Neversoft
Price: £29.99
Players: 1-2
Out: Now

Tony Hawk's has gone all points-potty for take *3*, with a new move to keep scores and gaming kudos high. A tap of R2 when you land from a ramp trick flips you into a revert, which lets you tie together a series of moves and pile on those score multipliers.

There's also a whole new series of ace levels to explore, our favourite being the Airport stage – like one enormous ski run down a series of escalators to the departures lounge. In Career mode, the stats system varies from previous games, with special stat tokens that can be redeemed between levels.

In comparison with *Tony Hawk's 2*, *Tony Hawk's Pro Skater 3* lacks visual polish but, based as it is on the the PS2 version, it's as fun as always. ☐

Neversoft have done a cracking job squeezing the bigger PS2 levels onto the PSone.

PSone™
Not as polished as previous PSone efforts but challenging, big, and cracking fun.

08
VERDICT

NBA LIVE 2002

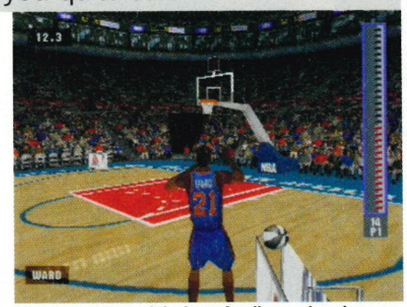
That's 'live'. As in 'not dead'. Are you quite sure?

Publisher: EA Sports
Developer: EA Sports
Price: £29.99
Players: 1-2
Out: Now

Motion-captured players, single play-offs, full championships, one-on-one jams, and slo-mo action replays. *NBA Live 2002* has all these things, and more. But apart from the updated facts and stats, it's not much different from last year's model.

That said, the gameplay is pretty much spot on, passing, shooting and dodging working well. Things happen very quickly, though. In a short game, you'll take turns to hammer balls into each other's nets with no time to breathe between points, which doesn't say much for interception possibilities. And scoring simply requires holding the shoot button for a period of time.

Playable, enjoyable, but nowt new. ☐



***NBA Live 2002* might be a familar update but netting a three pointer is still top fun.**

PSone™
Another annual update, with little in the way of new stuff. One for ball-and-hoop completists only.

06
VERDICT

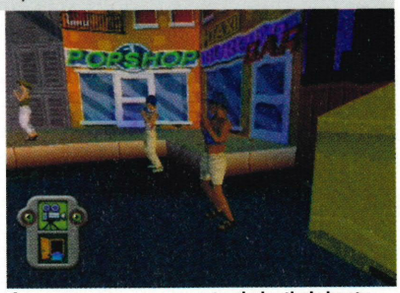
POPSTAR MAKER

A mummy popstar and daddy popstar fall in love, and...

Publisher: Eidos
Developer: Teque
Price: £29.99
Players: 1
Out: Now

Ah, the sweet hedonism of the music industrys... if only that's what *Popstar Maker* were really about. In truth it's a succession of button clicks and stats screens, with hardly a song in earshot. The only tunes you hear are the ones you 'make' in *PM*'s studio. There are built-in songs, but as they don't have sound files you'll never hear them performed.

The game works on a diary basis. Day by day you select activities to perform, such as training for your stars or creating singles, but there just isn't enough variety to keep it interesting. There's no pizzazz to keep you playing and you never feel rewarded for your efforts. *Popstar Maker's* a good idea but it's about as shallow as a puddle. ☐



If you want your popstars to shake their booty for the fans, you'll need to write your own tracks.

PSone™
A big let down. And we were expecting so much more..

05
VERDICT

ALSO RELEASED THIS MONTH...

Kiddie-scaring tom-foolery in **MONSTERS INC**; bad-guy busting in **POWER RANGERS: TIME FORCE**; mysterious time-tripping in **LOUVRE: THE FINAL CURSE**; playing with plastic blondes in **BARBIE EXPLORER**; playing with your mind in **JUNIOR SPORTS FOOTBALL**; cartoon adventuring in **GOOFY'S FUN HOUSE**; boob-enhanced butt cracking in **VIP**; and good *Army Men* game shocker – it's **ARMY MEN TEAM ASSAULT.** Don't forget, for all the latest PSone news, reviews, previews and playable demos see our sister mag **OFFICIAL UK PLAYSTATION MAGAZINE...**

PSone™

PREVIEW SPECIAL

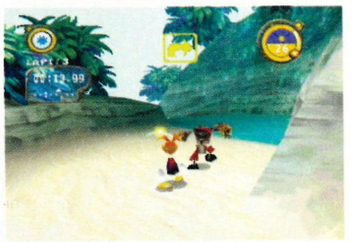
RAYMAN RUSH

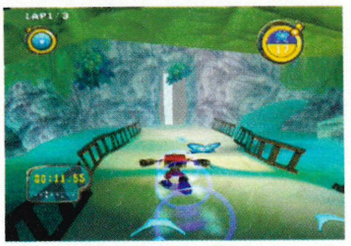
Never one for the obvious next move, cheeky limbless hero Rayman is back on PSone with another new game, only this time it's an all-action racer. You'll play as Globox, Tilly, Rayman and seven other characters, once you've unlocked them, in an all-scrapping, speedy rush for glory.

The developers are working hard to make this a truly beautiful game, but their focus is on gameplay, and they've rammed *Rayman Rush* with tons of cool features. The game is based on 3D levels (12 of them in three different zones, to be exact) and you have to get to the finish line first by beating out a pack of famous Rayman characters.

Okay, so it sounds simple enough. The twist is that you and your rivals can kick each other to hell along the way, and even set dastardly traps in order to spoil winning runs. Even when other folk aren't moving walls and rearranging the scenery, you'll still have a choice of paths that you can follow, so you'll need to have your wits about you at all times.

Developer/publisher Ubi Soft is promising challenging obstacles too, such as flames, electric barrels and even bits of scenery that are on a mischievous mission to mash you. And if that wasn't enough there will also be plenty of hidden passages and short cuts to contend with. We'll uncover them all in our review soon.


Anyone out there remember *Running Wild* for the PSone. We hope Ubi Soft doesn't...


***Gran Turismo*, it ain't... You'll be using cool weapons on your *Rayman* race to victory.**

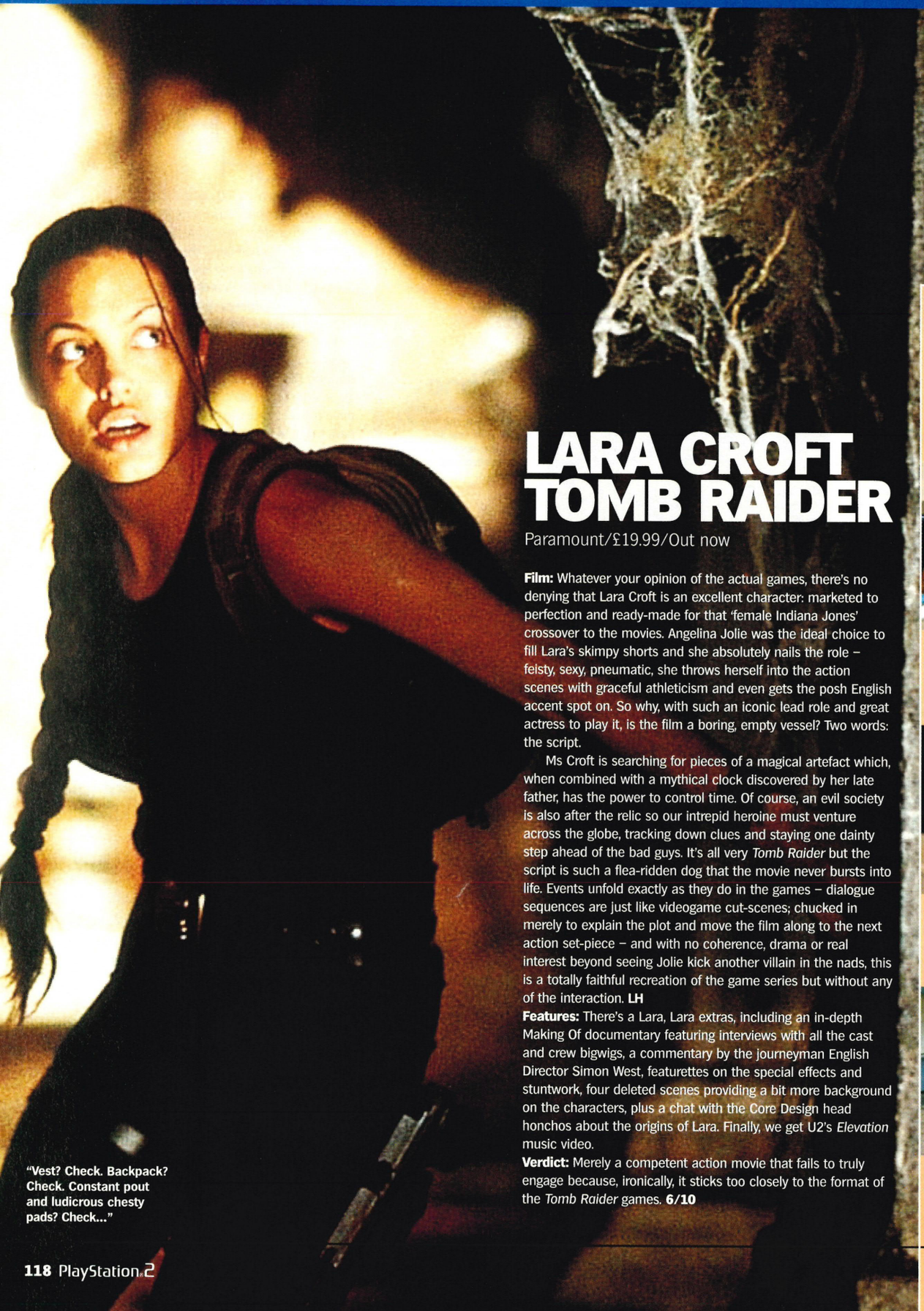
Edited by: Sam Richards and Lee Hart

media

DVD/INTERNET/PRINT/MUSIC

PS2 doesn't just play games, you know. Here's some other stuff you might like...

Text: Lee Hart/Sam Richards/Paul Fitzpatrick



"Vest? Check. Backpack? Check. Constant pout and ludicrous chesty pads? Check..."

LARA CROFT TOMB RAIDER

Paramount/£19.99/Out now

Film: Whatever your opinion of the actual games, there's no denying that Lara Croft is an excellent character: marketed to perfection and ready-made for that 'female Indiana Jones' crossover to the movies. Angelina Jolie was the ideal choice to fill Lara's skimpy shorts and she absolutely nails the role – feisty, sexy, pneumatic, she throws herself into the action scenes with graceful athleticism and even gets the posh English accent spot on. So why, with such an iconic lead role and great actress to play it, is the film a boring, empty vessel? Two words: the script.

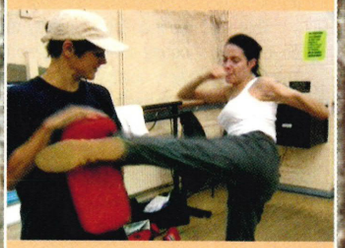
Ms Croft is searching for pieces of a magical artefact which, when combined with a mythical clock discovered by her late father, has the power to control time. Of course, an evil society is also after the relic so our intrepid heroine must venture across the globe, tracking down clues and staying one dainty step ahead of the bad guys. It's all very *Tomb Raider* but the script is such a flea-ridden dog that the movie never bursts into life. Events unfold exactly as they do in the games – dialogue sequences are just like videogame cut-scenes; chucked in merely to explain the plot and move the film along to the next action set-piece – and with no coherence, drama or real interest beyond seeing Jolie kick another villain in the nads, this is a totally faithful recreation of the game series but without any of the interaction. **LH**

Features: There's a Lara, Lara extras, including an in-depth Making Of documentary featuring interviews with all the cast and crew bigwigs, a commentary by the journeyman English Director Simon West, featurettes on the special effects and stuntwork, four deleted scenes providing a bit more background on the characters, plus a chat with the Core Design head honchos about the origins of Lara. Finally, we get U2's *Elevation* music video.

Verdict: Merely a competent action movie that fails to truly engage because, ironically, it sticks too closely to the format of the *Tomb Raider* games. **6/10**

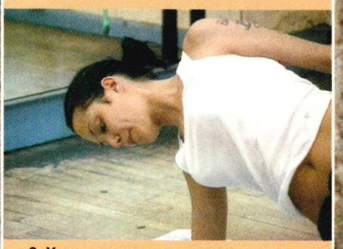
LARA CRAFT

Crafting Lara Croft provides ten minutes of pure nirvana for anyone who wants to see Angelina Jolie getting all hot and sweaty. So that's any male in his right mind, then. The featurette follows Angie as she prepares for the role: she starts out punching like a girl and shooting an Uzi with her eyes closed but the game lass is soon kicking ass like Lara herself thanks to some expert tuition.



1. Kickboxing
Eunice, who won *Gladiators* a few years back, was responsible for teaching Angie the art of kickboxing. The lucky lady got to handle Jolie's firm pads on a daily basis. Sorry.

2. Firearms
After training from an SAS instructor – who stupidly reveals his face to any mad terrorists watching – Angie is soon wielding huge, powerful weapons like she was born to it.



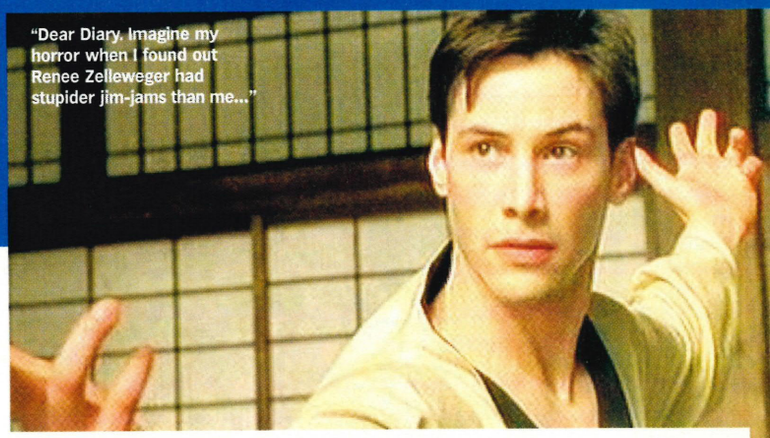
3. Yoga
Angie was supposedly "out of shape" when she accepted the role but after rigorous Yoga training, she built up the necessary suppleness, agility and physique to play Lara.

"Dear Diary. Imagine my horror when I found out Keanu Reeves had sexier jim-jams than me..."

BRIDGET JONES'S DIARY

Columbia TriStar/£19.99/Out now

Film: Considering the original novel shifted millions of copies and spawned a nightmarish new genre – chick lit – it's not surprising that the film version became such a mega-hit. But there was plenty that could have gone wrong in bringing Helen Fielding's caustic and self-deluding heroine to the big screen – casting a Yank in the lead being one possible beartrap. Yet Zelleweger is as good here as she was in *Jerry Maguire*; exuding sexiness despite the long string of gaffs and blunders the script puts her through. Indeed, this is a film that owes everything to its cast. Hugh Grant is exceptional as the caddish opposite of the bumbling fop he usually plays, while a dependable supporting cast of Brit luvvies provide a good smattering of laughs. **LH**
Features: The key draw is the excellent commentary by director Sharon Maguire guiding us through the ups and downs of filming. There's also a behind-the-scenes featurette, a selection of the original diary entries and two unpleasant music videos from the soundtrack.
Verdict: A decent rom com which, like *Four Weddings*, tempers the slush with some good old-fashioned English cynicism. **6/10**



"Dear Diary. Imagine my horror when I found out Renee Zelleweger had stupider jim-jams than me..."

THE MATRIX REVISITED

Warner/£12.99 (£24.99 with *The Matrix*)/Out now

Film: Do you know *The Matrix*? You're wrong. Although the original DVD release of 1999's cuberpunk epic came with more extras than an expensive escort lady, the Wachowski brothers obviously feel there is more for us to learn. Enter *The Matrix Revisited*, a superb companion disc to the movie boasting a treasure trove of goodies.

The two hour *The Matrix Revisited* documentary itself is the centre piece. Filmed in crisp digital video, it looks back at the entire production process; analysing how the film was made and interviewing all the key cast and crew members, including the brothers themselves and legendary fight choreographer Yuen Wo-Ping. There are also teasing glimpses of the sequel, *The Matrix Reloaded* and this alone will probably have you clamouring for a pre-order form. **LH**
Features: The entire DVD is one big extra but aside from the documentary we get seven featurettes covering everything from behind-the-scenes footage to interviews with hardcore fans. There's also several studies of key special effects sequences and a soundtrack jukebox.
Verdict: An insightful companion disc, essential for hardcore *Matrix* fans. **8/10**

The Red Arrows regretted employing the promising young pilot, Private Wonder...

PEARL HARBOUR

Buena Vista/£19.99/Out now

Film: In 1941, the Japanese airforce launched a surprise attack on the US military base of Pearl Harbor. The massacre forced the Americans into the war and instigated a series of events that would culminate in the dropping of the atomic bomb on Hiroshima and Nagasaki.

Perhaps not the most sensitive material for a summer blockbuster, then. And Michael Bay's cod-epic is, as you might expect given the presence of Jerry Bruckheimer on the credits list, a crass, jingoistic simplification, drenched in the sickly syrup of Hollywood excess. Although the depiction of the actual attack is undeniably powerful, the rest of this flabby film – based around an insipid love triangle between two young pilots (Ben Affleck and Josh Hartnett) and Kate Beckinsale's simpering nurse – trivialises the whole affair. Do history a favour and give it a miss. **LH**
Features: There are two documentaries. The self-satisfied *Journey To The Screen* mixes behind-the-scenes footage with cast interviews. While *The Japanese Perspective* spectacularly fails to live up to its title.
Verdict: A scandalously ill-considered attempt to make a WWII version of *Titanic*. The admittedly effective big-budget attack scene is the only saving grace. **3/10**

The wonders of CGI hides the fact that this is Dennis Wise and Tom Cruise in a pantomime horse suit.

CATS AND DOGS

Warner/£19.99/Out now

Film: The latest addition to the hallowed talking animals sub-genre focuses on the age-old war between man's best friend and feline furballs. Unbeknownst to his owners, the Brodys, pampered pussy Mr Tinkles is a megalomaniac plotting a cat coup of the world. A secret canine organisation arranges for an agent to be placed with the family, but Mrs Brody chooses Lou instead, a beagle pup untrained in the art of espionage who must battle Mr Tinkles and his army of cat ninjas.

A kind of bizarre combination of *Babe* and James Bond that's reminiscent of PS2 adventure *Fur Fighters* in many ways, *Cats And Dogs* isn't half as bad as you might expect. It's certainly one for the kids but with the pet kung fu and ingenious spy gadgets, there's just about enough here to keep adults happy as well. **LH**
Features: A lively cast and crew commentary. Two featurettes focusing on the animal training and the CGI trickery used to enhance their performances. Plus, there's spoof audition footage of Mr Tinkles as a struggling actor, trying to land parts in *Catsablanca*, *On the Litterfront* and so on.
Verdict: As we've long suspected, cats are evil, dogs are loyal but stupid. This amusing oddity just proves it. **5/10**

» **ALSO RELEASED**
The Life Of Brian (Paramount/£19.99)/**Rush Hour 2** (Entertainment In Video/£19.99)/**Wayne's World** (Paramount/£19.99)/**The Blue Planet** (BBC/£34.99)
Down To Earth (Paramount/£19.99)/**Heaven Can Wait** (Paramount/£19.99)/**Autumn In New York** (Columbia TriStar/£19.99)

From carpenter to covered in crap... Mr Deckard looks down on our Top 10 DVDs.

PHOTO: KOBAL COLLECTION

TOP 10 EIGHTIES DVDS

Raging Bull
MGM/£19.99
Film: Scorsese's visceral biopic of middleweight boxer Jake 'The Bronx Bull' La Motta is both the best sports movie ever made and a brutally honest portrayal of a man whose battles in the ring were merely an outlet for the turmoil in his mind.
Features: Documentary. Featurettes. La Motta footage.

The Shining
Warner/£19.99
Film: The Stephen King adaptation by which all others are judged. Kubrick's interpretation may veer towards the satirical but, thanks to his typically intelligent direction and Jack Nicholson's gloriously insane performance, this achieves a level of psychological horror other scary movies can only dream of.
Features: Documentary with commentary by Vivian Kubrick..

Blade Runner
Warner/£9.99
Film: Ridley Scott's breathtaking vision of the future is a memorable philosophical treatise on the nature of identity, as cynical cop Deckard hunts escaped replicants at large in the neon-noir of LA 2019.
Features: None.

The Thing
Columbia TriStar/£19.99
Film: An Antarctic research base is terrorised by a shape-shifting alien monster that can assume the appearance of any host it inhabits. No-one is safe, anybody could be the Thing and the splendidly-bearded Kurt Russell tries to ensure it isn't him in this chilling sci-fi classic.
Features: Documentary. Commentary. Outtakes.

The Terminator
MGM/£24.99
Film: Ahnoldt is the cyborg killer who "absolutely will not stop" until Sarah Connor – the mother of a future freedom fighter – is dead. And not a frame of celluloid is wasted in his gripping, relentless chase.
Features: Two documentaries. Deleted scenes. Production stills. Script treatments.

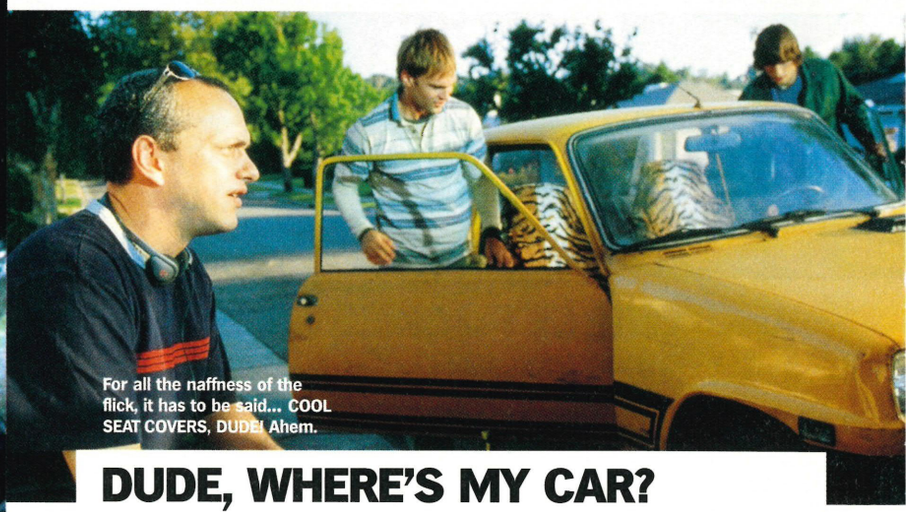
Amadeus
Warner/£9.99
Film: The tragic life of musical maestro Wolfgang Amadeus Mozart is told in grand, operatic style through the eyes of bitter rival Salieri. From his early years as a child prodigy, to success in Vienna and his final days as a forgotten pauper, it may not feel totally realistic but this literate masterpiece is an enthralling examination of tainted genius.
Features: Music-only track.

Aliens
Fox/£19.99
Film: After the subtle 'haunted house in space' drama of *Alien*, James Cameron turned the action up to gas mark 'flamethrower' for this exhilaratingly bombastic sequel. With Marine grunts foolishly rushing into the alien nest all guns blazing, it's left to Ripley once again to sort out the queen bitch and her acid-dripping hordes.
Features: Interview with James Cameron. Effects featurette.

Ferris Bueller's Day Off
Paramount/£19.99
Film: Cocky, be-cardiganed school-dodger takes his fit girlfriend and hypochondriac best pal on an excursion round Chicago instead of attending class, much to the chagrin of his hapless headmaster. Hugely endearing comic high-jinks ensue and you'll do a quadruple take when you see the Writer/Director credit of John '*Pretty In Pink*' Hughes.
Features: Commentary.

Platoon
MGM/£19.99
Film: Oliver Stone's best, most personal film to date is a harrowing account of the Vietnam war. Charlie Sheen represents the director (and the viewer) as he tries to come to terms with the futile political bloodshed that occurs.
Features: Two commentaries. Documentary. Stills galleries.

Die Hard
Fox/£19.99
Film: The ultimate action movie. Thrills, laughs, stunning set-pieces and two star-making performances from Alan Rickman as the cold-blooded villain holding a skyscraper to ransom, and Bruce Willis as the bare-footed, vest-wearing John McClane – in the wrong place at the wrong time and taking on the bad guys with only a ready quip for protection.
Features: None.

