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PlayStation 2

OFFICIAL MAGAZINE-UK

WORLD EXCLUSIVE!

JAK AND DAXTER

MEET THE PLAYSTATION 2'S BRAVEST HERO (AND HIS DUMB-ASS SIDEKICK)

INSIDE!
HANDS-ON REPORTS OF METAL GEAR 2 AND GRAN TURISMO CONCEPT

25+ PAGES OF THE BEST PS2 REVIEWS

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BALDUR'S GATE: DARK ALLIANCE/CAPCOM VS SNK 2 + MORE

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ON THE COVER
Presenting the PS2's dynamic duo, Messrs Jak and Daxter. Read the review and play the demo, only with *OPS2*!

ISSUE 015/CHRISTMAS2001

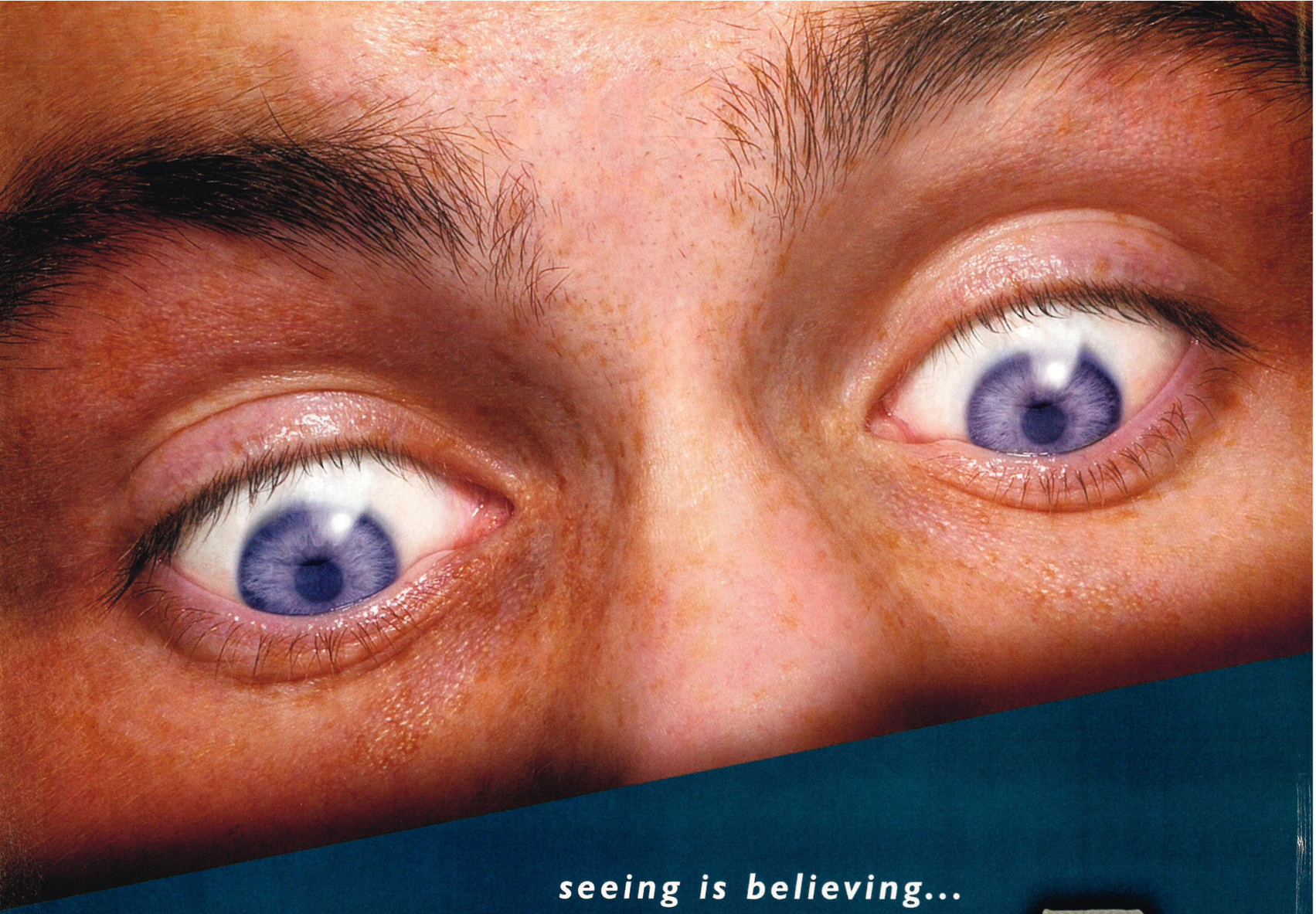
GAME REVIEWS

92 **JAK AND DAXTER**
Naughty Dog unleash a new hero (sidekick missing in action).

98 **TONY HAWK'S PRO SKATER 3**
The Hawkster returns for PS2, better than ever.

102 **SSX TRICKY**
The PS2's coolest launch game gets a full-on makeover.

106 WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION
108 BALDUR'S GATE: DARK ALLIANCE
111 RAYMAN M
114 JAMES BOND 007 IN... AGENT UNDER FIRE
118 SHAUN PALMER'S PRO SNOWBOARDING
119 SMUGGLER'S RUN 2
120 GIANTS: CITIZEN KABUTO
122 JET SKI RIDERS
127 CRICKET 2002
128 CAPCOM VS SNK 2
130 THE SIMPSONS: ROAD RAGE
131 BASS STRIKE/DRIVEN
133 NBA LIVE 2002



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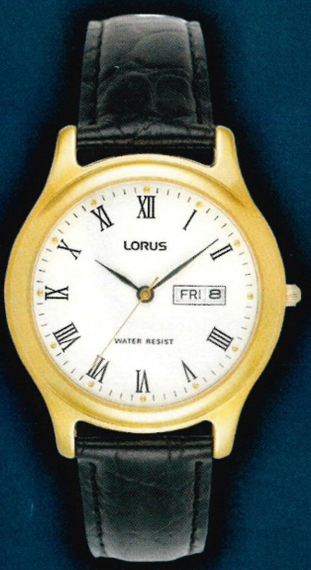

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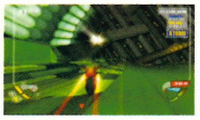
ON THE DVD

THE EXCELLENT *JAK AND DAXTER* HEADS UP OUR MASSIVE DVD WITH 12 FANTASTIC PLAYABLE DEMOS.

PLAYABLE DEMO ONE/
JAK AND DAXTER: THE PRECURSOR LEGACY
You've read the review, now play this landmark platformer for yourself as *J&D* get into trouble on Misty Island.

PLAYABLE DEMO TWO/
BURNOUT
OutRun's spiritual heir is here and you can play it now, racing and smashing your way between checkpoints.



PLAYABLE DEMO THREE/
EXTREME-G 3
WipEout Fusion beating future racing. Very fast.

PLAYABLE DEMO FOUR/
TOP GUN: COMBAT ZONES
It'll take your breath away.

PLAYABLE DEMO FIVE/
THUNDERHAWK: OPERATION PHOENIX
Cracking chopper warfare.

PLAYABLE DEMO SIX/
ESPN X GAMES SKATEBOARDING
More than the daily grind.

PLAYABLE DEMO SEVEN/
F1 2001
Take a Formula One driving test with EA's racer.

PLAYABLE DEMO EIGHT/
PROJECT EDEN
Futuristic, team-based adventuring for all.

PLAYABLE DEMO NINE/
G-SURFERS
Altogether now! It's got the whole world, in a race...

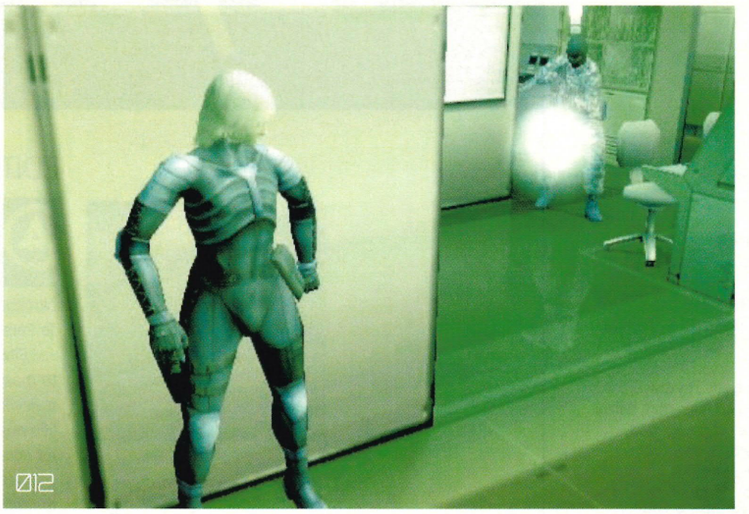
PLAYABLE DEMO TEN/
GTC: AFRICA
Kick up some dust with this stage-based racer.

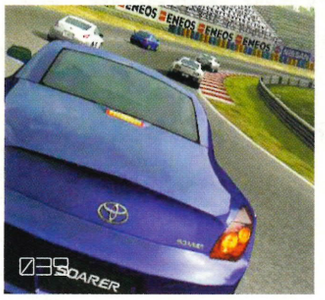
PLAYABLE DEMO ELEVEN/
DROPSHIP: UNITED PEACE FORCE

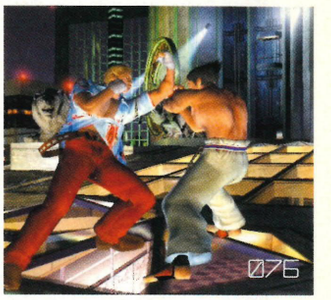
PLAYABLE DEMO TWELVE/
LOTUS CHALLENGE (NEW DEMO)

PLUS/**VIDEO PREVIEWS OF:**
Burnout, Headhunter, SSX Tricky, Ecco The Dolphin: Defender Of The Future and more besides.

» **FULL DETAILS: PAGE 008**







FEATURES

068 **THE PS2 INTERVIEW: KEN KUTARAGI**
A PlayStation handheld? PS2 compatible with Xbox? Why cars are brilliant? The man whio invented PSone and PS2 speaks his brains...

072 **CALL THE COPS!**
OPS2 gets a sneak preview of SCEI's thrilling new voice recognition-based cop adventure, *Dekavoice*.

076 **TO PLAY IS HUMAN**
We went to Tokyo to find out what Namco has in store for PS2 gamers. And *Tekken 4* is only the tip of the iceberg...

084 **TALKING BALLS**
We got five footy game developers together and got them talking about the future of the beautiful game on PS2.

GAME PREVIEWS

012 **METAL GEAR SOLID 2: SONS OF LIBERTY**
We've played the most anticipated game for years! It's not out in the UK until February but you can read all about it now.

016 **HEADHUNTER**
Snake isn't the only stealth hero on PS2. Meet Jack Wade, and welcome to a shocking future.

018 **REZ**
A true PS2 original. Phat beats and old skool blasting for next-gen gamers.

020 **RESIDENT EVIL SURVIVOR 2 CODE: VERONICA**

022 **HERDY GERDY**

026 **ICO**

028 **ACE COMBAT 4: DISTANT THUNDER**

030 **CENTRE COURT**

033 **POLICE 24/7**

REGULARS

006 **Editor's Letter**

039 **Spy**
We've played *GT Concept* first! Read about that and the rest of PS2's hottest news, here.

070 **Next Month**

092 **Reviews**
17 new games rated!

134 **PSone Reviews**
FIFA 2002 plus all the latest PSone news.

138 **Media**
Shrek on DVD and an interview with top UK Hip Hop artist Roots Manuva.

144 **HardCore**
Devil May Cry guide plus strategies for *GTA3* and *Pro Evolution Soccer*.

148 **Subscribe**
Save 10% and have *OPS2* delivered to your door.

150 **Postal**
From you to us with words.

160 **Competitions**
Win a JVC widescreen TV!

162 **What If?**
The Third Place were discovered?

CALL THE COPS!

VOICE RECOGNITION COMES OF AGE IN SCEI'S NEW 3D ACTION ADVENTURE *DEKAVOICE*. **PAGE 072**

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Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 7BR. Tel. 01458 271184

Distributed through the UK Newstrade by Seymour Distribution, 86 Newman Street, London, W1P 3LD. Tel. 020 7907 6000

Overseas Distribution by Future Publishing Ltd. Tel 01225 442244

If you had any problems finding this issue of *OPS2*, please call Regina Erak in our Circulation Department on 01225 320889

Printed in the UK by ET Heron
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ABC 82,109 JAN-JUN 2001
A member of the Audited Bureau of Circulations

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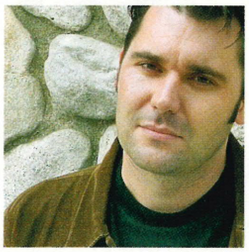

"Fitz has been swearing. Mostly at the telly and *Jak And Daxter*, to be honest"

EDITOR'S CHOICE

A rammed issue and no mistake. Here's what you need to read...

1. JAK AND DAXTER
Of course, you could always play the demo first **092**

2. METAL GEAR SOLID 2
Think you know all about *MGS2*, do you? Think again **012**

3. TONY HAWK'S 3: ONLINE
Our George takes on the world in our full network test **050**

4. INSIDE NAMCO
Tekken 4! New *Smash Court*! *Soul Calibur 2*! I wrote this! **076**

5. GRAN TURISMO CONCEPT
It might end up as Japan-only, but any *GT* game is cool by me **039**

EDITOR'S LETTER

It's always fun writing these letters in real time, I think. "Gives the reader a chance to see what else we've been up to while we've been putting the issue together," goes the logic. And thus I bid you welcome to the first and probably last chance to read the blockbuster I shall call What We've Been Doing In the Two Days It's Taken Lou To Persuade Me That I've Got To Write My Editor's Letter Now!

Fitz has been swearing. Mostly at the office telly, to be honest, as he tries to master what can only be described as a bitch of a double jump leap while reviewing this issue's cover game, *Jak And Daxter*. He made it, he finished it (it's huge!) and now he's swearing again 'cos he's got to play it all over again for screenshot purposes. Share his pain by giving our cover demo a spin.

George? George is a lucky man because George has spent days playing through the final US code of *Metal Gear Solid 2*, previewed on page 12. He's legally bound not to reveal certain secrets and spends his days muttering, "I wish I could tell you what I've seen. I've seen the truth and it scares me. Everything, *everything* is different now." Fine in theory, but not so fine when he's sat alone at a bus stop at 4am.

Sam too has been muttering. Not of Snakes and *[Snip – Legal-Minded Ed]* but of having to cover for yours truly who's been off sorting a secret thing due to roll out in *OPS2* early next year. Can't say just yet, but it'll be worth the wait. Oh, and he's also been playing the gubbins out of *SSX Tricky*, *James Bond 007 In... Agent Under Fire* and *Who Wants To Be A Millionaire 2nd Edition* (all reviewed this issue) so don't feel too sorry for him.

And the rest of the team? Well, our art bods have been cooing over the early artwork for next issue's cool *Headhunter* cover, the disc team have been sorting out this issue's astonishing covermounted DVD (like, how many playable demos?) while production have been moaning at everyone to stop playing *Pro Evolution Soccer* (tipped over in HardCore, page 147) and start writing. Right, like they didn't spend the other afternoon playing through *Bravo Music* (see Spy this issue, page 56). Oh, and Amos might be based in Japan but we managed to persuade him to track down and play *Gran Turismo Concept* for our lead news story. Didn't take much persuading...

And me? Oh, nothing much, thanks for asking. Bit of Christmas shopping, spot of tea early afternoon, getting home early, playing a bit of PS2...

Guess who can do the double jump leap in *Jak And Daxter* better than Fitz?

MIKE GOLDSMITH
Senior Editor

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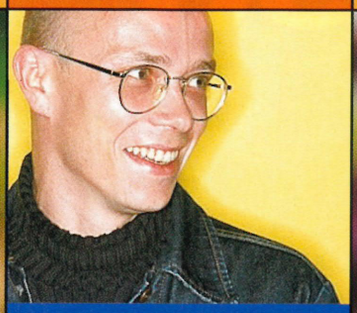
»ON THE DVD

playable demos

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



Greetings and welcome to another superb *OPS2* DVD. If you thought that last month's disc was bulging at the seams, well you ain't seen nothing. As a special treat for this festive season we've bagged you a whopping 12 exclusive playable demos. You wanted a present? You got one!

We kick off with an incredible duo of SCEE's eagerly anticipated *Jak And Daxter: The Precursor Legacy* and *Dropship: United Peace Force*. Next, we're off for the ride of our lives with Acclaim's mental racer *Burnout*, then there's some squad-based strategy with the futuristic *Project Eden* and motorsport madness in EA's *F1 2001*.

It's back to the track again for more dizzyingly fast racing thrills in *Extreme-G 3* and then we delve deep into enemy territory with Core's champion chopper title, *Thunderhawk: Operation Phoenix*. We take in the beautiful scenery of Africa with Rage's *Global Touring Challenge* then take to the heavens once more for some *Top Gun* dogfighting action. To round things off, try your extreme skills in Konami's *ESPN X Games Skateboarding*, hop into a super-cool Elise in our all-new *Lotus Challenge* demo and build your own loop-da-loops in Midas' *G-Surfers*. Then of course, there's a selection of videos of the finest upcoming releases, so read on for the full line-up. Until next time...

Adrian Lawton
Deputy PlayStation Producer

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

»PLAYABLE DEMO ONE

JAK AND DAXTER: THE PRECURSOR LEGACY

Publisher: SCEE/Game type: Platformer/Out: December/Players: 1

THE GAME

After ditching its marsupial mascot *Crash Bandicoot*, *Naughty Dog*'s new project is an adventure of truly epic proportions. *Jak And Daxter: The Precursor Legacy* is a heady mix of lush visuals and cunning gameplay, wrapped up in a free-roaming world borne of outstanding creative talent. The game revolves around two central characters, Jak, a humanoid and his rodent-like accomplice, Daxter, who was transformed from his original form by falling into Dark Eco (a malevolent type of the elemental substance that fuels the land). While your ultimate quest is to restore Daxter to his original self, you'll need to assist the local inhabitants in numerous tasks to progress and uncover a sinister plot that threatens the entire world.

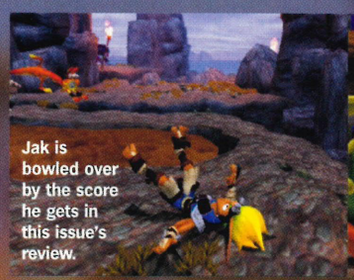
THE DEMO

After loading, hit START to begin the demo and watch the cut-scene. You're asked to stop the Lurkers on Misty Island from releasing the Dark Eco. Once you begin playing, get to the top of the Precursor Silo and take out the Lurkers operating the cannon. The demo times out after ten minutes but you've got plenty of time to make it. Once complete, don't worry, there's still plenty to do on Misty Island. Try freeing the seven scout flies; grabbing the power cells; going for a spin on the A-GraV Zoomer or catching the Sculptor's Muse. Stunning.

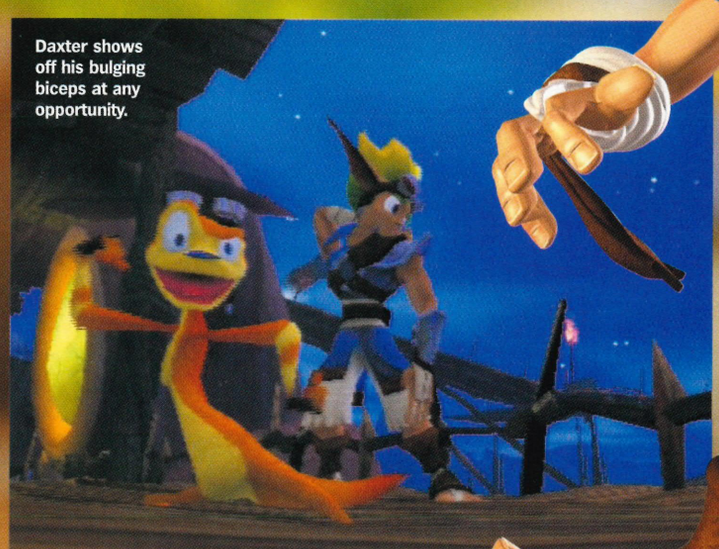
THE CONTROLS

L-stick – Move
R-Stick – Camera controls
⊗ Jump
□ Punch
○ Spinning kick
△ Look around
L1/R1 Duck
L2/R2 Stats HUD
Start Progress screen

A-GraV Zoomer:
L-stick – Steer
R-stick – Camera controls
⊗ Accelerate
□ Brake
L1/R1 Jump
L2/R2 Stats HUD
START Progress screen



Jak is bowled over by the score he gets in this issue's review.



Daxter shows off his bulging biceps at any opportunity.

Play Naughty Dog's epic for yourselves in our exclusive playable demo.

SCEE's long-awaited combat sim swoops in.

>>PLAYABLE DEMO TWO

DROPSHIP: UNITED PEACE FORCE

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

THE CONTROLS
L-stick up/down – Pitch
L-stick right/left – Roll
R-stick up/down – Zoom
R-stick right/left – Camera control
⊗ Thrust (double tap for afterburner, double tap in hover mode to re-engage flight mode)
□ Brake (double tap for hover mode)
○ Fire primary weapon
△ Fire cannon
L1 Change target (Double tap for nearest target)
R1 Cycle primary weapons
L2 Rudder left
R2 Rudder right
L1 +R1 Increase altitude
L2 +R2 Decrease altitude
R3 – Rear view
↑ Comms log
↓Tactical map
← System damage
→ Objectives
START Pause
SELECT Change view

THE GAME

Studio Camden's futuristic combat title puts you in charge of a super-sonic military aircraft. Your mission is to enter and secure combat zones before setting down the troops of an elite anti-terrorist fighting force and piloting heavily armoured personnel carriers into the heart of the action. With expansive environments, loads of missions and dazzling visuals, *Dropship: UPF* is ready to take PS2 combat to a whole new level.

THE DEMO

Once the demo has loaded, you're offered the option of heading straight into combat or engaging in a little training to hone your piloting skills. There are two types of training available: Flight and Combat, which you can select with ↑, ↓ and ⊗.

Now head off to battle by choosing Mission with ⊗ again. Here, you're required to rescue Alpha Squad by clearing the landing zone, touching down and driving straight into the enemy compound in your APC, engaging the enemy at ground level. Oh, and keep an eye out for next issue's review!

Teamwork is the key to survival in Core's *Eden* demo.

>>PLAYABLE DEMO FOUR

PROJECT EDEN

Publisher: Eidos/Game type: Strategy/Out: Now/Players: 1 (Full game 1-4)

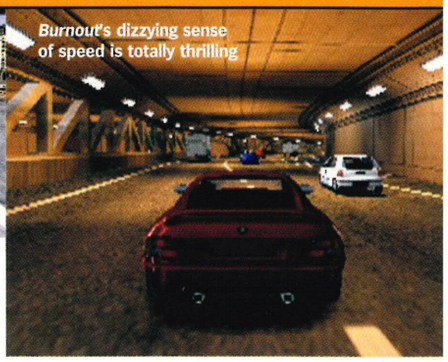
THE CONTROLS
L-stick – Move
R-stick – Camera
⊗ Menu
□ Change weapon
○ Weapon mode
△ Torch
R1 Action
L1 Duck
R2 Target assist
L2 All follow me
L3 View toggle
↑/↓/←/→ Change character
START Pause/Options

THE GAME

Set in a grim future, this squad-based action/strategy title puts you in the shoes of a specialist squad of engineer, computer hacker and cyborg, tasked with investigating the disappearance of some maintenance workers. Use the skills of your team to uncover the mystery and emerge from the city's underbelly alive.

THE DEMO

Once loaded, click through the information screens with ⊗ to begin playing. Your mission is to get all your team-mates into the UPA access lift, represented by a flashing yellow arrow on your scanner.



Burnout's dizzying sense of speed is totally thrilling

>>PLAYABLE DEMO THREE

BURNOUT

Publisher: Acclaim/Game type: Racing/Out: Now/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick – Steer
⊗ Accelerate
□ Brake
△ Change view
L1 Rear view
R1 (Hold) Burnout
START Pause/Quit

THE GAME

Hailing back to classic coin-op racers like Sega's *Daytona USA*, *Burnout* is arcade racing to the core. Taking in various European and US locations across its 14 courses, *Burnout* features insanely fast vehicles, against the clock racing and breathtaking crashes, all adding up to one of the most thrilling PS2 driving experiences to date. We gave the full game 8/10 and it's a cracker!

THE DEMO

After loading, hit START to get straight into the action. Our demo features the River City course and puts you in charge of lovely shiny red Sports Coupe AT, so just hit the gas and hold onto your underpants. You're up against three other cars and you must reach the checkpoints before the timer runs down. Build up your *Burnout* meter by driving headlong into traffic or dangerously close to other vehicles, and then trigger it for a mind-meltingly-fast burst of speed.

