THE UK'S BEST-SELLING PLAYSTATION®2 MAGAZINE

PlayStation®2 OFFICIAL magazine-UK

ISSUE 063 • SEPTEMBER 2005 • £5.99 WITH DVD
PLAYSTATION.CO.UK

FIFA 06

Can it be the biggest and the best?

> PRO EVO 5 > KING KONG > NEED FOR SPEED MOST WANTED > PSP LAUNCH GAMES REVIEWED > TOMB RAIDER: LEGEND
> WHY SWORDS ARE THE NEW GUNS > BURNOUT REVENGE > HOW TO MAKE BRILLIANT GAMES BETTER > AND MORE...

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SEPTEMBER 2005
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PlayStation 2
063 SEPTEMBER 2005
"ONLY ONE TEAM CAN WIN THIS NOW"
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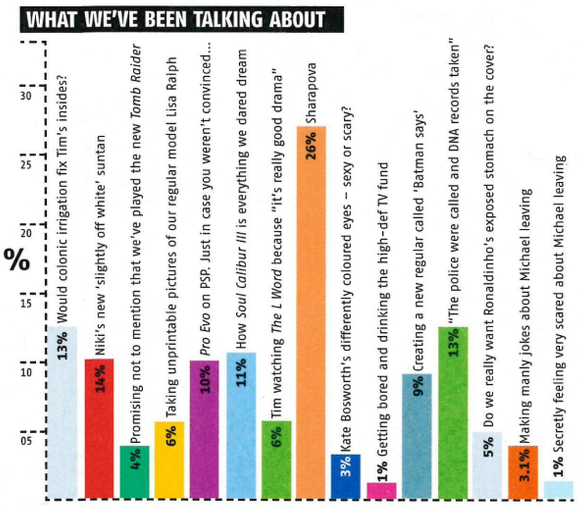
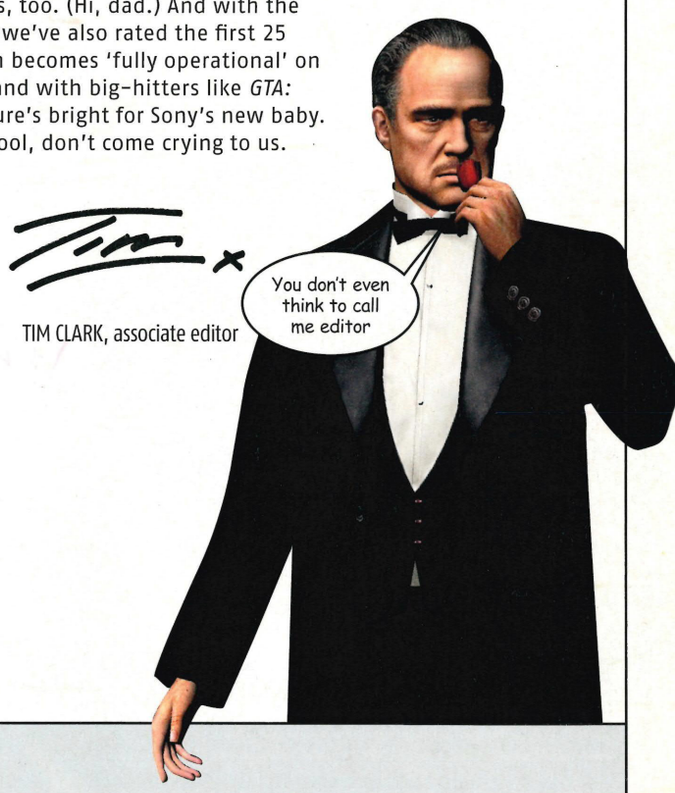
* To celebrate our *FIFA 06* feature, we asked what you'd like to reinvent?

Wilkommen

GOOD TOUCH FOR A BIG LAD...

Putting together this month's all-you-can-eat football buffet, there have been times when I've felt less like Jose Mourinho and more like Harry Redknapp. It's been a case of frantic wheeler-dealing – desperately trying to squeeze in a few more big names before the transfer window slams shut. But, debilitating stomach ulcer notwithstanding, it's been worth it. Ensconced within the soundless confines of this issue you'll find the full scoop on *FIFA*'s reinvention. This year EA is absolutely determined to deliver a game that scores as well as it sells. Starting on page 70, you can read exactly what we think of the results. But of course, it would be remiss of us to ignore the competition – and on page 82 you can see how we got on against John Terry at *Pro Evo 5*. But before that, spin to the start of Spy and check out the first shots of *Pro Evo* on PSP. You'll find them next to the first ever images of Eminem in the *50 Cent* game. I said, big names, and lots of 'em. We've also managed to cram in more *King Kong* shots than any other PS2 mag, the first screens of *Resi 5* on PS3, a private look at Lara's latest and forced the new *Burnout* and *Need For Speed* games into a death-or-glory drag race. So plenty to enjoy for all the non-football fans, too. (Hi, dad.) And with the PSP's 1 September launch now within fondling distance, we've also rated the first 25 games as part of our brand new handheld section, which becomes 'fully operational' on page 105. The PSP launch line-up is incredibly strong – and with big-hitters like *GTA: Liberty City Stories* and *Pursuit Force* on the way, the future's bright for Sony's new baby. One note of caution, though – if you drop yours in the pool, don't come crying to us.





TIM CLARK, associate editor

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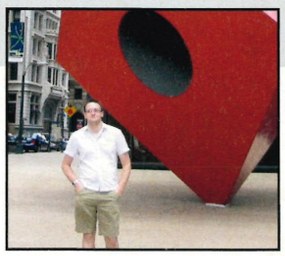
'Gorgeous'
Writer, *King Kong* feature (page 39)
"I actually preferred playing the man to the monkey," says the ever contrary George of his brush with Peter Jackson's over-sized ape. "The game's not bad," he adds. So we assume it must actually be amazing.

Niki Earp
Deputy art editor
"I had a massive crush on Andrei Kanchelskis," reveals our Niki, who spent this month manipulating footballers. "But as a rule I don't go for the Ukrainian gypsy type."

Tina 'Iced T' Glencross
Designer, *Spy* section (page 18)
Tina is renowned for her ultra-dry wit and ninja design skills. She used to live with Niki (left). "No, not like in *The L Word*," she quickly points out.



Michael French
Writer, Swords feature (page 76)
"I actually like *all* of these games," said an incredulous Frenchy of his sabre-rattling round-up. Worried that our notoriously hardline reviews ed had lost his edge, we decided to let him go.

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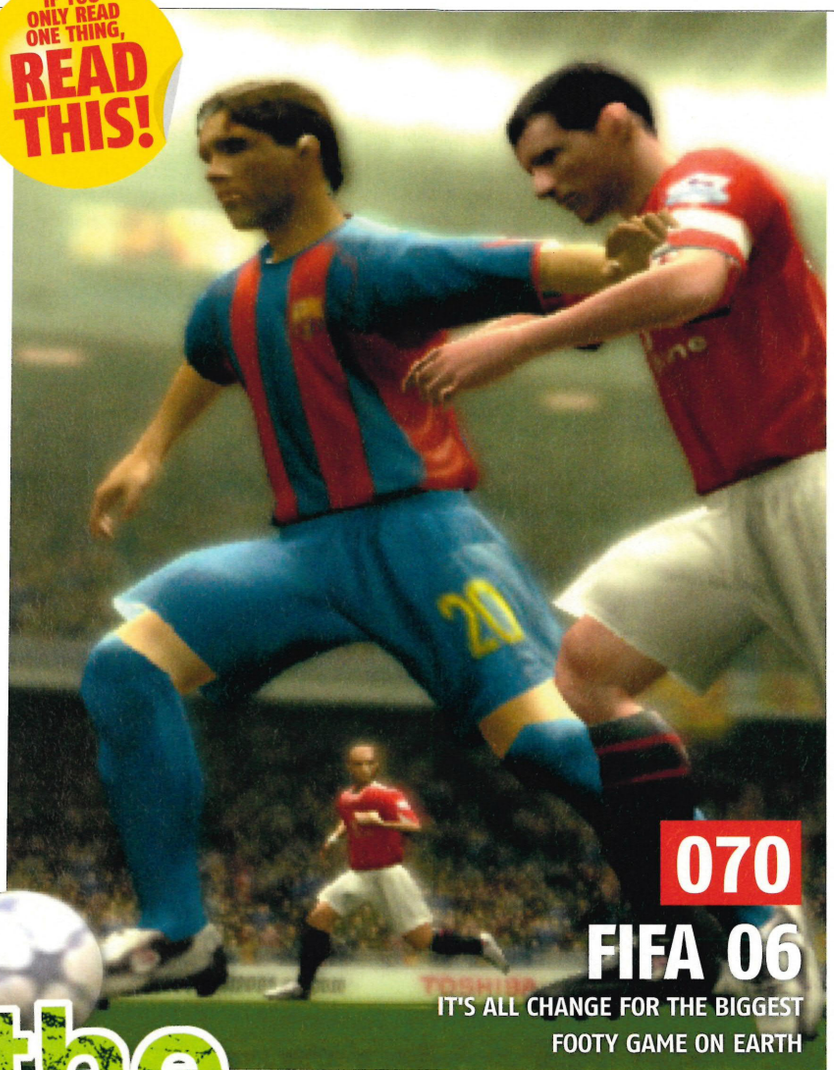

070 FIFA 06

IT'S ALL CHANGE FOR THE BIGGEST FOOTY GAME ON EARTH

the stash.tv

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

This month: *FIFA 06* and *Pro Evo 5* on PS2, plus it's only the first footage of *Resi 5* on bloody PS3! Go on, you *need* it...

Password: bsrgtfv9764

028 HAPPY TREE FRIENDS

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032 MARVEL NEMESIS

052 TOTAL OVERDOSE

047 FAHRENHEIT

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HOW LARA GAVE US A SHOCK. BUT IN A GOOD WAY THIS TIME

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BE THE ZOMBIE IN THE INSPIRED *POSSESSION*, PLUS MORE GAMES ON THE WAY FOR PS3

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We set the challenges, you beat 'em and win stuff

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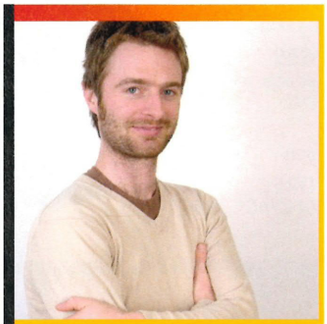
PLAY GAMES

THIS MONTH'S HOTTEST DEMOS!



Fancy yourself as an expert gamer? This month we're giving you the chance to prove it in three big prize game challenges. Fire up the *Hulk* demo and bust out a high score and you could end up being the proud winner of a desirable High-Def TV. We haven't even got one of *them* yet. Elsewhere a big score in the *187* demo could net you a date with a foxy glamour babe and a drive in a Ferrari, while cricket fans can get their hands on a bat signed by King Cricket himself, Brian Lara. Play games, win prizes – what could be better?

George Walter,
Disc editor

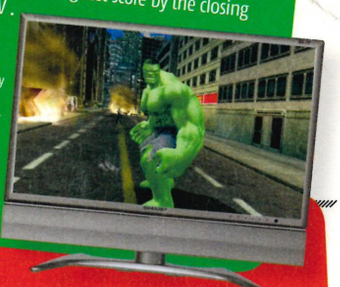
HULK CHALLENGE

Win a High Definition TV with Hulk skills!

HOW TO ENTER

1) Complete the demo, getting as many smash points as you can.
2) Note down the 'Bonus Code' at the end of the demo. This code contains your score.
3) Register your code at the Hulk Competition website **wwww.hulkcomp.co.uk** before 7 September 2005.
The one player judged to have the highest score by the closing date (07/09/05) wins the TV.

Terms & Conditions
1. The promoter Vivendi Universal and Future Publishing accepts no responsibility for registrations/entries on wwww.hulkcomp.co.uk which fail for any reason.
2. In the event of circumstances outside of its control the promoter reserves the right to provide an alternative High Definition TV of equal or greater value.
3. Only open to entrants in the UK.



01 THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

What you get: A whole city to stomp, smash and generally kick the daylights out of while you use buses as surfboards and lampposts as golf clubs.

FREQUENTLY ASKED QUESTIONS

WHY WON'T MY DISC WORK?

To be honest, we're not sure. But seriously, if your DVD appears not to be loading properly, first try resetting the console and loading the disc again. If that fails, we'll gladly replace it for you. Simply mail the faulty disc (no need to send the box) to *Official PS2 Magazine*, DVD Returns, Customer Services, Future, Cary Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB. If you have any further queries, email us at ps2disc@futurenet.co.uk

HOW DO I ACCESS SAVES?

To access the game saves, put your memory card into your PS2 and scroll through the disc menus until you reach the Downloads section (it's in the Replay section). Now highlight the save you want to put on your card and press ⊗. Bingo!

Note: If you have important saves on your disc, back them up. We cannot be held responsible for any saves lost during the process.

DISC CHALLENGES

Win a date with Thekla Roth in a Ferrari... or a signed cricket bat!

187 Ride Or Die

CHALLENGE DETAILS

Kill as many opponents as you can, take a picture of the screen at the end of the race and then send it to us. The winner will be the player proved to have highest number of kills. In the event of a draw, the person who finishes in the best race position will win.

Prize: A day out driving a Ferrari and meeting glamour model (and star of *187 Ride Or Die*) Thekla Roth.

Attach your MMS picture then text (in capital letters) **OPS2 DISC CHALLENGE #1** followed by your name and where you live to **07843 500 911**

Brian Lara International Cricket 2005

CHALLENGE DETAILS

Play as England vs Australia, score as many runs as possible and then take a picture of the results screen. The two entries proved to have the highest number of runs will win. In the case of a tie, the winners will be the entries that win the game by the most runs.

Prize: Two winners will receive a collectible miniature cricket bat signed by Brian Lara.

Attach your MMS picture then text (in capital letters) **OPS2 DISC CHALLENGE #2** followed by your name and where you live to **07843 500 911**

Text messages will cost you 25p including VAT per text message received, plus your usual text message cost. Please source all necessary permissions. This service is available to T-Mobile, Orange, Virgin, 02 and Vodafone customers only. Lines are open from 11 August to 7 September inclusive. Any problems sending your text message or with your call, please tel: 08714 346 460 or e-mail help@ukcustomersupport.com. Entrants to the *187 Ride Or Die* challenge must hold a full driving licence and be over 18 years of age. Challenges only open to entrants in the UK.

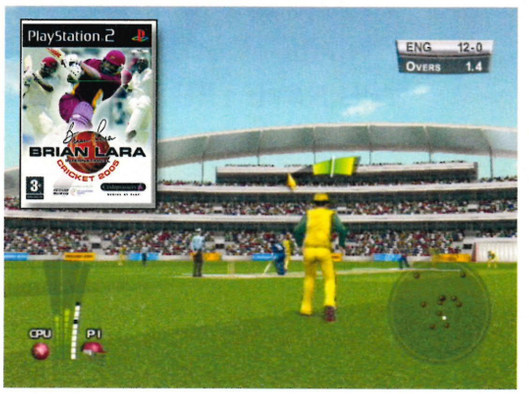
NOW!

And there's more...

THIS MONTH'S EXCLUSIVE EXTRA DVD CONTENT

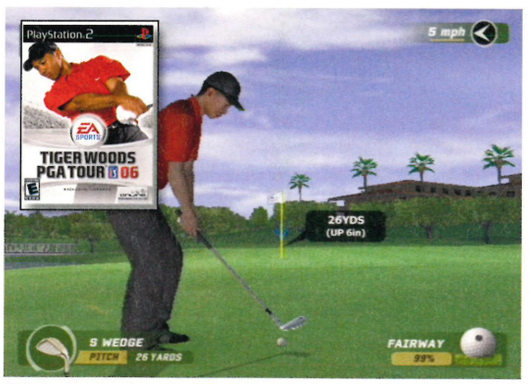
02 187 RIDE OR DIE

What you get: A single race against multiple, weapon-packing opponents. Use AK-47s, Desert Eagle handguns and even bazookas to take the lead.



03 BRIAN LARA INTERNATIONAL CRICKET 2005

What you get: Take a swing at winning the ICC Champions Trophy as England, Australia or the West Indies.



04 TIGER WOODS PGA TOUR 06

What you get: Four holes to try out Tiger's latest tour, with a brand new way of adding spin to impress green-side audiences.

05 MUSASHI SAMURAI LEGEND

What you get: A level of cel-shaded cartoon samurai-ing. Slice robots into pieces and explore the game's futuristic world.

06 TEKKEN 5

What you get: Three separate bouts of scrapping, with you fighting as Jin, Asuka or Feng. Stick in another controller for two-player action.

07 GOD OF WAR

What you get: The whole first level, dunking you into the bloody action as you take on the three-headed Hydra of the Greek seas.

08 JUICED

What you get: Two races set in the down-town circuit, one a Rival race against your main opponent, and the other a Pack race with three other cars.

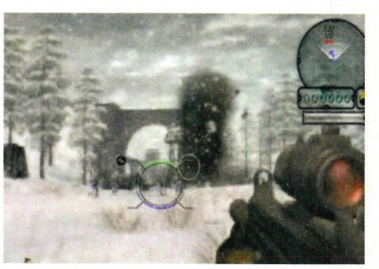
Spy

Onimusha: Dawn Of Dreams
See what the future holds for this slice-'n'-dice series

Tomb Raider: Legend
The queen of games returns. Get a sneak peak now

Call Of Cthulhu: Dark Corners Of The Earth
Demonic goings on in this olde worlde horror

Monitor



Battlefield 2: Modern Combat
A closer look at what could be the best online shooter ever

Brian Lara International Cricket 2005
Marvel as England's brittle batting order gets skittled out

Burnout Revenge
Get a taster in advance of next month's demo and review blowout

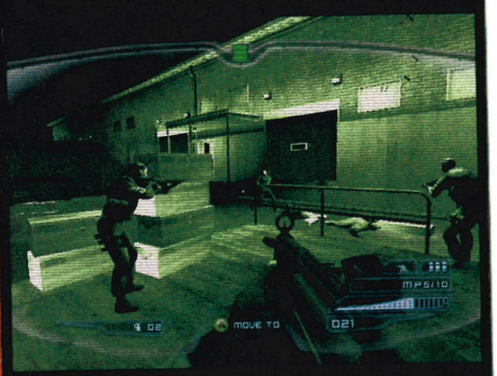
Hitman: Blood Money
Contract killer exposed on camera – see Agent 47 getting cash for corpses

Replay

Game Save Downloader
A host of fantastic game saves for you to grab

Pro Evo 4 Goal Of The Month
More onionbag-busting action from the UK's best *PES* players

NO DEALS



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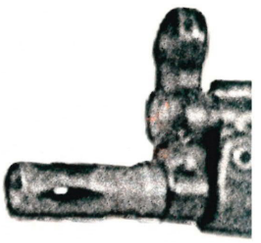

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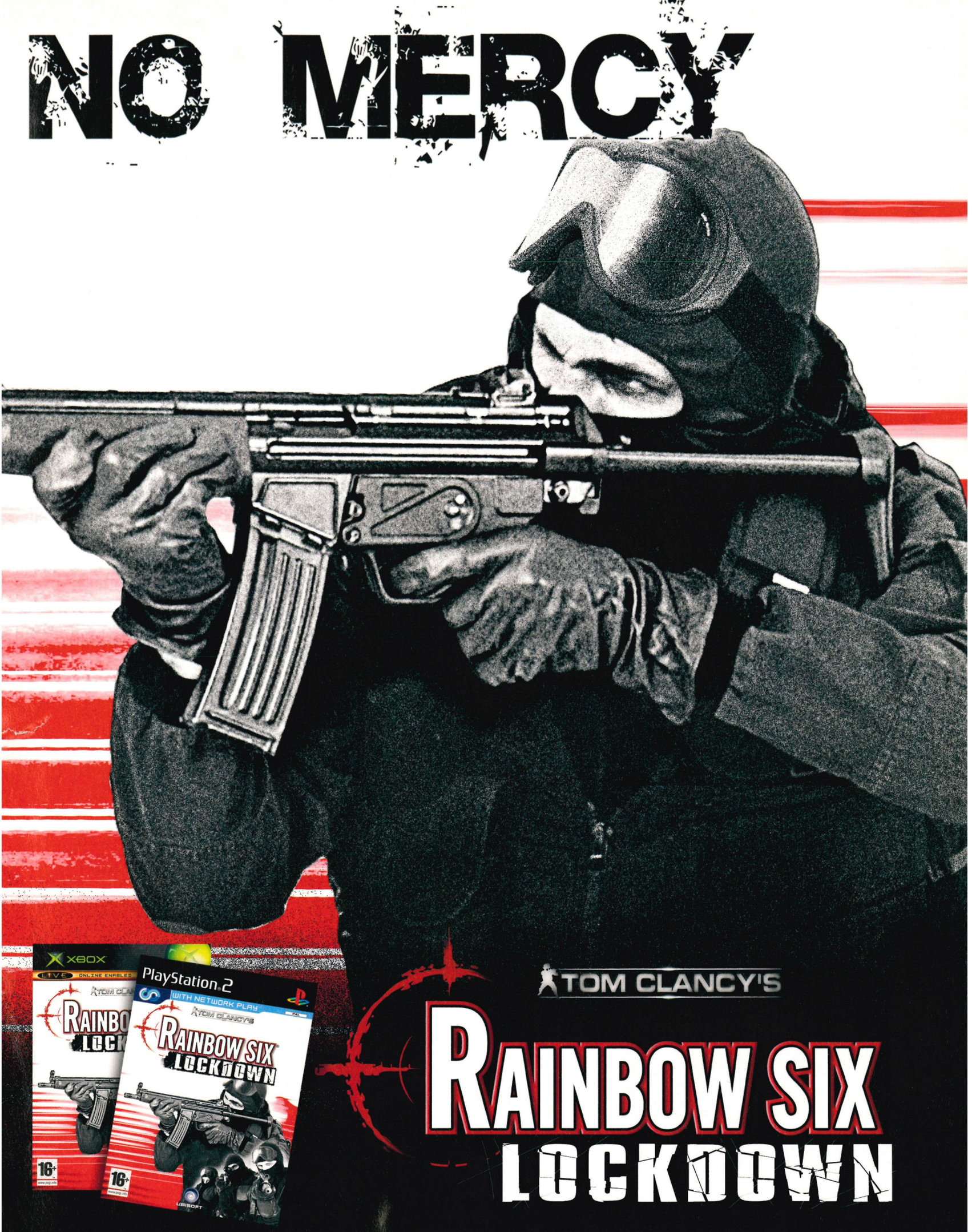


TOM CLANCY'S

RAINBOW SIX
LOCKDOWN

postal

THIS MONTH: GAMBLING ADDICTS, ATTENTION SEEKERS AND A WHINGING GOTH

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

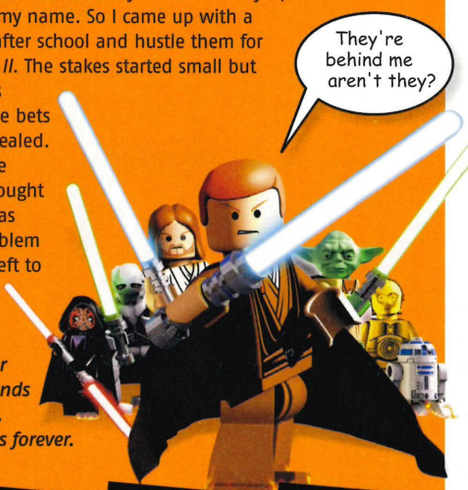
GET THIS!
This month, any letters published will receive a lovely copy of *Destroy All Humans!* courtesy of Gamestation.co.uk. The Star Letter also gets *Batman Begins*, *Tekken 5* and *Brian Lara International Cricket*. Only main Postal letters receive games. Letters will be edited for length and clarity.

gamestation

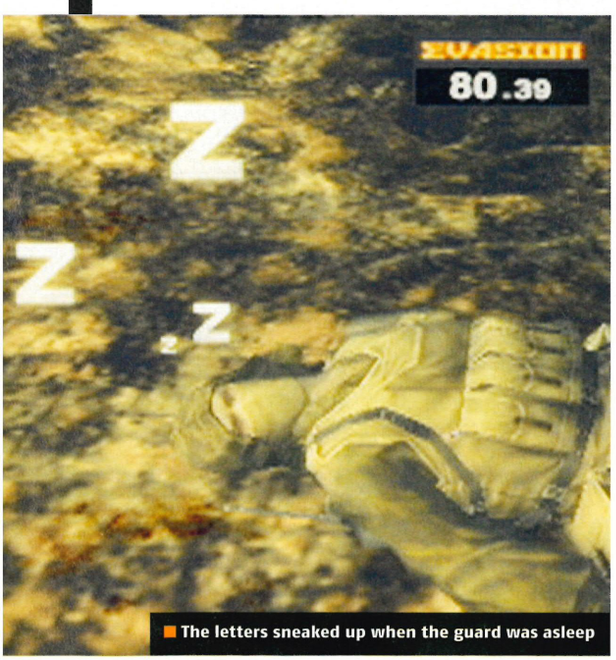
star letter

THE COLOUR OF MONEY

After I read your review of *Lego Star Wars* I really wanted to buy it, but I only had three pounds to my name. So I came up with a plan: invite my friends around after school and hustle them for the cash by playing *Soul Calibur II*. The stakes started small but none of my mates realised I was holding back on them. When the bets got larger my real skills were revealed. I beat them all and had won the money I needed in no time. I bought the game the next day and it was definitely worth it. The only problem now? I haven't got any friends left to play the co-op mode with.
Alex Danells, Cornwall



You've paid a high price for your enterprising spirit, Alex. But friends come and go. You'll find others. Lego Star Wars, *however, is yours forever.*



The letters sneaked up when the guard was asleep

METAL GEAR BENDER

I've just completed an epic journey with three companions. We've just finished a weekend where we played through all three of the *Metal Gear Solid* games in chronological order – without taking a break. It took a whole jar of coffee, nine cans of Red Bull plus a truckload of crisps and junk food. In total it took us 23 hours and 16 minutes of end-to-end gaming to complete the trilogy. Anyone out there think that they can do better?
Michael Bradley, email

23 hours? Is that all? Did you skip the cut-scenes? Because that means it doesn't count. Oh, and that tear in your mum's eye? Not pride.

WHAT ARE THEY THINKING?

After reading about Rockstar's new game *Bully*, I have to say that I am feeling very disappointed. It is such a massive step backwards for the anti-bullying campaign – take a stand, wear a band. I for one won't be rushing out to the shops to purchase this game featuring mindless, loser trash in child form. If anyone feels remotely the same way, then I urge them to boycott it too.
Laurelielee, Richmond

Are we to assume that bullying is no longer considered 'character building'? Anyway, If you read last issue you'd know that it's not really about bullying. Bully *is just a snappier name than 'free-roaming school-based game'.*

CAUGHT IN THE ACT

After reading the recent article in your mag on how to make your girlfriend love games, I decided to give it a go. I was able to skip the first step – removing the stigma – as my girlfriend already plays the odd PC game. The PlayStation 2 however, she never touches. All your ideas were working perfectly until she found the magazine. She was furious that I was trying to 'make' her like games and not actually spending quality time with her. In retaliation she wiped my memory card, including all my *Pro Evolution Soccer 4* replays and a completed *Metal Gear Solid 3: Snake Eater* save. The irony is that she wouldn't have even known what a memory card was if I hadn't shown her.
David King, Lancs

There's a lesson for us all there. Next time you try to subliminally alter your girlfriend's behaviour, don't leave a glossy magazine revealing your quasi-illegal plan lying around.

SCREW ACCURACY

Come on you guys, what's wrong with a *Taxi Driver* game? You're talking about a story based on a mentalist with guns, going on a rampage and shooting everyone. If I'm not mistaken, isn't that what all the best games involve? Sounds

CUT 'N' PASTE

BITE-SIZED CHUNKS OF RAMBLING MADNESS

Laith Al Khamis, Cheshire
Is it gay to look at a man's bum while thinking about girls?

Tim Crowe, email
Oi, knob jockey! No one gives a **** what you think.

Chris Reeve, email
In the *Grand Theft Auto* games, the pedestrians are always adults. I want to bust up some kids.

Andrew Miller, Fife
Hey, Bitches...

James Gorwill, email
Never keep a cactus near where you play games. I did and it fell in my lap.

Graeme Stevenson, Country Antrim
There are three things I love in life: girls, games and God.

DISTRESSING DELIVERY

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

A tub of rancid, melted butter with an 'idea for a PS3 game' letter. What is it with you lot and dairy products?

bloody ace to me. So, it doesn't follow the plot. *Scarface: The World Is Yours* throws the original story out of the window completely by pretending Tony Montana doesn't get killed at the end of the film. Imagine if you did that with the movie *Leon* and made it into a game. He's a professional killer, how great could that be? Don't judge an idea just because you don't like it.
Paul Verrily, Aberdeenshire

Hang on, don't judge things we don't like? Okay, you're absolutely right – it's a fabulous idea. In fact why not dust off every other utterly inappropriate '70s film licence. Starting with **The Conversation.** ***Let's make it a shooter...***

THE SHORT ANSWER

Q Would you sell me your copy of *Tekken 5*? **Chris Chaffey,** email

A *No.*

Q Have you actually seen porn on the PSP? **Carley Boon,** Lancashire

A *Yes.*

Q What's the optical thingy for on the back of the PS2? **Kelvin Hopes,** Kent

A *Digital sound output.*

Q Could you print a picture of Keira Knightley? **Ryan Byng,** email

A *Yes.*

THINK OF IT LIKE A FIGHT BUT WITH INK SPILT INSTEAD OF BLOOD
THIS MONTH: UNLOCKABLES: CAN YOU HAVE TOO MUCH OF A GOOD THING?

STOP
Often I think I've finished a game, but I haven't – the developer has put in irritating unlockables and extras. *Burnout 3* is fantastic but what's with all the trophies and signature takedowns? They're impossible. Plus there's far too much in *POP: Warrior Within*. I can't find the extra weapons. Don't even get me started on *GTA*. Why can't games be easier to finish?
Alex Calute, Hants

VS

CARRY ON
Why can't all games be like *Lego Star Wars* or *GTA: San Andreas*? There's all that extra stuff to get, so you never get bored. Why spend £40 on a game that just finishes with the story? *Killzone*'s great but there's nothing left to do once it's over. *TimeSplitters Future Perfect*, on the other hand, has loads to unlock. When I buy a new game I want an experience that lasts.
Sophie Halt, Beckenham

SOPHIE'S THE CLEAR WINNER. ALEX, DO YOU ALSO MOAN ABOUT BEING 'TOO HAPPY' OR 'TOO RICH'? MORE IS MORE, FRIENDS...

UTTER FILTH!

We received loads of letters about the alleged sex in *San Andreas*. Here's a few...

So *Grand Theft Auto: San Andreas* had actual sex in it then? I was just wondering how, purely for research, I might be able to unlock this particular aspect of the game? It's, um, for a... school project. Honest.
Stephen Massieph, Norfolk

I can't believe they had shagging in *San Andreas*. Thank God they took it out, it would have ruined it. What were they thinking? *Grand Theft Auto* has to be one of the best games ever made, if not the greatest of all time. A crappy sex section would have been stupid, especially as it would have given the people who complain about games corrupting children something else to moan about.
Tim David, Cardiff

Why did they leave out the rude bits? You can already do pretty much anything anyway. It's fine to kill people, but not to have sex? Eh? It's a pity that a game that has almost *everything* stops short of the full monty. With the amount of effort it takes to get one of your in-game girlfriends into bed, the least they could do is let you see the deed!
Andrew Laddel, Brixton

Please tell me that story about sex in *San Andreas* is a joke. I've never heard anything so childish in my life. I can't believe anyone thought it was a good idea in the first place. Considering the God-like genius that went into creating the game, that would have just cheapened it. It's a good job Rockstar had the sense to leave it out.
Louise Kennedy, County Durham

Rockstar has denied that the sex was ever part of San Andreas, with the finger of blame prodded firmly in the bearded direction of the PC modding community. Either way, you can't play it on PS2 without putting lengthy cheat codes in. Seriously stop trying. You'll go blind, etc.

score bores

Are you disrespecting us?

WHAT THE HELL IS WRONG WITH YOU? You only gave *Gran Turismo 4* 9/10. It's an amazing game! Who cares about the lack of damage, you shouldn't be crashing anyway.
Zac Duffel, Devon

Hello stupid idiots. I'm really upset that *Alien Hominid* is only a 7/10. I'm still playing it every day. There are loads of mini-games and so much other stuff, it's at least an 8/10. Play it again, it's more fun than you think. IDIOTS!
Smr144, email

Why were you so harsh on *Worms*? The weapons are funny and there are loads to blast people with. The graphics are cute and the gameplay is brilliant, too. I think it should be a 9/10.
Simon Suddaby, email

Why is the world mad about *GTA: San Andreas*? It's just meaningless violence. The mini-games and customisation options are fun but the shallowness drains all the joy out of it. The plot and repetitiveness is just soul crushing. It's worth no more than 7/10.
David Morbey, Cheshire

letters

CHEER UP, GOTH

So, "Ironic Goths love Hello Kitty" do they? I presume by this 'joke' in your last issue you mean the greasy teenagers hanging around HMV in stripy socks on a Saturday. You obviously have no idea about real Goths and I object to such a generalisation. We turn our backs on conformist society and we certainly wouldn't buy into something as tacky as a Japanese cartoon cat. Our choice of lifestyle is about avoiding the narrow expectations of modern life. Being a Goth is about finding freedom from the limits or expectations of the social order and finding your own sense of individuality.
Velvet, Bournemouth

Avoiding the narrow expectations of modern life. Wearing purple nail varnish and a charity shop trenchcoat. Doesn't quite stack up does it?

FAT CRYING BABY

APPRECIATE ME!

I think it's in everyone's best interest that I take a break from writing to you every month. You never print any of my letters anyway, and I work so hard on them. What is the point? Why don't you print them? I bet you don't even appreciate my efforts. Don't you think I'm as entertaining as the other people you see every day. YOU UNDERESTIMATE ME! I bet you aren't even taking the time to read this now. In that case, I have only one thing to say to you: whatever.
Graeme Stevenson, Belfast

GOT A GRIEVANCE BUT SECRETLY KNOW THAT NOBODY'S TO BLAME BUT YOU? FEEL LIKE WHINING ABOUT IT ANYWAY? BE CAREFUL, YOU COULD END UP IN OUR PRAM OF SHAME

Come on, dry those eyes big man

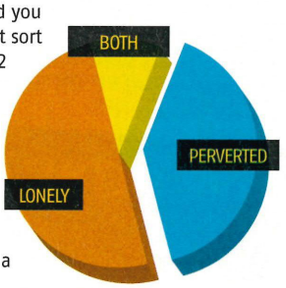
DOES HER BUM LOOK BIG?

Everyone seems to be making such a huge fuss about the new look Lara Croft with her smaller boobs. But has no one noticed that her ass has got a hell of a lot bigger to compensate? It's wider than her shoulders. I thought Tomb Raiding was supposed to be slimming. Either the weight missing from her chest has moved to her rear end, or all that climbing has given her buttocks like a pair of footballs in a pillowcase.
Luke Travis, Kent

Best of both worlds, we say.

WHAT KIND OF MAN ARE YOU?

I am a satisfied subscriber to your magazine, but the only thing I can't stand is the way that you try and put pictures of half-naked women on every page. I am 13 years of age and you might think that I am into that sort of thing. But no! Not in my PS2 mag. You are either desperate single men or you have an unsatisfying sex life with an unfulfilling partner. So which are you? Lonely or perverted?
Shane Wilkins, Leicester



Just for you Shane, we've had a quick head count. ➡

KEEP UP THE GOOD WORK

For what it's worth, here are the inane ramblings of a gay woman. I loved your 'would you have a go on' article. [A feature where we asked which girl game characters you'd like to get naughty with.] And I love the fact that you put blonde busty babes in the magazine whenever you get the chance. I also love the fact that you don't bow down to pressure from hardline, feminist-sounding letter writers by removing said eye candy. As a lesbian, not only am I a minority group in society, I'm a minority group in your readership and in gaming. But am I bothered? No. I subscribe to your magazine because I enjoy reading it. I love games, and perving at the ladies is always good fun.
Lisa Lynam, Manchester

This letter was NOT MADE UP. We really can't emphasise that enough. And, just for you, here's our Lisa looking typically fragrant.

■ Fwoar! Remote controls, eh? Eh? Fwoar!

NAME AND SHAME

This Month's Postal Pest

Name: David Weaver

Offence: Giving us the briefest of compliments before asking us if we could promote his mate's band. Except they haven't actually done anything yet and their website is devoid of content. From the looks of that logo though, it's probably for the best.

UNSPOKEN FEAR

GAMES FOR TAT!

We want stuff, you want games. The first person to send us these oddities gets the related gamery. Simple as that

WE WANT...

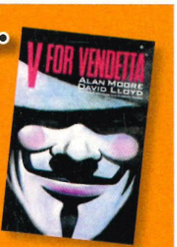
Ten pairs of assorted sunglasses. *(All together please, any number less than ten will be returned.)*

YOU GET...

Copies of *Destroy All Humans!* and *Killer 7*.

WE WANT...

V For Vendetta, the graphic novel soon to be a film staring Natalie Portman.



YOU GET...

A copy of *God Of War*.

Mark the package 'Games For Tat' and send to the usual address (include *your* address). The first one we receive gets the swag, any others will be returned.

The next big thing in entertainment is surprisingly small.

LISTEN TO MUSIC, WATCH VIDEOS, SHARE PHOTOS,

PLUS SAVE GAME LEVELS, CHEATS, CHARACTERS, SKINS...

SanDisk gaming cards — All you need to turn your handheld game into a full-fledged entertainment system. Today's handheld game devices are awesome. But if you want to do more than games — like get into digital audio, watch videos, view photos, or send instant messages — you'll need memory. SanDisk Memory Stick PRO Duo™ and SanDisk SD™ cards are the best way to save game levels. They're also great for downloading digital audio, cheat codes, characters, skins and more. Which is why we say the future of gaming is all in the cards.

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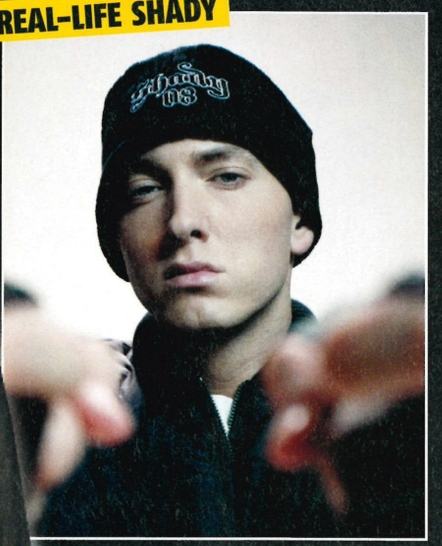
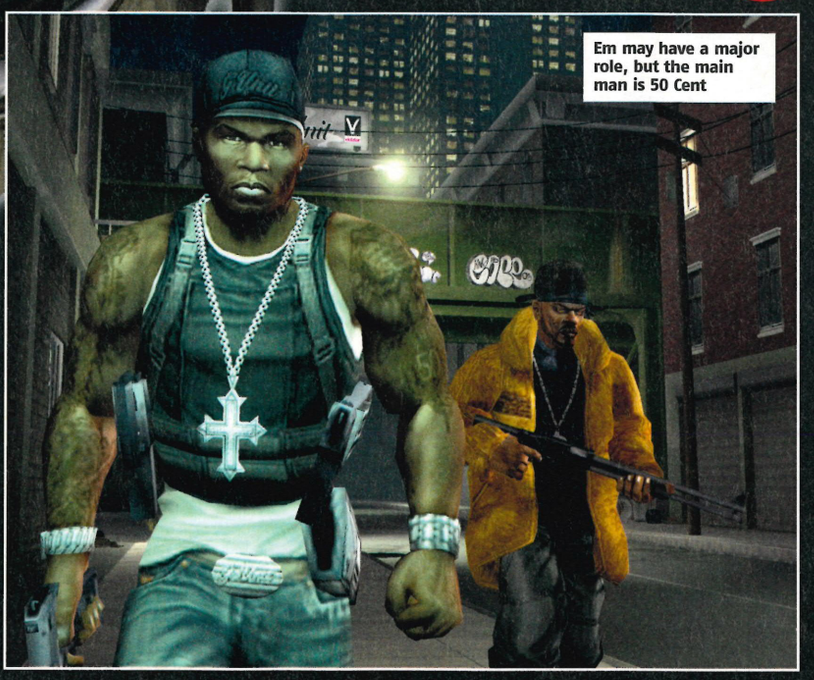
IN-GAME SHADY

REAL-LIFE SHADY



IT'S THE REAL SLIM SHADY!

EM-AZING! WORLD EXCLUSIVE LOOK!

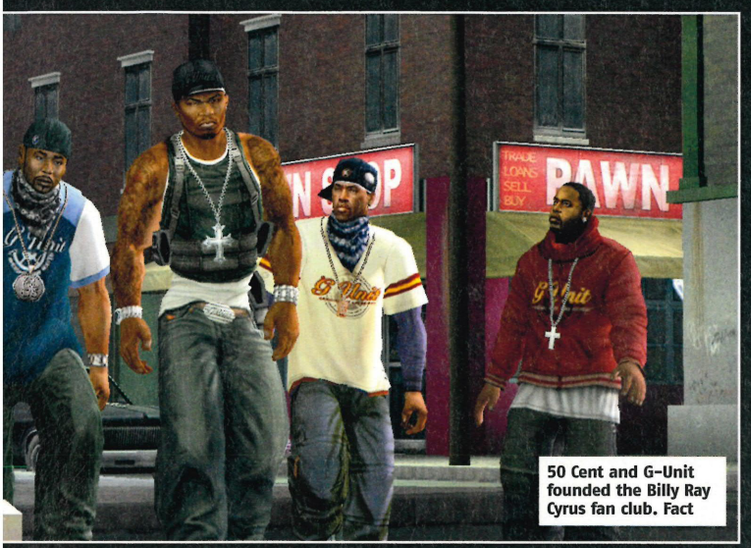


Em may have a major role, but the main man is 50 Cent

spy

PS2 News & More

SPY CONTRIBUTORS | TIM CLARK, NATHAN DITUM, PAUL FITZPATRICK, MICHAEL FRENCH, LEON HURLEY, GEORGE WALTER



50 Cent and G-Unit founded the Billy Ray Cyrus fan club. Fact

Fo' real! First look at Eminem starring in **50 Cent: Bulletproof**

Check it out baby boy, what you're peepin' is Eminem's first videogame joint. (Sorry, the Westwood-speak isn't going to work.) But the most surprising thing isn't how accurate the character looks, but the fact he's a cop. Detective McVicar, to be precise. McVicar appears as a lead character in 50 Cent's *Bulletproof* game (out Nov) that tells a fictional version of the rapper's life. But despite his position as a lawmaker, he's open to corruption. Yep, Em's playing the bent copper – and you know what? We think it suits him.

Joining Eminem is Dr Dre, who's been cast as Grizz, a vietnam veteran turned arms dealer, and G-Unit who act as 50 Cent's 'bullet catchers'. Young Buck is a weapons specialist, Tony Yayo looks after explosives, and Lloyd Banks gets the less glamourous job of lockpicker.

Given the combined popularity of 50, Em, Dre and G-Unit, we reckon this is quite possibly the most star-studded group of real-life pop stars ever assembled for a game. Don't bank on The Game appearing as an unlockable character, though. ■ GW

PORTA-PRO!

First shots of *Pro Evo* on PSP. Our lives are now complete

PES on PSP features 57 national sides and 136 club teams. No skimping there, then

MAN ALIVE! STUNNING FIRST SCREENS!

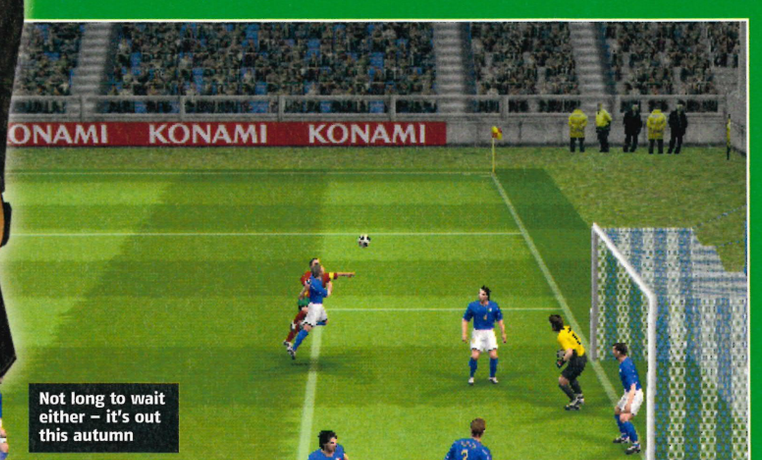
"How good is *Pro Evolution Soccer* going to be on PSP?" It's the question we've been asking ever since Sony announced a handheld. Now we're closer to knowing, having procured world-first details and shots of the game in action. As you can see, it looks mint. Big smiles all around there, then. Here's the rest...

■ **It's play-anywhere *Pro Evo*!**
Speaks for itself, really. It'll feel and play similar to *Pro Evo 3*.

■ **Wireless multiplayer**
The part we've all been dreaming of. The ability to fire up your PSP wherever and compete with up to four people in a fully functioning game of *Pro Evo*. Additionally, as you accumulate results, your wins/draws/losses and other stats will be stored on the memory stick and can be added to *Pro Evo 5*'s new Memorial mode for posterity.

■ **Licensed national, club teams and leagues**
No cut-down version here, as the full gamut of *Pro Evo 5*'s licences apply to the little portable version, too. (See our feature on page 82 for more info on *Pro Evo 5* on PS2)

■ **Train your Master League team**
By downloading a Master League save to your PSP memory stick you can improve your team from the PS2 version using a series of new training mini-games. So even when you're not playing *Pro Evo* at home, you can still be working on making your team a better unit. ■



Not long to wait either – it's out this autumn

INFO NUDGE

WANT *THE OC* ON PSP?

Or how about *Hollyoaks*? Or even the BBC News? A new TV recorder (called the VRX02 Direct Recorder available via lik-sang.com) can save TV signals to a memory stick. Just plug it into your TV aerial and it creates PSP-compatible files. The catch, sadly, is that it costs £100.

A LOAD OF PONY

The diminutive (nay, microscopic) world of Frankie Dettori is coming to PS2 this November. You'll be able to start your own career as a top jockey, which includes horse training, breeding, and stable management, as well as competing in various races. There will also be online events, enabling you to challenge short-arses the world over, plus licensed venues like Royal Ascot and the Melbourne Cup. Still seems like 'pets win prizes' to us.

DON GONE?

It's a double blow for *The Godfather* this month. The game has slipped until next March, apparently to "ensure quality" and it also turns out that Marlon Brando's Oscar-winning mumble might not be in the game after all. Bizarrely, the noise from the late actor's breathing equipment has allegedly rendered the recordings he provided unusable. It's now very likely that they'll be used to guide a professional voice mimic. We're available on the normal number.

RAVISHING RAIDER

LARA BLOWS US AWAY

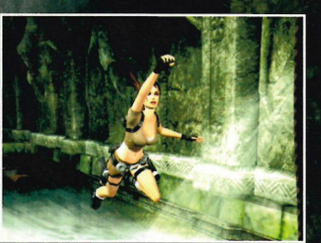
We always dreamt it would be like this. **Tomb Raider: Legend** arrives in the office, and it's *unbelievably* good

There was a crowd. Every staff member – even the girls – and people from other magazines assembled around the TV to watch her debut. And boy was it impressive. Stepping out into the sun-kissed bluffs high on a Mayan mountain, she strutted forth. Our jaws? Floor-bound. We talk, in such dramatic terms, of Lara Croft – reborn, rebuilt and reanimated for *Tomb Raider: Legend*. Her majesty was a total shock – we had to double-check that it really was running on a PS2, the graphical polish is that impressive.

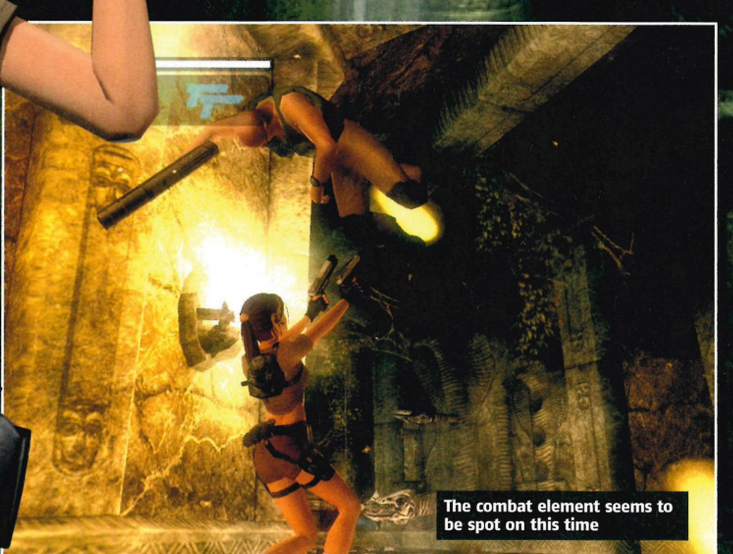
Lara's a beauty, rather than the hideous alpha-male "me like woman [beats chest]" inflatable-sex-doll of before. We'd go so far as to say that her athletic build and realistic proportions (the boobs are down from 36DD to a more manageable 36C) once again make her into an aspirational role model for lady gamers. [Cough]. This is a formidable Lara, one who's tough and adventurous, with responsive and *natural* animation. She looks real, or at least as real as a CG lady can be, as she traverses treasure troves using new adventure gear (laid bare for you opposite). The story has her chasing after a famous mythical artefact (hence the *Legend* moniker), although the item's identity is a secret being guarded by the developers. We're guessing it's Christ's last pair of socks.

The only mood-spoiler is the increasingly greasy release date: Lara will definitely not appear until the other side of Christmas. We think March 2006 sounds right. At least, it gives us another six months to work on our newly energised Lara fan fiction. ■ MF

Lara's now even more versatile, with new jumping animation



Please, don't let the spikes ruin her pretty skin

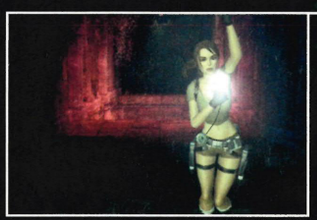


The combat element seems to be spot on this time

HER NEW TOYS

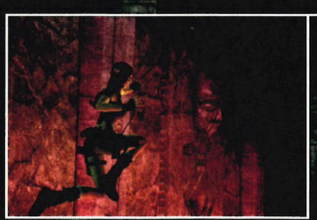
HER GUNS
As always, Lara carries her trusty dual pistols but can also carry one piece of heavy artillery strapped to her back, such as a shotgun or bazooka.

THE EARPIECE
Throughout, Lara is in constant contact with an off-screen tech-team. They offer advice and help, warning her when – "LOOK OUT! THERE'S A PIT FULL OF SPIKES!" – she might wander into peril.



PERSONAL LIGHTING SYSTEM
The torch affixed to her chest automatically switches on when Lara enters a darkened area. Or a strange man's bedroom.

GRENADES AND FLARES
Lara can carry four grenades and an equally limited supply of flares. The latter are useful for dropping down holes to see how far they go, or if the bottom is filled with spikes.



MAGNETIC GRAPPLING HOOK
The most impressive part of her new kit. It clings to anything metallic and can be used to swing across gaps. Like Indiana Jones' whip, but a billion times better.

HER HANDS
Obviously, she needs those beautiful mitts to climb walls gracefully. She can pull off a variety of acrobatic moves, including somersaults, vaulting between chasms and shimmying up ropes.

HER ARSE
Peachier than ever, although the grenades and pistol send the 'no means no' message.

INFO NUDGE

A: YOU ATE ALL THE PIES

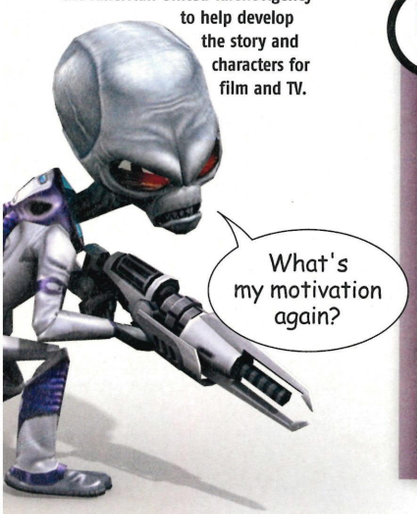
The *Great British Football Quiz* from Liquid is bringing a world of ball-based trivia to PS2 in time for the new season. There will be thousands of questions, with solo, multiplayer and team options designed to test your capacity to store pointless footy facts dating right back to the first international in 1876.

OH. MY. GOD.

Keen to strike before the iron's stone cold, an interactive quiz show based on *Friends* is on the way – a mere two years after the final episode aired. Hosted by the actors who play Gunther and Janice (ie, the ones on the dole now) it features over 3,000 questions, plus hundreds of audio and video clips. *Friends: The One With All The Trivia* hits shops in November. Could we *be* less enthused.

THE ALIEN EMPIRE EXPANDS

Last month it was a remix of the game's music, now it looks like Crypto could be heading to a screen near you. THQ, the people behind the humanity-vaporising alien adventure *Destroy All Humans!* have approached the American United Talent Agency to help develop the story and characters for film and TV.



Remember me, boys?

Er, no... but she's called Nova and she's in the most delayed game on PS2 – **StarCraft: Ghost**

We're all for developers lavishing time on their babies, mainly because nothing sucks harder than a half-baked waste of cash. That said, it is possible to take the piss. Now slated for a 2006 release, the epic sci-fi stealth shooter *StarCraft: Ghost* first appeared in *OPS2 three years* ago. Here's five reasons why the game still matters and needs releasing, NOW.

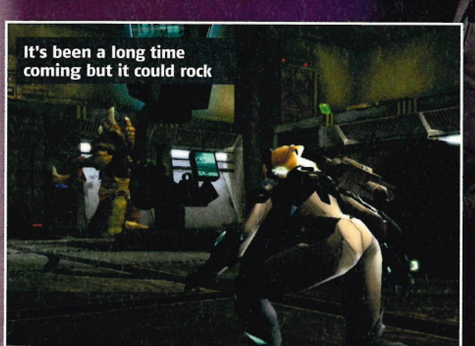
1. **PEDIGREE:** The original *StarCraft* strategy series is PC royalty – it comes from the guys behind *World Of Warcraft*. Wisely, for PS2, the game has become a sleek third-person stealth shooter with gadgets to die for. Literally.

2. **A SEXY HERO:** Over the years, Nova, the game's heroine and stealthy 'Ghost' operative has had a number of different looks but thankfully it seems that final approval on her design went to a bunch of sexually frustrated, crayon-wielding perverts.

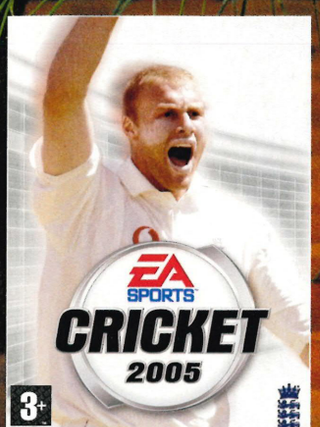
3. **A COOL UNIVERSE:** Forget traditional, two-sided conflicts, in the *StarCraft* universe there's a war-shaped alien threesome going down. Nova is a one-woman army on the Terran side, who begins to suspect that her masters aren't quite what they seem. Are they ever?

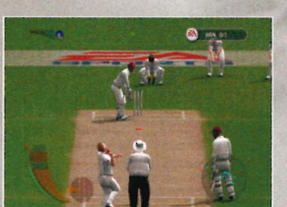
4. **A STELLAR MULTIPLAYER GAME:** *Ghost* boasts an epic spin on the Capture The Flag multiplayer game. It puts a huge orbiting factory between warring factions, which you have to fly to, fight to seize and then steer back to your base. Cool.

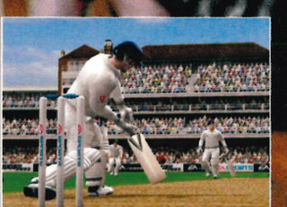
5. **IT'S HAD THREE DEVELOPERS:** The game's already had a trio of development teams. Any more and people are going to start forgetting what they're working on and *StarCraft: Ghost* could end up as a kart racer.


It's been a long time coming but it could rock

Fully cloaked, Nova becomes a near invisible ghost







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could be a classic

BLACK JUMPSUITS AND BAD GRAMMAR: A THIEF'S DEADLIEST TOOLS

TH3 PLAN

Publisher: TBC
Developer: Monte Cristo
Release: TBC

WHAT WE KNOW

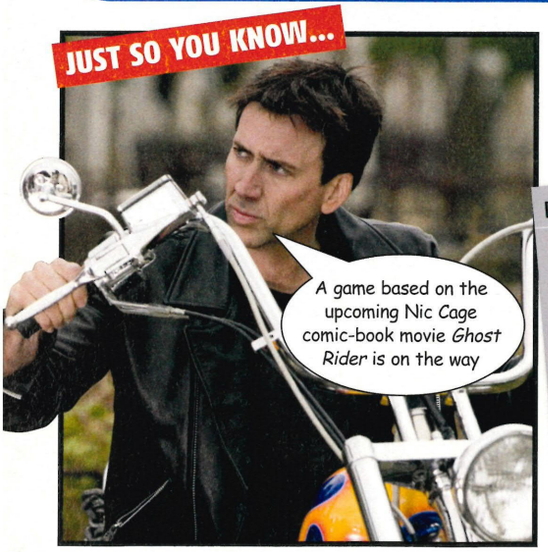
Oh God, we hope that's a typo in the press release. *Th3 Plan*? That misspelling's about as cool as stumbling into a urinal trough.

The excuse for this lameness is apparently a conceptual connection with the game's in-mission gimmick of giving you three separate perspectives on the action: *Th3 Plan*, you see, is about a robbery, and lets you oversee multiple members of your heist crew while you're taking down scores. Not just any scores, either – high class art joints are the order of the day, so expect to be plying your skulking trade in secure museums and postmodern galleries. Your rent-a-crook group eschews originality, presumably in the name of 'getting the job done', and comprises standard issue hacker, demolitions expert and beautiful woman thief.

COULD BE A CLASSIC BECAUSE

Although stealthy half-inching and expensive art have previously been mixed with tedious results (hello, *Stolen*. Goodbye, *Stolen*) the three-screen setup looks genuinely intriguing. With the right kind of missions, it could provide for intricate, meticulously timed plans and a depth of control that could really draw players into the action. And, in case you're sick of creeping around in the shadows, freedom of approach is promised, making widespread slaughter a viable alternative to slipping on your best-oiled plimsoles again. So while the characters and plot (revenge, secrets, blah) are nothing new, we're quietly hoping the gameplay will be something a bit special. *Th3 Plan* 4Ev4! ■ **ND**

JUST SO YOU KNOW...



PRICE PLUNGE

Platinum games fall to £15!

As of now, you can pick up some of PlayStation 2's finest moments for just three crisp fivers. Not sure what to get? Here's our guide to the best 15 games available for 15 quid each. ■ **LH**

£15 EACH

6 WWE SmackDown! Vs Raw
7 Star Wars Battlefront
8 Ratchet & Clank 3
9 Final Fantasy X-2
10 Tony Hawk's Underground
11 Pro Evolution Soccer 4
12 Hitman 2: Silent Assassin
13 Splinter Cell: Pandora Tomorrow
14 Colin McRae Rally 04
15 The Sims Bustin' Out

ALL 4 ONE. ONE 4 ALL.

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BROTHERHOOD of the BLADE™

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Connect directly to other PSP handheld systems and play with your friends.

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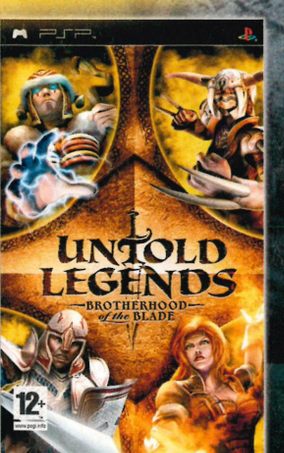

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PlayStation.2

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GAYEST SINGSTAR EVER!