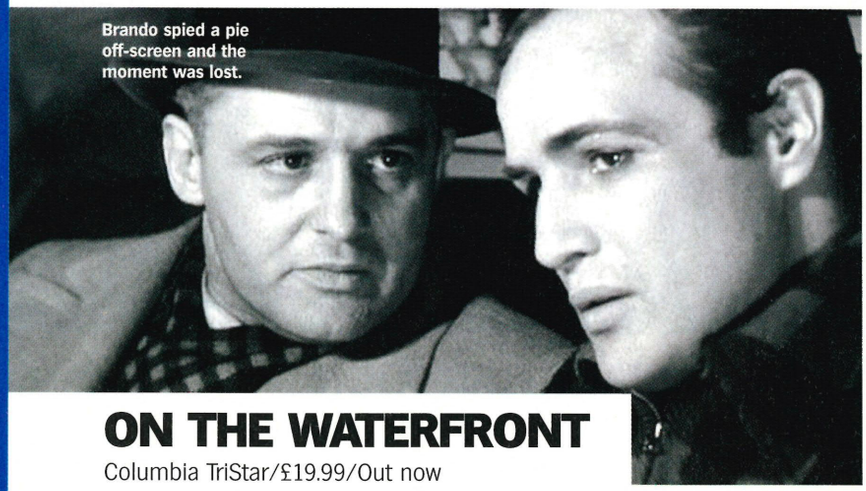


For all the naffness of the flick, it has to be said... COOL SEAT COVERS, DUDE! Ahem.

DUDE, WHERE'S MY CAR?

Fox/£19.99/Out now

Film: Existing in a crazy alternate universe where Bill and Ted are irritatingly stupid rather than stupidly inspired and their latest excellent adventure is nothing more imaginative than finding a missing motor, *Dude, Where's My Car?* is a dire comedy that rips-off numerous superior movies and only serves to tarnish their memory. As well as the *Bill & Ted* films, the likes of *Kingpin* and *American Pie* are referenced in this tale of two idiot stoners who wake up after a wild night and can't remember where they parked the car. Their vehicular odyssey takes in angry girlfriends, a transexual stripper looking for a suitcase of stolen money and a group of disguised aliens in search of a mystical device. But none of it can, in any way, be described as funny. **LH**
Features: Commentary by Director Danny Leiner and stars Ashton Kutcher and Seann William Scott that's more amusing than the film itself. Seven pointless extended scenes and a brief Making Of featurette.
Verdict: Dumb-ass, gross-out comedy. **4/10**



Brando spied a pie off-screen and the moment was lost.

ON THE WATERFRONT

Columbia TriStar/£19.99/Out now

Film: "I coulda had class. I coulda been a contender. I coulda been *somebody*. Instead of a bum, which is what I am." An excerpt from one of the most famous speeches in movie history, delivered by Marlon Brando as failed prizefighter Terry Malloy – now working on the docks and fighting a battle outside of the ring against crooked Union bosses. But *On The Waterfront* is more than just the 'contender' speech. An absorbing social drama, Malloy is pressured by the feds to testify against Union bigwig Johnny Friendly (Lee J Cobb), who's exploiting the workers and ruling with brutal strong-arm tactics. When Friendly kills Terry's brother (Rod Steiger) the naive lug decides to inform and the movie culminates in an epic brawl with the entire workforce looking on as the two men batter each other senseless.

The only black mark against this classic movie is the fact that Director Elia Kazan and writer Budd Schulberg made it after they'd put names to McCarthy's communist witch hunts – hence a film about how informers are brave public servants rather than cowardly stool-pigeons salvaging their careers. Shame on them. **LH**
Features: Commentary by critic Richard Schickel and Kazan's biographer Jeff Young, covering the production of the film and the social events that inspired it. Plus, a Making Of featurette and an interview with Kazan.
Verdict: One of the great working class dramas, only sullied by its origins. **9/10**

TEXT: LEE HART

The future of electronic entertainment

EDGE®

Issue 106 on sale December 29

It's easy being the best in a market of one. To see how PS2 stands up against Xbox and GameCube, don't miss the latest issue of **Edge**. On sale now

PLAYSTATION | PS2 | DREAMCAST | PC | XBOX | GAMECUBE | GBA

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Scratching and perving, it's Mr Prime Cuts – he's naked under that table, y'know.

PHOTOGRAPHY: MARTIN BURTON

Scratch Perverts

OPS2 speaks to UK based hip-hop collective the Scratch Perverts.

In comparison to the US, the UK hip-hop scene has been sadly bereft of any real heroes. Aside from recent success stories like the cockney-hop of Roots Manuva and *Rez* star Adam F's US/UK collaborations for his KAOS project the majority of hip-hop to enter the mainstream is of the Stateside flavour. 2002 could be the year this all changes – if the *Scratch Perverts* have anything to do with it.

Currently the Perverts are a three-man outfit. Prime Cuts, Tony Vegas and Plus One, all of whom are highly decorated in hip-hop terms. Prime Cuts holds five awards alone as the 1999/2000 ITF World Scratching Champion, as a member of the DMC Team World Champions in 1999 and 2001, plus he was individual DMC UK Champion in 1998.

Originally an eight-strong crew, the UK-based DJ collective reduced their number to three after winning the DMC World Team Championship in 1999. "After we won the team championship we felt it was time to separate the crew," explains Cuts, "There was only two of us who shared a common vision for what we wanted to do and that was me and Tony (Vegas)." (Plus One was more recently brought back into the fray.) This 'common vision' equates to two albums for 2002, one a DJ mix and the other an original set of recordings, although Cuts' concept for the latter is not easily expressed. "We don't want to do a straight hip-hop album using tired old loops and just sticking a rap over the top," says Cuts. "We're concentrating on getting new sounds out of the turntables, that no-one else has ever done." Innovative techniques are nothing new to the Scratch Perverts – during their Team Battle routine in September this year, Cuts could be seen touching the end of a live sound cable to produce a noise that made up part of their sound.

//"There was only two who shared a common vision, me and Tony," Prime Cuts//

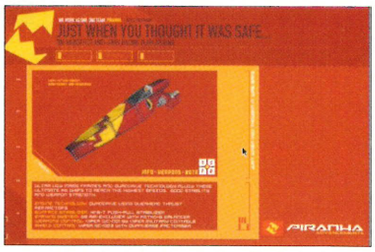
As well as a residency at London über-club Fabric, Cuts also tries to find time to practise his other talent – drumming. "I got into drumming from listening to hip-hop. I was lucky enough to play alongside some really famous jazz musicians while working as a session player for a label called Soul Jazz. Real jazz heroes like Weldon Irvin and Melvyn Sparks." And so to hip-hop heroes. Prime Cuts is thoughtful when asked who his are, "I could just reel off a list of the obvious ones like Kool Herc or DJ Cheese – but West Coast DJs the Beat Junkies really opened my eyes to hip-hop again in 1995."

What about Tim Westwood? Afterall, Cuts did spend a year doing a slot on his Radio 1 show, "I showcased independent hip-hop on Tim's show. He's a really good, normal guy, into his music – he just happens to play to two million people."

Prime Cuts is coy about revealing much more about the Perverts' own original studio project not due till late 2002. "It's at a very embryonic stage at the moment, he says, "We were thinking about cutting a dub to play in clubs but we're going to wait." And so, it seems, will we. □ **GW**

HIP CONSOLE

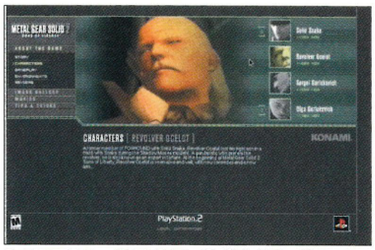
The link between videogame and hip-hop culture is one that Prime Cuts sees as obvious, "PlayStation 2 represents cutting-edge technology, and the way it is marketed is often 'underground' and 'close to the street' which is a lot like hip-hop." As if to affirm this, the PS2 Million sales party featured the Scratch Perverts and, last issue's stars, the Plump DJs, while PS2 has sponsored the UK B-Boy Championships for two years running. Even Rahzel the human beatbox, and Beastie Boy Mixmaster Mike have got in on the act providing the soundtrack to *SSX Tricky*.



F9000 ANTI GRAVITY RACING FEDERATION

www.wipeoutfusion.com/f9000.html

It's a shame but videogame Web sites tend to be pretty lacklustre affairs with precious little imagination and frequently offer little more than a handful of screenshots Not so, *WipEout Fusion*'s official site. Designed by Good Technology who designed the game, the site is presented as a hub for the fictional AG Racing Federation. Here you'll find the 'real' history of the races, read introductions to the teams, the pilots and even a rundown of race regulations. Did you know that pilots aren't allowed to indulge in 'intimate fluid exchange' for 24 hours before races? Funny, smart and worth a visit.



METAL GEAR SOLID 2: THE SONS OF LIBERTY

www.konami.com/main/games/mgs2/main.html

We know how hard it is waiting for the release of *Metal Gear Solid 2* in the UK. However, help is at hand in the form of the official *MGS2* site that reveals exciting aspects of the game without giving too much away. Sections are devoted to moves, game detail, enemy behaviour and an ever-swelling number of biographies of key figures. There's also a thorough history of Solid Snake's previous missions from the original *Metal Gear* on the NES through to *MGS VR Missions* and *MGS Ghost Babel* on the PSone and Game Boy respectively. There's not long to go now, and this site will make the wait easier.

THE TOP FIVE

What the Drokk? Five of the best Judge Dredd sites to get you ready for *Dredd Vs Death*.

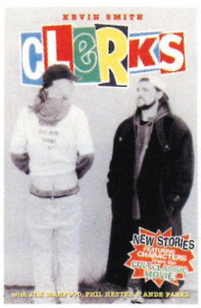
1. www.2000adonline.com
Official site for Dredd, Death and the whole *2000AD* menagerie.

2. members.tripod.co.uk/dreddtimes/scrindex.html
The *Dredd Times* provides a thorough grounding for Mega City One newbies.

3. www.angelfire.com/md/MegaCity1Links/
A funny and informative guide to life in Mega City One.

4. zip.to/DREDD'SLAW
Dredd's Law focuses on art from the Judge's gentle adventures.

5. www.fortunecity.com/tatooine/sputnik/53/megacity.htm
Unofficial site with a handy Dredd-related biogs and glossary.



CLERKS

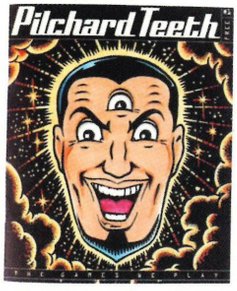
Editor: Kevin Smith
Illustrators: Jim Mahfood, Phil Hester, Ande Parks
Publisher: Titan Books
On sale: Now
Price: £7.99

Back in 1994, Kevin Smith emerged on the movie scene as the Writer and Director of slacker comedy *Clerks*. Centred around a convenience store and its dropout staff, it was filmed in downtime during Smith's own job at a convenience store. The film's unexpected success allowed Smith to develop the characters through such cult hits as *Mallrats*, *Chasing Amy*, *Dogma* and 2001's *Jay & Silent Bob Strike Back*.

Smith maintains he prefers writing comic books to making films. This volume collects a few of Smith's *Clerks* spin-off stories, centring around Dante and Randal, with Jay and Silent Bob in their original dope-dealing role never far from the scene. We even revisit Dante's ex-girlfriend Caitlin, last seen shagging a dead guy in the film's, er, climactic scene, and now understandably resident in a mental institution.

If you've watched any of Smith's films, the comic's mix of over-elaborate street philosophy and base humour won't surprise you. Be prepared for a journey into geekdom, though – Smith is so infatuated with comics that *Clerks* is largely a comic book about comic books. He may be satirising the feckless fervour of the fanboys who drool over 'chase edition' *Star Wars* figures, but if Smith was less of a fanboy himself, the *Clerks* comics might be a little more accessible. ☐ **SR**

Mags we like



PILCHARD TEETH

Frequency: Occasional/**Price:** Free/
See: www.pilchardteeth.com

It was only a matter a time before the people behind *The Idler* – the magazine dedicated to elegant loafing – turned their attention towards videogames. After all, we at *OPS2* find there's no better way to idle away hours, if not days and weeks, than by hooking a PlayStation 2 up to the television.

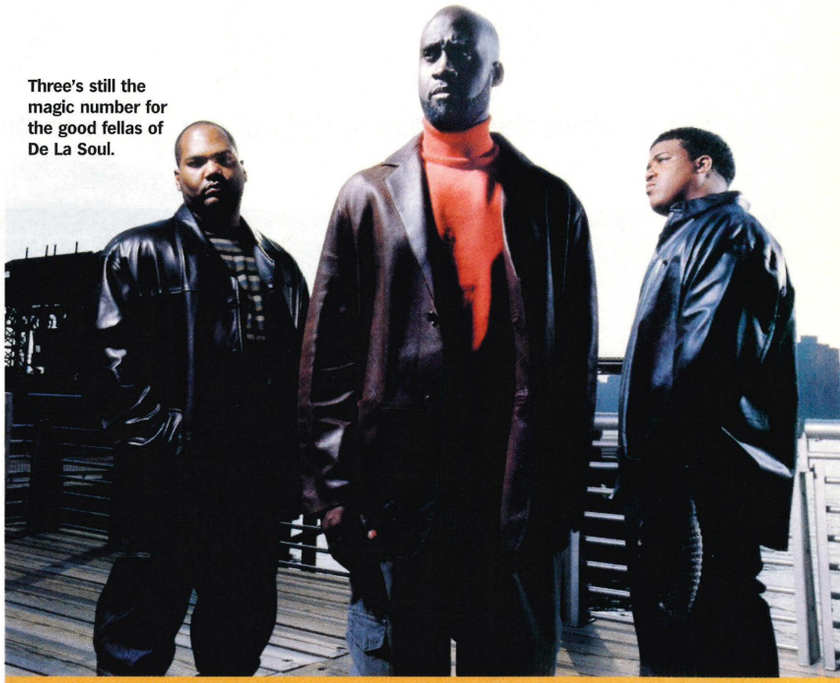
Pilchard Teeth is a free fanzine produced in conjunction with SCE(UK) and its Third Place campaign, and it turns out to be an entertainingly broad and irreverent exploration of game culture as a whole. This means everything from *Escape From Monkey Island* to Quidditch to What's The Time Mr Wolf? to, er, Three-Sided Football gets a look in.

Ever thought about pinball as a "near spiritual phenomenon"? Crosbie Fitch has, and the sometime pro pinball competitor is featured waxing lyrical about multiball "fugue states," as well as providing a few tips for silver ball wannabes. Meanwhile John Moore of Black Box Recorder and absinthe importing fame investigates the disturbing practice of trepanning (drilling a hole in your skull to attain enlightenment) and Louis Theroux waxes nostalgic about *Death Race* and *Pong*. ☐ **SR**

Gaming content: Essentially the whole read is about games, but taking a rather wider remit than yer typical games zine. Hey, it doesn't cost anything so you can't really complain.

*Pilchard Teeth *is available for free in suitably tuned-in record shops, comic shops and bars around the country.*

TEXT: SAM RICHARDS



Three's still the magic number for the good fellas of De La Soul.

SLEEVENOTES

Using the power of your PS2 with this month's best CDs.

DE LA SOUL AOI: Bionix (Tommy Boy)

Who? Veteran daisy age rappers present part two of their *Art Official Intelligence* trilogy (part three, dedicated to the DJ, follows soon).

Highlights: Apart from the fluid musical and lyrical versatility, sampling a Wings Christmas song on *Simply* and emerging unscathed is an impressive feat.

Lowlights: The futile appearance of Cypress Hill's B-Real (see below) on *Peer Pressure* to rhyme about – can you guess readers? – smoking weed.

Verdict: No rap troupe can claim De La's consistency over the course of six albums, and this is another essential dispatch for the "head, chest, arms and legs." **8/10**

LIMP BIZKIT New Old Songs (Interscope)

Who? Careerist nu-metallers plugging the gap between albums with this remix collection. Knob twiddlers include The Neptunes, Timbaland and Butch Vig.

Highlights: Anything The Neptunes touch right now turns to gold, including their startling versions of *N 2gether Now* and *Nookie* (featuring Method Man).

Lowlights: Efforts from the band's own DJ Lethal are dull and William Orbit should know better but the, er, Bizkit is truly taken by P Diddy's woeful remix of *My Way*.

Verdict: The more drastic the remix the better. Timbaland and DJ Premier had the best idea by replacing the insufferable Fred Durst with their own MCs. **5/10**

BLACK REBEL MOTORCYCLE CLUB Black Rebel Motorcycle Club (Virgin)

Who? San Francisco trio whose studied moniker and all-black dress code reveals fondness for Stooges/Suicide/Jesus & Mary Chain/Spacemen 3 musical axis.

Highlights: When the group lock into a motorik groove, buildings crumble in their wake. Primal Scream have found a kindred spirit.

Lowlights: The faintly worrying goth tremor to Peter Hayes' voice and the fact that the slow-burning epics end up sounding like U2.

Verdict: Not as rebellious as their name suggests, BMRC are too in thrall to their influences, but make an impressively incendiary racket all the same. **6/10**

WU-TANG CLAN Iron Flag (Loud/Epic)

Who? You know by now. Iron Flag finds RZA, GZA, Method, Raekwon, Ghostface and the rest knocking out this raw-sounding selection in a six-week creative burst.

Highlights: Much like last year's *The W*, *Iron Flag* is patchy, but the peaks are astonishing. Lush funk samples, ludicrous tempo changes, Flavor Flav – it's all here.

Lowlights: Seems like the Clan's sheer weight of numbers is destined to blur the focus of their albums. And they're still missing Ol' Dirty.

Verdict: The first post-11 September record that isn't a charidee ego-fest, Wu-Tang distil the confusion and defiance of NYC on to one chaotic album. **7/10**

CYPRESS HILL Stoned Raiders (Columbia)

Who? Perennially stoned hip-hop old guard whose keen embrace of Lollapalooza culture means their audience now consists entirely of nu-metal kids.

Highlights: When Cypress Hill stick to the helium breaks and nasal raps made famous on the classic *Black Sunday* (eg the hilarious *Kronologik*) everyone's a winner.

Lowlights: Every time the predictable rock riffs kick in (which is a lot) it's a deflating experience.

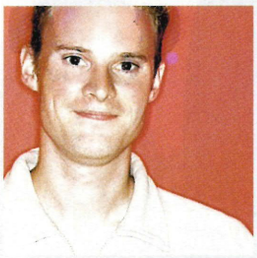
Verdict: Cypress Hill's lack of ideas and lazy pandering to the Limp Bizkit crowd signify a spent musical force. **4/10**

» ALSO RELEASED

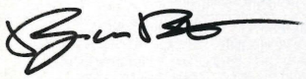
Mobb Deep Infamy (Loud)/**Neil Halstead** Sleeping On Roads (4AD)/**Various Artists** America: A Tribute To Heroes (Columbia)/**Fat Joe** Jealous Ones Still Envy (East/West)/**Busta Rhymes** Genesis (Arista)/**Warren G** Return Of The Regulator (Universal)

HARDCORE

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore...



Since becoming a full-time PS2 slave, I have spent every waking hour playing the latest and greatest games to the point of completion. I dance in a scary way when hot new secrets are unlocked and kick in the TV screen when all my hard efforts get stingy reward as far as secrets go. But prevail I shall until my Memory Cards are a catalogue of completed game data. Joining my expanding library this month are *Devil May Cry* (the final instalment of our slice and dice walkthrough is served up on page 128) and *Jak And Daxter*. Our two-part guide prompted me to complete 100 percent of this game, which I was especially proud of... until rumours reached me that Naughty Dog had been characteristically cheeky and required that 101 percent be completed before you find out what's behind the Precursor door at the end. What am I on about? Find out next month!



Ryan Butt
HardCore Editor

WRITE IN!

Stuck? Frustrated? About to slam your Dual Shock 2 through the TV screen? Then write to HardCore. We'll do our best to unearth codes, secrets, walkthroughs or advice for just about any game you want. So, if you need a hand, just pick up that pen or keyboard and write to me, Ryan Butt c/o **HardCore, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Galactic laserpost to **PS2@futurenet.co.uk**.

JAK AND DAXTER: THE PRECURSOR LEGACY

Naughty Dog's platformer is rammed with fiendishly hard tasks and puzzles. In Part 1 of our walkthrough we ease you through the early sections and locate all those hidden Orbs and Cells.

JAK ATTACKS

■ Our hero has a vast arsenal of abilities and attacking moves at his disposal. Some, such as the spin attack, will be used constantly throughout the adventure for fending off those evil lurkers. But others, such as the horizontal launch, we only used once in the entire game (you'll discover where next month!) So here's what the boy wonder can do...

Move	Command
Jump	⊗
Double jump	⊗, ⊗
Super high jump	(Hold R1 or L1) ⊗
Crouch	Hold L1 or R1
Roll	Press R1 or L1
Horizontal launch	(Press L1 or L2) ⊗
Punch	□
Dive attack	⊗, □
Super dive attack	⊗, ⊗, □
Spinning launch attack	(Hold R1 or L1) □
Spin	◎
Mid-air spin attack	⊗, ◎

ECO-FRIENDLY

■ We know that the Dark eco is bad, but what doesn't the other goo do?

Green: Obtained by killing enemies and smashing crates, this stuff increases your health meter.

Blue: Enhances your motion, making you move faster. It also activates any ancient Precursor structures nearby.

Yellow: This will enable you to shoot fireballs that have certain homing qualities. The best method of firing is through your binoculars (△).

Red: This enhances your strength and attacks, making it much easier to defeat the larger enemies that you come across.

LEVEL 1: GEYSER ROCK

■ Power Cells: 4
■ Precursor Orbs: 50

This is the obligatory training level designed to ease you into the game, familiarise yourself with the controls and learn the purpose of the various Precursor artefacts. Your goal is to collect four Power Cells and warp your way back out of there again.

'Find the Cell on the path'
This is the very first Power Cell you collect in the game and it is situated slap-bang in the middle of your path a short way into the level. When you collect it, Jak and Daxter will perform a witty dance move while your data is automatically saved. Get used to this sequence as you'll be seeing it a lot!

'Open the Precursor door'
Make your way up to the Blue Eco vent at the top of the cliff and use it to charge yourself up. With your motion enhanced, dash back to the Precursor door and it'll respond to your charge by opening. Just behind this door will be a Power Cell.

'Climb up the cliff'
When you are through the Precursor door, navigate your way up the cliff, picking up all of the available Precursor orbs as you go. You'll need to utilise your double-jump move to ascend the various platforms and once you reach the top of the cliff, a Power Cell will be there waiting for you.

'Free seven scout flies'
Like on every single one of the subsequent levels, you'll earn a Power Cell by smashing seven crates containing the Scout Flies. These crates are silver with red panels and they also bounce up and down, making it easy to spot them from a distance. The seven crates on this particular level are grouped close together so you shouldn't have any trouble obtaining the Power Cell for freeing all seven of the trapped flies.

LEVEL 2: SANDOVER VILLAGE

■ Power Cells: 6
■ Precursor Orbs: 50

This hive of tranquillity is your home and full of eccentric loons to boot. By exploring this village you'll stumble across extra Precursor Orbs and scout fly crates, so be sure to search high and low. Most of the Power Cells are found by talking to the various villagers and performing certain tasks they set you, or simply by trading Precursor Orbs. Some of the villagers will also set you tasks that need to be completed on other levels, so be sure to check your level guide to find out which ones have been set.

'Bring 90 Orbs to the Mayor'
This poor chap is in serious need of funds for his re-election campaign. By presenting him with 90 Precursor Orbs that you collect through the various levels, he'll give you a Power Cell in return. You may have to return to this house later on when you have acquired enough Orbs.

'Bring 90 Orbs to your uncle'
Go and talk to the mumbling fool and he'll agree to trade you a Power Cell in return for 90 Precursor Orbs. When you have amassed enough Orbs, present them to him and he'll give you a Power Cell.

'Herd the Yakows into their pen'
Speak to the farmer (what's he been smoking?) and he'll set you the task of herding his five Yakows into their pen. These beasts are scattered across the sands, so hunt them down, get behind them and perform your spin attack (◎) to move them on. Once you have coaxed all five Yakows back into their pen, speak to the farmer once more and he'll present you with a Power Cell for your troubles.

'Bring 120 Orbs to the Oracle'
The Oracle is the large statue that is situated on the cliff just before the entrance to the Forbidden Jungle. To get to it, double jump and spin from the large rock on the beach to get to the two slightly smaller rocks, then simply jump over to the cliff. By presenting the oracle with 120 Precursor Orbs, the Precursor gods will smile on you and a Power Cell will be yours for the taking.

'Bring 120 Orbs to the Oracle'
Exactly the same as the last Power Cell task. You will need to come back here later once you have amassed enough Precursor Orbs. By presenting the Oracle with a further 120 Orbs, another Power Cell will be yours.

'Free seven scout flies'
Locating these scout fly crates now gets progressively harder as they're scattered around the village and not grouped together as at Geyser Rock. Here's where you'll find them: (1) In the fisherman's hut – the first house you'll come to after the Green Sage's house. (2) Inside the farmer's house. (3) Go into the Mayor's hut, then through the back door. (4) Go back out of the Mayor's hut, walk to the small footbridge, then drop down to the beach alcove underneath. (5) On the small stretch of beach behind the sculptor's hut. (6) The last two scout fly crates are to be found at the far end of the village, close to the entrance to the Forbidden Jungle. Locate the first by scaling the large rock on the beach. (7) The last is to be found on the cliff just before the Precursor Oracle. To get to it, you'll have to scale the large rock just before the entrance to the Forbidden Jungle, then perform a double jump over to the next two rocks. As the double jump isn't quite sufficient enough to get you across these gaps on its own, you'll need to double jump then use your spin move (◎) to drift down to the first platform. Repeat this on the second to get to the crate.