>>PLAYABLE DEMO FIVE

F1 2001

Publisher: EA/Game type: Racing/Out: Now
Players: 1 (Full game 1-4)

THE CONTROLS
L-stick – Steer
R-stick up/down – Accelerate/Brake
⊗ Accelerate
□ Brake
○ Reverse
△ Replay
L1 Rear view
R1 Change view
R2 Gear up
L2 Gear down
START Pause

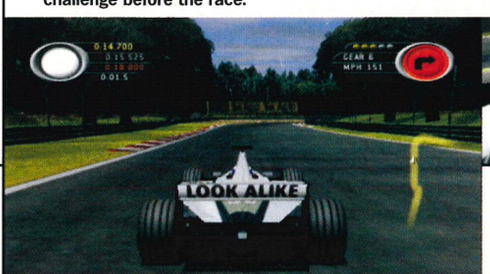
THE GAME

EA's latest entry to the Formula One sub-genre offers a fresh approach to the format by introducing a series of driving test-style challenges that you're required to pass before getting into the game proper. The main game itself is fast, exciting and graphically slick with as much or as little simulation of the real sport as you can handle, making it a fine alternative to SCEE's *Formula One 2001*.

THE DEMO

After loading, press ⊗ to enter the Challenge mode. In the demo, this consists of a cornering test and you must get at least 60 percent to pass. Once complete, it's on to Monza where you'll get four laps in the Schues of Michael himself. Choose normal or simulation handling and away you go.

Take the cornering challenge before the race.



»ON THE DVD

MORE DEMOS

playable demos

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

»PLAYABLE DEMO SIX

EXTREME-G 3

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

***XG3* is insanely fast, and a serious challenge for racing fans.**

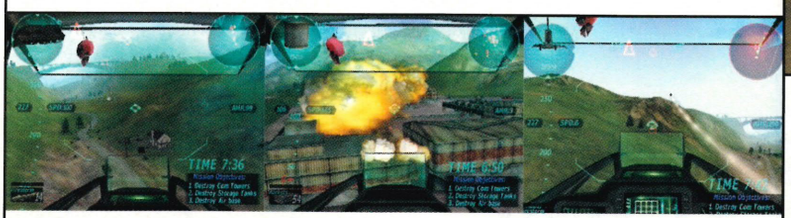
THE CONTROLS
L-stick – Steer/tilt bike
⊗ Accelerate
□ Fire weapon
○ Turbo
△ Look behind
R1 Next weapon
L1 Previous weapon
R2 Right airbrake
L2 Left airbrake
SELECT Change camera view

THE GAME

Having gone through two previous incarnations on Nintendo's 64 bit machine, the *XG* series gets a PS2 makeover in the shape of *Extreme-G 3*. If you've ever played *WipEout*, you'll be in familiar territory with the game's break-neck racing through futuristic, neon-clad environments. Loads of weapons, gravity defying tracks, vicious opponents and cool multiplayer action – *XG3* has got the lot.

THE DEMO

Our demo features the ultra-cool Megalopis 7 track and pits you in a tough showdown with a field of 11 other racers. Hit START once it's loaded and it's full throttle from start to finish. You've got just one lap to win the race, so you'd better be quick about it!



Don't stay still for long or you'll get dead real quick!

»PLAYABLE DEMO SEVEN

THUNDERHAWK: OPERATION PHOENIX

Publisher: Eidos/Game type: Action shooter/Out: Now/Players: 1

THE CONTROLS
L-stick – Move
R-stick left/right – Rotate
R-stick up/down – Elevation
⊗ Change target
□ Wingman commands
○ Cycle targets
△ Change view
L1 Cycle primary weapons
R1 Fire primary weapon
R2 Fire cannon
L3 Rear view
L2 (hold) + R-stick – Move camera
SELECT Change view

THE GAME

The *Thunderhawk* series has been around since the days of Sega's Mega CD system and its intense, helicopter-based action has now crash-landed on PS2 in the form of *Operation Phoenix*. With 20 levels over four environments and impressively varied missions, *Thunderhawk* is another worthy addition to your PS2 collection.

THE DEMO

After watching the intro sequence, press START to begin the game. Your objective is to destroy the Com Tower, storage tanks and the air base. Sounds easy enough, but under a constant barrage of deadly enemy fire things become a whole lot trickier.

»PLAYABLE DEMO EIGHT

GLOBAL TOURING CHALLENGE: AFRICA

Publisher: Rage/Game type: Racing/Out: Now/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick – Steer
⊗ Accelerate
□ Brake/reverse
○ Handbrake
△ Change view
R1 Rear view
SELECT Reset car

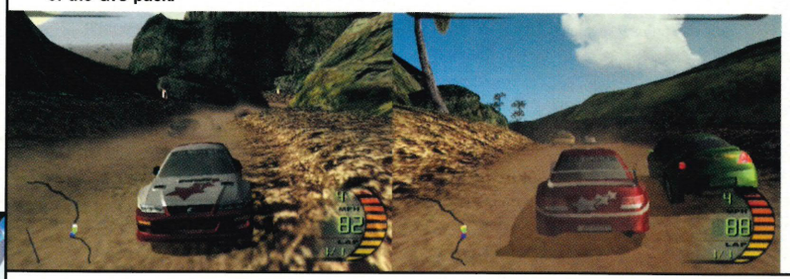
THE GAME

Set over 19 beautiful courses across that most diverse of continents – Africa – *GTC* is nothing if not pretty, with the likes of Egypt, Tanzania and South Africa being taken in along the way. A mix of both rallying and circuit-based racing, Rage's latest offering is a fast, fun alternative to *GT3*.

THE DEMO

After watching the intro, press any button to start. This one-lap race puts you in a rally favourite, the Subaru Impreza, and pits you against five other cars. Look out for the incredible Victoria Falls along the way.

Powerslide your way to the front of the *GTC* pack.



»PLAYABLE DEMO NINE

TOP GUN: COMBAT ZONES

Publisher: Titus/Game type: Action shooter/Out: Now/Players: 1

THE CONTROLS
L-stick up/down – Pitch
L-stick right/left – Roll
⊗ Fire primary weapon
□ Fire secondary weapon
○ Cycle weapon
△ Cycle target
R1 Rudder right
L1 Rudder left
R2 Throttle
L2 Brake
→ Zoom map
← Cycle view

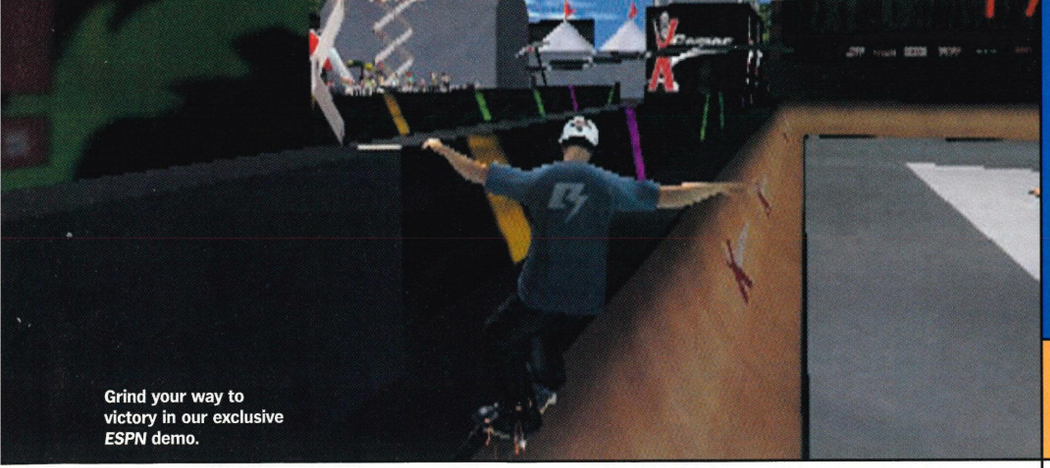
THE GAME

Loosely based on the cheesy Eighties Tom Cruise flick, *TG:CZ* is an arcade-style aeroplane shooter that features eight of the best attack craft in the world, including the F-14 Tomcat, the Phantom and the good old Harrier jump-jet. Not a Goose or Maverick in sight, unfortunately, but plenty of action to keep you occupied.

THE DEMO

After loading, begin the demo by hitting ⊗. The action takes place in the Arctic circle and your mission is to protect the oil platform from attack by enemy warships and helicopters. Take out the ships before they get within firing range and ensure that the helicopters don't land their troops. Once you've completed the mission, sit back and enjoy the replay.

***Top Gun* – Intense air combat for your PS2.**



Grind your way to victory in our exclusive *ESPN* demo.

Talk to us!

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

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

>>PLAYABLE DEMO TEN

ESPN X GAMES SKATEBOARDING

Publisher: Konami/Game type: Extreme sports/Out: Now/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick – Steer
R-stick – Music select
⊗ Ollie
□ Flip
○ Air
△ Grind/Handplant
L2 Spin left
R2 Spin right
L1/R1 Grab

THE GAME

With *Tony Hawk's Pro Skater 3* as competition, Konami has decided to opt for a little more realism with its own entry into the skateboarding arena. *ESPN* includes an Arcade mode providing some enjoyable antics around areas like the LA suburbs and a museum, while the X Games mode caters for the more hardcore skate fanatics.

THE DEMO

After loading, choose either X Games Vert or X Games Park with ↑, ↓ and ⊗. On the former, you get three runs and your aim is to pull off as many tricks as you can for the biggest score. On the latter, get a high score by covering as much terrain as possible. Pull off tricks as you go to gain life bonuses and become king of the park.

>>PLAYABLE DEMO ELEVEN

LOTUS CHALLENGE

Publisher: Virgin Interactive/Game type: Racing/Out: Now/Players: 1 (Full game 1-2)

THE CONTROLS
L-stick – Steer
R-stick up/down – Accelerate/Brake
⊗ Accelerate
□ Brake
○ Handbrake
△ Change view
L1 Headlights
R1 Rear view
L2 Gear down
R2 Gear up
START Pause/Options
SELECT Toggle HUD

THE GAME

Boasting an official licence, *Lotus Challenge* allows you to drive a garage of vehicles from the company's history. In addition to the standard Racing mode, there's a Challenge mode, Stunt mode and Two-player split-screen option.

THE DEMO

After loading, choose a mode from the two available with ↑, ↓ and ⊗. Whichever you choose, you'll be given a choice of three handling styles, so select one with ↑, ↓ and ⊗ again. Race is a two-lap jaunt around Bellingham village in the UK, while Stunt mode lets you jump over a series of buses on the Jupiter Beach course in Florida.

>>PLAYABLE DEMO TWELVE

G-SURFERS

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

THE CONTROLS
L-stick – Steer
⊗ Accelerate
□ Turbo
L1 Change view
R1 Rear view
L2 Left airbrake
R2 Right airbrake
START Pause/options

THE GAME

Hailing from UK studio Blade Interactive, *G-Surfers* is a futuristic racer with 16 craft boasting speeds in excess of 10,000 mph. There are 30 tracks set across the globe tp play on, along with a user-friendly track editor that lets you build your own courses simply and easily.

THE DEMO

Watch the intro or skip with ⊗, then choose Race or Trackman with ⊗. Trackman introduces you to the basics of course building and lets you race it. Race meanwhile offers two one-lap races – Akamina Pass and Vancouver – in the mean-looking Crimson Sunset ship.

video previews

A glimpse of PS2's future...

>>VIDEO ONE

HEADHUNTER

Publisher: SCEE

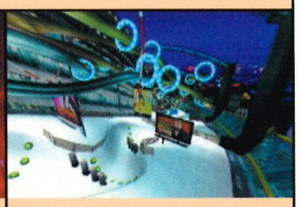
The Sega PS2 onslaught is in full swing and we bring you a cool new trailer of their *MGS*-inspired action adventure title *Headhunter*. Join Jack Wade in his bad-guy busting mission to regain his memory and get to the bottom of a sinister mystery. Playable demo next issue!

>>VIDEO TWO

REZ

Publisher: SCEE

Believe us, *Space Channel 5* creator Tesuya Mizuguchi's 'dramatical musical shooter' is quite unlike anything you've seen before on your PS2. Go to page 18 for the preview.

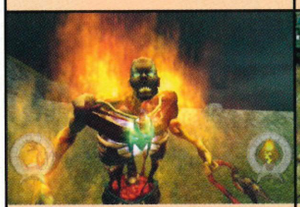


>>VIDEO THREE

SSX TRICKY

Publisher: EA

Join us for a high-speed jaunt down the slopes of Tokyo Megaplex and Alysium Alps in our edit of EA's amazing *SSX* remake. Turn to page 102 for the full review.



>>VIDEO FOUR

SHADOWMAN 2: THE 2ECOND COMING

Publisher: Acclaim

We take a ride through Deadside with Mike LeRoi, aka the Shadowman in this stunning voodoo sequel.

>>VIDEO FIVE

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Publisher: SCEE

Bask in the mellow mood and beautiful undersea world. Flipper has nothing on this fella.

video extras

And there's more...

>>EXTRA ONE

FINAL FANTASY: THE SPIRITS WITHIN

Publisher: Columbia TriStar

To celebrate the DVD release of Square's all-action silver screen debut we present the full cinematic trailer of *Final Fantasy: The Spirits Within*, courtesy of Columbia TriStar Films.

PREVIEW CONTENTS

12 **Metal Gear Solid 2: Sons Of Liberty**
Needs no introduction.

16 **Headhunter**
The only possible contender to *Metal Gear*? Maybe. Read our intelligence.

18 **Rez**
Rhythm-action madness in Amuze's hypnotic incandescent sonic explosion.

20 **Resident Evil Survivor 2 Code: Veronica**
It's *Resident Evil* with a light gun.

22 **Herdy Gerdy**
Pastoral pleasures with the cutest country boy this side of Little Spridlington-on-the Hill.

26 **Ico**
A creepy castle, eerie atmosphere… and you have a mopey girl in tow.

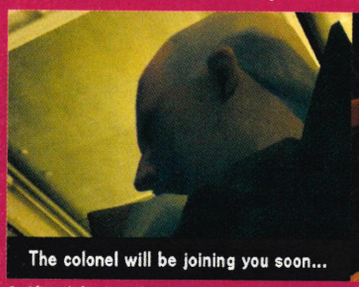
28 **Ace Combat 4: Distant Thunder**
A flight sim with a RPG story line. This has has to be Japanese.

30 **Centre Court: Hard Hitter**
The PlayStation 2 *needs* a tennis game. Will this one serve up an ace?

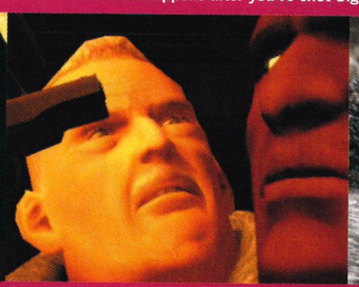
33 **Police 24/7**
Dodge. And shoot. And dodge. And… Not an exercise video but a Konami cop game.

THE STORY SO FAR...

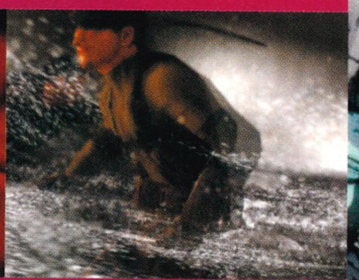
SPOILER ALERT! Do NOT read this if you don't want to know what happens after you've shot Olga.



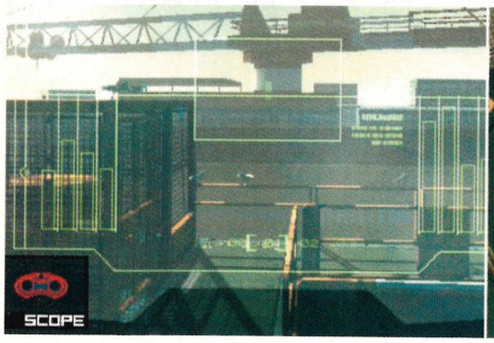
1. After defeating Olga you continue making your way through the boat, taking in a few forced gun battles and a booby-trapped door. Eventually you find yourself crouching in a darkened corridor. In the cut-scene that follows we see Shalashaska, AKA Revolver Ocelot, dramatically executing one of the guards he is supposedly working alongside, adding that the Colonel (Sergei Gurlukovich) will be next.



2. Later, after Solid Snake covertly procures pictures of Metal Gear Ray a long and dramatic cut-scene is triggered which reveals a massive twist. The Commander of the Navy SEALs unit looking after Metal Gear Ray is suddenly overcome by Sergei Gurlukovich, who claims he is reclaiming the Metal Gear for Mother Russia. Up until now we have assumed he is in league with Revolver Ocelot…



3. But wait! Ocelot has another agenda. After shooting Gurlukovich (gasp!) he reveals to the now bemused Snake – who has up until now been watching from the wings – that he is fuelled by Liquid Snake's (Solid Snake's twin) arm. Snake is left stunned as Revolver Ocelot boards Metal Gear Ray and breaks out of the hull of the tanker leaving our hero on the rapidly sinking vessel. What happens next? Well that would be telling…



Hang on, *Metal Gear* outside? Oh yes.

METAL GEAR SOLID 2: SONS OF LIBERTY

WORDS: GEORGE WALTER

Snake's return to the UK is only three months away! In the meantime, why not read our hands-on report of the finished US version?

Publisher: Konami
Developer: KCEJ
Players: 1
Release: February 2002

By the time you read this preview, the PlayStation 2 will have been instrumental in one of the most exciting advances in videogaming – and that's speaking with a degree of rationality. By late November, *Metal Gear Solid 2* will have finally entered the lives of thousands of gamers in Japan and the US with Europe following in early 2002. They won't know what hit 'em. We at *OPS2* already do, and have done for the last two months.

In late October we visited Konami to play a completed US (and thus English language) version of the game. It gave us the chance to play through and beyond what anyone outside the confines of Konami had yet to see. It doesn't take a genius to work out we didn't get to see it all, and even if we had, we couldn't talk about it. Here's what we can say:

As *Metal Gear Solid 2* boots up you are instantly lulled into something more akin to a Hollywood blockbuster than a videogame. The credit sequence, set to a rousing theme by Harry Gregson-Williams, wouldn't look out of place on the silver screen. It's an early reminder of the meticulous craftsmanship that's gone into the title's development. Similarly, opening menu screens have been redesigned, still keeping their clean, precise future noir appeal.

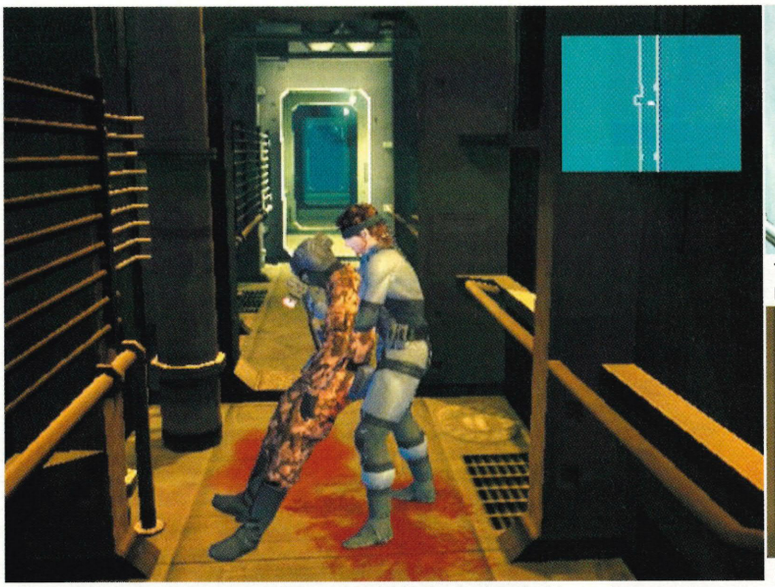
As the now famous scene-setter plays out, in which we see Snake battling against the rain, making his way across the George Washington bridge, before abseiling on to a tanker below, you might be tempted to skip through. Hesitate a while and you'll discover that by using a combination of button and analogue stick you can move and zoom the game camera as you wish. This applies to *any* of the in-game cut-scenes. What soon becomes apparent, is these 'extras' are everywhere.

The first thing that will strike people who've played the Trial Edition is that everything looks visually sharper. Beyond that, the in-game menus have been slightly altered. Other subtleties now in place include water dripping off Snake's body as he

UNDERWATER LOVE

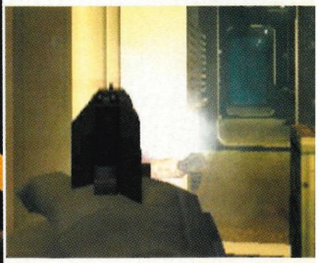
Swimming underwater will be just one of many skills you'll try out.

As we predicted in issue #02 *Metal Gear Solid 2* has an aquatic theme. Much of the game takes place at sea and in one instance you are required to swim underwater. As in *Tomb Raider* games you are restricted in how long you can hold your breath before your life bar deteriorates. See the way empty cans bob on the surface as you brush by. Watch how a dead body hangs motionless in the murky shadows. Be glad of the life-saving air vents indicated by streams of light turning the water a milky white. Now imagine playing it.

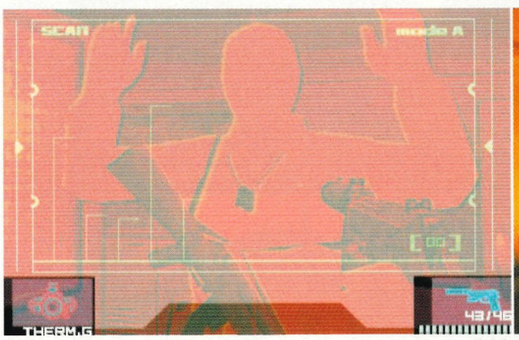


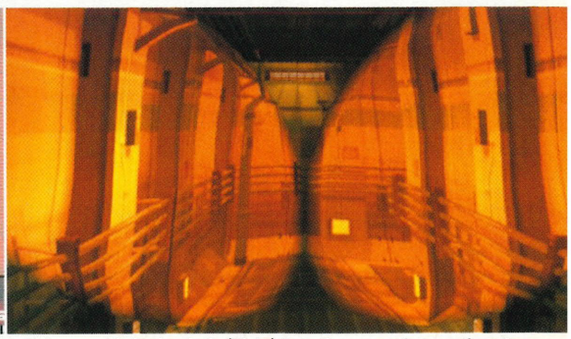
Shaking down one of your recent victims. Note he is also equipped with goggles.

To use a ladder needs a simple push of the action button.

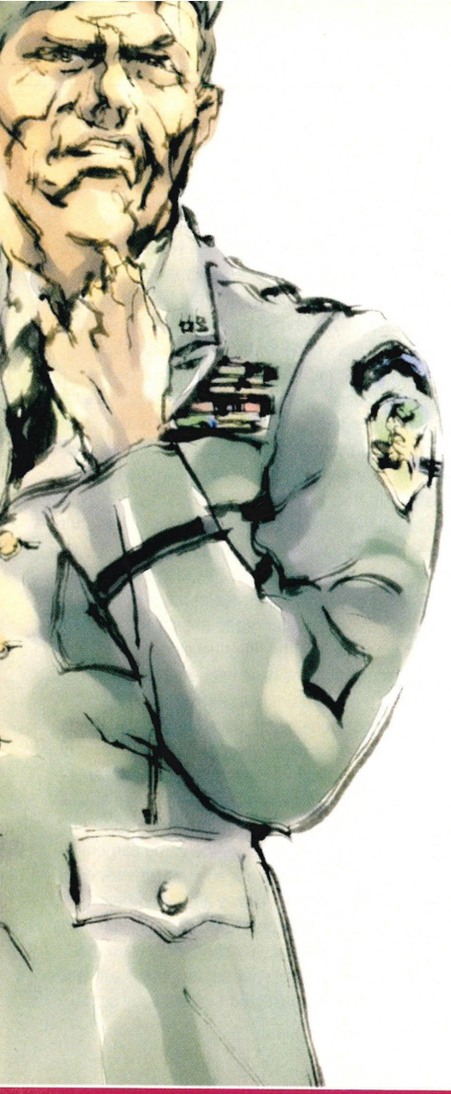


Snake's light-assisted USP. Basically a gun with a torch.





(Left) Looking through Snake's Thermal Imaging goggles. Useful for seeing guards in the dark. (Right) But whose goggles are these?



comes out of the rain, the camera fogging as you move from warm to cold areas while a nasty swarm of flies are attracted to Snake after he procures some rancid rations.

So what's new? Well in many ways, to describe *MGS2* as merely a sequence of events and encounters is to misrepresent it (and would also spoil the story). It may well be a linear game, but it's unlikely you'll play it that way. Half the enjoyment is discovering things that are peripheral to the action yet are nonetheless astounding.

In one sequence, shortly after the fight with Olga, Snake has to negotiate an infrared triggered bomb device blocking a door. You could just try and crawl through – and get blown up. Ponder for a while though and beside the door you'll see a bag of flour. Shoot at it and clouds of dust will indicate the extent of the infrared rays, which would prevent you passing through an area, and also enables you to check if you've defused the rays successfully. The same effect can be achieved by using your Thermal Imaging goggles.