...and we're totally loving it

Having eked every last shred of enjoyment from the existing three *SingStar* discs, we decided that what we'd like next please, Mr Sony, is a James Bond Theme disc and an Early '90s indie pop compilation.

Instead, we've got *SingStar Eighties* and judging by the partial tracklist we've received it's a reminder of how camp some of the decade's musical output really was. Boy George? Frankie Goes To Hollywood? Erasure? *Soft Cell*? If you don't remember them, don't worry, all their songs will come complete with the original videos to mince along too.

Targeted at an older audience than the kiddy pop of *SingStar Popworld*, *Eighties* is due out before Christmas and features 30 tracks including *The Final Countdown*, *Atomic*, and *Walking On Sunshine*. Quite how Vanilla Ice made it onto the disc is another matter – a quick Google search confirming that *Ice Ice Baby* came out in 1990. ■ **GW**

REX FEATURES

THE TRACKLIST SO FAR

- **Culture Club** *Karma Chameleon*
- **Dexy's Midnight Runners** *Come On Eileen*
- **Vanilla Ice** *Ice Ice Baby*
- **Belinda Carlisle** *Heaven Is A Place On Earth*
- **Simple Minds** *Don't You (Forget About Me)*
- **The Cure** *Just Like Heaven*
- **Nena** *99 Red Balloons*
- **Frankie Goes To Hollywood** *Power Of Love*
- **Blondie** *Atomic*
- **Kate Bush** *Running Up That Hill*
- **Foreigner** *I Want To Know What Love Is*
- **Europe** *The Final Countdown*
- **Soft Cell** *Tainted Love*
- **Wham!** *Wake Me Up Before You Go-Go*
- **Pretenders** *Brass In Pocket*
- **Billy Joel** *Uptown Girl*
- **Erasure** *A Little Respect*
- **Starship** *We Built This City*
- **Katrina And The Waves** *Walking On Sunshine*

WAR OR BORE?

Finding it hard to keep up with the ever-expanding roster of WW2 games? Us too. Here's our handy guide...

CALL OF DUTY 2: BIG RED ONE

Out: December

With *Medal Of Honor* waving the white flag, it's up to *Call Of Duty* to consolidate its WW2 FPS leadership with this game. With much improved visuals, *Big Red One* focuses on a squad of men as they battle through Africa, Normandy and the Fatherland.

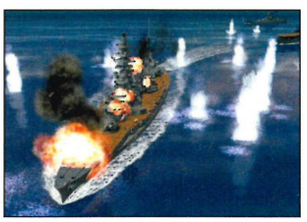
WAR!

COMMANDOS STRIKE FORCE

Out: September

The God-perspective real-time strategy game *Commandos* was *all right*, but this looks like it's going to be loads better, with the franchise reborn as a grenade-lobbing, harbour-swimming, Nazi-slitting shooter. Best of all, you'll be flitting between squad members during missions.

WAR!



BATTLESTATIONS: MIDWAY

Out: January 2006

While *Battlestations* does come packing epic production values and serious variety – there are some 60 ships to control and a number of different roles to take on, including fleet commander – we suspect there might be a lot of leisurely steaming towards battle.

BORE!

BROTHERS IN ARMS: EARNED IN BLOOD

Out: 2006

Giving a refreshing tactical edge to first-person shooters, the first *Brothers In Arms*' flank-or-die dynamic forced real bonds between you and your squad. *Earned In Blood* ups the ante with sharper enemy AI and a plot that extends far beyond the limited scope of *Road To Hill 30*.

WAR!

HEROES OF THE PACIFIC

Out: September

Ten campaigns, 35 planes and 26 missions that take in every aspect of US airborne warfare against Japan, from ground attacks and torpedo runs to bowel-loosening dive bombing. We fear the end result will still involve shooting tiny specks in blank, blue sky.

BORE!

PANZER ELITE ACTION

Out: November

Unless they're advancing on your rain-filled trench, tanks are undeniably cool. *Panzer Elite Action* gives you more caterpillar-tracked warmongering than is strictly healthy. Command squads of Russian, German and American artillery and blast holes in swathes of Europe.

WAR!

BIG DEAL

HOW'S YOUR POKER FACE?

Five poker sims on their way, sadly none with 'strip' in the title

POKERIMAGES.COM

1 STACKED FEATURING DANIEL NEGREANU

Available on both PSP and PS2, *Stacked* incorporates a clever feature that lets players swap their poker career profile between the two machines. Matches can then continue at home or on the move. Out: October

2 WORLD POKER TOUR 2K6

Another title that offers online play, *WPT 2K6* also links up with the EyeToy camera so you can map your face into the game. Out: November

3 WORLD SERIES OF POKER

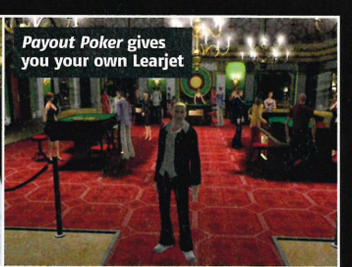
The game of the most famous televised poker event that takes place in Las Vegas every year. Will recreate the famous Rio Suite hotel poker room, the location for the 2005 event. Out: TBC

4 PAYOUT POKER AND CASINO

Gives you a private Learjet and access to five of the world's most exclusive casinos. The game isn't just limited to poker, with other money-losing pursuits to include roulette, blackjack and video slot machines. Out: TBC

5 WORLD CHAMPIONSHIP POKER

As well as 18 different variants of poker, *WCP* is online multiplayer-enabled so you can take on other wily card sharks across the globe. EyeToy-compatibility enables participants to see each other live on screen and use their best bluffing techniques. Out: September



PRESS ⊗ TO CUT THE FLUFFY RABBIT

Get ready for some bloody good fun with the **Happy Tree Friends**

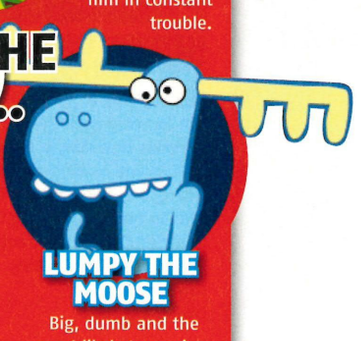
A squirrel gets her face burned off on a hotplate while a bear tries to drink his own blood, pumping from the straw stabbed through his heart. As you can see from the picture on the right, the cult 'net cartoon *Happy Tree Friends* (watched by 15 million people each month and available on three DVDs) might feature cute animals, but the real star is the stomach-turning demise that awaits them all. We can't even show you the one where a beaver has his eyes gouged out by rotating metal screws. Why are we telling you this? Because the sick minds behind it have signed a deal that means it's coming to a PS2 near you. Quite how a game built around the systematic and bloody slaughter of its cast will work remains to be seen, but you can get some idea of what to expect at www.happytreefriends.com ■ LH

NUTTY THE SQUIRREL

Has a crack-like addiction to sweets that lands him in constant trouble.

CUDDLES THE RABBIT

The cutest of the bunch and so the most hideously abused.



LUMPY THE MOOSE

Big, dumb and the most likely to survive.

WHEELY WEIRD

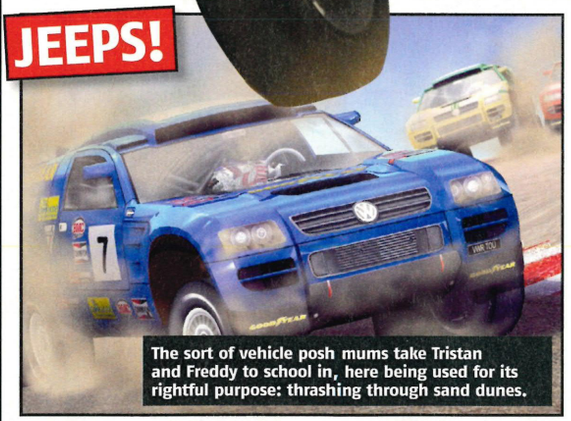
TOCA'S BIZARRE NEW CAR LINE-UP

The *TOCA* series is one of the best drives on PS2, and the third game – due out next year – is set to offer more diversity than ever before, as you can see from these unexpected new vehicles. There are 35 cars in total, covering over 100 championships including GT, Off-road, Touring Cars and Open Wheel. The onus is on showing how cars have developed through history, so you've got the most Modern BMW Williams F1 team car right back to the 'cigar on wheels' design of the Mercedes-Benz W25 Silver Arrow. Our motoring expert is bombing up to play the latest version now, so expect more info next month.

BUGGYS!

These Baja buggies are usually seen bombing around dusty raceways. Their lightweight frames are great for getting big air off the bumps in the course.

JEEPS!



The sort of vehicle posh mums take Tristan and Freddy to school in, here being used for its rightful purpose: thrashing through sand dunes.

MONSTERS!

Normally reserved for hillbilly race meets, monster trucks are three metres high and capable of pulling wheelies on the spot. Easy to park, even if there are no spaces.

MADNESS!

These sprintcars might look ugly, but without the massive fin they'd keep flipping over. Think of them as really powerful go-karts.

OLD!

Granddad probably has a poster of one of these beauties with a woman in an ankle-length skirt, corset and sensible hair draped over the bonnet.

Kwik Fitz

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

CONFIRMED: Stunt racer *FlatOut* is getting a sequel

RUMOURED: There's no *Killzone 2* planned for PS2 any more

RUMOURED: The new *Doctor Who* series could be getting a game

CONFIRMED: *Alien Hominid*'s makers are producing a new four-player side-scrolling retro beat-'em-up

CONFIRMED: The creative brain behind *God Of War* is working on a new PSP title

CONFIRMED: *Lord Of The Rings Tactics*, will be released on PSP later this year

RUMOURED: *Batman Begins 2* is coming to PS2

RUMOURED: Namco is currently road-testing a PS3 *Ridge Racer*

RUMOURED: *Metal Gear Solid 4* will be set in a city environment

RUMOURED: A new *Transformers* game is on the way to PS2

CARS AND GUNS

Introducing **Thekla Roth**, the best reason to buy **187 Ride Or Die**

The idea in *187 Ride Or Die* is to drive around shooting at other cars. Tell us about the naughtiest thing you've ever done in your car...
I once got a lady friend to join me on the back seat to pleasantly surprise a boyfriend during some in-car action. I'm serious! The look on his face was enough.

What kind of man would you like to go on a digital car/gun rampage with?
The kind of man who can handle the car, gun and me being bad at the same time.

Is it true what they say about men who drive fast cars being less impressive in the trouser department?
In my experience, that's not the truth, but I do think a man's driving style can reflect his style in the bedroom.

Hmm, well it only takes us three minutes to get to work... You've been digitally recreated for *187 Ride Or Die* – what do you think of your virtual likeness?
I think my character Jen looks great in the game; she's very street and hip. But it's strange to think that there's a virtual person that looks just like me!

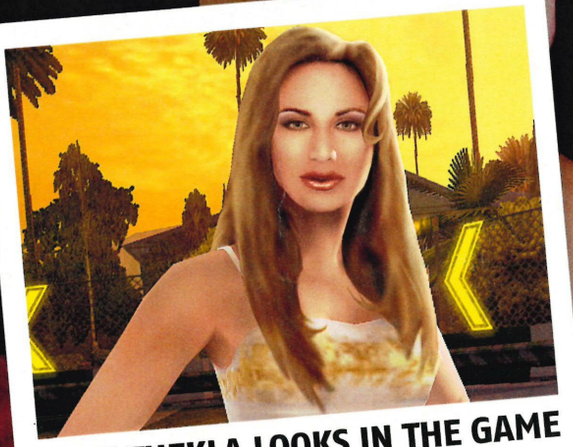
You like cars then?
I *love* cars, and driving. That's part of the reason I was chosen for the game – I can talk about cars. However, I have been known to get a bit too excited at the wheel on a few occasions. Once I wrote off a Toyota MR2 at 90mph on a sharp bend.

So you're used to getting stopped by the law?
Yep, I've been pulled over on more than one occasion. I just stay calm and sweet talk my way out of trouble.

Have to ask... We spend 22 hours indoors playing games and you're the fourth girl we've ever spoken to. What are our chances?
Well, you should be a sh*t-hot gamer. Therefore, you should be pretty good at *187* and playing with me – my character, that is. So your chances are pretty good!

Great! On the back seat or over the bonnet?
Over the bonnet, for sure! There's much more room to manoeuvre and spread out. I assume we're talking about the best place to pose for a photoshoot, right?

**187 Ride Or Die* is playable on this month's disc and reviewed next month. Look out for Thekla's alter-ego Jen at the start of races.



HOW THEKLA LOOKS IN THE GAME

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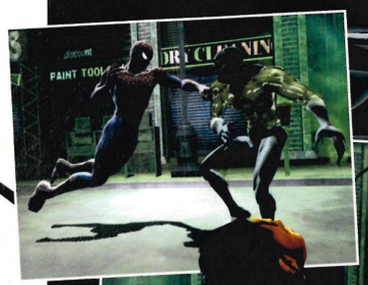
MEET THE BIGGEST BITCH ON PS2

She's called The Wink and is one of the new villains in **Marvel Nemesis**



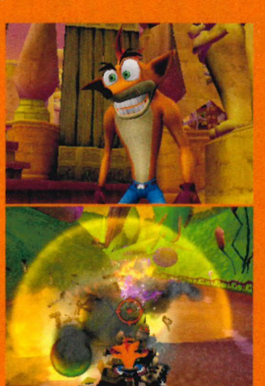
"Swords for hands?" That same suggestion is seemingly made during the brainstorming sessions for every single fighting game. In this case, the blade fingers go to Wink, one of the new lady villains in *Marvel Nemesis*. The game pitches eight EA-designed baddies against Iron Man, Spider-Man, Venom, The Thing, Storm, The Human Torch, Elektra and Wolverine – who, of course, already has knives *in* his hands.

Perhaps not realising that only one game character has *ever* successfully wielded blade fingers (*Soul Calibur*'s Voldo), EA's also given sharp digits to Fault Zone (battling Iron Man above) and HazMat (the one being leathered by Spider-Man). Thankfully Solara (the red chick above), plus Brigade and Johnny Ohm (not pictured) are scissor-free, showing some restraint on EA's part. The game is due out in November. Expect a hands-on report and a comprehensive review soon. ■ MF

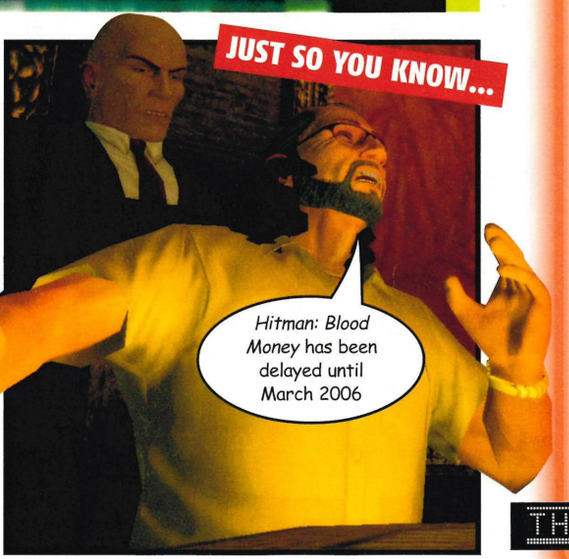
"YOU DROVE *LAST* TIME"

Crash Tag Team Racing hits PSP

Crash Tag's hook is the ability to 'clash' vehicles. Get close enough to an opponent's ride and you can transform-o-morph with them, forming a single, armed vehicle. One character then takes the wheel while the other controls the shooters. This new PSP version takes the PS2's single-player racing action, including on-foot platform sections (check our preview on page 53), and adds a new co-op WiFi mode. Two mates will be able to control joined vehicles, shooting and driving their way to victory when the game hits shops in the autumn. ■ LH



JUST SO YOU KNOW...



THE LIGHT SIDE

CLEAR AND RESIDENT DANGER
A sequel (*Resi 5*) for our most wanted game (*Resi 4*)? Like our best nightmares come true!

LARA LAUGHS
She visited us *in person* (well, on a disc). It's love

WE LOVE BLADES
Sick of gangsters? Us too. Check out page 76 to see why this season we're all about cold steel

PLATINUM PERFECTION
Ratchet, *Persia*, *'Splitters 2* and a host of other classics now priced at under £15

MONKEY MAGIC
Kong finally emerges from the jungle on (p39)

IN THE SABER

COST OF ORGANS
Porker provides its heart for our swords feature (p76) for the princely sum of 50p

TEACHERS
Ringing to complain about all sorts when they should be educating The Kids

FANTASTIC BORE
Fantastic 4 disappoints on every level. You did ignore the entirely CG advert, yes?

THE CRAZY FROG GAME
...we can give you the score now if you like

THE DARK SIDE

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PERSONAL PORTABLE ENTERTAINMENT SYSTEM

TONY HAWK'S UNDERGROUND 2 REMIX

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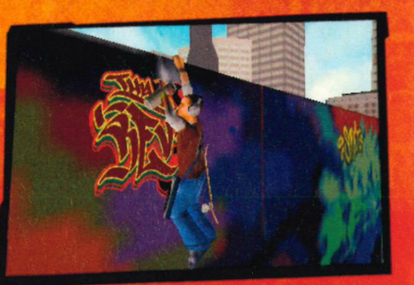

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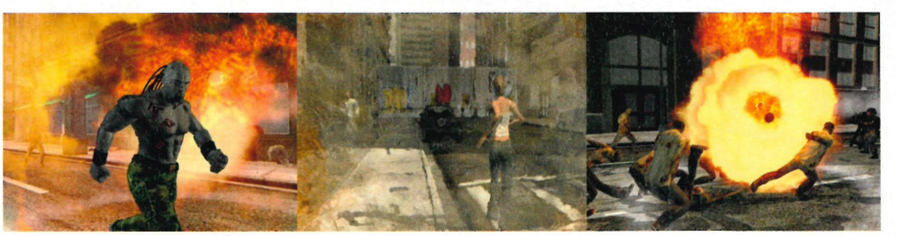
PS3 info burst

ZOMBIE APOCALYPSE!

The undead onslaught begins with **Possession**. First brain-spilling screens!

Possession is not survival horror. There'll be no wandering around city streets trying to avoid throngs of zombies. That would be too *Resident Evil*. No, here you *are* the zombie, or in the game's lingo, The Enslaver. Infected by a laboratory experiment gone wrong, you lead an army of maggot-attractors to get revenge on the corporation that got you in this mess. Or as the game's pleasingly exploitational tagline puts it, "Take command of the dead and lay waste to the living."

Players travel through a vast urban area, trying to avoid the police, SWAT teams and the army. Your zombie squad is split up into five distinct types, including ten-foot goliath The Monster (pictured above). Online multiplayer flips the action back round to you and a group of teammates who take on zombies in the time-honoured fashion – with bats, hammers and shotguns. *Possession* will hit PS3 in 2007, by which time we'll probably have got equally, if not more, excited about *Resident Evil 5*. ■ GW



OH MY GOD!

IT'S *RESI* ON PS3!

Don't gouge out your eyes: it's real. This is **Resident Evil 5** and it looks astonishing

Hang on, *Resi* 4 for PS2 isn't even out yet! What are they playing at, announcing a sequel so early? Maybe as a complete and utter trouser tease? If so, it worked. Yes, *Resident Evil 5* is well into development and it's on PS3. New villains – who, in a trailer for the game, can be seen moving with frightening speed – have overrun a new city setting. The producers have said that Ridley Scott's *Black Hawk Down* has been a great inspiration for the sun-blasted visuals. Pray it's a launch title, next year. We'll have more shots and info for you next month.

Shambling, shadowy men – zombies, perhaps? Either way, they move bastard fast and we're told there's going to be loads of them.

This shot suggests a Mediterranean or Middle Eastern city setting – has the new location been infected with a zombifying virus?

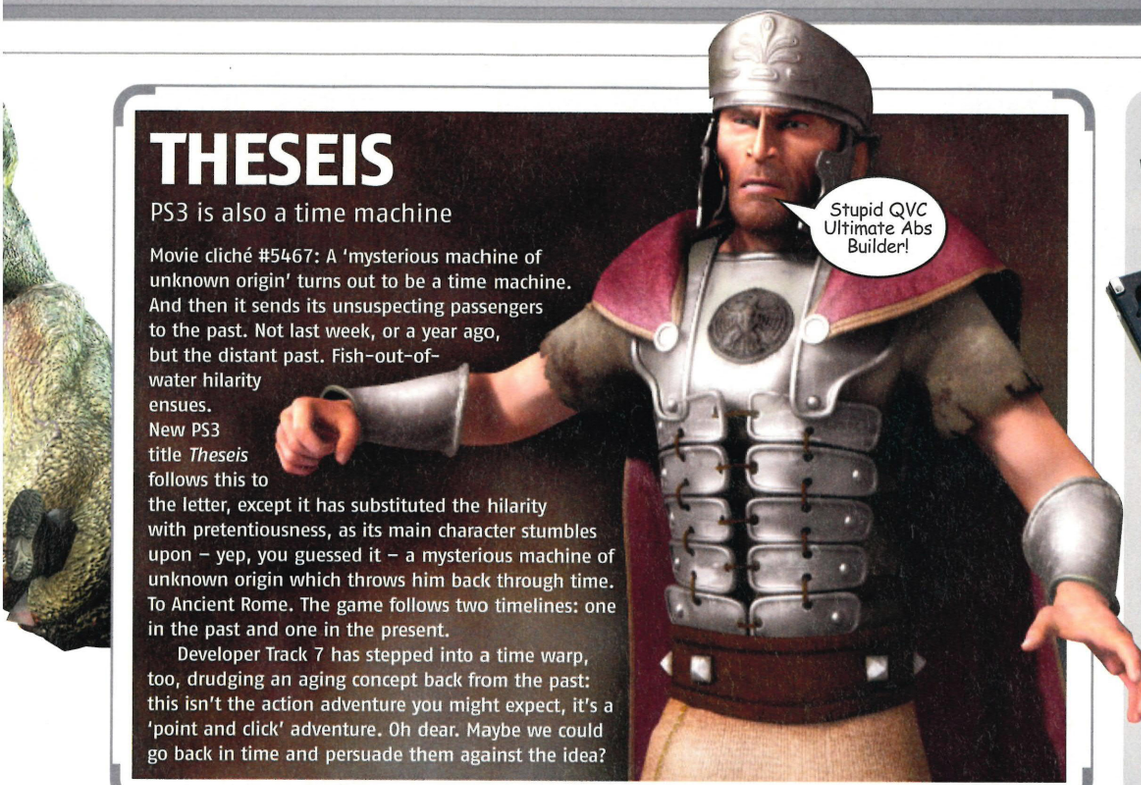
Who's this guy? It's not Leon S Kennedy, *Resi* 4's hero, but he is dressed in a similar STARS outfit... He bears a slight resemblance to Chris Redfield, the hero of the very first *Resident Evil*...

THESEIS

PS3 is also a time machine

Movie cliché #5467: A 'mysterious machine of unknown origin' turns out to be a time machine. And then it sends its unsuspecting passengers to the past. Not last week, or a year ago, but the distant past. Fish-out-of-water hilarity ensues. New PS3 title *Theseis* follows this to the letter, except it has substituted the hilarity with pretentiousness, as its main character stumbles upon – yep, you guessed it – a mysterious machine of unknown origin which throws him back through time. To Ancient Rome. The game follows two timelines: one in the past and one in the present.

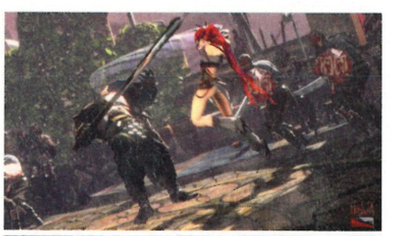
Developer Track 7 has stepped into a time warp, too, drudging an aging concept back from the past: this isn't the action adventure you might expect, it's a 'point and click' adventure. Oh dear. Maybe we could go back in time and persuade them against the idea?



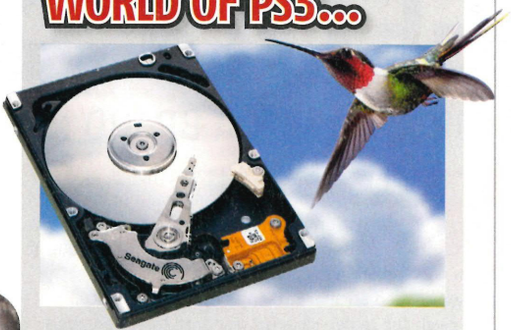
HEAVENLY SWORD

New shots of the one with the red-headed ninja girl

Given just one day to live we'd proposition every woman we've ever met into a 125-way love-a-thon. Oh, and tell mum we love her. A somewhat different decision to that of the red-topped heroine of *Heavenly Sword*. She's only got hours to live and decides to use it up in a one-woman attack on a king and his invading army. In one incredible sequence she uses an antique rocket launcher to flatten an entire battlefield before leaping 30 feet in the air and engaging in *Crouching Tiger*-style treetop combat. It'll probably end up a bit like *Dynasty Warriors* with a girl, but that's no bad thing. Check out her skills as she tackles swarms of grunts with a single blow in these latest screens.



ELSEWHERE IN THE WORLD OF PS3...



HARD CASH FOR PS3 HARD DRIVE?

There's a little confusion at the moment as to whether or not the PS3 will come with a hard drive. While some Sony bosses are saying you'll have to buy it separately, other rumours are circulating that the PS3 will come in a pack akin to the PSP's value pack, which would bundle the console with a hard drive and other gubbins. Naturally, we're hoping for the latter.

SONY AND SUPERMAN GO ONLINE

When your PlayStation 3 is settling in under the telly in 2007, you'll be able to tuck into a brand new online game based around DC Comics characters. Exact details are sketchy at the moment, but we understand that you'll be able to create your own hero and then take them online to hang out with Batman, Superman, Wonder Woman and co. Knowing our luck we'll accidentally select Supergirl.

GETAWAY GUYS GO TO LA

Another top secret PS3 project currently in the works is *LA Noir*. Little is known about the game, except that it is being made at a secret studio in Australia with some of the guys who masterminded the original *The Getaway*. We're guessing, from the name, that it's a modern crime caper set in Los Angeles. Best get in there quick before *GTA* hits next-gen and ruins it for everyone, eh guys?

CRAZY TAXI PARKING ON PS3?

Sega has confirmed work on another next-gen version of one of its classic games, with developer Secret Level signed up to work on a new PlayStation 3 title. Earlier in the year, Sega showed us next-gen versions of *Virtua Fighter, Afterburner, Sonic*, and *House Of The Dead* – which doesn't leave much else on the books for Secret Level to be working on. Our money's on *Crazy Taxi*, although the fanboys would go batshit for a next-gen version of *NiGHTS*

IN ASSOCIATION WITH... Virtua Tennis WORLD TOUR

COURT IN THE ACT

OPS2's Big Bargain Boutique is this month run in association with our good friends at Sega, and their court-side PSP cracker, *Virtua Tennis World Tour*. But don't just take our word for it; when you're done here, head on over to page 119 to read the review.

OPS2'S BIG BARGAIN BOUTIQUE™

GET A PSP FOR £1.50

FOR REAL. BUY A BRAND NEW PSP FOR LESS THAN THE PRICE OF A SANDWICH

Check your pockets. Got some change in there? If so, then the chances are that a brand new PlayStation Portable is within your grasp *now*.

This month *OPS2*'s Big Bargain Boutique is flogging a brace of PSPs on eBay at the dunderheaded price of 150 English pennies apiece. And given the server-clogging response to our previous offers, we recommend you memorise the dates and times of this month's sales right now.

Never done this before? It's a doddle. We'll be listing the items you can see on this page on eBay.co.uk at the exact times and dates stated in the red stars. When the items go up, the first person to click 'Buy It Now' will get the goods. That's it. Bear in mind that the 'Buy It Now' option will vanish as soon as the item has been bought, so be quick! Oh, and items are not listed on eBay before the specified dates and times. Should you be the quickest to the draw and buy one of the PSPs, you'll be sent a confirmation voucher and the machine itself will be sent out to you on 1 September.

Point your web browser at http://search.ebay.co.uk/_W0QQsassZofficialPS2magazineUK (note, the '0' in W0QQ is a number zero, not a letter 'o') on the dates and times listed here to see the items go up. Our seller ID is: officialPS2magazineUK.

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Time of sale: 7.30am

PSP 2
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PLUS

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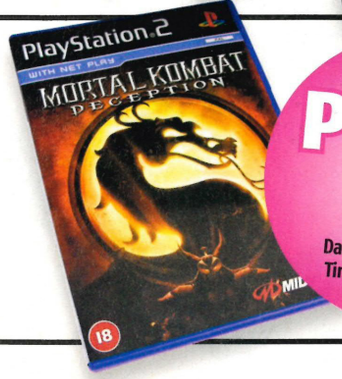

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*Any monies made will be donated to the ESC Entertainment Software Charity. To find out more visit www.escuk.org

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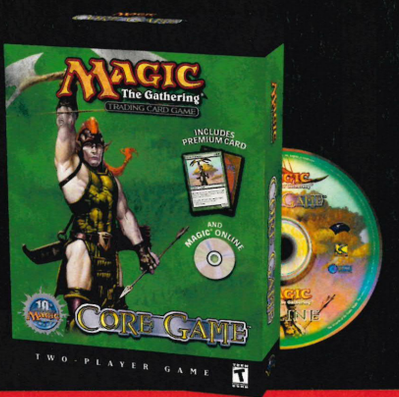

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PETER JACKSON'S
KING KONG

WELCOME TO SKULL ISLAND

Home to killer T-Rex, giant centipedes, flesh-eating repto-bats and a giant ape called King Kong

IN A FIGHT between a Tyrannosaurus Rex and a human we'd give the human a 5% chance of winning. And that's if he had some distance, an elevated position, a laser-guided land-to-air rocket launcher and plenty of ammo. So when we find ourselves in this position while playing *King Kong* armed with just a spear, everything points to a savaging. We're cowering in a cave half-filled with water, holding a flimsy wooden spike. Shitting it, basically. All we can do is sit and wait while the Rex screeches into the cave like a million deranged cockerels.

That's what *King Kong*'s first-person section is good at, making you feel like a sorry-ass weakling human lost on Skull Island, a world ruled by beasts higher up the food chain than you. A far cry from the gun-toting assassin you're normally cast as in such games. It doesn't even look like an FPS. There's no on-screen display at all to show you things like health or ammo, and you're often only armed with a pea-shooter pistol and a broken piece of wood. The thinking is that this helps you forget you're playing a game and are instead inside the playable *King Kong* movie. [Cough]

King Kong is being developed in ultra-close collaboration with the forthcoming film's director, production company, digital effects people and real-life actors. Peter Jackson (of *Lord Of The Rings* fame) provides the inspiration and direction and the game team translates this into the 'interactive version'.

The result is an ambitious fusion of first-person shooter and third-person brawler. The supposed masterstroke is in order to balance the weakness of playing as Jack Driscoll (a member of aspiring film director Jack Denham's ill-fated expedition to Skull Island) and the fact that you'll also get to put on the ape suit and *be* Kong. Suddenly you're in control of a towering super-sized ape. That T-Rex we were cowering from just a moment ago? We laugh at him. Now *we're* the daddy. In order to maintain the illusion of playing the film, Kong's brawling sequences are seen via swooping camera angles. Kong can punch, grapple and block, but can also perform kill moves like ripping the T-Rex's jaw apart, or dramatically drumming his chest before jumping on its half-conscious body. What's really noticeable here is the differing perspective it gives you on the Skull Island surroundings. That, and the satisfying feeling that you've just kicked a dino's ass right back to the Cretaceous period.

Kong's weakness comes when you move him around the jungle. While we imagined swinging through the trees in a freeform fashion, instead you're forced to follow a set path down a designated channel of jungle.

Another aspect of the ape's game repertoire is his relationship with Ann Darrow, whom he kidnaps early in the game. At first Darrow is petrified of Kong and there are sections where you'll have to chase after her if she escapes. As she begins to trust Kong and rely on him though, she starts helping him – accessing areas Kong cannot, for example.

Back in Jack's shoes we find ourselves in something of a situation. We've wasted our ammo shooting at brontosaurus and now have to negotiate a bridge guarded by evil repto-bats. Time to think *outside the box*. By spearing giant insects and throwing them into the river below, we're able to lure the flying death birds away from us as they chase an easy meal. It's just one way you can use Skull Island's food chain to your advantage, and points at an element of depth to the jungle adventuring.

King Kong the game will be out in November, with the film following in December. In the meantime, allow us to invite you on a journey through some key moments in the action in our four-page screenshot apeorama...

Denham, Driscoll and the rest of the crew seize the opportunity to escape, and dodging native spears, they make it into the relative safety of the jungle...
We can't leave Ann behind!
Sod that! I'm getting out of here sharpish!
Soon...
We've lost the natives, but where the hell are we?
Slow down up there! This log's slippy
What's this? It looks like some kind of ancient temple
SHIKUSSS SCHIUSS
Shhh. What's that noise?
Stopping in their tracks, the eerie noise continues until an unbelievable sight meets their eyes...
Jesus God!
Christ!
DINOSAUR!
SKIII-AASSK

Amazing! I've waited my whole life to film something like this
SS-SSS-SHLECCK
Careful, you're too close
Shut up, or they'll...
...HEAR YOU!
AWRRRRK
RUUUN!
Defend yourself!
SQUAAAAARRK
They just keep coming! Let's run away! Again!
Overpowered, Denham and his men make a frenzied dash from the raptors and find themselves deeper in the thick jungle...
That was insane! Dinosaurs! And I've got them on film. Can you believe it? But how do we get out of here?
Dunno, but my feet are getting wet. Looks like a swamp up ahead...

...or a river to be precise
Good job we found this raft or we'd have been shafted
I can't stop worrying about Ann. Where the hell is she?
Suddenly...
RAWWRR
CHRIST!
Quick, shoot the bastard!
He's still coming at us
BANG
BANG
BANG
It's no use! Their scaly hides are impenetrable!
I'm out of bullets. Leg it!
Don't leave me!
Then, from out of the undergrowth... King Kong
AAWAAAH

PETER JACKSON'S

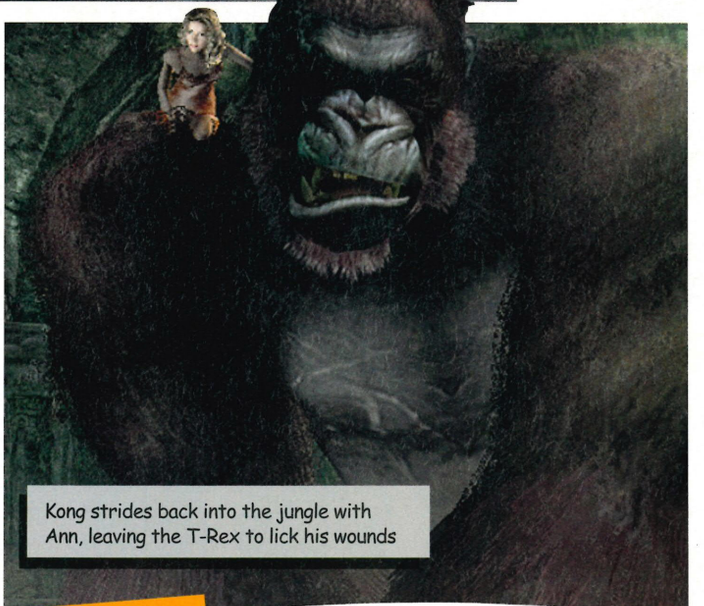
KING KONG

The two savage beasts square up, enabling Denham and his men to take cover

Fuelled only by instinctive bloodlust, the two titan's clash with brutal ferocity. The ape with his mammoth fists, the dinosaur with his skin-tearing claws and razor blade jaws

Playing with the brutal carnivore like a toy, Kong goes in for the kill and puts the T-Rex in a lethal choke hold, ramming his hand down its rasping throat. It looks like it's all over for the towering lizard until...

HELP!



Kong strides back into the jungle with Ann, leaving the T-Rex to lick his wounds

Hearing that Ann is in danger, Kong retreats from the fight and lifts his captive to safety. He seems to be concerned over his prisoner's safety. Like a child with a tiny kitten

MEANWHILE

Denham and Driscoll are left pondering the strange affection the gargantuan beast has shown for Ann. Why has he kept her alive? Why hasn't she tried to run away? How can they finish the film without her? And can a man ever have too many screenshots of a massive primate? ■

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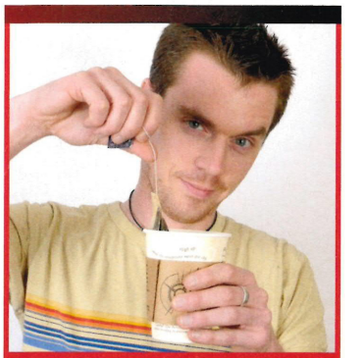
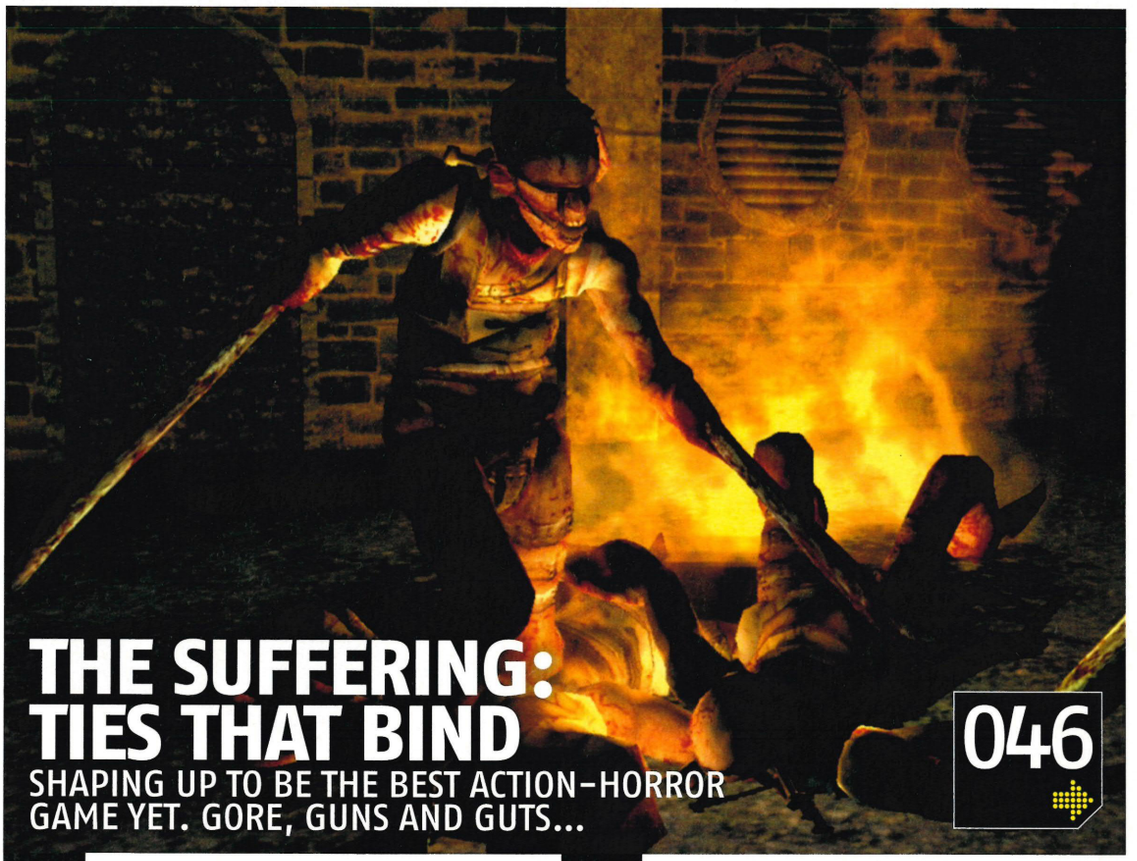
UNCLIPPING THE BRA STRAP OF TOMORROW



So what's your favourite flavour; traditional or new and improved? This month's monitor is a mix of the familiar and the freaky. On the one hand, games like *Conflict: Global Terror* and *The Suffering: Ties That Bind* are familiar but no less excellent for that. While on the other, *Michigan: Report From Hell* and *Everybody Loves Katamari Damacy* are both so off-the-wall you can't help but worry about the people who made them. And in the case of *Katamari* especially, it's madness tinged with genius. But if you want the best of both worlds then we've got that for you as well. Both *Mortal Kombat: Shaolin Monks* and *Resident Evil 4* are impressive-looking reinventions of otherwise familiar faces.

Leon

Leon Hurley,
Staff writer



THE SUFFERING: TIES THAT BIND

SHAPING UP TO BE THE BEST ACTION-HORROR GAME YET. GORE, GUNS AND GUTS...

046

048 **CONFLICT: GLOBAL TERROR**
Find out why this squad-based shooter is the smartest we've seen in a long while

049 **TIGER WOODS PGA TOUR 2006**
Another year, another update for the classic golf sim. But is the date the only thing that's changed?

050 **MICHIGAN: REPORT FROM HELL**
A camera and the choice to film naked ladies or rampaging zombies. Well, we *say* 'choice'...

051 **MORTAL KOMBAT: SHAOLIN MONKS**
Prepare for more fatalities in this impressive reinvention of the 'klassic' beat-'em-up. Khrist...

052 **TOTAL OVERDOSE**
Trick shots and nachos rule in this hombre-drilling slice of Mexican mayhem

054 **SSX ON TOUR**
Skiing is now officially cool. Find out why two bits of wood strapped to your feet are better than one

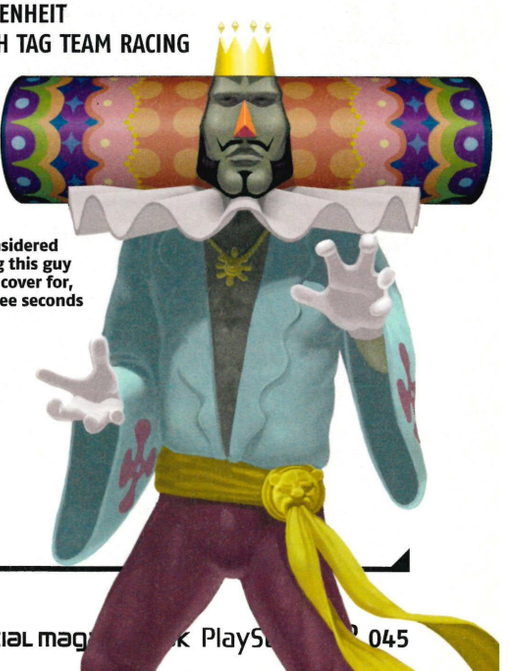
056 **WWE SMACKDOWN! VS RAW 2006**
We ask WWE star, Shelton Benjamin, why he loves big sweaty men so much

058 **RESIDENT EVIL 4**
Exclusive look at an awesome new weapon only found in the PS2 version. In your face GameCube!

060 **EVERYBODY LOVES KATAMARI DAMACY**
Sticky balls and crap everywhere? Feels familiar...

PLUS

047 FAHRENHEIT
053 CRASH TAG TEAM RACING



We considered putting this guy on the cover for, oh, three seconds

PUBLISHER **MIDWAY** | DEVELOPER **SURREAL SOFTWARE** | WEBSITE **HTTP://SUFFERINGTIESTHATBIND.COM**

THE SUFFERING: TIES THAT BIND

DARKER, BLOODIER, SWEARIER... *BETTER?*

We're playing the filth-black sequel to Midway's criminally underrated horror actioner *The Suffering*, and the images on screen look like they've been smeared with a bucket of congealing rhesus negative mixed with grit. That much is no surprise. Nor are the decrepit surroundings and the high availability of shotgun ammo and health-jacking vials of pills. What is a surprise, however, is just how tight the new game feels.

The Suffering enabled gamers to play from first or third-person perspectives, but this time developer Surreal seems to want to force the issue. There's nothing wrong with seeing convicted murderer turned anti-hero Torque as he creeps around the disused shell of a cinema (surviving audience members are lit by the screen, which some monstrosity then smashes through) but flip into first-person and *The Suffering*'s unflinchingly bleak take on action-heavy horror suddenly feels so right it's scary.

CARELESS TORQUE COSTS LIVES

Set only a single day after the events of the first game saw Torque literally battling his (and every other inmates') demons as he fought to break out of a state prison gone straight to hell, *Ties That Bind* finds him wandering around the urban decay of Baltimore. Ordinarily, that wouldn't be a problem for a hard case like Torque, but for reasons you'll only discover as you play, the city is beset by a supernatural tempest that's spilling demons which embody the ills of society onto its streets. You may well remember 'Mainliner', the hypodermic pincushion, and blade-limbed, spider-like 'Slayer' from the original game, but joining them is a gang of horrific new enemies. Among them is the 'Triggerman', a gigantic crab-like monster bristling with shotguns, and the 'Creeper', a psychotic stalker whose body is draped with bloody bits of his victims.

No, we don't know what it is, and yes we are going to keep shooting it

When the meat starts flying you get splashback on your guns. Lovely

"Well, it's a little early to say, but we think it may be a spinal injury"

Back to the trashed cinema, and almost immediately we're attacked by a gang of Slayers. Torque can now only carry two weapon types, but he's this time he can wield a piece in each hand. Selecting the shotguns – perfect for 'close work' – we get down to business. Noisy, with a hard edge and plenty of fountaining gore, the fight is brief, but brilliant. There's more on the way, and we notice our Insanity meter is flashing, so we trigger Torque's transformation into his demonic, raging form. Depending on how 'good' you are in *Ties That Bind*, Torque will have one of two demonic incarnations. Obviously we've been bad, because we get the evil, gristly bugger.

in the next area we come across a teenage junkie, and immediately Torque's psyche splits into two, with his dead wife's voice urging him to be merciful, while his dark side tells him to waste the punk. For now we let the shivering addict live, but for how long? We're making no promises. Here is a game that hasn't so much lost its moral compass, as ground it to dust underfoot. And we wouldn't want it any other way. ■ **PF**

PlayStation 2 OFFICIAL MAGAZINE-UK **hands on**

This is what we see every time we shut our eyes

monitor PlayStation 2 OFFICIAL MAGAZINE UK

DARKER THAN A FUNERAL in a mineshaft and bloodier than an exploding abattoir, *Ties That Bind* successfully ups the ante with tighter gameplay and truly unsettling schlock-horror gore

HOT OR NOT?

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

The 4:15 showing of *Madagascar* had attracted an unusually feisty crowd

THE HORROR HANGOVER

How evil you were when you played *The Suffering* affects how hellish the beginning of *Ties That Bind* is

The police are in all kinds of trouble. Will you add to it or help 'em out?

In the original *Suffering* Torque had a bit of a temper problem – in the same way that Fred West had a bit of a problem not burying people under his patio. Unlike Fred though, Torque had a voice of conscience in the shape of his murdered wife, Carmen. By the time players finished *The Suffering*, the ending reflected their approach to red-mist rage in the game, and the mercy they showed innocents. With *Ties That Bind* kicking off just a day after *The Suffering*, by loading up your complete game save you will dictate how the new game begins and there are good, bad and insane plot strands to start you off. Don't you wish you hadn't capped *quite* so many prison guards last time around, now? No, us neither.

Torque's alter ego doesn't use guns. He rips demons apart

ALSO 1 MONTH AWAY...

PUBLISHER **ATARI** | DEVELOPER **QUANTIC DREAMS**
WEBSITE **WWW.FAHRENHEITGAME.COM**

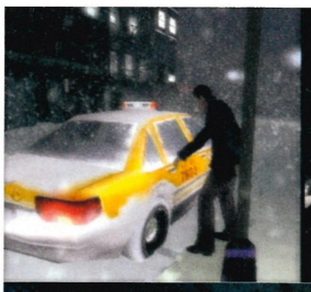
FAHRENHEIT

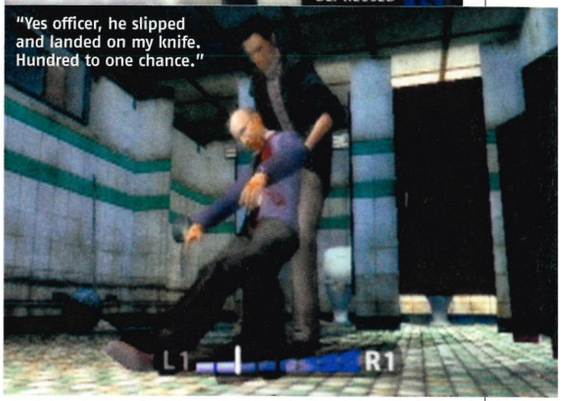
YOU REMEMBER; IT'S THE ONE WHERE YOU GET TO PLAY AS THE KILLERS AND THE COPS

Right now, *Fahrenheit*'s fate hangs in the balance. Its developer's ambitions are clear: to resurrect the interactive movie for the 21st Century gamer. And in doing so, create an experience that dishes out a killer plot and riveting gameplay, without coming on like a glorified version of Sky's interactive service. With the latest, tweaked version of the game in our possession, we've delved back into the multi-perspective yarn of New Yorkers unconsciously murderising one another as the temperature drops and the Big Apple gets blanketed in snow.

Playing as both the unwitting murderer, who's trying to understand why he's ventilated a stranger in a diner toilet with a steak knife, *and* as the cops hot on his tail, is still *Fahrenheit*'s strongest hook. It's also gratifying to see that the control system has been tightened up considerably. Everything you do in the game is either actioned by twirling, pushing or otherwise manhandling the right analogue stick, or by hammering L1 and R1 when physical exertion is required. It's an innovative setup that, on the whole, works pretty well. Whether it'll have enough legs for an entire game is another matter entirely, as is the whole concept of a movie that you play. Are today's gamers prepared to sacrifice real interaction in the name of a truly gripping story? Well, are you? ■ **PF**

PlayStation 2 Official Magazine-UK hands on





HOT OR NOT?

Fahrenheit is still intriguing, and that's a good thing

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

ETA 1 month
Sep 2005

How they hunt rabbits in the US

The fifth member of Kiss always regretted leaving the band

Expect this tank to slice your men in twain when first encountered

PUBLISHER SCI | DEVELOPER PIVOTAL | WEBSITE WWW.SCI.CO.UK

CONFLICT: GLOBAL TERROR

"FOUR ROUND-THE-WORLD TICKETS, PLEASE. NON SMOKING..."

PlayStation 2 OFFICIAL MAGAZINE-UK hands on

Only one thing counts when it comes to squad-based shooters: brains. It doesn't matter how many guns you have, how great it looks or how easy it is to issue orders, if your team are a bunch of remedials it's going to be a painful experience. When you go to war you want to know the men at your side can deal with simple things. Like not standing 'trousers down' in the open during a firefight because someone forgot to press the 'take cover' button. So it was a relief to find within seconds of our playtest that the *Conflict: Global Terror* crew have got smarts to spare.

The fourth game in the *Conflict* series moves away from single locations – *Conflict: Desert Storm I* and *II* were based in Iraq and *Conflict: Vietnam* speaks for itself. This time some serious air miles are being clocked up, as Colombia, Ukraine and Africa are just some of the settings on the cards. The other twist is the recruitment of girlie sniper Sherman, after veteran sharpshooter Foley ends up MIA during the game's opening levels.

What stood out was just how reliable the team was. At no point did we have to fumble through menus because people spazzed out like well-armed chickens. In combat, everyone found cover effortlessly – leaning out to squeeze off shots before ducking back to safety. In fact, during our first ruck we didn't even have to issue any commands to complete our objectives, our guys just knew what to do. But it wasn't long before we wanted to stretch our tactical muscles, accessing the order menu with a tap of L1 – the instructions are simple and adapt according to your situation. In seconds we were directing our troops, setting up flanking manoeuvres and clearing rooms like a pro. It's even possible to complete levels by issuing orders alone, without taking direct control of a single character.

It looks great, too. Whether you're in steamy Korean jungle or bleak Ukrainian industrial complexes, the level of detail is impressive. Add to this the chance to play all of the 14 missions in a four-player co-op mode online and this should be the best *Conflict* yet. LH

monitor | PlayStation 2 OFFICIAL MAGAZINE-UK

THIS ISN'T AN EARTH-SHATTERING ADVANCE in the world of squad-based action games, but it is shaping up to be a rewarding, intelligent shooter thanks to its logical controls and sharp troops

HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN

PUBLISHER **ELECTRONIC ARTS** | DEVELOPER **ELECTRONIC ARTS** | WEBSITE **WWW.EASPORTS.CO.UK**

TIGER WOODS PGA TOUR 2006

FANCY PAYING GOOD MONEY TO PLAY 'SPOT THE DIFFERENCE'?

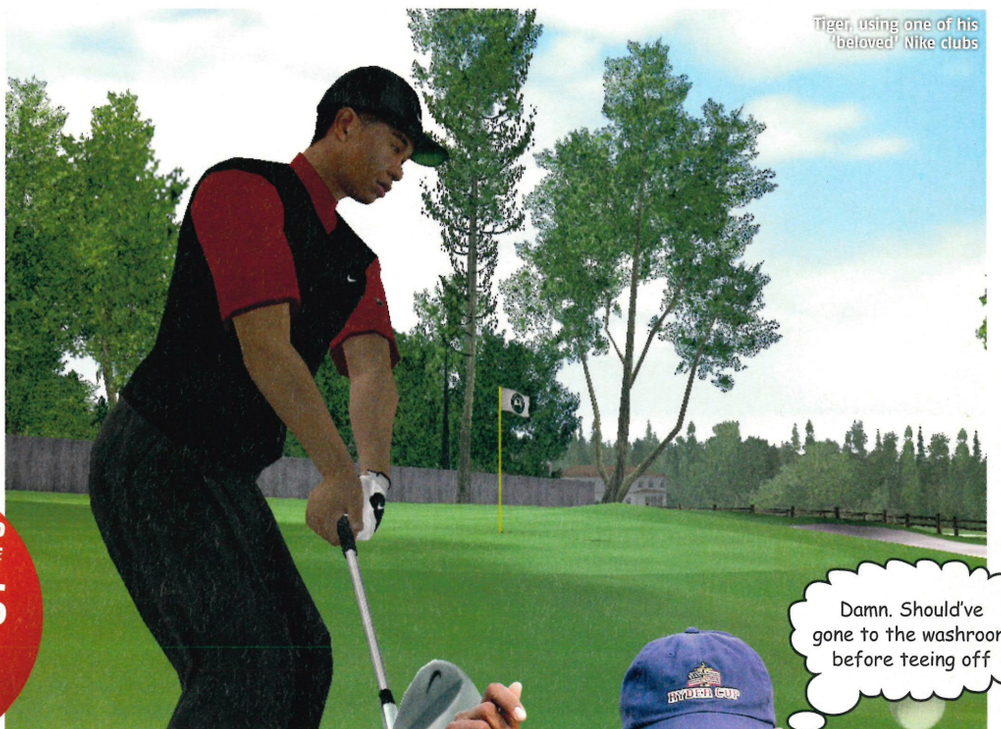
The analogue golf swing invented by *Tiger Woods* is still one of the best control systems on PS2. That satisfying high-pitched THWACK! as you flicked your thumb back and forward to ping the ball down the fairway, the delicate weight it gave you when making a vital pitch onto the green... brilliant. Plus the series is licensed up the wazoo, with a great selection of hugely varied courses, and it looks great, too. Hell, you can practically smell the freshly mown grass. So, what would you change? Answer: nothing. Once again, instead of trying to reinvent itself, *Tiger* leaves the finely balanced shot mechanic well alone and focuses on improving your control of what the ball does after you've hit it.

There was only ever one clumsy part of *Tiger Woods 2005*, and that was getting spin on your ball. You could only add spin once the ball was in the air, and to do it you held the desired direction and tapped R2 – the faster you tapped, the more spin you'd get. It was really imprecise, which was why we rarely used it. Fortunately, this 'aftertouch' method has been dropped, and now you'll be using the right analogue stick to show off at the greens with some cleverly applied backspin. While aiming your shot, a blown-up image appears in the corner of the screen with a cursor hovering over it, and you move this with the right stick. Shift it left or right, for example, and you add curve in that direction (that's draw or fade, golfing virgins). The tricky part is that the cursor automatically creeps back to the centre of the ball, so you have to apply the spin at the same time as you take your shot. It takes some getting used to, but it feels more useable and rewarding than the previous game.

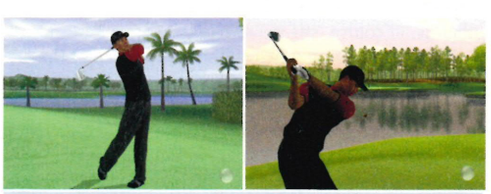
PlayStation 2 OFFICIAL magazine-UK hands on

Last year's Tiger Vision, which would give you a clue about where to aim on the green and how much power you needed to sink a putt, has also been cut. *Tiger 2006* uses a grid of lines laid over the green that pulse at different speeds depending on the slope of the green. The idea being that you judge what effect the surface will have on your putt by looking at the speed and direction of the pulses. It's ugly, and we're not entirely convinced that it's works, but extended play might change our minds.

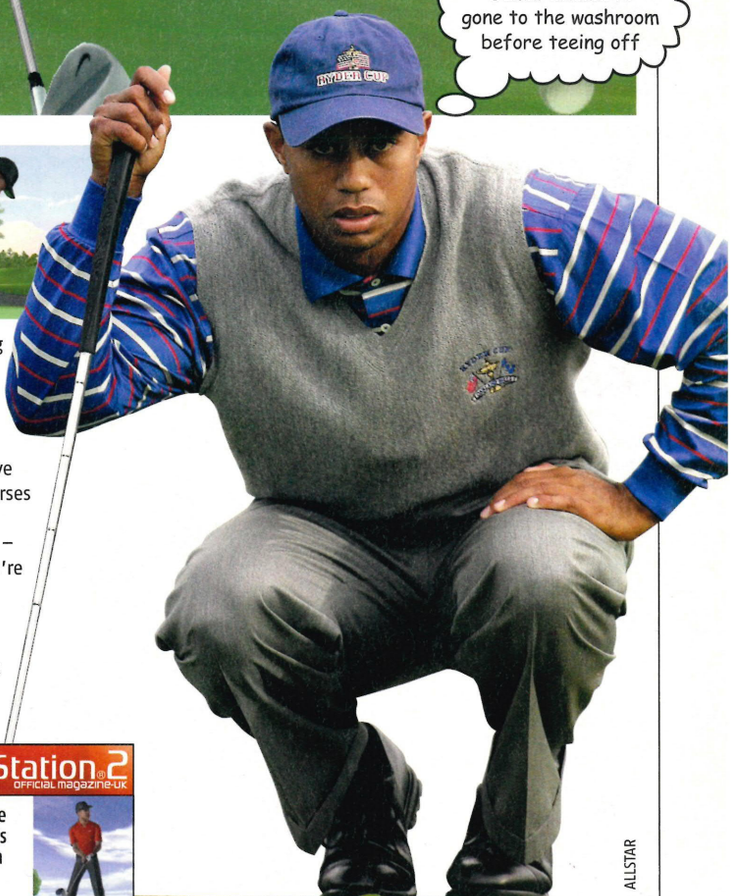
The new spin feature is a really positive development, but besides a few new courses and golfers, *Tiger Woods PGA Tour 2006* has very little in the way of fresh content – essentially it's just more of the same. You're still looking at a great game, and the refined control will make it even better – but this year we're questioning whether that's enough? Check out our review next month to see if it's worth sinking 40 sheets on Tiger's new balls. ■ **BR**



Tiger, using one of his 'beloved' Nike clubs



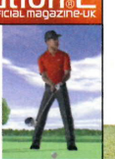
The Golden Bear retirement home. Perhaps they can help him untwist his back



ALLSTAR

monitor

PlayStation 2 OFFICIAL magazine-UK



TIGER'S ONLY LEARNT ONE NEW TRICK since we last took a long walk with him, but it's a decent one. However, we're concerned a new-fangled spin system isn't enough to justify another update

HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN

PUBLISHER **505 STREET GAMES** | DEVELOPER **GRASSHOPPER MANUFACTURE** | WEBSITE **WWW.ZAKA.TV**

MICHIGAN: REPORT FROM HELL

THE NINE O' CLOCK NEWS MEETS *THE EVIL DEAD* ON CHANNEL 5

In the opening movie of *Michigan* there's use of the word 'erotic'. Combine that with *OPS2*'s earlier discovery (via the website) that you get to see up women's skirts and you've got the most watched over-the-shoulder game of the month. Sadly, it's also the one that least warrants it. As with all off-the-wall concepts, *Michigan* sounds like it could be brilliant: take control of a cameraman investigating Chicago overrun by fog and strange monsters and choose whether to document the moral side of the story or just film your female presenter's tits. Well, what would *you* do? The ethics of broadcast journalism are further tested by giving you the option to help the people you're filming or keep the tape rolling while they're murdered in front of you.