LEVEL 3: SENTINEL BEACH

■ Power Cells: 8
■ Precursor Orbs: 150

Just beyond the sculptor's hut will be this lush stretch of beach that is home to numerous Precursor Orbs and Power Cells. It is also home to the first harmful creatures, so be sure to utilise those attack moves to fend them off. Start the level by combing the beach for Precursor Orbs. You will be introduced to a new kind of box here, one that cannot be smashed by mere dive attacks alone. To smash these toughened crates, you'll need to man the lurker cannon at the top of the tower in the sea or, failing that, simply stand next to the crates and the cannon operator will eventually blast them for you – just remember to dive out of the way of the explosive shells!

'Unblock the eco harvesters'
Proceed down to the far end of the beach and on the grassy platforms you'll see five eco harvesters. All you have to do to earn the Power Cell is spin into the muck blocking the vents to free the eco (this green stuff will top up your health bar if you stand on the vents). Once the fifth harvester has been unblocked, the Power Cell will be yours.

'Push the Flut Flut egg off the cliff'
Just before the eco harvesters is a series of thin platforms leading up to a cliff. Negotiate these platforms and they will lead you to the large Flut Flut egg, which is perched right on the edge of the cliff. Attack this egg to send it crashing down to the ground below, then drop down and talk to the bird-watcher to get the Power Cell.

'Get the power cell from the pelican'
When you first start combing the beach, you'll see a Power Cell on the sands straight ahead. However, before you can get to it a thieving pelican will swoop down and steal it. Trace this bird to its nest on the platform in the sea and then swim out to it. There are 16 Precursor Orbs under the water around the pelican's nest, so be sure to dive for them. Once at the nest, whack the pelican and it will spit the Power Cell back onto a distant platform and take flight once again. You must now race the pelican to the Power Cell and get to it before the bird, otherwise it will steal it again and you'll have to repeat the process. To get to the Power Cell quickly, jump into the water and head for the small platforms leading up to the grassy area from the water. The Power Cell can be found next to the windmill.

'Chase the seagulls'
When you get to the far end of the beach and come across the three stone sentinels, the first will have a flock of seagulls feeding on the lower platform. Egged on by Daxter, chase the seagulls off the platform and they will scatter. One of the seagulls will fly over to the

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NEXT MONTH!
If you have followed our guide to the letter so far, you will have completed 35 percent of the game – but be warned, it gets much harder! Join us next month when we unfathom more Precursor riddles, expose hidden Power Cells so fiendishly placed we wonder how we ever managed to find them, plus we expose all those tasty 100 percent complete secrets.

LEVEL GUIDE – PART 1

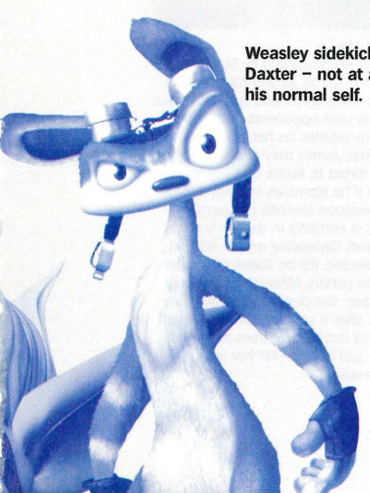
next sentinel, so follow it and chase it again. Once this last seagull flies off, a cut-scene will show the seagulls taking refuge on the cliff-top, causing a rock slide. As the rocks tumble down onto the beach, a Power Cell will be revealed. Pick it up.

'Launch up to the cannon tower'
This objective can only be completed once you have activated the Blue Eco vent switch in the Forbidden Jungle. Use the vent to charge yourself up, then jump on the Blue Eco pads to launch yourself over to the next set of pedestals, then finally over to the cannon tower. Defeat the lurker, erm, lurking there and the Power Cell will be released. Now use the cannon to destroy the strengthened boxes on the beach and on the two pedestals you just jumped on.

'Explore the beach'
This is an easy Power Cell to obtain because you simply have to walk along the beach until you see this little gem situated in an alcove.

'Climb the sentinel'
While exploring the beach, you'll notice three sentinels – large stone structures – at the far end. One houses a scout fly crate and the other some Precursor Orbs, but the one in the middle has a Power Cell at the top of the steps.

'Free seven scout flies'
Once again, intense searching is required to find the seven scout fly crates, but in case you're having difficulty spotting them, here are the locations: (1) On the sands near the start of the level. (2) On the cliff next to the eco harvesters. (3) On the beach near the pelican's nest. (4) On top of the first sentinel (drop down behind this sentinel to find some concealed Precursor Orbs). (5) On the platforms leading up to the Flut Flut egg. (6) On a bridged platform just next to where the Flut Flut egg falls. (7) When the Blue Eco vents have been activated in the Forbidden Jungle, charge up using the blue vent you used to get to the cannon tower and use the Blue Eco pad to launch yourself back away from the beach. You should aim to land on a high platform near the windmill.



Weasley sidekick Daxter – not at all his normal self.

LEVEL 4: FORBIDDEN JUNGLE

■ **Power Cells: 8**
■ **Precursor Orbs: 150**

To enter this perilous woodland, go through the gap in the rock face just beyond the farmer's house and scale the platforms to the rope bridge. Things start to get harder now as some of the Power Cell tasks get tougher and more formidable enemies enter the fray. This level is split into three separate sections, which are intertwined by rope bridges. To avoid getting lost, we recommend you thoroughly search each section for Precursor Orbs before moving onto the next.

'Connect the eco beams'
When you cross the first rope bridge into the jungle, proceed straight through the snake-infested woods and use the platforms to get to the other side of the river. Now veer off to the left and you'll stumble across a machine that is locking the eco beams. Jump on top of this machine and attack the mechanism at the end to release the beams. Now drop down and go to the mast directly behind the machine. Use the ◎ button to activate the periscope and follow the arrow on the viewfinder to line it up with the next beam. You must now work your way through the jungle finding the various masts and connecting the beams. If in doubt, just look to the skies with your binoculars and locate the next mast by following the eco beams.

'Get to the top of the temple'
When you get over the third rope bridge, walk onto the Blue Eco vent to become charged up. This in turn will trigger the Precursor bridge to the temple, so cross over it and into the ancient structure. Now use the various platforms and trampolines to scale the tower and when you get to the top, a Power Cell awaits. When you have taken it, hit the blue switch to be lowered into the centre of the tower.

'Find the blue vent switch'
Once down in the centre of the tower, you'll see two locked doors and a ledge. Jump up on the ledge and use the platforms to get around into the eco generator room. Take the Power Cell from on top of the generator and this in turn will unlock Blue Eco vents across the land (so you have a means of obtaining various Orbs and Power Cells that were previously inaccessible). With the Blue Eco vents uncovered, navigate your way back to the main tower hub and through the previously locked doors – but make sure you bounce on the Blue Eco pad up on the ledge you just jumped up to in order to obtain some hidden Precursor Orbs in the towers.

'Defeat the Dark Eco plant'
Through the other door in the central tower hub will be a platformed passage leading to the Dark Eco plant – the first big boss character. To defeat this thistly foe, you must spin attack the various smaller weevil beasts it spews out, then avoid its lunge. When it has lunged, the plant will retreat back into its petals and two leaves will form platforms. Jump on these two platforms, then punch the petals. This will hurt the plant, causing it to drop you. Repeat the process three times and the plant will die. When the plant has been felled, it will release the Power Cell. Before you leave, if you are going for the 100 per cent completion, there is one final task you'll need to perform. By jumping on the flattened plant's head five times you'll release five extra Precursor Orbs, which you'll need to complete the game fully, so don't miss them! Now the plant is dead, you'll notice all those annoying tentacles you couldn't kill out in the jungle have all withered.

'Catch 200 pounds of fish'
Go and speak to the fisherman in the canyon and he'll invite you to catch 200 pounds of fish in his net, which leads to a fun little sub-game. By moving the net left and right, you must scoop up vast quantities of 1lb and 5lb fish. However, you can't net any Dark Eco eels or you'll poison the entire catch and must start again from scratch. And if you miss 20lbs, the irate fisherman will take his net back. When you have netted 200lbs of fish, which isn't particularly hard, the fisherman will present you with a Power Cell and invite you to borrow his boat in Sandover Village to get to Misty Island.

'Follow the canyon to the sea'
When you get to the third rope bridge, drop down into the canyon, then follow the stream out to the sea. This will lead you to a hidden Power Cell out on a small island, as well as a collection of hidden Precursor Orbs.

'Open the locked temple door'
From the canyon, power up using the three Blue Eco charges situated near the mouth of the sea and use them to jump up on the Blue Eco pad. When you land on the level above (where the machine you used to unblock the eco beams is situated), jump onto the temple slope to the right and follow this up to a secret door. If you are charged with Blue Eco, the door will open and you'll enter into a small chamber containing the Power Cell.

'Free seven scout flies'
The locations get ever more diverse, so keep those peepers peeled! (1) Jump up the series of small pedestal platforms on the right just after you cross the first rope bridge. (2) Next to the machine you used to unlock the eco beam. (3) Negotiate the small pedestal platforms shortly after the second rope bridge. (4) Use the trampoline in the first room of the tower to launch yourself up to the secret outside ledge. (5) Use the Blue Eco platforms to get to the middle section of the tower. (6) Drop down into the canyon from the third rope bridge. (7) Follow the canyon out to the sea.

LEVEL 5: MISTY ISLAND

■ **Power Cells: 8**
■ **Precursor Orbs: 150**

When you've caught 200lbs of fish for the fisherman in the Forbidden Jungle, you'll be able to utilise his boat back at the village. Take it to Misty Island and you'll emerge at the scene where this whole nightmare began – the Dark Eco pool. This island is filled with perilous platforms and vile lurkers, and some take several hits to kill. It'll also introduce you to some new eco and a rather nifty new mode of transport – the zoomer!

'Catch the sculptor's muse'
You will see this annoying creature shortly after arriving on the island but, timid as it is, it'll make a break for it as soon as it spots you. Your aim is to chase this pesky squirrel across the hazardous terrain, but it tends to stick to the same course so you can easily head it off with experience and snare it relatively easily. A good tip for beginners is to make sure you clear the muse's route of enemies before chasing it proper as you'll have a much clearer run. When you catch the muse, tuck it safely in your back-pack until you get a chance to take it back to the sculptor at Sandover Village for your prize.

'Climb the lurker ship'
Make your way around the outside of the island until you come to a wooden walkway leading to the lurker ship. Once on the deck of the ship, use the various platforms to get onto the top of the cabin and the Power Cell is there for the taking.

'Stop the cannon'
From the top of the lurker ship, follow the wooden walkway upwards, but watch out for the falling logs – the pattern is two rolling logs (which can be jumped) followed by one bouncing log (which can be ducked under). When you get to the top, kill the beast operating the cannon and the Power Cell will be yours.

'Return to the Dark Eco pool'
From the lurker cannon, jump over the railing and drop down into the Dark Eco pool area – which looks like a large coliseum. When you enter into this area, you'll be ambushed by lurkers so use your spin attacks to thwart them and collect any Red Eco they drop to boost your attack power. When all the lurkers have been defeated, a set of steps will be raised that will enable you to get to the Power Cell. And just in case your were wondering, Jak doesn't turn into a rodent if he falls into the Dark Eco!

'Destroy the balloon lurkers'
Just before the wooden walkway leading to the lurker ship, drop down onto the small platform and take control of the zoomer. With this high-powered beast, you can collect all the Precursor Orbs scattered throughout the water and also shred the balloon lurkers when they hover close to the water. When all of them have been destroyed, the Power Cell will appear in the lower section of the ship, so drive inside and collect it.

'Use zoomer to reach power cell'
Utilising the zoomer once again, head towards the ramped structure in the corner of the water pool, then proceed up the first ramp. Veer right when at the top and follow the wooden walkway around. Just around the bend, veer left, then put your foot down. When you near the lip of the ramp, press R1 to vault off of the end and you should pick up the Power Cell as you drop back down into the water.

'Use Blue Eco to reach power cell'
Outside the Dark Eco pool area is a set of platforms inhabited by foul lurkers. Some of these platforms have flashing Blue Eco charges on and one has a Red Eco charge. Before you do anything, clear these platforms of lurkers and make your way back to the first platform with a Blue Eco charge on (this platform also has a large bone poking out of it). From here, pick up the Blue Eco charge and jump straight across to the next platform to get the second. Now drop down to the platform below and pick up the third eco charge. Follow the platforms around clockwise until you come to a concealed Blue Eco platform behind a rock. If you have enough charge left, this pad will become active and you'll be able to use it to get to the Power Cell. It may take a bit of practice to get right, though.

'Free seven scout flies'
(1) Use the see-saw to catapult you up to the high platform on the muse's route. (2) On a ledge near the back door to the Dark Eco pool. (3) On the deck of the lurker ship. (4) Halfway up the perilous log walkway from the ship on the way to the lurker cannon. (5) Outside the Dark Eco arena, negotiate the platforms to find a secret passage through the rock face leading to a ledge. (6) From the secret passage through the rock face, jump onto the higher platform and cross the collapsing platforms to reach the crate. (7) When on the zoomer, negotiate the ramped structure.

LEVEL 6: FIRE CANYON

■ **Power Cells: 2**
■ **Precursor Orbs: 50**

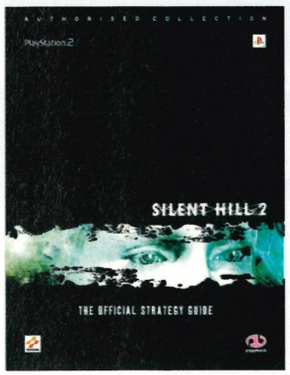
A rather short level this, but no less hazardous. You can reach the Fire Canyon by climbing the platforms behind the farmer's house, but to use the zoomer, Keira asks for 20 Power Cells. By completing all of your previous objectives, you should have no trouble meeting this requirement.

'Reach the end of fire canyon'
You will need to travel quickly because your zoomer can only withstand so much intense heat. To buy yourself some time, hit the big blue balloons to lower the temperature gauge slightly and pass over the Blue Eco vents to boost your speed. You will be presented with the Power Cell when you get to the end of the canyon.

'Free seven scout flies'
As you're moving quickly, these suckers aren't easy to spot, but here goes... (1) In between two rocks close to the start. (2) Just beyond the second batch of Dark Eco crates. (3) Along the narrow path. (4) On a small island surrounded by lava. (5) Just before the Blue Eco vent. (6) Just around the right-hand

SILENT HILL 2

Scared stupid? Struck dumb with terror? Take a seat, a deep breath and comfort in our edifying lowdown on the horribly good *Silent Hill 2*. From life-saving tips to the secret lives of ordinary items, you need this.



☐BROUGHT TO YOU IN ASSOCIATION WITH *THE SILENT HILL 2 OFFICIAL STRATEGY GUIDE*. PUBLISHED BY PIGGYBACK AND AVAILABLE IN THE SHOPS FOR £10.99.

The Silent Hill 2 Official Strategy Guide offers 164 full-colour pages with a complete step-by-step walkthrough and the solutions to all puzzles for all four difficulty levels. Which of the five story endings you experience is dependent on 29 different factors, all of which are detailed in this book.

**To sample the guide you can download 12 free pages at www.authorisedcollection.com.*

piggyback

WEAPONS

James Sunderland is neither a superhero nor a special agent. It is the search for his wife that brings him to Silent Hill, where he finds himself completely unprepared for the brooding menace confronting him. The number of defensive weapons that you will find increases as the game progresses.

	WEAPON	LOCATION	DESCRIPTION
	Wooden plank	At the end of the Vachss Road	Light battering weapon with a limited range and limited power
	Steel pipe	Texxon Gas petrol station	Battering weapon with a fairly large range and medium power
	Great knife	In the labyrinth beneath the Prison	Powerful battering weapon with a large range Its weight means that it is a slow weapon to use
	Handgun	Woodside Apartment, Room 301	Light handgun. Not very effective, but has a high rate of fire. The magazine holds 10 bullets
	Shotgun	Brookhaven Hospital, Women's Locker Room	A very effective weapon at close range. Low rate of fire. The magazine holds six bullets
	Hunting rifle	Prison, armoury	Rifle with a high penetrative force but a very low rate of fire. The magazine holds four bullets

KEYS

Whenever you find a key, take a look at the inventory. It will often tell you where to use it. The reverse situation is a little trickier: you may find yourself faced by a locked door, chest or trunk – and no sign of the key in question. A glance at the following table should help you unlock the mystery. Incidentally, each key is only used once, and is then automatically deleted from the inventory.

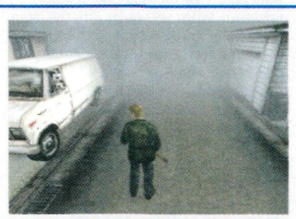
KEY	LOCATION	USE
Apartment gate key	At the northern end of Martin Street	Katz Street, gate to Woodside Apartment
Apartment stairway key	Blue Creek Apartment, Room 208	Blue Creek Apartment, northern stairwell
Bar key	Lakeview Hotel, Boiler Room	Lakeview Hotel, Bar
Basement storeroom key	'Alternate' Brookhaven Hospital, Room M 6	'Alternate' Brookhaven Hospital basement
Clock key	Woodside Apartment, Room 202	Woodside Apartment, clock in Room 208
Courtyard key	Woodside Apartment, Room 307	Woodside Apartment, SW staircase, 1st floor
Elevator key	Brookhaven Hospital, shower room on the third floor	Brookhaven Hospital, Elevator opposite Room S 8
Employee elevator key	Lakeview Hotel, Room 204	Lakeview Hotel, room to the north of the Store room on the 2nd floor
Examination room key	Brookhaven Hospital, men's locker room	Brookhaven Hospital Examination room on the 1st floor
Fire escape key	Woodside Apartment, on the third floor to the east	Woodside Apartment, Fire escape on the 2nd floor of the floor grating
'Fish' key	Lakeview Hotel, restaurant	Lakeview Hotel, suitcase in the Cloak Room
Hospital lobby key	'Alternate' Brookhaven Hospital, director's room	'Alternate' Brookhaven Hospital, Lobby
Hotel stairway key	Lakeview Hotel, lobby in the music box	Lakeview Hotel, stairway to 3rd floor hall
Key of the Persecuted	In the labyrinth beneath the Prison, execution room	In the labyrinth beneath the Prison, at the handcuffs
Key to Room 204	Lakeview Hotel, cloak room	Lakeview Hotel, Room 204
Key to Room 312	Lakeview Hotel, reception	Lakeview Hotel, Room 312
Key to Room 202	Woodside Apartment, Room 208	Woodside Apartment, Room 202
'Lapis Eye' key	Brookhaven Hospital, Room M 2	Brookhaven Hospital, Room S 14
Lyne house key	Blue Creek Apartment, Room 105	Blue Creek Apartment, Room 209
Old bronze key	'Alternate' Silent Hill, Rosewater Park	'Alternate' Silent Hill Historical Society
'Purple Bull' key	Brookhaven Hospital, document room	Brookhaven Hospital, Room S 14
Roof key	Brookhaven Hospital, Room S 3	Brookhaven Hospital, roof floor
Spiral-writing key	In the basement of the Historical Society	In the basement of the Historical Society

TIPS

Before you venture into the cloying mist, commit these tips to memory.

Quiet as the grave
As we said, your enemies will respond to sounds – for example, James' footsteps. And since the radio also emits noise, it's impossible to make your way without attracting some degree of attention. When playing the game for the first or second time you'll find the radio pretty useful, but once you've gathered some experience and have progressed to Hard mode, your best bet is to leave it off and remain undetected.

Hear ye!
Pay attention to the noises around you. Once you've had some practice, you'll know when danger is approaching. You'll also be able to tell what kind of enemy is about to make his presence felt.

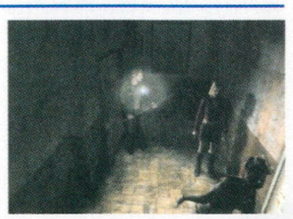


Use your head
Keep an eye on James' head movements – they indicate the presence of enemies as well as items. For example, if James appears to be focussing on a parked car, and there's no item lying next to it, you can be pretty sure that something nasty is lurking beneath the vehicle.

On high alert!
If you open a door, you should be prepared for a welcoming committee on the other side. Have a weapon ready, and press the ⊗ button as soon as possible so that you can react quickly in an emergency.

Fleeing
Attack is proverbially the best form of defence, but that does not necessarily apply to *Silent Hill 2*. There's no need to engage your enemies at every opportunity. With a little practice, you'll be able to gauge your opponents' behaviour, and you'll soon realise that flight may be the best course of action.

Beware!
Take care never to be encircled by several opponents. Your best bet is to avoid any attack which will leave your rear exposed to another villainous creature. It's always a good idea to follow this advice, especially in narrow corridors or constricted areas. Your best bet is to try running past one of the monsters and then turning around – only then should you draw your weapon.



Protect Maria
James is accompanied by Maria for part of the game, so you must ensure that his companion also survives. Make sure that your opponents don't inflict too many injuries on her. And remember, James may also unwittingly pose a threat to Maria. She's safe enough if he stumbles into her with a drawn weapon (despite her reaction) but she is certainly in danger from blows and, depending on the difficulty level selected, it'll be Game Over after a certain period. Although you cannot heal Maria, she does recover from her injuries after a set time. But be careful, Maria will not recover from weapon shots – just one will kill her instantly on all levels.

A SURVIVAL GUIDE

James wishes he'd read our guide first.

ITEMS

It's not only keys that may prove useful. You'll often find that seemingly ordinary objects can have a quite extraordinary effect. Sometimes you'll need to combine several objects in your inventory in order to achieve your aims. Each item can only be used once, vanishing as soon as it has been correctly employed.

ITEM	LOCATION	USE
Bent needle	Brookhaven Hospital, women's locker room	Brookhaven Hospital, Shower room on the 3rd floor
Canned juice	Woodside Apartment, in front of 107	At the trash chute on the 2nd floor of Woodside Apartment
Can opener	Lakeview Hotel, office	Lakeview Hotel, Kitchen
'Cinderella' music box	Lakeview Hotel, 202	At the music box in the Lobby of the Lakeview Hotel
Coin Old Man	Outside the Woodside Apartment in the garbage	Blue Creek Apartment, Room 105
Coin Prisoner	Blue Creek Apartment, 109	Blue Creek Apartment, Room 105
Coin Snake	Woodside Apartment, courtyard	Blue Creek Apartment, Room 105
Copper ring	'Alternate' Brookhaven Hospital, basements	'Alternate' Brookhaven Hospital, at the painting of woman on the third floor basement
Dry cell battery	'Alternate' Brookhaven Hospital, M6	In the basement of the Historical Society
Horseshoe	Prison, at the door to the prison yard	At the trapdoor to the prison basement
Lead ring	'Alternate' Brookhaven Hospital, day room on the second floor	'Alternate' Brookhaven Hospital, at the painting of a woman on the third floor
Light bulb	Lakeview Hotel, kitchen	At the trapdoor to the prison basement
Lighter	Prison, in one of the visiting rooms	At the trapdoor to the prison basement
'Little Mermaid' music box	In the garden of the Lakeview Hotel	At the music box in the lobby of the Lakeview Hotel
Piece of hair	Brookhaven Hospital, S 14	Brookhaven Hospital, shower room on the third floor
Rust-coloured egg	'Alternate' Lakeview Hotel,	'Alternate' Lakeview Hotel, exit from the lobby
Scarlet egg	'Alternate' Lakeview Hotel, lobby	'Alternate' Lakeview Hotel, exit from the lobby
'Snow White' music box	Lakeview Hotel, pantry	At the music box in the lobby of the Lakeview Hotel
Table of 'Gluttonous Pig'	Prison, dining room	At the scaffold, in the prison yard
Tablet of 'The Oppressor'	Prison, in the northern cell block	At the scaffold in the prison yard
Tablet of 'The Seductress'	Prison, in the cell block shower	At the scaffold in the prison yard
Thinner	Lakeview Hotel, in the elevator in the basement	Lakeview Hotel, Room 202
Videotape	Lakeview Hotel, office	Lakeview Hotel, Room 312
Wax doll	Prison, in the southern cell block	At the trapdoor to the prison basement
Wire cutter	In the labyrinth beneath the prison, in the room with the stone head	At the point where wires block the passage in the labyrinth beneath the prison
Wrench	'Alternate' Silent Hill, in front of a house in Lindsey Street to the north of Gonzale's Restaurant	'Alternate' Silent Hill, Rosewater Park

EQUIPMENT

You'll find numerous health items and ammunition boxes waiting for you in *Silent Hill* – some can be found in buildings, while others are lying on the street. While Health Drinks and Handgun Bullets are very common, Ampoules and Shotgun Shells are few and far between, and only appear once you are well into the game. So take care to save your rarer finds for emergencies. Incidentally, don't be surprised if you find shells or bullets that you don't yet have any use for... just hold onto them until the relevant weapons appear. After playing the game for a few minutes, you'll automatically gain possession of the radio, and a little later you'll also stumble across a flashlight.