Not only is *MGS2* engineered to make you think laterally more than any other game, but it makes you feel genuine emotion. It can scare you: just wait till you open a locker and a dead body falls on you. It can make you laugh: hiding in a cardboard box, the bizarre plastic toy you find propped up in one of the tanker's holds. And it can build tension: we lost count of moments where our pulses were racing faster than Snake's as we passed by sleeping guards.

One of the most tense sequences we played through occurred in the hold of the tanker. A Military Commander is briefing his men on Metal Gear Ray, and Otacon gives you an order to take four pictures of the war machine without being spotted. Otacon has estimated the speech (including jokes!) will last seven minutes. A clock in the corner of the screen counts down as you undertake the task, which necessitates a lot of stealth, including a crawl through an air vent, underneath the beam of a projector showing footage of Ray and carefully passing behind the assembled group of soldiers. Once you've obtained the photos, Otacon asks you to download the files to a computer terminal.

This process in itself shows an obsessive attention to detail. Rather than just hit the action button, the game's director has dictated that an entire interface be designed, complete with a cartoon character Otacon talking you through the quality of your snaps. What does this do for the player's experience? It heightens belief. It makes you feel less like John Smith and more like Solid Snake.

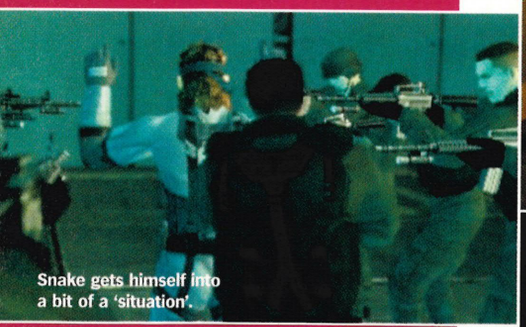
Up to this point, familiarity is compounded in the tanker location and its dark dank atmosphere, the greys, blues and occasional browns of the backgrounds. However, within two hours of play time you are off the boat in the broad daylight enjoying a clear blue sky and a completely different location. This is at sea, but not on a boat, and is split between scenes both inside and out. You'll be plagued by seagulls (be careful not to slip over in their droppings) and probably spend at least half an hour shooting at them for 'sport'.

Here, as you become accustomed to the alien surroundings you are introduced to new weapons (assault rifle, anyone?) and new items (there's a coolant spray for defusing bombs and some dodgy 'adult literature' for distracting guards). More importantly, soon after arriving in this new area, you'll meet a brand new and particularly lethal enemy, who is very fond of the taste of blood. But Kojima hasn't left it at that. Oh no.

And it's here we must say, 'STOP READING NOW IF YOU DON'T WANT TO KNOW ONE OF THE GAME'S SECRETS!' Okay? See, Kojima's masterstroke is that you get to play an awful lot of *Metal Gear Solid 2* not as Snake, but as a *completely new character*. Mentioning no names, because if we did they'd have to kill us, what we can say is the character bears different attributes to Snake. He's more agile, has different methods of attack, and *feels* new. This is most apparent in the athletic flip trick he performs before grabbing and hanging onto a ledge

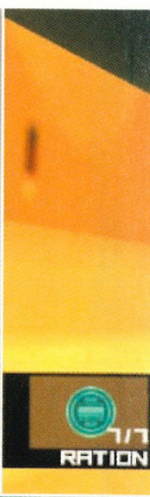
DOGTAGS
Your name, in the game.

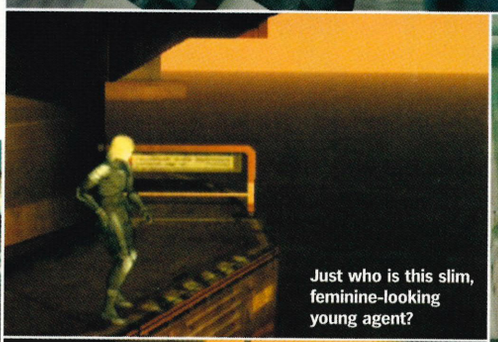
If you visited KCEJ's Web site during the development of *MGS2* you may have noticed the opportunity to get your name included on one of the biggest games ever. All you had to do was register and, if chosen, your credentials would be stamped on a set of dog tags. We haven't found ours yet but if you're Sadaaki Kaneyoshi then congratulations – you're on the first set!



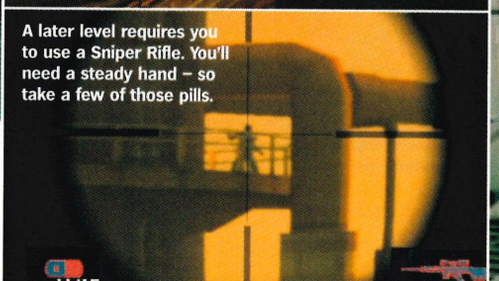
Snake gets himself into a bit of a 'situation'.

Looking over the shoulder of a mysterious flaxen-haired figure. Who is he and who's he looking at? It's a secret!





Just who is this slim, feminine-looking young agent?



A later level requires you to use a Sniper Rifle. You'll need a steady hand – so take a few of those pills.

MGS2's new playable character shows off his moves. His name? Well, it's an anagram of 'A Diner'...

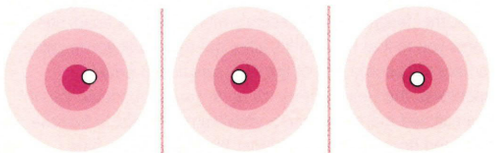
and a neat cartwheel kick which doubles as a jump to traverse gaps. He has a different style of radar, and uses a different set of equipment to Snake. We think you'll like him. Furthermore, speculation it may be, but *OPS2* wouldn't be surprised if later in the game his skills are combined with those of a more well known operative... but enough. For now anyway.

After getting a sneak Memory Card-aided peek at some of the later levels we can't help but feel excited. As the demo had done for the trailers, the finished game carbonises everything hinted at before – only now it doesn't stop until the end credits. The finished game features over 18 hours of gameplay – if you know *exactly* what you're doing. But you won't want to rush through this one.

Metal Gear Solid 2 is not everything we expected. On the contrary it's *nothing* we expected. You'll have to throw your preconceptions out of the window. Forget everything you know. Prepare to have the carpet pulled out from beneath your feet and utter the words, "Oh... My... God," at least a hundred times over. Kojima and KCEJ have pulled the biggest videogaming coup ever and created the most extraordinary PS2 release yet. Trust us when we say you've haven't seen anything yet... □

ON TARGET? METAL GEAR SOLID 2: SONS OF LIBERTY

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

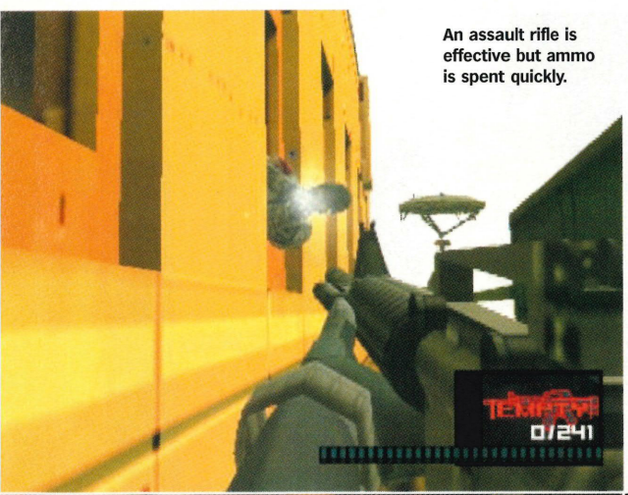


ATMOSPHERE
Music, lighting, sound effects are all perfectly tuned.

TWISTS
One of these will be literally life-changing. Excited yet?

FILTH
KCEJ has a revealed an unhealthy appetite for erotica...

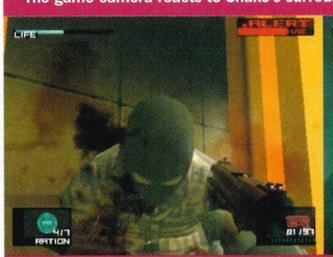
//We lost count of the moments where our pulses were racing faster than Snake's//



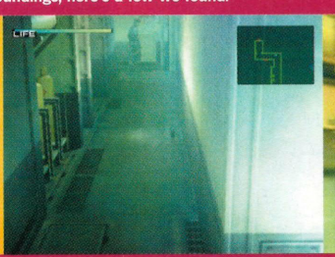
An assault rifle is effective but ammo is spent quickly.

CAMERA TRICKS

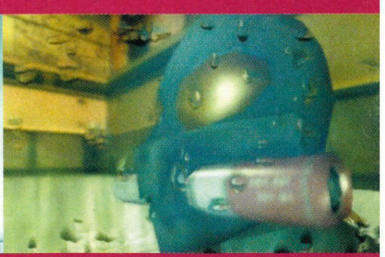
The game camera reacts to Snake's surroundings, here's a few we found.



Blood
Get too close to a *Metal Gear* gun fight and you'll get your face splashed with goon claret.



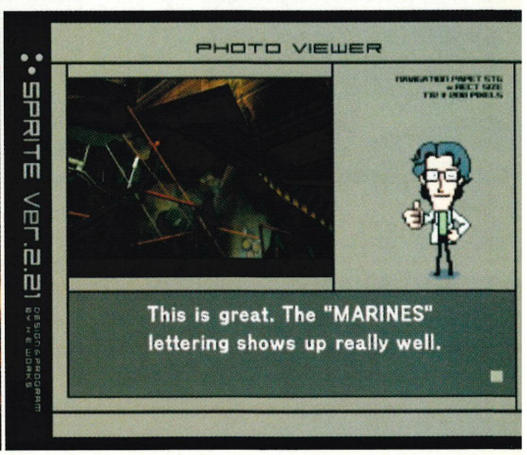
Mist
Or more technically, condensation. This occurs when Snake passes from cold areas to hot spots.



Water
As you emerge from a swim or stand in the rain, water will drip off the camera. And who's this fella?

The girlie mags: they're for distracting guards not personal use. So get on with your mission and stop squinting.

Using the Camera to snatch a few secret images of Ray. Otacon tells you whether they are suitable each time you click.



This is the interface put in place for Snake to transmit his photos of Metal Gear Ray back to Otacon.

WORDS: PAUL FITZPATRICK

HEADHUNTER

ON THE DVD

Hairier than a month-old herring sandwich and twice as dangerous, Jack Wade is gunning for Solid Snake. Has he got what it takes?

Publisher: SCEE
Developer: Amuze
Players: 1
Release: January

Given the genuine and sustained anticipation for Hideo Kojima's *Metal Gear Solid 2* (look at the last four pages if this means nothing to you) there aren't many who'd contemplate taking on Mr Snake in the third-person action adventure stakes. Fewer still, who'd make their hero an unshaven loner with an obscure past, a penchant for sneaking around and a CV that reads like a particularly messy CNN bulletin. But that's just what *Headhunter*'s Swedish developer Amuze has gone and done with its protagonist, the walking irony drought known as Jack Wade. And, yes, he talks like he sounds.

So it's off to a dystopian future Stockholm complete with mechanized open sandwiches and shock troops cloned from fragments of Roxette DNA, right?

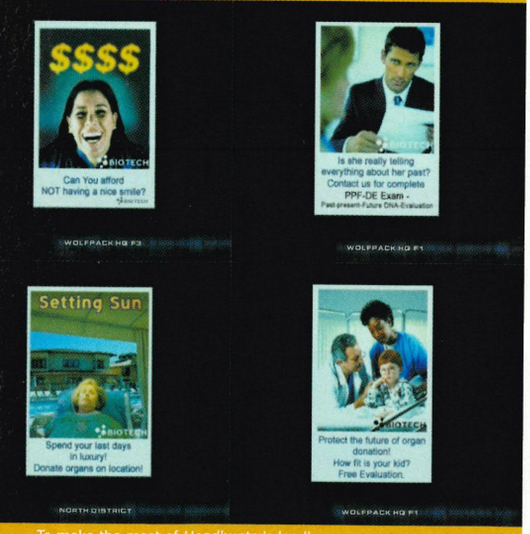
Not exactly.

With a world view that owes a lot to the grim, black comedy of *RoboCop*, *Headhunter* is set in LA circa 2015, where sci-fi meets the recognisably humdrum. Law enforcement is now in the hands of a privately owned Anti Crime Network (ACN) which works tandem with Biotech, a huge company that has pioneered non-lethal weaponry to facilitate the harvesting of healthy organs from collared bad guys. Jack Wade was once a respected ACN officer, but awakes at the start of the game with amnesia to be told he's off the force and out of favour. Thankfully, he still has a few friends, one of whom is Angela Stern, the daughter of the recently murdered ACN head. She wants you to find her father's killer, but to do that you're going to have to become one of the ACN sanctioned private operatives, the Headhunters. It's up to you, with a head full of mismatched memories and a growling motorbike, to find the killer and hopefully piece together the gaps in your past.

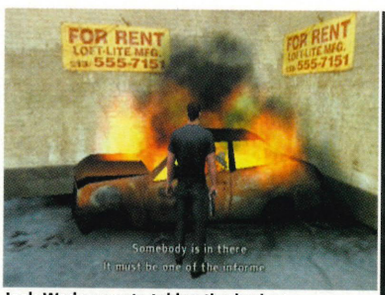
The game looks and plays like a sun-bleached, East Coast spin on *MGS2* and *Resident Evil*: stealth and gunplay interspersed with puzzles and action-advancing clues. As you

BACK AFTER THESE MESSAGES...

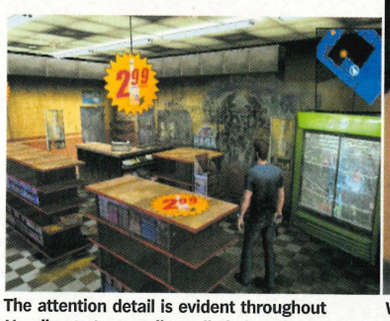
If you enjoyed Paul Verhoeven's twisted future vision in *RoboCop* or *Starship Troopers*, then you'll love this.



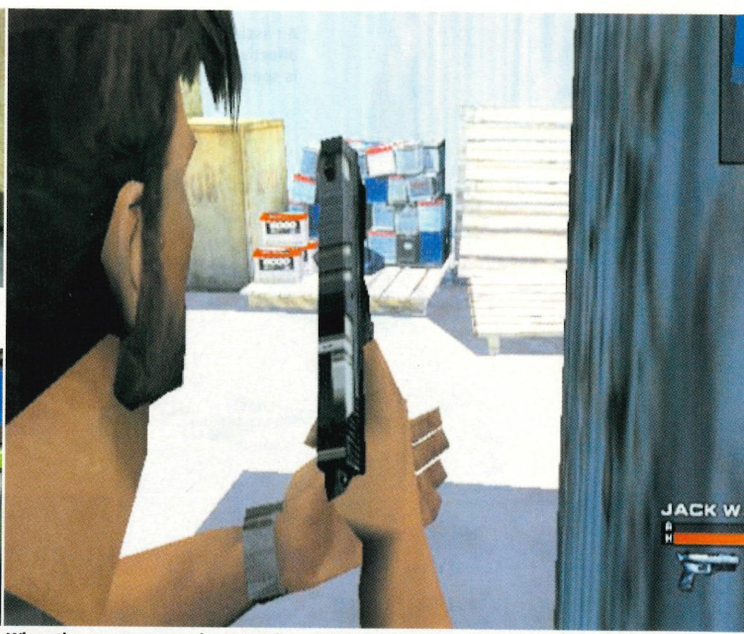
To make the most of *Headhunter*'s loading screens, gamers are treated to a series of Biotech adverts, designed to reinforce the reality of the game world. Funny stuff, until you realise that these ads aren't really all that far-fetched...



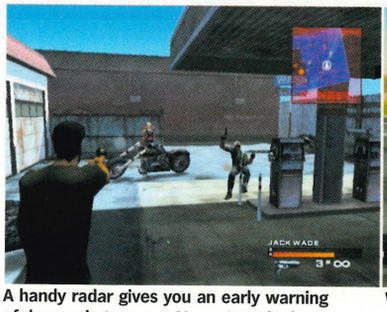
Jack Wade regrets taking the budget option at the car rental office.



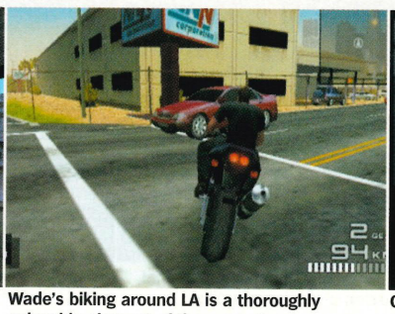
The attention detail is evident throughout *Headhunter*'s grungily realistic locations.



When the game camera is on top form it helps create genuine cinematic tension, but when it's erratic it can leave you feeling a little frustrated.



A handy radar gives you an early warning of danger, but enemy AI won't make it easy.



Wade's biking around LA is a thoroughly enjoyable element of the gameplay.

Combine sneaking with a near silent stun gun.

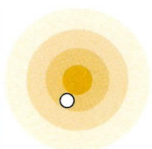
shoot and sneak your way up the criminal hierarchy in the general direction of answers, you receive additional information in the form of amusingly OTT news bulletins filmed with live actors. Again, very *RoboCop*, but this kind of plot development works marvellously, not least when the official reporting of your exploits starts to diverge from the facts. Indeed, the disorientating 'who do you trust?' atmosphere is, without doubt, one of *Headhunter*'s greatest assets. As is the motorbike you use to travel between game locations. It's a chunky monster that's a pure joy to wrestle around the sun-baked boulevards

The control system is designed with stealth in mind. Wade can crouch, inch along walls, peek and fire around corners, while his arsenal includes an electronic equivalent of Solid Snake's silent tranquillizer gun. Thankfully, despite the seductive pull to compare *Headhunter* with *that* game at every turn, it is managing to feel very much its own title. No small feat in itself. On the downside, there's a little concern over the game camera, which does occasionally position itself unhelpfully at just the wrong time, but at least this issue can be addressed. And let's hope it is, because there's more than enough room in the world for two top-notch, stealth-based action adventures, and *Headhunter* certainly has all the bases covered. ☐

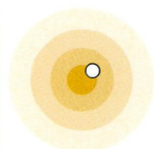
ON TARGET? HEADHUNTER

Headhunter may not be an *MGS2* beater, but it's a fine and well thought-out stealth 'n' gunplay alternative in its own right.

STORY LINE
Piecing together Wade's past is only the tip of the iceberg.



GAMEPLAY
Action blends well with the stealth and puzzling elements.

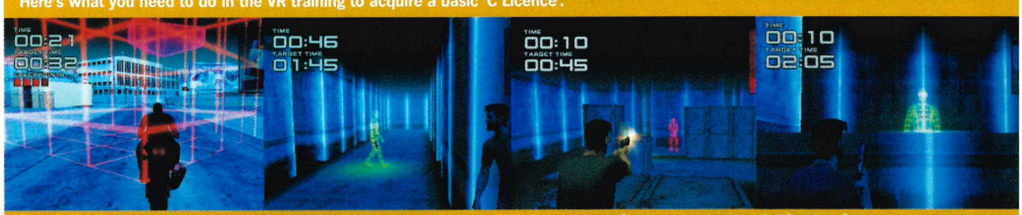


HERO QUALITY
Eastwood of voice, hirsute of face, Wade can truly kick ass.

//The 'who do you trust?' atmosphere is, without a doubt, one of the game's greatest assets//

LICENCE TO KILL

Before you can hunt for a killer, you need a Headhunter licence. Here's what you need to do in the VR training to acquire a basic 'C Licence'.

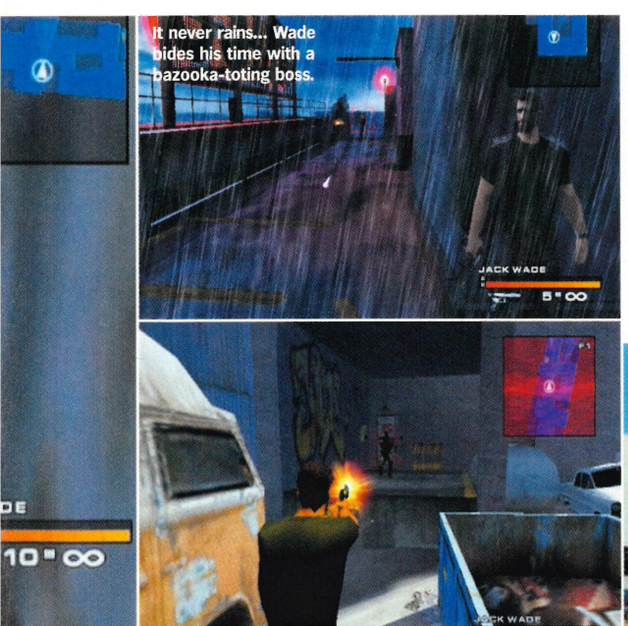


1. Checkpoint Race
What? Bike your way through the checkpoints at top speed. As it happens.
Hints? Don't forget you can't powerslide on a road bike. You'll need to use that brake if you're going to beat the record in one piece.

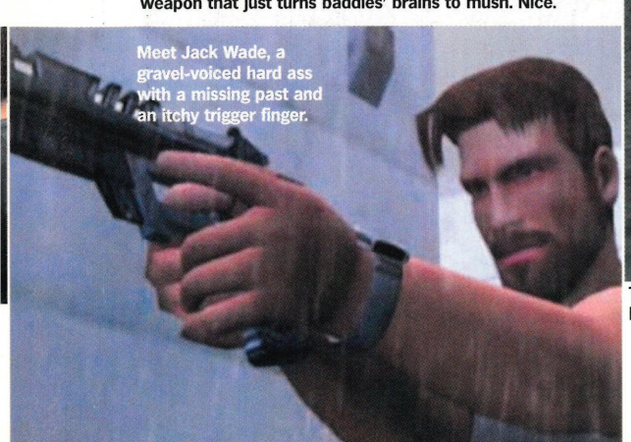
2. Stealth Test
What? Get from one end of a dog leg corridor to the other without being spotted by the VR guards.
Hints? When their backs are turned, the guards can't see you. Creep behind the first one to almost reach the end.

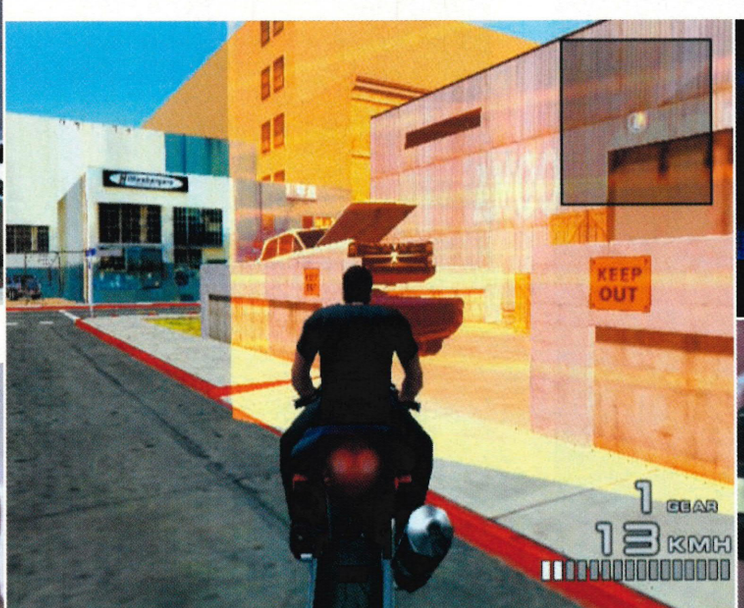
3. Target Practice
What? Shoot the VR guards over the chasm while avoiding too much virtual blood loss yourself.
Hints? Roll into a crouching position behind the low crates, then pop up and pick 'em off as quickly as possible.

4. The Combo
What? Get from A to B using both firearms and the stealth skills you've learnt.
Hints? If you want to break the record time, forget about stealth and go in guns blazing. You'll be at the finish point in no time.

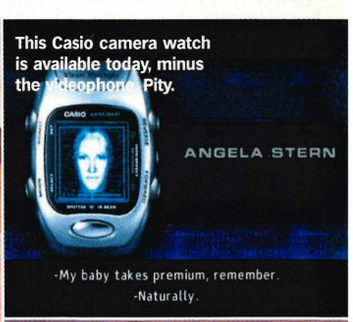


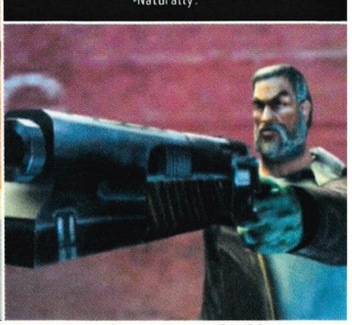
It looks like a real gun but you're packing a non-lethal weapon that just turns baddies' brains to mush. Nice.