Which is exactly what happens in the first five minutes. We've only just been introduced to our team of Brisco (the sound guy) and Anna Anderson (the presenter) when something that looks like an oversized, pink Muppet comes out of a crack in the road and bites Anna's head off. Don't worry! We got it all on tape. A few hours later we've found a replacement in Paula Orton. Five minutes pass and she's been bitten to death by a rabid langoustine. A third presenter down (something heavy fell on her in a church) and we realise there *is* a way of helping our next girl from dying. Film a monster and a red 'hot spot' will appear – she'll then fire a weapon at the creature. Failing that you can just nudge her out of the way at the critical moment. And then film up-skirt shots as she picks herself up of the floor. See? It *sounds* brilliant.

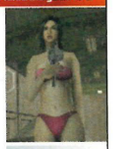
FOG ALMIGHTY

But, in fact, Michigan pans out as a watered down survival-horror with ropey voice acting and a terrible plot. With the city shrouded in fog (and monsters, don't forget) you and your news crew follow a series of baffling leads to get to the root of the mystery. During this exploration, the worse elements of *Silent Hill* come into play – you wander around dimly lit rooms pointing your camera at objects waiting for a cursor to turn orange. You click a button, wait for a clue, a piece of evidence, plus an explanation why it's quite useless to you right now. Then you solve a simple problem and endure five minutes of cut-scene – by which we mean a black screen with subtitles and a voiceover. Other irritating features include sound man Brisco standing in the way of doors and a control system that expects you to wait for your presenter to walk to a marker point before you can progress. Of course, she walks *really* slowly.

We're also feeling massively short-changed at the lack of eroticism. The only point where something 'sexy' happened was when Brisco, Nina (presenter #6) and our cameraman alter-ego got stuck in a bathroom together. It went all quiet and it looked like something might happen. Like Nina might get in the bath. But then Brisco got wedged between the toilet and the wall and it took ten minutes for us all to tumble out of the door. Bloody hell, we so wanted this one to be good... ■ **GW**

monitor — PlayStation 2 OFFICIAL MAGAZINE-U

A GREAT IDEA DONE BADLY. Unless the voice acting is redone, the story rewritten and the game redesigned this won't be worth a look even *with* the supposed erotic content



HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN

ETA 2 months
Oct 2005

0 1 2 3 4 5 6 7 8

PUBLISHER MIDWAY | DEVELOPER MIDWAY | WEBSITE WWW.MKMONKS.COM

MORTAL KOMBAT: SHAOLIN MONKS

PlayStation 2 Official Magazine-UK hands on

AS THE SCARY VOICE SAYS: 'EXCELLENT'

When we heard *Shaolin Monks* was abandoning its beat-'em-up roots to become a roaming, platform adventure, we were ready to give up on *Mortal Kombat* completely. *MK: Deception* was weak, and the whole 'K' instead of 'C' thing hasn't been cool for years. We gathered our *MK* T-shirts, collectable Sub Zero figurines and prepared a small bonfire in the garden to say our farewells. But now we've played it, and Khrist alive it's back and better than ever. Despite the changes it's everything you'd expect – brutal, bloody, fast and fun. As one overexcited team member spouted, "It's *Mortal God Of Kombat War*."

"Okay. Anyone else think my thighs look chunky?"

HAT'S ENTERTAINMENT

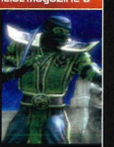
The fighting justifiably steals the show. It's a meaty, fist-swinging orgy of face pain. You can button bash but you'll miss out on the variety of ass kickery available. There's the usual light, medium and heavy attacks – the latter lifting foes into the air for a spot of juggling – and a throw. But there's also a modifier button, changing your basic moves to unleash more punishing combos. Start mixing it up and the potential's vast. One very cool move is a flying kick that keeps you airborne, enabling you to leap from enemy to enemy. There's also an old favourite: Kung Lao's razor-brimmed hat, which can be thrown Frisbee-style to decapitate people. Suh-weet.

Joining Kung as a second playable character is Liu Kang (the pyjama-wearing, Bruce Lee wannabe with a mullet). You can play either on your own, or with a friend in a 'ko-op' mode. We've also seen Sub Zero, Raiden, Johnny Cage and Baraka making non-playable cameos. Even the old levels are back as many of the classic arcade arenas have had a 3D makeover.

The fatalities also return, but this time there are ten for each character, accessed through the expected button tappage. However, they must be earned. As you despatch foes you earn experience points. These can be spent to unlock new fatalities or to upgrade other fighting moves and skills. In fact, rather than dumbing things down, *Shaolin Monk*'s new action/adventure direction provides the depth needed to revive the flagging series. We're not mad keen on the collect-the-coin-to-continue progression, and the 360° combat could be tighter. Nonetheless, on this showing it's a massive return to form for the Kombat kids. ■ LH

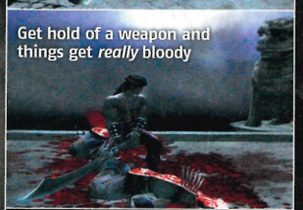
monitor PlayStation 2 Official Magazine-U

FIRST LARA, NOW THIS. The old games revival continues. If you thought it was over for *Mortal Kombat* then think again. *Shaolin Monks* is everything you could want from the series and more

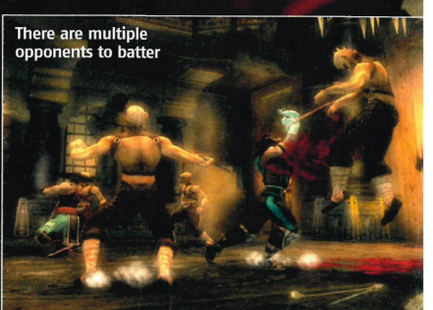


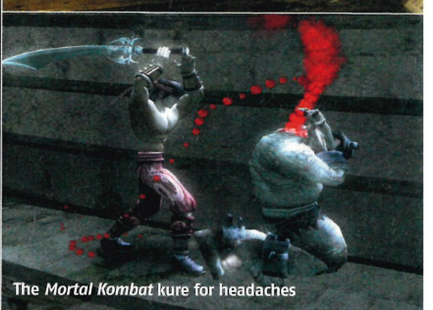
HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN


Get hold of a weapon and things get *really* bloody

We're guessing it'll take more than a kick to the plums to take him down


There are multiple opponents to batter


The *Mortal Kombat* kure for headaches

PUBLISHER SCI | DEVELOPER DEADLINE GAMES | WEBSITE WWW.TOTALOVERDOSE.COM

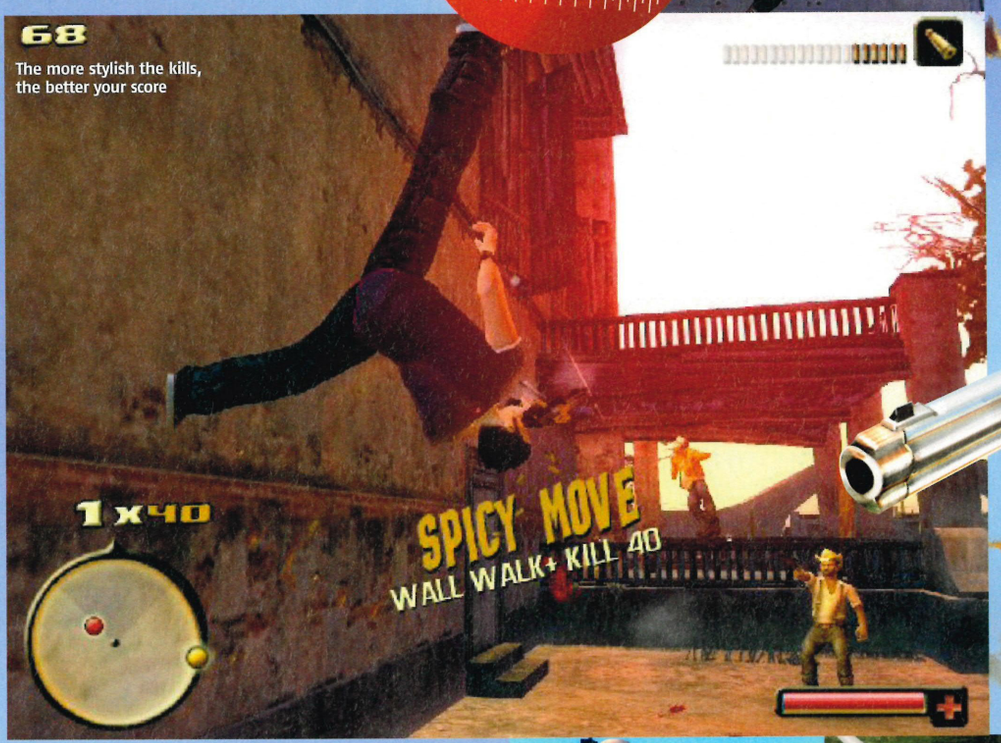
TOTAL OVERDOSE

PlayStation 2 Official Magazine-UK hands on

"SHOOT THEM IN THE FACE – THAT'S WORTH MORE POINTS!"

Imagine if the *Tony Hawk's* games had guns. Keep the scoring system, tricks and special moves – but replace the skateboards with weapons and the wipeouts with bullet-riddled deaths. As weird as that sounds, it's the best way to describe this hyperactive, taco-munching shooter. A manic blast of Latin-flavoured action that rewards you for killing in *style*, as well as sheer body count.

The way it works is simple: you get points for shooting people, and the more flamboyant the kill, the higher the score. There's also a timer that counts down after each fatality. If you kill another person before it runs out, then you begin to build a combo. Where it gets more interesting though, is that you don't just shoot people. You can run them over, blow them up and call in a freak-show selection of special kills and power ups. All of which add multipliers and bonuses to your final score.



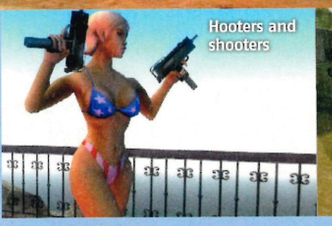
CHILI CON CARNAGE

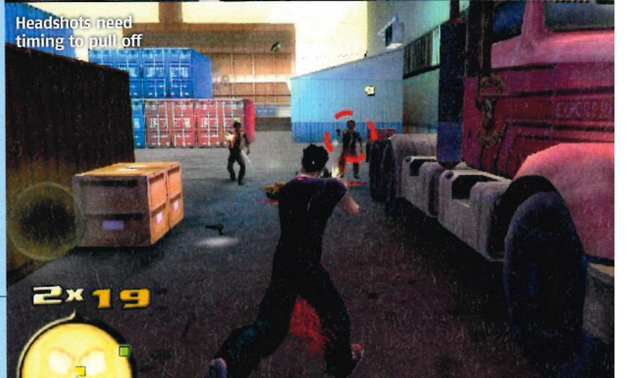
A typical sequence might go like this: start with a bullet-time dive to nail the first guy and a headshot to take out the second (there's a rhythm-based targeting system for these, adding an extra layer of skill). As the counter ticks away, jump in a car and drive through a crowd to gain more points, then hang out the side to tag a couple with the door. Finally, use another dive to exit the vehicle as it crashes, while shooting some explodo-barrels to take out even more thugs before you hit the ground. If you're good, it's possible to complete whole levels as a single combo.

This choreographed carnage doesn't just net you a score, however. Pull off a flawless sequence of slaughter and you can unlock a wealth of power-ups and special kills – 60 in all. These can range from spinning around like a helicopter, firing twin Uzis and hitting everything in sight, to unleashing a man dressed as skeleton, wielding a grenade launcher (check out 'Unleash The Mexican Wrestler!'). There's also a damn handy rewind power – mess up your combo or get killed and you can wind back time for another go. Yeah, very *Prince Of Persia*, but when was the last time you saw *him* flying through the air carrying a shotgun, yelling "Eat chili and die!"

The plot follows ex-con Ramiro Cruz, as he takes on the drug traffickers that killed his father, but frankly, who cares about plot when wreaking havoc is this much fun? There's no doubt that this would be just another average shooter if it weren't for the genius combo/scoring aspect, but because of this the whole thing is turned on its head. Before long you're constantly seeking out new and interesting ways to hurt people. Just like *Tony Hawk's*, you'll be trying out different routes, attacks and skills to maximise your score. And as well as the missions, there's a free-roaming challenge mode to test your skills, where you can wander the city, kicking ass for fun and profit.

Total Overdose is bizarre, but in a good way. It's a daft no-brainer/entertainer full of cheesy one-liners and huge sunburst explosions (plus a surprisingly excellent Mexican hip-hop soundtrack). If the crazy combo action can stay fresh throughout then this could be one hot tamale. Full arse-ruining review soon. ■ LH





monitor — PlayStation 2 Official Magazine-UK

SHOOTING PEOPLE FOR PRIZES is an oddly addictive experience and the action is relentless. *Total Overdose* manages to mix guns and an extreme-sports scoring system to create an excitingly twisted action game

HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN

UNLEASH THE MEXICAN WRESTLER!

Who wants a bigger gun when you can have power-ups like these?

Racking up the combo kills in *Total Overdose* gives you access to the Loco Moves – the most insane collection of special attacks we've seen...

EL MYSTERIOSO
Basically a masked avenger armed with a baseball bat. Activate this and he'll appear on screen and charge around, hammering the crap out of all your enemies for a limited time.

THE PIÑATA
Throw this candy-filled toy at your foes and they'll turn into giggling children as they run to get at the treats inside. Then it explodes, blowing their sweet teeth over a wide radius.

EL MARIACHI
This equips you with twin machine guns hidden in guitar cases, just like the film *Desperado*. It's slow to move about, but you can carve through the bad guys like nobody's business.

ALSO 2 MONTHS AWAY...

PUBLISHER **VIVENDI UNIVERSAL GAMES** | DEVELOPER **RADICAL**
WEBSITE **WWW.SIERRA.COM/PRODUCT.DO?GAMEPLATFORMID=1858**

CRASH TAG TEAM RACING

SMASH SPIN-OFF OR RASH RIP-OFF?

HOW TO MAKE A RACING SPIN-OFF GAME

PICK A WELL-KNOWN CHARACTER
Crash Bandicoot in this instance, obviously.

THROW THEM INTO A GENERIC STORY
Crash and his buddies are mysteriously invited to a new location (a run-down theme park – could it be any more *Scooby-Doo*?) which is hosting a racing tournament held by an evil adversary. Sounds a little like the plot from *Crash Nitro Kart*. And the imminent *Jak X*. Oops.

COME UP WITH THE GIMMICK
Which here is the ability to 'clash' (because it rhymes with crash, yeah?) with rival vehicles. This lets you merge with a rival car and use their skills to race ahead of the pack. The cars are armed and can be manned by two passengers – a driver and a gunner. (Shades of *Mario Kart Double Dash*, anyone?)

DON'T FORGET THE MINI-GAMES AND MULTIPLAYER
In its favour, *Tag Team* has taken a page from *Super Monkey Ball*'s book and thrown themed mini-games into the mix, such as bowling and a shooting gallery. And the multiplayer action is surprisingly okay-ish.

INSIST THAT IT ISN'T A KART RACER
Even though it's a racing game aimed squarely at kids and its favourite colours are the three primary ones? Yeah, right.

HOT OR NOT?

Unoriginal but it has some multiplayer sparkle

TEPID | WARM | HOT | BOILING | MELTDOWN

ETA 3 month
Nov 2005

PUBLISHER ELECTRONIC ARTS | DEVELOPER EA CANADA | WEBSITE WWW.EASPORTS.CO.UK

SSX ON TOUR

"GOOD EVENING ROTHERHAM!"

Skiing is to snowboarding what rollerblading is to skateboarding: a bit shit. So what the hell is it doing in *SSX On Tour*? Answer: making sure this isn't just more of the same. And it turns out that in the none-more-extreme world of *SSX*, skiing ain't all that bad. Using skis gives you an entirely new trick-set to learn, and more importantly it feels fundamentally different to snowboarding.

Skis are less forgiving and harder to align, which is a big deal when you're hurtling backwards over a death-or-glory crevasse. Hold your nerve, nail the landing and there's the potential to rack up an enormo-combo. As before, whether you're skiing or boarding, the key to hitting maximum velocity is building boost with successful combos. The new boost bar is far less intrusive than the oversized spiral-o-meter from *SSX 3*, and once it's maxed-out the sense of speed approaches *Burnout*-on-ice proportions.

PlayStation 2 Official Magazine-UK hands on

Whereas *SSX 3* gave you one vast mountain divided into three peaks, the new game comprises five different areas for you to carve through, including the glacial North Peak, the East and West resorts, The Village and the Higher Learning snow school. And although there are no online options this time out (don't pretend to cry) you'll be able to race your mate across the entire mountain in split-screen.

Once again, there are two types of special trick – but now they're performed by moving the right analogue stick in a semi or half-circle. These Monster tricks are appealingly simple to use for virgin *SSX*ers, but we can't help but feel the game has been dumbed down slightly. Certainly nothing we've seen so far has matched the OMFG factor of *SSX 3*'s more suicidal manoeuvres.

We'll be seeing *SSX On Tour* again soon, and expect (well, *hope*) that next time it will look sexier than a Swiss chalet maid coated in piping hot cheese fondue. No? Just us, maybe... ■ BR

This isn't a trick, she's been frozen like that for days

He's got about three seconds to unhook those skis

Each area is loaded with trick potential

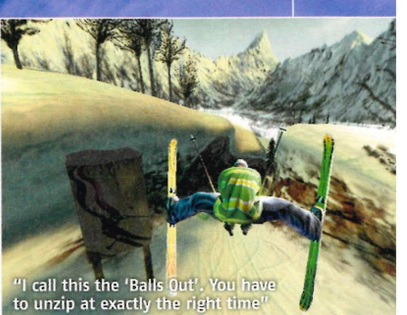
monitor PlayStation 2 Official Magazine-UK

WE'RE MASSIVE FANS OF THE *SSX* SERIES, and that's why we're being a bit hard on it. Skiing is a welcome addition, but hopefully *On Tour* has a few more tricks up its salopettes, or this could feel rushed

HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN

See, you can trick skis

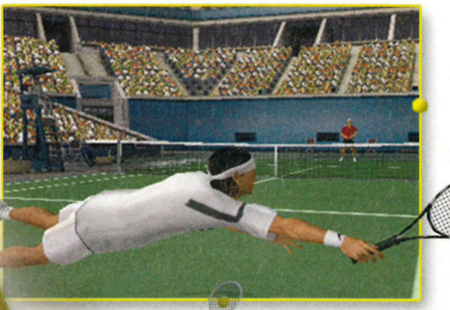


"I call this the 'Balls Out'. You have to unzip at exactly the right time"

TOP SPIN

"One of the best tennis games ever created is finally coming to the PS2."
PSM

#1 on the tour.



The rankings are in, and Top Spin is on top of the tennis video game world. Serve and volley with 16 of the tour's top players like Roger Federer and Maria Sharapova as you compete in tournaments around the world. Create a virtual version of "you" with Eye Toy™, refine your shots with a coach, and match skills with the pros on every kind of court surface as you make a run at the Championship!

www.topspingames.com

3+ www.pegi.info

PlayStation.2

2K SPORTS

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PUBLISHER THQ | DEVELOPER YUKE'S | WEBSITE WWW.THQ.COM

WWE SMACKDOWN! VS RAW 2006

PlayStation 2 OFFICIAL MAGAZINE-UK new screens

IT'S ALL ABOUT THE BENJAMIN...

Shelton Benjamin's been a force in the WWE ever since he teamed up with Charlie Haas to form the self-proclaimed World's Greatest Tag Team, but undoubtedly his finest hour to date was at this year's Wrestlemania, when he literally sprinted up a propped-up ladder to hit Edge with a flying clothesline. We caught up with him to talk some smack...

What inspired you to become a wrestler?
I was in the third grade and watched Magnum PA fight for the US title, and I guess I was very impressionable because that was the first match that hooked me emotionally. And, as I got older, I got less interested in watching and more interested in wrestling. I started wrestling amateur style when I was 15 years old, in the tenth grade.

How long do you spend in the gym?
Ha! Every time someone asks me that question I laugh, 'cause I'm not in the gym as much as most guys. When I do go I'm there for about an hour and a half, ideally three or four days a week.

Do you eat protein shakes for breakfast?
Nah, a lot of the guys on the circuit take protein or creatin, and do the whole supplement thing and watch what they eat – I don't. Basically, what you see with me is my natural build.

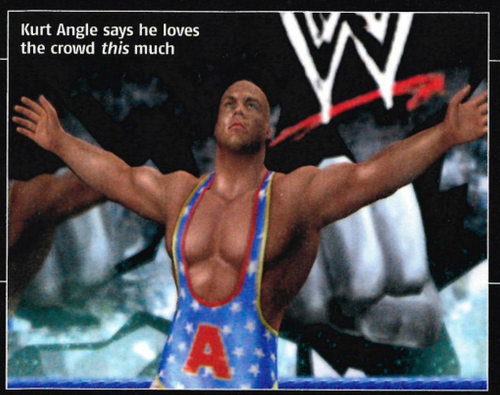
Yeah, us too. What's the best match you've been in?
Actually, I'm starting to develop a few. My last pay-per-view match with Jericho was one of my favourites. Then there's the Goldrush match with Shawn Michaels, my first match on Raw with Triple H, and Backlash 2004, when I wrestled Ric Flair.

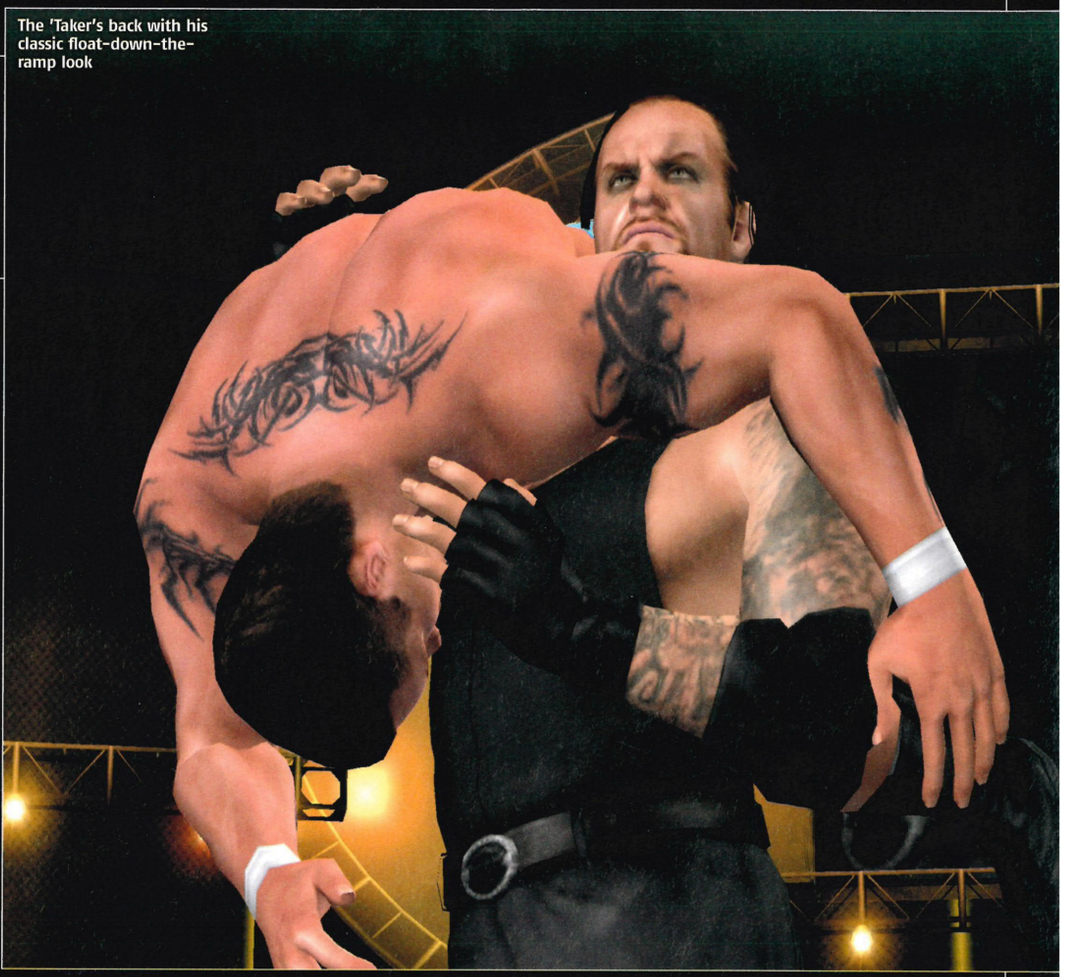
Have you had any serious wrestling injuries?
I've separated my shoulder, and I broke my hand the night after Bad Blood, when I was wrestling Garrison Cade on Heat. I accidentally punched his knee brace and my hand just shattered.

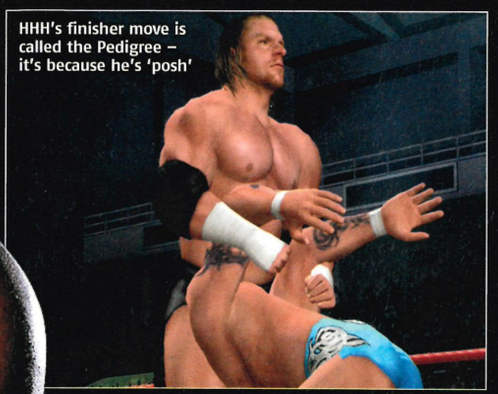
Nasty. You must've had plenty of time to play videogames while you recovered.
Well, when I was in college, basically I never studied – I just went straight to a videogame and started playing my buddies. I've spent countless hours on videogames. Lately I play something every other day.

What games are you playing at the moment?
I'm kind of hooked on PSP. I like *Need For Speed Underground*.

This environment: Essex pub basement lock-in


Kurt Angle says he loves the crowd *this* much


The 'Taker's back with his classic float-down-the-ramp look


HHH's finisher move is called the Pedigree – it's because he's 'posh'

Do the other guys play games?
A lot of guys don't. There are a few who are definite gamers. Booker T Kane, Stevie Richards... but since the PSP came out a lot of the guys have invested.

Who's the best?
Well, obviously I'm the overall best. But Booker T's pretty hard to beat in golf, and next would probably be Kane.

Any tips for the new *SmackDown!* game?
My advice is: pick a character and stick with him. I learn my characters inside out – I know every move and every button. It's nice to know exactly what your guy's gonna do.

Obviously, The Rock's not on the roster any more because he's gone to Hollywood. Got a favourite film starring a wrestler?
Well, I just watched *The Longest Yard*, and that movie's hilarious. You got Stone Cold in it, you got Kevin Nash and Goldberg – that was the funniest movie I ever saw.

Can you see yourself making the leap into acting?
You know what? I can see myself making an attempt. I'm always wanting to try new things, so if I got an offer I'd definitely like to participate. Preferably a comedy.

Any plans for a singing career?
No. I've got a pretty decent voice in the shower, but I'll leave it there.

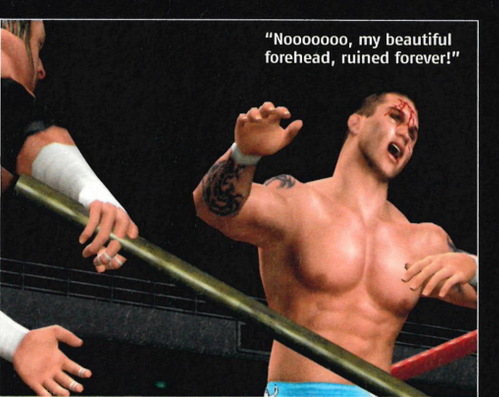
So you're not going to be singing with Chris Jericho and Fozzy any time soon?
Um, they don't really write songs that I like. *Shelton Is A Bitch* is not my favourite song.

Ours neither. What's the first thing you'd do if you were running the WWE tomorrow?
The first thing I'd do is re-hire a couple of people, starting with Rico. If I was setting up a match, I'd have Batista and John Cena go at it to see who really is champ.

Who, if anyone, would you add to the game?
Sting. No question.

Good answer. And lastly, who's your favourite Diva?
Candice Michelle. Easily. ■ JS

"Shall I? Shan't I?" Orton ponders the oft-used catapult manoeuvre


"Noooooooo, my beautiful forehead, ruined forever!"

monitor

PlayStation 2 Official Magazine UK

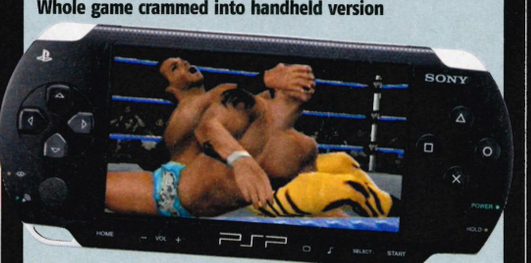
BIG WORDS FROM A BIG MAN, but Shelts clearly knows his *SmackDown!*. We're even more certain this year's game is going to cram an obscene amount of wrestletainment into its lurid stockings

HOT OR NOT?

TEPID	WARM	HOT	BOILING	MELTDOWN

SMACKDOWN! KICKS ASS ON PSP

Whole game crammed into handheld version



Thanks to some kind of techno-miracle, *SmackDown! Vs Raw 2006* on PSP will feature everything in the PS2 version and possibly even PSP exclusive storylines. Expect 60-80 match types, four player WiFi battles and an exclusive superstar. You'll also be able to create a wrestler on PSP and import the big lunk onto PS2, or vice versa.

ETA 3 months
Nov 2005

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

Check out the amazing new laser weapon. Knife, meet hot butter...

PlayStation 2 OFFICIAL magazine-UK new info

PUBLISHER CAPCOM | DEVELOPER CAPCOM | THE BIT.LY WWW.RES-EVIL.COM/RE4

RESIDENT EVIL 4

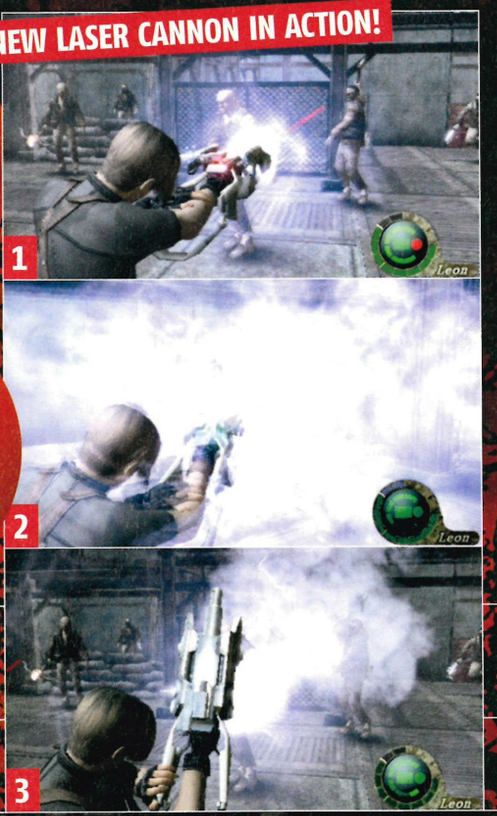
NOW WITH ADDED LASER DISINTEGRATOR

Resident Evil 4 rocks so stupidly hard that we've already signed up to do the world exclusive in two issues' time, so certain are we that it's Game Of The Year material. Meanwhile, Tim is using this as an excuse to play through the Gamecube version for a third – yes, *third* – time 'in the name of research', even though he's 'delegating' the writing of this preview to someone else so he has more time to play it. So yeah, it's becoming a sickness, but not one we want an antidote for.

Oh, and don't think for a second that the PS2 version is just a lazy conversion of the 'Cube original, either. We can exclusively reveal that one of the new items in the PS2 update is the mega weapon splashed all over this page. With the rather unassuming codename 'PRL 412' (it stands for Plagas Removal Laser – Plagas being the game's zombifying parasite), it's an insanely powerful flash-frying device capable of reducing gibbering psychopaths to electrically charged dust in seconds.

Like all the weapons in *Resi* 4, the PRL142 uses a laser pointer system to enable you to target enemies with total confidence. Well, as confident as you can be surrounded by maniacs with pitchforks. We reckon the new gun is some kind of device put together by Umbrella (the series' shadowy technology company) and we're promised it's just one of the new things being added into the game. Also debuting in the PS2 version is a set of side-missions featuring sexy lady-hero Ada, which are unlocked once you finish the main game. The rest of the PS2 extras are under wraps for now, but we'll have more insider info next month. Watch this space, this one's gonna be huge. MF

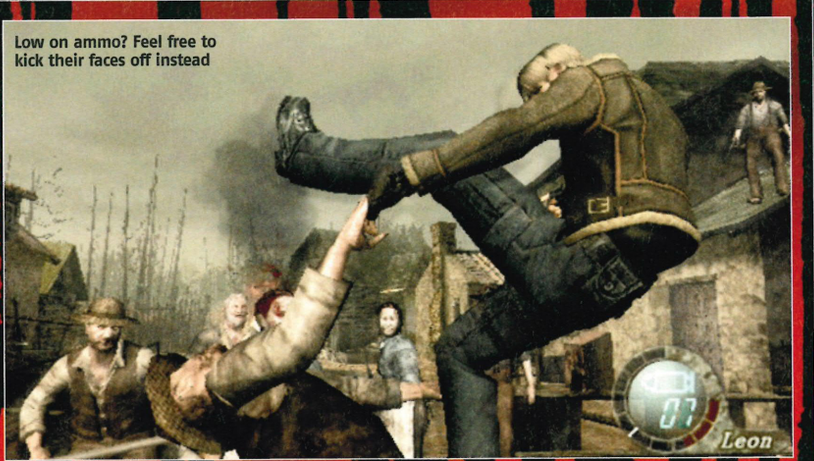
NEW LASER CANNON IN ACTION!



FREAKY *RESI* CONTROLLER WILL TEAR YOU IN TWO

The release of *Resi* 4 will be accompanied by this bad boy – a PS2 controller shaped like a chainsaw. It's covered in blood and even makes the sound of the chain whirring. Macabre? Maybe. Cool? Definitely.

It's Mama Chainsaw! And she doesn't look happy!



Low on ammo? Feel free to kick their faces off instead

monitor PlayStation 2 OFFICIAL magazine-UK

AS THE DAYS and weeks go on, we get happier. Happier in the knowledge that soon – very, very soon – the finished game will be in our hands. *Resident Evil* 4 could well be our next 10/10, it's *that* good

HOT OR NOT?

TEPID | WARM | HOT | BOILING | MELTDOWN

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This cracker-headed monarch is your dad. He tells you where to roll your sticky enormo-ball

ETA 5 months 2006

PUBLISHER **NAMCO** | DEVELOPER **NAMCO** | WEBSITE **WWW.KATAMARIDAMACY.JP**

EVERYBODY LOVES KATAMARI DAMACY

PlayStation 2 OFFICIAL magazine-UK hands on

WHAT, *EVERYBODY*? HOW ABOUT YOUR MUM, DOES SHE LOVE IT?

In many respects *Everybody Loves Katamari Damacy* is a lot like *Pro Evo*. You've got your player – the prince – whose strip is a fetching green smock. And you've got your ball – the sticky 'katamari damacy' sphere – which the prince boots around. And, of course, everything sticks to the ball, so at the end of each match all 22 players, the ref, the goal posts, the crowd, strips of turf, hoardings and the stadium itself are all stuck to its surface... Er... Okay, it's nothing like *Pro Evo*. This particular ball-based madness is a law unto itself. Set in an ultra-cutesy Japanimated world, you roll a sticky ball to pick up objects. The ball grows as you go, and the bigger it becomes, the larger the objects you can scoop up – from paper clips to lampposts to elephants to clouds. Seriously, clouds.

Smartly, the developer has ensured this simple idea stays interesting and challenging thanks to its control system (movement is done solely using the sticks – push in opposite directions to turn, much like a tank). Some levels are timed, while others give you a target ball size to reach (ranging from 12cm to 500m).

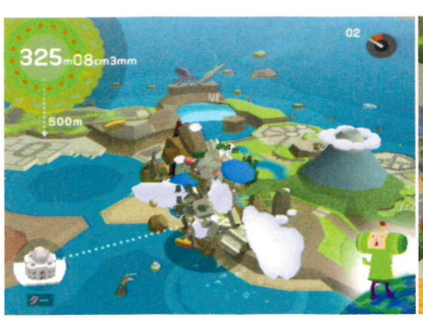
Katamari Damacy has a wicked sense of humour too: in one level you roll a sumo wrestler around a city filled with food. The more he touches, the fatter he gets, until he's big enough to knock over an obese rival.

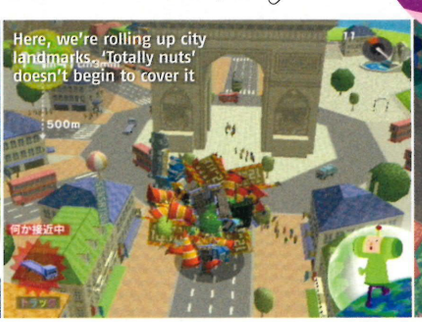
So yeah, it's weird. Blindingly so. But is it really universally lovable? Possibly. While it couldn't be more Japanese without shoving sushi rolls in your ears as you play, what we've seen has real charm. The simple graphics are a riot of colour and ideas, and even the plink plonky music amuses. You'll have to wait for the full review to see if the concept can sustain an idea game, but we don't mind fondling this ball one bit. ■ **MF**

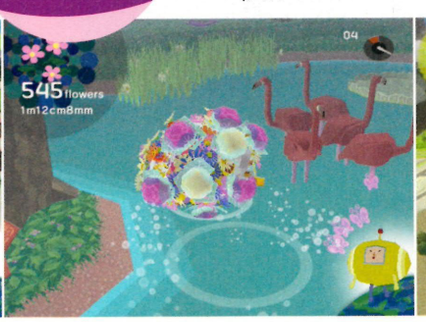
You push this big sticky ball around to pick up items. The more items, the bigger the ball gets – the bigger the ball gets, the larger the items it can pick up

From pencils through to people, you'll be told to clean up and collect all kinds of things

Your character, the prince. You help him move the ball around







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COOL AND UNUSUAL, *Katamari Damacy* is so far from the likes of *Medal Of Honor* that it's on another planet. Sure, it's a niche hardcore-pleaser, but there should be fun in here for everyone

HOT OR NOT?

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

50 PLAYERS
through Xbox Live™

32 PLAYERS
through PlayStation2 online

Screen shots taken from Xbox version.

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WORDS: TIM CLARK, STEVE WILLIAMS/PHOTOS: SIMON LEES

need for speed most wanted

NEED FOR SPEED MOST WANTED

BURNOUT™ REVENGE

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THANKS TO AARON HANNAH AT GENUINE CAR SERVICES

NEED FOR SPEED MOST WANTED

DEVELOPER: *EA (BLACK BOX)* **RELEASE:** *NOVEMBER*

BEST FOR 'REAL' RIDES

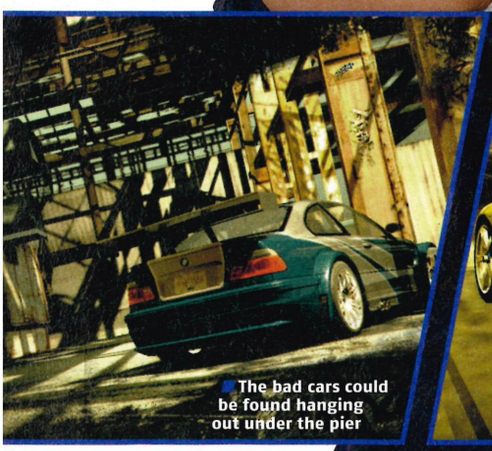
"I feel the need, the need for speed." So said Tom Cruise's Maverick in *Top Gun*, and although he was ostensibly talking about jet fighters (and possibly robust man love) the same urge applies equally to tricked-out hatchbacks. This year's *Need For Speed* features an expanded selection of automotive exotica, like the Ford Mustang GT and Mazda RX-8. But the most prized drive has to be the new Porsche Cayman S, which has never appeared in a game before. The downside of using licensed cars is that the damage model is nowhere near as spine-splintering as *Burnout*. But on the upside, customisation has been taken to fetishistic levels, with a Halfords-shaming range of spoilers, body kits, spinners, rims, decals and badges. It's not just about looking like 'a boy', though – altering your car's appearance reduces your heat level, meaning the cops are less likely to spot you. You can also shake off unwanted attention by parking up at one of the designated hideouts, say under a bridge or at a lock-up garage, and then switching to one of the other motors in your collection.

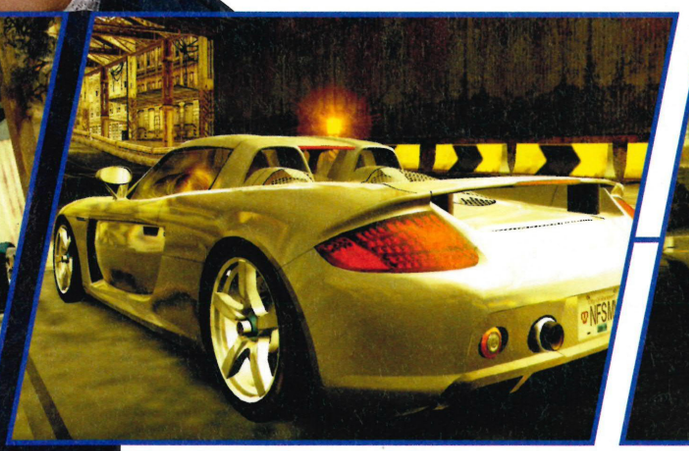
Interestingly, there's so much scope for modification that you'll actually be able to tune up the entry-level cars to compete with top-end models. Why? Well, after some intense PowerPointing, EA came to the conclusion that the target audience (aged 16, called Dean) feels more aspirational about the kind of car mainly used for munchie runs and picking up sixth-formers called Kerry. Expect to see us rocking up outside the school gates in a modded tangerine Micra.

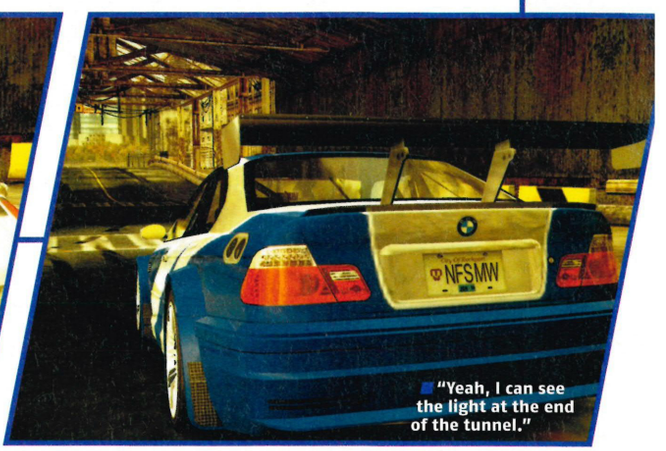
BEST FOR STICKING IT TO THE MAN

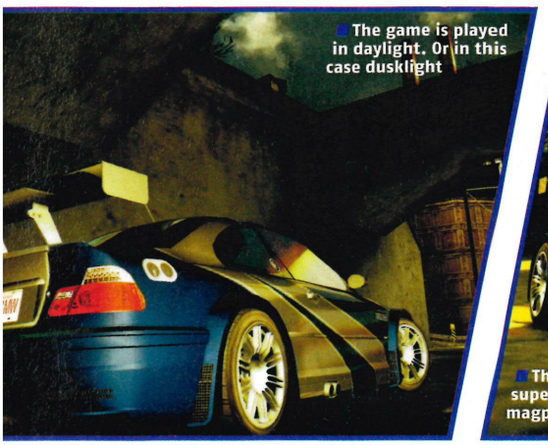
Calling it *Most Wanted* isn't *just* a cheap way of tricking the dimmer kids into buying the game. The new name marks a return to *Need For Speed*'s cops-'n'-chases roots, with John Q Law all over your exhaust. The focus is on building your reputation while evading incarceration, and progression is structured around a 'blacklist' of 15 street-racing scenesters who you need to beat. How aggressively the cops react to your NOS-assisted antics depends on your current heat level, which is based on the amount of chaos you've caused in that particular car.

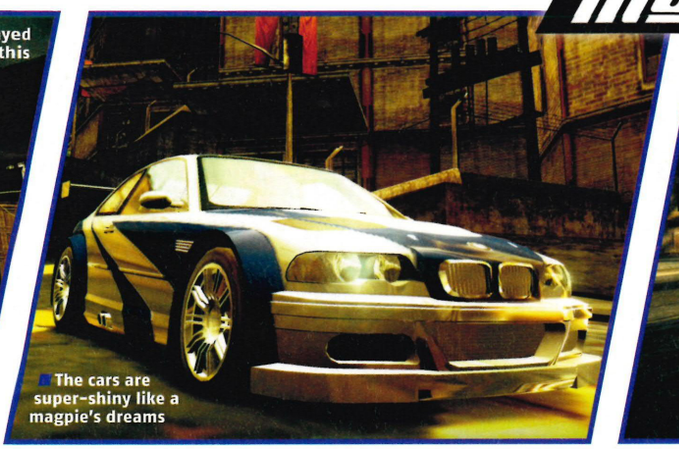
At any one time you can find yourself being pursued by up to eight police vehicles, and these range from standard patrol cars, through meaty SUVs, right up to choppers. Losing your tail requires razor reflexes and smart thinking, because the cops will use a box formation (four cars formed up around you) to force you to a

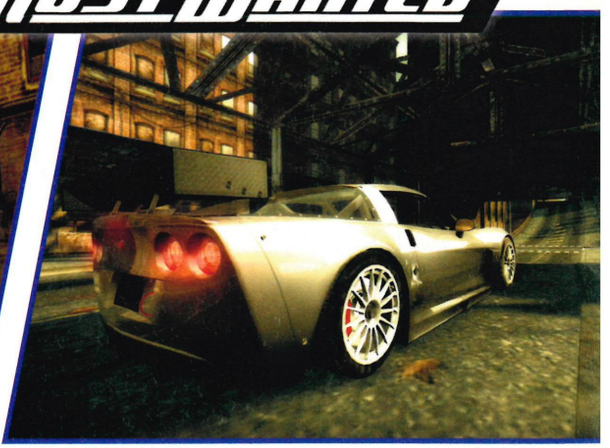







The game is played in daylight. Or in this case dusklight


The cars are super-shiny like a magpie's dreams



standstill. Potential defensive manoeuvres include jockeying left and right to open up a gap, or slamming on the breaks and watching them fly past – see, told you it was like *Top Gun*. Choppers are harder to shake because you need to stay out of sight. The best way to do this is by driving through a tunnel or a heavily tree-lined road. Alternatively, you could take a detour via the airport, which the 'copters can't enter, thanks to the no-fly zone. Stupid 'copters.

BEST FOR CRUISING?

Not in a wandering-around-Soho-with-a-yellow-neckerchief-poking-out-of-your-back-pocket sense. *Most Wanted* gives you a vast cityscape to explore, picking up races and challenges by driving over the hotspots dotted around. But there the similarities with its predecessor end. The new city is played entirely in daylight, and in contrast to *Underground 2*'s fairly anonymous urban sprawl, the new environment is rich, detailed and diverse – with instantly recognisable landmarks deliberately placed to make navigation easier. Obviously, traffic varies depending on whether you're hammering down the freeway or tootling around suburbia, although it doesn't approach *Burnout*'s choked-lane mentalism – but that's okay because the cops create all kinds of mayhem. One particularly cool section we've seen involved racing between tollbooths, pursued by the filth (who chat constantly on their radios and scream at you using megaphones) on a costal road complete with run-down boardwalk and amusements. Brilliantly, there's plenty of scope for going off-road, using tight alleyways and secret shortcuts to lose the 'ello 'ello 'elloing lawmen.

BEST FOR DRIVING SLOOOOOOOOWLY

Don't panic, moonface. *Need For Speed: Most Wanted* is still fast like a greyhound on a waterslide, but executing particularly tight turns has been simplified using the new Speedbreaker function, which operates – and let's be absolutely frank about this – almost *exactly* like the 'zone' in *Midnight Club 3: DUB Edition*. So, once you're travelling over 100mph or so, a meter will begin filling. Click R3 and the camera zooms in, the sound drops out and the screen goes two-pints-of-neat-vodka blurry. More relevantly, everything slows down and the control over your car is increased. The upshot being that you can wrench it through otherwise stupidly narrow gaps without losing a fleck of paint. 'Bullet time for cars!' you may not unreasonably cry at this point.

Notoriously shy, sports cars travel in pairs and mate for life

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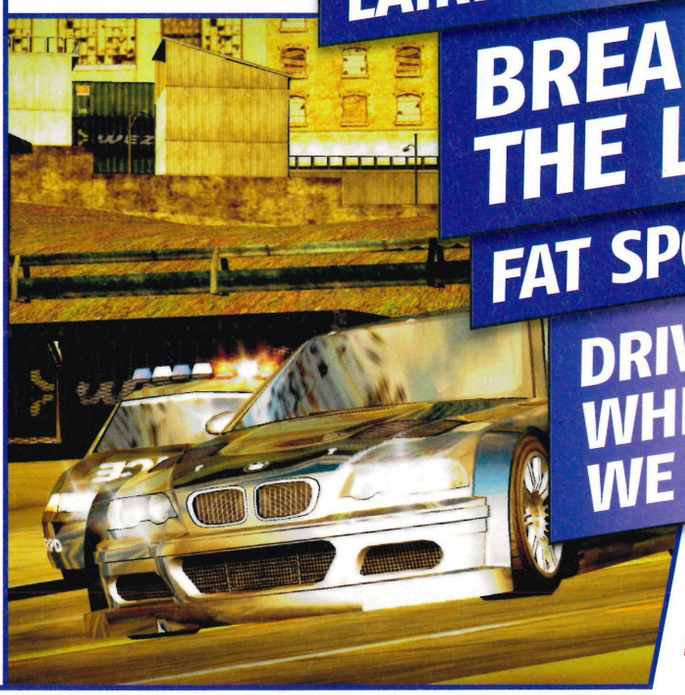
BREAKING THE LAW

FAT SPOILERS

DRIVING WHEREVER WE WANT



BURNOUT REVENGE

"Darling, maybe I should drive next time"

Having a canary yellow car enables other drivers to clearly see you shunting them

BURNOUT™ REVENGE

DEVELOPER: EA (CRITERION GAMES)
RELEASE: SEPTEMBER

BEST FOR DRIVING LIKE A MADMAN

Making a car on PS2 look exactly like a car from real life is not that hard – look at *GT4*, that was all just wet sand, Bonjela and mother-of-pearl, believe it or not. But making one actually *feel* like you're driving a car is tough, and if you're going to all the trouble of invoking the spirit of driving, you might as well sup the strongest spirits available. And by that, of course, we mean the Hollywood spirit of driving: huge chases, spectacular crashes and fragile fruit markets. You lost your way at the Bonjela, didn't you? Do keep up.

Burnout Revenge laughs in the face of reality, then piles into it at 185mph and explodes in its ear. You'd hardly think it possible, but the chaos peaks higher than in *Burnout 3: Takedown*. Much higher. One particular section of new track, for instance, is said to contain more traffic than an entire lap of *B3*'s busiest course. That's possible because you can now punt fellow commuters out of your way, so long as they were travelling in the same direction as you when they died. (Actually, despite the 'gritty' and probably 'urban' makeover, there's still no hint of life, injury or death here. It's Hollywood, baby, and popcorn doesn't bleed.) So now you can drive into, through, under or even over (welcome to the vertical *Takedown*) all that traffic in a spark-deluge to rival the money shot in a robot porno. It makes the deranged chases in *Bad Boys II* look like a gentle comedy of table manners by Emily Brontë – particularly if you're racing one of the Miami-style tracks at the time. The locations are Switzerland, Italy, USA and China, for the geographers out there. Yo to the geographers.

BEST FOR MOD-HATERS

Some of you may enjoy being judged by a mentally subnormal bodybuilder in a tight white vest, but we don't welcome that kind of thing here. *Burnout Revenge* is far more simply focused than the clusterflunk of *Fast & Furious* clones – you wreak traffic havoc, cause enormous damage to property, and twist the unlicensed-but-oddly-familiar cars of your foes into unrecognisable tangles. Simple. Explosive. Wincingly fast. Crash mode now has a golfing mentality – a power-bar launch and a wind-affected flight towards, you hope, the target-rich 'holes' rather than barren 'bunkers' – to introduce a greater element of skill, while icons highlighting race

Witness the aggressive mating ritual of the wild cars

Like the most exciting road safety video ever

opponents are newly colour-coded according to how much they hate you. Which, unsurprisingly, is a lot.

BEST FOR TOTAL CAR-NAGE

Excited? If you're like us, you can hardly wait, but will accept some gentle tweaking in the meantime. Eliminator races have been significantly furious-ised by the elimination judgement – which sees the last-placed car exploding like Jerry Bruckheimer colliding head-on with a comet – that's made every 30 seconds, rather than at the end of each lap. What's more, each successive lap carries a multiplication bonus, so all damage on lap two is worth twice the amount as on lap one, and so on. Barging small cars into big lorries (which can't be hit directly without crashing, whichever side of the road they're on) earns bonus cash, and your in-race destruction levels now determine how much stuff you unlock. Other racers, innocent traffic, anything not made of concrete... in fact, breaking *anything at all* counts towards your Revenge meter and overall driver rating. And let's face it, nobody wants to be labelled 'harmless' – driving neatly to a win isn't good. Fitting a cretinously large splitter doesn't even figure. But, thankfully, causing chaos does. On certain tracks the unlockables include the (previously crash mode-only) Crashbreaker self-destruct for use in races. Not all tracks, though. Developer Criterion felt that would be just too much of a good thing.

BEST FOR RUINING THE WHOLE WORLD

The *Burnout* games have always looked impressive, but *Revenge* has gone up another notch with even more debris, bigger explosions, more damage types (such as flailing doors, for instance) and some sexy particle effects. On some of the sunnier tracks, the into-the-sun bloom effects have been taken to the extreme, with the result that obliterating everything except your tailbone against a bus's radiator becomes almost poetically likely. Even very large vehicles loom out of the white haze at the last moment like some kind of very large, looming vehicle. It's a shocker. Firing the Crashbreaker at times like this eases the pain, and also easily takes out several passing racers. It's got quite a blast radius. At least, it'll demolish the others if they're on the same road, as there are now all manner of alternate routes, jumps and shady alleys to find. You may need to smash through a barrier to find them and each has its own benefits and dangers, while every track is littered with solid objects, making those hyperspeed road fights that little bit more unbelievably, catastrophically perilous. And all without a single Subaru Impreza in sight! We are agape. ■

"Hello, can you quote me happy? And make me walk again."

The cars aren't licensed, but frankly who cares?

WE LOVE...

THE FASTEST GAME EVER

TERRIFYING PILE-UPS

EXPLOSIONS

IGNORING THE BRAKES

You can trigger the explosive 'crashbreaker' during races

OPINION

Two staggering racers, and it's a squeaker, but we think Burnout's commitment to total insanity gives it the edge.

GUILT IS A CHILLING FEELING

FAHRENHEIT

09 09 2005

A PARANORMAL THRILLER BY DAVID CAGE

9/10 "EASILY A CONTENDER FOR GAME OF THE YEAR."
XBM

"FAHRENHEIT HAS A TOUCH OF GREATNESS TO IT."
OFFICIAL XBOX MAGAZINE

"FAHRENHEIT HAS AN ELEGANCE AND MATURITY THAT MOST GAMES ONLY DREAM OF."
EDGE

"INTENSE AND VERY CLEVER."
PSW

15

PlayStation.2

PC DVD ROM
ONLY DVD COMPATIBLE

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quantic dream

The way it's meant to be played
NVIDIA

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ATARI

WE CAN REBUILD HIM

GET IN! WORLD EXCLUSIVE!

WORDS: TIM CLARK

FIFA has long been the biggest football game, but can it also become the best? We flew out to Electronic Arts' Vancouver studio to find a radically different bag of balls...

REINVENTING ROONEY

Wayne's 'unconventional' good looks will be all over this year's FIFA. Here's why he's the complete player

REX FEATURES

INTELLIGENCE

Not in the crossword-solving sense, but Wayne has a natural 'football brain'. Think smart runs and sniper passing

STRENGTH

Nicknamed 'the baby elephant' during Euro 2004, due to his awesome power on the ball

CONTROL

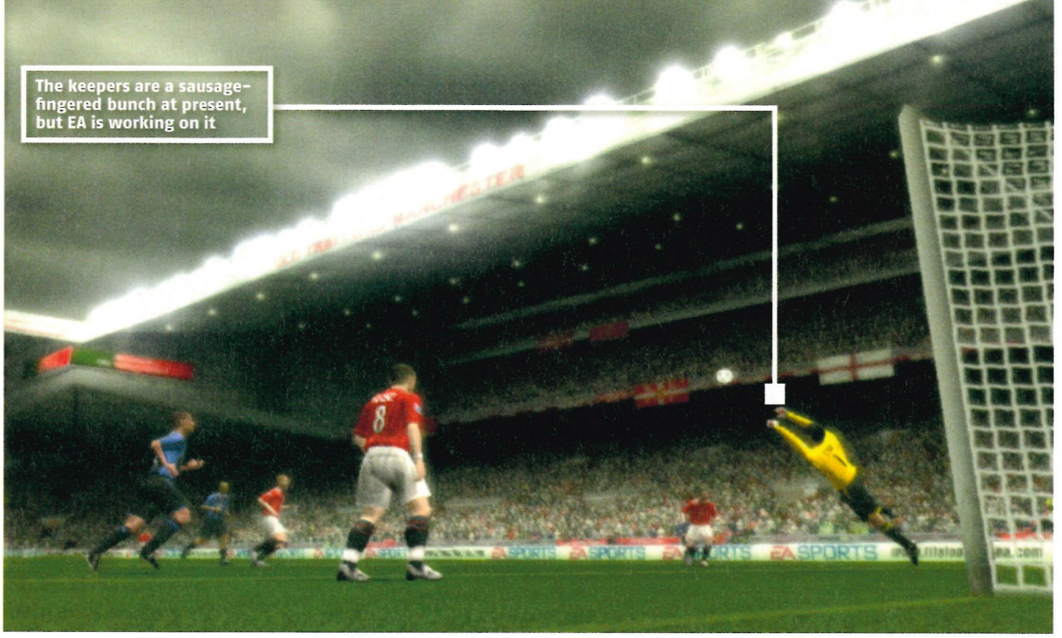
The most gifted English player of his generation – Wayne can score from anywhere with either foot

Football thrives on bitter grudge matches. Just take a look at the dugout during any Man United vs Arsenal game and you can see how much 'getting one over' matters. That's why Arsene Wenger sits there silently chewing through his own tongue, while Sir Fergie does a decent impression of a saucepan of boiling Ribena. And it's no different on PS2. The annual clash between *FIFA* and *Pro Evolution Soccer* is the spiciest rivalry in videogames.

The stakes are now so high that when we visit EA's Vancouver studio to see *FIFA 06*, its producer describes the situation as like Coke vs Pepsi. The obvious implication is that EA sees itself as Coke – the bigger, better-known brand. But after that the analogy falls down, because your choice of fizzy tooth-rot is purely down to personal taste and you can't categorically prove one's better than the other. Not so with games. Despite the fact that *FIFA* perennially outsells *Pro Evo* (by about half again), Konami's game undoubtedly remains the critic's choice. The gulf isn't as massive as you might imagine, but checking Metacritic.com, which averages out hundreds of reviews from across the world, reveals that last year's *FIFA* scored 81 compared to *Pro Evo*'s 92. And EA doesn't like that particular statistic one little bit.