EQUIPMENT	LOCATION	DESCRIPTION
Flashlight	Woodside Apartment, Room 205	Needed in order to pick up or use items in dark rooms
Radio	At the end of the Vachss Road	The hum of static indicates that monsters are lurking nearby

MAPS

It's easy to lose your way in the dense mist swirling around Silent Hill, and in the town's dark and gloomy buildings. You'll soon find that the maps are essential survival tools – in fact, unless you consult the map of Silent Hill you won't even be able to get out of the parking lot right at the start of the game. And remember, whenever you enter a new building you'll generally (but not always) find the vital map near the entrance.

MAP	LOCATION
Map of Silent Hill	Observation Deck, in the car
Map of apartment building	Woodside Apartment, SW staircase, 1st floor
Map of west apartment wing	Blue Creek Apartment, western stairwell, 2nd floor
Map of hospital	Brookhaven Hospital, lobby
Map of prison	Prison, in the western aisle of the cell block
Map of hotel for guests	Lakeview Hotel, in the entrance area
Map of hotel for employees	Lakeview Hotel, in front of the employee elevator on the 1st floor

HEALTH

Once James has been injured by the awful creatures wandering through the town, you'll need Health Drinks, First-Aid Kits or Ampoules to restore him to full health. You can use these during the game by pressing the right analog stick (R3 button), or you can go to the inventory. If you choose the latter method, take care to ensure that you select the correct cure – keep an eye on the Status display.

As long as James is in perfect health, the Status display will show a flicker-free green image of the game environment. The picture changes once he's taken a few knocks. As your hero's health deteriorates, you'll see increasing amounts of interference. When James is in mortal danger, the colour changes from green to red.

If the Status display has only dropped one level (in other words, the display is merely flickering slightly), all you need to do is administer a Health Drink. A First-Aid Kit would be too much of a good thing, while Ampoules should be carefully hoarded for those emergencies when James is about to breathe his last.

Sensitive fingers will enable you to detect injuries without consulting your inventory. The worse James' health becomes, the more heavily your controller will vibrate – the vibration is reminiscent of a rapid and irregular pulse. However, you'll find that this method is not foolproof in the heat of battle, since the recoil of a discharged firearm may also generate vibrations. James' exhaustion is apparent on screen – you'll see his shoulders drooping and hear him gasping for breath. But watch out – he may also be gasping for breath after running for a while, so it may be worth taking a look at the inventory to see precisely how your hero is faring.

DEVIL MAY CRY

The final missions in Capcom's slick gothic shooter see hero Dante bring down his nocturnal brethren – and vanquish his father's newly risen enemy, the evil Mundus.

MISSION 8

Blue Orb fragment locations

- On a ledge above the horse statue where you find the Trident.
- In the right pool when you cross the barricade.

There is time to have a breather between missions seven and eight because this mission will only begin once you jump between the ledges over the great hall and exit through the door at the end. So use this time wisely to backtrack and collect any items you've missed, or slaughter a few enemies to bolster your Red Orb collection. Your mission eight time will not be calculated during this period.

Once you have jumped over the gap in the great hall and gone through the door, mission eight will begin proper. In this new room, take the large Red Orbs – use the Time Statue if you wish – then jump up to the ledges and exit via the door directly above the one you entered through.

You will emerge in a large open space. If you try to leave through the gap in the wall you'll be stopped by a barricade and Phantom will return once again. End this creature's life once and for all, but be warned that it has learnt a new move – it'll shoot fireballs up into the air, which will then rain down on you. The best method of defeating Phantom is to stand on the glass dome in the centre of the area and lure the creature to jump on you. When it lands on the glass, it will slowly break. Repeat this five times and the vile beast will crash through the dome and be impaled on a spike down below – exactly as it would if you were to defeat it the hard way.

When Phantom is no more, make your way past the barricade and pick up the **TRIDENT**. If you jump onto the right pedestal, some red robs will appear from nowhere. If you jump onto the ledge above the horse statues, you acquire a Blue Orb fragment. Exit the area by dropping through the gap between the statues. In this new room, attack the glowing object with your sword to activate the lever mechanism. Then take the **GRENADE GUN** from the corpse and drop down through the trapdoor at the back.

You will emerge in the three-holed mechanism room back at the start of the game, but this can now be activated by using the **TRIDENT**. Jump over the raised barricade that is now slowly descending, out of the door, down the stairs and through the next door to the room below the three-holed mechanism. If you're fast enough then you'll be able to get through the gate before the barricade is lowered. Now take the Blue Orb fragment from the right water pool and exit through the new door to complete the level.

MISSION 9

Blue Orb fragment locations

- To your right at the entrance to the courtyard. Hit the tombstone repeatedly to uncover it.

You will begin the level out in the open with a long bridge to cross. When you get over to the other side, the bridge will be raised, cutting you off from the castle. In this stone-cobbled area after the bridge you can gain extra Red Orbs by jumping on the flat-topped pillars and a **DEVIL STAR**, which is to be found behind the central tombstone.

When you've finished exploring, go down the steps into the garden. A cut-scene will roll, introducing you to a new breed of enemy. Kill these without haste using familiar sword-juggling and techniques interspersed with **GRENADE GUN** fire.

Once the three enemies have been killed, there are lots of items to pick up in this courtyard. From your starting point, there are three locked doors – one with a red emblem, one with a blue emblem and a central one that requires two spears to unlock. There's also a highlighted path leading off straight ahead. Under a tombstone down a small path to your right you'll find a Blue Orb fragment – simply hack at it with your sword to obtain it. Opposite the two-spear door, there's another locked door with some **HOLY WATER** sitting above it. Finally, there are some Red, Yellow and Green Orbs to collect in this area.

Now go through the arch along the highlighted path and you'll wind up in another spacious courtyard. Pick up the Yellow Orb and **DEVIL STAR** on the opposite end of the second level and hit the dial on the wall to activate some moving platforms. Navigate these platforms and work your way up to the floating pedestal in the centre of the courtyard. Pick up **IFRIT** from the pedestal and watch the cut-scene. With the **IFRIT** gauntlet equipped, Dante can now perform some sexy new moves. Now head back to the first courtyard and prepare to encounter another boss...

Defeating Griffon

This squawking bird isn't half as tough as it likes to think it is and by carefully observing its attacks you'll soon spot opportunities to attack. Throughout this battle arena, there'll be strategically placed red platforms which can be jumped on to get a better attacking position – but you won't need these. Instead, equip your handguns and then go about blasting the bird. Activate your Devil Trigger to enhance your shots and take care to doge Griffon's attack by simply jumping out of the way. When your Devil Trigger gauge is empty, just keep unleashing those shells into the feathered freak until your devil gauge is filled again. Eventually the bird will flee, leaving some tasty Orbs behind.

When Griffon has been defeated, follow the new highlighted path to the door in the corner and punch the right-hand torch with **IFRIT** to ignite it and open the door. You will emerge in a misty woodland. Jump onto the tree stump in the centre for some hidden Red Orbs. You'll also find some more Red Orbs and some **HOLY WATER** on a concealed ledge along the right-hand wall and a Yellow Orb on a ledge near the door. When you attempt to go through the door, you'll be faced with loads more Marionettes and a new type of adversary. Plough through the lot of them to break the seal and exit through the door.

This next area is also brimming with foes and there is a collection of Red and Yellow Orbs scattered about the place as well as a **DEVIL STAR** on a ledge. The door at the far end requires 200 Orbs to unlock. Simply open it to complete this rather long level.

MISSION 10

Blue Orb fragment locations

- None

This is a simple mission to complete and can be done in no time at all. You will walk into a valley that has two paths leading off. Defeat all the enemies in this area and then read the tombstone. Doing so will reveal a ball of light which you need to follow up the respective path in order to get out of Maze Valley. As you reach new screens, the light gets swallowed by certain enemies, so you'll need to kill them in order to free it and continue your journey. If you take the wrong path then you'll be warped back to the start and must try again.

When the light has guided you through the valley, you'll emerge in a new area where you must fight Cyclops beasts. Once you have defeated them the next door will open, so collect the green orbs and take the **HOLY WATER** from this area and then exit through the door to complete the mission.

MISSION 11

Blue Orb fragment locations

- Inside the area to your left of the starting position.
- Defeat all of the Blades inside the well.

You begin this mission with another hairy boss confrontation, this time with Death Scythes. The way to attack it is with blows to the head, preferably with your Devil Trigger activated. Keep moving to avoid its attacks and then strike quickly before it has a chance to retaliate. Keep repeating this process until it dies. Now collect all the various Orbs scattered around (including a Blue Orb fragment), then jump into the well, just in front of the tree.

Inside the well lurk Blade enemies. Defeat them all and a Blue Orb fragment will be your prize. Jump out of the other hole and you'll emerge outside in an area leading up to the **SIGN OF CHASTITY**. Pick it up, go back through the well and then exit via the door behind the tree.

Now place the **SIGN OF CHASTITY** onto the pedestal in front of you and you'll be awarded the **CHALICE**. But before you can do anything else, Nero Angelo crops up again. Defeat him in the same manner as you did previously and replenish your health using the Green Orbs below the **CHALICE** pavilion.

Now head for the cave directly in front of the **CHALICE** pavilion. Place the **CHALICE** onto the Knight pedestal and the door directly below your current location will be opened. Enter this new door to complete the mission.

MISSION 12

Blue Orb fragment locations

- Use the stinger move on the highest point of the front mask to drift over to the bow of the ship.

When you begin this mission, break open the Red Orb statue and then jump into the water (you'll be informed of the alternate underwater controls at the start of the mission. Swim into the wrecked ship, dodge the enemies and climb inside. Up the stairs will be the underwater **NEEDLE GUN**, along with a **DEVIL STAR**. Head up to the deck and collect all the Red Orbs up the masts. Climb up to the highest platform on the front mast and then use your Air Raid move to float over the bow of the ship – a Blue Orb fragment will drop down from the sky.

Head towards the door to the captain's cabin and a Death Scythe will appear, which you'll need to kill before you can enter. When the enemy is defeated, try entering the door again and the ship will start to move.

Now brace yourself because Griffon is back and you'll have to beat it on the deck. Use the same techniques as before to beat the bird and when it is defeated, the door to the cabin will finally be unlocked. Simply enter inside to complete the mission.

MISSION 13

Blue Orb fragment locations

- In the area below the door which leads to the deck of the ship.

You start the mission in the captain's cabin. Take the **STAFF OF HERMES** and the ship will start to shake and sink, meaning you'll have to swim your way out. Exit the cabin via the small vent in front of the Time Statue and go back down to the level below the deck. This area is now filled with water and there are a few enemies to kill. Once you clear them, enter the area below the staircase where you'll find a Blue Orb fragment bobbing around. Go back up to the previous room and then go through the exit at the other end. Now escape the ship via the hole in the hull to complete the mission.

MISSION 14

Blue Orb fragment locations

- In the right pool of water after you exit the ship.
- On the cliff to your right after you exit the elevator.
- To the right of the far end of the bridge.

You'll start submerged in water, so swim to the surface, climb out of the pool you're in and jump into the one on the right to receive a Blue Orb fragment. Proceed to the rock canyon and in a little alcove along the path you'll find some **HOLY WATER** in a chest. By going through the next door, you'll start the mission proper.

There's a spiked wall facing you and lots of spike holes in the floor. Head to the other end of the circular room and take the **EMBLEM SHIELD** from the skeleton. The circular room will start to rotate and spikes will shoot up through the ground. A metal grate that was previously blocking your way will now be raised so you can get out and head towards the elevator.

When you emerge, there are several items to pick up. There's a Blue Orb fragment on the ledge to the upper right, as well as a Yellow Orb and plenty of Red Orbs scattered around.

In the next area, there's a number of enemies to kill and a small cave containing a Red Orb statue under your starting position. Also, when you cross the bridge there is a Blue Orb fragment on the lower-right ledge. To exit this area, it'll cost you 200 Red Orbs.

In the next area, there's a **DEVIL STAR** to be picked up and another door that asks for 100 Red Orbs – but don't worry, you'll get them all back shortly!

MISSION 15

Blue Orb fragment locations

- Behind the destructible wall in the blue-shielded area.
- Jump under the platform holding the **NIGHTMARE BETA** in the red-shielded area.
- Get to the highest point in the colosseum.

You begin this mission back in the courtyard you started off in. There will be some enemies to kill here, so do that quickly because you have a decision to make very shortly! You'll notice that there's a highlighted path leading to a set of double doors, but these can't be opened right now. Instead, you can opt to enter one of the shield-guarded doors. The choice is yours, but the items you need will appear behind either door. This walkthrough takes you through the blue door first.

Go through the blue-shielded door and pick up the **LUMINITE** at the end of the room. Then go down the steps and smash open the breakable door – inside here you'll find numerous Orbs, including a Blue Orb fragment and **HOLY WATER**. Then go through the other door and you'll emerge in another circular corridor with spikes in the walls. Navigate past these spikes and go up the steps in the middle of the path and up into a room containing several Red Orbs and a platform for recharging your devil gauge.

Proceed to the end of the spiked corridor and out onto the ledge. You should be able to see a small platform just around the corner, but don't bother with this – simply perform your Air Raid move and drift across to the far platform to pick up the **PAIR OF LANCES**. Now exit via the way you came, remembering to recharge your Devil Trigger on the way out.

Back in the courtyard, go through the red-shielded door. Inside is a layout that mirrors the blue-shielded room, except you must smash dials on the wall to lower platforms that'll lead you to the **NIGHTMARE BETA** weapon. Now drop down to the ground and fight the creatures you're faced with. By double-jumping underneath the platform where the **NIGHTMARE BETA** was, you'll be awarded a Blue Orb fragment.

Exit the red-shielded room and then use the **PAIR OF LANCES** on the set of double doors in the courtyard. You will now be in the colosseum so search it for various Orbs, including a Blue Orb fragment. You will trigger the next part of your mission by walking onto the large illuminated circle on the ground. At this point you will have to face Griffon again, but the same techniques as before still work perfectly well for killing him.

When he is defeated, another cut-scene will roll and you'll watch Mundus torch the worthless bird. After a brief conversation with Trish, a new platform will appear in the column that skewered Griffon – jump onto it and take the **WHEEL OF DESTINY** from the room below to complete the mission.

MISSION 16

Blue Orb fragment locations

- To the right of the staircase in the great hall.
- Jump off the head of the horse statue in the great hall.
- Jump under the head statue at the end of the long corridor (next to the Time Statue room).
- Next to the bed in the right picture.

Starting off where you finished the last mission, go back to the elevator and pick up the Blue Orb fragment as you go. Now go back out of the colosseum, through the courtyard and through the highlighted door. This will take you back up to the bridge, so use the **WHEEL OF DESTINY** to lower the bridge and proceed back to the castle.

The inside of the castle has changed dramatically since you left. In the great hall, the statue has been replaced by a large symbol wall, which must be struck repeatedly to unleash a new enemy – Plasma. Kill it to unlock the other door, take the two Blue Orb fragments from the great hall and go through the recently unlocked door.

Head back to that long corridor

MISSION GUIDE – PART 2

The devil to pay: demon warrior Dante puts an end to a 2,000-year-old family feud.

and jump onto the face statue to gain a Blue Orb fragment, then smash the suits of armour to reveal extra Red Orbs before exiting via the door to the cathedral (where you originally fought Phantom). This room has changed somewhat as well. There are now four dials on the wall, four strange lights on the floor and a huge puddle. Unfortunately, you can't do anything here apart from examine the puddle (the door to the stone bridge is locked for now). Get ready for a particularly nasty boss battle.

Defeating Nightmare

This thing is an odd-looking demon that looks like something out of '50s horror flick *The Blob* and will attack with projectiles and slicing attacks. Your best bet is to change into a demon and then attack relentlessly head-on. After a barrage of heavy blows, it will reveal its core, which you must attack with all your might. You can use the dials on the walls to make Nightmare more solid, thus making it easier to kill but always run and jump for cover when you see the mass limbering up for one of its many attacks.

An alternate way of defeating Nightmare involves being engulfed by the beast. If you get close, it will suck you into its foul belly and you'll have to fight two enemies. The first is a set of skulls, followed by a huge spider. Use your most powerful weapons to kill them, then when you emerge from Nightmare's belly, a large proportion of its energy bar will have gone.

When Nightmare has been defeated, exit via the door leading out to the stone bridge. Proceed to the end of the bridge and use the **STAFF OF HERMES** on the object behind the stone tablet. If you refrained from taking the Red Orbs earlier, they will have upgraded to become 100-orb Red Orbs!

The two empty frames will now display parts of the castle, which you can't get to. Jump into the right picture and you'll emerge in the bedroom. Take the Blue Orb fragment next to the bed and the **UNTOUCHABLE** that is above it. Then go back through the portal and jump into the left picture to end the mission.

MISSION 17

Blue Orb fragment locations

- In the upper-right side of the bone dragon room.

You will begin the mission in the same tower where you acquired the first **RUSTY KEY**, although, like everything else around here, it's changed somewhat. Take the Red Orbs from the old room, then proceed further up the tower, as the rubble has now been vapourised. Enter the door at the top and you'll be in the room above the one you were just in. At the end of this room is another set of pictures – jump into the opened one on the left.

In the new area, the door will lock when you approach it, triggering the arrival of some new sub-bosses. These shouldn't pose too many problems for your heaviest artillery, so kill them all and enter the now-unlocked doors. You will emerge in a new wing where there are loads of smashable armour concealing Red Orbs. Ignore the first turn off and proceed through the doors at the end of the corridor.

You will now have to combat a bone dragon, so equip yourself with your **ALASTOR SWORD** and return the fireballs the creature spits at you. They aren't very harmful, but three successful returns and the dragon will be vanquished, unlocking a mirror next to the crank. Head over there and rotate the mirror using the L3 stick so that the reflection hits the mirror in the ceiling. Now collect the **QUICKSILVER** by jumping onto the rafter and working your way across on the blue strands at the upper section of the room.

Return back to the corridor, go down the turn off and use the **QUICKSILVER** on the door. In this next room, you will have to fight Nero Angelo again. Use all your **IFRIT** skills to defeat him and end the mission.

MISSION 18

Blue Orb fragment locations

- Inside the barrel in the third room where you start.
- Next to the dead-end staircase in the tower.
- At the end of the room to the left where you place the Egg.

This mission starts with gifts. First you'll acquire the **PERFECT AMULET**, then your Force Edge sword will be upgraded to the **SPARDA** sword (don't use this blade for now, though, because it renders your Devil Trigger useless). Take the portal back to the picture junction, then go through the now-open right picture. You will emerge in water, so the old controls apply. Explore the neighbouring cells to acquire numerous Red Orbs and a Blue Orb fragment and then leave via the exit.

You will now walk straight into a battle with the reapers, so blow them away to open the next door and you'll mysteriously emerge on dry land in a familiar place. Use the dial on the wall to fill the tower with water, then swim up until you hit the first ledge, where you'll acquire a Blue Orb piece. Continue upward until you reach the top of the tower (if the water subsides, simply hit the dial again). You will now come into possession of the **PHILOSOPHER'S EGG**. Take it and go down through the hole in the platforms, then keep going down until you land in a square. Go out of the doors and you'll be back at the garden.

Head toward the left door in the upper level and take the Red Orbs and Blue Orb fragment. Return to the garden and place the **PHILOSOPHER'S EGG** in the fire, where the lion statue used to sit. You will now have to face Nightmare again, which should take about as long as the EGG needs to cook, so defeat the enemy and claim your prize from the **EGG** – the **ELIXIR**. Mission complete.

MISSION 19

Blue Orb fragment locations

- Hang off the ledge next to the tower in mirror world.
- In the mirror world tower.

Enter the portal and you'll wind up back at the picture junction. No need to stay here so head back out to the broken bridge. Go to the pictures at the end and the **ELIXIR** will respond to the one on the right – so jump in. Head up and examine the mirror in the bedroom – the **ELIXIR** will now allow you to pass through it.

Welcome to mirror hell! This world is a mirror image of the real world, albeit slightly blurry. Head out of the door, jump down and collect the **PHILOSOPHER'S STONE**. You'll now meet a new type of enemy, so kill them all and unlock the next door. There are two Blue Orb fragments to be found here. You'll locate one by jumping off the ledge – the other's in the tower.

When you have returned to the real world, head back to the cathedral (where you first fought Phantom) and you'll be able to enter into another mirror world.

You'll see a large vortex in the centre of the room and a small hole at the end of the crossable vortex. Place the **PHILOSOPHER'S STONE** in that hole and the vortex will vanish, only to be replaced by an even bigger vortex. Jump inside to complete the mission.

MISSION 20

Blue Orb fragment locations

- None.

Starting off in the entrance to the underworld, double-jump into the opening and head down the long path to a fleshy wall. Strike this wall to reveal an entrance to the next room. In this Time Statue room, head to the fleshy wall behind the statue to begin the mission proper.

After a brief cut-scene, you'll have to fight Nightmare again. Defeat it using the same tactics as before and another, longer cut-scene will roll, after which the mission will be completed.

MISSION 21

Blue Orb fragment locations

- None.

You will begin in a Time Statue room with some **HOLY WATER** in it. Enter the only other door and you'll see the Final Gate, but it's locked. Jump around the stands until you come to a platform below the Final Gate, then smash the red crystal to loosen the bones in the circular room outside.

Head out there, go through the fleshy wall and then proceed to the next fleshy wall, killing everything along the way. This new area is filled with lava, so avoid that at all costs. Make your way across the platforms and hit the dial on the wall. When the platforms arise, jump on them until you come to another platform. Hit the crystal to reveal some Red Orbs, then jump up to the next level. Hit the dial on the wall and then jump on the platforms until you come to the next fleshy wall.

You will end up back in the Final Gate room, but much higher up. Jump across the huge gap and you'll come to another wall-mounted dial. Activate it and the blocks locking the Final Gate will be broken, allowing you to enter.

MISSION 22

Blue Orb fragment locations

- None.

Proceed through the great hall and a lengthy cut-scene will kick in – brace yourself for the final battle! Mundus is a tough nut to crack, so observe its attacks very carefully, take your time and inflict pain at your leisure. You will have to defeat both forms of Mundus to complete the mission.

MISSION 23

Blue Orb fragment locations

- None.

With a five-minute time limit, you've got to get the hell out of there! Run back out of the Final Gate, past the circular room then kill the two enemies to unlock the next door. Dash out to the passageway and back to mirror world. Head up to the moving platform and then jump out of the hole.

The second part of the mission takes place in the castle – the great hall, to be precise – so battle your way back there. Be warned, though, when you get to the airplane room, the floor will crumble and you'll end up in the pipe room – with Mundus!

Defeat Mundus using your powered-up handguns in conjunction with the Devil Trigger then make your final escape from the whole confounded rock in the place, shoot-'em-up style!□

WWF SMACKDOWN!: JUST BRING IT!

Step-by-step guides for unlocking a wealth of great extras (oh, and Fred Durst from Limp Bizkit!).

Unlock Fred Durst
Defeat 15 wrestlers in the ten minutes allowed for Slobber Knocker mode with The Undertaker to unlock the Limp Bizkit frontman as a playable character.

Unlock Michael Cole
Meet Michael Cole in Story mode. Accept his challenge, then defeat him to unlock him as a playable character.

Unlock a new SmackDown! arena
Defeat 18 wrestlers in Slobber Knocker mode within the ten minutes allowed with The Rock to unlock a new fighting arena.

Unlock extra modes
Follow the route to Wrestlemania, during which you will have a choice between three matches. Do this three times choosing a different match each time and win the match to unlock it once you finish the story. These new match modes are Last Man Standing, Street Fight and Ultimate Submission.

Unlock Jerry Lynn
1. Choose a character that doesn't hold a title.
2. Say to Vince that you do not want to form a tag team.
3. Talk trash on the microphone.
4. Say that you were "just messing."
5. Let the timer expire in Roaming.
6. Win the Battle Royal.
7. Let the timer expire in Roaming.
8. Win the Battle Royal.
9. Show up on stage.
10. Win the match and the match that follows.

Unlock Mick Foley
1. Choose a character that doesn't hold a title.
2. Say to Vince that you do not want to form a tag team.
3. Talk trash on the microphone.
4. Say that you want to "kick his ass."
5. Go to the parking lot to find Vince.
6. Win the match.
7. Show up on stage.
8. Win the match. Lose the match at Wrestlemania.
9. Win the Hell In A Cell match.

Unlock Rhyno
1. Choose a character that doesn't hold a title.
2. Say to Vince that you do not want to form a tag team.
3. Run down and attack.
4. Lose the match.
5. Stay backstage, then go to Earl Hebner – he will be near the vending machines in the lobby.
6. Tell him you are going after the Hard Core title.
7. Defeat Rhyno to unlock him.