Thankfully, because you're new to the city, prime locations in the investigation are highlighted with translucent target zone. Bad news for skulking goons and lowlifes.





Don't worry, the gun's not *that* big. It's just perspective. We think.

WORDS: GEORGE WALTER

REZ

In need of stimulation or relaxation? Forget yoga, shiatsu or meditation – come join the cult of *Rez*.

Publisher: SCEE
Developer: Sega (UGA)
Players: 1
Release: December

When does a game cease to be just a 'game' and become an 'experience'? Or a work of art? Questions that Tetsuya Mizuguchi clearly pondered while creating *Rez*. Apparently the working title of the game, *K-Project*, was an allusion to the work of the Russian abstract painter Kandinsky, who like Mizuguchi-san was interested in the notion of synasthasia – the correlation between music and art. It shows. At one level, *Rez* is simple, hypnotic, incandescent and strangely organic; pure visceral pleasure. At another *Rez* is about relentless technoid beats and blowing stuff up.

To shed some light on *Rez*: it's a stylised on-rails space shoot-'em-up of the most basic kind, set to trance music. You are a flying, man-shaped being, infiltrating a computer system plagued by a virus. Collect floating blue orbs and your body becomes more human-looking. If you are hit by an enemy attack you gradually lose your form until you become a single spherical amoeba blob. As far as combat is concerned you aim and fire, with a lock-on function which can select up to eight attackers at once. Along the way you can also pick up red overdrive orbs that work as smart bombs destroying everything on screen at once. In early levels the majority of your time is spent just getting used to the controls. Later on the action becomes more frenetic as you are forced to dodge incoming fire.

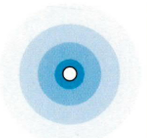
That's as far as the game dynamic goes. The rest is more of a 'feeling', inspired by an intoxicating blend of sound and visuals. Screenshots will never do justice to *Rez* – it's the way things move, morph and multiply that create its unique atmosphere. Alien craft take on strange insect-like formations, fly like flocks of birds, or dispel smaller parts of themselves like a dandelion sheds its seeds. Others are reminiscent of the deep sea creatures made famous by BBC1's *The Blue Planet*, like a huge vector starfish whose fronds wave around as if pushed by warm currents. Crustaceans with spiny legs become eerily robotic in their stark polygonal guise.

The aural accompaniment isn't just peripheral – it's essential. As you progress further into a level the joypad begins to throb in time, and when an enemy is destroyed the game produces a note or melody to compliment the soundtrack. This gives an added sense of purpose to the less sophisticated 'shooting' element of the game. Whether or not this actually aids your journey is unlikely but it is an incredibly satisfying sensation, like a kind of therapeutic Bemani title.

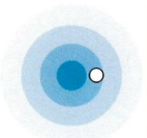
Rez will undeniably only reach the most illuminated echelons of PS2 owners – or at least those gamers with the will to take a risk on a cult title. For those, Mizuguchi's orchestrated madness is set to enthral. Meanwhile, onlookers will be impressed at just how beautiful videogames can look and sound without having to be anything but pure fantasy. □

ON TARGET? REZ

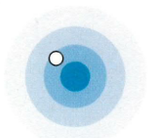
After giving preview code an extensive play, we can safely say *Rez* is looking every bit as spectacular as we'd hoped.



ORIGINALITY
Like nothing you've seen, heard or played before.



STIMULATION
With the Trance Vibrator people could get most aroused…



CULT APPEAL
Guaranteed to be picked up on by poncey style mags.

GOOD VIBRATIONS

***OPS2* gets ready to rumble with *Rez* creator Tetsuya Mizuguchi.**

The Trance Vibrator, use it wisely...

Rez may have been two years in development at UGA but Tetsuya Mizuguchi didn't lose his sense of humour while burning the midnight oil. "It's up to you where you choose to feel the vibration!"

What's he on about? The Trance Vibrator – a peripheral that will come bundled with a Japanese limited boxed edition of *Rez*. The idea comes from Mizuguchi-san's understanding of exactly what kind of game *Rez* is.

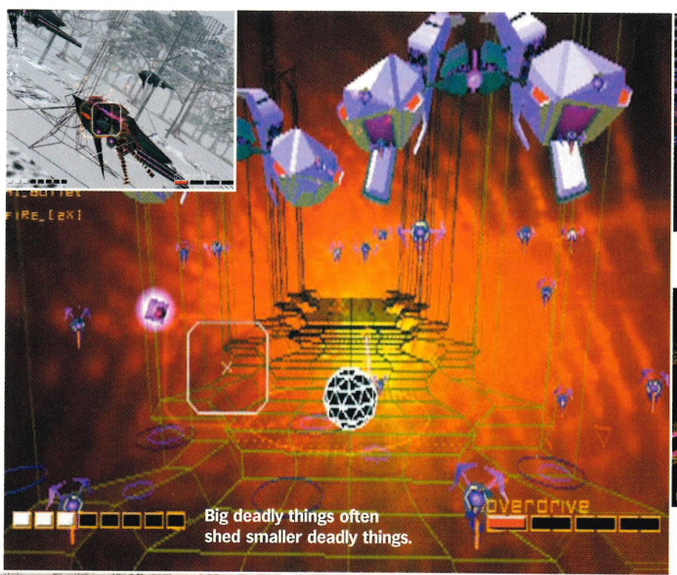
"This game is sounds, shapes and colours coming together," says Mizuguchi. "It sounds funny – after all, *Rez* is a shooting game. You see enemies flying around and you shoot them! But as you shoot them, it combines the sound and the light and then puts the resulting vibration through the Dual Shock 2. So while *Rez* is just a shooting game, it is perhaps better to call it a 'pleasure generating machine'."

And what better way to enjoy a 'pleasure generating machine' than with a Trance Vibrator. The idea is a 'hard cushion' that mainlines *Rez*'s bass rumbles straight to your body. Why? Mizuguchi wants to replicate the techno rave origins of *Rez*.

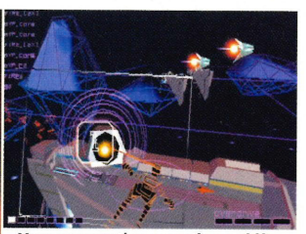
"Vibration is 'real'," explains Mizuguchi. "It has impact and allows you to truly enjoy sound. You can enjoy this vibration through the Dual Shock 2 controller, but if you want to enhance this, use the Trance Vibrator in conjunction with ASCII. You can now enjoy three or four times more vibration that you can get from the Dual Shock 2. Just plug it into the USB port – again, it's up to you where you choose to feel the vibration!"

To which *OPS2* can only say, 'Steady on, sir!' but while over in Tokyo we tried the peripheral out and it works a treat, especially if you place it behind your back. *Rez* will rumble your Dual Shock 2 to its limits anyway but this baby does the equivalent of putting your body in a bass bin and whacking the volume up to 12. What better way to enjoy the sounds of Ken Ishii, Adam F and Coldcut, all now confirmed for the final soundtrack?

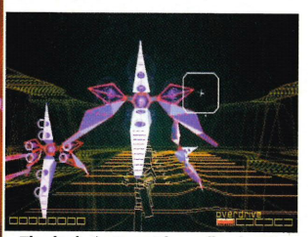
So will it come out in the UK? SCEE couldn't confirm this as *OPS2* went to press but *Rez*heads who love the game – and there will be a lot of them – should try UK import shops should worse come to worse. Us? We're off for a Nurofen and a lie-down…



Big deadly things often shed smaller deadly things.



Your perspective sometimes shifts from head-on to sideways.



The lock-on target is easily aimed using the analogue sticks.

In a later level you travel through a wireframe forest.

Stalagmites with stripy tights. Well, that's what they look like.

Unleashed on PlayStation®2

COMING SOON

2 Fast 2 Catch, 2 Strong 2 Beat, 2 Good 2 Miss!

PlayStation.2

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RESIDENT EVIL SURVIVOR 2 CODE: VERONICA

WORDS: ADRIAN LAWTON

Can Capcom and Namco's conversion of a classic arcade sequel cut it with PS2 gamers?

Publisher: Capcom Eurosoft
Developers: Capcom/Namco
Players: 1-2
Release: February

Sticking out like a fetid, rotting thumb in the otherwise exemplary *Resident Evil* series is the slightly whiffy cadaver of *Gun Survivor* on PSone. This light gun title attempted to offer the quick-fire thrills of a shooter while retaining the suspense-packed nature of Mikami's masterpieces. While it recreated the atmosphere of the games, it was too short; the puzzles were too simplistic; the G-Con-based control system was cumbersome; and it didn't fit into the epic story line of rest of the series.

Based on *Code: Veronica*, *Survivor 2* aims to regain some of that *Resi* authenticity by letting you work your way through some of *CV*'s familiar territory as Claire Redfield or Steve Burnside (choose one, and the other will accompany you through the game, assisting you as go). The Prison, the Military Training camp and the Ashford family's private residence – they're all here for you to re-live in grizzly first-person detail.

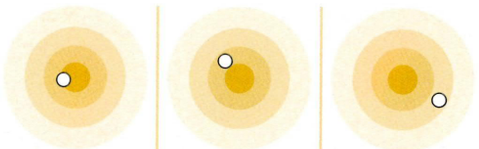
Due to the fact that it's based on an ageing Dreamcast title, *RES2* isn't the best-looking game to grace PS2, but each area is packed with Zombies, Bandersnatches, Hunters and other familiar enemies while sound is put to good use, cranking up the atmosphere nicely. Each level is controlled by a strict time limit, seriously adding to the tension. When the timer counts down to zero, Nemesis (from *RE3*) puts in an appearance. You can't damage him and he'll keep chasing you until he kills either you or your computer-controlled companion.

Sadly, from what we've seen so far, the puzzle elements remain about as challenging as the England First XI playing the South Korean ladies team. Find the key then unlock the door to the level's Boss area and repeat ad infinitum. The Bosses are an impressive bunch (including a Giant Spider and a Poison Hunter) but they're all relatively easy to overcome – just strafe around and let loose with an arsenal that includes Magnums, Uzis, Shotguns and Grenade Launchers.

Control is also currently an issue. The D-pad added to the G-Con 2 makes moving around a little easier than with the original G-Con, but it's still unwieldy and a Dual Shock 2 will serve you much better (which kind of defeats the object). But while the original was a sparse affair, *RES2* does offer some tasty extras to feast on. The Dungeon mode gives you 30 minutes to find your way out of a series of maze-like areas while the Vs Roach mode (see Roach-O-Rama!) is a hectic shoot-out against swarming insects. These are great fun and, in fact, more enjoyable than what we've seen of the main game. In addition, a Two-player mode is rumoured to be included, although there's no sign of this so far. Here's hoping that Capcom finds room for it before release because as it stands, *RES2* falls some way short of the quality we expect from the *Resident Evil* series. □

ON TARGET? RESIDENT EVIL SURVIVOR 2 CODE: VERONICA

Not a convincing effort so far and not in-keeping with the sheer quality of the rest of the series. Still, fun for a while.



GUNS
An arsenal good enough to obliterate bloodthirsty hordes.

GRAPHICS
Retains the sinister Gothic beauty of the original series.

CONTROL
Clumsy and annoying when you're facing multiple enemies.

ROACH-O-RAMA!

One of the most enjoyable aspects of *RES2* is the Vs Roach mode: a series of levels teeming with deadly insects.

1. Wipeout!
This early level is straightforward; just pick off the little beggars as quickly as you can. The shotgun is useful here, thanks to its wide spray of buckshot.

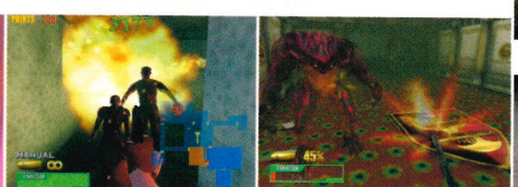
2. Insect World
Now things are starting to get more complicated. There's less time on the clock, more Roaches plus some poisonous Moths to contend with.

3. Armageddon
The final level is a real humdinger. A deadly laser moves from side-to-side, so keep an eye out for it while you're destroying those irritating Roaches.

The full complement of *Resi* nasties make their return.

Trying to eat us, eh? Then eat shotgun, zombie fella!

Once that timer reaches zero, get ready for BIG trouble...



Weaponry is your best friend in *RES2*. Use it wisely.

The objectives don't vary – grab keys, open doors.

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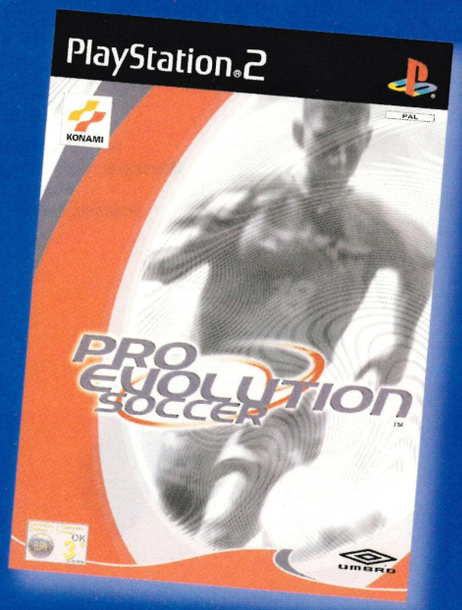

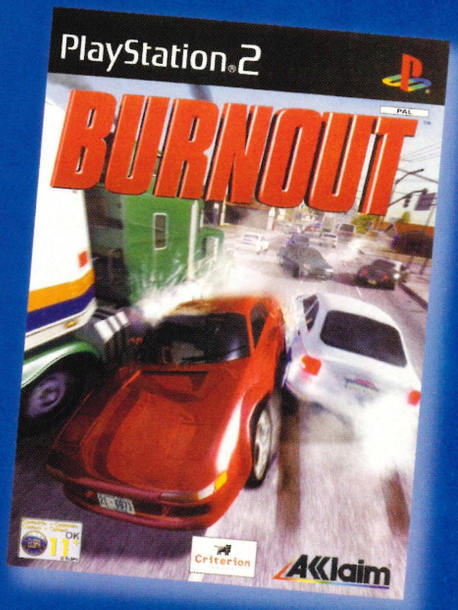

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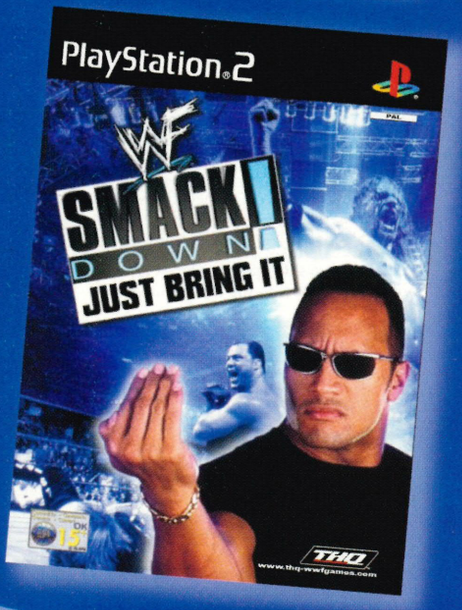

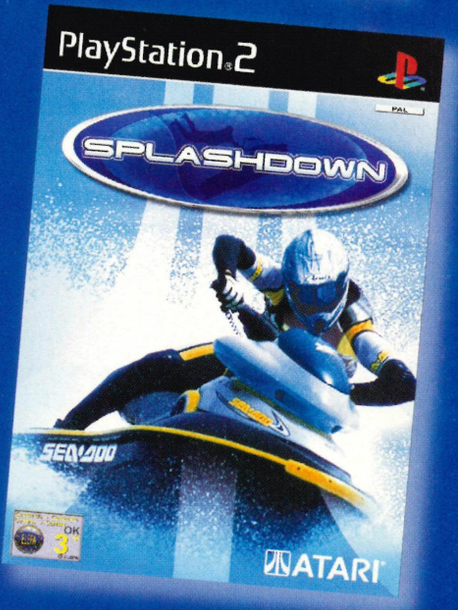

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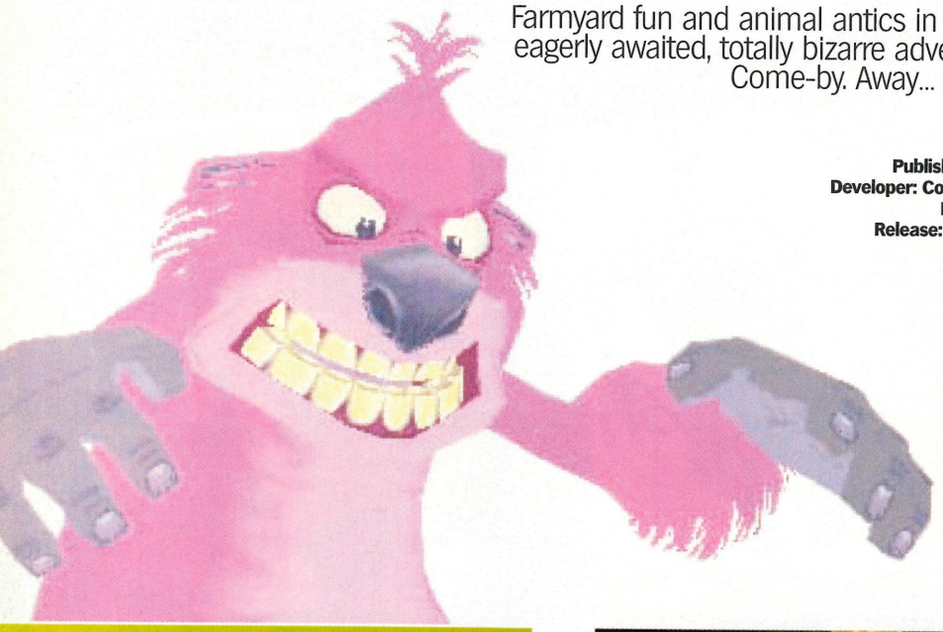
WORDS: MARTIN KITTS

HERDY GERDY

Farmyard fun and animal antics in Core's eagerly awaited, totally bizarre adventure. Come-by. Away... Down!

Publisher: Eidos
Developer: Core Design
Players: 1
Release: February



What kind of bizarre creation is *Herdy Gerdy*? Well, if you imagine an action RPG that takes the heart of PSone title *Sheep*, grafts it onto the body of Nintendo's *Zelda* series, adds a touch of BBC's *One Man And His Dog* then brings the whole thing to life with a liberal sprinkling of Disney's magic dust, you might come close to this adventure that combines ovine field sports and strange-looking creatures.

There's no denying *Herdy Gerdy* is one of the most unique games due to appear on PS2. The objective, based around a story line that's far too hefty to repeat here, is to make your way to a final showdown with an evil rival, thus saving your father, your village and the entire world. The twist is that you do it by herding animals.

To open up new areas on the enormous game map, you must complete various herding-based tasks. Beginning with the simple matter of chasing a flock of creatures into a nearby pen, and graduating to some mind-bending logic-based problems later on, *Herdy Gerdy* is a swarming ecosystem within an action RPG game.

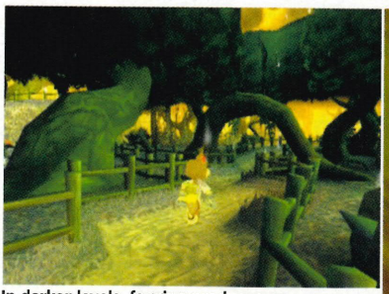
The further you progress, the more abilities and items are added to your inventory, enabling you to return to earlier areas to solve puzzles that seemed impossible the first time around. Each item has a different effect on the animals you encounter, and constant experimentation is the only way to find out what the contents of your backpack actually do. An early example is the musical herding stick: the cute, harmless Doops will gather around its soothing sound – a useful way to keep them out of harm's way – on the other hand fierce Gromps will grab the stick and snap it in half. Then attempt to do the same to you.

Bigger animals, such as the Gromps, can't be 'herded'. Instead you must lure them into chasing you, then sneakily duck out of the way just as you approach the gated pen. With any luck, the Gromp will be unable to stop and stumble into

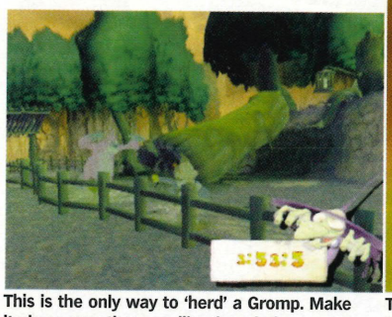
OSCAR WINNER

At last characters are given an element of realism with eloquent voice acting of Disney/Pixar proportions.

Herdy Gerdy has many cut-scenes scattered throughout the game, rendered either as FMV or using the in-game graphics engine. Particularly impressive is the quality of voice acting – Core has made good use of the space available on the DVD to provide something a little more convincing than the usual amateur dramatics.

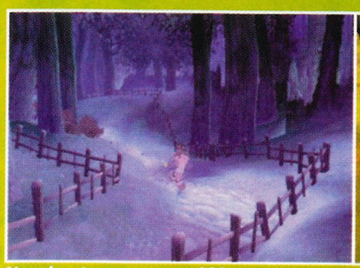


In darker levels, fogging produces an atmospheric glow in the background.



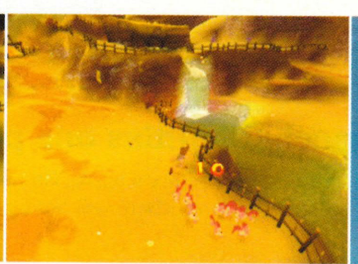
This is the only way to 'herd' a Gromp. Make it chase you, then run like the wind.

This is the first herding task you'll come across. Just force this flock of 15 Doops back along a narrow path, and you'll win the musical Herding Stick.

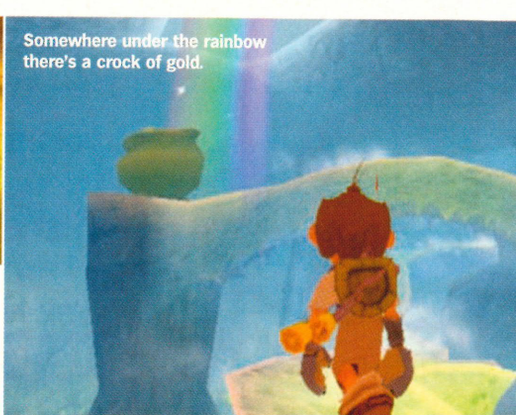


No adventure game would be complete without an ice level.

Herding Doops is a simple but satisfying task.



Luckily your Doops won't be able to fall into the river here, thanks to the fencing.



Somewhere under the rainbow there's a crock of gold.

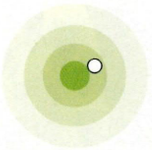
captivity. Each species behaves in a unique manner. Some young ones are very timid and can only be herded when an adult is in the vicinity. Others will hide in bushes if you turn your back, or refuse to fall off ledges, or drown themselves in streams. The creatures also react in different ways according to which species is nearby. They might eat each other, fight or cause other animals to scatter. It's this complex understanding and convincing interaction that forms the basis of *Herdy Gerdy*'s puzzles.

With so much going on, a game this big needs to be relatively accessible. Thankfully, judging by the preview version, tough controls shouldn't be much of an issue. New animals and abilities are introduced very gently via simple puzzles before you're thrown into something more difficult. The hundreds of characters you meet along the way offer hints and advice, as well as guiding you towards the side-quests that seem likely to make *Herdy Gerdy* one of the lengthiest PS2 titles.

It's definitely one to look out for. Not that you could miss it, thanks to a graphics engine that reproduces a rich, cartoon-style appearance without resorting to the ubiquitous cel-shading technique. With any luck, all this early promise will make a top-class game when it's released early next year. □

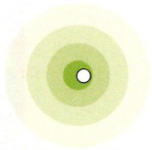
ON TARGET? HERDY GERDY

Stretching a simple concept to fit a game of epic proportions, *Herdy Gerdy* should be one of *the* games of 2002.