With the next generation within groping distance, the super publisher is determined to reinvent its ultra-lucrative franchise. We're told this year's game is a complete reinvention (at which point a small child enters and whispers 'Challenge Everything' in our ear). And in stark contrast to previous years, EA is now openly talking about beating *Pro Evo* at its own game. Over the next few pages we explain – step by step – how *FIFA* has been rebuilt, and deliver our verdict on how it plays. Go on, there's just time to grab a pie before we kick off.

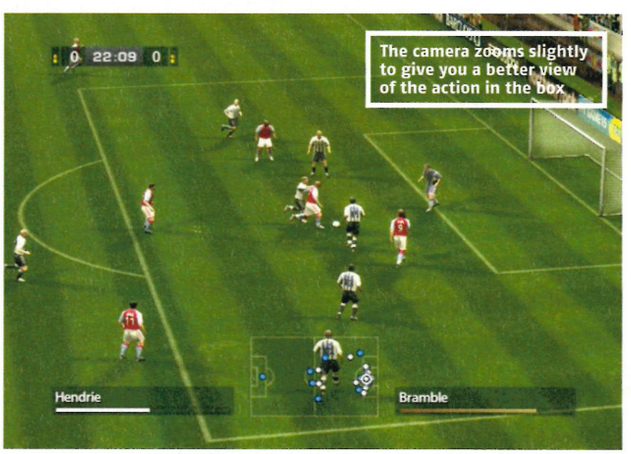
STEP 1: BRING IN NEW BLOOD



The best indication of just how serious EA is about rebuilding *FIFA* is its team – three quarters of whom are new to the series. Wondering what happened to the old lads? Relocated. Which we assume is management speak for 'taken into the car park and shot'. The most important signing is a group of programmers drafted in from EA's Japanese office. These boys previously worked on *FIFA Total Football* – the Japanese version of the game, the second instalment of which scored an impressive 36/40 in *Weekly Famitsu* (the magazine routinely described as Japan's 'videogaming bible', mainly by people who don't read Japanese or know that it's actually more of a family-friendly tabloid). The game rated so highly due to its improved tactical depth over the western version, and that's exactly what's been added to *FIFA 06*.

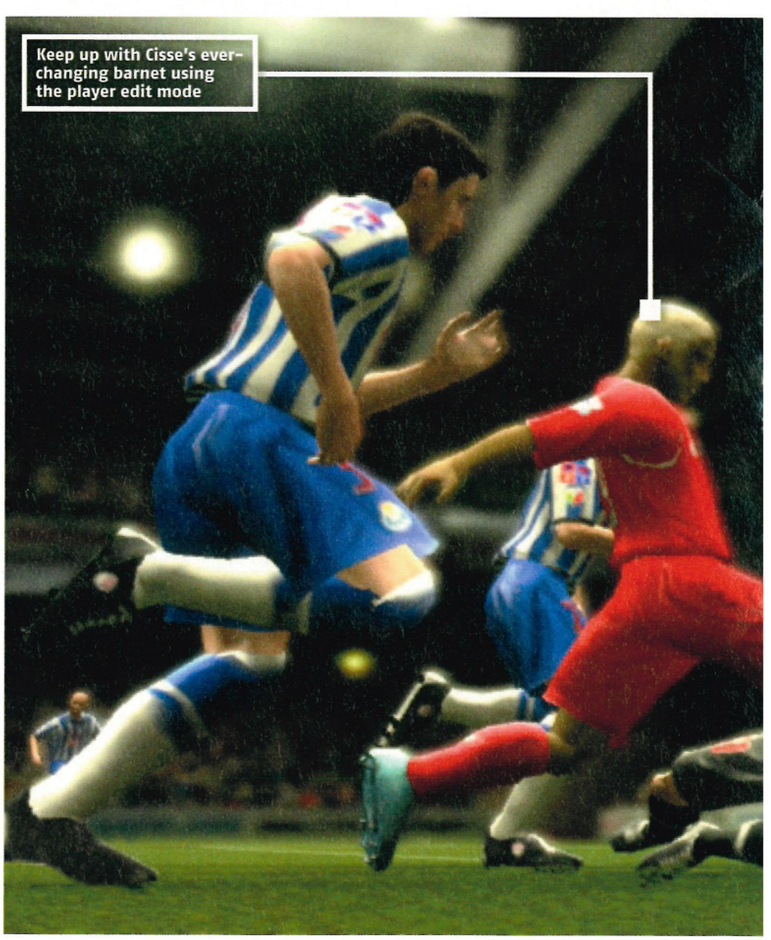
In *FIFA 2005* there were holes in the midfield big enough to pitch a marquee in. But play *06* and the difference is immediately obvious, with players making much more intelligent runs and midfielders charging forward to support the strikers. The result being that the goals are now shared around the team more equally, rather than just being scored by your strikers. The improvements are less pronounced while defending, and at times it can still feel awkward trying to wrench your centreback into the right position to block a run, but overall it definitely looks and feels more like football. The increased depth also applies to in-game tactics, which can now be altered on the fly by tapping the D-pad to switch to counter attack, wing play or several other variants. Particularly cool is 'box overload', which orders everyone forward – perfect when you're chasing a goal in the last few seconds.

STEP 2: LOSE THE GIMMICKS



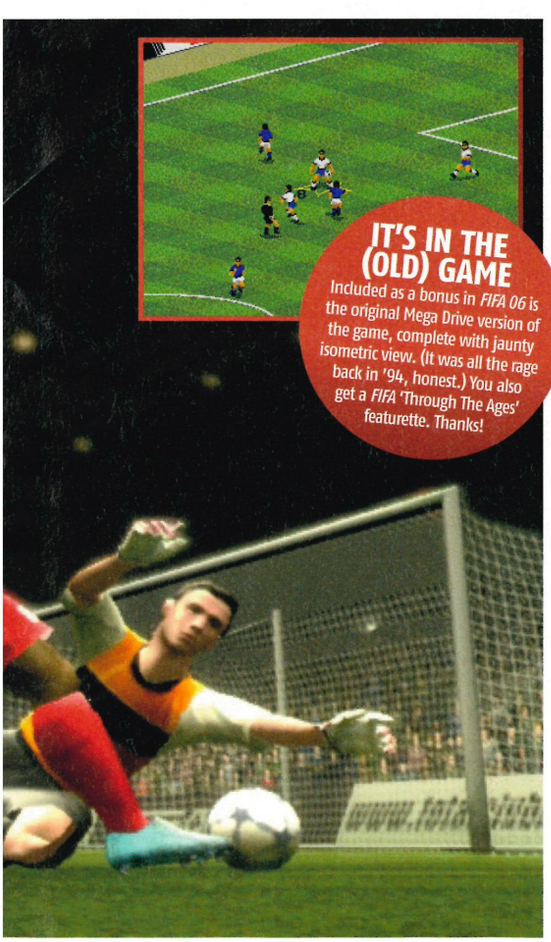
One of the biggest and most accurate criticisms of *FIFA* in the past has been the obsession with coming up with some flashy new feature for marketing to plaster all over the box. Two years ago it was the hopelessly convoluted 'Off The Ball' mode which, among other things, allowed you to activate an icon-driven *Madden*-style passing system. Bleurgh. Last year's innovation was the 'First Touch' feature, designed to let you flick the ball smoothly in another direction while bringing it under control, theoretically leaving your bamboozled marker looking like Titus Bramble with concussion. And, when you remembered it was there, it actually worked quite well. But this year the focus isn't on any one element. Instead, the emphasis has been put on making the core game – pass, move, shoot – brilliant. It's tempting to say 'well, duh', but in order to truly fix *FIFA*, going back to basics was essential. And with so much riding on the game, it's actually pretty brave.

So, how does it play? Imagine splicing last year's *FIFA* and *Pro Evo* together and you've got a decent idea. It's immediately clear that a painstaking attempt has been made to emulate what makes Konami's series so brilliant, right down to sharing the exact same controls for certain tricks (see 'Could It *Be* More Like Pro?') and even offering *Pro Evo*'s button layout as an alternative option. The biggest improvement probably comes in the passing, which is crisp and accurate. The shooting is also now completely free-form, in the sense that your shots aren't computer-assisted rockets, as was often the case before. Now the ball goes exactly where you aim. So initially you'll find yourself dragging shots wide or shanking them at the keeper, but it's a system that should be more rewarding once perfected. Unfortunately, at present the goalies are sub-Roy Carroll standard, routinely spilling even the tamest strikes. With only a couple of weeks in development left, this has been earmarked as a priority for the team to fix. Best dig out those Petr Cech videos, eh lads?



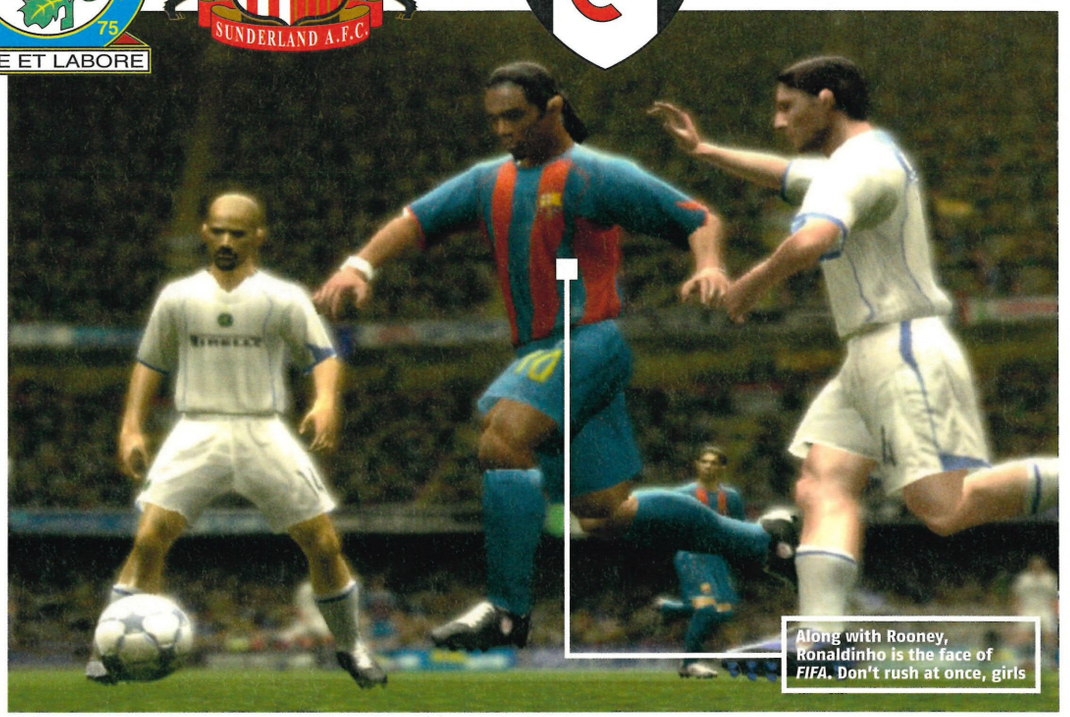
STEP 3: DITCH THE SCRIPT

The emphasis on total control extends throughout *FIFA 06*, to the point where we're promised that nothing in the game will be 'scripted'. Scripting is an accusation often levelled at *Pro Evo*, with its detractors arguing that the game artificially creates goal-scoring opportunities. But that's never really washed with us, because getting stung by a last-second sickener is what football's all about! Plus, some degree of scripting is probably necessary to make sure your teammates behave like real footballers. (Cue cut-scene showing Kluivert dancing in a nightclub.) Playing the game, it's clear that a huge effort has been made to make *FIFA* more flexible and fluid. Now that the players move more intelligently, it feels like you've got many more options on the ball, making it possible to string together some terrific moves. Your defenders are also quick to cover, where in the past they would've left gaping holes, and you can rely on midfielders to make penetrative runs at the right time. However, we're slightly worried that visually the game seems to chug like previous version, particularly when there are a lot of players on-screen. Querying this, we were told the slowdown is a by-product of playing the US version, and won't be noticeable in the UK one. Obviously, we *want* to believe, but unless the slowdown can be fixed it could be *06*'s achilles heel. Or broken metatarsal.



IT'S IN THE (OLD) GAME

Included as a bonus in *FIFA 06* is the original Mega Drive version of the game, complete with jaunty isometric view. (It was all the rage back in '94, honest.) You also get a *FIFA* 'Through The Ages' featurette. Thanks!



Along with Rooney, Ronaldinho is the face of *FIFA*. Don't rush at once, girls

COULD IT *BE* MORE LIKE PRO?

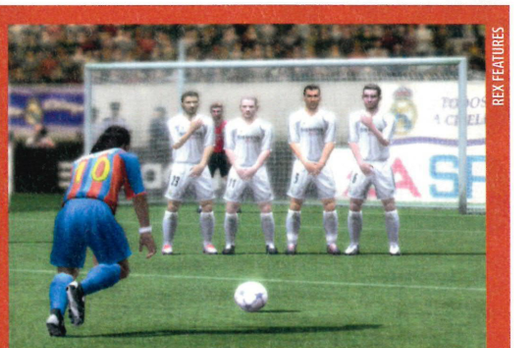
You might notice a few familiarities while playing *FIFA 06*

■ CLASSIC PLAYERS

Rewarding players with endless unlockables is like breathing to EA. In *FIFA 06* you'll be able to open up and play with stars of yesteryear like Pele, Maradona and – fingers crossed – Terry Butcher.

■ R2 SHUFFLE

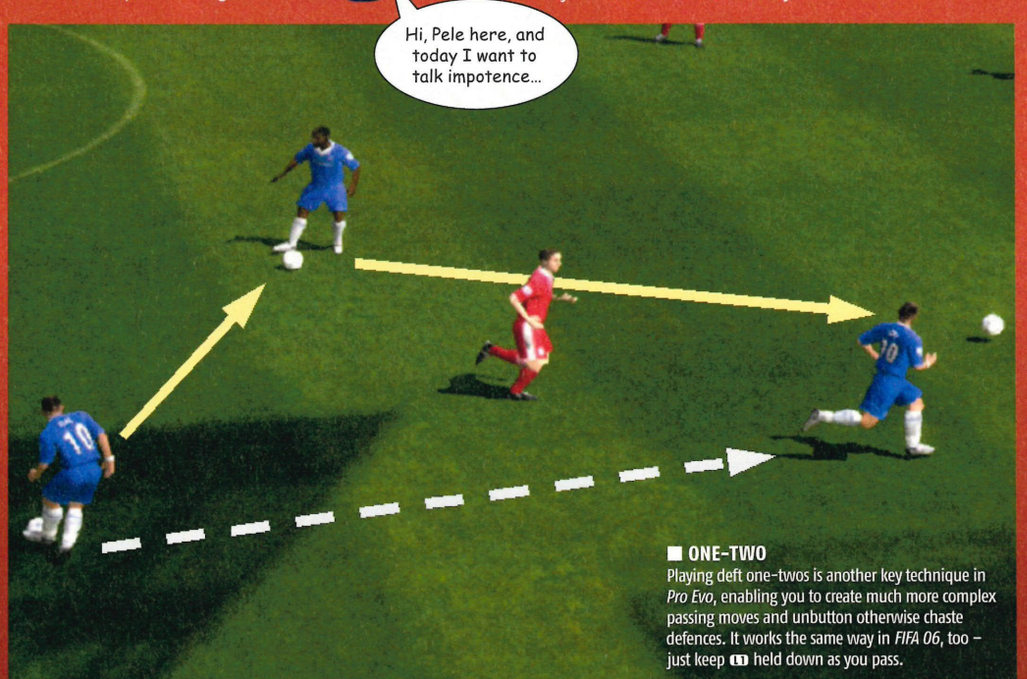
One of the more advanced dribbling techniques in *Pro Evo* involves hitting R2 to drag the ball sideways and past your marker. The exact same technique has been implemented in *FIFA 06*, which features much-improved dribblege overall.



REX FEATURES

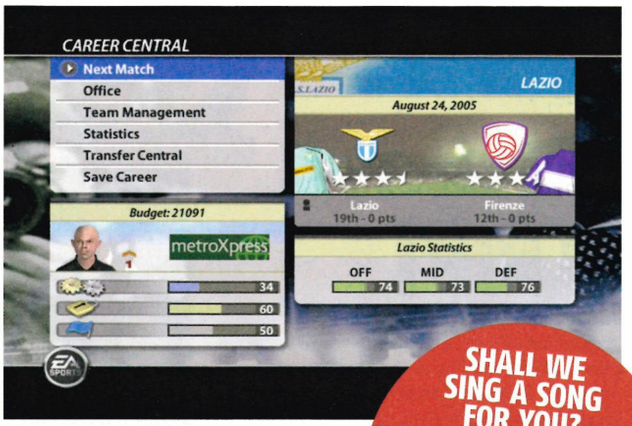
■ FREE KICKS

The old free kick system with the crosshair and swingometer is gone (shame, we kinda liked it) and is replaced by a simple power bar that very much echoes *Pro Evo*'s notoriously nails-to-score free kicks.



■ ONE-TWO

Playing deft one-twos is another key technique in *Pro Evo*, enabling you to create much more complex passing moves and unbutton otherwise chaste defences. It works the same way in *FIFA 06*, too – just keep L1 held down as you pass.



SHALL WE SING A SONG FOR YOU?

One thing that definitely is spot-on is the audio, which includes predictably ace commentary from Andy Gray and Clyde Tyldesley. The crowd chants are also excellent, including some tailored to specific clubs, like *You'll Never Walk Alone* being sung full-throated by The Kop

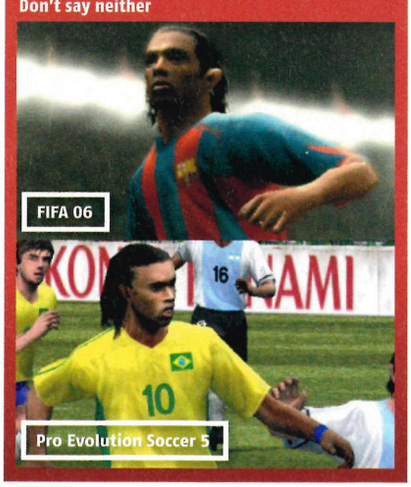
STEP 4: CANCEL YOUR OTHER GAME

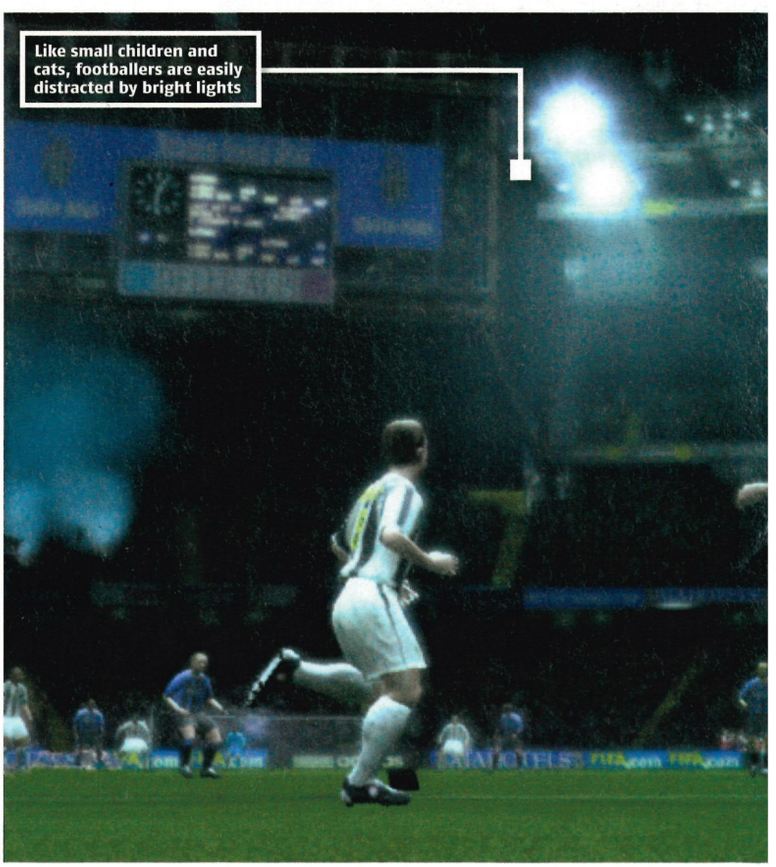
Brown envelopes shoved under a Little Chef toilet door, bailing your skipper out in the middle of the night, stress-induced triple heart bypasses... Just some of the perks enjoyed by today's top flight 'gaffers'. The management mode in *FIFA 06* dwarfs that of its predecessors – largely because EA took the bold decision of axing *Total Club Manager* and using its team's expertise on *FIFA* instead. But successful management isn't *just* a case of buying a really expensive raincoat and looking furious. Your job involves controlling every aspect of the club, including all the expected stuff like negotiating transfers, organising training regimes, masterminding tactics and improving facilities. You'll also have to contend with hostile media coverage, securing sponsorship, dealing with tantrum-throwing players and numerous sanity-testing 'acts of God'. What's more, as in *Pro Evo*'s Master League mode, your players will improve based on their training and performance during matches, which are shown either as a 2D overview or played out using the full *FIFA* engine. You can also export your custom team to use in the game's other modes.

Speaking of which, *06* includes a new mode called the FIFA Lounge. Known internally as 'the pub mode', this enables you to set up a mini-league for up to eight mates, and the game then keeps track of all the results. Oddly though, players can also earn rewards that can be used to penalise each other. For instance, you could make your opponent start without his best striker or issue six of his players with yellow cards. It was at this point that we scribbled JESUS CHRIST! in our notepad – but before you ask, yes it can be switched off.

HELLO HANDSOME

Which version of Ronaldinho do you prefer? Don't say neither



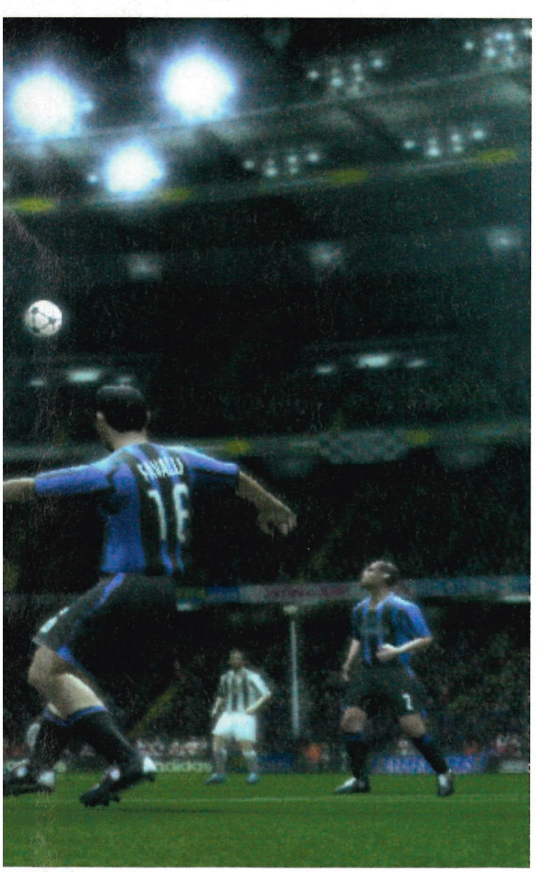


STEP 5: SECURE EVERY FOOTBALL LICENCE ON EARTH

FIFA 06

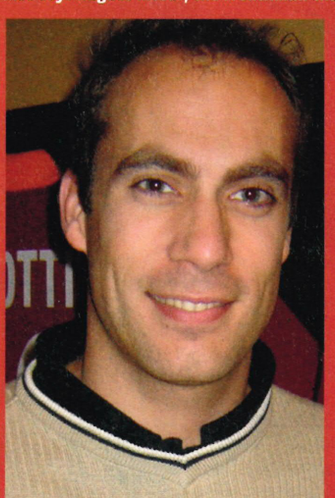
One area in which *FIFA* consistently batters *Pro Evo* is licensing. This year's game comes bristling with fully official clubs and competitions. How many? Try 21 leagues and 10,000 correctly named and fully kitted-out players. To be fair, *Pro Evo* has made some progress – and in terms of the actual physical likenesses there's little to separate the two games (see 'Hello Handsome') but in terms of kits and badges, *FIFA* clearly has the edge. And there's also a voluminous player creation mode, in case you've got your heart set on painstakingly recreating your local non-league hoofers. One criticism we would make though, is that although the players have now been given a wide range of individual skill attributes, as with previous *FIFA*s, they don't feel unique enough out on the pitch. Whereas in *Pro Evo*, you really get the sense that Adriano is muscular and skilful, in *FIFA* the star players just tend to seem faster. Again though, that's only a first impression.

We're also told players will tire more visibly as the matches progress and respond to psychological factors such as going a goal down. Interesting stuff, but the impact wasn't really clear during matches. Hopefully extended play will reveal more. Overall, though, we're definitely impressed by *FIFA 06*. The decision to concentrate on the core game has paid off, and although some tricky problems remain, the derby match between the two big footballing powers should be harder fought than ever. Game on. ■



"IF I DON'T HAVE A 90, I'M OUT OF HERE"

...so says Hugues Ricour, the Frenchman charged with reinventing *FIFA*



OPS2: How do you currently see the battle between *FIFA* and *Pro Evo*?
HR: The reality is that *FIFA 2005* was a great football game, but we have a competitor that scores in the 90s in terms of quality, and *FIFA* was more in the 80s region. I thought *Pro Evo 3* was excellent, but *Pro Evo 4* felt very similar, and they'll probably build on that again this year because it will be the same engine. So the freshness won't be there, but it will still be a very good game. On the EA side, you have a competitor that's better than you according to some players, but not all the players. Some prefer *FIFA*, some prefer *Pro Evo*, but there has been a sense in which maybe hardcore gamers were more tempted by *Pro Evo*.

OPS2: So rather than concentrating on one specific innovation you're bringing the gameplay as a whole up to *Pro Evo*'s standards, yes?
HR: Overall, I think *Pro Evo* touched on a good point, which is to always 'respect the football'. I'm a Frenchman, and most of the French people play *Pro Evo*, but I think *FIFA 06* will deliver on both authenticity and realism in terms of making sure that it plays like football.

OPS2: How fierce is the battle between the two games?
HR: Well, it's like Nike against Adidas! What's also clear now is, because of the dominance of *FIFA* and *Pro Evo*, anyone else who tries to do a football game just collapses.

OPS2: Have you set out to make *FIFA 06* play more like *Pro Evo*?
HR: No, it plays more like football.

OPS2: You also say *FIFA 06* won't be scripted at all. Do you think *Pro Evo* is scripted?
HR: A lot of people complain about it – especially in Japan. Think about it this way: you've played *Pro Evo* enough to know that sometimes when you're winning 1-0 and there's a counter attack, you know the computer's going to score. You *know* it. That's because it's scripted.

OPS2: But the computer doesn't score every time. You can stop it. So it's not scripted to the point where it's 100%...
HR: Well I'm convinced the posts are scripted. So, if you're in the area in the last two minutes of the game, and it's 1-1, you can almost be sure that the ball will hit the post. And that's scripted. That's what a lot of people complain about.

OPS2: How do you think the attacking gameplay has improved in *FIFA 06*?
HR: We wanted to make it more organic, so that midfielders will push into the box and sometimes score. The positioning of players is key, because when it starts to feel like real football you can then build on that and add more layers, but until the positioning is right you can't do anything.

OPS2: Have the visuals been re-done from scratch, too?
HR: No. The graphic's evolve every year, but the rendering engine is four years old. However, we fully optimise it and add new effects. Our priority is good gameplay, so we've added more animations and improved the camera, just to serve the gameplay. And that was a shift in mentality. Everything we do has to support the gameplay.

OPS2: The *FIFA* games sell huge numbers. How conscious have you been of trying to keep the existing fans happy?
HR: These guys are mass-market gamers who love football, so if you give them a deep management mode, all the licences, all the teams, the chants, the classic players... I think they're going to be very happy, because you get a lot for your money. Because these people are football fans, they want to play with Rooney. They want to see him behaving on the pitch like he behaves; being aggressive, following the ball, being good at first touch, and so that's why we've concentrated on the players' attributes.

OPS2: What will *FIFA* be like on PS3?
HR: We're really going to tackle animation, but we don't just want to focus on graphics. Gamers want real football, and in the next generation we will focus on adding a lot of animation depth to make sure each player runs and dribbles differently. Ultimately, it should feel completely different every single time you play it.

OPS2: Is there a lot of pressure on you from the suits upstairs to get *FIFA 06* right? Are you sleeping okay?
HR: I've spent a lot of money, taken a lot of risks and grabbed some of the best staff from other teams. I've also asked for a lot of autonomy and freedom to be able to do what I want, which is not easy in this environment. If I don't have a 90, I'm out of here. The whole team is out of here.

OPS2: That's not true. They'll give you another chance, surely.
HR: It *is* true. I know what happened to a couple of teams before me.

Spartan: Total Warrior's Greek orgy...

Words: Michael French, Paul Fitzpatrick, George Walter

...and 8 other reasons why swords are the new guns

1

Publisher: Sega ■ Released: October

If *God Of War* was *Jason And The Argonauts* made with CGI rather than crappy Plasticine monster, then *Spartan: Total Warrior* is *Gladiator* directed by Tarantino instead of Ridley Scott. It's a savage riff on an ancient mythology that doesn't let boring historical accuracy get in the way of giving you an epic blood-letting experience.

Every level is a vast battlefield that sees squads of Roman warriors facing off against you and your Spartan army, all ready to ventilate each other with sharpened steel. Fighting is brutal, with the body count up in the hundreds after just a few minutes of savagery. Hammers, spears and a bow and arrow all come into play, but the centrepiece weapons are the dual-blades your Spartan warrior will be introducing to waves of angry Romans. *Spartan*'s sand-kissed world takes a loose attitude to anything you might've learnt at school, mashing up all kinds of different myths. So you'll find Beowulf, hero of Olde England, and snake-haired Medusa turning up as villains – misplaced hundreds of years from when they 'really' existed. *Spartan* kicks all kinds of ass and the whole thing is, in short, the minotuar's bollocks. Go on, put that on the box, Sega – we dare you.

2 Devil Kings

The One With Six Swords

Publisher: Capcom ■ **Released: Spring 2006**

You've probably heard of *Dynasty Warriors* – the family of epic, historical combat games set in ancient China, which features insanely powerful warriors, vast (but fog-shrouded) battlefields and the kind of insane body counts rarely notched up outside of international conflicts. Well, Capcom's *Devil Kings* is out to bury *Dynasty Warriors* with a blizzard of gizzards and a roster of unhinged, unreal fighters. You've got the brotherhood of grenade-launching monks, the scarlet warrior with the frig-off enormous axe, and the butter-wouldn't-melt Geisha girl, whose decorative fan comes with a Honda Civic-sized chain gun, of course. There's also a leather-clad minx with a pair of barbed yo-yos, and a refined man-o-war, bringing nobility with his scalpel-sharp katana, and brute force with a proto-shotgun. But our bladesman of choice is Azure Dragon. He's the guy packing six samurai swords – swinging three in each hand for some truly spectacular butchery. If he isn't the poster boy for the new age of the blade, then there's no justice in the world.

■ Azure puts his sextet of swords to good use

3 The Matrix: Path Of Neo

The Cyber Sword

Publisher: Atari ■ **Released: November**

In addition to the classic scenes from *The Matrix* movies, *Path Of Neo* also features a number of 'fill in the blanks' levels. One has Neo being taught how to fight with a samurai sword. This takes place using a simulation program in which he carves up oriental-looking types in big hats, their wounds spewing glowing green *Matrix* code. Otherwise, the whole sequence is in black and white (and desperately wants to be *Kill Bill*). Slightly odd, to be honest.

4 Soul Calibur III

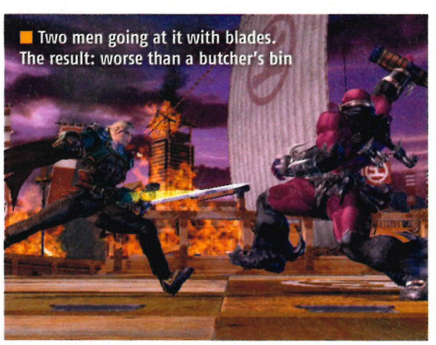
The Giant Fleshy One-Eyed Sword

Publisher: Sony **Released: October**

Attentive young blades will know that the *Soul Calibur* story is all about the quest for the preposterously-sized weapon pictured above – the Soul Edge. Forged by pure evil, it's a mighty tool that grants its owner unlimited power. And obviously everyone wants to have a hold of it, unaware that it instantly corrupts the wielder.

It's the variety of methods available to track down the behemoth sword that makes *Soul Calibur III* such a treat. Aside from the bread and butter one-on-one fights, using the much talked about character creation mode you can design a bespoke battler, while the classic Tales Of The Souls mode gives you an established character from the series and puts them on a story-based journey for the demon weapon. Soul Arena fleshes things out with historical and challenge-based modes, but what we're most interested in is the aptly named Chronicles Of The Sword mode.

Developer Namco has been tight-lipped about this, but decided to grant us a sneak peek ahead of a proper hands-on next month. In this mode, you can weaponise legions of men with blades of your choosing and send them on strategic territory-conquering missions. It merges the tactics of Chess and *Risk* with the duelling you know and love. While this approach may sound ill-fitting for a fighter, we've seen it running – and it's the smartest thing to happen to the series since, well, the new character creation mode. Which really does rock. More next month. Man, we love *Calibur*...



Two men going at it with blades. The result: worse than a butcher's bin

5 Onimusha: Dawn Of Dreams

The Flaming Sword

Publisher: Capcom ■ **Released: March 2006**

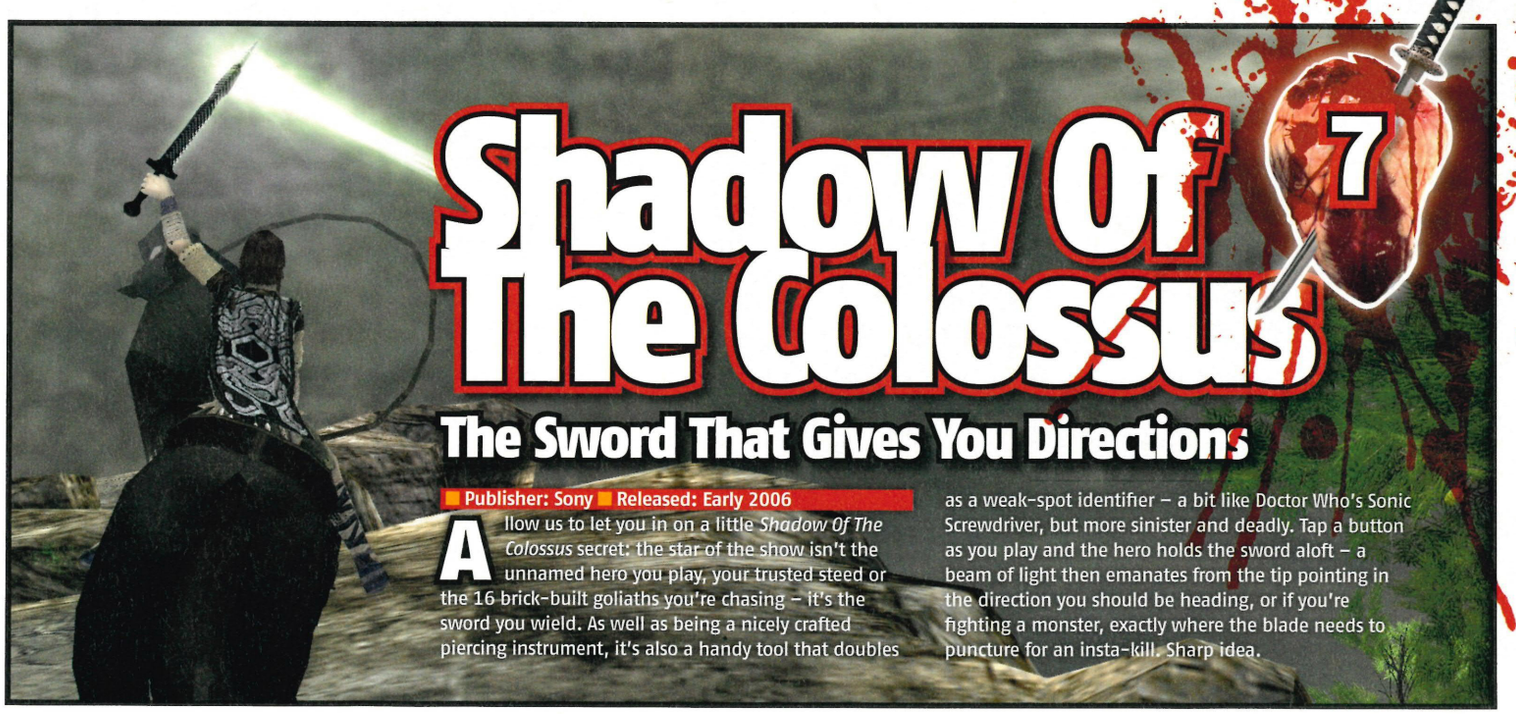
The creator of this awesome Japanese slash series believes that casual gamers are a dying breed. He reckons that hardcore action is the future, and *Onimusha: Dawn Of Dreams* is going to be his vision rendered in angry gobbets of bleeding samurai mince. Central to the promise of relentless action is the game's hero – a sullen punk who wields blades the size of ironing boards, one of which burns endlessly with a hellish fire. You can add to this a brand new lock-on system that makes hacking demons into piles of squirty goop an absolute joy. Plus there's a battle-buddy dynamic that enables you to flit from one demon hotspot to the next, and partner up for sword combos. Perfect for men whose swords require four hands.

6 Swords Of Destiny

The Slo-Mo Sword

Publisher: Rising Sword ■ **Released: Late September**

Swords Of Destiny is unspeakably cool. For one thing, it hails from Japan, the birthplace of the samurai. Respect for the blade and balletic swordplay is in the *genes* there. For another, the game's demon-hunting hero Lei Yun doesn't mess around. He's starts off bristling with an unholy trinity of blades *and* he's keen on swelling his cutlery collection by harvesting the weapons of fallen opponents as he goes. Slicing through these considerations like a katana through kidneys is *Swords Of Destiny*'s 'Sword Time' feature – which lets you ogle its most astounding scenes of bladeplay in disgustingly luxurious slo-mo.

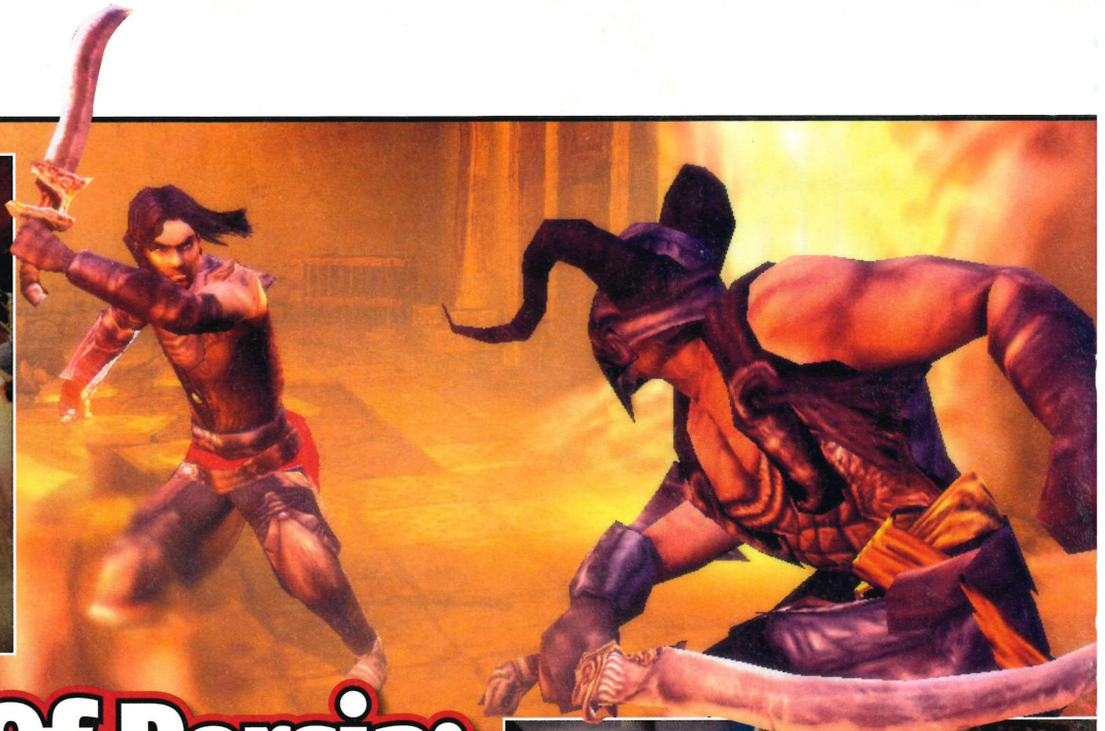


7 Shadow Of The Colossus

The Sword That Gives You Directions

Publisher: Sony ■ **Released: Early 2006**

Allow us to let you in on a little *Shadow Of The Colossus* secret: the star of the show isn't the unnamed hero you play, your trusted steed or the 16 brick-built goliaths you're chasing – it's the sword you wield. As well as being a nicely crafted piercing instrument, it's also a handy tool that doubles as a weak-spot identifier – a bit like Doctor Who's Sonic Screwdriver, but more sinister and deadly. Tap a button as you play and the hero holds the sword aloft – a beam of light then emanates from the tip pointing in the direction you should be heading, or if you're fighting a monster, exactly where the blade needs to puncture for an insta-kill. Sharp idea.

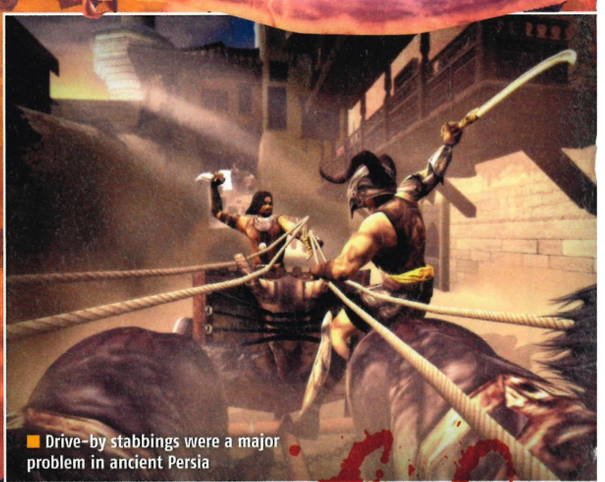


8 Prince Of Persia: Kindred Blades

The Sword On A Chain

Publisher: Ubisoft ■ **Released: November**

In ancient history, the finest steel and blades came from the Middle East. The Persians knew this, and so does Ubisoft's time-spazzing Prince. In his first two adventures, our favourite all-action royal was never seen without at least one hooked scimitar and a small mountain of groaning body parts at his sandalled feet. And as it was, so it will be again in *Prince Of Persia: Kindred Blades* – only this time there's a devastating new sword glinting in the desert sun. The Daggertail is a chain-mounted projectile blade that makes the Prince as deadly from afar as he's always been up close. With it, he can swoop down from the shadows and garrotte his enemies, or silently take out guards with a flick of the wrist. Swords are low-tech? Solid Snake would cream his camo pants for one of these...



■ Drive-by stabbings were a major problem in ancient Persia

■ Entering the game's time-slowing Kamui mode gives you a hugely accurate attack

9 Genji

The Super-Precise Sword

Publisher: Sony ■ **Released: Late September**

The new *Onimusha* might be one of the other reasons why swords are the season's must-have weapon, but in the ancient Japanese fighting stakes we'd pick this as our favourite. The reason being that *Genji* has a particularly sharp ace up its sleeve. Here, swords are instruments to be used judicially, not swung around like you're a crazy on day-release. Chaining together successful slices tops up your 'Kamui' skill meter. When this is full you can tap L1 to deliver a super-accurate strike. Everything slows to a crawl and killing your opponent is then a matter of pressing the right buttons as corresponding icons appear on the screen. Time it right and the resulting deathblow feels brilliantly surgical. Perfect for recreating the coolest scenes in your obscure samurai flick collection. ■

■ Ah, ancient Japan. Nothing says 'swords' more than that.

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Check out JT's immaculately gelled barnet

"How do I make Carvalho obstruct the keeper?"

Look! We're playing John Terry!

With Pro Evolution Soccer 5, can God's own football game keep getting better, or has it become a case of diminishing returns?

WORDS: TIM CLARK

Here's how we lost our *Pro Evo 5* cherry. We're playing Arsenal against Chelsea, both resplendent in fully accurate kits. It's midway through the second half and the Gooners have a free kick on the edge of the box. Up steps Thierry Henry. We brush the ⊡ button and he pings the ball over the Chelsea wall... dipping... curling... GET IN! The ball zips past Petr Cech and into the net. Your correspondent instantly jumps out of his seat, punches the air and swears euphorically. Scoring with a free kick has always been rock hard in *Pro Evo* (we can count the number scored in *Pro Evo 4* on our actual balls) which also makes them by far the most satisfying goals. But that's only half of why we're so excited. See, our opponent on the day is none other than John Terry, Chelsea skipper and last season's PFA Player Of The Year. "I can't believe that," he says, laughing, "I've been all over you!" And he's not wrong. Terry has been playing *Pro Evo* for five years, and it shows. Still buzzing from the free kick, we get complacent and he snatches an equaliser – a scrappy six-yarder from Drogba. The match finishes 1-1 and it's time for our interview. You can read that in full next month, alongside our exclusive *Pro Evo 5* review. Right now though, you need to know everything about the new game.

Ch-ch-changes

The clue, as ever, is in the title: *Evolution*. Like we said last month, glance at the screenshots and beyond the new kits you'd have a hard time taking the Pepsi challenge between *Pro Evo 4* and *5*. And online play aside, there isn't a single new feature that you can point to and say, "here's why you *must* buy *Pro Evo* this year". But if you want an answer to that question, it's simply that *Pro Evo 5* feels and plays more like football than ever before. How so? It's all about the animation.

Pro Evo 5 has 20% more than its predecessor. We're talking flicks, lunges, snap shots, back heels, sliding passes... and it's not just about making the players look pretty – the gameplay impact is significant. Think about it this way: the more ways to interact with the ball and other players, the greater your sense of control. Out on the pitch, it immediately feels more physical. Get positioned under a high ball

The advantage rule is better, but the refs still have an irrational hatred of beards

The 'Mate' Mode

Too many friends? Ditch unwanted ones with the new 'Memorial match' mode. Here, *Pro Evo 5* keeps a tally of the win-loss record between chums and yourself, including which teams you've played as and the goals for/against tally. Brilliant! Before long you'll have alienated even the most tolerant of acquaintance with your boorish show-offery. Incidentally, you'll also be able to save several players' formation preferences to a single file and load them before games. Thanks!

Players compete aggressively for every ball now

"We can see you logging off!"

Men of *SOCOM*, lay down your rifles. They are no longer required. Finally, that most illicit of dreams is reality. *Pro Evo 5* will include networked footballtainment. Well, that's the plan at this stage anyway. The series went online earlier this year in Japan with its Eastern counterpart *Winning Eleven 8: Liveware Evolution*, but Konami is still getting to grips with the European PS2 network. However, confidence seems pretty high that this feature will be in the finished game. Better still, there's talk of support for two vs two matches. Fingers have been crossed, dark prayers muttered...

Ronaldo goes in hard. Then starts crying. Again

and your player will hold his ground, backing into his marker like Shearer at his finest/dirtiest.

Beautiful tackle

The way the ball responds to the caress of shin, boot and chest in *Pro Evo 5* is eye-cheatingly real. Forget about the PS3's rubber ducks; there's no better demonstration of how important accurate physics are than seeing an Adidas Roteiro ball springing off Stevie G's head at exactly the right angle.

It's this physical accuracy, coupled with the extra animation, that gives *Pro Evo* its ocean trench depth. The key – whether you're shooting, passing or tackling – is timing. Everything feels less automated now, which means you can't just tap ⊗ and expect a pass to make it through unmolested. Defenders will now instinctively stick a foot out to intercept the ball while you're dribbling and passing, so it's critical that you time and weight your passes according to how all the players are positioned. Sounds dull? It's not. It's *real* football, and it's why stringing moves of geometric beauty together proves so satisfying.

As with the transition between *Pro Evo 3* and 4 (which also added more animation) your initial reaction is likely to be that the game feels 'heavier' to play, but that's only because you're doing more of the work as opposed to relying on the computer to do it for you. About half a dozen games in, the subtleties will start to reveal themselves, and once that happens there's no going back. ▶

El Tel rifles one past Real's helpless stopper

If you're reading this Pat, I miss you so much...

Get in! It's Tezzer Henry in the new Arsenal strip!

Show me your licence, sir

***Pro Evo 5* gets Prem clubs! Well...**

First the good news. Arsenal and Chelsea fans, pour yourselves a lager top. As we hinted last month, your teams are rocking fully licensed kits this year. Glaswegian readers (hello, Hamish) will also be glad to hear the Old Firm are in the game. Everyone else, sit down and brace yourselves. Once again, the rest of the Premiership will be called stuff like Toldram H (Spurs, obviously) and Sambankthon (Southampton, *duh*) although the promoted sides should replace the relegated ones before release. Either way, it means fans hoping to play *Pro Evo* with fully authentic players and teams are going to have to sink a shocking number of hours into the edit mode or – for the more techno-minded – wait to download a revised option file created by the ultra-dedicated supporters over at pesfan.com. The licensing farrago persists simply because EA owns the Premier League licence, leaving Konami to negotiate with clubs on an individual basis. However, we're told the aim is to have *Pro Evo* fully official come PS3. As with last year, the Spanish, Italian and Dutch leagues are present and correct, and they'll be joined by the following clubs.

- Arsenal
- Chelsea
- Rosenburg
- FC Porto
- Galatasaray
- Rangers
- FC Copenhagen
- Dynamo Kiev
- Celtic
- ?

As you can see, there's also a secret club still to be revealed. Unfortunately for us, we know who it is and it's a foreign side we'd never even heard of. [Sigh]

Gers fans rejoice: Rangers have got the right kit

The new kit... is it plum, burgundy, maybe *cranberry*?

One of the biggest improvements is the shooting. Last time around the system was overly fussy, requiring quartz-accurate timing to get any real power. Precise timing still matters now, but it's definitely easier to get zip into your strikes. Dribbling has also received an overhaul. Skipping past your marker is trickier in *Pro Evo 5*, partly because using the R2 button to cut inside has been made less effective, but also because the players now run with more realistic momentum. That means you can't go from 0-60 in a second, and it's also harder to turn when you're at full sprint. The real impact is that you're going to feel confident going on crazy runs with the more skilful players, but you're better off opting for an easy ball if it's one of the Nevilles in possession. Again, it just feels *right*. Your range of passing options also tends to be better than in previous instalments, because your teammates move off the ball more intelligently. The best example is the new wingback position, bombing forward into space and creating neat overlaps. A couple of times we actually gasped out loud, so sensational were the crossfield passes or razor through-balls that we'd managed to pull off.

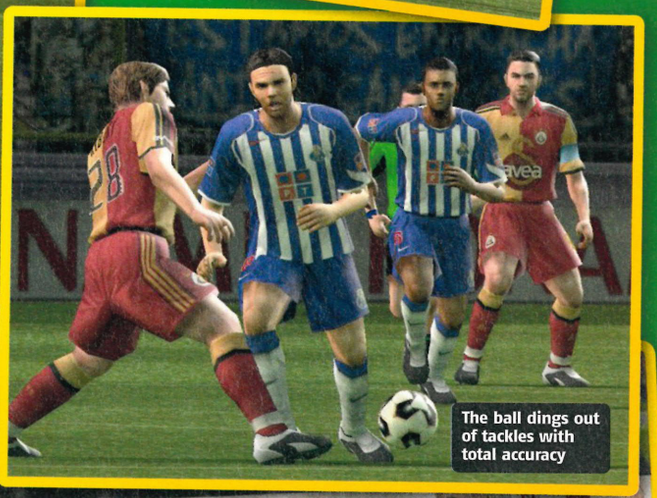
"Put me on boss, I can play..."

So, are you sold yet? It's pretty obvious that we're impressed, but we should sound a note of caution. Think of it as the fleck of pig scrotum in your half-time burger. Our worry is this: some fans complained that *Pro Evo 4* wasn't a radical enough improvement over *3*, and they may feel the same way this time. But what game can you say you'll still be playing a year after purchase? Truth is, *Pro Evo* is becoming a victim of its own success. The formula has been refined to such a degree that it's hard to pinpoint what needs to be improved. Particularly with the current hardware, although the planned connectivity with the PSP version (see page 20) is very exciting. Tantalisingly, we can also confirm that work on PS3 *Pro Evo* is well underway in Tokyo. Even more rousingly, we're also aiming to bring you the first shots next month. That sound? Our knees knocking together.

PRO EVOLUTION SOCCER 5™

Ronny's stats are sensational in this year's game

Raul, one eye on the ball, the other on the cameras


The ball dings out of tackles with total accuracy

Stat-ageddon

The licences might be all to cock, but the player stats are spot on. Skimming though we noticed that Stevie G, Arjen Robben and Lamps have all had major hikes. Plus Ronaldinho is even better. But the news isn't so good for Messrs Beckham and Owen, who both see their abilities downshifted.

Opinion

Pro Evo 5 *plays largely as you'd expect, which is to say superbly. The changes initially seem very subtle, but there's tons of depth to uncover. Massive review next month, brothers*

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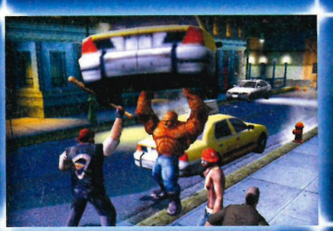

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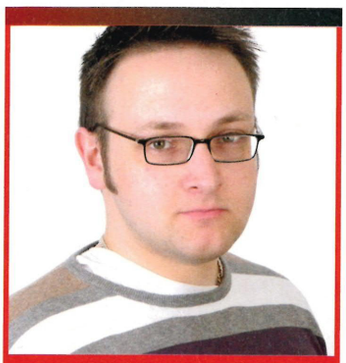
THE ONLY REVIEWS SECTION YOU CAN TRUST – AND THAT'S OFFICIAL



And this is where the fun begins. Over the next 30 pages we bring you a reviews juggernaut. No fewer than 14 take-no-prisoner reviews of the newest PlayStation 2 games, swiftly followed by a whopping 25 PlayStation Portable games placed under the *OPS2* verdict-o-tron. If our shiny new PSP section doesn't get you hot for the PSP launch on 1 September then you're dead to us.

It's an extremely exciting time for PlayStation fans – with just days until the launch of the handheld miracle, and plenty more wonderful games for both portable and console in the months to come.

Which makes it all the more sad that this is where the fun ends for me, as I fly away from *OPS2* to pastures new (read: the Internet). Before then, however, I will give you a parting gift: next month's reviews section. We've got a fistful of massive games exclusively going under the lasers, including *Pro Evolution Soccer 5* and *Burnout Revenge*. Don't say I never did anything for you...

Adios!

Michael

Michael French,
Reviews editor

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION 088

THE MEAN GREEN PUNCHING MACHINE RETURNS

094 **BIG MUTHA TRUCKERS 2: TRUCK ME HARDER**
More trucks, hicks and desperately awkward puns

098 **FANTASTIC 4**
Meet the superhero quartet in breach of the trade descriptions act.

100 **COLOSSEUM: ROAD TO FREEDOM**
Joey, do you like gladiator games?

101 **BLACK MARKET BOWLING**
Ten-pin action, but disappointingly not with rare parrots as prizes

102 **MADAGASCAR**
Computerised animals escape from zoo but wind up in a game. One for your little brother. If you hate him

102 **GAMETRAK REAL WORLD GOLF**
FORE! This innovative golfer uses a tiny electro-club, which... OH GOD I'VE KILLED THE CAT

103 **WILD WATER ADRENALINE**
'Why aren't there more canoeing games?' we asked idly, once. And here's the answer

PLUS

094 YS THE ARK OF NAPISHTIM

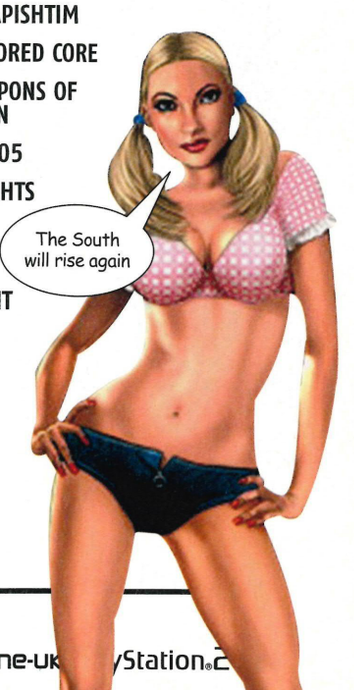
094 SILENT LINE: ARMORED CORE

095 CONSPIRACY: WEAPONS OF MASS DESTRUCTION

101 ALPINE SKIING 2005

102 SAINT SEIYA, KNIGHTS OF THE ZODIAC: THE SANCTUARY

102 YU YU HAKUSHO: DARK TOURNAMENT



Yay! Fire balloons!

Hulk fights mechs. This must be Mechs-ico

That new car recycling policy in full effect

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

Meet the green party's new zero-tolerance mascot

DETAILS

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SURROUND SOUND YES
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AT A GLANCE
A basically normal man gets irradiated. Then he turns green, grows massively, loses most of his clothes and destroys everything. In a city. And a desert. For points.

Ultimate is an overused word, and game subtitles are a rich source of overused words, but it's surprisingly hard to pick a fight with it here. *Ultimate Destruction* is probably the most chaotic, damage-intensive bout of happy slapping ever seen on PS2. It's almost biblical in scale, but with fewer locusts. Everything, from the beasts of the field to the helicopters of the sky to the office blocks of the city can be hit, smashed, thrown around, used as a weapon or blown up. Okay, throwing cows at helicopters may sound a bit camp, but *Hulk* doesn't stop there. How about bringing a Black Hawk down by throwing another Black Hawk at it? While the mangled hull of the one in your hands is still burning? Now that's a proper strop.

Grand, Theft and Auto are also overused words, ones that clearly come up in lesser developers' meetings on the end of 'We can rake in loads if we just quickly rip off...', but Radical Entertainment aren't such lazy copyists. The *GTA* influences are clear – the sprawling city, the roam anywhere gameplay, the story/non-story missions, the increasing police response – but they've taken the most suitable components and gone their own way with the rest. And there's nothing wrong with that. So, what in the hands of cynics could have just been a lame *GTA* clone with a big green gangster in the middle, is instead a faintly wrestling-flavoured beat-'em-up with miles of scenery to ruin.

Remember the ambulance missions in *GTA*, where you rush fragile patients to hospital? In one side mission in *Hulk*, an ambulance has broken down and the fragile patient must be rushed to hospital. A cheap knock-off would use this to crow about 'in-car driving missions', but Hulk just picks up the whole ambulance and runs. Most amusing. Of course, you probably accidentally kill 15 people or so during your mercy dash, but hey, sacrifices have to be made. Secretly, we reckon the gamma ray programme that created The Hulk is secretly financed by the insurance industry in order to drive up profits.

It might not be pretty, but it's certainly fun

Hulk: not a huge fan of public transport

WE'VE RARELY BEEN PINNED IN THE CENTRE OF SUCH A WHIRLING SH*TSTORM IN ALL OUR GAMING YEARS

HULKAMANIA

The main missions concern Banner's attempts to find a cure for his rage, though obviously it doesn't go that well, or we'd be reviewing 'Unremarkable Bruce: Inadequate Destruction'. He's aided by his pal Dr Leonard Samson, who works out of a church that serves as the game's main hub. It's here, away from the threats of the desert badlands and the city, that Hulk can buy combat upgrades with his Smash Points. There are over 150 moves in all, and happily they're worth having for more than just stylistic reasons. In fact, some missions remain unavailable until you've acquired certain abilities, simply because they'd be next to impossible otherwise. Don't think you're just buying mission-specific moves that will be useless elsewhere, though. Early on you're forced to get the Air Recovery move, which lets you regain control when blown ten stories high by, say, one hundred megatons of cruise missile. You face a lot of missiles in that mission, but it's not an isolated incident. It happens all the time.