Unlock Spike Dudley
1. Accept a tag team match.
2. Find anyone, then win the match.
3. Get your partner to find the third partner for a six-man tag.
4. Go to the corridor where the APA office is located (the door opposite vending machines in the lobby).
5. Help Spike, then win the tag table match.
6. Win the tag team title match and Spike Dudley will be unlocked.

Unlock Tajri
1. Choose a character that doesn't hold a title.
2. Say to Vince that you do not want to form a tag team.
3. Talk trash on the microphone.
4. Say that you were "just messing."
5. Go to Regal's office – to get there, go down the stairs on left, then go into the door on the left before the vending machines.
6. Say that you do not want the Euro title match.
7. Defeat Tajiri to unlock him.

Unlock the InsurreXtion arena
1. Choose a character that doesn't hold a title.
2. Say to Vince that you do not want to form a tag team.
3. Talk trash on the microphone.
4. Say that you were "just messing."
5. Talk to Earl Hebner and say "Hi Earl, how are you doing?"
6. He will take you to Regal.
7. Answer that you would rather have a European title match.
8. Win the match at InsurreXtion.
9. Win following match and the InsurreXtion arena will be unlocked.

Unlock the Wrestlemania X-7 arena
1. Choose a character that doesn't hold a title.
2. Say to Vince that you do not want to form a tag team.
3. Talk trash on the microphone.
4. Say that you want to "kick his ass."
5. Go to the parking lot to find Vince.
6. Win the match.
7. Show up on stage.
8. Win the match.
9. Win the match at Wrestlemania.

THEATRE MODE
When you win the WWF title at Wrestlemania, you will unlock five additional movies in Theatre mode. The complete set of which are:

1. *SmackDown!* commercial
2. Making Of *SmackDown!* commercial
3. *SmackDown!2: Know Your Role* commercial
4. Making of *SmackDown!2: Know Your Role* commercial
5. Credits
6. *Dark Summit* trailer (already available)
7. Recent Greatest SmackDown! moments

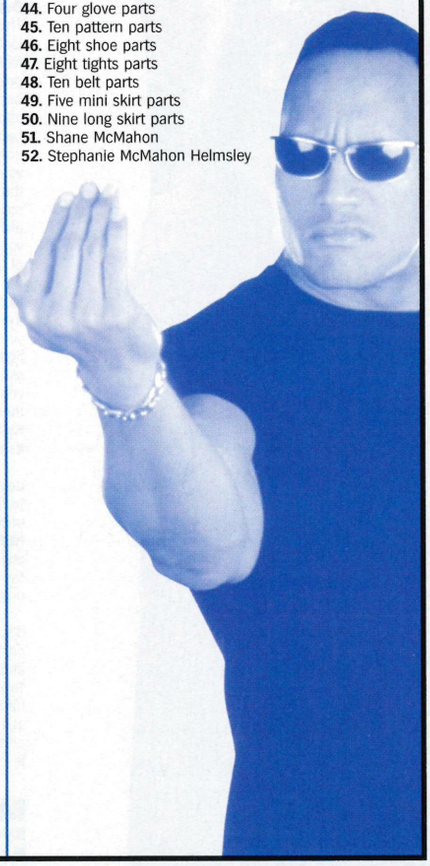
Unlock Shane McMahon and Stephanie McMahon Helmsley
To use these characters, you need to unlock all the SmackDown! cards. If you haven't unlocked them all, go through one of them again to get to Wrestlemania and you will unlock about three to four cards each time. Another way to do it is to defend a belt. Each time you defend, you unlock a card. However, when you are left with about three cards remaining (Shane and Steph's cards included) you will need to go through Story mode and win the WWF title at Wrestlemania. To do this, follow these steps:

1. Choose anyone who doesn't hold a title.
2. Say that you do not want to form a tag team to Vince.
3. Talk trash on the microphone.
4. Say you want to "kick his ass."
5. Go to the parking lot to find Vince.
6. Win the match.
7. Show up on stage.
8. Win the match. Then win the match at Wrestlemania.

What those SmackDown! cards are..
1. Fred Durst
2. Mick Foley
3. Tajiri
4. Rhyno
5. Jerry Lynn
6. Spike Dudley
7. Last Man Standing match
8. Street Fight
9. Submission match
10. Wrestlemania X-7 arena
11. InsurreXtion arena
12. 55 Extra Ability points for CAW.

(Cards 13 to 32 are new character move sets)

33. Theatre mode movies
34. Original entrance music for CAW
35. Original entrance music for CAW
36. New SmackDown! arena
37. Ten paint parts
38. Eight mask parts
39. Eight item parts
40. Eight sleeve parts
41. Nine T-Shirt parts
42. Five wristband parts
43. Six elbow pad parts
44. Four glove parts
45. Ten pattern parts
46. Eight shoe parts
47. Eight tights parts
48. Ten belt parts
49. Five mini skirt parts
50. Nine long skirt parts
51. Shane McMahon
52. Stephanie McMahon Helmsley



LEGO RACERS 2

Enter the following codes on the main menu.

Race as an alien
→, ←, →, ↑, ↓, ←, →, ↑, ↑

Unlock Mars tracks
←, ←, →, →, ←, ←, →, →, ↓, ←, →

Wide-Angled mode
←, ←, ←, →, →, →, ↑, ↑, ↑, ↓, ↓, ↓, ←, ←, ←, →, →, →

MOTOR MAYHEM

Unlock Buzzsaw
To unlock this rock-hard behemoth you must win the Eliminator, Deathmatch and Endurance ranks with the same character on the Hard or Very Hard difficulty setting.

Unlock City Canal
If you successfully complete the Deathmatch rank on the Normal difficulty setting, you'll unlock the City Canal level in Multiplayer and Quick Battle modes.

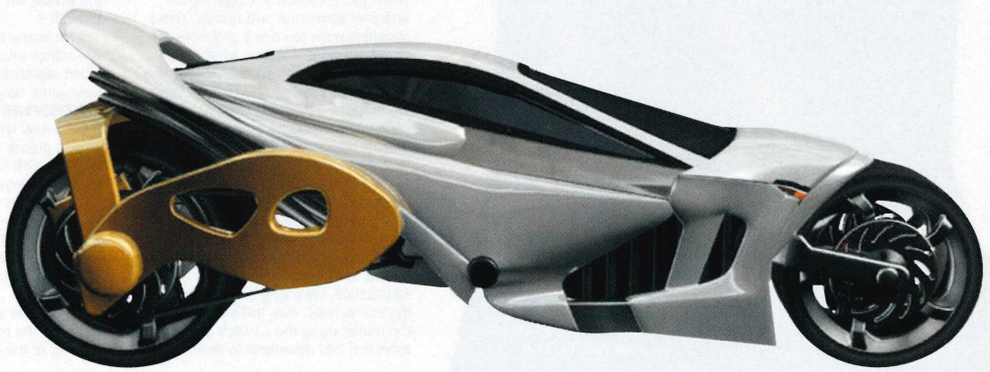
Unlock Downtown
If you successfully complete the Eliminator rank on the Normal difficulty setting, you'll unlock the Downtown level in Multiplayer and Quick Battle modes.

SPYHUNTER

Unlock the 'Making Of' movie
When starting a new game, enter your name as MAKING. This name will then disappear and a clucking sound will be heard. Now enter your own name and go to System Options, followed by Extras and then Movie Player. In here you'll be able to watch the Making Of video without having to first unlock it by completing missions in the game.

Unlock Saliva video #1
When starting a new game, enter your name as GUNN. This name will then disappear and a clucking sound will be heard. Now enter your own name and go to System Options, followed by Extras and then Movie Player. In here you'll be able to watch Saliva's rendition of the Peter Gunn Theme without having to first unlock it by completing missions in the game.

Unlock Saliva video #2
When starting a new game, enter your name as SALIVA. This name will then disappear and a clucking sound will be heard. Now enter your own name and go to System Options, followed by Extras and then Movie Player. In here you'll be able to watch another Saliva video without having to first unlock it by completing missions in the game.



GRAND THEFT AUTO 3

Rockstar's anarchic sleaze and corruption caper is still captivating us, which made it all the harder to resist typing in these awesome cheat codes. However, it's good to see that the developer has included a cheat to restore the high gore level which was evident in our review code, but not in the finished version. Simply enter any of the following during the game (no need to pause) for the desired effect:

Cheat	Code
Get the tank	○x6, L1, L2, R1, △, ○, △
Get the Dodo car	→, R2, ○, R1, L2, ↓, R1, R1
Lower wanted level	L2, L2, R1, R2, ↑, ↓, ↑, ↓, ↑, ↓
Higher wanted level	L2, L2, R1, R2, ←, →, ←, →, ←, →
All weapons	L2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑
Full health	L2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑
Full armour	L2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
More money	L2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑
No cars	L2, R2, L1, L1, R2, L2, △, □, ○, △, R2, ←
Better driving skills	L1, L1, R2, L1, ←, R1, R1, △
Increased gore	□, L1, ○, ↓, L1, R1, △, →, L1, ⊗
Fog	L1, R2, L1, R2, R2, R1, R2, ⊗
Overcast skies	L1, R2, L1, R2, R2, R1, R2, □
Rain	L1, R2, L1, R2, R2, R1, R2, ○
Normal weather	L1, R2, L1, R2, R2, R1, R2, △
Speed up time	○, ○, ○, □x5, L1, △, ○, △
Different costume	→, ↓, ←, ↑, L1, R2, ↑, ←, ↓, →
Pedestrian riot	↓, ↑, ←, ↑, ⊗, L1, R2, R2, L1
Pedestrians attack	↓, ↑, ←, ↑, ⊗, L1, R2, R1, R2
Pedestrians crazy	R2, L1, △, ⊗, R2, L1, ↑, ↓
Urinate	↑, ↓, ↑, ↓, R2, L1, R2, R2, ↑, ↓, ↑, ↓, ↑

SOUL REAVER 2

Bonus materials
At the main menu, press ←, △, →, △, ↓, ○, ⊗. If the code has worked then you'll start the game with all of the previously locked bonus materials. If you access one of the menus whilst entering this code, simply go back out of it and try the code again. Also, to become Fire Reaver, pause the game at any time, hold L1 and press ↓, ○, △, ↑, →, ○.

18 WHEELER: AMERICAN PRO TRUCKER

Bonus parking levels
Nothing in way of cheatage for this haulage racer yet, but you can unlock a couple of additional parking levels. All you've got to do is complete each of the four standard parking levels to unlock an extra one, then complete that for a sixth to be opened.

BATMAN VENGEANCE

You can help the caped crusader through this moody adventure more easily with unlimited Electric Batarangs. To get them, simply press L1, ↑, L2, R2 at the main menu. If the cheat has worked then you'll hear a sound.

There is also a cheat for All Weapons and Unlimited Ammo, but it's slightly harder to obtain. When in the Plant Electrocution 2 level, you start by sliding down towards some holes, all drop Batman to certain doom, except one – the second. Drop down into it and then glide downwards to the lit area. Pick up the key you find here and exit. The key you just picked up will open the door right next to the vines behind the glass. Go inside this room, kill the enemies and you'll discover an envelope with the latter 'C' stamped on it. Now you must go on to complete the game and the cheat for All Weapons and Infinite Ammo will be enabled.

NHL HITZ 2002

When playing the game, if you score a goal then you'll be treated to a brief cut-scene showing your player playing up to the crowds. Look closely at the whooping spectators and you'll see various punters holding up signs with button sequences printed on them. If you enter these codes on the Match-up screen various cheats will be triggered. Here is a selection of cheat codes we have encountered, the key for entering them is □-△-○. Press those buttons the number of times highlighted in the sequences below, followed by the corresponding direction on the D-pad.

Cheat	Code
Big head player	2-0-0 →
Huge head player	3-0-0 →
Big head team	2-2-0 ←
Huge head team	3-3-0 ←
Big hits	2-3-4 ↓
Late hits	3-2-1 ↓
Hitz time	1-0-4 →
No crowd	2-1-0 →
Pinball boards	4-2-3 →
Show shot speed	1-0-1 ↑
Show hot spot	2-0-1 ↑
No fake shots	4-2-4 ↓
No puck out	1-1-1 ↓
No one-timers	2-1-3 ←
Big puck	1-2-1 ↑
Huge puck	3-2-1 ↑
Bulldozer puck	2-1-2 ←
Tennis ball	1-3-2 ↓
Snow mode	1-2-1 ←
Rain mode	1-4-1 ←
Domino effect	0-1-2 →
Turbo boost	0-0-2 ↑
Unlimited turbo	4-1-3 →
Win fights for goals	2-0-2 ←
Skills versus	2-2-2 ↓
First to seven wins	3-2-3 ←
More code time	3-3-3 →
Disable previous code	0-1-0 ↓

SMUGGLER'S RUN 2: HOSTILE TERRITORY

God mode
When in the game, hold L1 and press □, □, □, □, R1, ⊗, ⊗, △, △, □. If the code has worked then you'll hear a revving sound and you'll become invincible.

Enter the following codes by pausing the game at any time during play.

Cheat	Code
Invisibility	R1, L1, L1, R2, R2, R1, R1, L2
Lighter cars	L1, R1, R1, L2, R2, R2
No gravity	R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp*	R1, L1, L2, R2, →, →, →
Decrease time warp*	R2, L2, L1, R1, ←, ←, ←

**These codes can be repeated up to three times to increase the effect.*

HALF-LIFE

Get stuck right into this full-bloodied shoot-'em-up with these hot-off-the-press cheat codes. Simply enter them all on the Cheat screen.

Cheat	Code
Invincibility	←, □, ↑, △, →, ○, ↓, ⊗
Unlimited ammo	↓, ⊗, ←, ○, ↓, ⊗, ←, ○
Slow motion	→, □, ↑, △, →, □, ↑, △
Invisibility	←, □, →, ○, ←, □, →, ○
Alien mode	↑, △, ↑, △, ↑, △, ↑, △
Low gravity	↑, △, ↓, ⊗, ↑, △, ↓, ⊗

ACE COMBAT 4: DISTANT THUNDER

Extra Options
When you complete all 18 missions of ferocious flying action and save the game, you can load up this save to unlock some interesting new options on the main menu. The best is the 'Special Continue' feature which enables you to play through the game with new planes and weaponry, plus all the cash you stashed from the last game but there are other bonus options too, including:

Free Mission ..... Play any mission again
Trial Mission ..... Play any level in score or time attack modes
Scene Viewer ..... Watch all that lush FMV again
Music Player ..... Listen to any of the 36 in-game tunes at will

Plane Crazy
Think of *Ace Combat 4* as the *Gran Turismo* of the skies because you can unlock a hanger-full of new planes by completing various in-game tasks. To access the extra aircraft, follow these simple steps:

1. You can acquire planes simply by destroying them in combat, but you'll need to concentrate more on your dogfighting and less on the destruction of ground-based targets to do this.
2. Not happy with the colour? No problem, to unlock a further two different paint styles, simply destroy their coloured counterparts in the air. To unlock a more garish third colour scheme you must find and eliminate the pilot of that particular plane.
3. Each level contains a hidden aircraft which can be obtained by eliminating the pilot of that type of plane. When you lock on to these particular planes, the pilot's name will appear on your HUD. Each of these hidden planes appear at exactly the same place on the level each time and can be identified by showing up as red triangles on your radar instead of the usual yellow – although they don't tend to show up on your radar until you get close.
4. Aside from the 18 hidden planes, there are a further three bonus ones to unlock. To obtain the Yellow Squadron fighter (SU-37) piloted by Yellow-13 you have to kill all of the named pilots (remember, the name will appear on your lock-on HUD, if they have one) flying the coloured aircraft. To unlock the X-02 Stealth bomber, you must get an 'S' rank on all 18 missions on the Normal difficulty setting. Our spies have yet to report back with information on how to unlock the F-4E with tiger stripes (and furry dice, probably).

Aircraft check list
Here is the complete list of hidden aircraft, simply tick them off once you've unlocked them. Also, remember that each of these planes comes in three different colours – gotta fly them all...

F-4E	F/A-18C	F-2A
F-5E	F-15C	SU-35
F-16C	MIG-29A	F-22A
A-10A	F-117A	SU-37
MIR-2000	EF-2000	F-15 Active
F-14A	R-M01	S-37A
TND-ID5	F-15E	X-02

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This month: Good looks, bad scores, young gamers and old debates...

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STAR LETTER: LOOKS THAT KILL?

It's that time of year when games are released by the truckload. Christmas and indeed January are the busiest times of the year for games companies, as this is when we have 'cash to splash'. We are bombarded with game after game, but what makes us choose a particular title? We are now starting to see some of the finest games yet seen on PS2. However, there are two major factors that we consider when choosing which games to purchase: gameplay and graphics. Now these two key features of a game are rarely found together. Obviously there are exceptions – *Gran Turismo 3: A-spec, SSX, Quake III* – but more and more, games are produced simply to look good. The *FIFA/Pro Evolution* battle is a perfect example. Do you opt for the 'beautiful, officially licenced *FIFA*', or the 'not fully licenced, not as good looking but great to play *Pro Evolution Soccer*?'

Well, the PlayStation 2 has brought with it greatly improved graphics, but the gameplay? Well, that hasn't really differed from PSone games. Games with great graphics may look good, but you often tire of them after a short time. Games that are great fun to play however last much longer. But then if you'd just shelled out £200 for a new PlayStation 2, you wouldn't want brilliant gameplay with graphics that were better suited to a Game Boy, would you? Look at *The Bouncer*. We were all amazed when screenshots first arrived, but now we've played it and realised our mistake at presuming the gameplay would be as good as the visuals. *Tetris* was addictive and very popular, but it looked about as attractive as Martin Keown. Game developers will concentrate on both aspects, but which should be their priority? Magazines show us the games' appearance, and your demo DVD gives readers an idea of the gameplay. But what makes a game great? Is it gameplay or graphics, or the right combination of both?
Tom Johnson, North Yorkshire

Ladies and gentlemen, Tom has looked deep into his soul and asked the question to which there is no answer – but answer it we must have a crack at. So. It'd be easy to cop out and say 'gameplay' – people didn't pump money into Space Invaders, Pac-Man *or indeed* Pong *because they looked fantastic. But then again, these games all do look fantastic – and by fantastic, we don't mean photo realistic. We mean they look absolutely 110 percent perfect for the games that they are. Today's shop shelves are groaning with titles whose appeal lies in their realistic looks – absolutely fine if it's now fully-licenced up* Pro Evolution Soccer, *appalling if it's* International League Soccer. *Realistic looks can help a title but it can never be a game's ultimate aim – after all, you play the thing, you don't look at it. Graphics are there to pull the gamer in, to create a believable, almost tangeable world that gamers can feel fully immersed in and to provide visual stimulation and reward for your in-game actions. However, it's the gameplay that keeps you there, not the fact that that Mini Metro looks just like the real thing. So the answer, young apprentice? It's whatever works for you. For me, the best-looking game at the moment is* Rez *and thank the Lord it plays as good as it looks. Mind you, if Mizuguchi ever made a realistic version of it, the world would probably implode...*

URINE: THE ARMY NOW

Whilst looking through the vast selection of PS2 games on a recent trip to EB, I saw something that I first considered to be humourous, but this humour soon turned into disbelief and anger. The newest *Army Men* game, *Portal Runner*, had caught my eye due the review on the front of the box. Another magazine gave the game a 'gold' award and a quite incredible score of 97%.

Unfortunately, this review will influence some people's opinion, especially in the run up to Christmas. Gamers, such as myself, know to stay well clear of any product containing the words 'Army' and' Men' but what of parents looking for software for their children. Just imagine a child's delight at getting a new game for Christmas turning into horror as they realise just what game it is. Worse, the child would then have to spend the rest of Christmas pretending to enjoy a distinctly below average game that no where near deserves a 97% score.
Chris McGuire, via email

Nice one, Mark. The score in question came from the US publication PSE2 Magazine – *nope, we don't know either. While review scores are a subjective and contentious matter (see below), there are certain truisms in this bizarro world of games we inhabit. (i) We're right and everyone else is wrong. (ii)* Army Men *games are utter bobbins (although* Portal Runner *is the best of a bad bunch). Our advice? Stick with us. Our playable demo disc allows you to try games before you buy and we suggest you do so. A demo of* Portal Runner *was on* OPS2*#12's disc so people could make their minds up rather than blowing £40. We only hope that kid you talk of is an* OPS2 *reader.*

SCORES ON THE CAR DOORS

In issue #13 *Burnout* and *GTA3* both received 8/10 scores. HOW? In my opinion *Burnout* is a badly coded thrill-free collection of bugs and irritations with the worst collision detection I've seen since the days of the Commodore 64. *GTA3* is, quite simply, THE GAME OF THE YEAR – there is no doubt about that.

You are the OFFICIAL Magazine, for goodness sake (with excellent readership figures, so there should be NO need for 'score massaging') and as such your readers deserve more accurate information. I know you may have been trying to be politically correct by not boosting *GTA3* too heavily, but COME OFF IT! – the supposed parity between these two games indicated by Lee Hall and Sam Richards is ridiculous.
Dave Bond, Final-Level.com

One at a time then, Dave.
(i) Burnout *is not "thrill-free." It is brilliant.*
(ii) "Collision detection"? If you want iffy collision detection, take a look at the I'm-falling-through-walls-here! Tony Hawk's Pro Skater 3. *Which too is brilliant.*
(iii) Grand Theft Auto 3 *is also brilliant. Indeed we said so in the review – "an astounding achievement," to quote Sam.*
(iv) "Score massaging"? Huh?
(v) "Politically correct"? Double huh?
(vi) Okay, last one. Both these games are superb and WE SAID SO AT THE TIME. The fact that Grand Theft Auto 3 *'only' got 8/10 certainly hasn't stopped you, us and thousand of other gamers making it a deserved number one smash. Capish?*

LET'S OPEN THE SHOW

Maybe I am beating an old drum (and apologies if I am) but when are the UK gaming public going to get their own ECTS? Okay, take the 'T' out if it makes you happy. For two months running now I have read comments in PS2 mags where someone in the know has mentioned the fact that ECTS is not doing well and for it to prosper the public should be admitted. I would hasten to add that surely the public should have a show before the trade get to see the games (no offense to you guys).

What I can understand is companies like EB, Game and Sony not pushing for such an event. After all we have the Home Show, the Motor Show and didn't I see someone trying to organise an Erotica Show? If games are such a big thing then isn't it about time for a Games Show? The public deserves this. One last thing, if you guys have any influence, could you get them to organise it for the same weekend as the last one so I can bring the wife.
Billy White, Kilmarnock

For the uninitiated, ECTS is a videogame show held in London every September. Like its US and Japanese equivalents (E3 and Tokyo Game Show) sometimes it's good and sometimes it's bad – all to do with the ebb and flow of game development. Should it be open to the public? Well, it's primarily a place to do business, plan ahead and then get royally hammered in the evening, but the idea of a Games Show is both an exciting and, these days, financially viable one (especially if our Billy can bring his missus). Anyone else interested?

BUGGED OUT

I was just thinking. With all this online console gaming/Internet brewing on the hob, has anyone thought about viruses? I mean, it's not going to take very long for someone to twig (well, hey, I just did!) about consoles and the possibility of viruses. Okay, the PlayStation 2 is for the most part proprietary, but that doesn't mean a lot because I'm sure there are plenty of clever dicks out there to work out how to get into it.

Do you know if Sony has this under control, and is keeping quiet in order to not deter us? Or have the big wigs not actually realised it yet? I, for one, could not stand the prospect of having my PS2's Hard Disc Drive wiped clean by some pesky little virus, thus losing all my save data/game data in the process. I mean, look at what's been happening on the desktop PC market. CIH was a pretty fatal virus and Nimda was huge. All spread via email, usually without people even knowing. That's something that should be taken *really* seriously. I don't see any mass storage medium back-up devices rushing to the scene just in case. And I'm certainly not paying extra bills for any anti-

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virus-full-of-bugs-needs-updating-every-day software that costs a fortune.

If there are any official murmurings on this then I'm sure we'd *all* like to know about them.

Tim Foulkes, via email

Good point, Mr Foulkes. Obviously, SCEE isn't exactly going to scream, "Hey, the HDD could get a virus so let's all talk about that possibility!", but, like piracy and chipping, it is something it addresses by action rather than words. Remember when chipped PlayStations suddenly couldn't play official games? See that new MagicGate encryption software on your Memory Card? Expect a similar approach on viruses – and keep an eye on our Spy section for updates.

WEB WHACKED

I am worried. As a teenager the cost of buying a PlayStation 2 has always been out of my reach, until the recent un-announced price slash. This reduction has allowed me to get a PS2 by Christmas, in time for all the amazing titles that are coming out next year (*Final Fantasy X, Metal Gear Solid 2, The Getaway*). You may ask why I am worried, and it is because of these amazing games. The online capabilities of the PS2 are being realised by games developers and as such more and more games are being said to be 'online' – *Final Fantasy XI* for one.