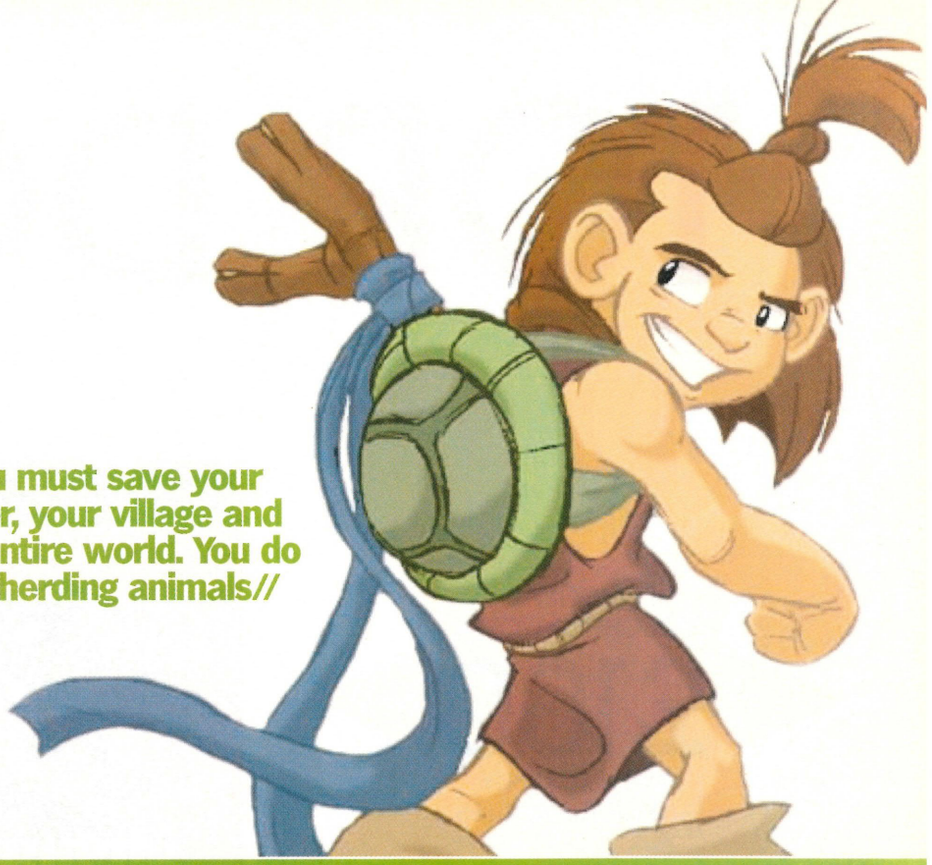


VISUALS
Smart, appealing cartoon look. Frame rates need work.

PUZZLING
The more complicated puzzles are very satisfying.



SCALE
Levels span huge areas, and must be revisited many times.



//You must save your father, your village and the entire world. You do it by herding animals//

NATURAL HISTORY

Knowing how the animals will behave is the key to understanding the problems the game throws at you.

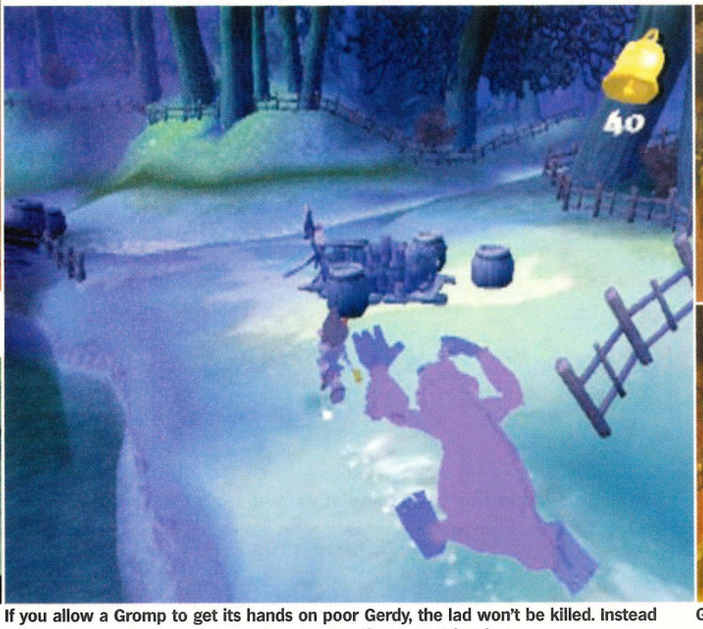
Down, boy!
Although this Gromp appears to be safely away from the penned Doops, it's actually using a fishing rod to hook them into its mouth. Nasty little beast.

Air force
Herding certain creatures over the edge of a cliff will result in a sticky mess down below. Luckily, Bleeps have spinning tails to slow their fall.

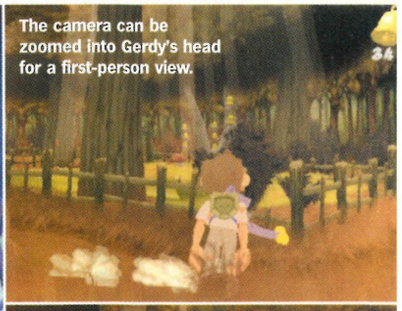
Sheep
Doops are the dumbest animals out, flocking together like sheep. When you've got a big group, the number of individual creatures is displayed.

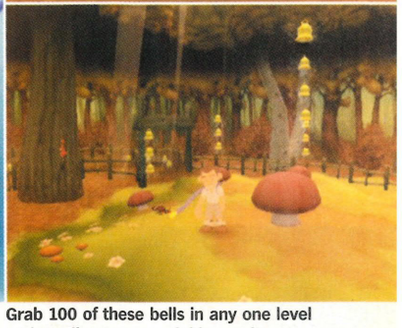
Once Gerdy has found himself a new pair of running shoes, travelling between distant areas becomes quicker.

Cute creatures with saucer eyes are the order of the day for *Herdy Gerdy*. They even talk to you, which is handy.



If you allow a Gromp to get its hands on poor Gerdy, the lad won't be killed. Instead he'll be thumped across to a random area on the current level.





Grab 100 of these bells in any one level and you'll earn a special bonus item.

TOP DOG FO

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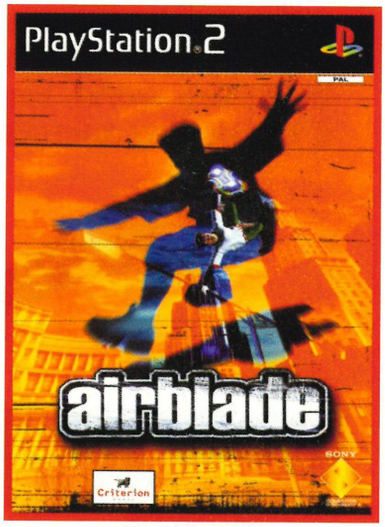
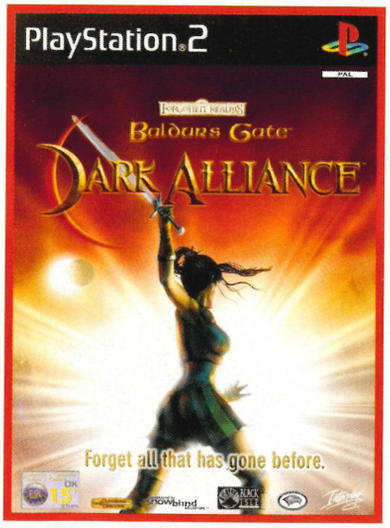
WHEN YOU BUY ANY OF THESE TITLES

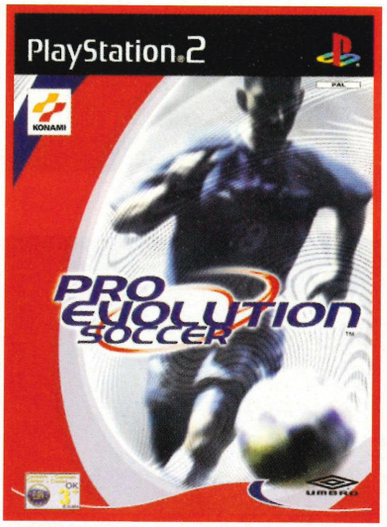


AIRBLADE

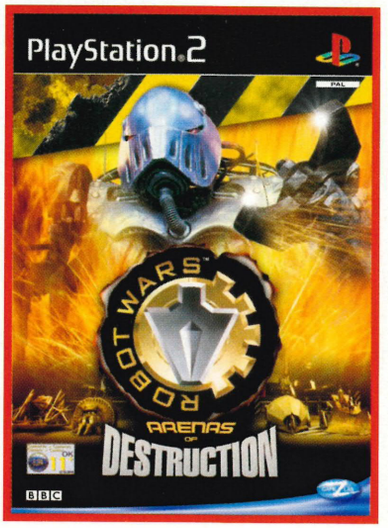
007: AGENT UNDER FIRE



BALDUR'S GATE: DARK ALLIANCE



PRO EVOLUTION SOCCER



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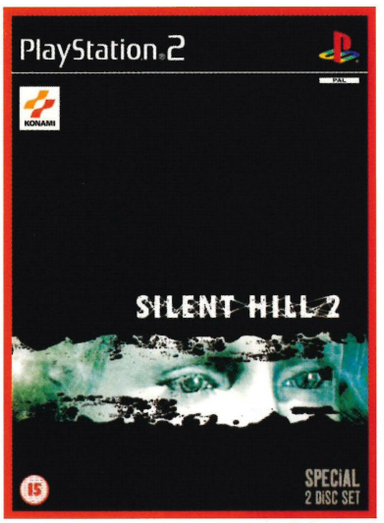
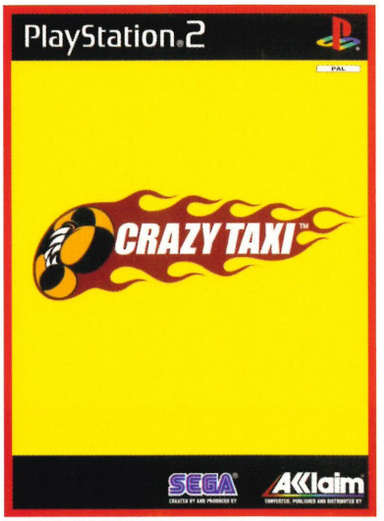


SILENT HILL 2



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WORDS: SAM RICHARDS

ICO

Horned pariah seeks ghostly princess for cute, melancholic puzzle adventure and lots of TLC. No time-wasters please.

Publisher: SCEE
Developer: SCEI
Players: 1
Release: March

Now is a great time to be a gamer if you're easily seduced by all that is Japanese and quirky. *Ico* – meaning 'let's go' in Japanese – is not demonstrably mental in the sense of *Freak Out* or *PaRappa The Rapper*, but it is subtly beguiling, strange and intriguing in a way that most Western developers would never consider. The absolute antithesis of the sensory overload that is an EA Sports game for example, *Ico* does so little to sell itself in terms of instant impact, you fear for its very survival. Naturally, though, *Ico*'s unassuming nature is the basis for its unique charm.

Your titular hero is a young boy, ostracised from his village community for the unfortunate defect of being born with horns. The game utterly subverts the idea of a flashy, high-impact opening FMV sequence by opting for an eerie, scene-setting introduction that only serves to heighten the mood of disquietude. We see a party of knights sailing into the heart of a seemingly abandoned island castle and imprisoning Ico inside a sarcophagus. "Don't be angry with us," says a knight. "It's for the good of the village." No more of the back story is explained. It's all a bit *Wicker Man*.

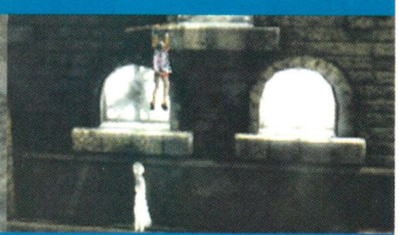
Eventually, Ico escapes from his tomb. Alone in the castle, you take over Ico's control and begin to guide him to freedom. Soon, you encounter a strange sight at the top of one of the castle's tall towers: the ghostly figure of a girl, trapped in a cage suspended from the ceiling. Your first puzzle is to release her in order to continue together to search for an escape route.

The girl (named Yorda, as you later discover) attaches herself to Ico. Call her, and she runs towards you, grasping your hand. You can then lead her around, much like a mother drags an overawed child around a busy shopping arcade. The catch? She's weaker than you. While Ico can climb chains or haul himself up on to ledges, Yorda is pretty much dependent on him to offer a helping hand, with this dynamic forming the basis of *Ico*'s many puzzles. It's a bit like those army training

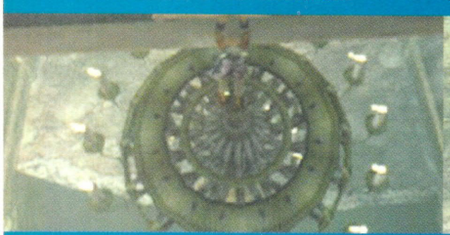
BRAIN CANDY

***Ico* is packed with brain-busting challenges. Here's a typical test of your ability to think laterally.**

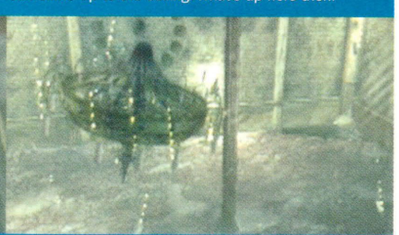
1. You reach an impassable ravine, Yorda in tow. Time to consider an alternative solution.



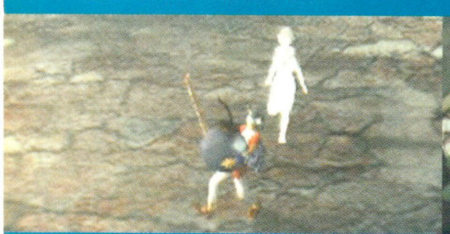
2. After a little experimentation, you discover you can climb up to the ceiling. What's up here then?



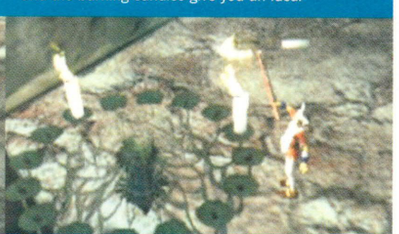
3. Hmm, I wonder what happens when you drop down on to that colossal chandelier?



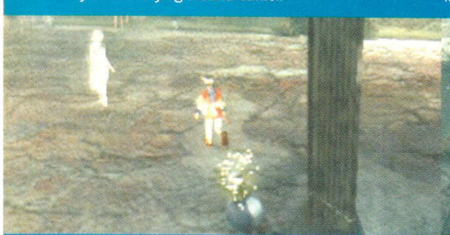
4. Aha, the chandelier breaks, you fall to safety – and the burning candles give you an idea.



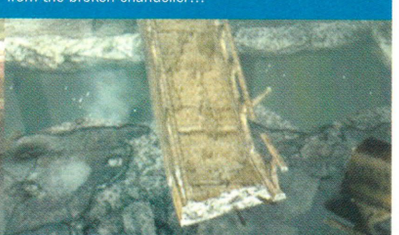
5. Now you can do something with those bombs you found lying around earlier.



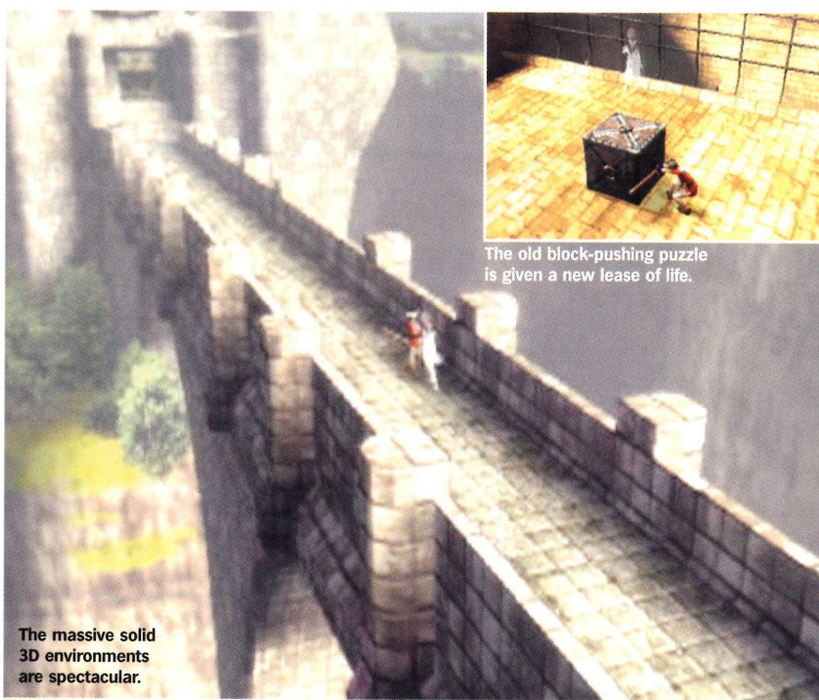
6. If you burn your wooden stick with the candles from the broken chandelier…



7. …you can light the bomb which you've rested next to that rickety wooden beam.



8. When the bomb explodes, the beam breaks and the walkway above crashes down to bridge the gap!



The massive solid 3D environments are spectacular.

The old block-pushing puzzle is given a new lease of life.

(Left) Ico hitches a ride on a windmill sail. (Right) Slap the shadowy foes with your stick.

exercises where you have to work out how to transport an injured comrade across difficult terrain, except here you're pushing crates, pulling levers, lighting bombs and swinging on chains in order to clear a simple path to the next room.

You can't leave Yorda behind for too long, though; she's tormented by dark apparitions who periodically materialise and attempt to swallow her into the ground (at which point your game ends). The only solution is to beat these wicked spectres with your stick until they disappear – such crude combat is the only frustration in an otherwise brilliantly-designed game.

The lack of instruction or on-screen furniture means you're completely drawn into the fairytale, and Ico and Yorda are beautifully animated, actually running like children rather than polygonal characters. The way they hold hands and occasionally talk to each other in alien tongues is touching, too. Meanwhile, the castle from which you're attempting to escape is huge – basically you begin at the heart of a vast maze which winds its way up and down, inside and out, with previous locations often visible from higher vantage points.

If you like the idea of a maze-based adventure with the emphasis on puzzling as opposed to action, *Ico* will be heaven. Prepare to have your brain taxed and your heart melted. □

ON TARGET? ICO

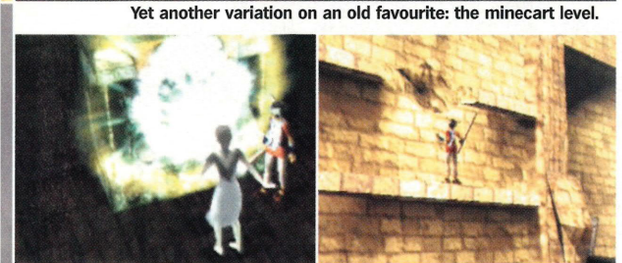
Can its cute puzzles and touching fairytale atmospherics win a place in the hearts of hardened *Half-Life* fanatics saturated in gore and noir.

AMBIENCE
No screen clutter, no music, no flashy cut-scenes.

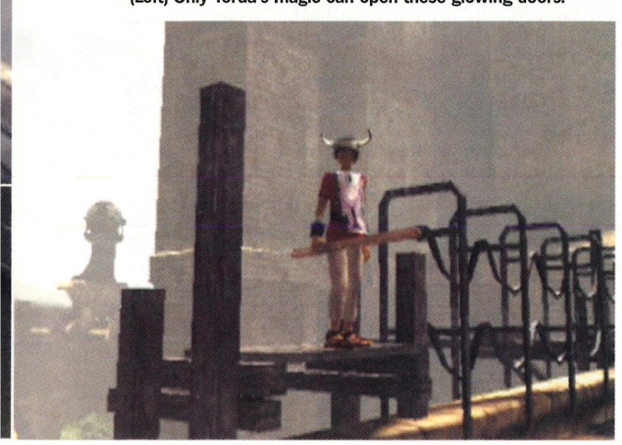
LONGEVITY
Should provide around ten hours of brain-wrangling.

CUTENESS
Look at the way they hold hands! Ahh, ain't that sweet?

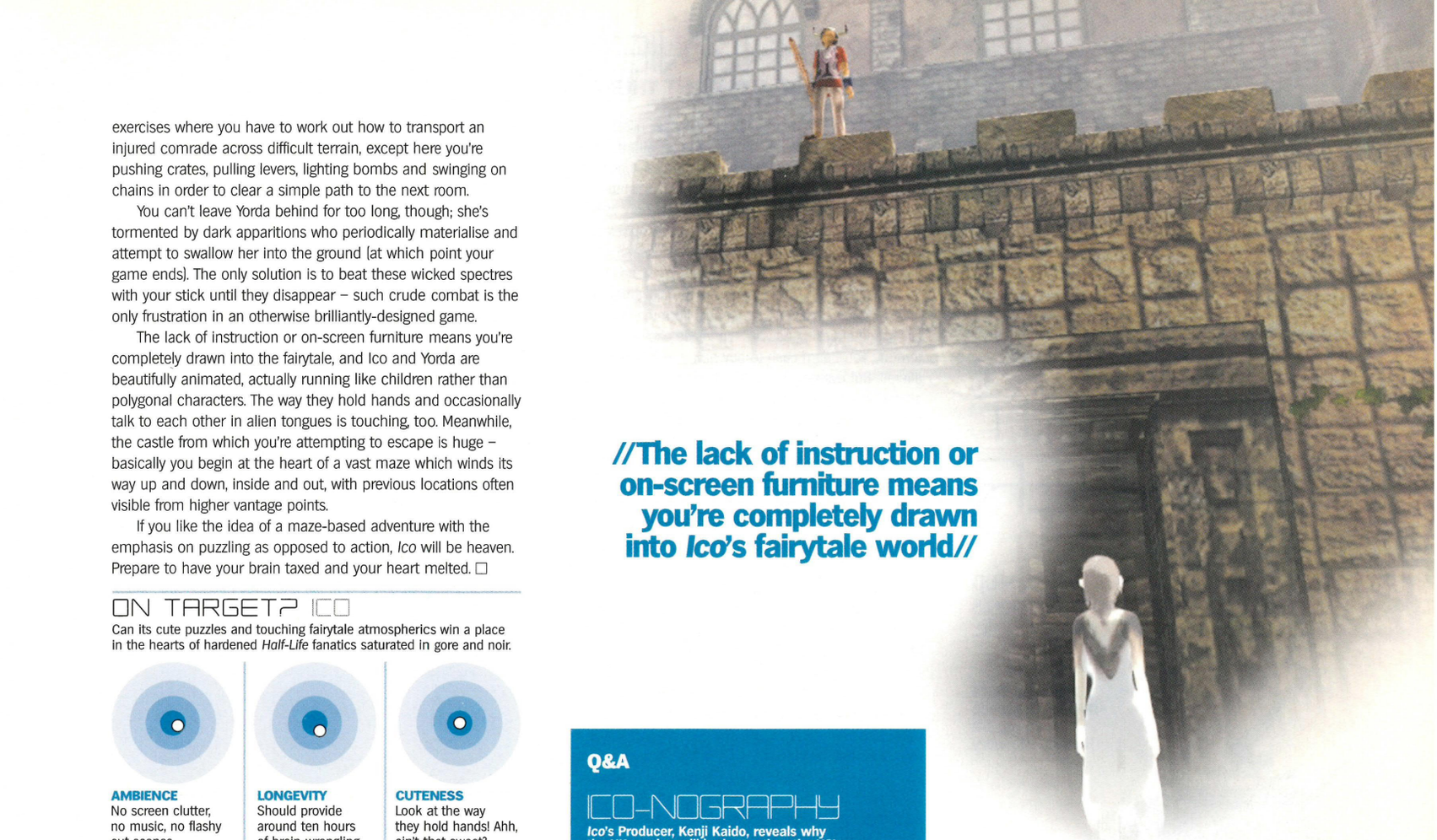
Yet another variation on an old favourite: the minecart level.



(Left) Only Yorda's magic can open these glowing doors.



Don't get too close to the edge – it really is a long way down.



//The lack of instruction or on-screen furniture means you're completely drawn into *Ico*'s fairytale world//

Q&A

ICO-NOGRAPHY

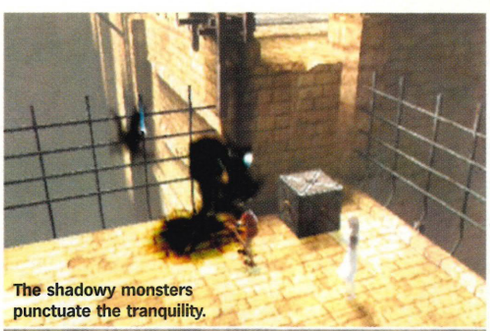
***Ico*'s Producer, Kenji Kaido, reveals why the UK version will be better than the US's...**

***Ico* has been out in the US since September, but not Japan. Isn't that's rather strange for a Japanese-developed game.**
We had to release *Ico* early in the US – there was a target date we had to hit, and thus, because of timing constraints, we had to leave things out of the US version. The US consumers are lucky as they can play *Ico* first, but Japanese and European gamers are also lucky because they can play the complete version.

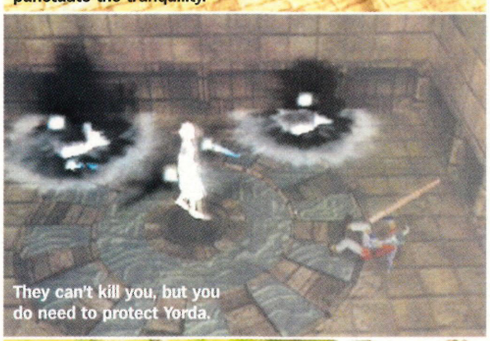
Tell us the differences between the US and Japanese/Euro versions.
Some areas have been fixed or improved slightly. We're nearly finished the Japanese version now – by this, I mean we're scheduled to submit the master disc today! After this, we will go straight into development for the European version. This PAL version will have the same content as the Japanese version, so Europe will receive a version that is better than the US one!