In fact, we've rarely been pinned in the centre of such a whirling shitstorm in all our gaming years (like dog years, only longer and with more crying). Fair enough, a giant green man is a pretty good target, but there's almost no usable cover, and enemies attack from all sides. If you don't bust out a decent array of those 150 moves, you simply won't survive.

THE INCREDIBLY ANGRY SPIDER-HULK-MAN

And his vertical adventures thereof

Obviously, being hugely strong and quite angry, Hulk can climb all manner of skyscrapers without even considering the safety implications.

But why bother climbing when he can run? Leaping tall buildings in not quite a single bound, Hulk can find health, Smash Points and comic covers along the way.

Or, like a really sizeable grass-coloured Neo from Hollywood's *The Matrix*, he can simply run in arcs along the sides of buildings to a) avoid missiles, b) launch airborne attacks and c) show a little thigh to that redhead with the hips on the 14th floor.

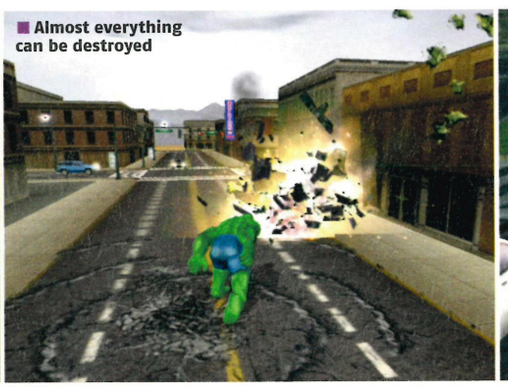
MAN GOLF

Just one of the many ways for a busy modern Hulk to kick back and relax

With a man who simply gets really, really angry as a power – radioactively aided or not – a politically correct makeover was always going to be difficult. So nobody's bothered doing one. Yay! Perhaps our favourite side mission is Batter Up, where Hulk is perched on top of a beachside skyscraper with a golf club-shaped piece of debris. This particular fact is massively unfortunate for the soldiers wanting to drop onto the roof and fight, rather than get welted 300 yards out to sea...

■ "Sir, you're making a scene, I must insist you leave the building"

■ Bouncing cars off an enemy's chopper. Ouch!



■ Almost everything can be destroyed

■ "Officer, I'm really just misunderstood. Now die!"

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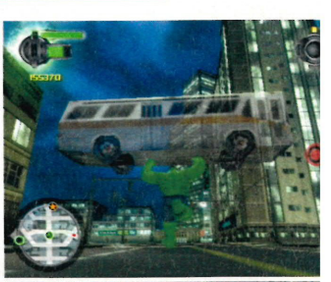
The ultra-narrow alleys between city skyscrapers provide the only real respite, and while you're not seriously going to hide in them (it's just not that kind of game), it's at least a relief to avoid some incoming fire every now and then. It can actually get quite annoying, with the helicopters being particular irritants. They're almost constantly drilling you with machine guns and never miss, while missiles home in repeatedly from seemingly everywhere.

It's usually entertaining chaos, but at times it gets too much. Particularly in open spaces. For instance, you pick up a bus to throw at a helicopter and a rocket blows it out of your hands. You pick it up again and another rocket blows it away. And again. And again. And again... until your headache forces you to switch off. You can even find yourself suspended in the air on streams of rockets, completely unable to do anything and utterly controlled by your battering enemies.

With the destruction at its considerable peak – whole buildings collapsing while you swat helicopters with a burning tank turret, for instance – comes a further problem. Visually the game is only reasonable at the best of times, but the scruffy boxiness seems a fair trade for the sheer number of objects you're able to throw, break and blow up. But at the worst of times, with everything exploding everywhere, the camera hardly seems to know where to look. And where it *does* look, it sees a confusing mess. While we frequently died in a swarm of warheads, unsure of what was happening, we also won raging boss battles in exactly the same way – utterly out of control. Sometimes it seems like the destruction is too much for even the game to deal with.

IT'S IMPOSSIBLE TO PLAY *ULTIMATE DESTRUCTION* WITHOUT GRITTING YOUR TEETH SO HARD THEY START TO BEND

Learning to prioritise your most dangerous foes certainly helps, but the story missions are still surprisingly tough. Just swinging Hulk's fists is nowhere near enough, and we like the way you're forced to learn and use his moves as a consequence. Yet even with a fairly good grip on his powers, the odds are stacked pretty heavily against you. Being seasoned pros we played on the Normal setting, but very nearly pushed the buttons right through the pad as a consequence. Powering up an attack (by holding a button down) is vital, and it's a fraught process with so much incoming fire. Like a sinking submarine approaching crush depth, our Dual Shock buttons pinged and creaked. But it's impossible to play *Ultimate Destruction* without imperilling your pad in a fittingly Hulk-like fashion. And gritting your teeth so hard they start to bend. And ruining your jeans. Perhaps not the ultimate way to enjoy yourself, but *Hulk* is well worth a crack nonetheless. ■ **Steve Williams**



PlayStation.2 OFFICIAL MAGAZINE-UK	VERDICT	
Graphics	07	Pyrotechnics excuse the bland objects
Sound	08	Furiously heavyweight effects
Gameplay	07	Surprisingly hard, but sometimes irritating
Lifespan	08	Lots of fanboy stuff to unlock

Without the constraints of a film tie-in, Hulk is free to roam far and wide. It's a festival of destruction; not pretty, but fun

7/10

SEVEN KILLERS, ONE MIND.

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PlayStation 2

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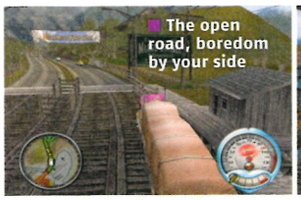
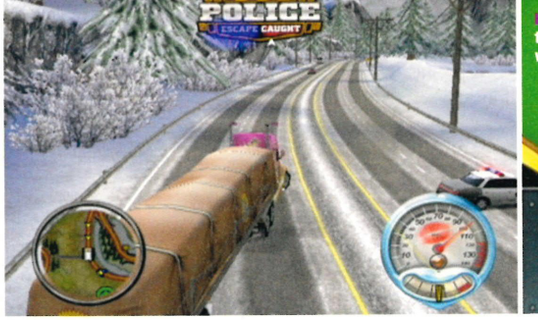
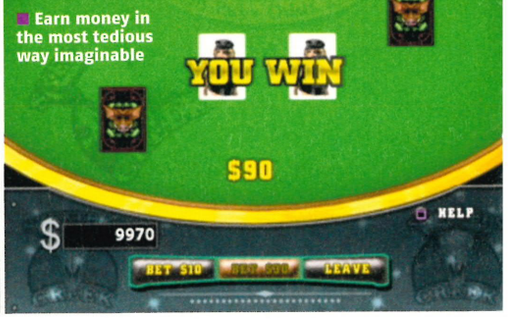

The open road, boredom by your side





DETAILS

PUBLISHER EMPIRE
DEVELOPER EUTECHNYX
PRICE £19.99
PLAYERS 1
OUT NOW
WEBSITE WWW.BIGMUTHATRUCKERS2.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND YES
ONLINE NO

BIG MUTHA TRUCKERS 2 TRUCK ME HARDER

Truck me harder? How about truck off

The most excitement a lorry driver gets is the flashing beams of the faster vehicles queuing up behind him. So to concentrate on slow, unwieldy behemoths in this speed-obsessed world seems like madness. Certainly, you're going to need some decent tricks to make a lorry-based driving game worth playing. And though it tries, the tricks up *Big Mutha Truckers 2*'s sleeve are more akin to uncle Frank and his 'severed thumb' than anything Derren Brown dreams up.

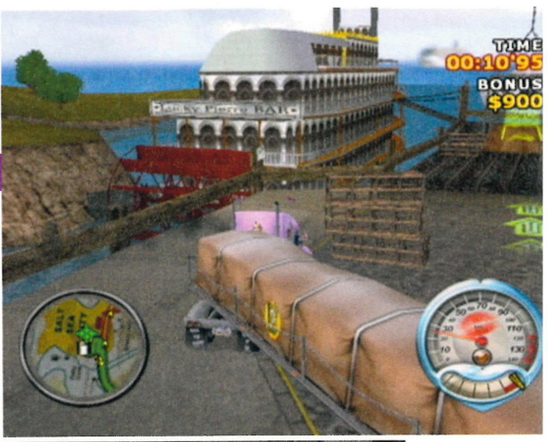
The main mode is a series of missions designed to get 'mutha' out of chokey. There's more to the story, but we credit you with more class than to care. Handling of trucks is unsatisfying – understeer is understandable, but it sure is tedious on the windier roads, and the impressive reversing mechanic lets itself down when, too often, the truck's cab thrashes around like the head of an angry python. Plus the missions are repetitive and usually too short.

It's a shame, because *BMT2* successfully uses ideas from other driving games, and adds them to its own cash-driven preoccupations: bribing the unscrupulous and pimping your truck. The spontaneous mini-missions similar to Xbox's *Outrun 2*, the comedy ramblings of the radio jocks from *Grand Theft Auto* and more than one element from *Driver* (the good PSone version) are fun, but it's too much of a non-event for any of this to ultimately matter. ■ **Paul Roundell**

PlayStation.2 OFFICIAL magazine UK	VERDICT
Graphics	05 Glitchy in parts, adequate elsewhere
Sound	05 Yee-haw tunes and poor FX
Gameplay	05 Begged, borrowed and boring
Lifespan	05 Similar to that of a hedgehog on the M25

The second best trucking game on PS2 (after 18 Wheeler), which is a bit like bragging about being the second tallest man in Lilliput

5/10



Buy the game for this and you're beyond help

Like playing a PSone game, but on your PS2

SILENT LINE: ARMORED CORE

Not all robots are cool. Here's proof

DETAILS

PUBLISHER DIGITAL JESTERS
DEVELOPER AGETEC
PRICE £19.99
PLAYERS 1-2
OUT NOW
WEBSITE HTTP://ARMOREDCORE.AGETEC.COM
60HZ MODE YES
WIDESCREEN NO
SURROUND SOUND YES
ONLINE NO

God, it must be good being a mech pilot. You're in this huge metal structure with guns, you can fly and stomp around... aces! Sure, there are downsides. Like the phone only rings when someone's got a problem. (And it's always an 'end of the world' problem.) But you can have fun tinkering with your mech, adding new guns and armour. It all costs, of course – and repairing damage and paying for the huge amount of ammunition you need accounts for most of your salary.

To make matters worse, in *Silent Line* you can't strafe with the left stick and there's no camera function assigned to the right one – you can't look round, basically. You've got the turning circle of a warship and, by the time you've rumbled around to face an enemy, another will be at your back. And by the time you turn back, well, you get the idea. God, it must be crap being a mech pilot... ■ **PR**

PlayStation.2 OFFICIAL magazine UK	VERDICT
You don't need huge, expensive controllers to enjoy a decent mech game, but it does help if you have a decent mech game. This, sadly, is most definitely not one	**4/10**

YS: THE ARK OF NAPISHTIM

Ys the what now?

DETAILS

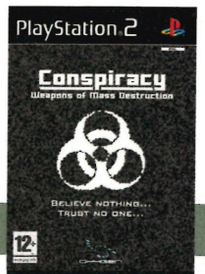
PUBLISHER KONAMI
DEVELOPER FALCOM
PRICE £39.99
PLAYERS 1
OUT 30 SEPTEMBER
WEBSITE WWW.KONAMI-EUROPE.COM
60HZ MODE YES
WIDESCREEN NO
SURROUND SOUND YES
ONLINE NO

Before you ask, it's pronounced like 'geese' without the G and is actually the severalth in a series of *Ys* games, none of which have previously officially made it to Blighty. (You guessed it's an RPG, right?) Combat involves basic swordplay and the use of elemental powers to perform magic. Levelling up, as ever, is a matter of hack-slashing the vast array of creatures that hop, crawl and slither through every screen. There's a cliché at every turn, but they charm rather than grind thanks to the game's upbeat feel. There's a naive (arguably dated) graphical style, but genuinely good music and engaging, surprisingly well-voiced character interaction. This isn't supposed to be a hardcore RPG experience, and it succeeds as a lightweight genre taster. Basic, unpretentious and, this is the important bit: fun. ■ **PR**

PlayStation.2 OFFICIAL magazine UK	VERDICT
Not groundbreaking or awe-inspiring but an old idea well-executed and, simply, a really nice world to be in. RPG newcomers should start here	**7/10**

"My ears are like handles"

Gentle, simple and slow-burning



CONSPIRACY: WEAPONS OF MASS DESTRUCTION

Mr Blix, your search is over. We've found 'em, and they're *rubbish*

DETAILS

PUBLISHER OXYGEN INTERACTIVE
DEVELOPER KUJU
PRICE £29.99
PLAYERS 1
OUT NOW
WEBSITE WWW.CONSPIRACYWMD.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE

Both you and your PS2 deserve something much better than this. It's a distressingly basic, unlovely and very short first-person shooter based on the flimsiest of plots.

Conspiracy: Weapons Of Mass Destruction is a first-person shooter, but only in the way that the stripped, burning chassis of a Lada Riva is still a car, or the bloated carcass of a mongrel washed in on the tide is still a dog. Barely clinging to the classification, this consistently disappointing game takes an instantly forgettable hunt-the-virus plot and dresses it up in some of the blockiest graphics and most clunky gameplay we've ever seen.

That whistling noise you can hear? It's not just the sound of *Conspiracy* sucking, it's your sharp intake of breath as the game repeatedly manages to rub the salt of poor execution into the wound of lazy ideas. A few examples: it's bad enough that you can empty an entire clip into some enemies AT POINT BLANK RANGE with apparently little or no ill effect to them, but it's even more distressing to see blood stains floating in thin air when you eventually do nail them. Then there's the bullet holes that lay sheet-like over environmental damage, and then fade away. *Fade away*. And how about the game's exploding barrels? A soul-deadening shooter cliché in any game, but *Conspiracy* can do one worse: its barrels can't even muster smooth surfaces. They're ugly, octagonal pretences at cylinders that appear to have been rendered by someone who's never even seen a curved line, let alone tried to draw one.

Talking of barrels, the game unerringly continues to scrape one the longer you play. Unlike your opponents' apparently bullet-proof skin, your wisp of a health bar is an absolute joke. Moreover, you could finish entire games in the weapon reload times, and the no-brainer puzzles barely constitute *decisions*, let alone choices or conundrums. Oh, and to cap it all, it's a very short experience, so even if you did summon up the willpower to give the game a rinsing, you'd be done and dusted in one hopelessly wasted afternoon. Tops. Ironically, brevity is probably *Conspiracy's* one redeeming feature. At least it would be if some hapless gamers weren't doomed to blow 30 quid on a total lemon. ■ **Paul Fitzpatrick**

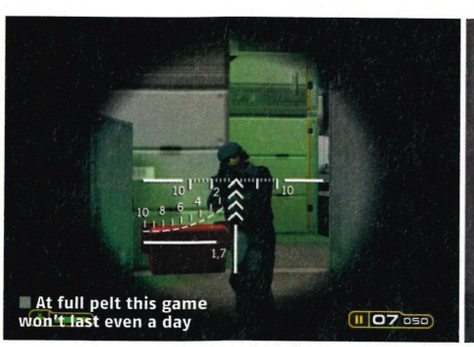
Don't be deceived. *Conspiracy*'s not half as exciting as it looks here

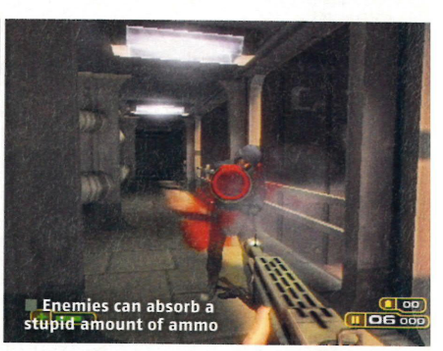
PlayStation 2 OFFICIAL magazine-UK	VERDICT
Graphics	02 They can't even make round barrels
Sound	02 Instantly forgettable
Gameplay	02 Hard, but in a cruel, deeply unfair way
Lifespan	02 Anything else would be more enjoyable

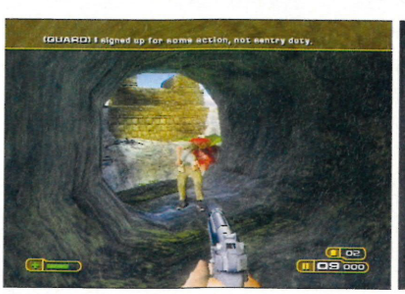
At every turn* Conspiracy *either frustrates, bores or flabbergasts with crude graphics and dull-as gameplay. Don't waste your cash

2/10

Honestly, this wouldn't have been impressive as a PS2 launch title


At full pelt this game won't last even a day


Enemies can absorb a stupid amount of ammo



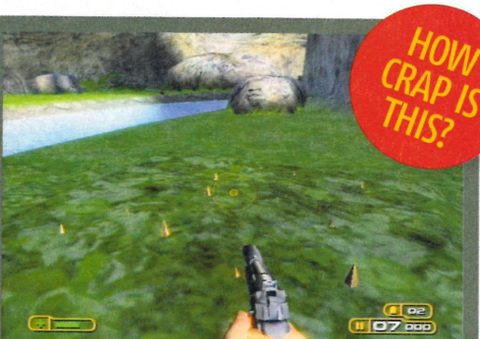
SCRAPING THE BADLY RENDERED BARREL

So just how underwhelming *is Conspiracy: Weapons Of Mass Destruction*? Here's a handful of lowlights

RUBBISH ENVIRONMENTS
Over yonder you'll see blurry backdrops. Up close? Jaggy items and smudgy textures. Bleurgh.

INCOMPREHENSIBLE PROPORTIONS
Compare the size of this fella's right hand to his tiny, ugly head. And what's up with your arm?

STUPID-ASSED INSTRUCTIONS
"I need to operate a crane. If only there was some way to operate it... Any suggestions? Anyone?"



OBVIOUS, UGLY TRAPS
No way we could miss these spikes, but we may just end it all anyway...

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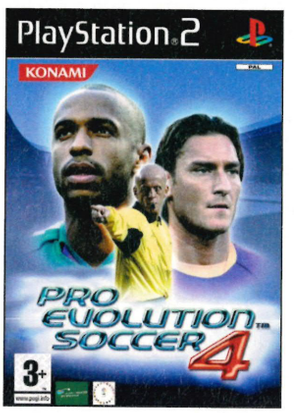

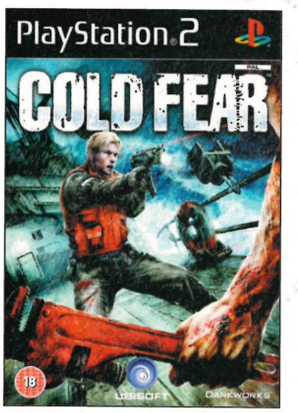

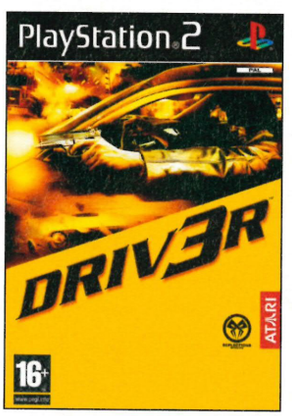

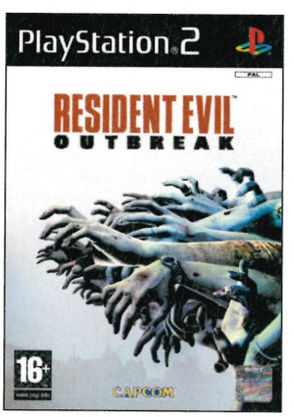

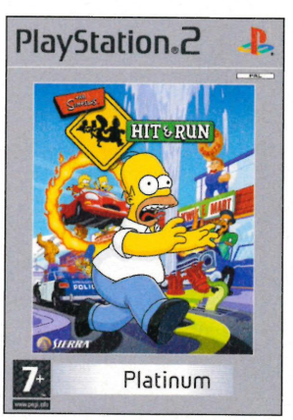

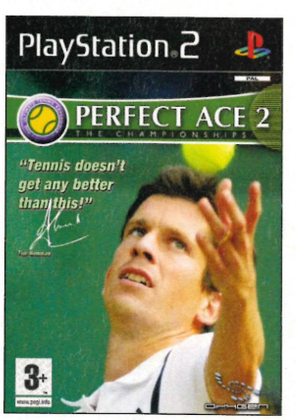

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PlayStation 2

FANTASTIC 4

Four-midable? Perfectly four-med? Oh, four-get about it

DETAILS

PUBLISHER ACTIVISION
DEVELOPER 7 STUDIOS
PRICE £39.99
PLAYERS 1-4
OUT NOW
WEBSITE WWW.F4THEGAME.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND YES
ONLINE NO

AT A GLANCE

Four people go through the same radioactive cosmic storm, yet, inexplicably, get completely different superhero-type abilities. And then they go a bit feral and hit lots of things.

We could have very easily given this an 'ironic' score – a *Fantastic 4* out of 10, if you will. But even that's a point too high for such a soul-destroying excercise in supertedium. Who knows, maybe one day you'll get a job working in videogame development. If so, consider the rest of this review your handy 'what not to do' guide. Where to start? Well, for a kickoff, the game thinks you're an idiot. Reasonable assumption, maybe – after all, you're the one who bought it – but it's still annoying to find a game that insists on giving you a little countdown warning before something as complex and hard to grasp as 'hammering ⊗ really fast'.

Each of the 'four' has their own powers. Sue does invisibility, The Thing throws stuff, Reed's a bit stretchy and opens doors and Johnny sets fire to things. When they're together, you can flick the D-pad to switch between them to solve puzzles, with a couple of basic team attacks available on different button combos. The trouble is that as soon as you start toying with this setup it's clear that there's a lazy range of moves on offer. Each of the 'fantastic' four isn't fleshed out with their own set of unique moves – rather, an uneasy compromise has given everyone the same basic set of controls with minor variations representing their special powers. Instead of being a proper stealth character, for instance, Sue just turns invisible and everybody just forgets that she was there, letting her sneak up and do stealth kills unmolested. Instead of flying – like he does in the film – Johnny floats just off the ground and rather randomly just happens to have better dodge moves than anyone else. Unlike the *Spider-Man* and *Hulk* games, which give you a proper depiction of their hero's skills and a city-sized toybox to try them out on, here you're restricted to shuffling down corridors and punching robots. Oh, and being peppered with inane advice.

FANTASTIC BORE

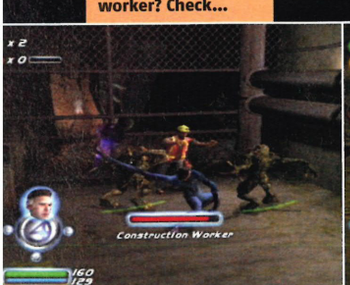
'Digger' Molemen, for instance, only take damage when knocked down. In any game worth its sodium chloride, you'd work this out on your own, perhaps noticing something in their physiology that makes them more vulnerable when they're flat on their backs. Not in *Fantastic 4*, though – here you're *told* to knock them down, and even told what combo to use (◎, ◎, ◎, if you can't stand the suspense). Why? Because knocking them down doesn't make any logical sense. And the game's full of that kind of stuff. It's a series of shrugged 'whatevers' in place of good ideas and coherent design.

Also crowbarred into the mix are some imperilled civilians, but all they do is confuse things and make the bad guys look even more hopeless. At one point The Molemen are attacking a Subway. This is irritating enough because they fire poison, which [grinds teeth] reverses everyone's controls. That must've taken seconds to think up. Worse still, is when you're called on to save a construction worker. The camera's swirling around, so it takes you a good 20 seconds to find him. But despite the delay, his energy bar's hardly scratched. Bored, we stood and watched while a Moleman hacked away at him for nearly a minute before we intervened. Where's the challenge in that? We're not in favour of killing innocent people, but if you're gigantic rock-monster-hero The Thing and you're beating up things that can't even murder a weedy man properly, that's not super-heroism, it's bullying.

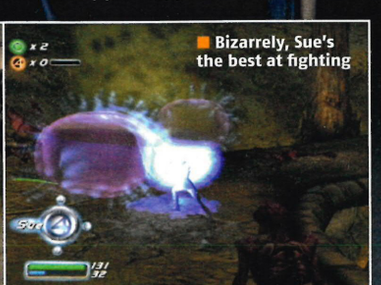
CHILD'S PLAY

So you have enemies that are juvenile, weak and pathetic, and to accompany that, the rest of the game is relentlessly patronising. There's very little sense of satisfaction to anything you do. Hideous mini-games

IN *FANTASTIC 4* YOU'RE RESTRICTED TO SHUFFLING DOWN CORRIDORS AND PUNCHING ROBOTS



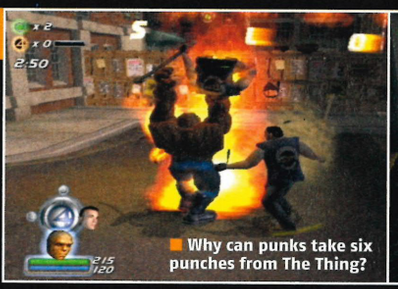
Indestructible worker? Check...



Bizarrely, Sue's the best at fighting

How does Johnny pick up civilians? Surely they'd burn?

■ Moments of four-player action are oddly rare

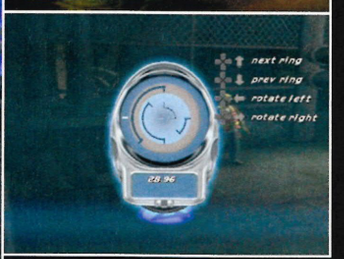


■ Why can punks take six punches from The Thing?

drag simple moments, such as breaking a balcony to escape, into a drawn out, pointless ordeal. Computer hacking's the same – a five-second puzzle that does nothing but shred your patience and waste your life. (Yeah, we said computer hacking – no overused and clichéd idea goes unused here.) Meanwhile, boss battles are reduced to tedium, priming you with a helpful 'Ready? Go!' before making you do three 'timed' button presses that wouldn't challenge a monkey. It doesn't feel organically connected to the action on-screen, because it waits until you're finished before your character actually does anything, and yet the game's amazingly, inexplicably impressed, dishing out a 'Well Done!' after the simplest, most remedial of tasks. You get the feeling that during production someone must've lobbied for a peripheral that'd give you a pat on the head and a biscuit at the end of each level.

You may argue that this sort of thing, working within the constraints of a pretty terrible film, was to be expected and that we should give it an easy ride. You might even say it's just a bit of fun, a bash-'em-up that's okay if you fancy switching your brain off for a bit. But you'd be wrong – to be so casual about this abomination would be an act of tolerance implying you were actually brain dead. This is an awful cash-in, and we'd much rather eat our own bodyweight in Fantastic 4 breakfast cereal than have to play it again. ■ **Joel Snape**

■ Regenerative four juice makes things easy



■ Get used to seeing this – it pops up next to every other door

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
Graphics	03 There's nothing super about these heroes
Sound	06 It's all the real actors, like you'll care
Gameplay	03 None of that here. Move along...
Lifespan	04 Test your own tolerance

About as challenging as beating up kittens with a stick, and only slightly less shameful. Keep it at a super-stretchy arm's length

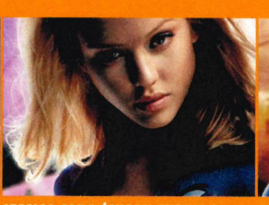
3/10

FANCY A FOURSOME?

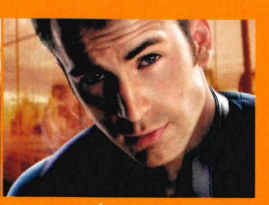
Neither the film or the game are particularly fantastic. The actors didn't seem to realise this, so they starred in both

MICHAEL CHIKLIS (BEN GRIMM / THE THING)
Powers: Hitting things really hard and looking like a garden ornament.
Much better in: He's the tough-guy lead in gritty cop drama *The Shield*.

IOAN GRUFFUDD (REED RICHARDS / MR FANTASTIC)
Powers: Stretching, opening doors, being clever.
Much better in: *Horatio Hornblower*. Well, we say 'better'....

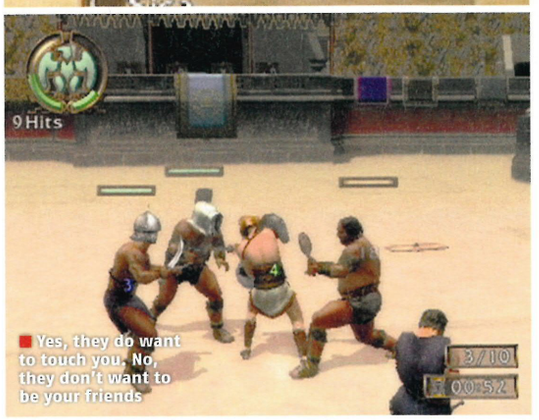


JESSICA ALBA (SUSAN STORM / THE INVISIBLE WOMAN)
Powers: Being invisible, creating force fields, blasting things.
Much better in: Leather chaps, *Sin City*, our dreams.

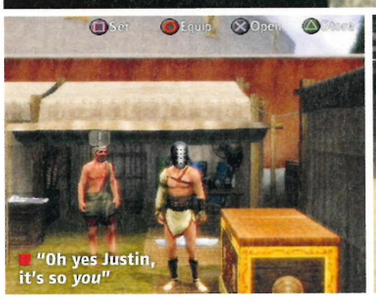


CHRIS EVANS (JOHNNY STORM / THE HUMAN TORCH)
Powers: Setting fire to things, flight.
Much better in: Billie Piper – oh, wait, this is the other Chris Evans. Umm, *Cellular*?

Fights are usually chaotic bloodbaths. Surviving isn't easy

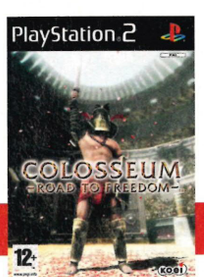


Yes, they do want to touch you. No, they don't want to be your friends



"Oh yes Justin, it's so *you*"

Slowly, the white bull tried to walk away from the horror



COLOSSEUM: ROAD TO FREEDOM

Since you asked, yes, Caesar is surprisingly amused

DETAILS

PUBLISHER KOEI
DEVELOPER GOSHOW
PRICE £29.99
PLAYERS 1-2
OUT 30 SEPTEMBER
WEBSITE WWW.KOEI.CO.UK/NEWS/COLOSSEUM.HTM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE
Coming off like *Shadow Of Rome*'s less handsome but slightly more responsible brother, this gladiatorial game is equal parts RPG and slash-happy combat.

Like a sideswipe to the kidneys with a rusty trident from a dwarf wearing nothing but a lion-mane loincloth and a thin sheen of olive oil, *Colosseum: Road To Freedom* has taken us by complete surprise. Twice.

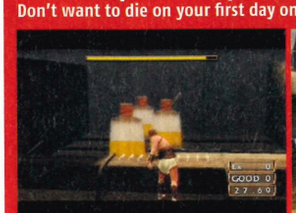
Surprise one: we were fully expecting this *Gladiator*-inspired sandal vandal combat game from the guys behind the hyper-kinetic *Dynasty Warriors* to crank the relentless action knob right off. But it doesn't. Instead you get intense bouts of arena combat that require real skill to survive, sandwiched between thoughtful – but not *too* thoughtful – RPG-style training and weapon massaging. And surprise two: given the existing, offal-dripping brilliance of Capcom's *Shadow Of Rome*, we were fully expecting to give the Maximus-come-lately *Colosseum* a thumbs down. But we can't. The thing is, what this game lacks in *Shadow*'s pace and sheer volume of ketchup, it makes up for with slow-burning appeal. Nurturing a lowly slave and building his reputation and combat skills is more rewarding than it sounds. Of course, building a formidable arsenal of spiked, hooked and multi-bladed instruments of organ-pokery while you're about it doesn't hurt any.

There's other good news. The combat system is enjoyably complex, giving you buttons for left, right, high and low blows with either a single weapon and shield or dual weapons. And the reward dynamic encourages investment in your gladiator, since winnings in the arena are split between you and your slave master. Earn enough and eventually you'll buy your freedom.

Quite frankly, if the game camera didn't demand constant and frustrating manual adjustment – hard to do when you're trying to fend off four barbarians with a dagger – *Colosseum* would have scored higher. As it is, it wins kudos and favour for its fresh approach. Oh, and did we mention you get to fight elephants? Have it in your mouth, Nellie! ■ **Paul Fitzpatrick**

HARDER, FASTER, FITTER

Don't want to die on your first day on the job? Here's our top three tips for gladiatorial success



1. TRAIN HARD
Your training regime is strict, with a high incidence of stab wounds. It's still less sadistic than our metrosexual gym.

2. STEAL FROM THE DEAD
Sure you *can* buy weapons. For the best arsenal though, slaughter enemies and then rifle their pockets like a carny.

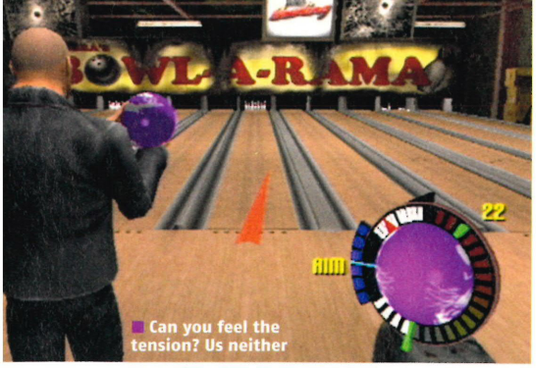
3. SHOW LIVESTOCK NO MERCY
Because you're not really a man if you haven't stabbed snow leopards. And that's why we're banned from the zoo.

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

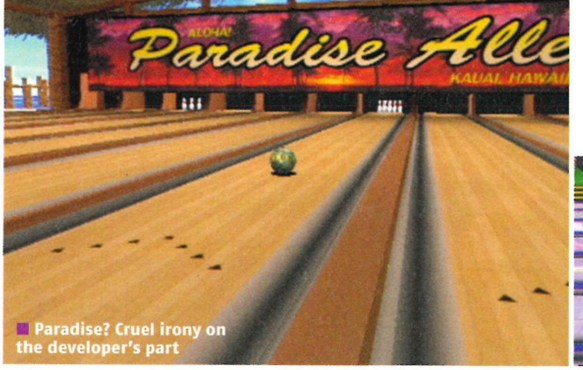
Graphics	07	Nice filters over workmanlike visuals
Sound	06	Horn fanfares and clinking swords
Gameplay	06	Nicely punishing action with RPG depth
Lifespan	06	A grower, but the camera gets in the way

Taking a deeper approach to gladiator combat than Shadow Of Rome, *this is quite a lot of fun. If only the camera was up to scratch*

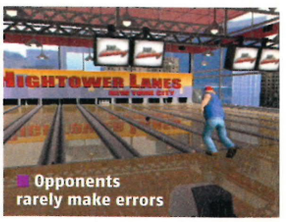
6/10



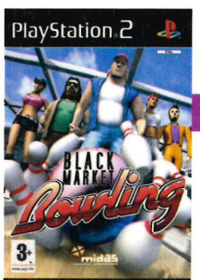
Can you feel the tension? Us neither



Paradise? Cruel irony on the developer's part



Opponents rarely make errors



BLACK MARKET BOWLING

If mum buys you this, you're almost certainly adopted

DETAILS

PUBLISHER MIDAS INTERACTIVE
DEVELOPER BLACK MARKET
PRICE £14.99
PLAYERS 1-4
OUT NOW
WEBSITE WWW.MIDASINTERACTIVE.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

Let's face it, making a quality bowling game shouldn't rank as a major challenge to most developers. Even if they spend time honing the ball and pin physics, lavish attention on the character design and create pixel perfect alleys, it could still be knocked out on a rainy Wednesday lunchtime. And that leaves a good two-and-a-half days to come up with an intuitive control system. Think *Tiger Woods*' analogue stick golf swing. It's as close to waving a nine iron as you could hope for, and it's also a setup that could have been adapted perfectly to recreate the motion of a bowling arm. Think about it for a second. If you really wanted to hit pins on PS2, wouldn't you want a system like that?

Well, you know where this is heading don't you? *Black Market Bowling* doesn't have lavish graphics, deep gameplay options, attractive character design or particularly sensitive physics. But above all these failings is a control system that attempts to be flexible and slick, but ends up feeling imprecise and utterly divorced from the activity gamers are supposed to be enjoying.

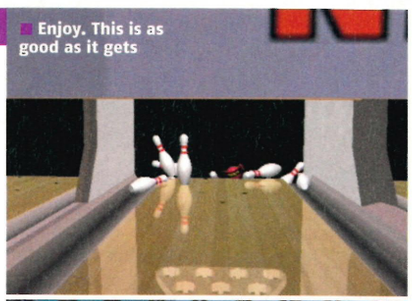
Sure, you could hand over your 15 quid and take the time to master it, but why don't you just call up your mates, arrange to meet up at the local Megabowl and hire a lane for a couple of hours with the cash instead. We're pretty damn sure you'll get a lot more out of the experience. ■ **Paul Fitzpatrick**

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

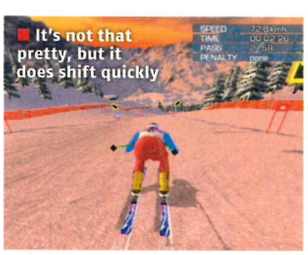
Graphics	03	Not as rich or detailed as you'd hope
Sound	03	Inoffensive but deeply anonymous
Gameplay	03	Not broken but not intuitive either
Lifespan	01	Use your money to hire a real lane

Like bowling? Get* Super Monkey Ball Deluxe *next month. The bowling mini-game in that is way better than this.

3/10


Enjoy. This is as good as it gets

"Achtung, ich bin der king of the schwartz run!"


It's not that pretty, but it does shift quickly

Slalom requires perfect timing

ALPINE SKIING 2005

It's all downhill from here. Damn, tough crowd...

Okay, so *Alpine Skiing 2005* probably isn't going to have *SSX On Tour* quaking in its designer moon boots. And yes, it's more than a little rough around the edges. (Take the claim that it can handle up to 12 players. True, but it's a take-it-in-turns deal.) But overall there's definitely 15 quid's worth of entertainment here.

It breaks down like this. You get 48 real ski runs and a succession of downhill, slalom, giant slalom and super G(iant slalom) events. Which is about as much slalom as any man can handle. The events can be tackled as either stand-alone races, one-off challenges or as stages in the game's central career mode. If you've ever played a sports game, then this will be instantly recognisable. You win races, you earn cash, you spend it on performance-enhancing equipment and a trainer. If you do well, then you'll proceed to bigger races, more cash, and the cycle continues. That's the theory anyway.

As it happens, it's a theory you're likely to want to apply, thanks to the likable racing experience. The skiing's fast, with responsive controls that don't come between your skills (or lack of them) and how your skier hurtles down mountainsides. Hit a rhythm on any event – slalom in particular – and carving a perfect racing line is ample reward for your efforts. No classic, but this is a solid game that more than warrants a speculative punt. ■ **Paul Fitzpatrick**

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Graphics	06	A little basic but a great sense of speed
Sound	05	Minimal, but the commentary grates
Gameplay	06	Enjoyable, once you get into the rhythm
Lifespan	06	Enough to justify the price tag

Not only is this a surprisingly full game for a budget title, but there's also currently little on PS2 like it. Rough, but worth a look

6/10

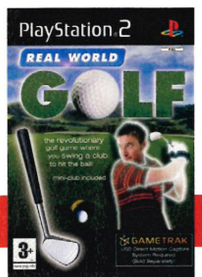
"Ja, take me now, Helmut!"

This grinning idiot is your new coach. Good luck

DETAILS

PUBLISHER MIDAS
DEVELOPER 49 GAMES
PRICE £14.99
PLAYERS 1-12
OUT NOW
WEBSITE WWW.MIDASINTERACTIVE.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

■ Mini-games like this target practice really help you refine your swing



GAMETRAK REAL WORLD GOLF

All that's missing is the rubbish fashion

DETAILS

PUBLISHER IN2GAMES
DEVELOPER AQUA PACIFIC
PRICE £49.99 (GAMETRAK + GAME), £29.99 (GAME ONLY)
PLAYERS 1-4
OUT 26 AUGUST
WEBSITE WWW.IN2GAMES.UK.COM/CONSUMER
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

There really is no getting away from the undeniable fact that you'll look like an utter cock playing *Real World Golf*. If being tethered by the hands to the floor-standing Gametrak controller doesn't have friends and family howling with laughter, then the sight of you wiggling your ass and manfully gripping all 12 inches of the toy 'club' included with the game definitely will.

Which, while inevitable, is something of a shame, because Gametrak is anything but a rubbish novelty controller, and partnered with *Real World Golf*, it provides the most faithfully accurate golfing experience you're going to get away from the links. Capable of accurately tracking the movement of a player's arms in all three dimensions, the Gametrak system earned *OPS2*'s respect back in November with beat-'em-up *Dark Wind* (7/10). Of course, smacking goons in the mush requires slightly less finesse than flopping a shot near the pin. So it's a real pleasure to see that the controller is easily up to the challenge, registering even the tiniest rotations and pitches of the club head as you square up for a shot, and feeding them through to your on-screen golfballer.

The varying force of your swing is also registered with impressive subtlety, leaving you free to ignore spectators' catcalls and enjoy the five varied courses, five tournaments and handful of mini-game challenges on offer. You may even want to swap that lightweight sawn-off plastic golf club for one of your own to get the feel just right. Just keep an eye out for the TV, pets or small children on the follow through, okay? ■ **Paul Fitzpatrick**

THAT'S *SO* NOT A GOOD LOOK

How Gametrak works (and humiliates you)

PlayStation 2 OFFICIAL MAGAZINE-UK		VERDICT
Graphics	06	Not ugly, but far from top flight
Sound	07	Unobtrusive and atmospheric
Gameplay	07	If you play golf, this will feel superbly familiar
Lifespan	06	Not a huge game, and that's a pity

Not as pretty or as comprehensive as Tiger Woods, Real World Golf *scores highly for its uniquely faithful control system. Impressive*

7/10

SAINT SEIYA

Not so heavenly

PUBLISHER ATARI **DEVELOPER** BANDAI **PLAYERS** 1-2
60HZ MODE NO **WIDESCREEN** NO **SURROUND SOUND** NO

Unusually for an out-of-nowhere fighter, *Saint Seiya* is graphically impressive. But while the characters and backgrounds are well realised, their animation unfortunately isn't. A friendly camera partly makes up for this, providing excellent close-up views of successful combos or special moves.

The game's one neat idea is the chance to get off the ropes, as it were, by bashing buttons frantically in defeat to earn more life and gain a second chance. But otherwise *Saint Seiya* lacks ideas, is hampered by an intrusive story and becomes tedious too quickly. ■ **PR**

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
Not a bad reserve team effort, but there's nothing here to make you want to buy it over Tekken 5 *or* Soul Calibur II. *Only obsessive fans need apply*	**6/10**

MADAGASCAR

This is *real* cruelty to animals

PUBLISHER ACTIVISION **DEVELOPER** TOYS FOR BOB **PLAYERS** 1-2
60HZ MODE YES **WIDESCREEN** NO **SURROUND SOUND** NO

Madagascar is *technically* a game – characters move about, things happen when you press buttons – but it's a mess of weird ideas (flying giraffes across hot air vents anyone?) and rougher-like-sandpaper construction.

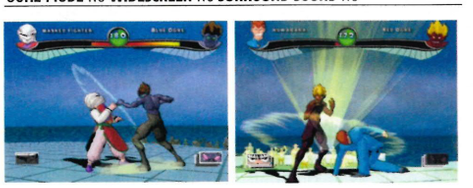
The usual genre elements – platforms, mini-games, collectable tokens – are all here, but none of it hangs together or feels coherent with the source film. In a bid to create some variety, *Madagascar* also tries its paws at racing, shooting and [bites top lip] stealth. But it's below average and devoid of fun. ■ **LH**

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
If you enjoyed the film, then don't tarnish its memory with this sloppy waste of space. The small child in your life deserves better.	**4/10**

YU YU HAKUSHO: DARK TOURNAMENT

What the bloody hell is going on?

PUBLISHER ATARI **DEVELOPER** DIGITAL FICTION **PLAYERS** 1-2
60HZ MODE NO **WIDESCREEN** NO **SURROUND SOUND** NO

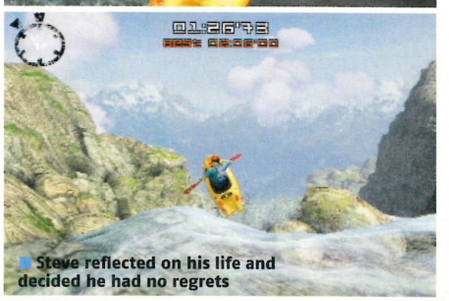


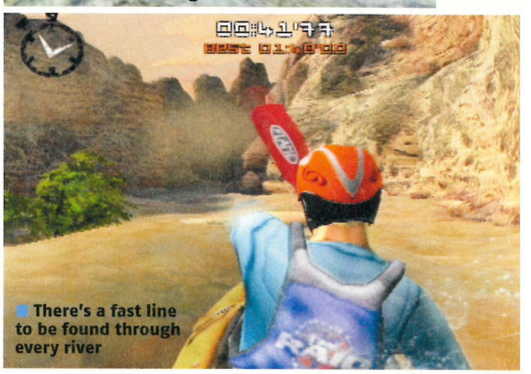
We can plainly see that this is a cel-shaded beat-'em-up, but beyond that we haven't got a clue. It's definitely based on a cartoon we've never heard of though, because big chunks of animation link the levels.

The visuals are okay-ish, and there's a range of arcade and multiplayer options, but it feels as if the whole thing has been cut up, shuffled and then thrown violently at your face in an attempt to confuse you. Avoid, if only for the sake of your sanity. ■ **LH**

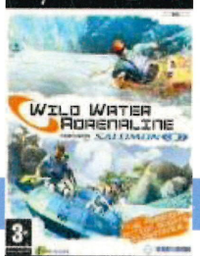
PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
Even if it weren't incoherent it would still be a mess. Like a drunk in a doorway it makes no sense, is no fun to deal with and is potentially dangerous	**3/10**

Thrashing the analogue sticks lets you row through the roughest water


Steve reflected on his life and decided he had no regrets


There's a fast line to be found through every river

PlayStation.2



3+

WILD WATER ADRENALINE

Plenty of creek, not so much paddle

DETAILS

PUBLISHER DIGITAL JESTERS
DEVELOPER WIDESCREEN GAMES
PRICE £19.99
PLAYERS 1-4
OUT 22 AUGUST
WEBSITE WWW.DIGITALJESTERS.COM
60HZ MODE NO
WIDESCREEN NO
SURROUND SOUND NO
ONLINE NO

AT A GLANCE
Get wet and wild with a canoeing sim. Race and slalom kayaks and rafts through a series of courses from around the world, with up to four players at the same time.

As committed sailors, we really wanted to like *Wild Water*. Canoeing games don't come along that often (alright, *ever*) and using the analogue sticks to row sounds interesting. As does hurtling down rivers at the mercy of the currents, paddling frantically to make turns and avoid rocks. And it *almost* comes off. The sense of floating along with only an oar to steer your course works well. Unfortunately, the novelty value soon wears off, thanks to a lack of variety and the overall piss-poor design.

The controls take some getting used to, but it soon becomes instinctive and knackering in equal measure. In single-player races each stick controls one side of the paddle, while in the four-player mode, four pads control one person at each corner of a raft. If you want to go left, you rotate the right stick(s) frantically, working that oar and turning the boat. Races then consist of guiding your kayak through the fastest lines possible against the currents to beat the clock. You're literally forcing the boat to go with the flow, not rowing for speed alone. It's quite strategic, requiring you to watch the water ahead and plan your strokes in advance. The rivers are impressive, too. Each is full of swells, dips, waterfalls and scattered with dead spots and fast eddies.

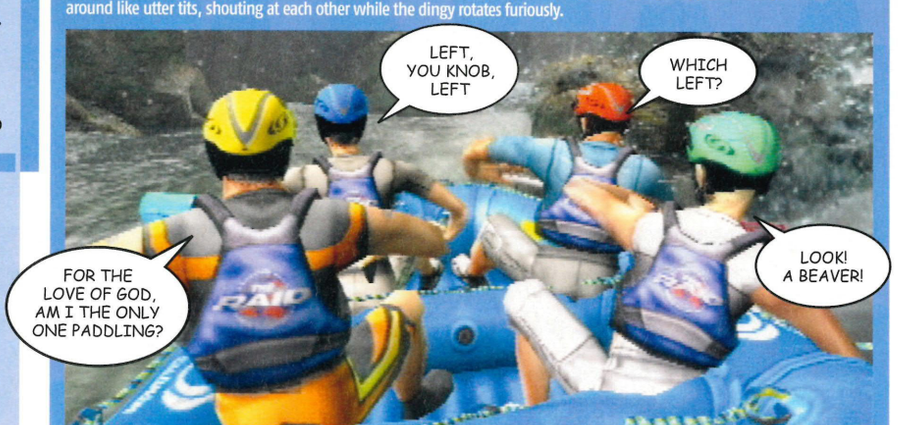
WATER WAY TO GO

It's a shame then, that despite the potential on offer, numerous flaws sink this game. The camera always faces the nose of your vessel, which is a problem when progress often involves rowing across the river, but you still need to see downstream. As a result, the view often focuses on the riverbank, the sky, trees; anywhere you're not actually going. While the controls are fun, there are only time trial or slalom events and it soon gets dull. The courses are also poorly designed, considering the frantic paddling required to navigate them. You can't change direction instantly in a small boat, so some of the narrower stretches are extremely unforgiving – it's possible to get pinned against rocks, hopelessly caught forever by the current. Realistic maybe, but not much fun. And unfortunately that sums up the whole game. **Leon Hurley**

FOUR PEOPLE DRIVING ONE BOAT

Test your friendships with Wild Water's unusual co-op mode

Wild Water's multiplayer mode involves two to four players controlling the oars of a four-man raft. The idea is that, with a bit of teamwork, you'll function together as a cohesive rowing unit. Of course, what actually happens is everyone flails around like utter tits, shouting at each other while the dingy rotates furiously.



PlayStation.2 OFFICIAL MAGAZINE-UK	VERDICT	
Graphics	05	Basic, but not unpleasant. Poor camera
Sound	03	Minimal effects and repetitive voices
Gameplay	05	A nice idea that doesn't go anywhere
Lifespan	04	Master the controls and that's it

This at least proves that a canoeing game could work, but overall we're left feeling damp. Not in a good way, either...

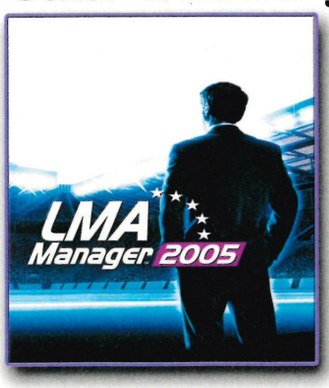
5/10

Annihilate your enemies. Reclaim your ancestral blade.

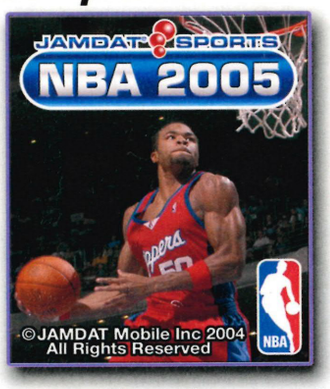
Become your inner SAMURAI

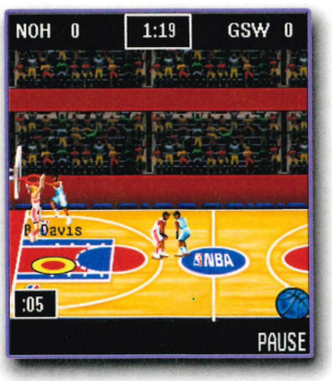
Text "game sam" to 80202*

Other JAMDAT games available for your phone



Text "game lma" to 80202*





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IT'S HERE!

On **1 September** the **PlayStation Portable** hits the UK. Colour us ecstatic. To celebrate, we've created a brand new section and rated every single launch game

Sell your pets, text your girlfriend WE R OVR 4EVR and burn the new *Harry Potter* book. Your hands (and, to a lesser degree, eyes and brain) have finally found their true calling. Once the PSP arrives on 1 September, every other form of entertainment will be redundant. All eyes will be on Sony's amazing entertain-o-hub, and for good reason. It's a WiFi games player that also handles movies and music, putting a world of entertainment in a device that sits snugly in your hand.

Excited? You are not alone. We've spent the last month slaving over box-fresh PSPs, reviewing every single game that'll be available on launch day. But you deserve even more, so we're giving it to you in the shape of the latest on achingly hot *GTA*-challenger *Pursuit Force* and the new *Star Wars* PSP game. They're just a page-turn away. And naturally, you'll find the last word in essential info on every aspect of the PSP lifestyle: tunes, films, hardware. Expect more miniaturised gaming magic, every single month. Hey, who loves you?

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PURSUIT FORCE IS THE GREATEST CAR CHASE HOLLYWOOD NEVER MADE

WE GO HANDS-ON WITH SONY'S MOST IMPORTANT PSP GAME!

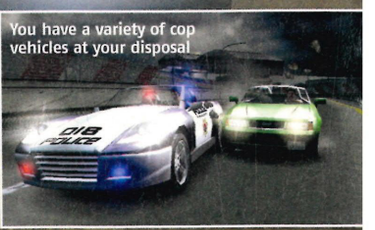
The first thing that strikes you about *Pursuit Force* is the beautiful simplicity of the idea – why has nobody done a game like this on *any* console before (never mind the handheld PlayStation)? It's a police car racer that has you jumping from cop to criminal car with a single button press. It's kinetic and frenetic. The retroheads among you will be impressed by how it echoes classic arcade title *Chase HQ*, but the rest of us can coo at the *GTA*-like freshness of the concept and *Burnout*-esque vibrancy of the visuals.

And after playing through the first five levels of the game, we'd wager that *Pursuit Force* will become just as essential for PSP as either of those two games are for PS2. While the bread and butter objectives usually involve playing catch up with law-breakers, you'll often be given different kinds of missions. At one point we had to kidnap and subdue a passenger while outrunning the crims, and later on make sure a truck laden with explosives didn't explode. Enemies include a pack of crazy lady-crims you chase in a giant articulated lorry, and we're promised a variety of vehicles to take charge of or hijack, including motorbikes, boats and aircraft (there are moments were you take the passenger seat in an armed helicopter, firing at the vehicles on a car-packed freeway below).

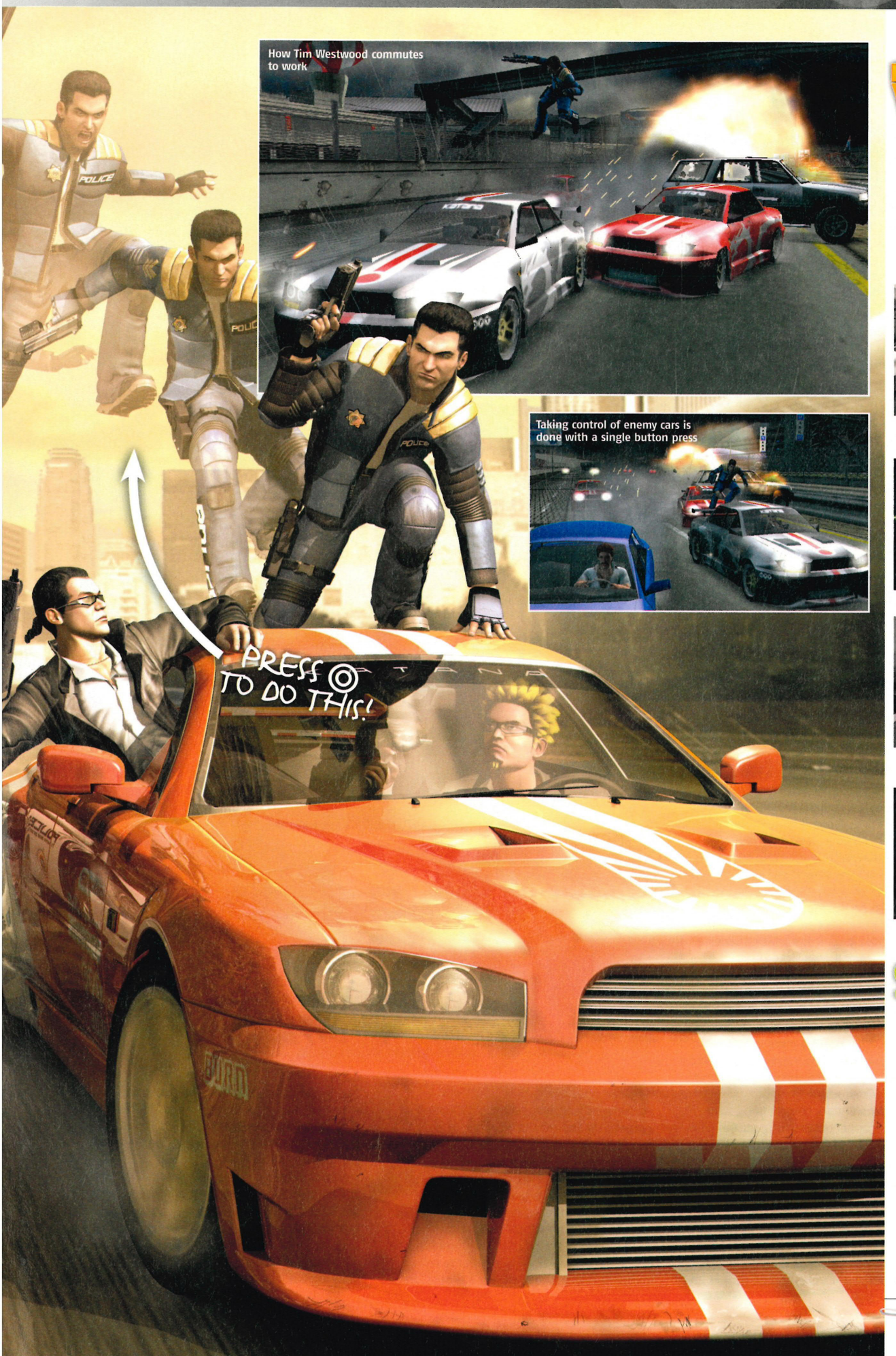
Grand Theft Auto: Liberty City Stories may well be at the top of your PSP most wanted list, but we'd strongly suggest you put *Pursuit Force* straight in behind it. An excellent concept well executed, we're itching to get our hands around the finished version – with a Christmas release planned, the wait may be a little while after the PSP's launch, but it will be totally worth the wait. ■ MF

Hold on to the bonnet for dear life as you fire away

HOW IT PLAYS



You have a variety of cop vehicles at your disposal



STAR WARS ON PSP

These are the first shots of *Star Wars Battlefront II*, due in November. It covers all six films with online skirmishes via WiFi.

Unique to the PSP version is being able to play as classic characters

Multiplayer supports up to eight people

Leia and Vader both appear as playable characters

Play as either rebels or the Empire

STOP PRESS!

REVEALED: SONY'S PSP WEB BROWSER! AND THE WHITE PSP!

Sony has made software that lets you browse the web with your PSP via WiFi. You'll have to (ironically) get it off the 'net to load it onto your PSP. Sony has also revealed that a white PSP is on the way and that a site with TV shows to download to your PSP will open soon.

RIDGE RACER

Namco crams its classic racer into your pocket

namco

DETAILS

PUBLISHER SONY
DEVELOPER NAMCO
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACK NO (BUT THE MUSIC'S SO ACE, WHY WOULD YOU WANT TO?)