As I already mentioned, I am a teenager and my parents would never let me get a phone line or broadband Internet in my bedroom (especially if it was for console gaming). It is worrying because I fear that I will only be able to buy a few titles before all games become online. I feel that if I don't have an Internet connection in my room, I will not be able to experience full or even most of the enjoyment of the game. Could you put some of my worries to rest?

Jason Taylor, Berkshire

Jason, it's going to be a few years yet before the majority of games are completely online. Yes, you'll potentially miss out on Everquest, FFXI *and a few other MMORPGs but for all the other genres, it'll be like* Tony Hawk's Pro Skater 3 *– you can play online if you want, but the lion's share of the fun is to be had either on your own or sat with mates. And by the time everything's online? You'll be in your own pad and The Man can't touch you.*

NEVER CAN SAY GOODBYE

One thing that really annoys me about all magazines is the fact that they contain PSone features, when it is a PS2 magazine! Why? Technology has moved on – the PSone is in the past. Please explain.

MJ Davey, Oxon

There's a couple of reasons. First, there are some game genres that currently are better on PSone – no PS2 RPG has come close to FFVII, VIII *or* IX *yet (all of which are now available for less than £20). Secondly, the new five-inch monitor for the PSone means you can play these beauties on the move – so that's* Tony Hawk's 3 *on the PS2 at home and the stripped-down version on the PSone in the back of the car. Thirdly, it's so hard to say goodbye after all these years...*

TEENAGE KICKS

I am 13-years-old and I love my games. I recently completed *Final Fantasy VIII* for the fifth time! However, I have noticed that, as I get older, the games I want to play were no longer *Crash Bandicoot* or *Mario Kart*, but *Metal Gear Solid 2* and *Driver 3*. I thought there was nothing in my way as I approached the much-hyped *Grand Theft Auto 3*. However, there was one thing that made me stop. A whopping great '18' age certification!

Now don't get me wrong, I did expect this, but glancing at the back of the box, it looked hardly worth the age rating it got. I have bought many excellent games in my time, such as *ZOE* (with its 15 age rating!) and *Driver 2* (how on Earth did that get a 15?!). Anyway my point is, are age restrictions really there to protect us, or to appeal to adults who think that the higher the age, the better the 'quality'? Anyway, I think that if you can handle a game with respect, no-one should stop you buying what you want.

Adam White, via email

That's a huge can of worms you're opening there, Adam. Here's a few things to think about (not all of which I agree with, he said Devil's advocately...). (i) Not all 13-year-olds are as savvy as you. (ii) And similarly, neither are all 24-year-olds. (iii) Videogames don't make people violent or disturbed or shoot up high schools... (iv) But then again, I wouldn't want my nipper playing GTA3 *or* Silent Hill 2 *until I thought he was ready. Parents need a way to ensure that. (vi) Which is advocating censorship. (vii) Which I hate. (viii) And most importantly, what does everyone else out there think?*

AND FINALLY...

A little tip when playing *GTA3*. If you require a supplement to your health to increase it to a (maximum) of 125, follow these directions:

(i) Obtain yourself a civilian vehicle in the normal manner.

(ii) Drive to the Red Light District and drive up to one of the prostitutes.

(iii) Simply wait, she will bend down by the car as if she is talking to you. Eventually she will get in the car.

(iv) Drive to a suitably quite area of town (the back of 8 Balls shop is a good one).

(v) Park the car and wait. Pretty soon the car starts to rock back and forth accompanied by some suitable background noises.

You should notice that your health has increased to a maximum of 125. You can repeat this process any time your health is getting low. The rocking motion of the car with the background audio only occurs on the first occasion.

Jim Davies, Plymouth

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To be eligible for the Star Letter prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.

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I want to get beered up and play bishi bashi untill metal hear comes out them i just want to stealth it up like the good old days _ **HEY I HAV GOT BURNOUT & SMACKDOWN 3 HAV U GOT ANY CHEATS. TB KEV** _ Style? Style?! I'll tell you about style!! Knocking a monster into the air and juggling him with bullets then finishing him off with your sword as he falls! DMC _ **Every time i read a PS2 mag all i read about is PS2's breaking down are sony going to sort their machine out! marc belfast** _ Only 10 tricks left to complete in Ssx. Must finish before next 1 comes out. Nurse! More punk. Peter. Tunbridge wells _ **Just knackered my right hand bashin my control pad, good job im left handed for bashin of a different variety. Was dat 2 smutty? GZA, Eindhoven, Holland.** _ lex Lally of Wythenshawe Manchester here with another tip for GTA3.If ur cars damaged don't pay to fix it just put in ur hideout garage > return&it's fixed _ **Late night ps2 rules. But so do rich tea biscuits. I cant decide! Will. Folkestone** _ NAMES LEE FROM SUTTON LUV UR MAG IS THERE GOING 2 B A DRAGON BALL Z GAME 4 THE PS2 CAUSE IM A HUGE FAN THANKS _ **I think virtua fighter 4 is gonna kick tekkens arse back into the dojo. Justin woking.** _ I need a good way 2 torchure my cat it pissed on my ps2 and now it wont work tommy bradford _ **Haven't slept all night....keep seein' GTA 3 when I close me eyes** _ ... Um yeah... SEPHIROTH RULES! (hi T.D!) _ **ITS 3.30 AM AND I CANT STOP PLAYING GTA3 AND SMACKDOWN IS OUT THIS FRIDAY.IM IN PS2 HEAVEN. dom, birmingham** _ hey OPSM2! Just bought gta3! it rocks! gotta get back 2 it, da cops r on my tail! andy b - stockport _ **Go res. An roll on dmc. Res 4 sucked. So its a good thing that its goin.> An dont come bak. Marc 'dante' jones. Merseyside. You mag rules. Roll on mgs2** _ DEMO'S GETING BETTER, NORM FROM DALBEATTIE

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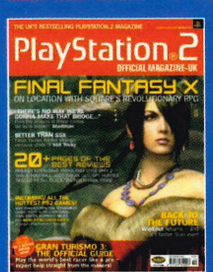

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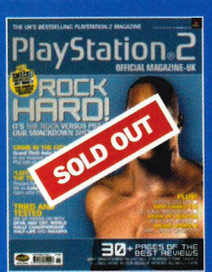

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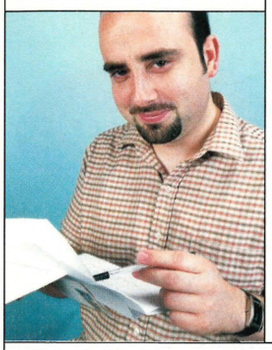

surgery

Every issue, *OPS2*'s Dr Paul Fitzpatrick mindscans your gaming brainaches.

1. Given the fact that *Final Fantasy X* now fetures full speech, how will Square get around the lip sync problems the translation of the game will cause? Will the non-Japanese versions look like a dubbed film or have alternate cut-scenes been created for each language?
2. My friend is coming over from Canada soon and I was wondering is there any possible way that an NTSC version of *Metal Gear Solid 2* will play on a UK machine? Are there chips that can be put in the PS2 to make this possible?
Jason Turner, via email

1. *Allow Alex Moresby from Square Europe to clarify the situation. "The voiceover in the game is in English with English/ relevant European language subtitles. The game features Japanese lip-movement, but the English spoken dialogue has been very cleverly written and edited by the translators to fit the lip-movements as closely as possible."*
2. *You could chip your PS2 to get it to play NTSC games. You could then tear out your hair in frustration as games you buy in the future inexplicably fail to work on your modified machine, including our demo DVD. You'll then want to get it fixed but as you will have voided your PS2's warranty, you'll have to pay for it rather than let SCEE do it for nowt. And if it all goes very wrong, you'll be the owner of an expensive paperweight. In other words, try to be patient as* MGS2 *is out this February.*

1. Can I buy an official PS2 i.Link cable?
2. When the PS2 Hard Disc Drive comes out, do you have to buy it or can I get away with just buying the Network Adaptor? Will the HDD be required to play most online games?
3. I recently purchased *Time Crisis 2* and G-Con 2 bundle and it's great, but will I be able to use my G-Con 2 again on a different game or is it solely for that title?
4. Will the broadband Internet on PS2 be a cable service, and what will it cost?
Kye Parkin, via email

1. *There isn't an official PS2 i.Link cable – just as you can use any third-party modem or ethernet connector for* Tony Hawk's 3 *rather than the official Network Adaptor, you can use any Sony or third-party i.Link cable for TV linkage. Look for the phrase 'IEEE 1394' on third-party cables to make sure it's the right one.*
2. *As* Tony Hawk's Pro Skater 3 *is proving, you don't need a HDD to play online with PS2. It is purely designed for data storage, so although you may want it eventually to store downloaded demos, games, movies and music on (ie just like downloading files on to your PC or Mac), you won't need it if all you want to do is get online and out ollie your mates. Remember to plug in that USB keyboard for insults!*
3. *Next up for G-Con 2 owners is* Vampire Night *from Namco, previewed on page 16 as it happens. The G-Con 2 will work with all other light gun games – look out for* Endgame *next February.*
4. *SCEE is working with Cable TV provider Telewest on bringing broadband PS2 gaming to the UK. As for the price, that's yet to be announced, but we're expecting online announcements sooner rather than later. Keep reading Spy for the latest info.*

1. What happened to the *Resident Evil Code: Veronica X* guide Paul mentioned in issue #13? I'm really stuck.
2. Have you got any *Red Faction* cheats?
Ti Amo, Guernsey

1. *Apologies to everyone who was anticipating a* Resident Evil Code: Veronica *walkthrough. We'd like to say that our dog left it on the bus, but the truth is that we messed up. Sorry. We will run the guide next issue, but if you can't wait, there's a walkthrough in issue #03 of our* OPS2: Special Edition *series. On sale now!*
2. *No cheats as yet. A word of advice though. In the stealth-based levels avoid looking directly at guards. Detection is based on eye contact, you see.*

1. I have used an old third-party PSone SCART connector to play DVD's with my PS2, and had the green screen problem. Strangely though by plugging the PSone into my video (connected to the TV via co-axial) and using its AV channel, the DVD played through to the TV normally.
Ian Allen, via email

1. *Thanks for that, Ian.*

1. I use my PlayStation 2 with a vertical stand, and it's making some funny noises. Does the console work better horizontally? Am I damaging my PS2 by standing it vertically?
2. Is *Dead Or Alive 3* coming out on the PlayStation 2?
Kris Norris, via email

1. *You shouldn't be damaging your PS2 by standing it vertically (it was designed to do this after all). However, the machine can make some curious noises when it's accessing large amounts of data. It's probably worth checking your game discs for circular scratches just to be certain you haven't got a hardware problem all the same.*
2. *No. You're going to have to 'make do' with the glorious trio of* Virtua Fighter 4, Tekken 4 *and* Soul Calibur 2. *Result!*

1. I've just bought *Klonoa 2: Lunatea's Veil* and am stuck on the Jollant Fun Park Stage. I have caught the first cat on the Jungle Slider and am in pursuit of the second. What am I supposed to do next? I have collected the star from the area where the creature jumps from ball to ball. The thing is, having gone left I get into the other big top with two 'swings' and a switch on top. I can't reach the switch.
Jim Asghar, via email

1. *In the room with the switch up high, use the Muu to help you jump up to the platform then grab the next Muu and use him to spring up the switch. That will open the door for you.*

1. If anybody is having problems with their official PS2 DVD remote when watching Region 1 discs using a DVD Region X setup, there is a Web site you may be interested in. It upgrades the DVD Region X so it works properly with the version 2.10 DVD Driver. You can then use the remote as if you were watching a Region 2 disc, with all the added features. The Web site is www.dvdregionx.com.
David Raine, via email

1. *Thanks for that David. While we're on the subject of the version 2.10 DVD Driver, has anyone else found that it stops lip syncing problems with DVD playback?*

1. When the PlayStation 2 HDD goes on sale, it should be able to store MP3s, and have the capability to play them. How do you get them from PC to PS2 HDD? Will I be able to download them onto the Memory Stick Walkman?
Rob, via email

1. *Despite its growing entourage of PC-style accessories (keyboard, mouse, HDD, modem) the PS2 isn't PC compatible so you're not going to be able to hook one up to the other. And while we're at it, although the Memory Stick Walkmans do support the MP3 audio format, they actually use Sony's own competing ATRAC3 (Adaptive Transform Acoustic Coding 3) format which will mean a conversion process.*

1. I have a scanner for my PC and I wonder if there was any way of installing it on my PS2?
2. If I buy a USB keyboard can I just plug it into the PS2 and use it or is there some sort of procedure or special software that I will need?
3. I put the 'people fight each other' cheat on *GTA3*, then I did a mission and saved it. Now people keep beating me up and its so annoying. Is there any way of getting rid of this cheat?
Will Adams, via email

1. *It'd be like trying to install Windows XP onto an iMac. They're just not compatible.*
2. *There's no extra software needed. Just plug in and play.*
3. *Put the code in again to disable it.*

Send all your game and technical queries to: Surgery, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2postal@futurenet.co.uk, marking it 'Surgery'. Get writing now!

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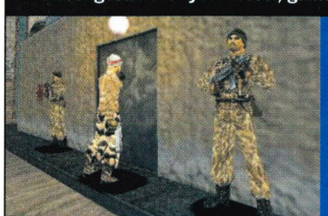

The *Soldier Of Fortune* surgery was heavily guarded. Our's is friendlier.

First into the surgery is **Scott Glen** who wants to know why his game saves for *Azure Dreams* load up on his PSone but not his PS2. Sadly, the PS2's backwards compatibility isn't flawless and some games' codes just won't work with it. Next up is **Luke Cox** who wants to know what's happening with *Grandia II*. It's due out next March and our Spy sources are on the sniff for a UK release. **Adam Gale** would like to know what happened to *Soldier Of Fortune* after we covered the game in issue #04. The UK publishing rights have now moved from Eon to Codemasters, so while the game has been delayed, it is coming. See this issue's Spy for more. Last up is **James Voce** who wants to know how to improve Snake's grip by doing pull-ups in the *MGS2* demo. While he's hanging off a ledge press R1 to enter First-person mode, then press L2 and R2 to do pull-ups. Have the occasional break so he can catch his breath, and his grip will be better.

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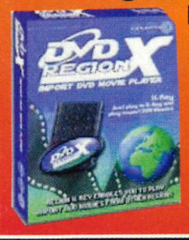

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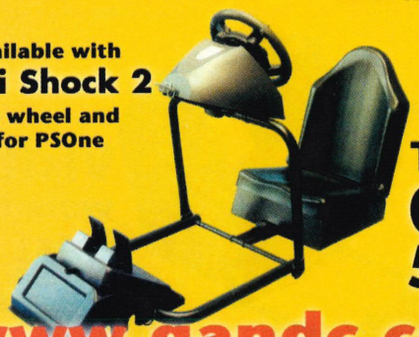

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the shortlist

If it's for PS2 and on sale in the UK, then we've played it, argued about it and played it some more. Want the definitive verdicts on the 184 PS2 games available right now? Then welcome to The ShortList.

OPS2 AWARDS

To filter out the pearls from the swine, OPS2 has introduced a brand new colour coded ratings system.

PlayStation 2 OFFICIAL MAGAZINE-UK GOLD

GOLD
Only awarded to games that score the full 10/10.

PlayStation 2 OFFICIAL MAGAZINE-UK SILVER

SILVER
Awarded to titles that score 9/10.

PlayStation 2 OFFICIAL MAGAZINE-UK BRONZE

BRONZE
Awarded to titles that score 8/10.

4X4 EVOLUTION
(Take 2/Terminal Reality)
Flash but slack off-road racer. Fails to make a lasting impression.
Reviewed **OPS2#06**/**Overall 05**

7 BLADES
(Konami/KCEJ)
Ninja-styled adventure with chopsocky gameplay.
Reviewed **OPS2#05**/**Overall 06**

18 WHEELER
(Acclaim/Sega/ Acclaim Cheltenham)
Brash, chunky and colourful truck racer. Not enough substance to satisfy the hardened gamer.
Reviewed **OPS2#14**/**Overall 06**

AGE OF EMPIRES II: THE AGE OF KINGS
(Konami/Microsoft/ Ensemble Studios/KCET)
PC-style real-time strategy with great depth and longevity if a tad difficult to control.
Reviewed **OPS2#13**/**Overall 07**

AIRBLADE
(SCEE/Criterion)
Intricate visuals, sublime handling, massive airs – everything you could want hoverboarding to be.
Reviewed **OPS2#14**/**Overall 08**

ALL-STAR BASEBALL 2002
(Acclaim/Acclaim Studios Austin)
An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as play.
Reviewed **OPS2#07**/**Overall 07**

ALONE IN THE DARK: THE NEW NIGHTMARE
(Infogrames/Darkworks)
The first survival horror returns, but fails to scare on PS2.
Reviewed **OPS2#13**/**Overall 06**

AQUA AQUA: WETRIX 2.0
(SCi/Zed Two)
Addictive, well-realised update of the N64 puzzler *Wetrix*.
Reviewed **OPS2#01**/**Overall 07**

ARCTIC THUNDER
(Midway/Midway/ Inland Productions)
Crude visuals, but plenty of fast and furious gameplay.
Reviewed **OPS2#14**/**Overall 07**

ARMORED CORE 2
(Ubi Soft/From Software)
Infinitely-tweakable first-person mech shooter.
Reviewed **OPS2#04**/**Overall 07**

ARMY MEN AIR ATTACK: BLADE'S REVENGE
(3DO/3DO)
Dullsville helicopter game.
Reviewed **OPS2#09**/**Overall 02**

ARMY MEN: GREEN ROGUE
(3DO/3DO)
On-rails shooter that manages to plumb new depths of tedium.
Reviewed **OPS2#08**/**Overall 01**

ARMY MEN: SARGE'S HEROES 2
(3DO/3DO)
Poorly realised shooter.
Reviewed **OPS2#07**/**Overall 03**

ATV OFFROAD
(SCEE/Rainbow Studios)
Quad bike stunt racer with wonky AI but more than enough thrills.
Reviewed **OPS2#10**/**Overall 06**

BALDUR'S GATE: DARK ALLIANCE
(Interplay/Black Isle Studios)
D&D in digital format. A cool RPG that does the PS2 a great justice.
Reviewed **OPS2#15**/**Overall 08**

BASS STRIKE
(THQ/PAI Corporation Ltd)
Fishing on PS2? Get out in the fresh air and do it for real!
Reviewed: **OPS2#15**/**Overall 04**

BATMAN VENGEANCE
(Ubi Soft/Ubi Soft)
An interesting action adventure, but just a little too 'on rails' to provide a true challenge.
Reviewed **OPS2#14**/**Overall 06**

BLOODY ROAR 3
(Virgin/Hudsonsoft)
Beastly battler with a lot of fur, but not enough bite.
Reviewed **OPS2#09**/**Overall 06**

BURNOUT
(Acclaim/ Criterion Studios)
OutRun grows up, and learns how to crash properly. Thrilling, edgy race action.
Reviewed **OPS2#13**/**Overall 08**

CAPCOM VS SNK 2
(Capcom Eurosoft/Capcom)
A superb 2D fighter, with endless two-player fun.
Reviewed **OPS2#15**/**Overall 08**

CART FURY CHAMPIONSHIP RACING
(Midway/Midway)
Arcade racer with crazy physics and high-speed hard shouldering.
Reviewed **OPS2#10**/**Overall 06**

CITY CRISIS
(Take 2 Interactive/Syscom)
Innovative helicopter adventure with neat control system.
Reviewed **OPS2#10**/**Overall 06**

CRASH BANDICOOT: THE WRATH OF CORTEX
(Vivendi Universal/ Traveller's Tales)
Crash spins onto PS2 but little has changed from PSone versions.
Reviewed **OPS2#14**/**Overall 06**

CRAZY TAXI
(Acclaim/Sega/Acclaim)
Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.
Reviewed **OPS2#07**/**Overall 08**

CRICKET 2002
(EA Sports/EA Sports)
The best leather-on-willow sim on any console, ever.
Reviewed **OPS2#15**/**Overall 08**

DARK CLOUD
(SCEE/Level 5)
An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.
Reviewed **OPS2#11**/**Overall 07**

DAVE MIRRA FREESTYLE BMX 2
(Acclaim/Z-Axis)
Orthodox but impressive, this BMX sim has an inventive array of tricks.
Reviewed **OPS2#12**/**Overall 07**

DEAD OR ALIVE 2
(SCEE/Tecmo)
Blistering beat-'em-up famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.
Reviewed **OPS2#02**/**Overall 07**

DEVIL MAY CRY
(Capcom Eurosoft/ Capcom)
Melding rip-roaring battling with lush surroundings and a superb gothic atmosphere. The best PS2 game yet? It's certainly up there.
Reviewed **OPS2#14**/**Overall 09**

DISNEY'S DINOSAUR
(Ubi Soft/Ubi Soft)
Poor movie spin-off. Don't inflict it on the kids.
Reviewed **OPS2#03**/**Overall 04**

DNA
(Virgin Interactive/ Hudsonsoft)
Limited manga adventure.
Reviewed **OPS2#14**/**Overall 06**

DONALD DUCK: QUACK ATTACK
(Ubi Soft/ Disney Interactive)
More 'cack' than 'quack'.
Reviewed **OPS2#04**/**Overall 04**

DRAGON'S LAIR
(Digital Leisure/ Cinematronics)
Unplayable retro adventure. Should have stayed on the Laser Disc where it belonged.
Reviewed **OPS2#03**/**Overall 02**

DRAGON'S LAIR II: TIMEWARP
(Digital Leisure/ Cinematronics)
Painfully dull arcade sequel.
Reviewed **OPS2#03**/**Overall 01**

DRIVEN
(BAM! Entertainment/ BAM! Studios Europe)
Poor racing game from a poor film licence.
Reviewed: **OPS2#15**/**Overall 04**

DRIVING EMOTION TYPE-S
(EA/Square)
Dismal racer. Fails to evoke *any* emotion at all.
Reviewed **OPS2#05**/**Overall 04**

DYNASTY WARRIORS 2
(Midas Interactive/KOEI)
Epic battler mixing strategy, sword-slashing, horse riding and shooting people.
Reviewed **OPS2#02**/**Overall 07**

EPHEMERAL FANTASIA
(Konami/KCEJ East)
Bemani-style RPG where whipping out a guitar and playing a solo is integral to the plot.
Reviewed **OPS2#10**/**Overall 07**

ESCAPE FROM MONKEY ISLAND
(Activision/LucasArts)
Adventure with smart visuals, witty script and intelligent puzzles.
Reviewed **OPS2#09**/**Overall 08**

ESPN INTERNATIONAL TRACK & FIELD
(Konami/KCEO)
Graphically impressive athletics sim marred only by dubious AI.
Reviewed **OPS2#01**/**Overall 06**

ESPN NATIONAL HOCKEY NIGHT
(Konami/KCEO)
Gameplay kinks put this below its more formidable EA Sports rival.
Reviewed **OPS2#05**/**Overall 06**

ESPN NBA 2NIGHT
(Konami/KCEO)
Definitely one for basketball heads only.
Reviewed **OPS2#05**/**Overall 06**

ESPN X GAMES SKATEBOARDING
(Konami/KCEO)
Not-very-extreme skateboarding sim with some unsightly graphical glitches. You're best off sticking with *Tony Hawk's*.
Reviewed **OPS2#13**/**Overall 05**

ESPN WINTER X-GAMES SNOWBOARDING
(Konami/KCEO)
Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement.
Reviewed **OPS2#01**/**Overall 06**

ETERNAL RING
(Ubi Soft/From Software)
Unoriginal Japanese RPG. As painful as its title.
Reviewed **OPS2#05**/**Overall 03**

EVERGRACE
(Ubi Soft/Crave Entertainment/From Software)
An ultimately depressing role-playing game, that fails to engage the player at any meaningful level.
Reviewed **OPS2#06**/**Overall 02**

EXTERMINATION
(SCEE/Deep Space)
Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.
Reviewed **OPS2#08**/**Overall 07**

EXTREME-G 3
(Acclaim/Acclaim)
A great future racer that will do more than just stop the gap between now and Studio Liverpool's long-awaited *WipEout Fusion*.
Reviewed **OPS2#11**/**Overall 08**

F1 2001
(EA Sports/EA Sports)
Another solid PS2 F1 title, but ultimately rather soulless.
Reviewed **OPS2#13**/**Overall 07**

F1 CHAMPIONSHIP SEASON 2000
(EA Sports/EA/ Visual Sciences)
Hardcore F1 fans will find this a little too easy.
Reviewed **OPS2#03**/**Overall 06**

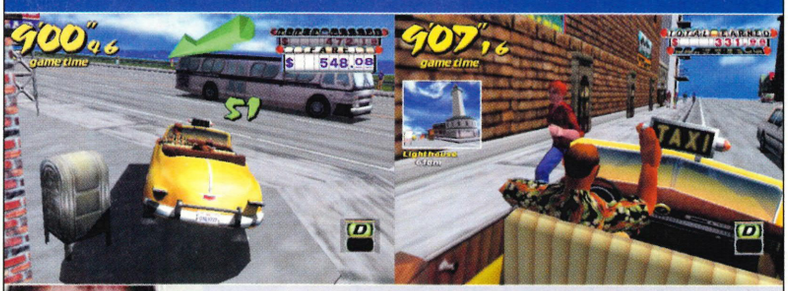
F1 RACING CHAMPIONSHIP
(Video System/Ubi Soft)
Good attention to detail but a lot less fun than its (many) competitors.
Reviewed **OPS2#06**/**Overall 05**

FANTAVISION
(SCEE/SCEI)
The world's first fireworks game. Not enormous, but of rare and random beauty.
Reviewed **OPS2#01**/**Overall 07**

FIFA 2001
(EA Sports/ EA Sports Canada)
Great graphics, but second division gameplay.
Reviewed **OPS2#02**/**Overall 06**

reader's choice

WHY EVERYONE SHOULD OWN... **CRAZY TAXI**



Nominated by *OPS2* reader **JAMES FEARN**, Brighton, East Sussex
"Who cares about the roads? Mount the pavement!"