Some puzzles have been changed and the location where solutions could be found have been altered. The AI has also been fine-tuned. For example, the shadow creatures in the US version will always take you to the same point. For the new version, that point will change depending on how you're playing the game. You cannot strategically plan to fight the creatures any more – the location of their pit now changes each time.

Anything else?
We've also fine-tuned the control of the game – the input is a little more direct than the US version. Elsewhere, it's a small feature but in the cut-scenes you'll now be able to control the camera. Also, if you clear the game once, you can play it again and enjoy some new segments that we have added for players to enjoy. There are also some other segments we've added; however, we'd like to keep these a secret until *Ico* is released in Japan. Finally, *Ico* will be full screen in PAL, but players can also select an NTSC version if they require.



The shadowy monsters punctuate the tranquility.



They can't kill you, but you do need to protect Yorda.

This shimmering pond is typical of *Ico*'s cool effects.

WORDS: MARTIN KITTS

ACE COMBAT 4: DISTANT THUNDER

Arcade-style flight sims take a step closer to realism with Namco's spectacular future combat epic.

Publisher: SCEE
Developer: Namco
Players: 1-2
Release: January

Fancy yourself as fighter pilot? Then Namco has come up with the ideal litmus test: *Ace Combat 4* puts you behind the joystick of a fighter-bomber jet in an imaginary war-torn future world, where the speed of your reactions will mean the difference between freedom and slavery for the beleaguered citizens below.

As you become more proficient at dogfighting with enemy fighters, preventing bombers from reaching your cities, and attacking bases deep inside occupied territory, you'll earn cash to buy new and improved aircraft. But even if you don't manage to collect them all during the 20-mission campaign, there's always the option to play through again; starting with all the planes you bought last time.

Despite its realistic appearance, *Ace Combat 4* is a doddle to handle. The controls are reduced to a minimum, negating the need to worry about tedious flight sim manoeuvres. This is a pure arcade-style experience, with each plane capable of carrying more ammo than you could possibly use during the course of a single level. Easy, and very satisfying.

You begin each mission flying as part of a squadron, with your wingmen chattering constantly over the radio, offering tips and useful information if you stray off course. You can also pick up the communications between the enemy forces; shoot one down and you can hear them panicking over the loss of their comrades – which is particularly encouraging if your own team has been taking a bit of a pasting. Excellent voice acting here adds plenty of personality to what could've been just a straightforward shoot-'em-up. Down on the ground, there's an intriguing story that runs alongside the combat action, as a young boy in one of the cities watches the skies, waiting for your squadron to liberate his family. It's all extremely well done.

Graphically, *AC4* is as accomplished as you'd expect from Namco. The aircraft look great, with the flaps and rudders animated to match the movement of the analogue stick, plus a realistic heat haze effect when the afterburners start blazing (all of which you can admire during the post-mission replays). The ground below looks like a photograph (probably because it is) and as long as you fly high it's easy to imagine that it's real land you're looking at. Fly a little lower, though, and it does start to look a tad flat and distorted – the only buildings that are actually modelled are the ones you're supposed to drop bombs on. Fortunately, you don't have to drop down to ground level that often, and the game is still better looking than most serious PC flight sims.

Ace Combat 4 is a step up from its PSone predecessors and a rather different proposition to its only PS2 rival, the slightly less accessible *Dropship*. We'll let you know how the two compare next month. □

ON TARGET? ACE COMBAT 4: DISTANT THUNDER

Top-of-the-range graphics, friendly handling and an involving story line. *Ace Combat 4* looks likely to score a direct hit.

SIMPLICITY
Basic controls – the PS2 takes care of all the technical stuff.

LOOKS
Photographic backdrops and solid aircraft.

FIREPOWER
Shedloads of missiles and nearly unlimited ammo to play with.

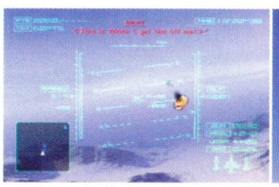
FIRE AND FORGET

Fighting in *Ace Combat 4* takes place over huge distances and across some detailed landscapes, so use that radar.

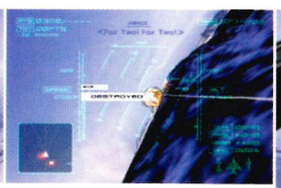
The radar highlights targets long before you get a visual fix on them, which helps when planning an attack.

The weapons system kicks in and provides a little box that you have to manoeuvre over the target to get things moving.

The aim is to lock onto the bad guys before you get so close that your missiles are no longer effective.



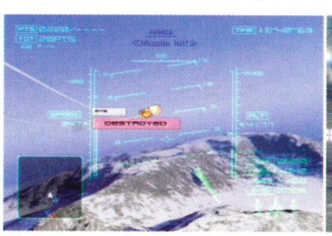
Another missile hits its target. Chalk one up for the good guys.



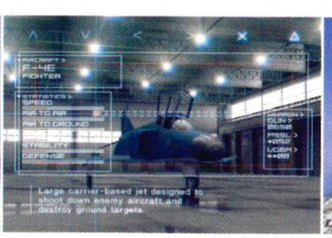
Taking out a radar installation with air-to-ground weapons.

Messages from your buddies and from the enemy are displayed at the top of the screen, and also spoken by voice actors.

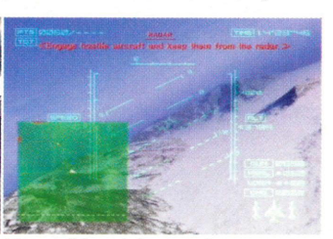
Most of the airborne targets take at least a couple of hits to destroy. That second missile will do the job.



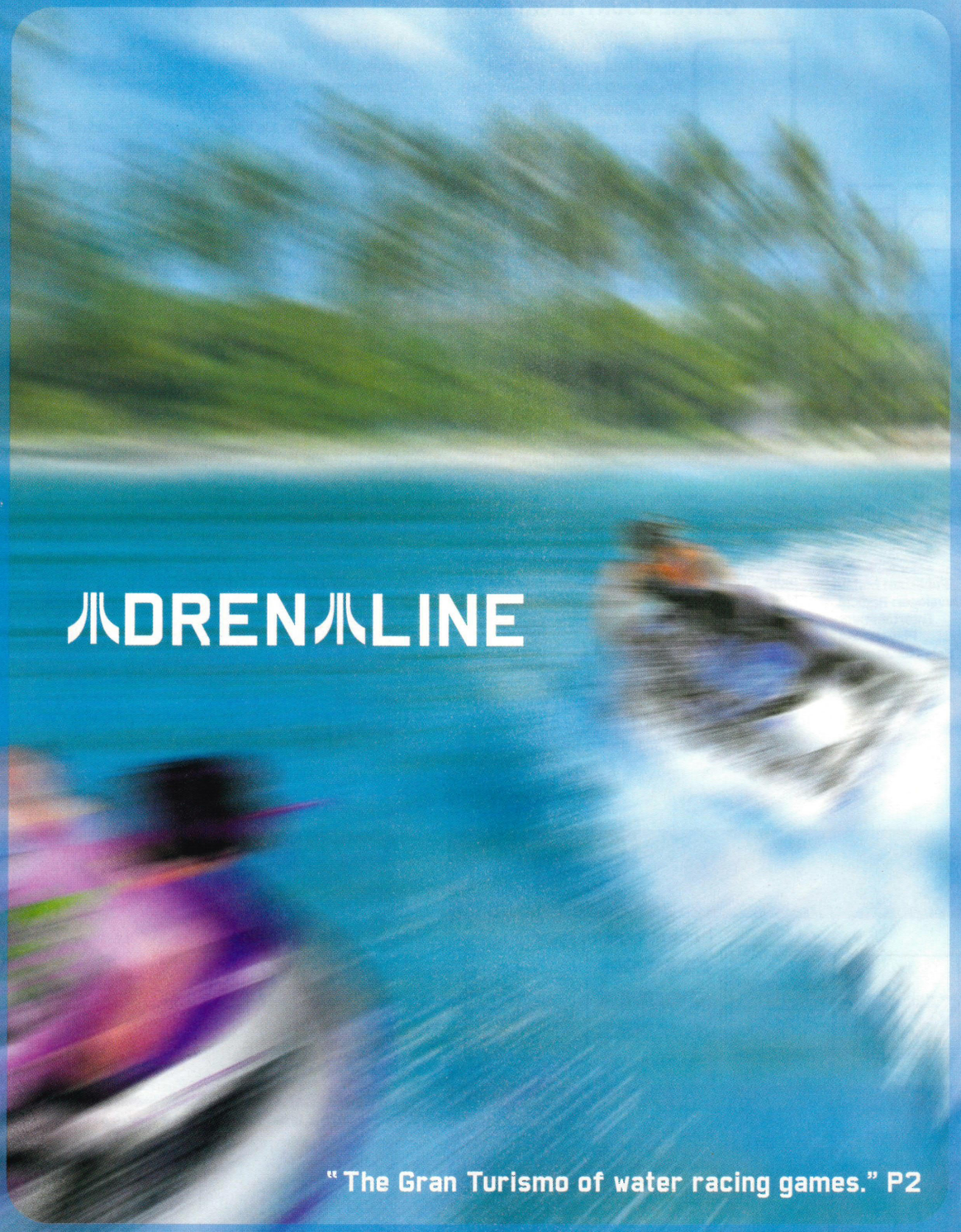
Shame you rarely get much closer to other planes than this long shot.

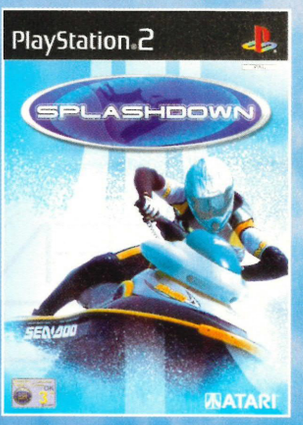


Each victory adds a bit of cash to your reserves, so you can buy new planes.



It's possible to bring up a long-range radar if you lose track of the battle.





ATARI

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"The Gran Turismo of water racing games." P2

SPLASHDOWN

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Stunning ultra-realistic graphics - 18 race locations from Hawaii to Australia.
8 riders from around the world - Two player split screen - 30 bone crushing tricks.

PlayStation.2

CENTRE COURT: HARD HITTER

WORDS: NICK ELLIS

Will it be game, set and match for Midas's budget tennis title?

Publisher: Midas
Developer: Radical Entertainment
Players: 1-4
Release: January

Does anyone in the UK care that much about tennis? Okay, there's a (usually wet) fortnight in June when an assortment of royalty, aging pop stars and morons shouting "C'mon, Tim!" gather together in SW19 and the country goes tennis mad. Other than that, though, the sport is (rightfully) relegated to minor slots in *Sunday Grandstand* and tabloid stories of Anna Kournikova showing her pants. Prejudice aside, there have been some cracking console tennis games in the past, but Midas's offering is the first for the PS2.

Centre Court: Hard Hitter is an unlicensed arcade affair that currently compensates for its lack of depth – a six-round Arcade mode and a single-game Exhibition mode are all that's available – by being extremely playable, especially when it comes to the four-player match. The doubles game is as good a multiplayer sports experience as you could wish for.

The other promising feature is the Create-A-Player function, which doubles up as a kind of Career mode. Once you're done with the curious business of designing a player (see Shrink Fit), you can either hone skills in a protracted training session, or head straight to Centre Court for a slice of point-scoring. As they compete in more matches, the players gain experience and become more skilful in different areas of the game. Deliver a high percentage of successful first serves during your match, for instance, and you'll be more competent the next time around.

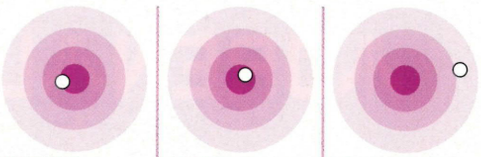
Naturally, no licence means all the players have made-up names. But despite the lack of authenticity, several faces are instantly recognisable. A stocky bald Russian called Bulgakhov is a dead ringer for Andre Agassi, for instance – and, like the Las Vegas courtster, he's a hard-hitting serve and volley player. Of course, unless you're a tennis purist, this is of little consequence: the emphasis in *Centre Court* is on gameplay, not EA-style sponsorship.

Despite the arcade feel of play, developer Radical Entertainment has clearly spent a lot of time honing the ball physics. There are four different surfaces to play on – clay, grass, indoor and hard – and all influence the game dynamics in different ways. On clay, the ball slows up considerably, for instance, while on grass it skips off the turf at speeds that'll test your reactions to the limit.

Although the gameplay is spot on and the Create-A-Player mode excellent, Midas's *Centre Court* is likely to be aced by two other up-and-coming tennis titles. Both Sega's *Tennis 2K2* and Namco's *Smash Court Tennis* will offer a good deal more in terms of variety. Having forked out for the licence, *Tennis 2K2*, in particular will feature all the proper names and tournaments, adding an important dimension that's sadly lacking in *Centre Court*. But at £30, Midas's first contender should more than help tennis freaks survive until next June. □

ON TARGET? CENTRE COURT: HARD HITTER

Serving up the aces, biting the chalk dust... but is *Centre Court: Hard Hitter* an unseeded nobody or Grand Slam contender?



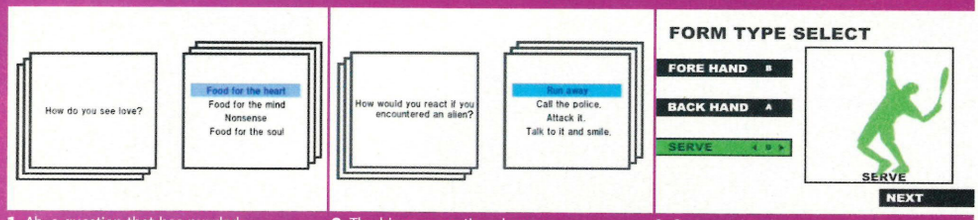
GRAPHICS
Accomplished enough for a game coming in at £30.

GAMEPLAY
A huge variety of player options, with different styles.

TOURNAMENTS
A total lack of competitions to play in.

SHRINK FIT

This has to be a first... Psychometric questions pop up in the Create-A-Player mode to help decide what kind of player you'll be!

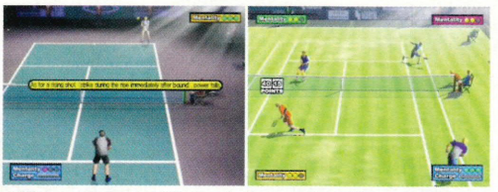


1. Ah, a question that has puzzled great thinkers for centuries: what is the true meaning of love? If you reckon it's food for the soul, then you're a stronger net player than serve-and-volley master. Obviously.

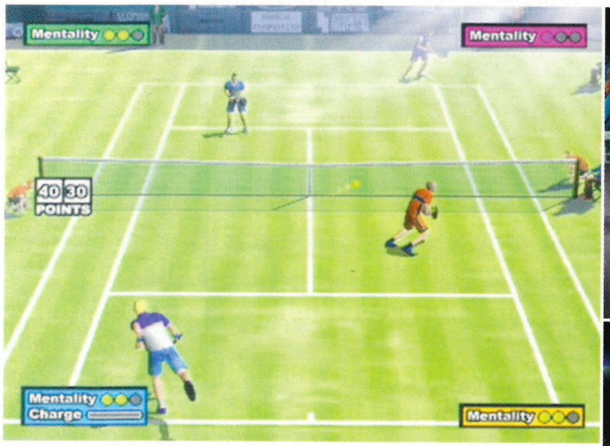
2. The bizarre questions keep on coming before you finally get to decide on normal attributes, like whether you'd like to play in a green or white shirt.

3. On a more serious note, you can influence your player's style by choosing from a variety of different stroke types. Decide whether you play your backhand and forehand strokes low or high and what manner of serve you'll adopt.

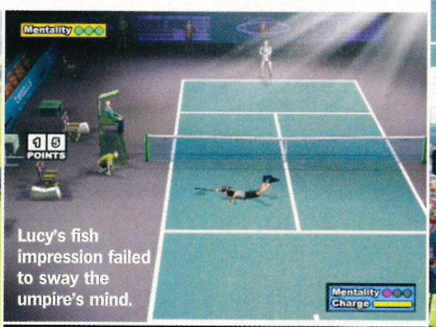
Psychometric tests? Pah, no wonder they're all mentalists...

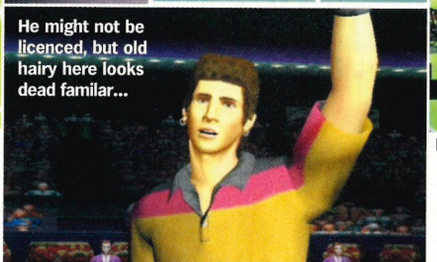


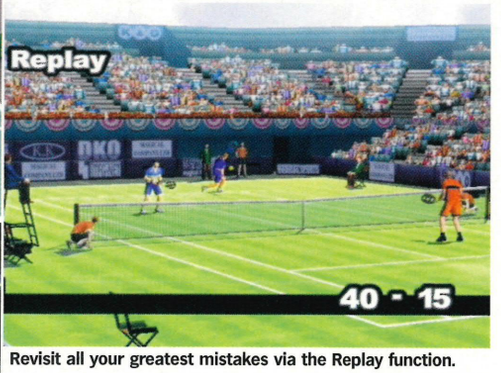
Different surfaces, different ball dynamics, different results.



For the best *Centre Court* experience, try the four-player doubles game.

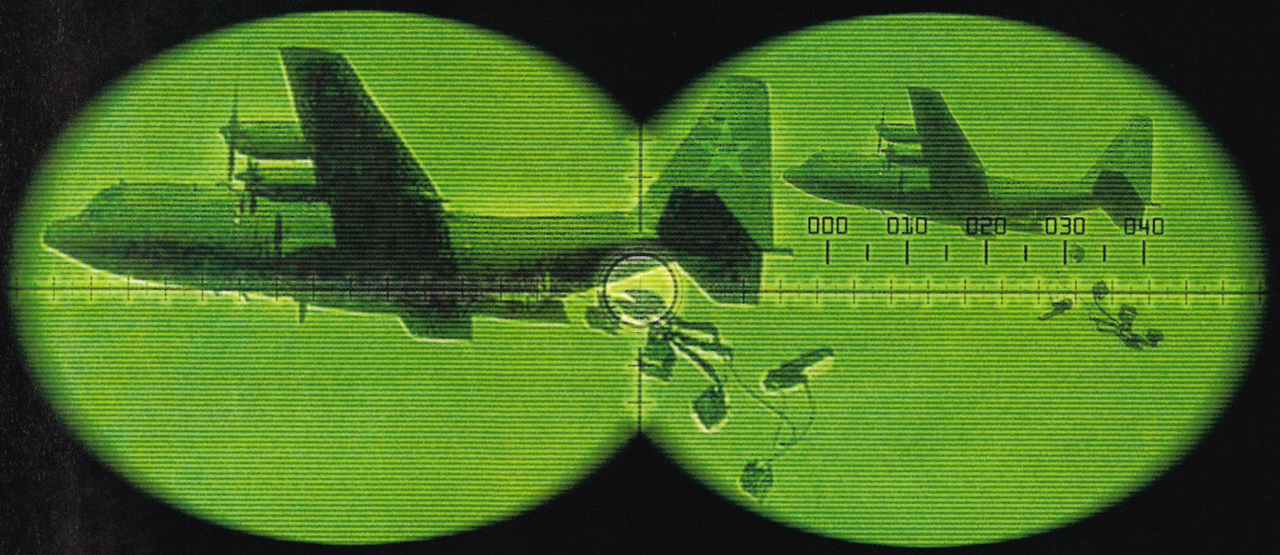






Revisit all your greatest mistakes via the Replay function.

Sunny Delight
Sunny Delight
Sunny Delight
Sunny Delight Makes your mouth go mental.



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PlayStation.2

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POLICE 24/7

WORDS: OLIVER HURLEY

Coin-op conversions take a turn for the exhausting with PlayStation 2's first ever motion-detecting game.

Publisher: Konami
Developer: Konami TYO
Players: 1
Release: February

Gun games have long been PlayStation staples, offering unadulterated arcade-inspired thrills by virtue of their winning combination of no-brainer shooting and sheer accessibility. But just as it seemed as if there was little left that could usefully be added to the coin-op shooting oeuvre, along comes Konami's promising *Police 24/7*.

Although the premise of the game is familiar – shoot down a relentless onslaught of terrorists while saving innocent civilians – the arcade version offered the never-before-seen innovation of motion-detection. So, rather than housing a simple pedal mechanism in order to duck or strafe, á là *Time Crisis* or *Virtua Cop*, you instead had to *physically* dodge about in front of the arcade cabinet in order to avoid enemy fire.

The PlayStation 2 version is already looking arcade-perfect in almost every respect – even down to including, in principle, the motion-sensing technology. By means of a USB Web cam and novel handheld trackball/trigger controller, the boffins at Konami have been able to recreate the *Police 24/7* coin-op experience for your living room.

At this point, the one drawback is the potential impact this could have on the game's retail price. While *24/7* is being bundled with the nifty peripheral set in both the US and Japan, it may prove too costly for European console gamers, with a potential price of £75-80 having been hinted at.

Nonetheless, as per Konami's *Silent Scope* series, it's perfectly possible to play *24/7* by means of a standard Dual Shock 2 and, even sans motion detection, the PS2 conversion should have plenty going for it. Your character follows a fixed path through the game but, while you cannot control your progress 'into' the screen, you are free to move about in two dimensions. This proves to be a vital aspect of the gameplay. In order to reach many of the enemies, it's crucial to ensure that you're at just the right angle behind, say, an opened car door or wall.

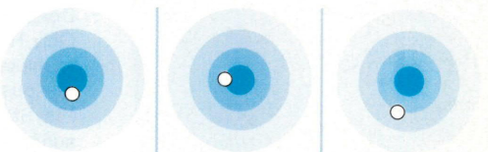
The pace is suitably frenetic, with nary a moment passing where you don't have to concern yourself with dodging bullets, targeting enemies or reloading (which, in time-honoured tradition, is done by hiding behind scenery). Indeed, *Police 24/7* is already one of the most hectic gaming experiences around.

In addition to the original Arcade mode, the home version also includes a Training option, a Challenge mode, in which you have to meet a variety of time and accuracy-based criteria, and a selection of *Point Blank*-style novelty mini-games.

For sheer shooting satisfaction, then, *Police 24/7* is already looking to be a winning proposition. Let's just hope that, come its PS2 release early next year, Konami has deigned to include the unique and pioneering motion-detecting peripheral devices with it. □

ON TARGET? POLICE 24/7

One of the year's finest arcade games makes it onto PS2. But how does it fare in translation to the home?



CONTROLS
The most ingenious interface since DC's *Samba de Amigo*

VISUALS
Arcade perfect. What more could you possibly ask for?

ENEMIES
Sunglasses? Beards? We've seen these baddies before...

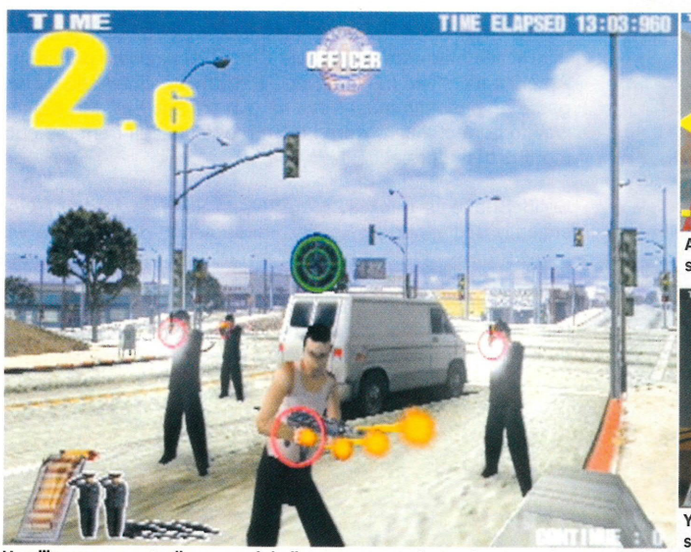
WORLD IN MOTION

Games have never been such hard work.

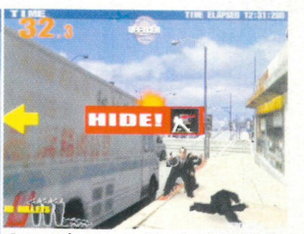
When *Police 24/7* first hit the arcades, it offered a revolutionary gaming experience by being the first ever coin-op able to detect body movement (although, for some reason, it didn't seem to work if you were wearing a hat). As such, it quickly established itself as the most immersive, innovative and, indeed, physically draining gun game around. The technology that allowed PS2 to replicate the coin-op's motion-sensing capabilities was first unveiled to *OPS2* at May's E3 show in Los Angeles and, while only requiring subtle movement, the system was pleasingly effective.