AT A GLANCE
Previous instalments in the classic Japanese racing series get remixed into one super-game, with the driving focused on edgy drifting and boosting.

Easy to play but requiring dedication to master, *Ridge Racer* is a game of champions. Although this version's content is a remix of the best tracks and cars from previous *Ridge Racer* games, on PSP it's minty fresh and sharply delicious. And it's in playing this that we've come to realise just how much further all the other PlayStation Portable racers need to go before they're worthy of sustained play and praise. *Need For Speed*, *Midnight Club* and *TOCA* are all put to instant shame by *Ridge Racer*'s unparalleled sense of speed and uncomplicated kicks.

PIMP MY RIDGE

First though, understand this about *Ridge Racer*: in an age of modding, ride pimpin' and NOS-powered hatchbacks, it's a more simple game that's elegantly accessible – even minimalistic – in comparison to the chav-pleasing racers out there. The basic structure is a series of multi-track competitions, with successful performance unlocking courses with harsher and faster opponents. Before each race you choose a car from the line-up available, with more unlocked as you progress.

So far, so traditional, but *Ridge Racer* helped create this tradition when it first arrived as a PSone launch game ten years ago, so you can't really fault it. And anyway, *Ridge*'s racing is spiced up with an emphasis on drifting: long and successful power slides around corners and past other drivers gradually fills up a boost gauge in the top left of the screen, and if you smoothly massage your vehicle through a bend you're rewarded with a G-force twanging burst of acceleration out of the skid.

This 'reckless driving = boost' mechanic exists in almost every other racing game these days, but you can't criticise *Ridge*'s polished interpretation. In some of the hottest races, this part of the gameplay merges with the racing tournament structure to deliver a simple formula that anyone can enjoy, but which requires sustained play to be truly mastered. Of course, playing on your Jack Jones is only half the story. The way the game's multiplayer effortlessly uses the machine's WiFi elements only serves to reinforce *Ridge*'s position as king of the road. The innumerable wireless battles we've had in the *OPS2* office have been easy to set up (the very definition of idiot-proof) and also thick with the heady scent of manly competition.

A word of warning, though. After you've aced the basic tracks and unlocked the seriously

SCREECH IF YOU WANNA GO FASTER

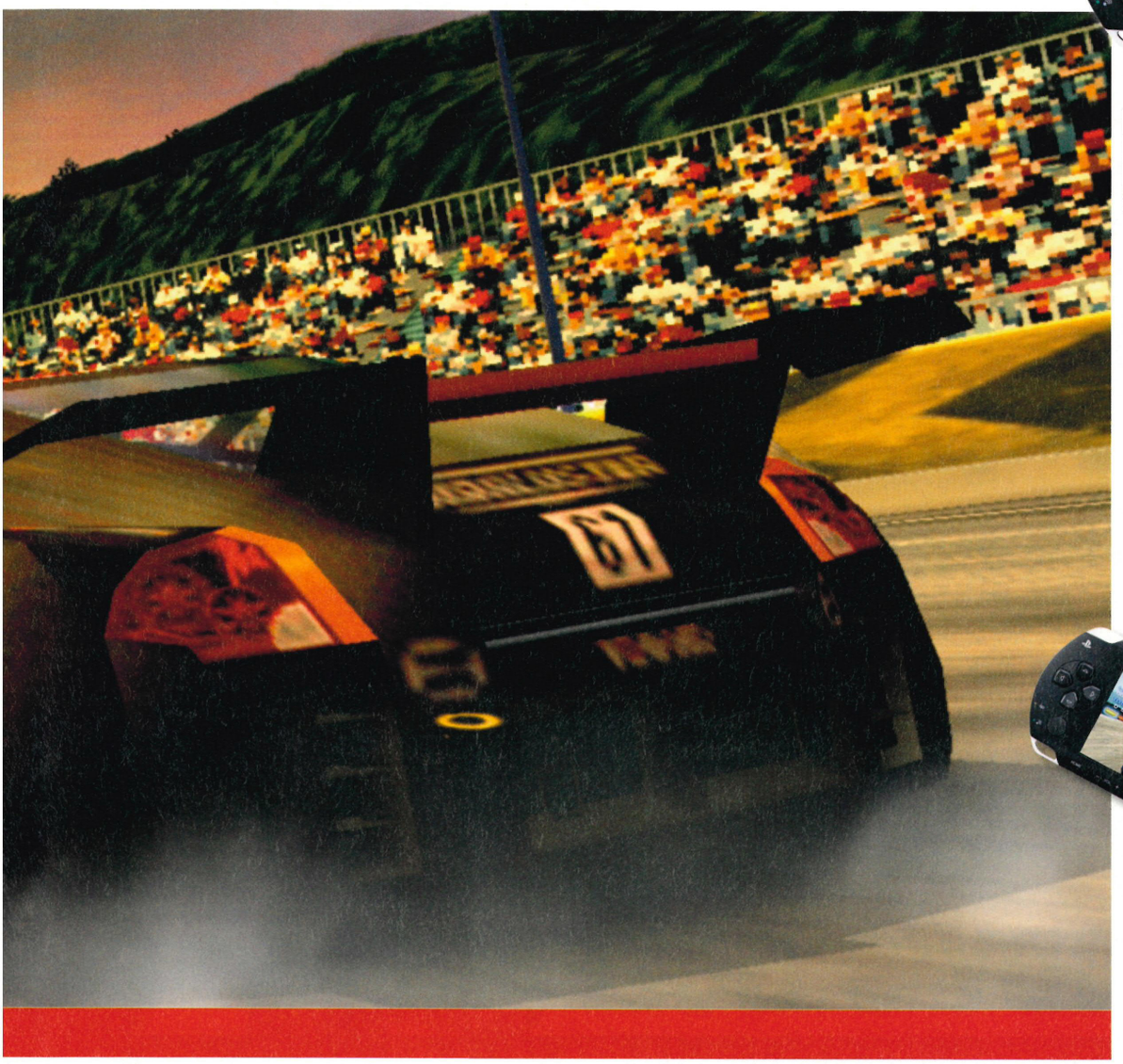
Inside the world of corner drifting and boost tech

RIVAL ARRIVAL
Pulling up to an opponent to drift past tops up your boost meter. Rival cars are spread out, keeping the challenge high.

CAR FOR THE COURSE
The environments you race through are detailed and include countryside, villages, motorways and hi-tech roads.

SPEED DEMON
This is your speedometer. If you rev up just past the six at the beginning of each race you should get a boost.

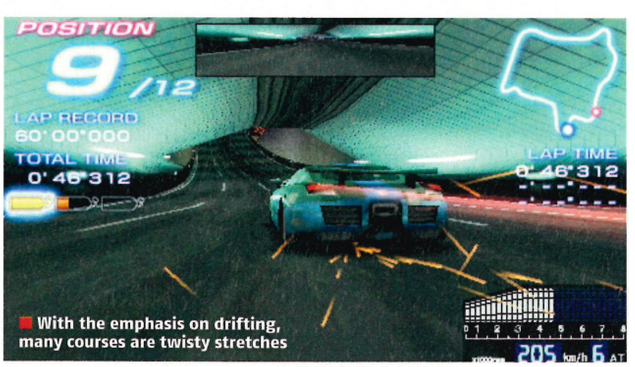
YOUR SPANGLY MOTOR
You start with a basic set of cars, unlocking more as you progress, including a car driven by Pac-Man. Serious.



challenging advanced races, the game expects your skills to have progressed significantly. The difficulty ratchets up fast and you need to keep pace. And as you proceed, the game's foibles become deliberate elements for you to exploit. (You'll learn that you can always boost at the start of the race if you rev the speedometer needle to a redline-tickling position, and that touching rival cars oddly makes the two of you swap speeds.)

However, this doesn't dampen the game's basic verve-packed thrills. The key is drifting. (It's simple, just over-steer into a curve or tap/brake before turning.) Once mastered, there's nothing more exhilarating than pulling off a massive skid, squeezing through a tight-as-you-like-bend and then using the rewarding boost triggered by a successful slide to fire yourself out in front of the pack.

Ridge's star may ultimately fade as the PSP's lifespan goes on, especially with hugely promising vehicular adventures such as *Grand Theft Auto: Liberty City Stories*, *Pursuit Force* and *Burnout* on the way. But the world of racing games is big, and there's room for all sorts (the PSP launch line-up contains no less than six racers). That said, this is currently the only truly essential handheld racer. *Ridge* shines bright because it feels purpose built for the PSP hardware, offering up a driving experience that manages to be snappy and deep. Make it your first purchase on day one. ■ **Michael French**



■ With the emphasis on drifting, many courses are twisty stretches

THIS IS CURRENTLY THE ONLY TRULY ESSENTIAL HANDHELD RACER. MAKE IT YOUR FIRST PURCHASE

PlayStation 2 OFFICIAL magazine-UK		VERDICT
Graphics	08	Superb environments, if a touch chunky
Sound	09	Great music and Tarmac-melting screeches
Gameplay	09	A perfectly judged driving system
Lifespan	08	Lots to unlock once you've mastered it

If you only buy one PSP game, it must be this. Near perfect in its execution, this is one of most expertly judged racers ever made

9/10

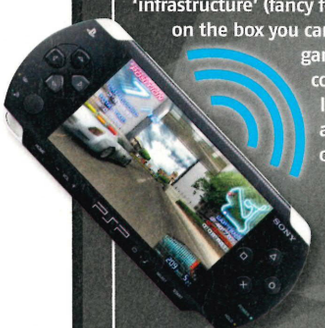
Did you know...?

...Wireless will change the way you play!

Our *Ridge Racer* playtest demanded that we use the PSP's in-built wireless (WiFi) antenna to play head-to-head games. Even a small child can get it working. For multiplayer games all you need is for one person to host a game – this can be done in about two presses of ⊗ – with everyone else then joining the game. That's it. Up to eight players can participate in most games.

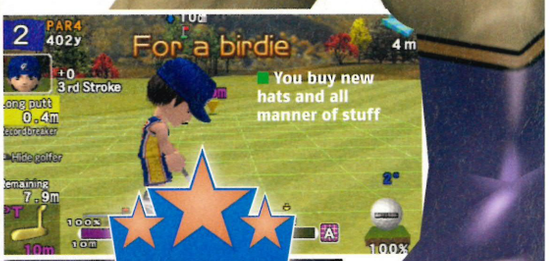
The PSP can also connect to the Internet via wireless hotspots (usually found in places like coffee shops, hotels, airports, libraries – even pubs) or your home wireless kit. This lets you download software updates for your PSP which, in the months to come will add the likes of an Internet browser to the machine. You can also use WiFi to download free updates for games. *WipEout Pure* can do this out of the box – just choose the 'download' option from the main menu, go online and get yourself some new tracks and vehicles.

You can also play against PSP owners around the world using WiFi. Many sports and racing games support this. If it says ' WiFi compatible' and 'infrastructure' (fancy for 'Internet') on the box you can play against gamers in other countries just like you would any other online game.



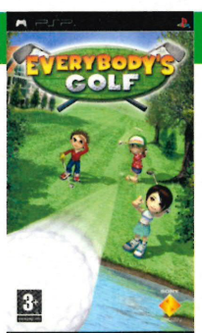
Nail a perfect swing and your ball catches fire!

Calm down mate, you only parred it!



EVERYBODY'S GOLF

Giant head too big for your puny body? Golf is for you!



DETAILS

PUBLISHER SONY
DEVELOPER SONY JAPAN
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

AT A GLANCE

Accessible cartoon golf game with realistic physics but playful visuals. Offers wireless play with up to eight golfers teeing off against each other.

Bloody hell, golf's boring, isn't it? A witless, tedious style-vacuum of a sport. And there are a number of us here who believe that, for all their technical brilliance, most 'proper' golf games are equally tedious. Thank Christ for *Everybody's Golf* – a game which takes all the po-faced nonsense the sport has to offer and makes a crazed, Japanimated circus of the whole thing, while still providing a superb playing experience.

Aside from the cutesy animated characters, *Everybody's Golf* is filled with frivolous graphic touches – a jet-like trail in the wake of your speeding ball, ricochets exaggerated by speech bubbles, backspinning balls highlighted with blue flames – which set a refreshingly light tone. The game's real trick being that, behind this joviality, a solid and surprisingly challenging golf game lurks. The controls are a back-to-basics affair – select your club, then tap ◎ to measure the strength of your swing, and again in time with the return of the gauge to determine your accuracy. The better your button-taps, the better swing on the ball you have. The ball physics are realistic and complex, so scoring par or below is much harder than the game's design may initially lead you to believe.

Another pleasant surprise is the scope and detail of the courses. Before taking your shot you can glide over and around the fairway to plan the hole, and the lush greens and open environments are fantastically, unexpectedly gorgeous. The courses are designed with a keen eye for letting you pitch and putt tactically, and the only problem we've had is the frustrating difficulty judging the angle of sloping greens.

The sheer enjoyment factor knocks any chance of a boring golf experience out of sight and the PSP is a fittingly first-rate setting for a bright and exceptionally playable game; *Everybody's Golf* is an absolute joy. ■ **Nathan Ditum**

MAKING YOUR WAY ON THE FAIRWAY

Real golf is rubbish, so how has PSP made it so much fun?

MASSIVE HEADS
A clue to the game's tone – light and fun. It's impossible to look at their large, smiling faces and not feel cheered up.

HAPPY WEATHER
Glorious sun and bright blue skies keep you smiling even when your ball's in the water and you've gone nine over par.

IMPACT!
The comic book-style effects keep the game from feeling too serious. This makes hitting a perfect shot very satisfying.

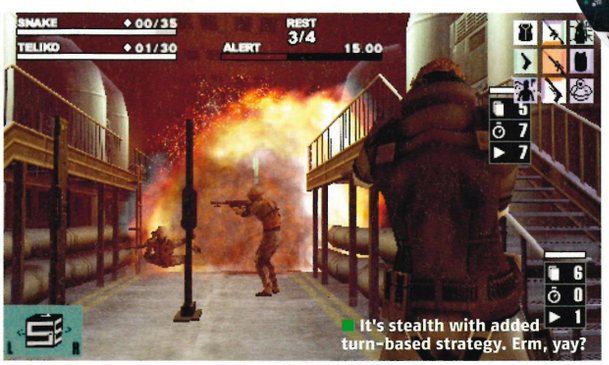
FEELING ROUGH
Veer off the smooth fairways onto the rough and the game makes a commiserating 'ooooh' sound.

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

Graphics	08	Lush greens and charming cartoon work
Sound	07	Inane background tunes but decent overall
Gameplay	08	Challenging and deeply addictive
Lifespan	08	Multiplayer wireless should keep you going

Sticks it to the golf 'man' with some, like, far-out attitude, but crucially backs it all up with truly entertaining play

8/10



It's stealth with added turn-based strategy. Erm, yay?

METAL GEAR ACID

It's stealth, Snake, but not as we know it...

Terrorists perform a coup on an army base, looking for a new super-weapon. Spies are sent to diffuse the situation, but they go missing. So the US sends in Snake, to save the... yadda, yadda. The plot template has essentially remained the same for *Metal Gears 1-3*, and so it goes in the PSP version. Solid Snake, stealth, patience-challengingly nonsensical dialogue – it's all here and looks very, very *Metal Gear*. There is a difference, though, and it's a biggie – *Acid* is a card game.

You have a deck of cards which correspond to weapons, moves and defences that enable you to move Snake (and his lady sidekick Teliko) and make him fight. You also have a limited amount of steps depending on your hand before your turn runs out. Think of it like chess, but with spies and soldiers instead of kings and queens.

Although far from perfect (the rules are very tough to master) it is enjoyable, particularly if for the kind of fan who loves everything about the *Metal Gear* mythos. It's definitely not for series virgins (the *MGS3* link-up assumes you own the most recent PS2 game and there are tons of in-joke references), but once you get over the fact it isn't an action game, the strategic gameplay is intriguing and involving. ■ **Michael French**

DETAILS

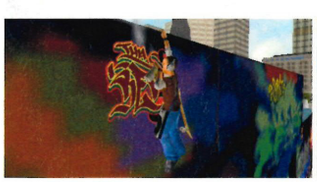
PUBLISHER KONAMI
DEVELOPER KONAMI JAPAN
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

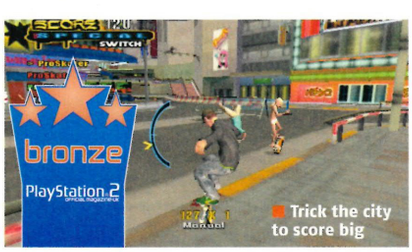
PlayStation 2 OFFICIAL magazine-UK VERDICT

Graphics	07	Good but basic – it's very *Metal Gear*
Sound	07	Totally faithful to the series
Gameplay	07	Confusing at times, but playable
Lifespan	06	The first cut-scene lasts 20 mins. 'Nuff said

Only the* Metal Gear *faithful will bother mastering the card system, but this is nevertheless a playable if underwhelming spin-off

7/10





Trick the city to score big

TONY HAWK'S UNDERGROUND 2 REMIX

Arthritic thumbs now only one enormo-combo away?

We're very wary of games like this. Remaking an ageing PS2 game for PSP: surely that's just lazy? Are you really going to buy a game you've already played? In this case, yes. The PSP does an odd thing to *THUG2* – it makes it better.

It works because the missions are perfect for a handheld. What could be a tedious tick list on PS2 – grind here, jump that – now becomes bite-sized challenges. It's perfect pick-up-and-play material. The controls feel like they were *designed* for PSP and you'll be instantly pulling off combos with ease. It also takes advantage of the USB connectivity, enabling you to put your face in the game by loading a shot of your mug onto the machine.

Admittedly, the one problem that snagged the original is still there. Once you've completed the easy engaging challenges, you're left with the crappy hard ones. There's no option but to slog out painful objectives to unlock the next level. But there's always the classic mode (the original *Tony Hawk's*) and an open free play to break it up and keep things manageable. The Hawk soars on handheld. ■ **Leon Hurley**

PlayStation 2 OFFICIAL magazine-UK VERDICT

Graphics	08	Near identical to its big brother
Sound	07	Great soundtrack but nothing new added
Gameplay	08	An addictive test of skill
Lifespan	08	You'll be coming back regularly

Few games are better at filling up a few spare minutes. Longer plays do expose bottlenecks but there's plenty of variety all-round

8/10

DETAILS

PUBLISHER ACTIVISION
DEVELOPER NEVERSOFT
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS YES (VIA USB)
CUSTOM SOUNDTRACKS NO

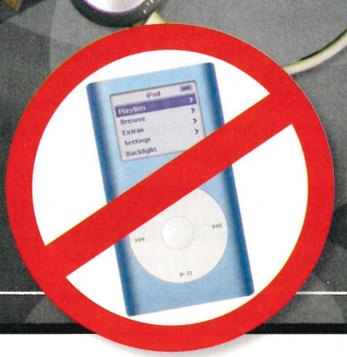
Did you know...?

...PSP plays music!

The PSP, available in the UK on 1 September, will come bundled with a pair of headphones, a remote control, a 32MB storage memory stick, protective case, carry strap and cleaning cloth – and the first three on that list will help unleash the device's other talent: its music playing powers.

The machine plays MP3s that are transferred to the memory stick via a USB connection. However – we warn you now – you'll probably want to upgrade and get a bigger memory stick if you want to listen to music for any decent amount of time. The average album size in terms of storage space is about 70MB at a listenable quality, which obviously outstrips the bundled 32MB card. And that card is also supposed to host all your game saves and downloaded content. Memory sticks come in all kinds of sizes, from 128MB up to 1GB (that's 1,000 megabytes). 2GB and even bigger sticks are currently in the works.

Just like with the Apple iPod, you'll be able to listen to tracks that you've downloaded from the web on your PSP. Sony even has its own online music store at connect.com, with a PSP-dedicated service for free PSP downloads at psp.connect.com.



You play a cowardly skeleton

MEDIEVIL: RESURRECTION

PSone comedy horror comes back from the dead

DETAILS

PUBLISHER SONY
DEVELOPER SONY CAMBRIDGE
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

There are qualities we expect to find in a hero – courage, resourcefulness, and at least a thin covering of skin. Sir Daniel Fortesque, the hero of *Medievil*, lacks all three. He originally died the moment he stepped into battle. But when an evil wizard raises an undead army, Dan gets chance to fight again.

This is solid platforming fun. Explore levels, slash up monsters with loads of weapons and tackle bosses. There's also a heap of mini-games and WiFi multiplayer action. And it never fails to entertain, thanks to a great story, fantastic music and voice acting. Whether fighting off mental patients playing 'axe games', or avoiding possessed kids, there are loads of laughs here.

The one thing that spoils the anarcho-goth pantomime is the unbalanced difficulty. Even armed to the teeth, certain sections require as much luck as skill to beat. A vague camera and targeting system don't help, but look past this and you'll find a lot to like. ■ **Leon Hurley**

PlayStation 2 OFFICIAL MAGAZINE-UK		VERDICT
Graphics	08	Amazing, but spoiled by a lazy camera
Sound	06	Top class music and voice talent
Gameplay	06	Fun and exasperating in equal measures
Lifespan	07	A big game with plenty of variety

It might be an old game remixed, but it's still well presented slapstick action – not quite essential, but close

7/10

NFL STREET 2 UNLEASHED

"Could you *be* more sacked?"

PUBLISHER EA **DEVELOPER** EA **PRICE** £34.99 **OUT** 1 SEPTEMBER
WiFi YES **DOWNLOADS** NO **CUSTOM SOUNDTRACKS** NO

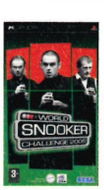
NFL Street 2 Unleashed is a pumped-up, arcadey version of American football, and its stripped-down approach to gridiron's 'stop and go' mix of tactics and tackles makes for an extremely accessible PSP experience. The loading times are a little long and menu surfing does get wearisome, but overall this is a good-looking and surprisingly playable sports game. ■ **LH**

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
It would've been nice to see more PSP-specific features, but this remains a satisfying, enjoyable and easy to follow American football experience	**7/10**

WORLD SNOOKER CHALLENGE 2005

Totally addicted to baize

PUBLISHER SEGA **DEVELOPER** BLADE **PRICE** £34.99 **OUT** 1 SEPTEMBER
WiFi YES **DOWNLOADS** NO **CUSTOM SOUNDTRACKS** NO

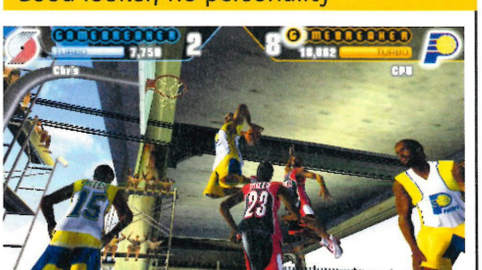


With over 100 licensed players, analogue cue control, full commentary and loads of game options, this is no lightweight stick sim. There's even pool and billiards thrown in for good measure. The physics are solid and there's an auto-save function after every shot, making this perfect for dipping in and out of on the move. ■ **PF**

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
Whether you play WiFi or solo, this is a comprehensive and sweetly optimised snooker experience for PSP. The analogue cue control is a particularly nice touch	**7/10**

NBA STREET SHOWDOWN

Good looker, no personality



PUBLISHER EA **DEVELOPER** EA **PRICE** £34.99 **OUT** 1 SEPTEMBER
WiFi YES **DOWNLOADS** NO **CUSTOM SOUNDTRACKS** NO

Basketball is renowned for being fast, flamboyant and physical. *NBA Street* is certainly fast, and you can perform the expected turbo boosts and ultra-flamboyant trick shots, but the game feels oddly lightweight. Scoring involves little skill, and the end-to-end dunking soon gets predictable. *NBA Street* looks great, but hasn't got the gameplay skills to match. ■ **BR**

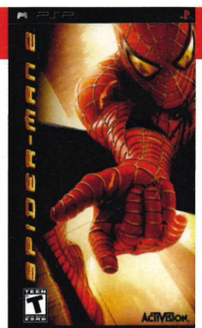
PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
The whole thing is slickly produced, but* NBA Street Showdown *never feels that much fun to play. A definite case of style over substance	**6/10**

"It'll wash out. Honest"

Catch the Vulture and kick his feathery arse

SPIDER-MAN 2

This time he's the smallest swinger in town



DETAILS

PUBLISHER ACTIVISION
DEVELOPER VICARIOUS VISIONS
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER NO
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

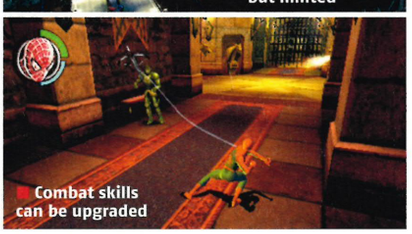
AT A GLANCE

Pocket web slinging, as the latest *Spider-Man* adventure crawls loosely around the second film's plot. Sadly though, he's brought elements of the old games, too.

Maybe it's some post-modern comment on the duality of the superhero lifestyle, but the *Spider-Man* games have always been pretty schizoid. The swinging, wall-crawling stuff rocks because, let's face it, it's the closest you'll ever get to being Spidey. But underneath the freedom of hurtling through the air on silk threads, everything else has always been a bit pap. An average adventure-brawler full of 'go here, press that' missions and the worst boss fights ever. Guess what? This is no different. It's enjoyable in places, but overall a brief, throwaway affair.

Spider-Man 2 on PSP has lost the *Grand Theft Auto*-style freedom of the PS2 version, and now you'll instantly be able to notice that web lines attach to mysterious invisible ceilings rather than buildings (just like the older games). But making up slightly for the enclosed, limited environments are the surprisingly friendly controls. There are plenty of unlockable abilities to collect and they're always easy to access. You'll be instantly throwing punches, zipping to the ceiling and firing off webs like a pro. The only letdown is having to tweak the camera with the direction buttons. The lock-on works well, enabling you to focus attacks on your target, but manual adjustments can be tricky on the move.

Swinging is fun but limited



Combat skills can be upgraded

All this web-slinging, baddy-bashing action is fun, but by Christ it's insubstantial. Most missions include big, pointy direction arrows and consist of no more than 'get from A to B'. The more complicated levels might add 'and do C while you're at it', but it's still paper-thin gameplay. Outside, you're nearly always chasing villains across the New York skyline (stuck in the air and unable to touch the ground thanks to unseen floors – another unwelcome hangover from old *Spider-Man* games). And when you finally get to play inside a building you'll be hunting down buttons, switches and/or hostages. It feels like the same things keep repeating over and over again. For example, all of the pursuit sequences will, at some point, involve you webbing up a damaged rooftop structure to prevent it hitting the streets below. While inside there's an endless cycle of thugs to twat and doors to unlock. And yes, the boss battles still bite a sizable amount of arse – expose a weak spot, punch it. Repeat, repeat, cry...

Another goon webbed

Spider-Man on PSP is far from the classic game we were hoping for. It's fun in small doses, and on the move it's not bad for filling brief spare moments. But play it on a long journey and you could finish it before you reach your destination. Most of the levels are just about entertaining enough to warrant a replay, but it's still too short and too shallow. **Leon Hurley**

Spidey's Xbox 360 overheats

PlayStation 2 Official Magazine-UK	VERDICT	
Graphics	07	Smooth motion, nice animation
Sound	06	Movie voice talent but erratic music
Gameplay	05	Fun in short bursts, but basic and repetitive
Lifespan	04	Not much longer than the film

Fun like fireworks – nice flash but nothing that lasts. It's a lightweight adventure that has good bits, just not enough of them

6/10

NEED FOR SPEED UNDERGROUND RIVALS

Play it in the back seat while mum's driving you to a 'tuner meet up'

DETAILS

PUBLISHER ELECTRONIC ARTS
DEVELOPER ELECTRONIC ARTS
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

AT A GLANCE

The urban racer gets a pocket refit. Spank a seriously street motor, buy more cars, more parts and fill your garage with petrol-guzzling beasts.

This is a strictly-by-the-numbers street racer. Tear through urban tracks after dark, win competitions and spend the resulting points on spoilers, stickers and oversized rims for your motor. And while there are plenty of challenges and cars to keep you occupied, it's unimaginative stuff. There's nothing here that hasn't been done before, and in most cases done better. Mostly by the 'grown up' version of *Underground*.

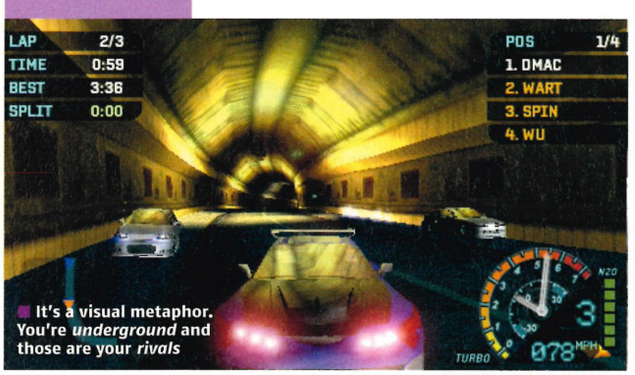
The steering, for example, lacks the accuracy to make this the road-munching blast it should be. You can reach impressive speeds (spoilt by a squint-inducing blur effect that makes you struggle to read the road ahead) but you'll never feel completely relaxed with the handling. Races feel too cartoony and the handling jelly-like, so rather than the intended boy racer thrills, the overriding feeling is of racing shopping trolleys around empty car parks. The unpredictable nature of the crashing doesn't help either; some impacts result in glancing blows while others send you spinning through the air in an entirely unconvincing manner.

Then there's the stupid amount of work needed to get at the upgrades. You know there's a lot on offer because of the numerous 'locked' options in the menus, but all this means is that the items you want are trapped behind tedious layers of objective-fulfilment and course completion prerequisites. Identical to the big console *NFSU* this may be, but the small scale amplifies the flawed over-reliance on constant replaying. In fact, this doesn't suit the *portable* PlayStation at a all. A few hours' driving to access a new colour windscreen or spinner? Whoop-de-do. There's no real satisfaction in that – particularly if you need someone to explain what a spinner is in the first place.

The track design is good and, overall, it looks and sounds the part – but we can't help shake the feeling that this is a tricked-out one-trick pony. *Rivals* by name and rivalled by nature – this version of *Need For Speed* just doesn't cut it on PSP, left lagging behind to eat the dust of top-grade racers like *WipEout Pure* and *Ridge Racer*. *Rivals* is a functional racer, not an outstanding one. ■ **Leon Hurley**

■ **Look at that skyline. It couldn't get more urban if it tried**

■ **The Newcastle United car park. Classy**



■ **It's a visual metaphor. You're *underground* and those are your *rivals***

PlayStation 2 Official Magazine-UK	VERDICT
Graphics	06 Decent cars but occasional slowdown
Sound	07 An under-18's metal/rap/electro disco mix
Gameplay	05 Competent, but lacking an addictive edge
Lifespan	06 Plenty to unlock but few tracks to race in

Cookie cutter street racing done exactly as you'd expect. Might keep you occupied but certainly won't blow you away

6/10

"ALL RIGHT SCHUMACHER, WHERE'S THE FIRE?"

Do you have a need for information? Let our handy guide bring you up to speed

MULTIPLAYER
Up to four players can race head-to-head via WiFi or, bizarrely, take turns passing around a single PSP.

GPS
That's 'game positioning system'. You, your rivals and the road are shown clearly. The next Little Chef isn't.

LOVELY BODYWORK
You can tune the performance but many upgrades are visual. The result is a car that says, "I don't read so good".

COLIN MCRAE RALLY 2005 PLUS

We can't see the track for the trees

DETAILS

PUBLISHER CODEMASTERS
DEVELOPER CODEMASTERS
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS YES (VIA USB)
CUSTOM SOUNDTRACKS NO

This is busy like a Sandwich shop at lunchtime. *Colin*'s courses are peppered with rocks, hairpins and trees. On PS2, this was fine. With the PSP though, playing *Colin McRae Rally 2005 Plus* is like trying to watch TV through a letterbox.

Split into three parts, and spanning nine countries, there's certainly plenty to get stuck into, but the handling is agonisingly twitchy. *Colin McRae*'s control has deteriorated in the move to PSP; the D-pad is a little too sluggish, and the analogue stick too jumpy.

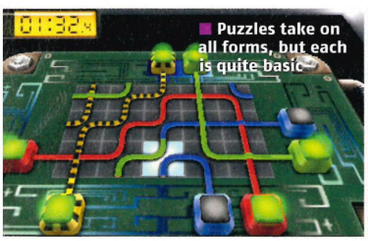
Visually it's impressive, with plenty of trackside detail. But with so much going on, the job of threading your car through the eye-of-a-needle-like courses only gets more difficult.

Worse, career mode doesn't let you try out the better cars until you've endured the slow ones. *Colin McRae* seems to relish surprising you, but it's usually with a last-second tree trunk in the face. Cheers, Col! ■ **Ben Richardson**

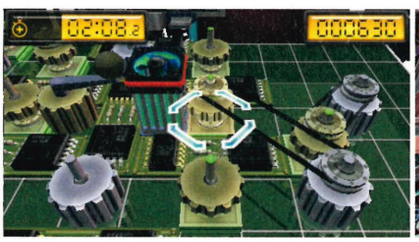
PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT	
Graphics	08	Impressively detailed locations
Sound	06	Weak engine noise, quiet co-driver
Gameplay	06	Twitchy and frustrating handling
Lifespan	06	Lots to race, if you stick with it

Nice looking but easy to get lost in,* Rally 2005 Plus *has its moments, but is generally too frustrating for the PSP format

6/10



■ Puzzles take on all forms, but each is quite basic



■ If you fail, the bomb goes off and you have to start again

SMART BOMB

Ooh! It's going to explode! Let it

At first glance this is a really logical match for PSP; dozens of two and three-minute puzzles and challenges that fit neatly into the spare gaming moments you can catch on the move. Plus they're all based around a plot about saving the world from thinking bombs, making us feel all futuristic with our sexy new gaming kit: the people of tomorrow.

Shame, then, that the reality is a bunch of visually underwhelming and often impossibly infuriating mazes and logic problems. We could forgive the drab looks if all the development time had been given over to ingenious and clever puzzle design. But it hasn't. The mini-games are repetitive and poorly thought out, leaving you with little clue as to what you're supposed to be doing, and mild disappointment when you finally figure it out.

The one-strike-and-you're-out mission structure is massively aggravating, and frequently leaves a feeling of injustice. One puzzle randomly disrupts the colour-coded circuits you're connecting, and on more than one occasion, switched things around just as time ran out, leaving us blinking furiously at a reloading screen. It's indicative of a poorly implemented game with little imagination and even less style. There's nothing smart or indeed explosive about this. ■ **Nathan Ditum**

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT	
Graphics	04	Awful, miserable and deeply uninspired
Sound	05	Buzzes, squeaks and electronica. Rubbish
Gameplay	03	Either easy or impossible; always boring
Lifespan	03	No need to repeat puzzles you've done

This should have been addictive. Instead you'll be hard pushed to squeeze out your money's worth. An infuriating disappointment

3/10

DETAILS

PUBLISHER EIDOS
DEVELOPER EIDOS
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

Did you know...?

...PSP connects to PS3!

One of the most head-turning parts of the recent PS3 unveiling – aside from the graphical horsepower – was word that the futuro-console will connect to the PSP.

The handheld will be able to interact with the console both locally (while you're in the same room) or from afar via wireless connection. You'll be able to browse through files stored on the PS3 hard drive, or order downloadable films that will be sent straight to the console ready for you to watch when you get home.

Sony's plans won't just leave PSP as the world's most expensive remote control, though, there will be lots of gameplay crossover as well. You'll be able to use the PSP as a controller for the PS3, giving you your own screen in multiplayer games or an extra element to consult while playing an RPG, for example.

Also, there's much chatter about console and handheld games interconnecting. You can already connect PS2 and PSP games, with upcoming *SOCOM US Navy SEALs 3* (PS2) and *SOCOM US Navy SEALs Fireteam Bravo* (PSP) sharing mission data via USB, and *Metal Gear Acid* linking with *Snake Eater*. PSP connectivity is a big part of *Pro Evo 5* (turn to page 19 for exclusive info on this), and on PS3 this kind of connectivity will be even more prevalent. Imagine an online RPG game for PS3 that would let you tinker with your character on the move using your PSP. "Hang on ladies, I've got to check in on Thor..."

Seeing an opponent explode is almost as pleasing as clocking *251km per hour!*

You too can race through cities in a jet-powered sled

WIPEOUT PURE

bronze

PlayStation.2 official magazine-uk

Whooosh! Hear that? It's the sound of the future

DETAILS

PUBLISHER SONY
DEVELOPER LIVERPOOL STUDIO
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS YES
CUSTOM SOUNDTRACKS NO

AT A GLANCE

The daddy of futuro-racers returns with new tracks and sleek speeding hover-cars but it still requires the same mix of skill, violence and luck to succeed.

Back in the day, the original *WipEout* fused blissed-out club tuneage with break-neck, tomorrow-tech racing to deliver the cultural package that launched PlayStation numero uno into the stratosphere. Ever since its explosive arrival, though, the series has got progressively quieter – notably muted on PS2 and unable to live up to the impressive standards it set itself. Unable, that is, until now. Sony has reconfigured the sleeping *WipEout* giant as the perfect, symbiotic match for PSP – tuning it to the look, feel and essence of its new machine.

Those who feared that *WipEout* would inevitably lose speed on its way to Sony's handheld can breathe easy. On the smaller screen the racers go faster than ever, searing around the 12 new tracks at eye-watering velocity. Steadiness and precision is required when you're trying to cling to the driving line at these speeds, and it delivers admirably, allowing for smooth, arcing gradients and sharp turns.

You can pick up weapons to take out opponents as you race, and although this adds a tactical dimension, the resulting mix of combat and driving can be infuriatingly unbalanced. Concentrate too much on the weapons and you'll find yourself lagging behind in time-sapping gun battles, but pay no attention and you'll be open to attack and lacking speed. More than once we've felt aggrieved at our AI rivals' consistent luck at scoring the precise item needed in order to deny us almost certain victory – a boost, a homing rocket – while we always received an endless supply of shields when chasing for pole position.

Also frustrating is the way in which *WipEout* steadily edges up the difficulty of the races. As you progress through the game you'll unlock gradually faster vehicle classes, the idea being that the speed increases act as a natural learning curve. Trouble is, as you get further in, a rigid pattern emerges; even with a boost start, supposedly slower vehicles overtake you on the first lap, leaving you to battle through the pack and attack the leader as the race climaxes. Dramatic? Yes, but it can feel forced and unfair.

But crucially it never compromises the addicitveness of *WipEout Pure*'s highs. When you find yourself missing out on a gold medal in the tournament mode by a mere hundredth of a second, you'll go back again and again until you've aced it. Plus, the weapons, tournament racing and WiFi multiplayer elements come

"HANG ON, IS THIS THING MANUAL OR AUTOMATIC?"

Guiding you through the essentials of future racing

GOING TURBO
This blue exhaust signifies a turbo boost. Turbos are useful on long straights, and to push ahead at the finish line.

HAVING A BLAST
Rockets like this one are best used to slow opponents down rather than trying to destroy them completely.

MIND THE PAINTWORK
Your racer can take some punishment but will give out eventually, so keep an eye on your damage meter.

THE RACING LINE
Navigating the course properly is pretty important, so these arrows have been laid out to help you find your way.

THE ROAD TO DOWNLOAD

How *WipEout* keeps on giving

Once you've bought *WipEout Pure*, head to www.wipeoutpure.com. Here you can download packs that contain new race tracks and new vehicles. You can transfer them from PC to PSP via a USB cable or download them via the in-game WiFi option. In the future there will also be new music packs to download, letting you change the game's audio tracks.

■ Hitting the ramps at full speed can gain you valuable seconds

■ That glowing sphere is your shield

■ Races aren't friendly – imagine supersonic bumper cars

■ The tracks are things of beauty

together perfectly during the combat-infused championships with mates.

WipEout Pure is massively suited to the PSP format, and this is most obvious while playing the 'zone' mode. Here you steer your speeding racer – locked at a constant top speed which increases with each lap – through various courses. As you build up impossibly fast momentum and pull your craft through corner after corner before the inevitable crash, it feels like the concentrated spirit of racing. And it's the essence of *WipEout Pure*: exhilarating, beautiful and ideal for mobile play. ■ **Nathan Ditum**

WIPEOUT PURE FEELS LIKE THE CONCENTRATED SPIRIT OF RACING

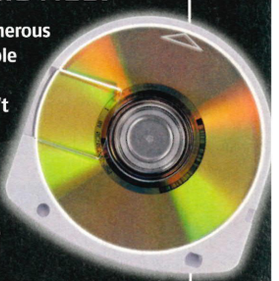
PlayStation 2 OFFICIAL magazine-UK		VERDICT
Graphics	09	Wonderfully detailed and smooth
Sound	07	Chilled tunes but some muffled effects
Gameplay	08	Insanely fast, balanced, but not perfect
Lifespan	09	Unlockables, replayability and downloads

Gaming genius on a tiny, shiny disc. An amazing racing experience you can take with you wherever you want

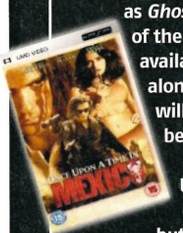
8/10

Did you know...?

...the PSP can play movies!

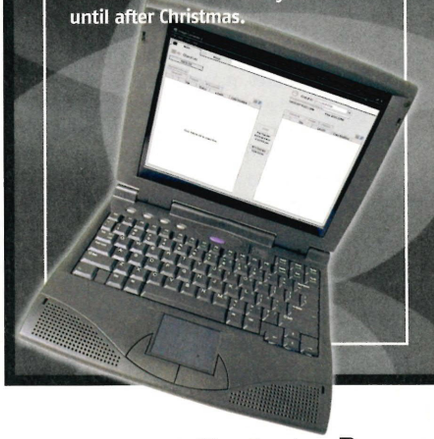


As if having a generous 25 games available for the PSP on launch day wasn't enough, shelves will also be groaning under the weight of the 20-odd films arriving in UMD format. Recent masterpiece *Sin City*, super-harsh Korean flick *Old Boy* and classics such as *Ghostbusters* are just three of the films currently available. They'll be sold alongside DVDs and many will, just like DVDs, include behind-the-scenes extras.

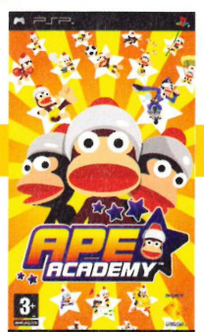


UMDs are expected to cost the same as DVDs, but some are also speculating that big releases will arrive in dual DVD/UMD packs with both the big-screen and pocket-sized version of the movie. However, you can also turn the DVDs you already own into PSP-compatible movie files in a way similar to ripping CDs into MP3. You'll need a big enough memory stick to play them on your PSP, and the requisite software to do so. A company called X-oom is releasing software, called Movies On PSP, that does the job for you – it should be in shops by the time the PSP launches.

In Japan Sony also has its own software available. It's called Image Converter and it converts movie clips already stored on your PC to the PSP-compatible MP4 (like MP3 but video). A release of an English version is expected, but no one is sure when it will arrive. Don't hold your breath until after Christmas.



Monkey boxing, based on an Alan Partridge idea



APE ACADEMY

Like *Fame Academy*, but with real monkeys

DETAILS

PUBLISHER SONY
DEVELOPER SONY
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

Face it, chimps rock and if they weren't always smearing themselves with crap, you'd have one curled up at the end of your bed instead of a dog. Which is why this should be the best game ever made. It's not, of course, but that isn't for want of trying. *Ape Academy* is a fresh spin on the familiar *Ape Escape* theme. Here, you play a monkey, 'studying' via 45-plus mini-games with the aim of graduating. As you go, you collect rare monkey figurines that unlock more games and become the highly prized stakes in heated WiFi battles.

The games include a range of quizzes, skill-based challenges and sport. When they work, they're addictive and funny, but there are a fair few that feel like fillers, and none of them lasts more than a minute or so. Whether that's an asset or not depends on how involved you like to feel. As it stands, *Ape Academy* provides simple fun. Not the PSP's answer to *Wario Ware*, but mostly fun nonetheless. **Paul Fitzpatrick**

PlayStation 2 OFFICIAL magazine-UK		VERDICT
Graphics	08	Great to look at, with loads of visual gags
Sound	06	Can you say 'wacky Japanese soundtrack'?
Gameplay	07	The games are short but largely sweet
Lifespan	06	Shallow, but you'll dip in now and again

Over 45 mini-games long, this just tips the balance in favour of fun – we'd have preferred fewer, but longer challenges though

7/10

MERCURY

Lethal liquid makes for addictive game

PUBLISHER ATARI **DEVELOPER** IGNITION/AWESOME **PRICE** £34.99
OUT 1 SEP **WiFi** YES **DOWNLOADS** NO **CUSTOM SOUNDTRACKS** NO

Right, listen up: this is an odd one and space is limited. Using the analogue pad, you roll a blob of liquid around a variety of mazes, making sure not to spill it off the edges. The premise sounds baby-simple but it makes for a demanding and addictive puzzler. Mazes are filled with coloured doors and pitfalls, which get increasingly tricky as you go. Leftfield, but unmissable. **MF**

PlayStation 2 OFFICIAL magazine-UK	VERDICT
It may be a little short-lived, but **Mercury** ***is hugely inventive and visually distinctive with yonks of replay value. Roll on*** **Mercury 2...**	**8/10**

FORMULA 1

Looks like they used the wrong tyres

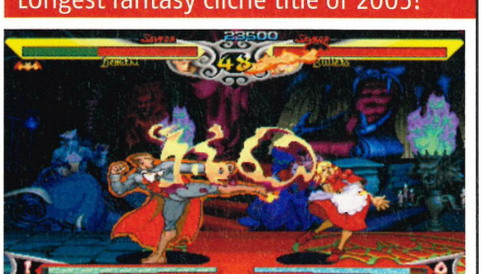
PUBLISHER SONY **DEVELOPER** SONY **PRICE** £34.99 **OUT** 1 SEP
WiFi YES **DOWNLOADS** NO **CUSTOM SOUNDTRACKS** NO

You might win, you might lose... but what you definitely won't do is care. The visuals are solid and there's a decent sense of speed, but the gameplay lets you get away with murder. Swing wide and you won't skid, even when the surface is under water. Obsessional F1 fans might squeeze out some enjoyment, but there's little reason to pick this over the majestic *Ridge Racer*. **BR**

PlayStation 2 OFFICIAL magazine-UK	VERDICT
Formula 1 ***looks good, but the racing feels overly simplistic and fails to generate any real excitement – it's more David Coulthard than Fernando Alonso***	**6/10**

DARKSTALKERS CHRONICLE: THE CHAOS TOWER

Longest fantasy cliché title of 2005?



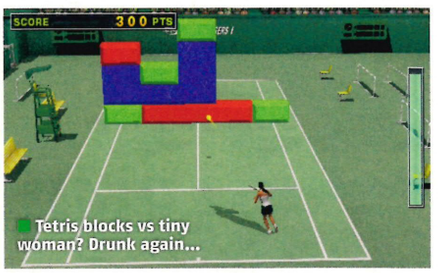
PUBLISHER CAPCOM **DEVELOPER** CAPCOM **PRICE** £34.99 **OUT** 1 SEP
WiFi YES (AD-HOC) **DOWNLOADS** NO **CUSTOM SOUNDTRACKS** NO

The best way to describe this is as *Street Fighter*'s eccentric cousin. And on PSP, if anything, the horror-themed weirdness is even more prominent – which wouldn't normally be a problem, but the fighting consistently fails to drag itself above the average. Dated and dull. **ND**

PlayStation 2 OFFICIAL magazine-UK	VERDICT
A trip down memory lane that conclusively proves 3D fighters are just plain better, and makes us realise how much we want a good one for PSP	**6/10**

Plays like a dream. Ok, a dream about men in shorts

Inside Cliff Richards' head



Tetris blocks vs tiny woman? Drunk again...

VIRTUA TENNIS: WORLD TOUR

Virtua Tennis shoots up the seedings

Tennis is now cool. Deal with it. First, there was Snoop Dogg name-checking 'Venus and Serena at the Wimbledon arena'. And now there's this superb game.

Here's what you get: a roster of top seeds (Sharapova plus some others) tournaments, exhibition matches, WiFi multiplayer and the involving career mode – World Tour. You also get highly addictive mini-games and a simple but effective setup that enables solo players to play doubles, issuing orders to your partner on the fly. But all of this is just window dressing to *Virtua Tennis*'s killer hook: how it feels to play. Instead of punishing novices, new players will rarely be *unable* to return a shot, and this makes for fast, exciting games. What *is* hard however, is making shots from the ideal court position. It's the hunt for these sweet spots, and attempting to wrong-foot opponents that's the real juice here. Portable *Virtua Tennis* simply feels right. (We mentioned Sharapova, yeah?) **Paul Fitzpatrick**

DETAILS

PUBLISHER SEGA
DEVELOPER SUMO DIGITAL
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACK NO

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Graphics	08	Sun-baked courts and great animation
Sound	07	Music is a little grating. Great SFX though
Gameplay	08	Against AI or on WiFi this is gripping
Lifespan	08	It'll last as long as you love tennis

***Virtua Tennis** has always been a great sports series, but on PSP it's found its spiritual home. Very enjoyable*

8/10

The mini-games are superb fun

Gameplay is very rewarding

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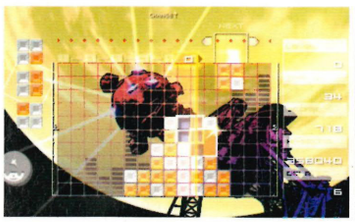
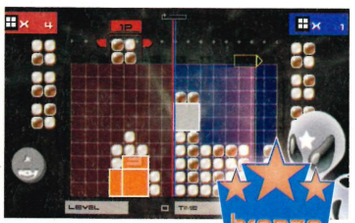
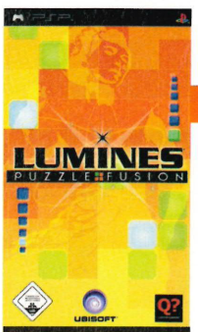






LUMINES

bronze
PlayStation 2 OFFICIAL MAGAZINE

You were getting bored of *Tetris*, yeah?

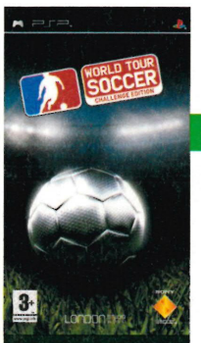
Every new console has one of these; the obligatory 'weird Japanese one', with a silly name and an even sillier concept. But *Lumines* revels in its own oddness, delivering an excellent puzzle game.

As in the likes of *Tetris*, *Columns*, *Puzzle Fighter* and *Puyo Pop*, the action revolves around falling blocks, but the *Lumines* twist is that dance and techno tracks play along as blocks fall. In time with the beat, a metronome bar sweeps across the screen to clear away stacks of blocks you've assembled. Whenever blocks are moved or disappear, they play extra sounds to accompany the music. You can either make sure the screen is clean each time, or set up the area to create high scoring chains that evaporate with percussive riffs. In all, the electro sounds and falling blocks set up round after round of action that is both entrancing and addictive. ■ **Michael French**

DETAILS

PUBLISHER UBISOFT
DEVELOPER Q
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
Totally unique and mesmerising. The ingenious mix of music and puzzles make Lumines *an unforgettable and addictive dose of fun*	8/10



WORLD TOUR SOCCER: CHALLENGE EDITION

Not *Pro Evo*, but not bad either

Now here's a surprise. All the pre-match banter has been focused on which of the two big PS2 footy games (*FIFA* and *Pro Evolution*) would come out on top on PSP. No one's mentioned *World Tour Soccer*.

Visually, it looks like a pared-down version of *Pro Evo*. The controls, too, are near-identical, although with some infuriating changes. For instance, ⊗ is 'change player' rather than 'tackle'. Luckily the gameplay more than makes up for it. There's less realism in player movement and ball physics than *Pro Evo*, but this gives you the ability to create some spectacular goals. Unfortunately, the lack of any kind of management-style mode akin to the Master League is a disappointment. It's the one thing that means that, although enjoyable, *WTS* won't have you hooked for a whole season. ■ **Nathan Ditum**

DETAILS

PUBLISHER SONY
DEVELOPER LONDON STUDIO
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES (AD-HOC)
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT
A solid if shallow effort. Great fun at first but without a League option World Tour Soccer *remains a very competent stop-gap rather than a genuine title-contender*	7/10

■ It's got small balls but in a good way

■ Burn rubber in a heavily armed beach buggy

FIRED UP

Barman, another car and guns cocktail!

Fired Up is from the same people that brought you *Hardware: Online Arena* on PS2. Like its console sibling, it sees you motoring around open environments and blowing rivals to kingdom come. But *Fired Up* isn't quite a sequel – rather, it takes a bunch of familiar multiplayer modes and throws a solo story mode into the mix as well.

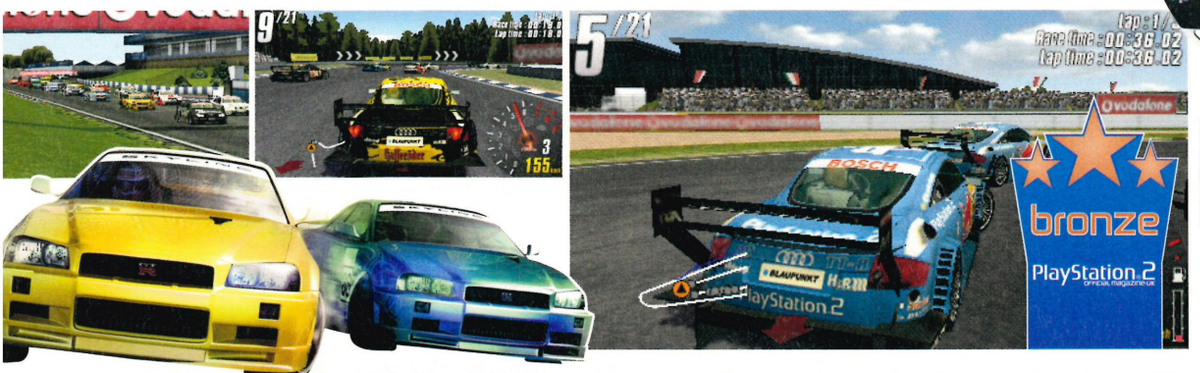
In the single-player game, *Fired Up* is quite similar to the driving element in *Mercenaries*. The levels are much smaller, obviously, but there's plenty scope for vehicular havoc. You're free to take missions as you please or just drive around blowing stuff up – and thanks to a generous amount of auto-aiming the action is remarkably easy to get into. Plenty to keep the lone driver happy, then – and there's also the packed multiplayer mode, with its 12 maps and eight game modes.

Where *Fired Up* is a bit of a let down is in the details. The handling often feels light and cartoony, like driving a milk float in zero gravity, and the one-weapon-at-a-time pick-up system is shallow. Plus, how much fun you get out of the multiplayer mode very much depends on the number of participants. With only two players, you often find yourself tootling around aimlessly instead of fragging each other insensible. *Fired Up* is a solid enough little game, but one that's unlikely to live long in the memory. See, told you it was like *Hardware*. ■ **Leon Hurley**

DETAILS

PUBLISHER SONY
DEVELOPER SONY LONDON
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

PlayStation 2 OFFICIAL MAGAZINE-UK	VERDICT	
Graphics	07	A little bland with great explosions
Sound	07	Enjoyably orchestral pomp
Gameplay	06	Laughs to be had, but it's too shallow
Lifespan	08	Loads of varied missions, fun multiplayer
Reasonable single-player action and a great multiplayer mode (assuming you've got enough mates to make up the numbers)		7/10



TOCA RACE DRIVER 2

It's a smaller engine, but just as powerful

There's a real risk with PSP conversions of existing PS2 games, that the end result will be a rushed cut-and-shut job. But not so with *TOCA Race Driver 2*, which looks almost identical to its older brother and arguably plays better on PSP. Here's why...

Steering with the stick feels twitchy at first, but the D-pad provides all the accuracy you need. The stick actually turns out to be useful for driving more substantial vehicles like trucks, with heavier handling. *TOCA 2*'s gameplay is about as far from the arcadey appeal of *Ridge Racer* as you can get – and it takes a fair amount of practise before you're confident enough to really sling the cars into corners. But once you've acclimatised, the handling is even more responsive and balanced than the PS2 game.

TOCA's goal-based storyline (you're a rookie driver who's seen *Days Of Thunder* too many times) also suits the PSP, with bite-sized sessions designed to encourage players to complete a single objective. And while it's not quite as visually impressive as *Ridge Racer*, there are often 21 cars crammed bumper to bumper, which makes for exhilarating races. *TOCA 2* is probably the PSP's toughest racer, but it's also a supremely enjoyable drive. ■ **Ben Richardson**

DETAILS

PUBLISHER CODEMASTERS
DEVELOPER SUMO
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS YES
CUSTOM SOUNDTRACKS YES

PlayStation 2 OFFICIAL magazine-UK VERDICT

Graphics	07	Good looking, but not outstanding
Sound	08	Your radio chatter is excellently scripted
Gameplay	08	Tricky at first, but brilliant once cracked
Lifespan	08	A huge amount of cars and tracks

TOCA might not be as instantly accessible as* Ridge Racer, *but it's almost as ace. Solid, responsive and with tons of replay value

8/10

DYNASTY WARRIORS

Time to get medieval on your, er, PSP

You may well think, what with having to review a *Dynasty Warriors* game, ooh, every ten minutes or so, that we'd be bored of them by now. Or, at the very least, we'd have run out of things to say about them. And you'd be wrong. Something we don't quite understand – a rare and fearsome alignment of the planets, perhaps – keeps the franchise remarkably playable, and never more so than in this latest PSP iteration.

The game's greatest pleasure remains the ability to roam about centuries-old Chinese battlefields, pretending to be a bearded warlord and hacking dozens of thinly armoured men into tiny, tiny bits. In fact, it's pretty much the game's only pleasure; actually, it's pretty much the game's only feature. Luckily it's a good one.

There are some changes in other areas, though. Battles are broken into smaller encounters to suit PSP patterns of play and to avoid time-sapping jaunts across massive levels. This is basically a good thing, although some encounters are now so brief that we barely get our bloodlust up before the fun's over. And the new ability to swap officers and lieutenants with your mates' armies using the PSP memory stick is a clever use of the new tech. Otherwise it's pretty much 'as you were' for the ancient war series – good thing, too. ■ **Nathan Ditum**

PlayStation 2 OFFICIAL magazine-UK VERDICT

Graphics	08	Smooth, even when it gets hectic
Sound	07	Atmospheric clanging of swords
Gameplay	08	Satisfying as ever
Lifespan	07	The repetitive action still bears up well

Nothing new here but plenty to enjoy.* Dynasty Warriors *seems at home on PSP, providing short bursts of satisfaction. Good stuff

7/10

DETAILS

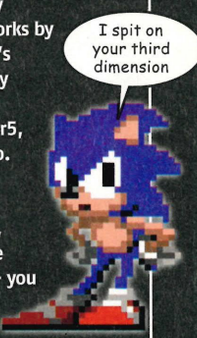
PUBLISHER KOEI
DEVELOPER KOEI
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

Did you know...?

...about the 'naughty' things the PSP can do?

PLAY D.I.Y. PROGRAMS!

There are already stacks of emulators and 'homebrew' programs available for the PSP via the interweb. Good news if you fancy playing old Nintendo or Sega games and boring anyone else on the bus about 'the good old days'. Problem is that this software is completely unofficial and only works by dodging the machine's security software. Sony is already working on locking out the haXX0r5, Our advice: just say no.

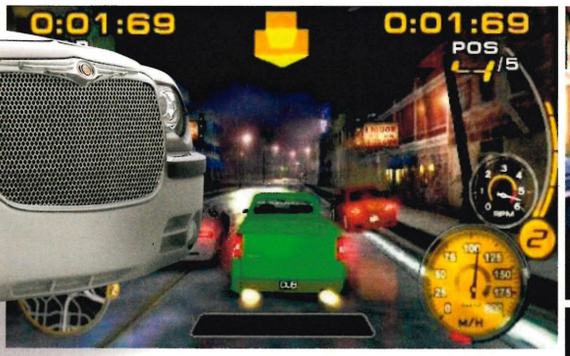


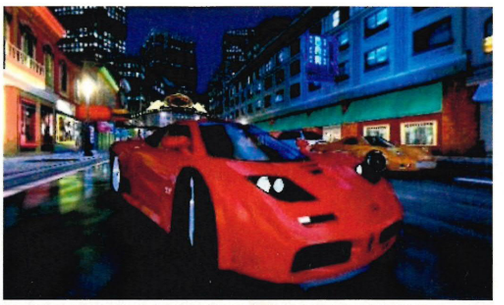
BUY FOREIGN!