"Crazy Taxi is a super mental game that every PlayStation 2 owner should have! There is a Crazy Box mode and you have to complete about 15 missions. One of the greatest things about this game is that you just pick up a person and hit the road. But then, who cares about the roads, just mount the pavement otherwise you will run out of time. So buy this game for the jumps, speed and mental behaviour on the pavement."

What's the PS2 game you think everyone should own? Write to Reader's Choice at the usual address or email your suggestion to PS2@futurenet.co.uk. Enclose name, address, age and photo to win a PlayStation 2 game!

six of the best

ARCADE-BASED GAMES

1. CRAZY TAXI

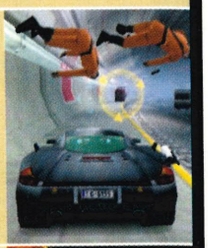
Voted by James Fearn in our Reader's Choice section as a must-have game, this Sega port-over is fast, mad and crazy. Pick up passengers and drop them off. Just avoid other taxis that try to steal your fare.

*Crazy Taxi *is in the shops now from Acclaim.*

2. SPY HUNTER

Pretend to be Bond in a multitude of high-tech vehicles. The two-player Chicken Hunter mini-game is reason enough to get this excellent title.

*Spy Hunter *is out now from Midway.*



3.CAPCOM VS SNK 2

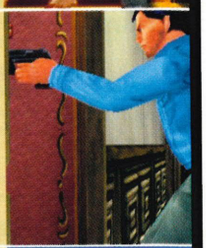
SNK is revived one final time when its fighters face-off with characters from Capcom. Everything you'd expect from the master of the genre.

*Capcom Vs SNK2 *is out now from Capcom.*

4. TIME CRISIS

This game packs more firepower than the entire UK police force. Arguably the best light gun game to date. A real serial killer of a shoot-'em-up.

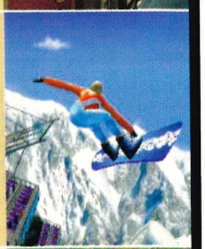
*Time Crisis *is out now from SCEE.*



5. SSX TRICKY

The first was a surprise hit when the PS2 launched. The sequel to the mad snowboard ride down a psychedelic mountain is just as much fun. If not more.

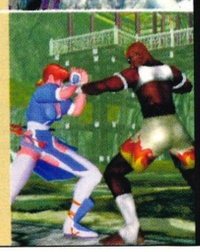
*SSX Tricky *is out now from EA Sports Big.*



6. DEAD OR ALIVE 2

Once you've learned how to tame this fighting beast it will overtake your life. The female characters have interesting physiques, too.

*Dead Or Alive 2 *is out now from SCEE.*



FIFA 2002
(EA Sports/ EA Sports Canada)
Despite some gameplay improvements, this is still a goal down to *Pro Evolution Soccer.*
Reviewed **OPS2#14**/**Overall 07**

FORMULA ONE 2001
(SCEE/Studio Liverpool)
Still the best F1 game on the PS2 yet.
Reviewed **OPS2#07**/**Overall 08**

FREAK OUT
(Swing!/Treasure)
Unique cartoon action-adventure with a kooky Japanese twist. Grab enemies with a bewitched scarf.
Reviewed **OPS2#12**/**Overall 07**

FUR FIGHTERS
(Acclaim/ Bizarre Creations)
Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces.
Reviewed **OPS2#08**/**Overall 08**

GAUNTLET: DARK LEGACY
(Midway/Midway East Games)
Dated gameplay negates any innovative additions.
Reviewed **OPS2#08**/**Overall 05**

GIANTS: CITIZEN KABUTO
(Interplay/Planet Moon)
Loading times hamper this PC port of a complex battle game.
Reviewed: **OPS2#15**/**Overall 06**

GIFT
(Cryo Interactive/Ekosystem)
New take on a 3D platformer, but lets its imagination get in the way of its gameplay.
Reviewed **OPS2#10**/**Overall 06**

GLOBAL TOURING CARS: AFRICA
(Rage/Rage Warrington)
An impressive racer that is further lifted by clever use of interesting locations.
Reviewed **OPS2#14**/**Overall 07**

GRADIUS III & IV
(Konami/KCET)
Dull 2D arcade shooter.
Reviewed **OPS2#01**/**Overall 02**

GRAND THEFT AUTO 3
(Rockstar Games/ DMA Design)
The original crim sim goes 3D and it's a complete riot.
Reviewed **OPS2#13**/**Overall 08**

GRAN TURISMO 3: A-SPEC
(SCEE/Polyphony Digital)
If you didn't know already, *GT3* is the greatest driving game in the world. Buy it now.
Reviewed **OPS2#09**/**Overall 09**

G-SURFERS
(Midas Interactive/ Blade Interactive)
Futuristic racer with an innovative track editor.
Reviewed **OPS2#13**/**Overall 07**

GUN GRIFFON BLAZE
(Swing!/GameArts)
Another mech shooter for robot obsessives everywhere.
Reviewed **OPS2#03**/**Overall 07**

H30 SURFING
(Take 2/ASCII)
Inadequate surf sim.
Reviewed **OPS2#02**/**Overall 04**

HALF-LIFE
(Vivendi Universal/ Valve/Gearbox)
The award-winning PC first-person shooter/adventure arrives on PlayStation 2 in resplendent form. An essential purchase.
Reviewed **OPS2#14**/**Overall 09**

HEROES OF MIGHT AND MAGIC
(3DO/3DO)
Patchy PC-style adventure.
Reviewed **OPS2#08**/**Overall 03**

HOLOGRAM TIME TRAVELLER
(Digital Leisure/Sega)
It may be called a 'classic' but avoid this like the plague.
Reviewed **OPS2#03**/**Overall 00**

INTERNATIONAL LEAGUE SOCCER
(Eon Digital Entertainment/Taito)
Easily one of the worst footy sims ever to grace the PS2.
Reviewed **OPS2#10**/**Overall 02**

INTERNATIONAL SUPERSTAR SOCCER
(Konami/KCEO)
Genuine squads and more instant terrace gratification take *ISS* up to the PS2 level.
Reviewed **OPS2#01**/**Overall 08**

JAK AND DAXTER: THE PRECURSOR LEGACY
(SCEE/Naughty Dog)
A brilliant platformer from the makers of *Crash Bandicoot* introduces two heroes you'll be seeing a lot more of.
Reviewed **OPS2#15**/**Overall 09**

JAMES BOND 007 IN... AGENT UNDER FIRE
(EA/EA Redwood Shores)
This offers a thrilling single-player experience. Controls are somewhat complex, though.
Reviewed **OPS2#15**/**Overall 08**

JET SKI RIDERS
(Eidos/Opus Corporation)
Great water effects – shame about the adequate racing.
Reviewed: **OPS2#15**/**Overall 06**

KENGO: MASTER OF BUSHIDO
(Ubi Soft/LightWeight)
A padded-out Training mode makes up for this smart ninja fighter's rather limited nature.
Reviewed **OPS2#07**/**Overall 06**

KESSEN
(Electronic Arts/KOEI)
RTS on an epic scale. Might not be classified as 'entertainment', but is a work of gaming art.
Reviewed **OPS2#04**/**Overall 07**

KLONOA 2: LUNATEA'S VEIL
(SCEE/Namco)
Cute and undeniably cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid.
Reviewed **OPS2#13**/**Overall 08**

KNOCKOUT KINGS 2001
(EA Sports/EA Sports)
A more than competent boxing sim. Not really good enough to earn its royal status, though.
Reviewed **OPS2#05**/**Overall 06**

KURI KURI MIX
(Empire/From Software)
A bizarre blend of two-player co-operation and cutesy platformer. *Kuri Kuri Mix* is a more than worthwhile addition to any PS2 collection.
Reviewed **OPS2#07**/**Overall 07**

LEGO RACERS 2
(Lego Software/ATD)
It's a Lego racer. Build cars and characters (using virtual Lego), then race them. That's about it. Very average.
Reviewed **OPS2#14**/**Overall 05**

LE MANS 24 HOURS
(Infogrames/ Melbourne House)
More accessible for the gamer daunted by simulation-style vehicle handling, but has depth and thrills in abundance.
Reviewed **OPS2#09**/**Overall 08**

LOTUS CHALLENGE
(Virgin Interactive/Kuju)
After the long wait for this licensed driving sim, you'd expect better. Painfully slow.
Reviewed **OPS2#14**/**Overall 05**

MADDEN NFL 2001
(EA Sports/EA Sports)
PS2's most rewarding and complete NFL game. Could potentially convert non-believers to the sport.
Reviewed **OPS2#01**/**Overall 08**

MADDEN NFL 2002
(EA Sports/EA Sports)
Exemplary American football title with a pristine pedigree. Virtually faultless, aside from being just another yearly update of a franchise. Go buy!
Reviewed **OPS2#13**/**Overall 09**

MDK2 ARMAGEDDON
(Interplay/BioWare)
A unique, challenging adventure bursting with ideas and an inspired three-character format.
Reviewed **OPS2#07**/**Overall 08**

MIDNIGHT CLUB
(Rockstar/Angel Studios)
Speedy urban racing, that boasts huge and action-packed New York and London environments. Sadly, the gameplay ain't much cop.
Reviewed **OPS2#01**/**Overall 04**

MODERNGROOVE: MINISTRY OF SOUND
(Ubi Soft/Moderngroove)
An entertaining lightshow generator, containing five full dance albums.
Reviewed **OPS2#11**/**Overall 06**

MOTO GP
(SCEE/Namco)
Gran Turismo on two wheels. A fantastic motorbike simulation that rewards repeated plays.
Reviewed **OPS2#03**/**Overall 07**

MOTOR MAYHEM
(Infogrames/Beyond Games)
Unoriginal deathmatch-based vehicle blasting.
Reviewed **OPS2#13**/**Overall 05**

MTV MUSIC GENERATOR 2
(Codemasters/Jester)
Home DJ sample/mixer music maker. Enormous fun and nigh on faultless. One of the most exciting and well put together PS2 releases yet. Pick it up and start making choons!
Reviewed **OPS2#08**/**Overall 09**

MX 2002 FEAT RICKY CARMICHAEL
(THQ/Pacific Coast Power)
Polished and engaging MX sim that utilises its subject matter to great effect.
Reviewed: **OPS2#12**/**Overall 07**

MX RIDER
(Infogrames/Paradigm)
Motocross/supercross sim that lacks real excitement.
Reviewed **OPS2#13**/**Overall 06**

NBA HOOPZ
(Midway/Eurocom)
Instant arcade-styled basketball sim but it's not as good as *NBA Street.*
Reviewed: **OPS2#06**/**Overall 06**

NBA LIVE 2001
(EA Sports/EA Sports)
Solid and playable EA franchise. But where are the thrills?
Reviewed: **OPS2#05**/**Overall 06**

NBA LIVE 2002
(EA Sports/ EA Sports Canada)
An update of *NBA Live 2001*? Only for true basketball nuts.
Reviewed: **OPS2#15**/**Overall 06**

NBA STREET
(EA Sports Big/EA Sports)
Great looks, great to play, but not the sim that most will want. Like *NBA Jam*? You'll love this.
Reviewed **OPS2#10**/**Overall 06**

NFL QUARTERBACK CLUB
(Acclaim/Acclaim Studios Austin)
Plenty of unique features, but unable to compete with EA's *Madden NFL 2002.*
Reviewed **OPS2#13**/**Overall 08**

NHL 2001
(EA Sports/ EA Sports Canada)
EA Sports' perennial ice hockey licence hits the mark beautifully. As Jamie Oliver might say, "Pucka!"
Reviewed **OPS2#02**/**Overall 08**

NHL 2002
(EA Sports/ EA Sports Canada)
The definitive ice hockey videogame, and a marked improvement on *NHL 2001.*
Reviewed **OPS2#14**/**Overall 08**

NHL HITZ
(Midway/Black Box)
A satisfying, if short-lived ice hockey game in an arcade style. EA's *NHL 2002* is the better purchase.
Reviewed **OPS2#14**/**Overall 06**

database

Can't get hold of one of the games in The ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all the UK PS2 publishers.

3DO 01895 456 700
www.3doeurope.com
3DO Europe, 21-23 Mossop St, London SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Rd, Knightsbridge, London SW3 1JJ

ACTIVISION 01895 456 789
www.activision.com
Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

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 CV33 0DL

CRYO 0121 250 5072
www.cryo-interactive.com
186a Stratford Rd, Shirley, Solihull B90 3BQ

EIDOS INTERACTIVE 0121 356 0831
www.eidos.co.uk
1 Hartfield Rd, Wimbledon, London SW19 3RU

ELECTRONIC ARTS 0870 243 2435
www.uk.ea.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156
www.empire.co.uk
The Spire, 677 High Rd, North Finchley N12 0DA

INFOGRAMES 0208 222 9700
www.infogrames.com
116 Baker St, London W1M 1LB

JVC INTERACTIVE 0207 240 3121
www.jvcmusic.co.uk
44 Wellington St, 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 Rd, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388
www.microids.com
2 Gayton Rd, Harrow, London HA1 2XU

MIDAS INTERACTIVE 01279 858 000
www.midas-interactive.co.uk
Matrix House, Cambridge Business Park CB4 0HH

MIDWAY 0207 938 4488
www.midway.com
96 Kensington High St, London W8 4SG

ROCKSTAR GAMES 0870 124 2222
www.rockstargames.com
Saxon House, 2-4 Victoria St, Windsor, Berks SL4 1BY

SCEE 0990 998 877
www.playstation-europe.com
PlayStation Careline, PO Box 2047, London W1A 3DN

SCi 0207 585 3308
www.sci.co.uk
11 Ivory House, Plantation Wharf, York Rd, London SW11 3TN

TAKE 2 0870 124 2222
www.take2games.com
Saxon House, 2-4 Victoria St, Windsor, Berks SL4 1BY

THQ 01483 767 656
www.thq.com
Dukes Court, Duke St, Woking, Surrey GU21 5BH

UBI SOFT INTERACTIVE 0208 944 9000
www.ubisoft.co.uk
Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU

VIRGIN INTERACTIVE 0207 551 4222
www.vie.co.uk
74A Charlotte St, London W1P 1LR

VIVENDI UNIVERSAL 0118 920 9100
www.vivendi-universal-interactive.co.uk
2 Beacontree Plaza, Gillette Way, Reading, RG2 0BS

NY RACE
(Wanadoo/Kalisto)
Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic *The Fifth Element*.
Reviewed **OPS2#14**/Overall 05

ONI
(Rockstar/Bungie Software)
New character animation in an enjoyable third-person sci-fi romp.
Reviewed **OPS2#05**/Overall 07

ONIMUSHA: WARLORDS
(Capcom/Capcom)
Impressive survival horror that lets the PlayStation 2 run riot. Does suffer form a iffy PAL conversion, though.
Reviewed **OPS2#09**/Overall 08

OPERATION WINBACK
(Midas Interactive/KOEI)
Lacks variety, but still an enjoyable stealth shooter.
Reviewed **OPS2#07**/Overall 06

ORPHEN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Reviewed **OPS2#01**/Overall 04

PARIS-DAKAR RALLY
(Acclaim/ Broadsword Interactive)
This sim does little to inspire interest in the real race.
Reviewed **OPS2#13**/Overall 05

PENNY RACERS
(Midas/Takara)
A half-baked, underfed and weedy *GT3*, with just a few good tracks to recommend it.
Reviewed **OPS2#14**/Overall 04

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Reviewed **OPS2#02**/Overall 05

PORTAL RUNNER
(3DO/3DO)
Vikki, of *Army Men* notoriety, gets her own title and it's the best of a bad bunch.
Reviewed **OPS2#13**/Overall 05

PRO EVOLUTION SOCCER
(Konami/Konami TYO)
Konami TYO updates *ISS Pro Evolution* and creates the best PS2 football sim ever.
Reviewed **OPS2#14**/Overall 09

PROJECT EDEN
(Eidos/Core Design)
Look beyond some not great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.
Reviewed **OPS2#12**/Overall 08

QUAKE III
(EA/id & Bullfrog)
In four-player mode, this first-person shooter is the best multiplayer yet. A technical tour de force, it runs like greased lightning and looks absolutely gorgeous.
Reviewed **OPS2#06**/Overall 09

RAYMAN M
(Ubi Soft/Ubi Studios France)
Base primarily on multiplayer action. Some good ideas, but the gameplay is nothing new.
Reviewed: **OPS2#15**/Overall 06

RAYMAN REVOLUTION
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer worthy of PS2.
Reviewed **OPS2#02**/Overall 08

RC REVENGE PRO
(Acclaim/ Acclaim Cheltenham)
A smattering of last-generation graphics and a distinct lack of any discernable speed adds up to an avoidable kart racer.
Reviewed **OPS2#02**/Overall 03

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
A marvellous arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.
Reviewed **OPS2#01**/Overall 07

RED FACTION
(THQ/Volition)
A first-person shooter that melds *MGS*-style tactics and the all-out blasting of the hallowed *Quake III*. It is marred only by average level design.
Reviewed **OPS2#08**/Overall 08

RESIDENT EVIL CODE: VERONICA X
(Capcom Eurosoft/Capcom)
A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting. Give in to its disgustingly depraved clutches. Go on, you know you want to.
Reviewed **OPS2#10**/Overall 09

RIDGE RACER V
(SCEE/Namco)
A popular racer and still top powersliding fun, but initial high hopes were scuppered by limited size and a lack of originality.
Reviewed **OPS2#01**/Overall 07

RING OF RED
(Konami/KCE)
A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.
Reviewed **OPS2#07**/Overall 08

ROBOT WARLORDS
(Midas Interactive/DaZZ)
Many other superior mech games make this redundant in a somewhat minority genre in the UK.
Reviewed **OPS2#06**/Overall 04

ROBOT WARS
(BBC Multimedia/Climax)
TV show tie-ins rarely work. This could have been a whole lot better Stick to watching the TV show instead.
Reviewed **OPS2#14**/Overall 05

RUGBY
(EA Sports/ Creative Assembly)
More akin to *Madden* than *FIFA* in approach, a highly enjoyable and refined take on the sport. EA Sports does it again.
Reviewed **OPS2#08**/Overall 08

RUMBLE RACING
(EA/EA)
Fast and furious arcade stunt racer that has tons of challenge and replay value in two-player mode.
Reviewed **OPS2#08**/Overall 08

RUNE: VIKING WARLORD
(Take 2/Human Head)
Viking slash-'em-up that should have been confined to the Dark Ages.
Reviewed **OPS2#11**/Overall 04

SHADOW OF MEMORIES
(Konami/KCET)
Filmic adventure that keeps the surprises coming with a serpentine plot.
Reviewed **OPS2#05**/Overall 08

SHAUN PALMER'S PRO SNOWBOARDER
(Activision/Dearsoft)
Basically *Tony Hawk's* on snow. The gameplay is unimaginative and controls are sluggish.
Reviewed: **OPS2#15**/Overall 06

SILENT HILL 2
(Konami/KCET Team Silent)
One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one relentless videogame.
Reviewed **OPS2#13**/Overall 08

SILENT SCOPE
(Konami/KCEO)
Slick but simple shooting gallery-style game where you play a police sniper.
Reviewed **OPS2#01**/Overall 08

SILENT SCOPE 2
(Konami/Konami TYO)
A worthwhile update of this arcade sniper sim, though the formula is looking tired now.
Reviewed **OPS2#14**/Overall 07

SILPHEED: THE LOST PLANET
(Swing!/Treasure/GameArts)
Tedious top-down shooter.
Reviewed **OPS2#03**/Overall 03

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
(3DO/Anco)
Tactically adept footy management sim but lacks the killer goal.
Reviewed **OPS2#12**/Overall 06

SKY ODYSSEY
(SCEE/Cross for SCEI)
A flight sim where you don't have to shoot anything, just complete crazy missions.
Reviewed **OPS2#06**/Overall 08

SKY SURFER
(Virgin Interactive/ Idea Factory)
Whoever thought that jumping out of a plane attached to a board would make a good game should be duly shot.
Reviewed **OPS2#04**/Overall 03

SMUGGLER'S RUN
(Rockstar/Angel Studios)
Mission-based fun in which you escape from the cops with a trunkload of booty around impressive free-roaming environments.
Reviewed **OPS2#01**/Overall 07

SMUGGLER'S RUN 2: HOSTILE TERRITORIES
(Rockstar/Angel Studios)
Impressively big, fast and frantic, but not much different to its predecessor.
Reviewed: **OPS2#15**/Overall 07

SOUL REAVER 2
(Eidos Interactive/ Crystal Dynamics)
Soul sucking fantasy adventure that revolves around the exploits of Raziel and his huge Soul Reaver sword.
Reviewed **OPS2#14**/Overall 07

SPACE ACE
(Digital Leisure/ Cinematronics)
Horrific and ancient arcade port-over. The original was only of cult appeal to gamers.
Reviewed **OPS2#04**/Overall 01

SPLASHDOWN
(Infogrames/ Rainbow Studios)
Above-average Sea-Doo racer, with truly impressive water effects. The racing is relatively sluggish though.
Reviewed **OPS2#14**/Overall 07

SPY HUNTER
(Midway/Paradigm)
Captures the spirit of the original game and adds further shiny next-gen knobs.
Reviewed **OPS2#12**/Overall 08

SSX
(EA Sports Big/EA Sports Canada)
Outrageous and inventive rainbow-coloured high-speed snowboard game packed with crazy courses.
Reviewed **OPS2#01**/Overall 09

SSX TRICKY
(EA Sports Big/EA Sports Canada)
The sequel to the PS2's sleeper hit is now bigger and better. Celebs voices add to the appeal.
Reviewed **OPS2#15**/Overall 09

STAR WARS: STARFIGHTER
(Activision/LucasArts)
Mesmerising 3D *Star Wars* blaster with engaging missions and film-perfect sound effects.
Reviewed **OPS2#06**/Overall 09

STAR WARS: SUPER BOMBAD RACING
(Activision/ Lucas Learning)
Banal *Star Wars* cartoon kart racer. The Force is very weak with this one.
Reviewed **OPS2#08**/Overall 05

STREET FIGHTER EX3
(Capcom Eurosoft/Arika)
A decent enough cult 2D/3D battler. Has its devout fans.
Reviewed **OPS2#03**/Overall 07

STUNT GP
(Virgin Interactive/Team 17)
Don't waste your money on this insipid remote-control car simulation. Totally uninspiring and uninteresting.
Reviewed **OPS2#14**/Overall 03

SUMMONER
(THQ/Volition)
One of the best PS2 RPGs. A little harsh on the eyes, but still a sprawling epic.
Reviewed **OPS2#04**/Overall 08

SUPER BUST-A-MOVE
(Acclaim/Taito)
Another update of a classic game, but a pointless one as it adds nothing original to the timeless gameplay.
Reviewed **OPS2#02**/Overall 04

SUPERCAR STREET CHALLENGE
(Activision/Exakt)
A by-the-book arcade racing game round desolate cities. Nothing to recommend itself.
Reviewed **OPS2#14**/Overall 04

SWING AWAY GOLF
(EA Sports/T&E Soft)
Cutesy PSone golf sim let down by a poor conversion.
Reviewed **OPS2#02**/Overall 03

TEKKEN TAG TOURNAMENT
(SCEE/Namco)
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves should keep the *Tekken* faithful happy until the next 'proper' instalment reaches the shelves. Keep your eyes peeled for *Tekken 4*.
Reviewed **OPS2#01**/Overall 08

TEST DRIVE: OFFROAD WIDE OPEN
(Infogrames/Angel Studios)
A tidy but limited offroad racer, from the makers of *Smuggler's Run*.
Reviewed **OPS2#14**/Overall 06

TG DARE DEVIL
(Kemco/Papaya Studios)
Mission-based retro car racer that fails to provide innovation or excitement.
Reviewed **OPS2#02**/Overall 05

THE BOUNCER
(SCEE/Squaresoft)
A fun, accessible brawler whose adventuring elements are fairly limited.
Reviewed **OPS2#09**/Overall 06