Konami has yet to confirm whether or not the UK version will be packaged with the USB Web cam that is used in detecting your movement. There's much to be said, though, for being able to fling yourself about your living room of an evening, so let's hope the nifty Webcam/trackball controller combo do make an appearance on the game's release here in the spring.

The coin-op version saw you having to fling yourself around the local arcade emporium like a veritable loon.

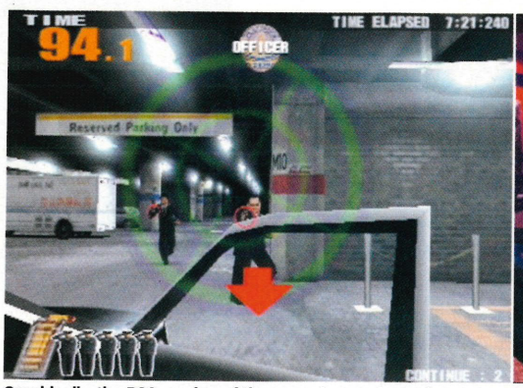


Handily, you can actually see each bullet, so you get plenty of opportunity to dodge.

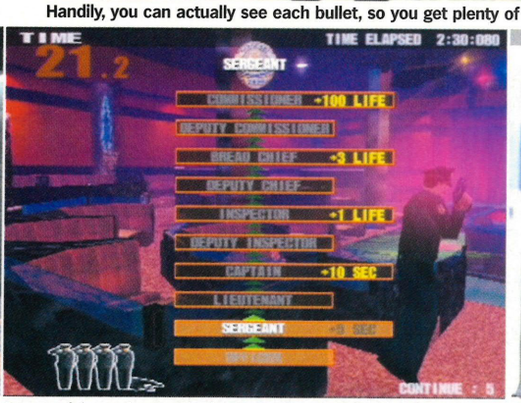


As usual, you need to duck behind scenery in order to reload.

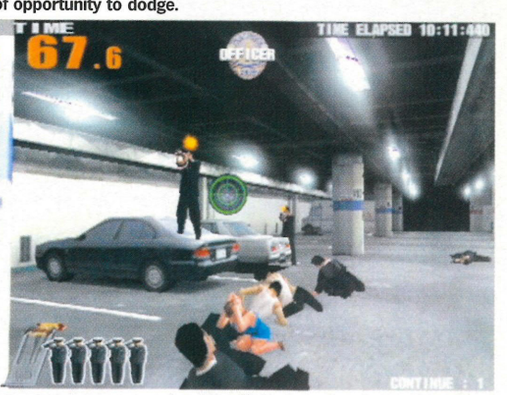
You can choose how many lives you start with, up to a maximum of five.



Graphically, the PS2 version of the game is arcade perfect.



Successful gunplay results in promotion – and extra time.



Don't, whatever you do, pick off the innocent civilians.

THE PRESS RELEASE.

FOR IMMEDIATE RELEASE
May 17, 2001

METAL GEAR SOLID 2: SONS OF LIBERTY TAKES PLAYSTATION 2 By STORM THIS FALL

Metal Gear Creator Hideo Kojima Going "Underground" Until 2001's "Must Have" Game is Complete

LOS ANGELES, CA, E3 EXPO, Booth #1124 – May 17, 2001 – Who is Solid Snake? Does he even know? And will he survive his latest adventure long enough to find out? Only Hideo Kojima, producer of ***Metal Gear Solid 2: Sons of Liberty*** knows the answer to these questions, and he isn't talking. All these mysteries and more will be revealed to anxiously awaiting gamers this Fall, when *Metal Gear Solid 2* will be available for the PlayStation 2®. This absolutely "Must Have" PlayStation 2 game will be available for a suggested retail price of $49.99.

Additionally, Hideo Kojima, the visionary behind the successful Metal Gear series, has decided to go "underground" after this year's Electronic Entertainment Expo in Los Angeles. In order to complete his latest masterpiece, Mr. Kojima has decided to cut off virtually all contact with the outside world in order to focus on the game without any external distractions.

"Metal Gear Solid 2 pushes the limits of video gaming and redefines the very nature of interactive entertainment," said Chris Garske, vice president of marketing for Konami of America Inc. "The mix of action, stealth and cinematic gameplay is going to make this game an absolute must-have for players this Fall. Mr. Kojima has decided that the best way to perfect this mixture is to remove himself from the public's view for the final months of the project."

Solid Snake is back in *Metal Gear Solid 2: Sons of Liberty,* the follow-up to 1998's critically acclaimed bestseller, takes action gaming to a whole new level. Playing as the game's hero, gamers will use an arsenal of high tech weapons, gadgets and supplies, utilizing a variety of maneuvers to defeat an army of terrorists. *MGS2* combines this unique gameplay with stylish cinematic presentation, a fair dose of political intrigue and the most stunning graphics ever seen on a console; the result is the closest thing available to a real spy movie on a video game console.

###

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Why is PSM2 Britain's best independent PS2 mag? Because we're just like you – straight-talking gamers with a passion for PlayStation 2. Real gamers rely on us to deliver the definitive verdict. And that's just what you're getting this issue, with the astonishing first verdict on the biggest game in the world. We're the first to play, finish and unlock the secrets of Konami's masterpiece, so you're first to know *exactly* how good it is. Unmissable.

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PlayStation 2
OFFICIAL MAGAZINE-UK

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(December 2001)

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PlayStation®2

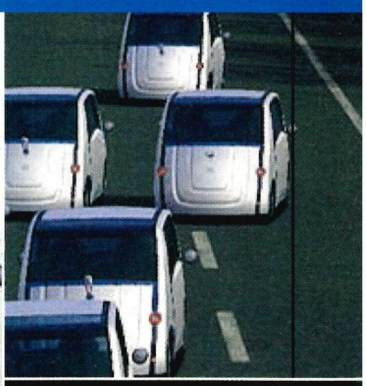
SPY

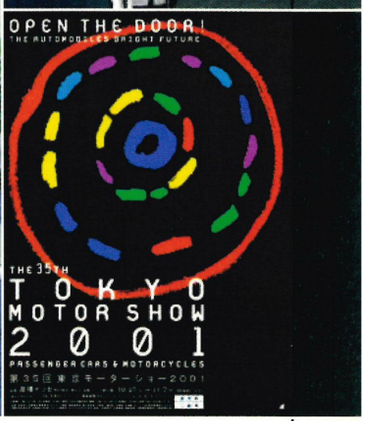
EDITED BY GEORGE WALTER

headliners

Cel-shaded racer *Auto Modellista* ➤ p41
Feel the Force of *Jedi Starfighter* ➤ p42
Final Fantasy XI: new screens! ➤ p45
Mickey Mouse goes Square ➤ p46
We test *Tony Hawk's* online ➤ p50
Onimusha 2 update ➤ p58
Dino Crisis with a light gun! ➤ p63

The Honda Civic Type R: just one of the concept cars, *GT Concept* lets you drive.





The 2001 Tokyo Motor show was the ideal venue to showcase *GT Concept*.

HIGH CONCEPT

Strange cars and sublime racing, *GT3*'s 'sort of' sequel debuted at Tokyo Motor Show and we were there to give it a test drive.

JUST FOUR MONTHS after it's release *GT3: A-spec* has a sequel, titled *Gran Turismo Concept 2001 TOKYO*. The new game will be released in Japan on 1 January 2002 and gives gamers the opportunity to race in 20 new cars that have been on display at October's Tokyo Motor Show.

The 'concept' part of the name refers to the fact many of the new cars offered are conceptual cars developed specially for the Tokyo Motor Show, never to be put on the production line. The game itself is also being touted as a 'concept version' of *Gran Turismo* with SCEI saying that the main purpose is to simplify the game experience by giving novices less cars and courses.

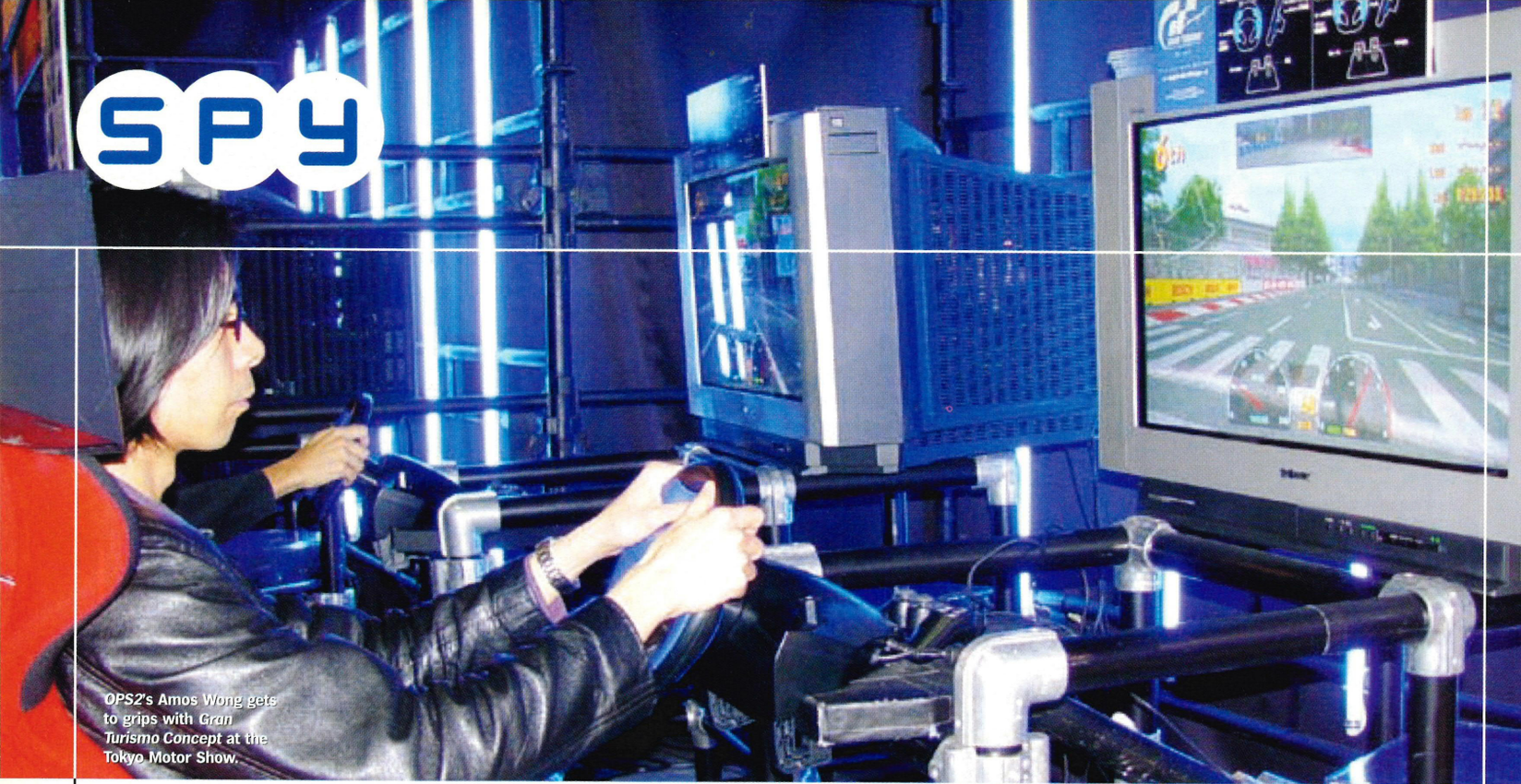
//*GT Concept* will condense *GT3* to a level accessible to absolute beginners//

An essential event for automobile and motorbike fans, the Tokyo Motor Show 2001 occupied both buildings of the Makuhari Messe in Chiba city. Swarming with people, Tokyo Game Show crowds from just a month ago at the same venue paled by comparison.

It was the ideal place for *Gran Turismo Concept*'s public debut: punters could marvel at the latest concept cars from Japanese makers, and then race in their virtual counterparts themselves. Indeed according to brochures handed out, this very possibility of a 'dream come true' on-road experience (albeit as a game) is one of the reasons for *GT Concept*. With *A-spec* arguably one of the greatest racers on the market, *Concept* also acts as an entry level title to the series. It will condense the *Gran Turismo* experience of cars, courses and 'overall game volume,' to a level accessible by absolute beginners.

On entering the Messe's main foyer, Sony reps introduced the cars at a press event. Not ⊡

SPY



OPS2's Amos Wong gets to grips with *Gran Turismo Concept* at the Tokyo Motor Show.

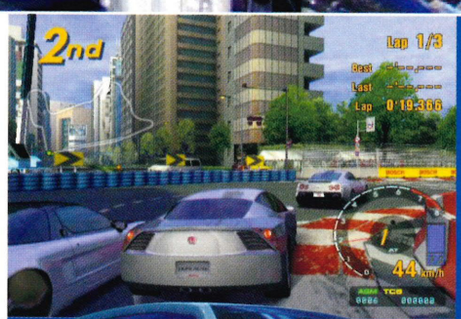
far away, a trail of demo units stretched down the central mall, running parallel to the show floor below. The first was endowed with a massive panoramic display, via six screens and equally panoramic sound. A row of single-screen, one-player units followed where six players could compete in an i.Link race.

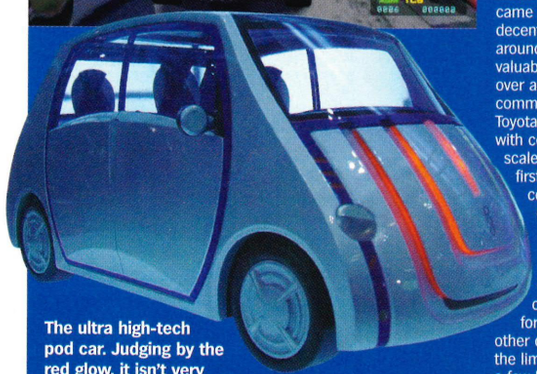
In the build playable, seven manufacturers contributed a total of 20 cars, though Mazda's RX-8 had already appeared in the *A-spec* garage. Four tracks and their mirror versions were included. Taken from *GT3: A-spec*, they were Tokyo R246 (which passes Sony's Aoyama HQ), Mid Field Raceway, Swiss Alps and Tahiti Maze. Civic R aside, other Honda entries were absent from the selectable car list.

Amongst the car line-up, it was 'the pod' that embodied the spirit of a concept car to its purest, looking like something straight out of *The Fifth Element*. Jointly developed by Toyota and Sony, the pod gauges a driver's emotional state and expresses it through exterior LEDs and even a wagging tail antenna. Overtake a pod in the game and it'll angrily flash red as you speed past. Casting an even wider net in terms of exotic vehicles – some of which border on the sci-fi – *GT Concept* is essential for completists that want the full car line-up in their virtual garages. Exactly how the overall game contents will be condensed for newbies is as yet unconfirmed. But priced at ¥3,200 (£18), the game is half the price of *A-spec*.

// *Concept* is essential for completists that want the full line-up in their virtual garages //

As *OPS2* went to press we learnt that it is unlikely *GT Concept* will make its way to the UK in its Tokyo Motor Show form. Despair not though – the rumour is that European gamers will get their own similar themed *GT* disc, but no decision has yet been made on content or timing. Elsewhere, the mysterious *B-spec* refuses to go away. SCEE remains tight-lipped over the project but again, it's a rumour that refuses to die, which suggests something is going down at Polyphony. So what next? Well Kazunori refuses to lie down and rest – he's reportedly planning *Gran Turismo 4*. ☐ **AW/GW**





The ultra high-tech pod car. Judging by the red glow, it isn't very happy at the moment...

PLAYING THE GAME

OPS2's man in Japan, Amos Wong, takes us through some of *GT Concept*'s new cars and how they play.

"A joy in handling, Honda's Civic Type R hugged corners and was fast off the grid, despite an only-average top speed. Quickly taking the lead, it remained so until the finish. Toyota's sleek WiLL VS came in second, despite decent power. Skidding around tight corners cost valuable seconds. I found over and under steering was common at the wheel of Toyota's chunky RSC. Luckily with copious power, off the scale acceleration it secured first place, leaving competitors in the dust. Obviously not as powerful as the others, the Toyota/Sony developed pod's race was exclusively against other pods. I chose it for an i.Link battle against other cars, but pushing it to the limits resulted in skidding, a few barrier encounters... and last place."

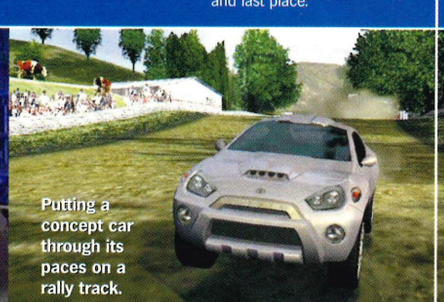
STRAP ME IN!

The ultimate *GT* peripheral – if you have the space.

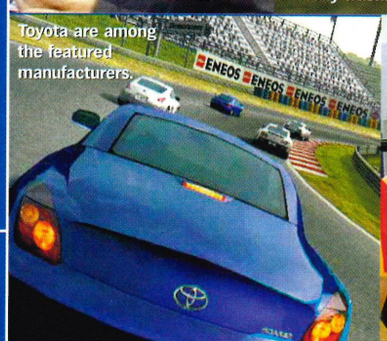
Hitting Japanese stores this winter, the Sparco Racing Cockpit comprises a bucket seat and steering pod, courtesy of Logicool. The latter's base is angled to give the foot pedal setup a more comfortable angle, considering the low seating position. A horizontal plate securely locks the steering wheel in place. The snugly fitting sliding seat felt a little uncomfortable, but if you're after a total racing experience, the set is the only way to go. Pricing is yet to be confirmed – start saving now.

The ultimate in *GT* chic – now all we need is an airbag and a tin of travel sweets.

The man who makes it all happen, Kazunori Yamauchi.



Putting a concept car through its paces on a rally track.



Toyota are among the featured manufacturers.

"IT WAS PURE COINCIDENCE! WE JUST HAPPENED TO BE IN THE SAME BUILDING"

KINGDOM HEARTS, PG 046

The game's cel-shading even applies to visual elements like lighting and blurring.

Ooh, it's just like driving a comic... And even better, it's network-compatible.

Line drawing online. *Auto Modellista* will take cel-shading to new heights.

GRAPHIC NOVEL

Cel-shaded racing with a difference in Capcom's *Auto Modellista*.

ALL TOO OFTEN, cel-shading in videogames has been used as a cheap marketing trick. "Amazing cel-shaded graphics give a unique cartoon look!," the press releases cry. Aside from the comic-book sass of *Jet Set Radio*, the effect rarely adds anything tangible to the game. So why should we be getting excited about Capcom's recently announced PS2 racer, *Auto Modellista*?

To begin with, the screenshots – which we've been assured are actual in-game representation – show a higher quality of cel-shading than you'd normally expect. Look beyond the cars and you'll notice the painted effect also extends to other parts of the visuals, for example, light sourcing, motion blur and sparkle rather than just the vehicles themselves. Furthermore, the backgrounds look to have a hand-drawn feel. Cars can be customised with money won from races.

The game which has a scheduled release in Japan for spring 2002 will also be the first online racer for PS2. Gaming tome *Weekly Famitsu* printed a screenshot of a Network Play menu screen as way of proof. Players can search for opponents online, have a chat and trade parts. Although Capcom has made no official announcement that *Auto Modellista* will be released in the UK, *OPS2* has learned it is probable that the game will be confirmed in the not too distant future. Whether it will arrive with network play intact is unknown, due to the lack of Sony's official Network Adaptor till next spring/summer, but as has been proved by *Tony Hawk's 3 Pro Skater's* Network Play mode it's possible to include the option before the official hardware becomes available. ☐ GW

**Expect more information as and when Capcom confirm a UK release date.*

HOLD ME TIGHT!

Fancy playing PS2 on the move? The future's coming...

WITH THE RELEASE of the PSone's mini-screen and therefore a more portable console, a small step was made by Sony in a drive towards bringing the gaming experience out from under the TV and into your palm. Currently though, it is Nintendo who leads the handheld charge with its successful Game Boy Advance.

Aside from the Japanese-only PocketStation, a Memory Card-sized handheld which was used to download mini-games from PSone games for play on the move, PlayStation has been sadly bereft of anything to challenge Nintendo's supremacy. Until now that is. Well, kind of.

During an interview with Ken Kutaragi, President and CEO of SCEI it was hinted at that Sony is looking into the possibility of creating some form of handheld hardware in the next two or three years. Pointing to the generation jump made by the Game Boy Advance, Kutaragi is congratulatory but also critical, "The Game Boy Advance is very, very nice," he says, "but the display quality is not attractive enough."

It is with this in mind that Kutaragi-san is continuing to hold off from the handheld market for the time being, "With the current technology it is difficult," he explains. When the time comes though, Kutaragi is adamant that content will most certainly not be limited to just PSone or PS2.

This seems to suggest that any portable hardware would be geared more to providing an outlet for different forms of entertainment. It's possible to envisage a product that could be plugged into a broadband connection onto which a game, DVD movie or music CD could be stored and then played while on the move. You only have to look at the success of the MP3 phenomenon and the new battery powered Apple iPod on to which 1,000 tracks can be downloaded from your desktop computer for the potential future of the device.

What *OPS2* is most excited about is the opportunity to play such established PlayStation brands as *Tekken*, *Metal Gear*, *Jak And Daxter* and *WipEout* on the train, plane, bus or whilst on the toilet. For now see our artist's impression of the PS2 handheld of the future. And no. It won't look *anything* like that. ☐ **GW**

**See our full interview with Ken Kuturagi on page 68.*

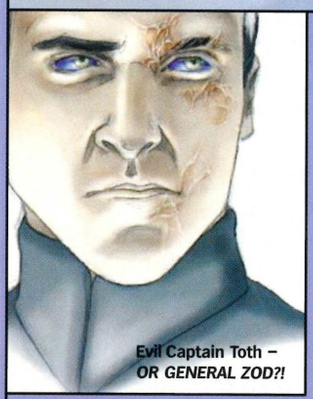
Mr Jago thinks the portable PS2 will look like an Etch A Sketch...

ILLUSTRATION: MR JAGO

"SQUARE WILL USE ICONS TO GET AROUND ANY POSSIBLE LANGUAGE BARRIERS"

ONLINE FANTASIES, PG 045

So where's the weapons then? Well, with *Jedi Starfighter*'s new Force capability you might not need them.



Evil Captain Toth – *OR GENERAL ZOD?!*

FORCE LANDING

Star Wars: Jedi Starfighter will give you the chance to feel the Force.

DETAILS HAVE BEEN released by LucasArts regarding its next PS2 *Star Wars* venture, *Jedi Starfighter*. A sequel to last spring's successful *Star Wars Starfighter*, the game will give insight into elements of the forthcoming film, *Star Wars: Episode II Attack Of The Clones*.

"You can think of *Jedi Starfighter* as a primer for *Episode II*," explains Daron Stinnett, Project Leader for the title. "Players will get some basic background information on characters and events, but we've been careful not to include any major spoilers." Although the story behind the project is original, the title intersects different key events in the upcoming movie. The eponymous Jedi Starfighter is also the same craft that features in *Episode II*. "The game is going to debut some fantastic *Star Wars* hardware. I'm honoured that we've had the opportunity to put the first *Episode II* game out before the movie," enthuses Stinnett.

One of the most interesting advances over *Starfighter* will be the new Force powers available to players, which allows them to make full use of a Jedi's special abilities. These take the form of Force Lightning, which drains enemy crafts' energy, and Force Shield, which creates a barrier to deflect hostile fire. A further trick of the Force, Reflex, gives the impression of exaggerated reflexes. This puts everything in slow-motion, but leaves the Jedi fighter with normal turning and shooting abilities. It's something Stinnett is clearly proud of: "With the Force, we're able to move beyond the standard projectile-based weapons, and that adds a new dimension to gameplay."

The heroes of *Jedi Starfighter* are Jedi Master Adi Gallia and, back from *Starfighter*, Nym. The unlikely pair join forces to fight against the villainous Captain Cavik Toth, his Sabaoth Squadron and, of course, the evil Trade Federation. They each have slightly different agendas: Nym to liberate his home planet, which he was driven from by the Trade Federation; and Adi to subvert a plot that threatens the Jedi's very existence. Between them and their success lies the future of the entire *Star Wars* galaxy.