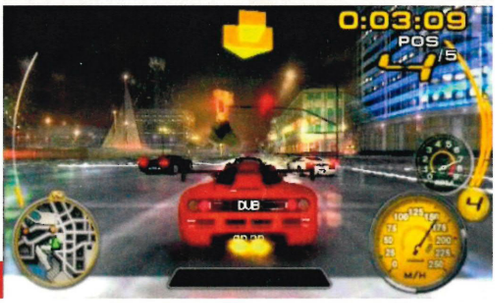
The PSP is region free, which means – unlike with home consoles – you can buy a game from anywhere in the world and it will run on your handheld. Perfect if you go on holiday and get bored of the games you've taken with you. The same isn't true for UMD films, however. These are region locked like DVDs are, so your UK PSP will only play movies bought in the UK or other region 2 countries like Australia and Japan.

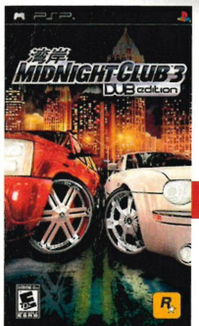
WATCH PORN

The PSP comes with a built-in photo viewer. Obviously, you *could* use this for painstakingly archiving your holiday snaps. Or you and your other half could 'experiment'. In the absence of a willing/drunk other half, you could fill the memory stick with naked hotties you've never met. *Playboy* is offering images formatted for PSP on its site (www.playboy.com/features/features/psp) and free PSP download site www.pspdrive.com has its own 'Babes' channel full of pictures. In Japan UMD movie companies have already released bongo for PSP. The trend is set to continue in the UK, starting with the imminent release of *Desperately Sexy Housewives*.









DETAILS

PUBLISHER ROCKSTAR GAMES
DEVELOPER ROCKSTAR SAN DIEGO/LEEDS
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

MIDNIGHT CLUB 3: DUB EDITION

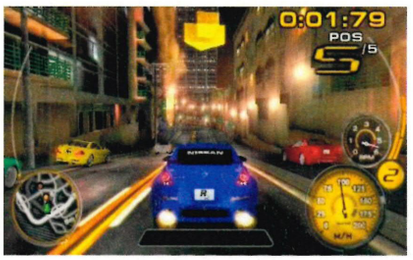
Proof that bigger isn't always better

The hook with *MC3* is that it's exactly the same as the PS2 version. All the speed, slick visuals and three huge living cities on one tiny disc. Slip into a quick race and cruise the streets of San Diego, Atlanta or Detroit – it's hard not to be impressed; the open city racing *Midnight Club* invented back in 2000 is fully operational. You take part in crosstown showdowns, dodging traffic, taking the fastest route to checkpoints whether it's over rooftops or through underground car parks.

But despite its jumped-up technical wizardry, *MC3* isn't properly suited to PSP. There's just too much going on at once. Floating arrows, maps, speedometers, nitrous bars and somewhere in the middle, the road ahead. Given that the key to winning races is to make split-second decisions on paths to checkpoints, darting down a side alleys or over a ramps, the restricted vision is a serious issue. It's difficult to see the traffic, let alone a gap in the scenery.

The cars' handling, best experienced with the stick, isn't as well honed as *Ridge Racer*. Cars tend to feel quite stiff and heavy and behave irrationally when you hit scenery. An overzealous interpretation of gravity means cars flip easily, often for just clipping a curb. Interestingly, the bikes are better suited, their more responsive turning making it easier to negotiate tight bends even if you spot them a bit late.

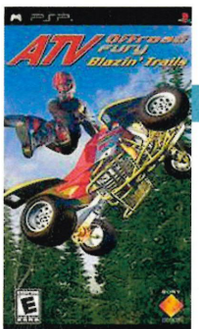
What concerns us most is that no attention has been paid to the short-burst game-playing the PSP demands. In order to get really involved you need to win races and spend time customising. Great on PS2 but... do you really have time to do all that if you're simply after a five-minute racing fix? ■ **George Walter**



PlayStation 2 OFFICIAL MAGAZINE UK	VERDICT
Graphics	08 Vibrant sparkling effects, dingy cities
Sound	07 Catchy urban rhyming ditties
Gameplay	06 Not entirely suited to PSP
Lifespan	08 Large and long, certainly

Doesn't feel like a 'made for PSP game', hence it's all a bit squashed in and uncomfortable. Racing games need more room to breathe

7/10



DETAILS

PUBLISHER SOUTH PEAK
DEVELOPER CLIMAX
PRICE £34.99
OUT 1 SEPTEMBER
WiFi MULTIPLAYER YES
DOWNLOADS NO
CUSTOM SOUNDTRACKS NO

ATV OFFROAD FURY: BLAZIN' TRAILS

Well, it certainly made us feel furious

This has got everything you'd expect from an extreme-themed racer (right down to the pop-metal soundtrack) with one crucial oversight: fun. Each race demands a phenomenal level of skill just to stay on the track. The main problem is the concept of 'preloading'. This is the skill of shifting the rider's weight to jump higher. And thanks to the cramped, twisting tracks, if you don't get it exactly right you'll fly totally off the course. Even if you do perfect your technique, the handling is so boingy, and the tracks so riddled with potential disaster, that gnawing frustrating is never far off.

It doesn't help that although you might escape a head-on collision unscathed, a light shunt can hurl you from the saddle. And lastly, consider this: restarting a race after a crash puts you back at *exactly the same place and speed that made you crash in the first place.* If we didn't know better, we'd think the game wanted us to hate it. If so, job done. ■ **Leon Hurley**

PlayStation 2 OFFICIAL MAGAZINE UK	VERDICT
Not a patch on the PS2's own ATV games. The handling's all over the shop and the game design is knackered by several other serious flaws	**5/10**

Next Month

Even more PSP love! The second wave of games reviewed, plus new info on *GTA: Liberty City Stories!*

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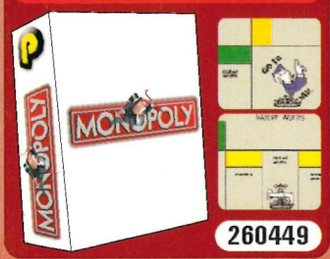

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KING OF THE FIGHTERS

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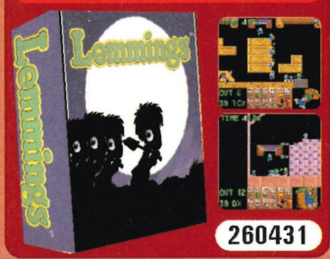

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FANTASTIC FOUR ™

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TEXAS HOLD'EM

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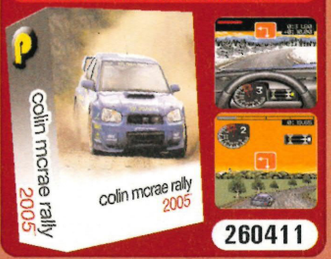
COLIN MCRAE RALLY ™



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BIKINI MACHINE

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FALLING BLOCKS

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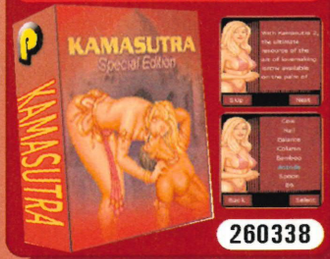
KAMASUTRA



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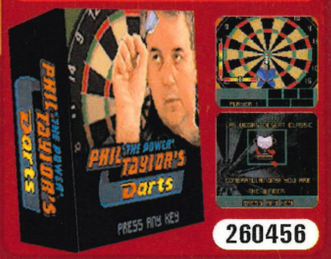

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"Street Fighter - Maximum Blow" brings ultimate first-person view fighting to your mobile. Fight in different locations against various opponents! You have to win in all eight stages to become the fighting champion! Quick reactions and strong fighting skills are required to win against Sakura and the others.

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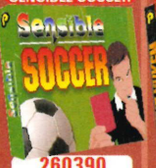

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DUKE NUKEM

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PREDATOR

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BOMBERMAN

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BRUCE LEE

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FRUIT MACHINE

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SOCCER MANAGER

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DRIVER 3

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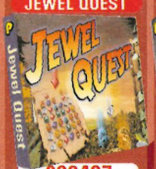
JEWEL QUEST



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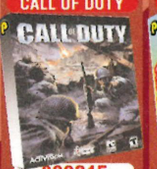

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MR BEAN RACING

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POOL CHALLENGE

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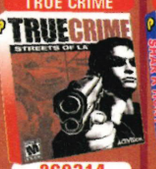
TRUE CRIME



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SHARK HUNT

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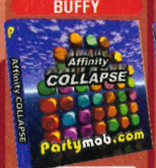
BUFFY



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CONNECT FOUR

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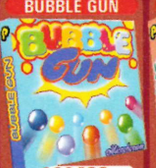
BUBBLE GUN



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TJ HART IN SNAKE

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BIPLANES

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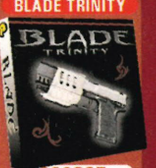
BLADE TRINITY



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MOBILE PET 2

260351

DUCATI EXTREME

260355

PAMELA EXPOSED

260349

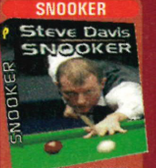
JORDAN

260356

MICROGOLF

260423

SNOOKER



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replay

BREATHING SWEET NEW LIFE INTO OLD GAMES

In a massive display of selfishness, I've decided to go on holiday while the rest of the team are stuck in the office, sweating their nuts off on another mind-breaking magazine deadline. Which means this column is being typed by someone else on the team, probably Tim, who'll be in such a vindictive mood he'll write it so it sounds like I'm some kind of stereotypical rugger-lovin' posho. Which I am.

Oh, and if you're reading mother, I'd like to take this opportunity to come clean over that time you found Justin and myself wrestling in the conservatory. It was just a phase...

Hmmm, what else do I normally ramble about. Erm, there's usual risotto of *Pro Evo 4* expertise, online reviews and a sneak peak at next month's stunning-looking issue. I'll be back by then, probably crying onto my keyboard and moaning to HR about 'bullying'.

Ben Richardson,
Staff writer

THE BOOT ROOM

Go in two-footed with our guide to *Pro Evolution Soccer 4*'s dirtiest tricks

129 **CHALLENGES**
Take our challenges, send us your results and you could bag yourself some goodies!

129 **ONLINE**
More games 'with net play' rated, plus where and when you can find us online

130 **CHEATS**
Indispensable cheatage to blow open the best, weirdest and funniest bits of your games

132 **CHARTS**
We reveal what the other rags have written about the big games, plus who's bossing the PS2 top 20

133 **SUBSCRIBE**
Terrified of leaving the house? Allow us to deliver this fine organ direct to your door

134 **HOT 100**
Three digits worth of the finest games ever to grace the world's favourite, curiously bevelled console

136 **NEXT MONTH**
Done already? Here's what you'll be chowing on in a month's time

Ringtoneking

Pop Goes The Frog!

from as low as **30p***

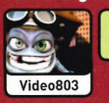
when you join **clubs** for just £3/week see details below

Ringtone Charts

	polyphonic	monophonic
1) 2Pac - Ghetto Gospel	Rin6565	Rin6575
2) Crazy Frog - Axel F	Rin6566	Rin6576
3) Akon - Lonely	Rin6567	Rin6577
4) Eminem - Ass Like That	Rin6568	Rin6578
5) Eminem - Mockingbird	Rin6569	Rin6579
6) Charlotte Church - Crazy Chick	Rin6570	Rin6580
7) K.Clarkson - Since U Been Gone	Rin6571	Rin6581
8) K.West - Diamonds From Sierra…	Rin6572	Rin6582
9) Audio Bullys - Shot You Down	Rin6573	Rin6583
10) Rachel Stevens - So Good	Rin6574	Rin6584

Named artists may have no connection with the featured ringtones & may not be the only artists who have recorded the song.

Videoringtones


Video803

Crazy Frog **Axel F**

Ringtones

	poly	mono	real
Popcorn Mix	Rin6625	Rin6626	Real2630

The ALBUM

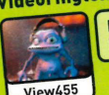
out on july 25th!

Ringtones	poly	mono	real
Crazy DJ	Star1504	Star1505	Star1506

Wallpapers

Pic2215

Videoringtones


View455

DJ Crazy Frog **Don't Eat Me**

DJ Crazy Frog **Rock Me**

View456

Themes

Theme647

Videos

Play305

Games

Game316

Animated Screensavers

Ani1016

Pic2216

Pic2217

Crazy Sound Effects

Crazy Frog Original	Fun3580
The Frog Gets Shot	Fun3581
Crazy Frog Is High	Fun3582
Frog Is Puking	Fun3583
Frog & Girlfriend	Fun3584
Goooooaal	Fun3585

Ani1010

Animated Screensavers

Ani1011

Ani1012

Ani1013

Ani1014

Ani1015

Chartbreakers

	polyphonic	monophonic
50 Cent - Just A Lil Bit	Rin6585	Rin6595
Backstreet Boys - Incomplete	Rin6586	Rin6596
Bobby Valentino - Slow Down	Rin6587	Rin6597
Gorillaz - Feel Good Inc.	Rin6588	Rin6598
Green Day - Wake Me Up When…	Rin6589	Rin6599
James Blunt - You're Beautiful	Rin6590	Rin6600
M.V.P. - Roc Ya Body	Rin6591	Rin6601
Missy Elliott - Lose Control	Rin6592	Rin6602
Snoop Dogg - Signs	Rin6593	Rin6603
Tony Christie - To Amarillo	Rin6594	Rin6604

Hot Stuff

	polyphonic	monophonic
50 Cent - Candy Shop	Rin6605	Rin6615
Beverly Hills Cop	Rin6606	Rin6616
B. E. Peas - Don't Phunk With	Rin6607	Rin6617
Bodyrockers - I Like The Way	Rin6608	Rin6618
Exorcist (Tubular Bells)	Rin6609	Rin6619
Hard-Fi - Hard To Beat	Rin6610	Rin6620
James Bond	Rin6611	Rin6621
Joss Stone - Don't Cha Wanna	Rin6612	Rin6622
Mario - Here I Go Again	Rin6613	Rin6623
Mission Impossible	Rin6614	Rin6624

Realtone Charts

1) Crazy Frog - Axel F	Real2610
2) Gorillaz - Feel Good Inc	Real2611
3) 2Pac - Ghetto Gospel	Real2612
4) Faithless - Insomnia	Real2613
5) James Blunt - You're Beautiful	Real2614
6) Akon - Lonely	Real2615
7) Charlotte Church - Crazy Chick	Real2616
8) 50 Cent - Candy Shop	Real2617
9) Audio Bullys - Shot You Down	Real2618
10) Snoop Dogg - Signs	Real2619
11) Eminem - Ass Like That	Real2620
12) Destiny's Child - Cater 2 U	Real2621
13) Tony Christie - To Amarillo	Real2622
14) Mario - Let Me Love You	Real2623
15) The Game - Hate It Or Love It	Real2624
16) Ciara - 1, 2 Step	Real2625
17) J. Lopez - Hold You Down	Real2626
18) 50 Cent - Just A Lil Bit	Real2627
19) Bodyr.- I Like The Way You…	Real2628
20) Bobby Valentino - Slow Down	Real2629

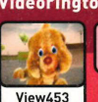
Sound Effects

Angry Phone	Fun3560
Best Of Bo Selecta**	Fun3561
Best Of Britain**	Fun3562
Bogies (Dick And Dom)**	Fun3563
Captain Abu Dai-Air India	Fun3564
Check Your Text	Fun3565
Dark Telephone Force	Fun3566
Elvis - Caught In A…**	Fun3567
Fred Elliot**	Fun3568
Indian Phone Advisor	Fun3569
Its A Geezer	Fun3570
Joey - How Are You...**	Fun3571
Lou And Andy**	Fun3572
Man Uni. Commentary	Fun3573
Nessie - Fly Together	Fun3574
Peter Kay - Pick Me !**	Fun3575
Pick Up You Silly Moo!	Fun3576
U Have Got A Message	Fun3577
Who Are Ya?	Fun3578
Yoda (Cover)**	Fun3579

Ringtoneking Stars

Ringtones	poly	mono	real
Dirty Turtles	Star1492	Star1493	Star1494
Nessie The Dragon	Star1495	Star1496	Star1497
Sweety Remix	Star1498	Star1499	Star1500
Little Birds Rock	Star1501	Star1502	Star1503

Videoringtones


View453

Brown Bear **Skater Love**

Nessie **Dragon Love**

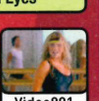
View454

Videoringtones

Video800

Raghav **Angel Eyes**

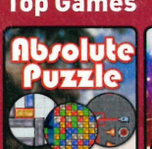
Eric Prydz **Call On Me**


Video801

Video802

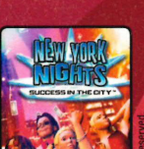
Soul Crew **Boyfriend…**

Top Games



Game313

Three puzzle games in one with excellent graphics and fun game play!



Game314

Find a job, make friends and become rich and famous.You may also meet your soul mate!

Game315

Anakonda - it's like Snake on steroids! Get ready for a totally new take on an old favourite!

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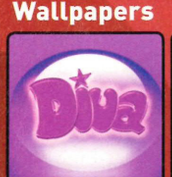
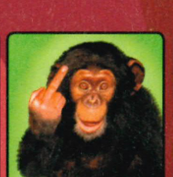
Wallpapers



Pic2204

Pic2205


Pic2206

Pic2207

Pic2208

Pic2209

Pic2210

Pic2211

Pic2212

Pic2213

Pic2214

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the boot room

THIS MONTH WE TEACH YOU OUR SEVEN *PRO EVO* SINS

1. GOALHANG

Position your striker behind the defender closest to the keeper when he's about to do a goal kick. If the keeper is going to kick a long clearance, he'll run to the ball with a long stride, but if he's playing a short pass he'll shuffle up in smaller steps. Nip in front of the defender when a short ball is played and an easy goal is yours.

2. DIVE IN THE BOX

Using L1 to dribble closely in the box will pull in the surrounding defenders. Let them get close enough to challenge or push you, then quickly turn away from them and use R1 or R2 to knock the ball into space. Any contact and there's a good chance for a pen.

3. SLOW DOWN THE PLAY

When your opponent is attacking on the break (from a corner or free kick at his goal), slow the advance with a cheeky foul. The resulting free kick will give your players time to get back and defend. Try to pull them down with ⊗ from behind, rather than a slide, as you're less likely to be given a card. Also known as 'the Mourinho special'.

4. BEAT THE ADVANTAGE

When the ref allows for the advantage (a yellow icon will appear), drag your closest player to the ball with R1 + R2, but don't collect it. Instead, wait for a second before kicking it on – if you time it right, the ref won't blow for the free kick and you can make a quick attack.

5. GET FREE GOALS

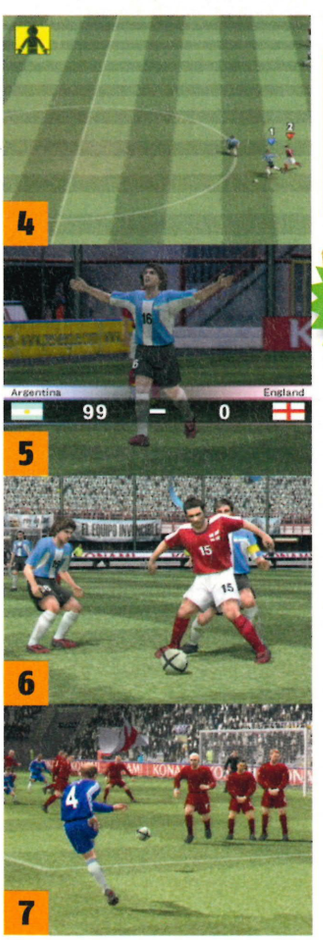
Pause the game the instant you score a goal. If you've done it right, then you'll be able to select Replay and watch the ball cross the line. Every time you select the Replay option, you'll get an extra goal. For free!

6. USE YOUR MUSCLE

Use the R2 button to get in the way of your opponent's players. Hold it down and move your player to block runs or stop the opposition reaching balls that are going out for throw-ins or goal kicks. Use heavy defenders like Stam or Ferdinand for the best results.

7. JUST SMASH IT

There are plenty of ways to 'go gay' at free kicks (when you play cowardly short balls and cause confusion in the box), but this one will make your mate cry more than most. It works best with free kicks on either side of the area, especially when the opposition is on fewer men than you. Simply shoot low across the box and into the press of players. Anything can happen, including lucky rebounds and sickener own goals.



HAVE YOU EVER SEEN ANYTHING LIKE IT?

Send us your oddest moments and we'll run the best on the DVD. Here's one for starters...

1 Two players, one ball. This won't be pretty

2 DONK! Their coconuts collide

3 Down they go...

4 The poor lads don't know what hit them

GOAL OF THE MONTH

1. Steve Hill, Dundee
A lobbed pass clears the defensive line and Ronaldo smashes a powerful volley that goes soaring past the keeper and into the back of the net.

2. Fraser McNeil, Fife
3. Adam Pescod, Whyteleafe
4. Tom Wood, Farnborough
5. Jon Trethewey, Cuttingley

Keep 'em coming. Our monthly winner will bag a highly desirable *OPS2* T-shirt. *PES4* goals only. Write to GOTM, *OPS2*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

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Agent Under Fire
Alien Hominid
Aliens vs Predator:Extinction
Alone in the Dark 4
America's 10 Most Wanted
Angel of Darkness
Area 51
Athens 2004

B = 0 2
Bad Boys 2
Baldur's Gate: D. Alliance 2
Batman Begins
Battle Engine Aquila
Big Mutha Truckers
Broken Sword 3: S. Dragon
Brothers in Arms
Buffy 2: Chaos Bleeds
Burnout 3: Takedown

C = 0 3
Call of Duty: Finest Hour
Castlevania: L.of Innocence
Catwoman
Champions League 04/05
Chaos Legion
Clock Tower 3
Cold Winter
Conflict Zone
Conflict: Vietnam
Constantine
Crash B'coot: Wr. of Cortex
Crash Twinsanity
Crush Hour, WWE

D = 0 4
Dead to Rights
Deadly Skies 3
Death by Degrees
Def Jam: Fight for New York
Destroy All Humans
Destruction Derby Arenas
Devil May Cry
Devil May Cry 2
Devil May Cry 3
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Drakengard
DRIV3R
Dynasty Warriors 3
Dynasty Warriors 4

E = 0 5
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick

F = 0 6
Fallout:Brotherhood of Steel
Fantastic 4
Fatal Frame
FIFA 2003
FIFA 2004
FIFA Football 2005
FIFA Street
FIFA Street Soccer
Fight Night 2004
Fight Night Round 2
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Fire Warrior
FlatOut
Forbidden Siren
Formula 1 2004
Freedom Fighters
Full Spectrum Warrior

G = 0 7
Getaway
Getaway 2: Black Monday
Ghost Hunter
Ghost Recon 2
God of War
Godzilla: Save the Earth
Goldeneye: Rogue Agent
Gran Turismo 3
Gran Turismo 4
Grand Theft Auto 3
GTA: San Andreas
Grand Theft Auto: Vice City

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
Haunting Ground
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts

I = 0 9
Incredibles
Indiana Jones: Emp.'s Tomb

J = 1 0
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Juiced
Jurassic Park: Op. Genesis

K = 1 1
Kessen 3
Killer 7
Killzone
Kingdom Hearts

L = 1 2
Lara Croft: Ang.of Darkness
Legaia: Duel Saga
Lego Star Wars
Leisure Suit Larry: M.C.L.
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: R.of King

M = 1 3
Mace Griffin: Bounty Hunter
Mafia
Manhunt
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: E. Ass.
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Mercenaries: Pl. of Destruct.
Metal Gear Solid 2
Metal Gear Solid 3: S. Eater
Midnight Club 3: DUB Ed.
Monkey Island, Escape from
Mortal Kombat: Decept.
MTX Mototrax
Mummy Returns
MX Unleashed
MX vs ATV Unleashed

N = 1 4
NARC
Need for Speed: Undergr.
Need for Speed: Undergr. 2
NFS Underground: Rivals
Nightfire
No One Lives Forever

O = 1 5
Onimusha 3: Demon Siege
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Everything or Nothing

P = 1 6
Playboy: The Mansion
Primal
Prince of Persia: S. of Time
Prince of Persia: War.Within
Pro Evolution Soccer
Pro Evolution Soccer 3
Pro Evolution Soccer 4
Project Snowblind
Project Zero
Psi-Ops: Mindgate Cons.
Punisher

R = 1 8
Ratchet and Clank 2
Red Dead Revolver
Red Faction 2
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return to C. Wolfenstein
Revenge of the Sith
Ridge Racers
Robots
Rocky

S = 1 9
San Andreas, GTA
Second Sight
Seek and Destroy
Shadow of Rome
Shadowman 2
Shellshock Nam '67
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Sims
Sims in the City (The Urbz)
Smackdown vs Raw
Smackdown! 3: Just Bring It
Smackdown! 5: H.C.T.Pain
SOCOM 1 & 2
Soldier of Fortune
Sonic Mega Collection Plus
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Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Splinter Cell 3: C. Theory
Spongebob Squarepants
SSX Tricky
Star Ocean: End of Time
Star Trek: Shattered Univ.
Star Wars Episode III
Star Wars: Battlefront
Star Wars: Bounty Hunter
Star Wars: Lego Star Wars
Star Wars: Star Fighter
Starsky & Hutch
Street Racing Syndicate
Stuntman
Syberia
Syphon Filter: Omega St.

T = 2 0
Teenage Mut.Ninja Turtles 2
Tekken 5
Tenchu: Fatal Shadows
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator 3: Redemption
Terminator: Dawn of Fate
The Getaway 2 B. Monday
The Punisher
The Sims in the City
The Sims: Bustin Out
The Thing
Theme Park World
Tiger Woods Golf 2004
Tiger Woods Golf 2005
TimeSplitters: Future Perfect
Tom Clancy's Ghost Recon 2
Tom Clancy's Splinter Cell
Tom Clancy's: P. Tomorrow
Tomb Raider: Angel of D.
Tony Hawk's Underground 2
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
TT Superbikes
Turok, Evolution
Twisted Metal Black
Ty the Tasmanian Tiger 2

U = 2 1
Urbz: Sims in the City

V = 2 2
Van Helsing
Virtua Tennis 2

W = 2 3
War of the Monsters
Way of the Samurai 2
World Rally Championship 3
Wrath Unleashed
WWE Smackdown vs Raw

X = 2 4
X-Files: Resist or Serve
X-Men Legends
Xtreme G3

Y = 2 5
Yu-Gi-Oh! Duellists of Roses
Yu-Gi-Oh!: Cap.Mon.Col.

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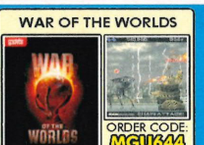
WAR OF THE WORLDS

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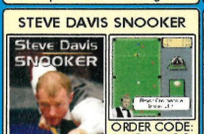
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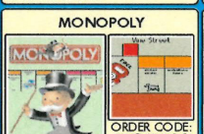
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ORDER CODE: MGU644 ZOO

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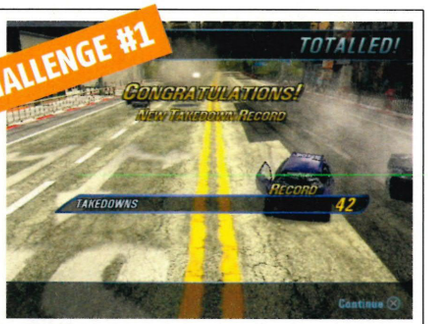
challenges

WIN STUFF FOR BEING GOOD AT GAMES

BURNOUT 3: TAKEDOWN

CHALLENGE #1

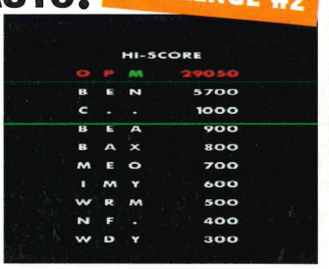


Enter a Road Rage Single Event on USA track, Silver Lake Southbound and try beating our record of 42 Takedowns in the Compact Type 3.

Best proved score gets...
Signed *Lord Of The Rings: The Third Age* artwork and an *OPS2* T-Shirt.

GRAND THEFT AUTO: SAN ANDREAS

CHALLENGE #2



Go to the bar near to CJ's house on Grove Street and play the Go Go Space Monkey arcade game. Can you smash our best score of 29,050 points?

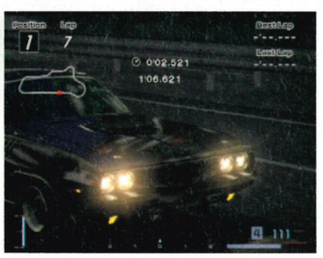
Best proved score gets...
A copy of *Call Of Duty: Finest Hour* and an *OPS2* T-Shirt.

HOW TO ENTER

Beat our record, take a picture with your phone for proof, then text (must be in capital letters) **OPS2 CHALLENGE #1, #2 or #3**, your name and where you live to **07843 500 911**

Only the winner *OPS2* judges to have the best time or score wins a prize. Text messages will cost you 25p including VAT per text message received, plus your usual text message cost. Please source all necessary permissions. This service is only available to UK customers of T-mobile, Orange, Virgin, O2 and Vodafone. Lines are open from 11 August to 7 September inclusive.

GRAN TURISMO 4



Start an Arcade Time Trial on the Clubman Stage Route 5 circuit and try to beat our best time of 1'06.621 in a Plymouth Cuda 440 muscle car.

Fastest proved time gets...
A copy of *Metal Gear Solid 3: Snake Eater* and an *OPS2* T-Shirt.

CHALLENGE #3

online

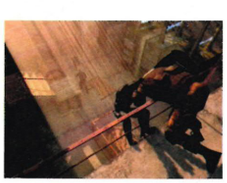
IS IT WORTH GETTING BROADBAND FOR THESE GAMES?

AREA 51

What you get: 17 levels and five match types. Up to 16 players per match.

What it's like: Fast. Thanks to a simple menu you'll be fragging in minutes, and there's no shortage of games to join or players to shoot in the face. The well-judged weapon set and good, tight level-

SHOULD I GET BROADBAND FOR THIS? ✓



SPLINTER CELL CHAOS THEORY

What you get: Two spies vs two mercenaries in three match types over 12 levels.

What it's like: Finding a game's easy, but regular onliners won't let you join without a headset – vital for co-operating with your buddy. Match types encourage confrontations, and the clever balance of spies = stealth / mercs = action makes for challenging but outstanding gaming.

SHOULD I GET BROADBAND FOR THIS? ✓

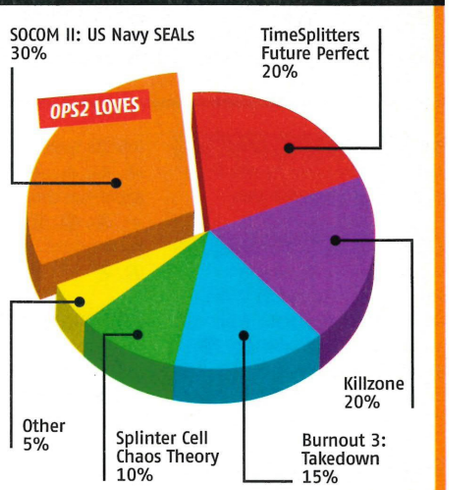
MOTOGP 4

What you get: Races over 19 different tracks for up to eight bikers.

What it's like: It's a barebones server with no frills, but the racing is just as solid and speedy as it is offline. However, we couldn't find a single other online motorcyclist to race. You can have AI bikers join you, but that defeats the point of being online in the first place.

SHOULD I GET BROADBAND FOR THIS? ✗

WHAT YOU'VE BEEN PLAYING



FANCY A GOOD FRAGGING?

We're setting up our own multiplayer games over the forthcoming weeks. Get online with the right game between 5pm and 6pm on the following Fridays and look for the 'OPS2Online' match.

19 August	MotoGP 4
26 August	Splinter Cell Chaos Theory
2 September	Area 51

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CHEATS

ALL THE BEST CODES FROM ALL THE GREATEST GAMES

BROTHERS IN ARMS

Unlock all the levels by creating a profile called **BAKERSDOZEN**.

CALL OF DUTY: FINEST HOUR

To unlock all levels, plug in a second controller and go to the Level Select screen. Hold ↑ on controller two and press START, SELECT, SELECT, □. For infinite ammo, pause the game and press R1, ○, L1, □, ○, R1, →, →, ○, →.

CHAMPIONS OF NORRATH

For an instant level 20 character with 999 skill points, hold L1, R2, △ and **R3**. (Do this as soon as you get control of your warrior at the start of the game.)

CONSTANTINE

Press SELECT while playing to go into the Journal screen. Then enter the following codes:

Infinite Spell Soul energy: ←, →, →, ←, ←, →, →, ←, △, △.
Rapid-fire shotgun: L2, ←, R2, ←, △, □, △, □.
Big weapons: ←, □, □, □, △, △, △.

DEF JAM: FIGHT FOR NEW YORK

To get extra reward points, go to Extras and select Cheats. When entered, each of the following codes will give you 100 reward points: **Crooklyn, GetStuff, Duckets, The Source, NewJack.**

DEVIL MAY CRY 3

Unlock all modes and costumes by holding R1 + R2 + L1 + L2 at the Start menu and rotating the left stick until you hear 'Devil May Cry'.

FREEDOM FIGHTERS

Enter the following codes while playing the game:

Maximum charisma: △, ⊗, □, ○, ⊗, ↓.
Nailgun: △, ⊗, □, ○, ⊗, ←.
Rocket launcher: △, ⊗, □, ○, △, ←.

FIFA STREET

Unlock all shoes and clothing for your players by holding L1 + △ at the main menu and then pressing →, →, ←, ↑, ↑, ↑, ↓, ←.
For mini players, pause the game and hold L1 + △ then press ↑, ←, ↓, ↓, →, ↓, ↑, ←.

FIGHT NIGHT ROUND 2

Go into the Create A Champ mode and select New Boxer. Type in the name **GETFAB** and press START. You can now select the secret character **Ghetto Fabulous** from the Heavyweight division in Play Now or Career modes.

FULL SPECTRUM WARRIOR

For infinite ammunition, go to the Extra Content menu, select Cheat Codes, then enter: **MERCENARIES**
Or to unlock the US Army version of the game, enter the following code: **HA2P1PY9TUR5TLE**

GOLDENEYE: ROGUE AGENT

Enter this code on the Extras screen to activate all cheats: ←, ←, →, →, ←, ←, ↑, ↑, ↓, ↓.

GRAND THEFT AUTO III

While playing, enter the following:
Lower Wanted level: R2, R2, L1, R2, ↑, ↓, ↑, ↓.
All weapons: R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓.
Extra money: R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓.
Full armour: R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑.
Full health: R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑.

GRAND THEFT AUTO: VICE CITY

While playing, enter the following:
Full armour: R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑.
Weapon batch A: R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑.
Weapon batch B: R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←.
Weapon batch C: R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓.

HITMAN: CONTRACTS

To skip the current level, press R2, L2, ↑, ↓, ⊗, L3, ○, ⊗, ○, ⊗ at any time.

JUICED

To unlock all cars in Arcade mode, go to the Cheats screen from the main menu and enter **PING**.

KILLZONE

To unlock all levels, begin a new profile called **SHOOTERMAN**.

LEGO STAR WARS

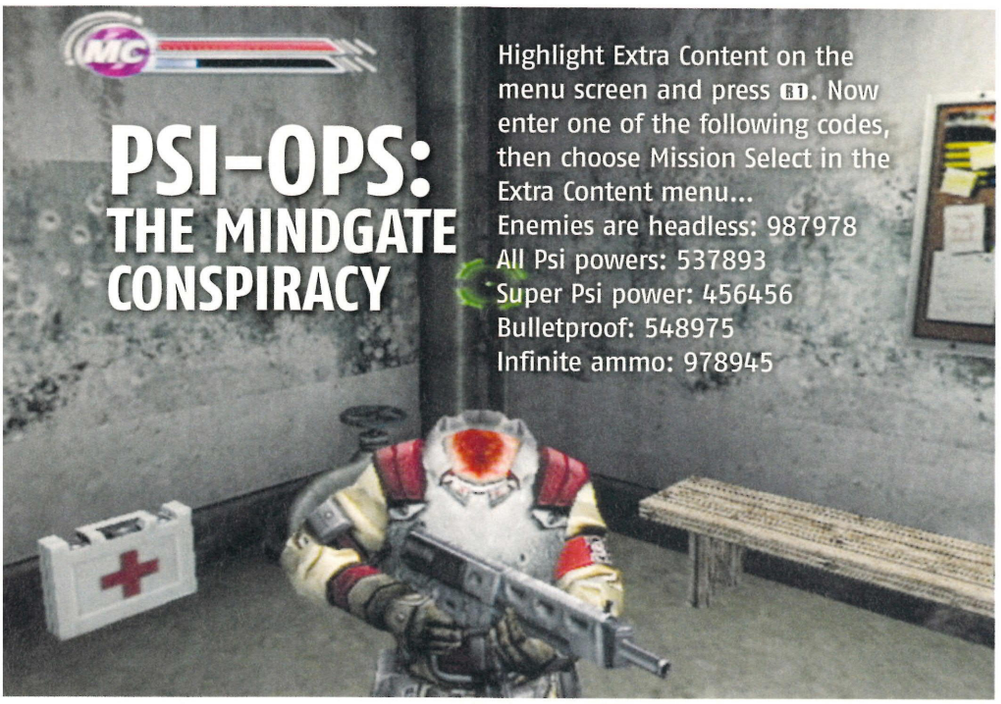
For invincibility, enter **4PR28U** at the Diner. Select the cheat using the Extra Option menu.
Unlock extra characters to use in Free Play mode by entering these codes at the Diner:
Boba Fett: **LA811Y**
Mace Windu: **MS952L**
Princess Leia: **BEQ82H**

THE LORD OF THE RINGS: THE RETURN OF THE KING

Pause the game at any point and hold L1 + L2 + R1 + R2. Then input the following codes:
Give Aragorn all special abilities: ↓, ○, △, △.
Give Gandalf all special abilities: ↑, ↓, △, ○.
Give Legolas all special abilities: △, ○, ⊗, ○.

MASHED: FULLY LOADED

Enter this code at the main menu to unlock everything: ↑, →, ↓, ←, ↑, ←, ↓, →, ↑, ↓, ↑, ↓.



MAX PAYNE 2
Enter this code while playing to start a new game with all modes unlocked: □, □, □, ⊗, ←, →, ←, →, □, □, □, ⊗, ←, →, ←, →.

MEDAL OF HONOR: EUROPEAN ASSAULT
Pause the game, then hold L1+R1 and press ○, ○, ←, △, ○, ⊗. Now input one of the following:
Kill Your Nemesis: ↓, L2, L1, R1, ↑, □.
Pick up OSS Document: ↑, ⊗, R2, R1, ↑, □.

MEDAL OF HONOR: FRONTLINE
Pause the game, press □, L1, ○, R1, △, L2, SELECT, R2 and you'll become invincible.

MERCENARIES
After collecting 20 National Treasures, enter the following codes on the Factions page of your PDA:
Play as Indiana Jones: ←, ←, →, →, ↑, ↑, ↓, ↓.
Play as Han Solo: ←, ←, →, →, ↑, ↓, ↑, ↑.
Infinite health: ↑, ↓, ↑, ↓, ←, →, ←, →.

MIDNIGHT CLUB 3: DUB EDITION
Select Cheats from the Option screen and enter these passwords: To unlock all the cities in Arcade mode, enter **roadtrip**. To stop your car from getting damaged, enter **ontheroad**.

MOTO GP4
To unlock all bikes, riders and courses, press the following combo at the main menu: ↑ + R2, → + R1, ↓ + L1, ← + L2, R3 + L3.

MX VS ATV: UNLEASHED
Open the Cheat Codes menu and enter **TOOLAZY** to unlock the whole game, or enter **MINIMOTO** to unlock 50cc motorbikes.

NARC
While playing, press these button combinations repeatedly:
All weapons: L1 + R1 + R3.
Invincibility: L1 + R1 + ⊗ + □.

NBA BALLERS
To activate the codes, select Quickplay. When the screen showing the players appears, tap out the following sequences (the three on-screen symbols will change):
Baby Ballers: □, □, □, □, △, △, ○, ○, ○, →.
Paper Ballers: □, □, □, △, △, △, △, △, ○, ○, ○, ○, →.
Go to the Phrase-ology screen and enter **NBA BALLERS TRUE PLAYA** to unlock all players.

NEED FOR SPEED UNDERGROUND 2
This code lets you start a career with $1,000 and opens the Mazda RX-8 and Nissan Skyline in Quick Race mode. On the title screen when 'Press Start' appears enter ←, ←, →, □, □, →, L1, R1.

OUTLAW GOLF
To unlock all courses, characters, clubs and events, create a new player and use **I Have No Time** (case sensitive) as your name.
For infinite Beating tokens, hold L1 and press L2, L2, R2, R2, △ while playing an exhibition match.
For big chests, hold L1 while playing and press △, ↑, ↑, △, ○, ↑.

PRINCE OF PERSIA: WARRIOR WITHIN
To fill up the prince's Sand Tanks, hold **L3** and press ○, ○, ⊗, □, □, ⊗, △, △.

RATCHET & CLANK 3
Pause the game and press ○, □, ○, □, ↑, ↓, ←, ← to turn Ratchet's wrench into a double-ended lightsaber.

SHELLSHOCK: NAM '67
Enter these codes at the title screen when 'Press Start' appears:
Psychedelic mode: ↑, R2, ○, ←, △, □, L2, L1.
Invincibility: **R3, L3**, →, ←, L1, R1, **R3, L3**, →, ←, L1, R1.
Infinite ammo: R2, R1, △, L2, L1, ↑, R2, R1, △, L2, L1, ↑.

SPLINTER CELL CHAOS THEORY
To get all the co-op missions, enter Solo or Co-op mode and hold R1 + R2 + L1 + L2 then press □, □, □, □, □, ○, ○, ○, ○, ○.

SRS: STREET RACING SYNDICATE
Press ↑, ↓, ←, → at the main menu to activate the code entry screen. Then enter one of the following cheats:
Unlock a Police car in the arcade mode: **GOTPOPO**
Free car repair: **FIXITUP**
Pac-Man vinyl: **GORETRO**

STAR WARS: BATTLEFRONT
During a game, press START. Now hold L2 and press ⊗, ○, □, △, ←, ↑, → for full health.
To unlock all planets, choose a Historical campaign and at the Planet Selection screen press □, ○, □, ○.
For Ewok mode, start a new profile called **Jub Jub** (case sensitive). Now all player models will be the size of Ewoks.

TAK AND THE POWER OF JUJU
While playing, press ↑, →, ←, ↓, △, ○, □, ↓. Now quit the game and look in the extras menu to activate all Juju power-ups.

THE GETAWAY: BLACK MONDAY
Enter these codes during the intro movie:
Double health: ↑, ↑, ←, ←, →, →, ○, ○, ↓.
Infinite ammo: ↑, ↓, ←, →, △, ↑, ↓, ←, →, □.

THE INCREDIBLES
Pause the game and select 'Secrets'. Now enter one of the following 'incredible' codes:
Unlock all levels: **Unlock**
Shoot light-beams: **GazerBeam**
Activate fire trail: **AthletesFoot**

THE PUNISHER
Enter 'V Pirate' as your profile name to unlock everything.

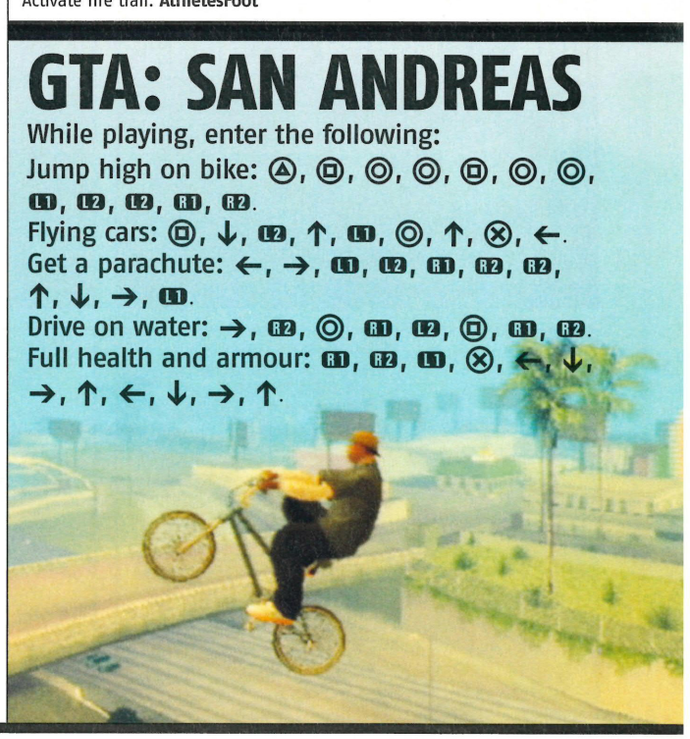
TIGER WOODS PGA TOUR 2005
In the options menu, select 'Password'. Then enter these case-sensitive codes:
All courses and golfers: **THEGIANTOYSTER**
Play as Arnold Palmer: **THEKING**
Play as Justin Timberlake: **THETENNESSEEKID**

TONY HAWK'S UNDERGROUND 2
For infinite rail balance, select Cheat Codes from the options menu and enter: **straightedge**

TRANSFORMERS
To activate one-hit kills, pause the game and press □, ○, □, ○, L1, L1, L2, L1.

VIEWTIFUL JOE
Unlock all hidden characters and an advanced difficulty level by entering the following code while on the title menu: L1, R1, L1, R1, ↑, ↓, ←, →, △, □.

WORLD CHAMPIONSHIP SNOOKER 2005
To open up all match locations, press ○, □, ↓, ↓, ↓, ↓ while on the main menu.
If you want to unlock all players, tap ↓, ↓, ↑, ○, R1, L1 on the main menu screen.



charts

HACKING BACK THE FIGURES TO REVEAL THE FACTS

WHAT THE OTHER MAGS SAID

WE READ 'EM, SO YOU DON'T HAVE TO

PSM2	"...very poor and certainly the worst *Medal Of Honor* yet" 52%	"As far as cricket goes, this is worth a rental" 60%	**NO REVIEW***	"...will only appeal to F1 aficionados, it's the package they've been waiting for" 83%
PSW	"Well made and enjoyable but lacking in 'wow' factor" 7/10	"Great fun as a single-player game but even better as a two-player one" 8/10	"...this Batman has the faintest whiff of guano" 6/10	**NO REVIEW***
PLAY	**NO REVIEW***	"If you like cricket then the *Brian Lara* version of it is the game for you" 80%	"...ultimately a game to plod through rather than enjoy" 63%	"...the best one available... should delight enthusiasts" 67%
P2	**NO REVIEW***	**NO REVIEW***	**NO REVIEW***	**NO REVIEW***
PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT	"It's now a case of 'keep up or die' for *Medal Of Honor*" 6/10	"...hugely satisfying. The best cricket game on PS2" 8/10	"All the gloss and noise of Hollywood but none of the ambition" 5/10	"You know what you're getting, but the formula is due some repairs" 7/10

*Review not available at time of going to press

THE TOP 20 ChartTrack

ELSPA Entertainment and Leisure Software Publishers Association

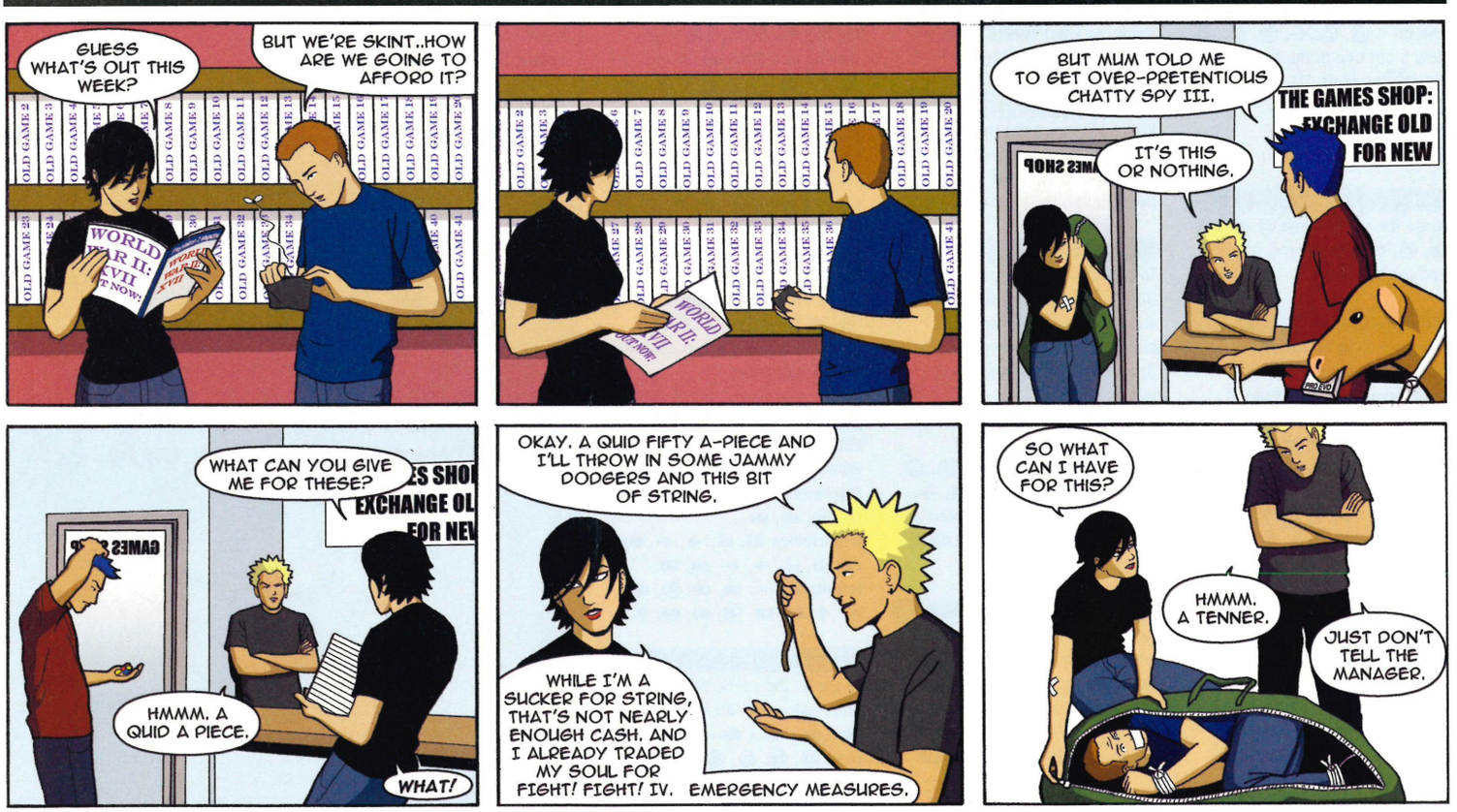
	Game Name	Publisher	Score
1	MADAGASCAR	ACTIVISION	4/10
2	DESTROY ALL HUMANS!	THQ	9/10
3	GOD OF WAR	SONY	9/10
4	JUICED	THQ	7/10
5	MEDAL OF HONOR: EUROPEAN ASSAULT	EA	6/10
6	CRICKET 2005	EA	7/10
7	TEKKEN 5	SONY	8/10
8	FANTASTIC 4	ACTIVISION	3/10
9	LEGO STAR WARS	EIDOS	8/10
10	STAR WARS EPIII: REVENGE OF THE SITH	ACTIVISION	6/10
11	FORMULA ONE 2005	SONY	7/10
12	BATMAN BEGINS	EA	5/10
13	FIFA STREET	EA	7/10
14	GRAN TURISMO 4	SONY	9/10
15	FIGHT NIGHT ROUND 2	EA	7/10
16	DYNASTY WARRIORS 5	KOEI	6/10
17	SPLINTER CELL CHAOS THEORY	UBISOFT	9/10
18	GRAND THEFT AUTO: SAN ANDREAS	ROCKSTAR	10/10
19	TIGER WOODS PGA TOUR 2005	EA	9/10
20	CHAMPIONSHIP MANAGER 5	EIDOS	7/10

YOU HAVING A GIRAFFE? Yup, *Madagascar*, which is poor even for a baby game, is keeping two 9/10 titles off the top spot

KEEP ON SNEAKIN' With all that arguing over who's better – Sam or Snake – it seems that when it comes to chart stamina, Fisher is king.

SAVE POINT TAKING THE LESS TRAVELLED ROUTE TO GAMING WISDOM

WORDS: KIERON GILLEN ART: JAMIE MCKELVIE



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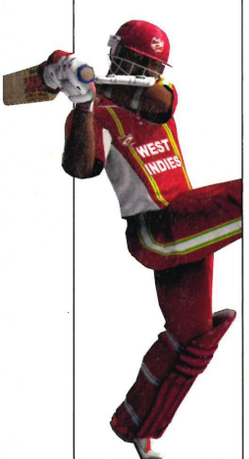
the hot 100

WANT THE BEST GAMES ON PS2? HERE'S THE ONLY LIST YOU NEED

THIS MONTH

Brian Lara International Cricket 2005 makes the grade thanks to its superb take on the world of wickets, and it's in good company. Look at that list; it's a century of the best games known to man and not a single LBW. Let us know if you think we've missed anything out.



YOUR KEY TO THE TOP 100

GOLD
Reserved exclusively for games that scored the elusive 10/10

SILVER
Only awarded to games that scored a mighty 9/10

BRONZE
Lovingly given to games that scored an impressive 8/10

DVD#57
Want to try before you buy? Here's the issue where we ran a playable demo

ACE COMBAT: SQUADRON LEADER — BRONZE
Top flight sim that will take your breath away.
REVIEWED *OPS2#56* / **OVERALL** 08 / **DVD#56/#56**

ALIEN HOMINID
Very mental, fast-paced, side-scrolling shoot-'em-up.
REVIEWED *OPS2#59* / **OVERALL** 07

AMPLITUDE — SILVER
Music/rhythm game with loads of top artists and online options.
REVIEWED *OPS2#38* / **OVERALL** 09 / **DVD#38/#62**

AREA 51 — SILVER
Guns, aliens and conspiracies make for a top-notch shooter.
REVIEWED *OPS2#60* / **OVERALL** 09 / **DVD#58**

BEYOND GOOD & EVIL — BRONZE
Not quite *Jak II* but still an engaging platformer.
REVIEWED *OPS2#40* / **OVERALL** 08 / **DVD#39**

BRIAN LARA INTERNATIONAL CRICKET 2005 — NEW ENTRY
Quite simply the best cricket game yet. — BRONZE
REVIEWED: *OPS2#62* / **OVERALL:** 08 — ON THE DVD

BROKEN SWORD: THE SLEEPING DRAGON — BRONZE
The classic point 'n' click adventure series gets a classy makeover.
REVIEWED *OPS2#40* / **OVERALL** 08

BROTHERS IN ARMS: ROAD TO HILL 30 — BRONZE
An addictive take on both WW2 and squad-based shooters.
REVIEWED *OPS2#58* / **OVERALL** 08 / **DVD#60/#62**

BURNOUT 3: TAKEDOWN — GOLD
Shockingly speedy and so gorgeous it'll move you to tears.
REVIEWED *OPS2#51* / **OVERALL** 10 / **DVD#55**

CALL OF DUTY — BRONZE
Top WW2 shootery through Germany, Russia and Africa.
REVIEWED *OPS2#55* / **OVERALL** 08

COLD FEAR
Sea-faring survival horror, with great effects and atmosphere.
REVIEWED *OPS2#57* / **OVERALL** 07

COLD WINTER — BRONZE
Fast, bloody, cheesy-but-fun first-person shooter.
REVIEWED *OPS2#59* / **OVERALL** 08

COLIN MCRAE RALLY 2005 — SILVER
Looks great, and the new career mode makes for massive fun.
REVIEWED *OPS2#51* / **OVERALL** 09 / **DVD#51**

CONFLICT: DESERT STORM II — BRONZE
The sequel to the team tactics shooter, still battling in the '90s.
REVIEWED *OPS2#38* / **OVERALL** 08 / **DVD#39**

DANCING STAGE MEGAMIX
Much like Michael Flatly, this is truly the lord of the dance(mats).
REVIEWED *OPS2#34* / **OVERALL** 07

DEAD OR ALIVE 2
Blistering, buxom 3D beat-'em-up with an emphasis on tactics.
REVIEWED *OPS2#02* / **OVERALL** 07 / **DVD#06**

DEF JAM VENDETTA: FIGHT FOR NEW YORK — BRONZE
Gorgeous like Carmen Electra, must-have rap-scrap mayhem.
REVIEWED *OPS2#52* / **OVERALL** 08

DESTROY ALL HUMANS! — SILVER
Alien invasion B-movie style as you zap, crush and fry mankind.
REVIEWED *OPS2#61* / **OVERALL** 09 / **DVD#61/#62**

DEUS EX — SILVER
Multi-genre hybrid FPS that can still hold its head up high.
REVIEWED *OPS2#20* / **OVERALL** 09

DEVIL MAY CRY 3: DANTE'S AWAKENING — SILVER
Combat-heavy adventure with shooters and swords.
REVIEWED *OPS2#58* / **OVERALL** 9/10

DYNASTY WARRIORS 4 XTREME LEGENDS
Samurai strategy gaming, with the greatest depth and detail yet.
REVIEWED *OPS2#43* / **OVERALL** 07

ENTHUSIA
Ultra-real driving sim with unique visual gravity system.
REVIEWED *OPS2#59* / **OVERALL** 07 / **DVD#59**

ESPN NHL 2K5 — BRONZE
More fun and less broken bones than real ice hockey.
REVIEWED *OPS2#56* / **OVERALL** 08

EYETOY: ANTIGRAV
Unique use-your-body-as-the-controller jet-board racing game.
REVIEWED *OPS2#58* / **OVERALL** 07

EYETOY: PLAY 2 — BRONZE
This more creative follow-up shows off the EyeToy to full effect.
REVIEWED *OPS2#53* / **OVERALL** 08 / **DVD#54**

FIFA FOOTBALL 2005 — BRONZE
More licences, tighter play and the brilliant new First Touch system.
REVIEWED *OPS2#52* / **OVERALL** 08 / **DVD#42**

FINAL FANTASY X-2 — SILVER
FF meets *Charlie's Angels* for a narcotic dose of the familiar RPG.
REVIEWED *OPS2#43* / **OVERALL** 09

FORBIDDEN SIREN — SILVER
Hard as nails, scary as hell, stealth-based horror adventure.
REVIEWED *OPS2#44* / **OVERALL** 09

FREEDOM FIGHTERS — SILVER
Tactical battling in Russkie New York. Insanely addictive.
REVIEWED *OPS2#37* / **OVERALL** 09 / **DVD#38**

FREQUENCY — BRONZE
Hypnotic rhythm-action game for gamers and clubbers alike.
REVIEWED *OPS2#21* / **OVERALL** 08 / **DVD#21**

FULL SPECTRUM WARRIOR
Tactical army shooter where you issue orders but don't fire a shot.
REVIEWED *OPS2#58* / **OVERALL** 07 / **DVD#59**

GITAROO MAN — BRONZE
PaRappa meets Van Halen in this guitar-playing adventure.
REVIEWED *OPS2#21* / **OVERALL** 08 / **DVD#22**

GOD OF WAR — SILVER
Heart-in-mouth joy from this frantic and bloody hack fest.
REVIEWED *OPS2#60* / **OVERALL** 09 / **DVD#62** — ON THE DVD

GRAND THEFT AUTO DOUBLE PACK — GOLD
Two superb games in the same box for just £40!
REVIEWED *OPS2#41* / **OVERALL** 10

GRAND THEFT AUTO: SAN ANDREAS — GOLD
Massively expansive, even over *Vice City*. The biggest game ever.
REVIEWED *OPS2#54* / **OVERALL** 10

GRAN TURISMO 3: A-SPEC — SILVER
Hugely enjoyable and at a bargain price, too.
REVIEWED *OPS2#09* / **OVERALL** 09 / **DVD#05**

GRAN TURISMO 4 — SILVER
Unsurpassed, automotive beauty. The best driving game on PS2.
REVIEWED *OPS2#57* / **OVERALL** 09

HITMAN: CONTRACTS — BRONZE
Deeper, darker and bigger than its predecessor.
REVIEWED *OPS2#46* / **OVERALL** 08

GENRELY SPEAKING

Games you can't help talking about

Worst for... being overheard

GRAND THEFT AUTO: SAN ANDREAS

"...so I shot her in the face because she was really pissing me off, but then her mate escaped in a car with the money. I jumped in my motor and chased her all over the bloody city. Eventually I ran her off the road, yanked her out of the car then stamped on her face a couple of times and that was that. Fancy another pint?"