THE FLINTSTONES IN VIVA ROCK VEGAS
(Swing! Entertainment/Toka)
Yabba dabba... don't. Ever.
Reviewed **OPS2#11**/Overall 02

THE MUMMY RETURNS
(Vivendi Universal/ Blitz Games)
Sub-standard adventure-based movie tie-in. Stick to the *Tomb Raider* collection.
Reviewed **OPS2#14**/Overall 05

THE SIMPSONS: ROAD RAGE
(EA/Radical Entertainment)
It's *Crazy Taxi* but with Homer behind the wheel.
Reviewed: **OPS2#15**/Overall 06

THE WEAKEST LINK
(Activision/Activision)
You'll get more enjoyment playing along with the TV show than putting up with the viper-tongued Anne Robinson.
Reviewed **OPS2#14**/Overall 04

THEME PARK WORLD
(EA/Bullfrog)
Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstyles a-spinnin' is your prime directive.
Reviewed **OPS2#03**/Overall 07

THIS IS FOOTBALL 2002
(SCEE/Team SoHo)
An atmospheric and playable addition to a once weak series.
Reviewed **OPS2#12**/Overall 07

THUNDERHAWK: OPERATION PHOENIX
(Eidos/Core Design)
A brave attempt to blend arcade and sim with choppers.
Reviewed **OPS2#12**/Overall 07

TIGER WOODS PGA TOUR 2001
(EA Sports/EA Sports)
Authentic golf sim, rather undermined by a random control system.
Reviewed **OPS2#06**/Overall 06

TIME CRISIS 2
(SCEE/Namco)
PS2's first light gun title sets the standard for others to follow.
Reviewed **OPS2#13**/Overall 08

TIMESPLITTERS
(Eidos/Free Radical Design)
Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-screen multiplayer madness.
Reviewed **OPS2#01**/Overall 09

TOKYO XTREME RACER
(Crave/Ubi Soft/Genki)
Sedate, and thus dull, racer.
Reviewed **OPS2#11**/Overall 04

TONY HAWK'S PRO SKATER 3
(Activision/Neversoft)
Fantastic skate sim that's perfect to play for two minutes or two hours. The first PAL game to have online network play, too.
Reviewed **OPS2#15**/Overall 09

TOP GUN
(Virgin Interactive/ Digital Integrations)
A flight sim that seems to have been designed by people who have never even seen a plane.
Reviewed **OPS2#14**/Overall 04

TWISTED METAL: BLACK
(SCEE/Incognito)
On a post-nuclear war planet, drive around in frenzied vehicle-based hedonism. Everything that you'd expect a *Twisted Metal* game to be on PlayStation 2 – and then some.
Reviewed **OPS2#12**/Overall 08

UEFA CHALLENGE
(Infogrames/Infogrames)
Everything that could go wrong in a football game, handily compiled in a single title.
Reviewed **OPS2#10**/Overall 02

UNREAL TOURNAMENT
(Infogrames/Epic Games)
Satisfyingly gory, totally over the top and immensely playable first-person shooter.
Reviewed **OPS2#04**/Overall 08

VICTORIOUS BOXERS
(Empire Interactive/ESP)
Offbeat, story-based Japanese boxing title that sadly lacks the killer punch.
Reviewed **OPS2#12**/Overall 04

WACKY RACES STARRING DASTARDLY AND MUTTLEY
(Infogrames/Infogrames)
Misty-eyed fans of the TV series will love the visuals. The game isn't all that great, though.
Reviewed **OPS2#09**/Overall 06

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
(Ubi Soft/Disney Interactive)
Go for the PSone version instead.
Reviewed **OPS2#08**/Overall 04

WARRIORS OF MIGHT AND MAGIC
(3DO/3DO)
Dreadful non-adventure/RPG with nothing to recommend it.
Reviewed **OPS2#07**/Overall 03

WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION
(Eidos/Revolution)
Scary animation of Tarrant and easy questions make this a chore. That *is* our final answer.
Reviewed: **OPS2#15**/Overall 04

WILD WILD RACING
(Rage/Rage)
Off-road buggy racing game with merely acceptable looks and initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.
Reviewed **OPS2#01**/Overall 06

WORLD CHAMPIONSHIP SNOOKER 2002
(Codemasters/Blade)
Extremely playable snooker sim that may convert a few sceptics.
Reviewed **OPS2#11**/Overall 08

WORLD DESTRUCTION LEAGUE: THUNDER TANKS
(3DO/3DO)
Arcade tank sim that's brilliant in four-player Deathmatch mode. Lacks lasting appeal in one-player mode, though.
Reviewed **OPS2#05**/Overall 07

WORLD DESTRUCTION LEAGUE: WARJETZ
(3DO/3DO)
Looks like an average PSone game and plays like a dog.
Reviewed **OPS2#10**/Overall 02

WORLD RALLY CHAMPIONSHIP
(SCEE/Evolution Studios)
The most realistic and therefore most exciting rally experience ever committed to a videogame. This is a pristine example of next-gen programming that no self-respecting gamer should be without.
Reviewed **OPS2#14**/Overall 09

WWF SMACKDOWN! 'JUST BRING IT!'
(THQ/Yuke's)
The most realistic representation of the WWF experience on a console yet. Top stuff.
Reviewed **OPS2#13**/Overall 08

X-SQUAD
(EA/EA Square)
A tedious team-based third-person shooter.
Reviewed **OPS2#02**/Overall 05

ZONE OF THE ENDERS
(Konami/KCEJ)
Cool mech thriller from *Metal Gear's* Hideo Kojima, with bonus *MGS2* demo just to get you in the mood.
Reviewed **OPS2#06**/Overall 09

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Army Men Green Rogue
Army Men S's Heroes 2
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B - 02
Baldur's Gate
Batman Vengeance
BIG SSX - Snowboarding
Bloody Roar 3
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Bust A Move 3
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Capcom vs SNK 2
Cart Fury
City Crisis
Code Veronica X
Commandos 2
Cool Boarder 2001
Crash Bandicoot
Crazy Bump's: Car Bat.
Crazy Taxi
D - 04
D. Duck: Quack Attack
Dare Devil
Dark Angel
Dark Cloud
Dark Legacy
Dave Mirra BMX 2
Dead or Alive 2
Devil May Cry
Disney's Dinosaur
Driving Emotion Type-S
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3
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Emotion Type-S (Driving)
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Evergrace
Extermination
Extreme G-3
F - 06
F1 Champ. Season 2000
Fanta Vision
Fifa 2001
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Final Fantasy 10
Formula 1 2001
Four By Four Evolution
Freestyle BMX 2
Fur Fighters
G - 07
Gradius 3 & 4
Gran Turismo 3
Grand Theft Auto 3
Grandia 2
Green Rogue
Gun Griffon Blaze
Gundam: J to Jaburo
H - 08
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Half Life
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Int. Superstar Soccer
Int. Track & Field
ISS Pro Evolution
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Jikkyou W. Soccer 2000
K - 11
Kengo: M. of Bushido
Kessen
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Knockout Kings 2001
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L of Kain Soul Reaver 2
Last Blade 2
Le Mans 24 Hour
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Madden NFL 2001
Madden NFL 2002
Master of Bushido
Max Payne
MDK2
Metal Gear Solid 2
Midnight Club
Might & Magic
Mobile Suit Gundam
Monkey Island (Escape)
Moto GP
Motor Mayhem
MTV Skateboarding
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MX 2002
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Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NCAA Football 2002
NFL 2001
NFL 2002
NFL Q'back Club 2002
NHL 2001
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Smackdown! J. Bring It
Smugglers Run
Smugglers Run 2
Soul Reaver 2
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Wars: Star Fighter
Street Fighter Ex 3
Summoner
Super Bombad Racing
Super Bust A Move
Surfing H30
Swing Away Golf
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Tekken Tag Tournament
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The Mummy Returns
The Weakest Link
Theme Park World
This is Football 2002
Thunderhawk: O. Phoenix
Time Crisis 2
Time Splitters
Tokyo Extreme Racer
Tony Hawk's 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Triple Play Baseball
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Wacky Races
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Warriors of M & M
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WWTBAM2
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WRC
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X Games: Snowboarding
X-Squad
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WIN! A TRIP TO JAPAN!*

If you're the country's most stylish player of Konami's *Pro Evolution* you could get your best goal shown on the big screen at the Worthington Cup Final and compete against Europe's finest for a chance to win a trip to Japan!

PHOTO: ALLSPORT

***To be precise, send us your best goal and we'll put it on at half-time at the Worthington Cup final (with you there). After that, you'll play in the European *Pro Evo* Final for the chance to play in the World *Pro Evo* Final in Japan! Phew.**

EVER THOUGHT THAT your *Pro Evolution Soccer* skills were good enough to go to the videogame World Cup? Well now you've got that chance. *OPS2* in conjunction with Konami and Umbro are asking you to score the most impressive goal possible against Germany in a match of *Pro Evolution Soccer*, with the winner going into a European final with the chance to win a trip to Japan. The UK winner will also receive VIP tickets to the Worthington Cup Final on 24 February, where their goal will be shown on the Millennium Stadium's big screen during half-time, plus a pair of Umbro Xai football boots worth £120!

Xai is a boot that has been anatomically shaped, allowing the foot to move naturally and sit lower to the ground, thus improving ball control. At 54g lighter than the Adidas Predator Precision, Xai is also one of the lightest football boots in the world. Michael Owen has even been involved in their development!

All you have to do is connect a video recorder to your PlayStation 2 (instructions to the right) and record the best goal you can score for England in an attempt to relive the glory of the World Cup qualifier in Munich where we thrashed Germany 5-1. You can use either the full copy of *Pro Evolution Soccer*, or the demo on the DVD that comes with this magazine. Believe in your dreams!

STEP-BY-STEP

1. Insert the playable DVD, you received with this copy of *OPS2*, into your PlayStation 2 and select the *Pro Evolution Soccer* playable demo segment.
2. Alternatively, if you already own a full copy of *Pro Evolution Soccer*, insert that instead.
3. Make sure you're playing against the computer and choose to play as England. Select Germany as your opponent.
4. Ensure both teams are wearing the correct kits (ie England in white, Germany in green).
5. Choose the difficulty level for your computer opponents. It's up to you which difficulty level you select but bear in mind that we will be rating each goal on the level of skill involved – a waltz through a static defence is less impressive than riding four strong tackles!
6. You're now ready to start the match – try to score as many goals as possible against the hapless Germans. More importantly, you need to score the most impressive goals possible to be in with a chance of winning!
7. When you think you've scored the most spectacular goal imaginable (be it a mazy dribble, an audacious lob, a 30-yard-screamer, a mesmerising passing move, an overhead volley, a curling free-kick or something even more stupendous) prepare to record the moment on videotape as explained below.
8. Use the game's customisable replay function to pan, cut and zoom the camera to show your goal in the best possible light. We regret that goals from the demo version of the game cannot be saved to Memory Card and edited at a later date, so you'll have to be on-hand with the record button as soon as you score. Play the match as many times as you want to capture your best goal, but remember to follow the setup rules above each time you play!

RECORDING YOUR GOAL

Instead of connecting your PS2 to your television as normal, plug your PS2 into your video using SCART or composite connections. Then connect your video to the television. Set your TV to the video channel and then tune in your PS2 to the video. Once you can see the PS2 picture on your TV screen you're ready to record!

SEND YOUR GOAL TO...

Pro Evolution Soccer compo, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

Competition Rules

1. Entries can be received on VHS videotape only (no Memory Cards please!) and must be no longer than 30 seconds in length. Use a short, cheaper tape!
2. No more than one entry per person (and no more then one entry per videotape).
3. All entries must follow the pre-game set up rules as outlined in the Step-By-Step section.
4. Entries will be judged by a panel consisting of representatives from Konami, Umbro and *Official PlayStation 2 Magazine*, plus several professional footballers and managers. The judges' decision is final!
5. No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Konami, Umbro or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 25 January. If any prize becomes unavailable, Future Publishing, Konami and Umbro reserve the right to replace it with another of equal value. The Editor's decision is final. All normal competition rules apply.
6. All entries must be in by 25 January so get hammering them Germans now!

WIN! A PAIR OF EYE-TREK GAME GOGGLES AND A COPY OF ACE COMBAT: DISTANT THUNDER

Those lovely people at SCEE are celebrating the release of the brilliant *Ace Combat: Distant Thunder* by giving five readers the chance to get into games like never before with a pair of 'widescreen display on the bridge of your nose' Eye-Trek glasses!

YOU KNOW, TVS are all very well for playing videogames on, but it's not always easy to immerse yourself in total PS2 martian annihilation when you can see spent booze cans littering the floor and a jagged pizza box sculpture jutting out of your ironic Powerpuff Girls bin. Thankfully, all such jarring reminders of reality will be a thing of the past thanks to our pals at SCEE.

To celebrate the release of *Ace Combat: Distant Thunder* this February, SCEE have given us five pairs of Eye-Trek 'face-mounted display' glasses, worth £300 a pop! Slap a pair of these babies on, plug them into your PS2, pop in the a copy of *Ace Combat* and you'll be treated to a personal display equivalent to a 52" widescreen TV.

While the Eye-Treks work well with all PS2 games, they work *astonishingly* well with *Ace Combat*. Don't believe us? Just answer the question below correctly and have your name picked out of an upturned flying helmet, and you could find out!

The Eye-Trek: the widescreen TV you wear on your face and perfect for *Ace Combat: Distant Thunder* (below).

THE QUESTION

ACE COMBAT: DISTANT THUNDER IS PUBLISHED BY SCEE, BUT WHO MADE IT?

a) *Sega*
b) *Namco*
c) *The Red Baron*

Competition Rules
No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, SCEE or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 25 January 2002. If any prize becomes unavailable, Future Publishing and SCEE 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 SCEE. Cheers Alan.

HOW TO ENTER:

1. Write your answer on a postcard and send to *Ace Combat, 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 *Ace Combat* in the subject line.
3. Please include your name, 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.*

THE PRIZE
Five winners will each receive:
- ☐ An Olympus FMD-20P Eye-Trek headset (RRP £299.99)
- ☐ A copy of *Ace Combat: Distant Thunder*

ACE COMBAT Distant Thunder

The Quiz

Harder than the Chinese language, morse code edition of a *Brief History Of Time*, it's the *Official PlayStation 2 Magazine* Quiz. (_._ _ ....!)

ANAGRAM ROUND
Wrestle sense from nonsense.
1. Ugly axe grit
2. Vine wilt
3. Rev a thin gimp
4. Fool Viennese rover
5. Wet pus info? Oui!

SALT LAKE 2002 OLYMPICS
Which of the following are genuine Olympic events?
1. Table tennis
2. Boomerang throwing
3. Polo
4. Volleyball
5. Ten pin bowling

POLAROID PETE'S DOUBLE EXPOSURE
Photography terms. Are these kosher or not?
1. F-Stop
2. ASAP
3. Shutter speed
4. Non-exposure
5. Flash

THE DOLPHIN-FRIENDLY ROUND
Bottle-nose are the common porpoise. Which are real types of dolphin and which are fishy?
1. Orco Dolphin
2. Pink Dolphin
3. Stripped Dolphin
4. Grey Dolphin
5. Spinner Dolphin

UEFA CHAMPIONS LEAGUE
Think you know your footie stats? Then have a go at these brain busters...
1. What does UEFA stand for?
2. Who beat Leeds in last season's Champions League semi-final?
3. Who are the current holders of the Champions League?
4. Who scored Man Utd's goals against Bayern Munich in the 1999 Champions League final?
5. Who has won the Champions League the most times?

TOMB RAIDER ROUND
***Tomb Raider* is out on DVD. Do you know your movie?**
1. Who plays Lara Croft's father, Lord Croft, and how's he related to Ms Jolie in real life?
2. Stuart Baird is the executive producer of the film, but what Kurt Russell/Steven Segal film did he direct in 1996?
3. Which U2 band member contributed to the soundtrack?
4. Some scenes were filmed in Cambodia, due to civil unrest a film hasn't been shot there since 1960/. What film was the last to be filmed there?
5. What classic motorbike make did Lara ride in the film?

'I AM THE LAW'
Which of the following judges also appeared in the classic *2000AD* comics.
1. Judge Anderson
2. Judge Jules
3. Judge Judy
4. Judge Hershey
5. Chocolate Judge Sundae

CAPCOM CAPERS
Capcom's latest game *Maximo* (previewed on page 12) pays homage to *Ghosts'N Goblins*. Which of the following games are from Capcom and would be worthy of a PS2 remake?
1. *Amidar*
2. *Green Beret*
3. *1942*
4. *Commando*
5. *Rambo*

CRYPTIC ROUND
Beats us. What games are hinted at here?
1. How long did they take to leave, again?
2. The Swedish Chef tries to bring the animals together?
3. Gap in scheduling leaves room for more *Family Affairs*.
4. The Prodigy member releases posh French perfume...
5. Real life Goodfella ain't sayin' jack either!

answers (USE A MIRROR)

Anagram Round
1 Guilty Gear X
2 Evil Twin
3 Vampire Night
4 No-One Lives Forever
5 WipeOut Fusion

Salt Lake 2002 Olympics
1 True
2 False
3 False
4 True
5 False

Polaroid Pete's Double Exposure
1 Kosher
2 False
3 Kosher
4 False
5 Kosher

The Dolphin-friendly Round
1 Fishy
2 Real
3 Fishy
4 Fishy
5 Real

UEFA Champions League
1 Union des Associations Europeennes de Football
2 Valencio
3 Bayern Munich
4 Teddy Sheringham, Ole Gunnar Solskjaer
5 Real Madrid

Tomb Raider Round
1 John Voight, he's her real father
2 Executive Decision
3 Bono
4 The Killing Fields
5 Morton

'I Am The law'
1 True
2 False
3 False
4 True
5 False

Capcom Capers
1 Nope, Konami
2 Nope, Sega
3 Yes
4 Yes
5 Yes

Cryptic Round
1 Timesplitters 2
2 Herdy Gerdy
3 Space Channel 5
4 Maximo
5 Silent Hill 2

your rating

35-50 Michael Owen	**15-25** St Michaels
25-35 Princess Michael	**0-15** Michael Fish

WHAT IF...
PS2 GAME CHARACTERS LIVED AMONG US?

It was a bit of a shock at first, but once society had got used to videogame characters walking down the street, it wasn't long before they were accepted as instant celebrities...

WORDS: PAUL 'DAVINA' FITZPATRICK/ILLUSTRATION: WILL BARRAS

THE DATE: **2002**

THE PLACE: **BIG BROTHER GAME CELEB SPECIAL**

(Taken from Reality TV Round Up *in TV Speedy, 20-26 July 2002)*

IT'S WEEK FOUR in the Big Brother house and the cracks are beginning to appear as the housemates settle in and start to show their true colours. What's up with Solid Snake for a kick off? Stripped of his Codec and contact with the outside world he is yet to make any firm friends in the house, and considering his increasingly bizarre behaviour it's not hard to see why. Take the morning of day 12, when he spent two and half hours hiding behind a pot plant with a rapidly cooling mug of coffee, shooting tranquillizer darts at passing housemates and hiding their snoozing bodies in cupboards. He then threw a smoke bomb into the kitchen area – all to 'secure' a chocolate Hob Nob. Fellow housemates Samanosuke and Guybrush Treepwood have also been complaining in the diary room about Snake's habit of sleeping 'under his bed with eyes wide open'. Yet for now, it seems this random behaviour is working in his favour since everybody's too nervous to vote him out. That and the fact that nobody's seen him for days.

Then there's Crash Bandicoot. The furry joker narrowly avoided eviction after he was given a second chance to order provisions for the house, and promptly blew the whole budget on Wompa fruit. Again. Confronted by Lara and Maximo (what is it with those boxer shorts?), Crash merely underlined the word 'crates' on the shopping list twice and span off into the garden and tried to belly flop over the security fence for a solid hour. Elsewhere Konoko and Samanosuke have been as thick as thieves, united by their growing annoyance with Guybrush, who seems incapable of doing anything unless given a set of options to choose from. Funny to begin with, this indecision wore thin right about the time he shouted to Vikki from the toilet asking what he should do next. We can't see him making it into week five.

But most of the diary room gossip towards the end of the week concerned surprise new arrivals Jak and Daxter. Daxter's sarcastic remarks – directed mostly at Crash for some reason – ruffled a few feathers while his embarrassing obsession with Lara's 'Precursor Orbs' (as he calls them) is not going down at all well with the female housemates. Despite some serious quizzing by Big Brother, Jak is yet to comment on his pal's antics. Or anything for that matter. This prompted Tina Armstrong to ask Big Brother whether J&D require one single or two separate nominations come crunch time this Tuesday. Big Brother will get back to them. Meanwhile Leo, the first housemate to go, has been talking about his time in the house and why he believes he was the first to go. The doe-eyed lad is still shocked that his Jehuty Orbital Frame was considered an unacceptable luxury despite a) being around 155 metres tall, b) carrying Leo's suitcase instead of fitting inside it, and c) having an operating system so advanced that it constituted a whole separate housemate. Still, no worries for C-list parties and appearances on E4 are already locked in Leo's diary. Ciao! □

Solid Snake gets a vicious attack of the munchies in *BB*.

//Daxter's obsession with Lara's 'Precursor Orbs' is not going down well with the female housemates//

METAL GEAR SOLID 2: SONS OF LIBERTY

The game of 2002 already? Find out with our exclusive review and playable demo!

NEXT MONTH IN THE FEBRUARY ISSUE OF

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- ☐ Exclusive! OPS2 goes for a drive in the wilds of Cumbria with **Colin McRae Rally 3**.
- ☐ All the latest reviews, including **Ace Combat: Distant Thunder**, **Moto GP 2**, **PaRappa 2** and **Salt Lake 2002**.
- ☐ Cool techno thriller **Deus Ex** – full preview and interview.

PLUS! Space Channel 5 v1, more **Jak And Daxter** tips, inside Sega's **Virtua Fighter 4** and another **HUGE** demo disc!

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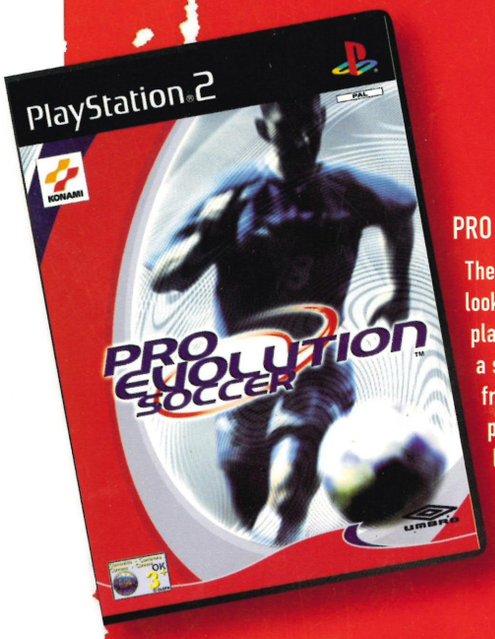


PRO EVOLUTION SOCCER

The beautiful game has never looked more beautiful. Choose to play as any international team or a selection of 32 club teams from around the world. You can play the computer in one of the league or cup modes, but this game really shines when played multi player.

DEVIL MAY CRY

Devil May Cry hails a new genre for video games, that of 'Gothic Action'. Set against a highly realised backdrop of stylised Gothic architecture, heavily influenced by the work of Spanish architect Antonio Gaudi, this fantastic universe is filled with legions of demonic creatures that the game's main protagonist - Dante - must defeat!

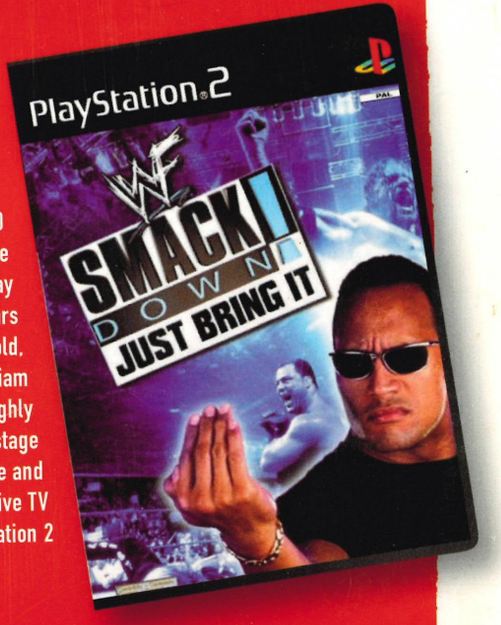
GAME ON

GRAND THEFT AUTO III

Take to the fully three dimensional streets and work your way up the crime syndicate through a variety of underworld activities, including drug running, car jacking and hit jobs - be warned, GTA3 is extremely violent and controversial!

WWF SMACKDOWN! JUST BRING IT

With 8 modes of play including 78 variations of Exhibition Match and over 30 new match types including the new six-man tag, you can play as one of 35 WWF Superstars including the Rock, Stone Cold, Triple H, The Undertaker, William Regal and Faarooq in highly detailed arenas and backstage areas, bringing the intense and thrilling atmosphere of a live TV show to the PlayStation 2



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