Best for... sounding like a man

PRO EVOLUTION SOCCER 4

"...five minutes left and we're 2-1 down, so I switch to 'all-attack'. Duff and Robben are skinning the fullbacks and somehow Drogba bundles in an equaliser. Straight from the kick-off I get a corner and bring Cech up to take it. Everyone's in the box. Bosh! Lamps powers in a header and we're champions of Europe! Over the moon, Ray..."

Best for... getting rid of an unwanted girlfriend

FINAL FANTASY X-2

"...I cast my auto-reflect ability, switched to the dark-knight class and just kept hammering him with attacks. It wasn't easy, because he kept using some powerful Flare spells and he was totally immune to break abilities – you remember break abilities don't you honey? No? Okay, I'll go through it again. Let me just get a pen and paper..."

NEED A BACK ISSUE OF *OPS2* TO CHECK OUT THE FULL REVIEW? THEN CALL:
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replay

ICO — SILVER
Beautiful, inventive... *Ico* is an adventure unlike any other.
REVIEWED *OPS2#18* / **OVERALL** 09 / **DVD#19/#35**

JAK AND DAXTER: THE PRECURSOR LEGACY — SILVER
Great free-roaming platformer from the makers of *Crash*.
REVIEWED *OPS2#15* / **OVERALL** 09 / **DVD#15/#35**

JAK 3 — BRONZE
Sublime platform adventure and oodles of varied gameplay.
REVIEWED *OPS2#53* / **OVERALL** 08 / **DVD#53/#58**

JAMES BOND 007: EVERYTHING OR NOTHING — SILVER
Bond finally gets the game he deserves. SPECTRE-tacular stuff.
REVIEWED *OPS2#43* / **OVERALL** 09 / **DVD#40/#44**

JUICED
An arcade-style take on the world of body-mod street racing.
REVIEWED *OPS2#59* / **OVERALL** 07 / **DVD#59** ON THE DVD

KILLER 7 — BRONZE
Insane shooter with exploding zombies and schizophrenic killers.
REVIEWED *OPS2#61* / **OVERALL** 8

KILL.SWITCH — BRONZE
Superior shooter with relentless gunplay and neat use of cover.
REVIEWED *OPS2#43* / **OVERALL** 08 / **DVD#44**

KILLZONE — SILVER
Visually amazing FPS that'll rock your game world every time.
REVIEWED *OPS2#51* / **OVERALL** 09 / **DVD#52/#55/#59**

KINGDOM HEARTS — BRONZE
Disney partners with Square for the ultra-cute RPG crossover.
REVIEWED *OPS2#27* / **OVERALL** 08

LEGACY OF KAIN: DEFIANCE — BRONZE
The best instalment yet of this vampiric blood feast.
REVIEWED *OPS2#41* / **OVERALL** 08

LEGO STAR WARS — BRONZE
One of the best *Star Wars* games yet, despite the cutesy looks.
REVIEWED *OPS2#59* / **OVERALL** 08 / **DVD#59/#62**

MADDEN NFL 2005 — SILVER
Tactically solid and polished update to the minutely faithful series.
REVIEWED *OPS2#52* / **OVERALL** 09

MANHUNT — SILVER
A dirty, grisly, filthy but *brilliant* game experience.
REVIEWED *OPS2#42* / **OVERALL** 09

MASHED — SILVER
Got friends? Get the brilliant party racer *Mashed*. No excuses.
REVIEWED *OPS2#48* / **OVERALL** 09 / **DVD#48/#49/#55**

MAXIMO VS ARMY OF ZIN — BRONZE
A welcome second helping of sword-wielding platform antics.
REVIEWED *OPS2#43* / **OVERALL** 08 / **DVD#43**

MERCENARIES — SILVER
Enjoy all the fun of free-roaming warfare. And get paid for it!
REVIEWED *OPS2#55* / **OVERALL** 09 / **DVD#55**

METAL GEAR SOLID 2: SONS OF LIBERTY — GOLD
A must-own, state-of-the-art tactical espionage stealth-a-thon.
REVIEWED *OPS2#17* / **OVERALL** 10 / **DVD#17/#37**

METAL GEAR SOLID 3: SNAKE EATER — SILVER
Cinematic stealth adventure that devours the competition.
REVIEWED *OPS2#57* / **OVERALL** 09 / **DVD#57**

MIDNIGHT CLUB 3: DUB EDITION — BRONZE
Super-bling street racer. Earn cash to splash on your motor.
REVIEWED *OPS2#59* / **OVERALL** 08

MOTO GP4 — BRONZE
The fastest, prettiest and bestest motorbike racing money can buy.
REVIEWED *OPS2#60* / **OVERALL** 08

MUSIC 3000 — SILVER
A virtual recording studio for £30? Can anyone say no to that?
REVIEWED *OPS2#33* / **OVERALL** 09

MX VS ATV UNLEASHED
All-terrain racing with bags of options, vehicles and courses.
REVIEWED *OPS2#59* / **OVERALL** 07

NBA BALLERS — BRONZE
At last, a b-ball game that combines playing and bein' a playa.
REVIEWED *OPS2#50* / **OVERALL** 08

NBA STREET V3
The definitive basketball game. Shoot hoops to build your rep.
REVIEWED *OPS2#57* / **OVERALL** 9/10

NEED FOR SPEED UNDERGROUND 2 — BRONZE
Vast racer with tons of mod-tastic freedom of expression.
REVIEWED *OPS2#53* / **OVERALL** 08 / **DVD#53**

NFL STREET 2 — BRONZE
An arcade take on American footie, accessible to all.
REVIEWED *OPS2#56* / **OVERALL** 08

OBSCURE
Entry into this school of survival horror won't disappoint chillseekers.
REVIEWED *OPS2#52* / **OVERALL** 07 / **DVD#52**

ONIMUSHA 3 — SILVER
Saving the best till last, this is near faultless adventure gaming.
REVIEWED *OPS2#48* / **OVERALL** 09

PRINCE OF PERSIA: WARRIOR WITHIN — SILVER
Dark, acrobatic action with gorgeous looks. Buy it already!
REVIEWED *OPS2#54* / **OVERALL** 09 / **DVD#54**

PRO EVOLUTION SOCCER 4 — GOLD
Endorsed by God and played by all. The cream of footie gaming.
REVIEWED *OPS2#52* / **OVERALL** 10 / **DVD#52/#55/#61**

PROJECT: SNOWBLIND
A cruelly short shooter, but one that's not short of ideas.
REVIEWED *OPS2#57* / **OVERALL** 07

PROJECT ZERO — BRONZE
Genuinely disturbing survival horror, dripping with menace.
REVIEWED *OPS2#24* / **OVERALL** 08 / **DVD#23**

RAINBOW SIX 3 — BRONZE
Squad-based shooter with a realistic edge and online missions.
REVIEWED *OPS2#45* / **OVERALL** 08

RATCHET & CLANK 3 — SILVER
Weapons and flash gun-centric play make this the series' best.
REVIEWED *OPS2#53* / **OVERALL** 09 / **DVD#51/#58**

RED DEAD REVOLVER — SILVER
Wild West shooter that's like a cool breeze in Death Valley. Yeehaw!
REVIEWED *OPS2#47* / **OVERALL** 09

REZ — SILVER
Psychedelic, music-based rhythmic shoot-'em-up. Hypnotic stuff.
REVIEWED *OPS2#16* / **OVERALL** 09 / **DVD#17**

ROCKY — BRONZE
Boxing sim, faithfully based on the Italian Stallion's career.
REVIEWED *OPS2#27* / **OVERALL** 08 / **DVD#29**

SECOND SIGHT — BRONZE
Slick thriller touched with psychic powers from the *'Splitters* boys.
REVIEWED *OPS2#50* / **OVERALL** 08 / **DVD#50**

SHADOW OF ROME — BRONZE
Hacks the competition to bits, then beats 'em with the wet ends.
REVIEWED *OPS2#56* / **OVERALL** 08

SILENT HILL 3 — SILVER
Wet-the-bed scary survival horror. We dare you to play it.
REVIEWED *OPS2#33* / **OVERALL** 09 / **DVD#34**

SINGSTAR POPWORLD — BRONZE
Party fun of the highest order, whether you can sing or not.
REVIEWED *OPS2#59* / **OVERALL** 08 / **DVD#60**

SMASH COURT PRO TENNIS TOURNAMENT 2 — BRONZE
A new career mode makes the top tennis seed even better.
REVIEWED *OPS2#47* / **OVERALL** 08

SOCOM II: US NAVY SEALS — BRONZE
Move in for the commander-in-chief of online tactical shooters.
REVIEWED *OPS2#43* / **OVERALL** 08

SONIC HEROES — BRONZE
Old-skool platforming, but blistering fast and beautifully done.
REVIEWED *OPS2#44* / **OVERALL** 08

SOUL CALIBUR II — GOLD
A tale of swords and souls. Officially the best fighting game. Ever.
REVIEWED *OPS2#37* / **OVERALL** 10 / **DVD#38/#42**

SPIDER-MAN 2 — BRONZE
Free-roaming, superhero adventure fun with loads to see and do.
REVIEWED *OPS2#49* / **OVERALL** 08

SPLINTER CELL CHAOS THEORY — SILVER
Top stealth adventure, travelling the world to surprise terrorists.
REVIEWED *OPS2#58* / **OVERALL** 9/10

SSX 3 — SILVER
Super-long, fast races make this an essential PS2 purchase.
REVIEWED *OPS2#40* / **OVERALL** 09 / **DVD#43**

SUPER MONKEY BALL DELUXE — BRONZE
Steer monkeys in Perspex balls around courses in this arcade oddity.
REVIEWED *OPS2#59* / **OVERALL** 08 / **DVD#60**

TEKKEN 5 — BRONZE
The original PlayStation fighter beats its way back to top form.
REVIEWED *OPS2#61* / **OVERALL** 08 / **DVD#61** ON THE DVD

TLOTR: THE RETURN OF THE KING — BRONZE
Well-crafted version of the film, huge battles and great extras.
REVIEWED *OPS2#40* / **OVERALL** 08

THE THING — SILVER
Top-class survival horror meets John Carpenter's ET nasty. Ace.
REVIEWED *OPS2#25* / **OVERALL** 09

TIGER WOODS PGA TOUR 2005 — SILVER
Go clubbing with the Tiger that's far from extinct.
REVIEWED *OPS2#51* / **OVERALL** 09 / **DVD#53**

TIMESPLITTERS 2 — GOLD
As vital to PS2 as your central nervous system is to your brain.
REVIEWED *OPS2#25* / **OVERALL** 10 / **DVD#25/#31**

TIMESPLITTERS FUTURE PERFECT — SILVER
Shooter with enough guns to satisfy the most trigger-happy soul.
REVIEWED *OPS2#57* / **OVERALL** 09 / **DVD#56**

TOCA RACE DRIVER 2 — BRONZE
Plot-driven racer that handles beautifully and looks great.
REVIEWED *OPS2#52* / **OVERALL** 08 / **DVD#53**

TONY HAWK'S UNDERGROUND 2 — BRONZE
Tricked out skateboarding action meets *Jackass* tomfoolery.
REVIEWED *OPS2#53* / **OVERALL** 08

VIRTUA FIGHTER 4 — BRONZE
Complex, yet fast-moving beat-'em-up that rewards the patient.
REVIEWED *OPS2#19* / **OVERALL** 08

VIEWTIFUL JOE 2 — BRONZE
Cartoon-style action adventure with great fighting controls.
REVIEWED *OPS2#57* / **OVERALL** 08

WRC 4 — SILVER
Fantastic dirty fun that's easily neck and neck with *Colin McRae*.
REVIEWED *OPS2#53* / **OVERALL** 09 / **DVD#53**

XIII — BRONZE
Gorgeous PS2 version of the comic-book hero. Play this now.
REVIEWED *OPS2#40* / **OVERALL** 08 / **DVD#42**

ZONE OF THE ENDERS: THE 2ND RUNNER — BRONZE
The strikingly impressive robo scrapper returns. Awesome.
REVIEWED *OPS2#38* / **OVERALL** 08 / **DVD#38**

Only in PlayStation®2 OFFICIAL magazine-UK

next month

Review Explosion!

Get the first verdict on all these massive games

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PLUS 7 OTHER DEMOS

CARS!
BATTLE RACING IGNITED
BURNOUT™ REVENGE

GUNS!
CONFLICT GLOBAL TERROR

HORROR!
SUFFERING TIES THAT BIND

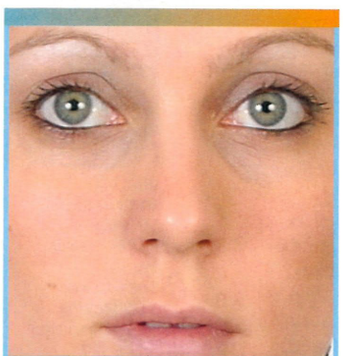
BALLS!
PRO EVOLUTION SOCCER 5™

On Sale 8 September

Content subject to change. Probably for the better, maybe for the worse

comedown

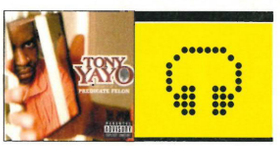
A RELAXING BLEND OF MOVIES, MUSIC AND MORE



Right then you lot. This month I give you some films, some music and a whole bunch of other things. But what I want to discuss with you right now is the PSP. You *are* getting one, right? Mine arrived a few weeks ago and it's been non-stop *Lumines* ever since. Of course, you can also play films and music on PSP, and look at pictures, have a go on the web, play multiplayer games using magic instead of wires, record TV shows, become more popular, talk to God, predict the future... Frankly, I can hardly contain myself. And that's the truth. So what I want to is how the hell am I going to juggle doing all that stuff and looking after the already jam-packed Comedown section? Hmmm? Look at it over there – accusing me with its words, numbers and pictures. Actually, that's a thought... Tim, can we make the pictures bigger?

Helen Prior,
Production editor

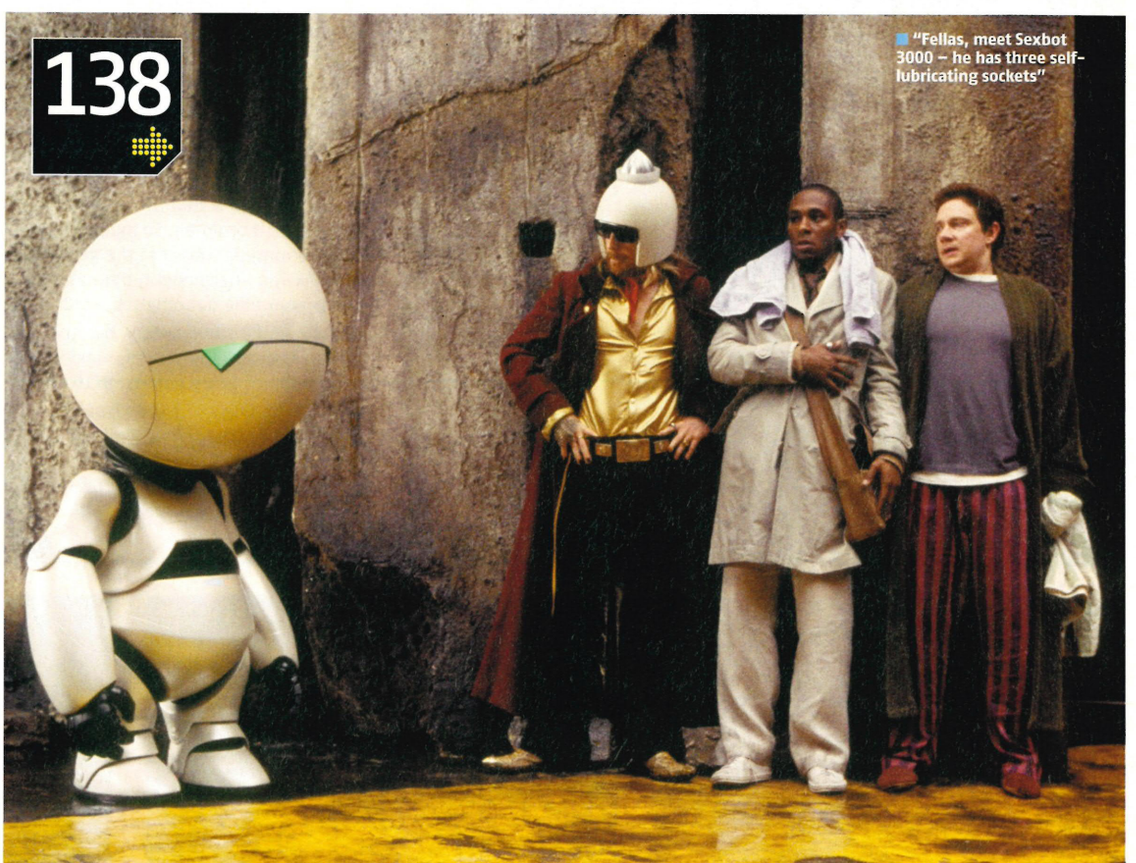
dvd



music

incoming

feature



"Fellas, meet Sexbot 3000 – he has three self-lubricating sockets"

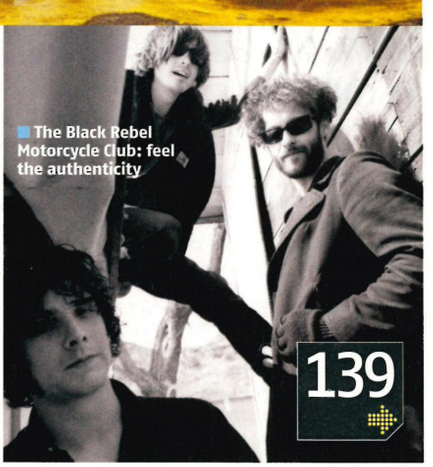
138 **DVD REVIEWS**
The Hitchhiker's Guide To The Galaxy, *Be Cool*, *Robots*, *XXX 2: The Next Level* and *The Interpreter* all submit to our silky, reviewing caress

139 **MUSIC REVIEWS**
New albums from Black Rebel Motorcycle Club, All American Rejects, The Mitchell Brothers and Tony Yayo have been played. *Hard*

141 **INCOMING**
Every PS2 game heading your way before the end of the year and beyond, arranged in handy 'massive list' format

142 **MAKING THE BEST GAMES BETTER**
OPS2's hand-picked 'experts' reveal how *they'd* go about making the most impossibly brilliant games out there even better

146 **REAR VIEW**
This month: did we really cover a member of staff in bacon?



The Black Rebel Motorcycle Club: feel the authenticity

With its new iHelmet, Apple had lost its golden touch

THE HITCHHIKER'S GUIDE TO THE GALAXY

ALMOST BRILLIANT BRITCOM NEEDS MORE LAUGHS

DIRECTOR
Garth Jennings
STARRING
Martin Freeman, Mos Def, Sam Rockwell
DISTRIBUTOR
Buena Vista
OUT
5 September
PRICE
£22.99

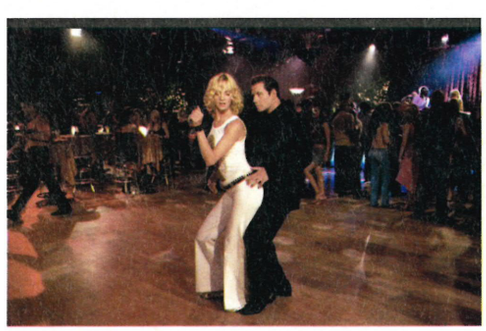
FILM: We're inclined to like this. Not because we're hardened sci-fi fans (we're not) or because we have a soft spot for the old radio shows (we do) but because, of all the big budget films Hollywood fires at us, this one is, at least, British. Really British: the humour is based on how an average, middle-class English guy reacts to the absurd possibilities of the infinite universe, experienced first-hand.

It's a brilliant premise that's translated well to the big screen. Freeman plays Arthur Dent – middle-class English guy – with a perfect mix of cynicism and bewilderment, while Mos Def is suitably alien as his guide and best friend, Ford Prefect. Their absurd misadventures are presented at break-neck speed, through a fantastic mix of old-skool puppetry and shiny digital effects.

The problem is that the comedy isn't as sharp as it could be. So much is squeezed into the running time that the gags often seem like an afterthought, although the film is enjoyable nonetheless. **7/10**

EXTRAS: Audio commentary, deleted scenes, fake deleted scenes, making of, additional guide entries. **9/10**

VERDICT: An engaging and visually distinguished attempt at filming life, the universe, and everything. Never less than charming but pretty low on laughs for a comedy. ■ **ND**



BE COOL

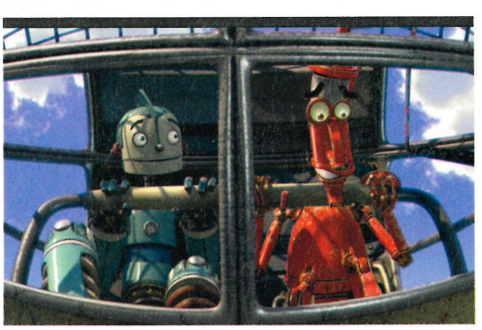
Director *F Gary Gray* / Starring *John Travolta, Uma Thurman, The Rock, Vince Vaughn* / Distributor *MGM* / Out *12 September* / Price *£19.99*

FILM: While nobody sets out to make a bad film, *Be Cool* makes you wonder what more they could've done if they'd tried. The acting, 'jokes', and plot make a rotting turkey, with Travolta peering through decaying giblets, begging you to believe he's still 'cool'.

Hidden among this shambling circus of 'talent' is a story about Travolta's gangster Chili Palmer entering the music business, apparently to justify the inclusion of a series of tired hip-hop stereotypes and a cameo from the wrinkled voodoo doll that was once Aerosmith's Steven Tyler. Utter, utter shit. **2/10**

EXTRAS: Behind the scenes, gag reel, deleted scenes, three featurettes, music video. **7/10**

VERDICT: We've awarded this a point each for 1) the single occasion Vaughn made us laugh, and 2) The Rock's hair. ■ **ND**



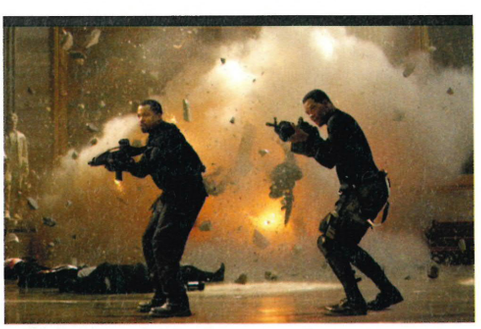
ROBOTS

Director *Chris Wedge* / Starring *Ewan McGregor, Robin Williams, Halle Berry* / Distributor *20th Century Fox* / Out *19 September* / Price *£19.99*

FILM: The most successful computer-animated films are those – *Finding Nemo, Shrek* – that best bridge the gap between entertaining kids *and* whole families. *Robots* is funny and inventive, but never creates the cross-generational appeal needed to make it a real standout. That said, the story – an affectionate retelling of a naïve small-town boy who makes it in the big city – is charming, and the voice acting from McGregor, Williams and Mel Brooks has some great moments. **6/10**

EXTRAS: Audio commentary, deleted scenes, out-takes, a look at *Ice Age 2*. **8/10**

VERDICT: Well animated and acted, with some moments of ingenious and hectic fun. Unfortunately the quality isn't sustained throughout, making this one for the kids only. ■ **ND**



XXX 2: THE NEXT LEVEL

Director *Lee Tamahori* / Starring *Ice Cube, Samuel L Jackson, Willem Dafoe* / Distributor *Sony* / Out *29 August* / Price *£19.99*

FILM: Wow! *XxX* (or *xXx*, or who gives a Fxxx) is back! And he's somebody different! The logic of this being, we guess, that if you liked the original film you'll probably be too stupid to remember it anyway. For us, it's not so much the subbing-in of Ice Cube for Vin Diesel we object to, but that the film has shamelessly shed the whole extreme sports thing in favour of a new, gangsta rap-style image better suited to its new star. A desperately cynical movie, and no amount of explodotechnics can cover that up. **5/10**

EXTRAS: Audio commentary, deleted scenes, making of, behind the scenes. **7/10**

VERDICT: The change of angle is exploitative and insulting, making for a sequel even more pointless than the original. Watch it if you're so imperceptive this review hasn't put you off. ■ **ND**

comedown

coming soon

"That's a mighty fine jacket you got there." Find out exactly what this and a whole host of other classic noir one-liners mean when Robert Rodriguez and Frank Miller's fantastic ***SIN CITY*** tears a path to DVD on 26 Sep... *Sit back and enjoy Paris Hilton's second best movie when* ***HOUSE OF WAX*** *is released on 23 Sep...*

Ever seen a good German war film? That's probably because they've been saving it all up for one brilliant masterpiece. It's called ***DOWNFALL*** and it's out from 19 Sep... *If that's not your thing, then why not try watching men beating each other to a pulp instead? In that case you'll probably be wanting* ***ONG-BAK****, out 19 Sep...* Just when you thought all American sports movies were flat and dull, along comes an absolute belter, with easily the best soundtrack of the year. ***FRIDAY NIGHT LIGHTS*** is released on 5 Sep.

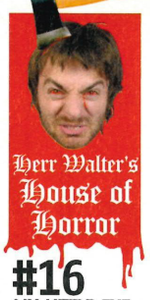
THE INTERPRETER

Director *Sydney Pollack* / Starring *Sean Penn, Nicole Kidman* / Distributor *Universal* / Out *15 August* / Price *£19.99*

FILM: This solid political thriller is full of worthy sentiments if a little short on excitement. Kidman plays an United Nations interpreter who apparently overhears talk of an assassination attempt in the wake of a visit from a controversial African president. Penn plays the secret service man sent to investigate the truth of her story. The whole thing's got an air of quality to it – the cast are excellent, and the film looks crisp and modern – but too often it feels languid, and there's a lack of urgency throughout. Good stuff, but would benefit from some added pace. **7/10**

EXTRAS: Audio commentary, deleted scenes, alternative ending, four featurettes. **9/10**

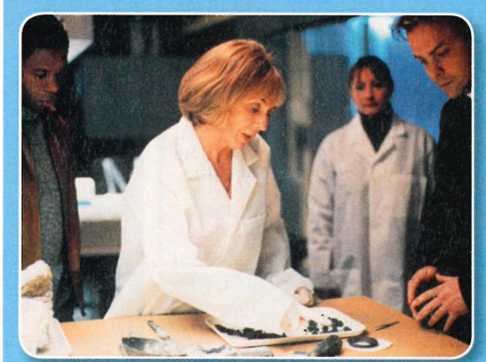
VERDICT: Slow and studied rather than sharp and punchy; sure it's political, but it's barely thrilling. ■ **ND**



#16 MY LITTLE EYE

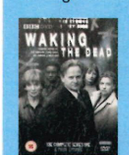
Six hateful young wannabes sign up to an extreme *Big Brother*-style reality TV show. Nothing new there then, but alarm bells start ringing when a hiker turns up at their isolated house and upsets the fragile balance of egos. Basically, they start killing each other. And the twist? The show doesn't actually exist – they have, in fact, signed on to star in an online snuff film. Sequel count: 0

tv... quick! TV in your TV but from your DVD



WAKING THE DEAD SEASON 1

Starring *Trevor Eve, Claire Goose, Sue Johnston* / Release *12 September*



This home-grown BBC effort is a bit like a British *CSI*, only far, far better. It focuses on a police unit in London which specialises in previously unsolved murder cases, applying modern crime tech to forgotten investigations. As such it features a totally compelling mix of police procedural work – forensics, psyche profiling – with political intrigue and character clashes.

The cast is no less than first class, especially Trevor Eve, who's positively outstanding as the crew's ultra-shouty detective superintendent Peter Boyd, and the hour-long episodes allow for some brilliantly involved, complex storylines. Highly recommended stuff.

CHANNEL HOPPING

Woo-hoo! More of Homer and co to enjoy when ***THE SIMPSONS SEASON SIX*** hits the shelves from 6 Sep. This is the series where the world's best cartoon really starts hitting its stride... If *The Simpsons* is too mainstream, try some alternative comedy with the brilliant and mental first series of ***THE MIGHTY BOOSH*** from 12 Sep... Or, if you'd rather stare at Ashton Kutcher's face (perhaps to help draw up illustrated plans of his demise) then ***THAT '70S SHOW SEASON 2*** could be for you. In which case you're crazy, Congratulations.

music THE TUNES CURRENTLY ROCKING OUR WORLD

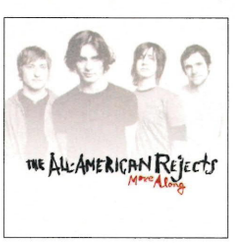
Black Rebel Motorcycle Club HOWL (ECHO)

WHO? Leather-clad rock rebels, beloved of the Gallagher Brothers and also notorious for white-hot punk gems like *Whatever Happened To My Rock 'n' Roll?*

HIGHLIGHTS: The stomping, haywire blues of *Ain't No Easy Way Out* does the White Stripes better than the White Stripes do right now...

LOWLIGHTS: ...but the sleepy *Promise* would probably fit better into your Dad's record collection than your own.

VERDICT: An unexpectedly bluesy, down-home comeback for BRMC, but break out the chewin' tobacco and sink a slug of Bourbon, because Howl sounds like their first real classic album. Recommended. **9/10**



ALL AMERICAN REJECTS

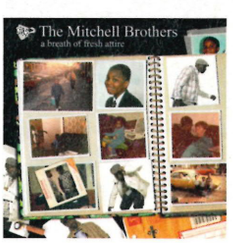
MOVE ALONG (Interscope)

WHO? Oklahoma pop-punks who hit it big in 2003 with the teeth-grindingly catchy *Swing Swing*.

HIGHLIGHTS: You'll be carried away with the anthemic *Move Along*.

LOWLIGHTS: *It Ends Tonight*, where emo whine meets teen-flick schmaltz.

VERDICT: Lacks the immediacy of its predecessor, but these boys have staying power. **7/10**



THE MITCHELL BROTHERS

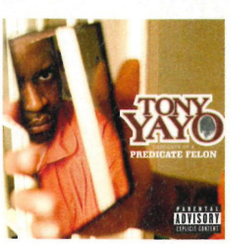
A BREATH OF FRESH ATTIRE (The Beats)

WHO? Teddy and Tony Mitchell, protégés of Mike 'The Streets' Skinner.

HIGHLIGHTS: *Harvey Nicks*, a tale of upmarket department-store larks.

LOWLIGHTS: *Excuse My Brother* is like a song from *Charlie And The Chocolate Factory*. We *think* that's a bad thing.

VERDICT: A comic, narrative-packed and impressive hip-hop debut. **8/10**



TONY YAYO

THOUGHTS OF A PREDICATE FELON (Interscope/Shady Records)

WHO? The last member of G-Unit to drop a solo album (thanks to a lengthy spell in penitentiary).

HIGHLIGHTS: The Dr Dre-produced *Live By The Gun*.

LOWLIGHTS: *So Seductive*, starring rap's Mr Loverman, 50 Cent, doesn't live up to its promise.

VERDICT: A criminal record, but thankfully a pretty good one. **7/10**

ALSO RELEASED THIS MONTH

Supergrass Road To Rouen (Parlophone)/ **Stereo MCs** Paradise (Graffiti Recordings)/ **My Awesome Compilation** Actions (Sorepoint Records)

ON THE *OPS2* STEREO

Unsane Blood Run (Relapse)/**Soul Wax** Much Against Everyone's Advice (Pias)/ **Faithless** Reverence (Cheeky)/**Rachel's** Systems/Layers (Touch & Go)

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30 SECOND QUICKIE! 0871 872 6200

1 MIN ACTION 0871 872 6207

COLLEGE GIRLS IN DORM FUN 0871 872 6205

DON'T TALK - JUST LISTEN! 0871 872 6214

BORED WIVES LOOKING FOR ACTION 0871 872 6204

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MATURE LADIES WANT YOUNGER GUYS 0871 872 6213

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30 SECOND DAYTIME FUN! CALL 08712 007 535 NOW

I look innocent but you'll be amazed by the horny things I get up to. Call 08712 007 536 & I'll tell you!

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Don't talk! Just listen to really sexy noises now! 08712 007 540

Get off with me in under a minute! 08712 007 537

Dirty daytime action in the park! Real girls tell you what they get up to! 08712 007 541

I'll get you off in under a minute! 08712 007 543

Listen to me play whilst my husband is at work! You'll love what you hear 08712 007 544

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SEND TEASE TO 82700

OUTDOOR FUN WITH LOCAL TARTS 0871 8726 226

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incoming

Our guide to what's coming your way

SEPTEMBER	GAME TYPE	PUBLISHER
187: Ride Or Die	Racing	Ubisoft
America's Army: Rise Of A Soldier	Action	Ubisoft
AND1 Streetball	Sports	Ubisoft
Aquanox – The Angel's Tears	FPS	JoWood
Battlestations: Midway	Sim	SCi
Beat Down: Fists Of Vengeance	Action	Capcom
Brave: The Search For Spirit Dancer	Adventure	Sony
Burnout Revenge	Racing	Electronic Arts
Capcom Classics Collection	Retro	Capcom
Commandos Strike Force	FPS	Eidos
Conflict: Global Terror	Action	SCi
Evil Dead: Regeneration	Action	THQ
Fahrenheit	Adventure	Atari
Marc Ecko's Getting Up: Contents Under Pressure	Adventure	Atari
Michigan	Adventure	505 Game Street
Panzer Elite Action	Action	JoWood
Resident Evil Outbreak File #2	Horror	Capcom
Rogue Trooper	Action/Adventure	SCi
Samurai Shodown V	Action/Adventure	Ignition
Scooby-Doo! Unmasked	Adventure	THQ
Sniper Elite	FPS	Ubisoft
Swords Of Destiny	Action	Rising Star
Tom Clancy's Rainbow Six: Lockdown	FPS	Ubisoft
The Sims 2	God	Electronic Arts
Tiger Woods PGA Tour 2006	Sport	Electronic Arts
Ultimate Spider-Man	Adventure	Activision

OCTOBER	GAME TYPE	PUBLISHER
25 To Life	Action/Adventure	Eidos
50 Cent: Bulletproof	Action	Vivendi Universal
Bratz Rock Angelz	Adventure	THQ
Bully	Adventure	Rockstar
Buzz: The Music Quiz	Party	Sony
Call Of Cthulu: Dark Corners Of The Earth	RPG	Take 2
Crash Tag Team Racing	Racing	Vivendi Universal
D.I.R.T.	Racing	Deep Silver
Ed, Edd, 'n' Eddy: The Mis-Edventures	Adventure	Midway
FIFA 2006	Sport	Electronic Arts
Gauntlet: Seven Sorrows	Adventure	Midway
Genji	Action	Sony
Harvest Moon: A Wonderful Life	Sim	Ubisoft
Jak X: Combat Racing	Racing	Sony
LA Rush	Racing	Midway
Midway Arcade Treasures 3	Retro	Midway
Mortal Kombat: Shaolin Monks	Fighter	Midway
Pro Evolution Soccer 5	Sport	Konami
Shadow The Hedgehog	Action/Adventure	Sega
Sly 3: Honor Among Thieves	Action/Adventure	Sony
Soul Calibur III	Action	Sony
Spartan: Total Warrior	Action	Sega
SpongeBob and Friends Unite!	Action/Adventure	THQ
SpongeBob SquarePants: Lights, Camera, PANTS!	Action/Adventure	THQ
SpyToy	Family	Sony
The Warriors	Action/Adventure	Rockstar
Total Overdose	Action	SCi
Without Warning	Action	Capcom
X-Men Legends II: Rise Of Apocalypse	RPG	Activision

NOVEMBER	GAME TYPE	PUBLISHER
007: From Russia With Love	Action/Adventure	Electronic Arts
24: The Game	Action/Adventure	Sony
Battlefield 2: Modern Combat	FPS	Electronic Arts

RADAR

Only the big games bleep really loudly

OUT NOW

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

Smash up buildings and use hapless pedestrians as grenades, all in the name of fun

OUT SOON

CONFLICT: GLOBAL TERROR

It looks like being a return to form for this squad-based soldier-'em-up after it's worryingly duff 'nam spin-off

MILES OFF

RESIDENT EVIL 4

We've seen the new weapon and we've got the exclusive review. We can't wait for this one

Tim (ass ed) wants...

SOUL CALIBUR III

"As this mag's most deadly swordman, I can't wait to sink my trusty blade hilt-deep into this. The character creation mode looks awesome."

Castlevania: Curse Of Darkness	Action/Adventure	Konami
Crime Life: Gang Wars	Action	Konami
Darkwatch	FPS	Ubisoft
EyeToy: Kinetic	EyeToy	Sony
EyeToy Play 2	EyeToy	Sony
Gun	Action/Adventure	Activision
Harry Potter And The Goblet Of Fire	Adventure	Electronic Arts
King Kong	Action	Ubisoft
Madden 2006	Sport	Electronic Arts
Marvel Nemesis: Rise Of The Imperfects	Fighter	Electronic Arts
Need For Speed Most Wanted	Racing	Electronic Arts
Nightmare Before Christmas	Adventure	Capcom
Okami	Adventure	Capcom
Prince Of Persia: Kindred Blades	Action/Adventure	Ubisoft
Ratchet: Deadlocked	Action	Sony
Resident Evil 4	Horror	Capcom
Rugby Challenge 2006	Sport	Hip
Shrek SuperSlam	Action	Activision
SOCOM 3: US Navy SEALs	Action	Sony
SSX On Tour	Sports	Electronic Arts
Star Wars Battlefront II	Action/Online	Activision
Stargate SG-1: The Alliance	FPS	JoWood
The Incredibles: Rise Of The Underminer	Action	THQ
The Matrix: Path Of Neo	Action/Adventure	Atari
The Regiment	Strategy	Konami
The Suffering: Ties That Bind	Action/Adventure	Midway
Tony Hawk's American Wasteland	Sports	Activision
True Crime 2: New York City	Action	Activision
WWE Smackdown! Vs RAW 2006	Sports	THQ

DECEMBER	GAME TYPE	PUBLISHER
Call Of Duty 2: Big Red One	FPS	Activision
Final Fight: Streetwise	Fighter	Capcom
Full Spectrum Warrior 2: Ten Hammers	Action	THQ
Psychonauts	Action/Adventure	Majesco
The Lion, The Witch, And The Wardrobe	Adventure	Buena Vista
TOCA Race Driver 3	Driving	Codemasters
Top Spin	Sport	Take 2
Urban Reign	Action	Namco

2006	GAME TYPE	PUBLISHER
Aeon Flux	Action	Majesco
Ape Escape 3	Action	Sony
Beatmania	Music	Konami
Black	FPS	Electronic Arts
City Of The Dead	Action	Hip
Devil Kings	Action	Capcom
Everybody Loves Katamari Damacy	Action	Namco
Fear and Respect	Action/Adventure	Midway
Final Fantasy VII: Dirge of Cerberus	Action	Square
Final Fantasy XII	RPG	Square
Happy Tree Friends	Action	TBC
Hitman: Blood Money	Action/Adventure	Eidos
Interview With A Made Man	Action	TBC
Jaws Unleashed	Action	Majesco
Justice League Of America	RPG	TBC
Kingdom Hearts II	RPG	Square Enix
Metal Gear Solid 3: Subsistence	Action	Konami
NBA 2K6	Sport	Take 2
Phantasy Star Universe	RPG	Sega
Project Zero III	Horror	TBC
Roll Call	FPS	SCi
Scarface: The World Is Yours	Action/Adventure	Vivendi Universal
Sega Rally	Racing	Sega
Shadow Of The Colossus	Action/Adventure	Sony
StarCraft: Ghost	Action/Adventure	Vivendi Universal
Stuart Little 3	Action/Adventure	Sony
Tak: The Great JuJu Challenge	Adventure	THQ
The Godfather	Action	Electronic Arts
Tomb Raider Legend	Adventure	Eidos
Teenage Mutant Ninja Turtles 3: Mutant Nightmare	Action	Konami
The Movies	Sim	Activision

KEY

BUY ME!

TRY ME!

AVOID ME!

George (disc ed) wants...

KING KONG

"After my spending some quality time with the beast (check out page 39) I've put this at the very top of my most-wanted list."

Leon (staff writer) wants...

SMACKDOWN! VS RAW 2006

"Seeing as I weigh in just shy of eight stone, this is probably my one shot at man-wrangling glory"

Making The Best Games Better

THEY'RE BRILLIANT ALREADY, BUT *OPS2*'S REGULAR GAME BRAINS RECKON THEY CAN IMPROVE THEM

TimeSplitters

Simple answer: undevelop *TimeSplitters Future Perfect*. Feed the programming code backwards through a computer and let it slowly and organically reform into *TimeSplitters 2*. Act like *Future Perfect* never happened. Fair play, the single-player option is an improvement, but multiplayer? They made it *worse*. I don't want a more futuristic rocket launcher, I want the old green one, please. Throwing grenades by hand? Rubbish. Give us the original ones back. You know, the exploding pineapples that fired off the front of the Soviet machine gun. So to make it better, just remake *TS2* with new maps. That is all. ■ **George Walter**

Silent Hill

Silent Hill is terrifying, but not that you'd guess it from the casual 'huh?' and 'hmmm' with which the game's characters typically greet their inside-out-cat-textured surroundings. I demand more fitting responses. For instance, upon finding *your own goddamned grave* miles beneath a cursed lake at the end of the most forbidding corridor of all time, I'd be looking for something along the lines of 'Jesus shitting Christ! That's my f**king grave! GET OUT OF MY HEAD!! GET OUT!' Wake up you dozy sod – you've fallen into hell on Earth and a man with a bleeding traffic cone for a face is stalking you through the darkness. Surely that's worth a full-throated scream or two? ■ **Nathan Ditum**

Tomb Raider

For a start, let's twist the concept. Rather than being an archaeologist, make her part of history. No dead ruins, but living buildings. Rather than the modern Middle East, do it in ancient Assyria or – oh, I don't know – Persia. Also, while we definitely want to keep her aristocratic bent, let's make her a *geezer*. That'll be *really* unexpected. Lob in some more features, a vaguely responsive control system and the ability to rewind time and it would be better than any *Tomb Raider* game ever. I know it'll never happen, but a game like that would just be brilliant. Until, inevitably, they make it all horrible and gritty in the sequel, which would be a crushing disappointment for everyone concerned. ■ **Kieron Gillen**

Prince Of Persia

Set the next game way into the future. The Prince is a man blessed with time-bending powers – if you had that ability the first thing you'd do is check out the future, either to get the lottery numbers or find those triple-breasted birds Busted sang about. So why not warp him to the year 9999? Think about it. His old-fashioned smarts and skills pitched against laser-based traps and robots with a thirst for Persian blood, and leaps of faith between hi-tech skyscrapers that tower miles above the ground. Forget about his 'tortured destiny' and 'redressing the balance of time', I want *Prince Of Persia: Total Recall*. ■ **Michael French**

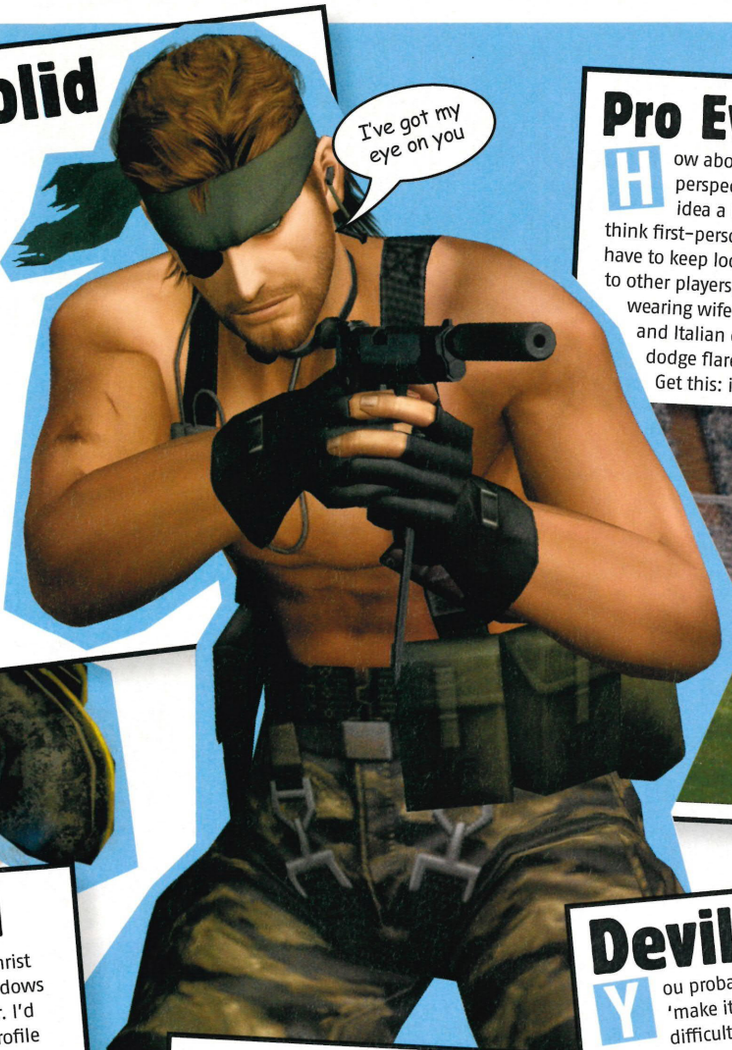
REX

Gran Turismo

Machine guns and the ability to drive underwater in the Lotus Esprit are the most obvious improvements – that's a given. But as for non-Bond style cars, future *Gran Turismo* games need proper crashes. Any game containing the Nissan Micra needs – no, demands – catastrophic damage. Full rolls, debris-spilling pile-ups and rally-stage topplings into the Grand Canyon should all be possible. In flames. And your driver should die. And all the other racers – of which there should be at least ten – should come to the funeral, surrounding the coffin and clapping like you've just gone and passed your FINAL GODDAMN LICENCE TEST EVER. ■ **Steve Williams**

Metal Gear Solid

How do you improve *Metal Gear*? You switch sides. It would be brilliant. Think about it. You play a grunt – one of those disposable goons in a balaclava that Solid Snake usually wastes without hesitation. Only this time, the alert has gone up in the industrial/military complex *you* patrol. There's a hostile agent loose in the building, and one by one your buddies are winding up dead. Heavily out-equipped and using stealth to out sneak the sneaker, you've got to use your superior knowledge of the complex, *plus* the ability to co-ordinate your comrades' movements to close in on Snake. It'd play out as a tense, industrial, survival horror game where every shadow, every nook could be harbouring the world's most deadliest covert agent. Hideo, if you're reading this, send the cheque to the usual address please. ■ **Paul Fitzpatrick**



Pro Evolution Soccer

How about a camera angle from the player's perspective? Okay, it sounds like the kind of misguided idea a lady sports minister would come up with, but I think first-person football could work. Rubbish players would have to keep looking down at their feet. You could square up to other players, pull shirts and wave to your Juicy tracksuit-wearing wife in the stands. Plus, playing away at Turkish and Italian clubs would take on a new resonance as you dodge flares, phones and coins while taking a corner. Get this: it's actually in *Pro Evo 5*. ■ **Ben Richardson**

Splinter Cell

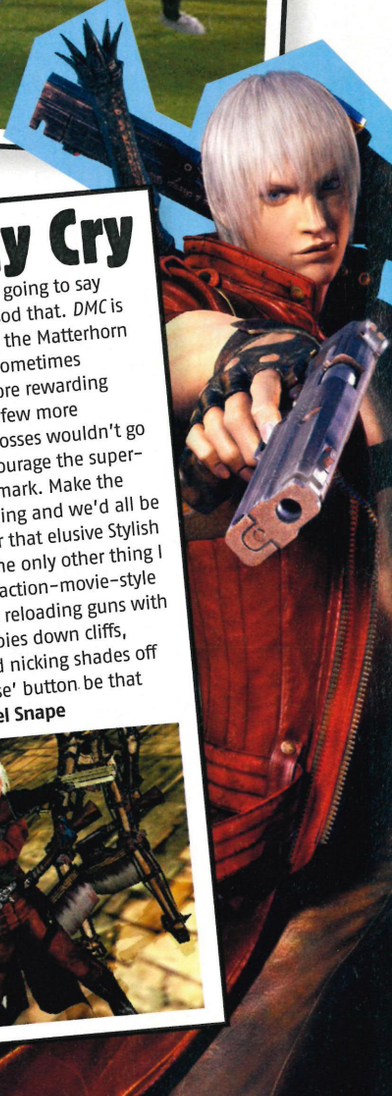
Let's cut Sam Fisher a little slack. Christ knows he's been squatting in shadows so long his knees must be powder. I'd like to see him infiltrating high profile areas – bustling offices, crowded malls, luxury hotels – in disguise. He'd also have to use his wits to remain undercover. I'm also sick of the whole 'world tour of terror' aspect. How much cooler would it be to set the game in a single fully-realised city, packed with people and cars. Plus they should dump all that incomprehensible nonsense about algorithms and bio-weapons. He should be a proper spook – snapping pictures of visiting politicians with call girls, abducting troublesome journalists and neutralising anyone on Bush's 'foreigners I don't like' list. Shall we say Paris, then? ■ **Tim Clark**

Grand Theft Auto

What about a prison section? If you get caught during the game, rather than finding yourself at the police station the next day, you get banged up. Doing a ten-stretch for homicide? You're spending a lot of your game time in a cell with a hairy ape called Bub. Inside, while watching your back in the showers, you could spend time running errands, working your way up to the position of prison don and exploiting the system to your advantage. Even better would be the option to either serve out your sentence, or risk an escape attempt. ■ **Leon Hurley**

Devil May Cry

You probably think I'm going to say 'make it easier', but sod that. *DMC* is difficult like climbing the Matterhorn naked – it's punishing, and sometimes horrible, but it's also a lot more rewarding than most other actioners. A few more continue points before the bosses wouldn't go amiss though, if only to encourage the super-cool play that's a *DMC* trademark. Make the 'Continue' option less gruelling and we'd all be free to twirl guns and go for that elusive Stylish rating. And on that topic, the only other thing I want to see is more Asian-action-movie-style insanity – let's have Dante reloading guns with his teeth and surfing zombies down cliffs, kicking their heads off and nicking shades off corpses. And would a 'pose' button be that hard to implement? ■ **Joel Snape**



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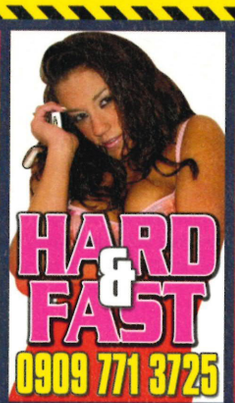

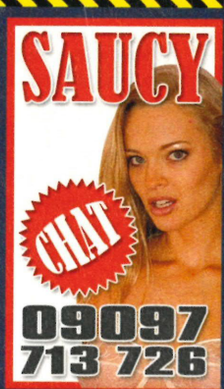

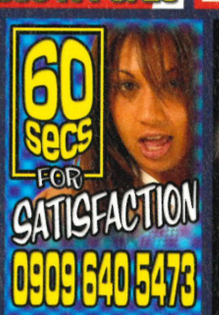

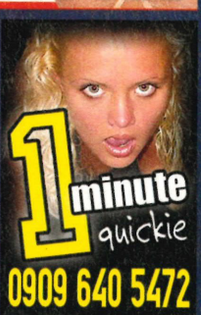

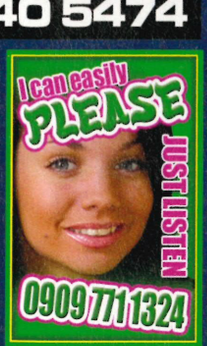

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DID WE REALLY...

COVER A MAN IN BACON?

It's easy to confuse hate with pity. Really easy. Surely you've seen clips of *Big Brother* audition tapes, and the succession of cocky office jokers and shrill jumbo-chested checkout girls. All of them squawking, mugging and flapping, with all the dignity of a ringtone cartoon. Watch long enough and occasionally you'll see one of these idiots exhibit a flash of sentience. The noise dries up as they stare, glassy eyed into middle distance.

Has the penny dropped? Have they realised that everyone watching thinks them a maddening tosser? Or have they simply realised they're a pointless talent-vacuum destined for a job in a call centre? Who knows. Perhaps not even they. For in a split second the moment is over and the desperate verbal sewage hoses again. But do we hate them? Or merely pity?

And what about people who laugh out loud at cinema adverts which have been running on TV for ages? Don't they realise what entertainment-starved inbreds they sound like? Don't they? But do you actually hate these people? Or just pity them? And what of people who think that wearing an FCUK T-shirt is somehow rebellious? Or wailing she-trolls on hen nights wearing plastic flashing horns? Or people who use two different cards to access two different accounts, during *one* visit to the cashpoint? Or 'geezers' with gel-spiked footballers' haircuts. Or Paul Fitzpatrick, ex-features editor and regular contributor to this very magazine.

Yes, it would be very easy for regular readers to assume we hated Paul. For back in May 2003 we covered him in bacon. This disgusting garb was supposed to be visual shorthand for the horror in *Silent Hill 3*. Paul was covered, literally head to foot with cheap, damp, room temperature bacon. We even sprinkled some mince on his head. It was revolting. He stank. There were flies. But of course we didn't hate him. He's a wonderful chap. Then again, we didn't pity him either. We were way too busy laughing.

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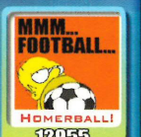

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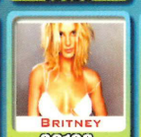

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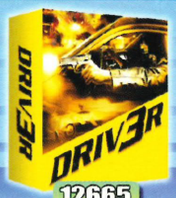

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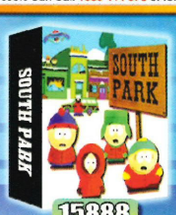

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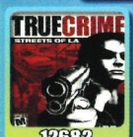

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3.	22350	Elton John	Electricity
4.	20236	Kelly Clarkson	Since U Been Gone
5.	16244	M V P	Roc Ya Body
6.	20076	Axel F	Beverly Hills Cop
7.	18262	Audio Bullys	Shot You Down
8.	14541	Kanye West	Diamonds
9.	15698	Missy Elliott	Lose Control
10.	11227	Green Day	When September

R'N'B Top 10

1.	17451	Eminem	Mockingbird
2.	18371	Will Smith	Switch
3.	11493	Snoop Dogg	Sign
4.	14698	Mario	Let Me Love You
5.	16830	Nelly	N Dey Say
6.	18579	50 Cent	Just a Lil Bit
7.	13563	Eminem	Like Toy Soldiers
8.	15275	Ciara	1 2 Steps
9.	16264	Amerie	1 Thing
10.	15698	Missy Elliott	Lose Control

Fart Top 10

1.	14082	South Park Fart Song
2.	14079	Burp Boy
3.	13120	Blow Raspberry
4.	12362	Watery Farty
5.	12351	Barf
6.	12247	Sizzling Fart
7.	12492	Burp-alidious!
8.	13846	Go Pee
9.	15186	On Fart For Man
10.	12385	Fart & Burp Man

REAL Top 10

1.	20061	Axel F	Beverly Hills Cop
2.	19016	Akon	Lonely
3.	20067	2Pac/Elton John	Ghetto Gospel
4.	16157	Tony Christie	...Amarillo
5.	16162	50 Cent	Candy Shop
6.	14289	Gwen Stefani	Hollaback Girl
7.	16874	Bodyrockers	I Like The Way
8.	12219	Gorillaz	Feel Good Inc
9.	12984	Black Eyed Peas	Dont Phunk...
10.	12925	The Killers	Somebody Told...

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Top 3

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15417 Mad Cow
15982 Disco Chick

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14826 Dirty Sanchez
11146 Jordan
12389 Peter Kay
11106 Avid Merrion
11071 Bear (Bo)
12381 Borat (Ali G)
11150 Frodo and Gollum
11143 Kat Slater (Bo)
11069 Mel b (Bo)
11067 Michael Jackson
11159 Ozzy Osbourne
11151 Alan Partridge
11102 Ali G
19035 Kenny Craig
19038 Marjorie Dawes
19064 Vicky Pollard
11088 Lou and Andy
18515 Bitty Bitty
18537 Daffyd
19052 Michael And Pm
19062 Ray McCooney

Crazy Tones

15417 Mad Cow
15416 Crazy Frog
12492 Burp
15467 Dog Eats Frog
15565 Kill All Phones
15982 Disco Chick
12518 Creepy Door
15095 Scary Voice
15563 Torture Tone
12507 Alien Talk
12510 Baby Sound
12487 Ambulance
12518 Creepy Door
12537 Godzilla
12504 Crazy Cat

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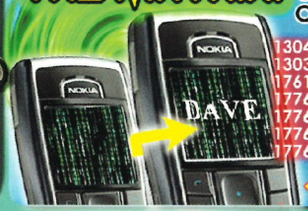

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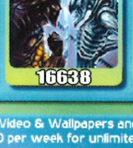
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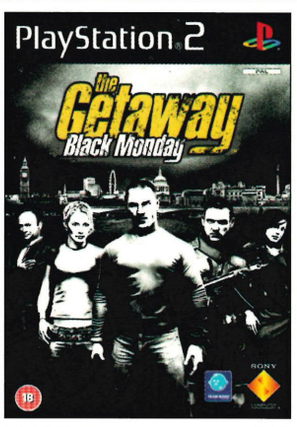

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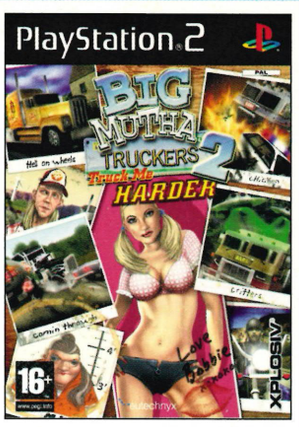

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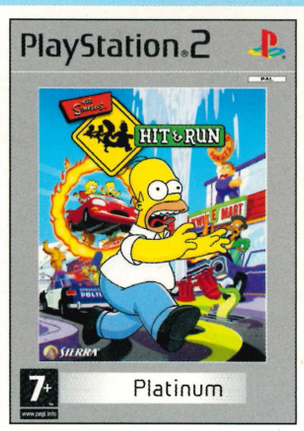

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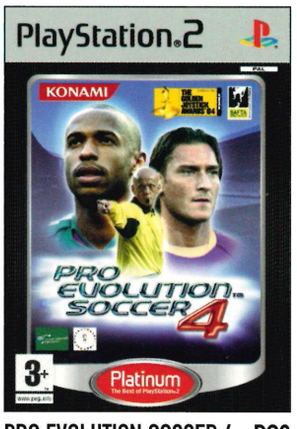

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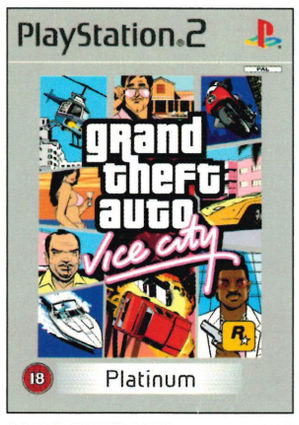

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