In addition to an enhanced 3D game engine, which should substantially improve on the visuals of *Starfighter*, players will now be able to take part in co-operative two-player missions which introduce other characters, like Reti and Jinkins. *Star Wars: Jedi Starfighter* is due out in spring 2002, with the guaranteed box office smash *Attack Of The Clones* hitting multiplexes in May next year. ☐ **GW**

//The Jedi starfighter is the very same craft that will feature in *Episode II*//

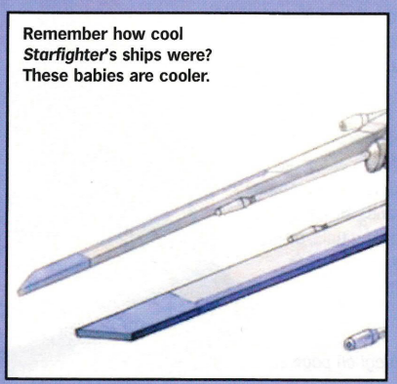
**Expect a preview of* Star Wars: Jedi Starfighter *early in the new year.*

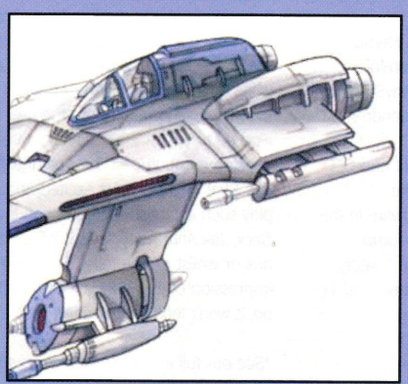
SPACE RACE

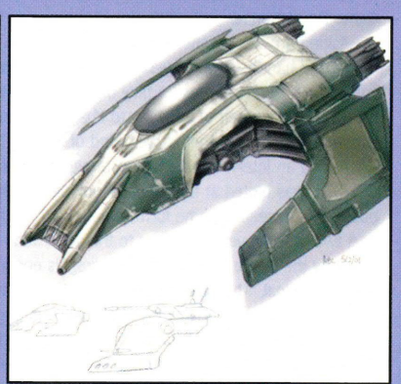
Hungry for *Episode II* goodies but still love podracing? Welcome to *Racer 2*.

Exclusively revealed back in *OPS2* #08, *Star Wars Racer Revenge: Racer 2* is the sequel to the N64/PC space racer. It's more of an *Episode 1.5* game than *Episode II* though, featuring a teenaged Anakin who sneaks off for some podracing when he gets bored training to be a Jedi. Looking fast and boasting more tracks, ships and characters than before, *Racer 2* is due next spring.

Remember how cool *Starfighter*'s ships were? These babies are cooler.







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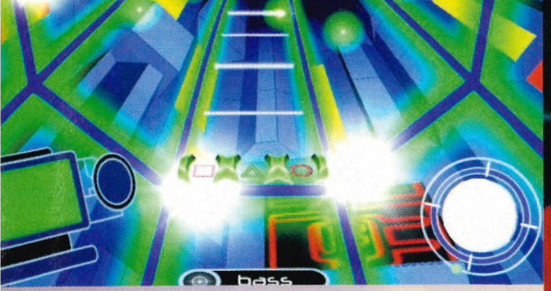
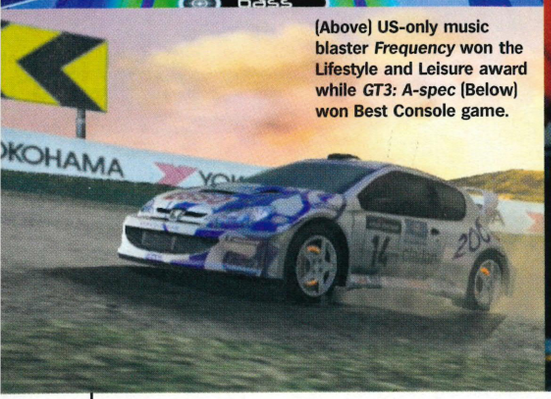
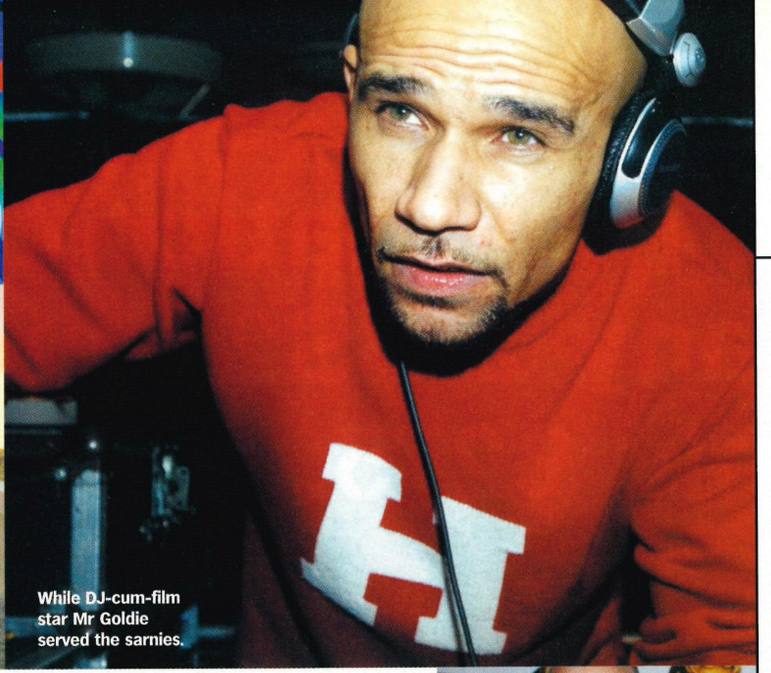




(Above) US-only music blaster *Frequency* won the Lifestyle and Leisure award while *GT3: A-spec* (Below) won Best Console game.



While DJ-cum-film star Mr Goldie served the sarnies.

BAFTA VERY MUCH

GT3 scoops one of three awards for PS2 at 2001 Interactive BAFTAs.

THE 2001 INTERACTIVE BAFTA awards saw PlayStation 2 scooping three prizes, including Best Console game for SCEE's *Gran Turismo 3: A-spec*. Interestingly the chart-topping racer was also nominated for best Network Game, due to its four-player i.Link capability, although the category was won by the Dreamcast's *Phantasy Star Online*.

Konami's PSone football legend *ISS Pro Evolution 2* was a welcome choice for best Sports Game, finally giving what is the gamers' choice of football sim the recognition it deserves. *ISS* beat off strong competition for the prize, including Sega's *Virtua Tennis 2* and Activision's *Tony Hawk's Pro Skater 2*. Perhaps the most surprising win was for SCEA's PS2 rhythm-action disco-fest *Frequency*. Despite the B in BAFTA standing for British, judges saw fit to give an American-only release an award. Sure there was logic in that, *somewhere*.

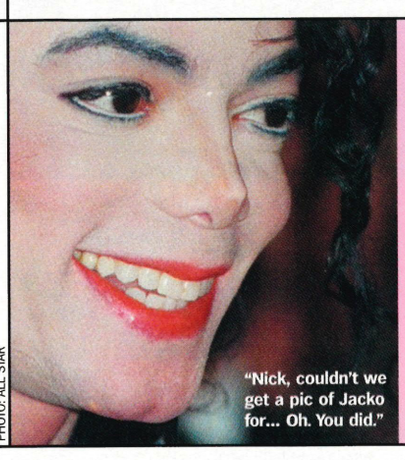
Although *OPS2* was invited to the event held in the Grosvenor Hotel, on London's Park Lane, in true rock'n'roll style we failed to turn up. That and because we couldn't afford a tux. And we were busy. Deadlines, you know. Still, here's what the judges said, and because, quite frankly, they aren't the best bits of prose, *OPS2*'s more 'eloquent' opinions. ☐ **GW**

BEST SPORTS GAME
Winner: *ISS Pro Evolution Soccer 2* (PSone)
What they said: "Simply the best videogame implementation of playing football to date... The graphical quality and technical implementation are superb."
What we said: "Not there! There! GET. IN. *You fouling bastard.* Have that!" Sparked the fire which was eventually to become *OPS2*'s ultimate weakness: PS2's *Pro Evolution Soccer.*

BEST CONSOLE GAME
Winner: *Gran Turismo 3: A-spec* (PS2)
What they said: "This now classic game has been refined to near perfection... it's the collecting of cars that really draws you in."
What we said: "It rocks harder than AC/DC, drives faster than Schumacher in a bad mood and plays as sweetly as the 1970 Brazil team."

LIFESTYLE AND LEISURE
Winner: *Frequency* (PS2)
What they said: "Obviously addictive! Challenging but not difficult to use. Excellent use of graphics, especially considering the musical nature of the game."
What we said: Umm, well, we didn't. It's not coming out in the UK – although *OPS2*'s Mike and Sam played it for a bit at E3. Any good? Well, like we said, it's not coming out in the UK.

(Above) An 'emotional' Jon Murphy, of Konami Europe, receives a prize for *ISS Pro Evolution Soccer 2*. (Below) Sean Kelly, SCEE Producer of *GT3*.



"Nick, couldn't we get a pic of Jacko for... Oh. You did."

PHOTO: ALL STAR

SPACE MICHAEL!

Wacko Jacko to appear in sequel to *Space Channel 5*.

TETSUYA MIZIGUCHI'S LATEST PS2 title *Space Channel 5 v2* is to feature the King of Pop himself, Michael Jackson. Speaking to *OPS2* during a game presentation in Tokyo, game creator Miziguchi also revealed that the game is nearly complete and promised, "It's much more happy, more crazy, much more musical."

So what is the multi-million selling artist's role in Miziguchi's rhythm-action game? "Michael plays the role of a Director at a TV show where Ulala [the game's star] is working," he explains. "Maybe this is what he will be doing in 500 years' time. He will be Space Michael!"

Jacko's other PS2 guest-spot is in Midway's *Ready 2 Rumble 2*. As well as pop star cameos, this new version of *Space Channel 5* is said to be a more story-led experience, a response to claims that the original lacked longevity. ☐ **GW**

More on Space Channel 5 v2 next issue.

UPDATE

Bringing you the latest info on the biggest PS2 games.

MATT HOFFMAN'S PRO BMX 2

Publisher: Activision
Last seen: *OPS2* #012
Release date: Spring 2002

Little to report on the BMX instalment of Activision's O2 brand, except we've been sent the latest screenshots. If this is half as good as *Tony Hawk's 3*, Hoffman's PS2 debut could definitely be one to look out for.

CONFLICT: DESERT STORM

Publisher: SCi
Last seen: *OPS2* #012
Release date: Spring 2002

Pivotal Design has just released all-new screens and a short movie showcasing in-game footage of its forthcoming Gulf War action title. Indications suggest this will be a more than competent team-based experience.

VAMPIRE NIGHT

Publisher: SCEE
Last seen: *OPS2* #012
Release date: February

One of the many Namco/Sega games now heading for a UK PS2 release. We've seen new playable code of this undead light gun game, and can confirm it more than improves on *Time Crisis 2*'s next-gen visuals. Full preview next issue.

DROPSHIP: UNITED PEACE FORCE

Publisher: SCEE
Last seen: *OPS2* #012
Release date: January

Previewed in issue #012 with an expected release of October, the events of Sept 11 meant *Dropship* disappeared off the release radar. As this issue goes to press, we've received new code of the renamed title with a review due next issue.

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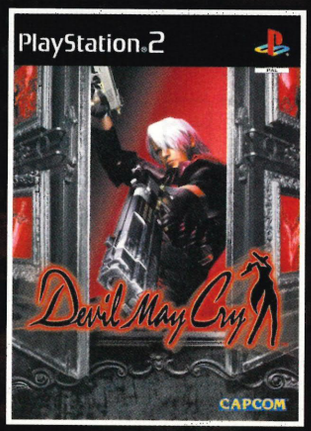
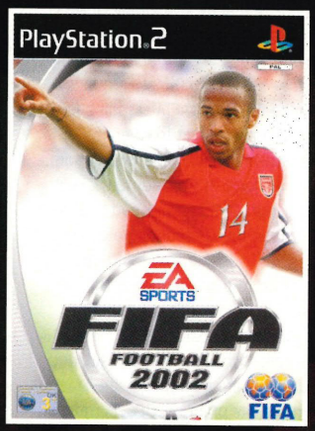


Devil May Cry*
Released 14.12.01



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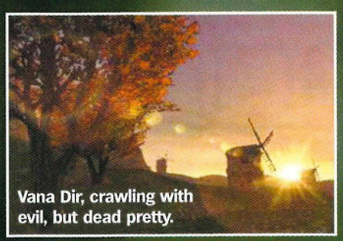
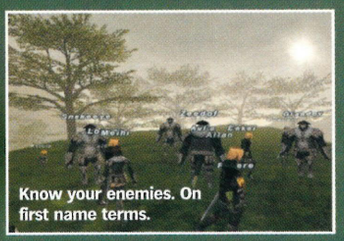
"I STUMBLE INTO A GRIMY JAIL BLOCK, AND A ROTTING ZOMBIE PASSES BY IN A BLUR"

SPY IN JAPAN, PG 055



Vana Dir, crawling with evil, but dead pretty.



Know your enemies. On first name terms.

ONLINE FANTASIES

It might a long way off, but Final *Fantasy XI* is still getting us excited.

SQUARE HAS ANNOUNCED new information about its online-only title *Final Fantasy XI*, including something approaching a story line. Players will be able to form teams of up to six players for adventuring and chat in real-time.

The location for the game is a fantasy world named Vana Dir, a civilization blessed with the power of 'the Crystals'. In recent history this power was used to fight a battle with 'the monsters', a war that decimated beautiful cities and villages, turning them into vast barren wastelands. Twenty years after the fighting ceased, this world is starting to get back to normal – until evil begins to disseminate again across Vana Dir and the people look to the Crystals' power as their saviour...

As is the norm for RPGs, in particular those of the *Final Fantasy* series, the plot may seem rather vague and confusing to anyone other than an avid fan. What should be of most interest to less RPG-inclined readers though, is this will be PS2's first online-only title and will be supported by the Hard Disc Drive and Network Adaptor.

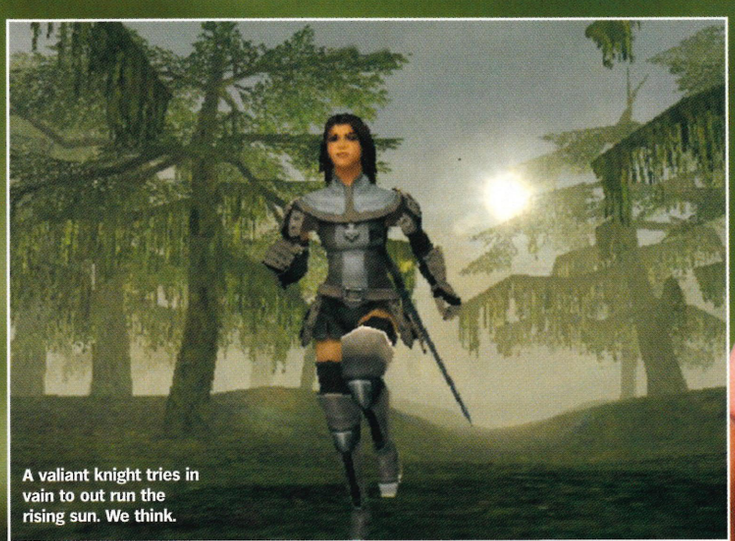
The game looks to include an abundance of NPCs (non-player characters) to bolster the action. Furthermore, there will be a large variety of 'ethnic groups' in the game. The Humans are the most balanced in their abilities, but they are by no means the only playable characters. The player will be able to select from a number of options such as body type, sex and looks to define characters, as well as assigning different skills and abilities to their online persona.

Square has been at pains to make character interaction online simple. It'll be possible to get help on game progression, trade unwanted items and select who you want to engage in battle. Icon-based communication, as seen in the Dreamcast's *Phantasy Star Online* will ensure language barriers won't cause a problem. As was previously announced the title will be played through a Web-based portal called PlayOnline and your characters and games will continue to develop even while you are offline.

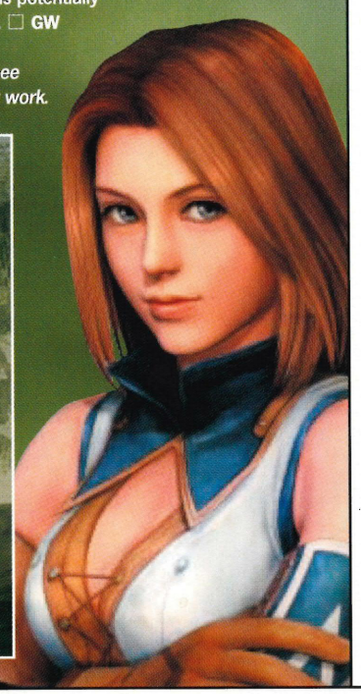
//FFXI will be the PS2's first online-only title supported by the HDD//

It's likely *OPS2* will feature more news on the UK release of *Final Fantasy X* before more particulars of *XI* are announced, but we'll be keeping you informed about this potentially standard-setting online project. □ **GW**

**Visit www.playonline.com to see how the online interface might work.*



A valiant knight tries in vain to out run the rising sun. We think.



GOOD & EVIL

Our Heaven and Hell-styled 'ometer

PS2 HEAVEN

The genuinely amazing, hype trampling glory that is *Metal Gear Solid 2: Sons Of Liberty*. Think you know what to expect? Think again.

Bravo Music. Who knew a rhythm action, orchestra conducting game could be so addictive, challenging or fun? Encore!

SSX Tricky for achieving the near impossible and improving on the sublime *SSX* with invention, attitude and Hollywood heavyweight vocal talent.

Pro Evolution Soccer. By the time you read this the best footy game ever will be in the shops and we'll stop going on about it. Probably.

Sense warping 'translations' of interviews with Japanese developers that turn *OPS2*'s sharply tuned questions into bafflingly oblique 'Japlish' answers. Can someone translate the translation please?

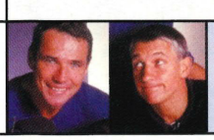
The saucy *GT Concept* for not having a UK release planned. Oi Kazunori-san! We'll be your best mate and everything!

Bass Strike. Why not make a game that involves standing around in a drafty boat trying to catch fish you'll never get to eat. Oh, they already did.

The frighteningly Muppet-jawed virtual Chris Tarrant in *Who Wants To Be A Millionaire? 2nd Edition*. Enough to make you muck up the first question. On purpose.

PS2 HELL

ILLUSTRATION: MR JAGO



BLUE LINES

Warthog, developer of highly acclaimed *Star Trek Invasion* for PSone, is planning a PS2 game based on *ET* ›› Codemasters' football management sim *LMA Manager 2002* will feature TV commentators Alan Hansen and Gary Lineker, as its anchor men. The game is due for release in April 2002 ›› In the week *OPS2* went to press *Pro Evolution Soccer* was the most pre-ordered game on the PS2 release schedule ›› *AirBlade* will get a US release in February but not through SCEA – Namco Hometek have aquired the rights.

THE MAGIC KINGDOM

Mickey, Pluto and Donald will star in Square/Disney venture *Kingdom Hearts* – and it's coming to the UK.

IT CAN SOMETIMES SEEM that the most interesting PS2 games only come out in Japan. Great news then that SCEE has announced that it will be publishing Square and Disney's first joint creative project, Disney themed action adventure *Kingdom Hearts*, in the UK.

During an interview with members of the *Kingdom Hearts* development team at Square's HQ in Tokyo, *OPS2* was given a hands-on preview of the game in action that revealed impressive graphical representations of some much-loved Disney characters.

The story as we understand it centres around a boy named Sora who sets out on an adventure with Donald Duck and Captain Goofy. Both parties are searching for missing people: Sora for his two best friends Riku and Kairi who've been lost in a violent storm; the Disney twosome for King Mickey who has mysteriously disappeared from Disney Castle.

The main opposing force is the Heartless who were responsible for the storm. They are characterised by their ability to change their form by stealing the hearts and souls of others. Sora, Goofy and Donald do what any right-minded game heroes would do and set out to save the universe from the Heartless's evil clutches. In the process they are required to visit lands from such films as *Peter Pan*, *Tarzan*, *Aladdin*, *Pinocchio* and *The Little Mermaid*.

It might seem odd for a Japanese company famous for its complex RPGs to be embarking on an action adventure, featuring a bunch of cartoon animals whose background lies more in the conservative echelons of America. What was the inspiration behind this unusual mix? "It was a pure coincidence!" explains Shinji Hashamoto, Producer for *FFX* and *Kingdom Hearts*. "Disney Interactive Japan just happened to be in the same building as Square."

It's not been such an easy task to put Disney and Square characters together though, "Tetsuya Nomura [Character Designer, also working on *Final Fantasy X*] had problems with this. He saw Goofy and Donald, but he also saw Sora, Riku and Kari, but he didn't want them to look awkward together. He changed Sora's design many, many times," explained Hashamoto-san.

Of course these problems haven't been limited to character design, Square has had to obey certain 'rules' of Disney – you certainly won't be able to kill off Pluto and Minnie should you wish. "The Disney characters don't die," Hashamoto assured us. "We've tried to keep in with the Disney philosophy and mix it with our visuals. There are no gun shootings!"

Other than the Disney philosophy, Square has been forced to engross itself in its all-important style as well. "Square staff went to lectures and studied the animation of Disney in depth. Disney saw our character modelling and said it's excellent – it was great for us," continues Hashamoto. As you can see from screenshots here, they were right to lay on the praise.

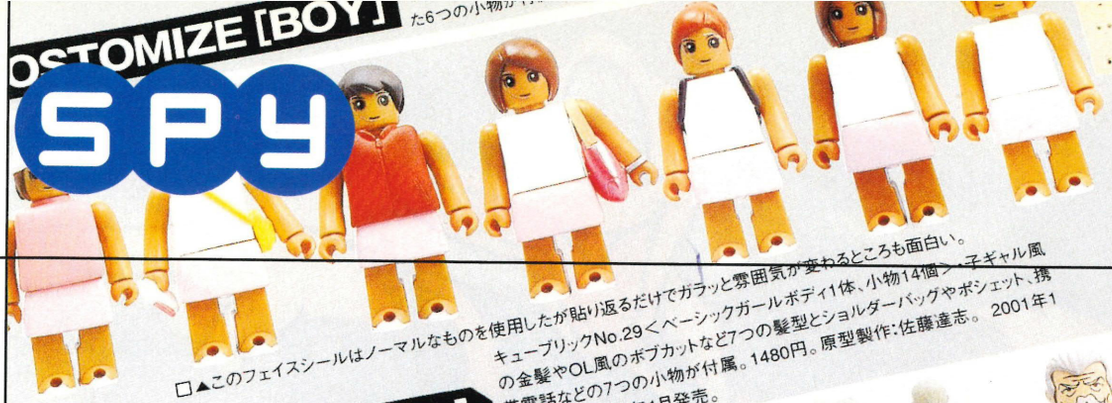
It seems the pairing is a good one, and one that may be repeated, as Hashamoto enthuses, "We hope Disney approaches us to do two or three more. After that, we hope there will be other, deeper collaborations in fields other than *Kingdom Hearts*." ☐ **GW**

**SCEE has confirmed* Kingdom Hearts *will be released in November/December 2002.*

Sora engages in some explosive battling, ably assisted by one Captain Goofy (Far right).

The game also features young versions of *Final Fantasy* faces: *FFX*'s Tidus (right) and Wakka (left), plus Selphie from *FFVIII*.

"Who are you calling goofy, and why do you keep telling me to duck?" Sora gets some conflicting advice from his fellow adventurers.



□▲このフェイスシールはノーマルなものを使用したが貼り返るだけでガラッと雰囲気が変わるところも面白い。キューブリックNo.29<ベーシックガールボディ1体、小物14個>、子ギャル風の金髪やOL風のボブカットなど7つの髪型とショルダーバッグやポシェット、携帯電話などの7つの小物が付属。1480円。原型製作:佐藤達志。2001年1月発売。。。2001年1月発売。

COSTOMIZE [GIRL]

□オタコン

□ゴルルゴビッチ兵
(ウッドランド迷彩)

□ゴルルゴビッチ兵
(タイガーストライプ迷彩)

□オルガ

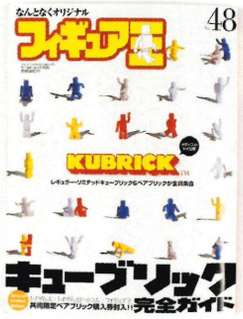
□リボルバー・オセロット

□ソリッド・スネーク

E3にて発表以来、多くのファンの首を長くさせているコナミの「メタルギアソリッド2 サンズ オブ リバティ」。これはPS2用の3Dアクションアドベンチャーゲームだ。このソフトの発売と同時に2の登場人物をキューブリックがリリースされることが決定した。12月に日本で発売する予定だが価格等の詳細は次号にて発表するぞ。お楽しみに!!

メタルギア

For the James Lavelle wannabe in your life comes these sweet, sweet toys.



And the Japanese magazine that coughed up these babies...

MODEL GEAR SOLID

MGS2 gets the Kubrick model treatment. Need them. Now!

WHILE PERUSING TOKYO'S videogame shops on the hunt for *PaRappa* tea towels, ramen noodle sims and Afroken dolls, *OPS2* came across the ultimate in chic *Metal Gear Solid 2* collectables. Kubrick, the cool toy company that has already produced miniature models of the characters from *The Blair Witch Project*, *Planet Of The Apes*, Disney flicks and, most bizarrely, Tony the Tiger from the Frosties ads, has now put together a series of *Metal Gear 2* models. As shown above, the Lego-sized range includes Snake, Revolver Ocelot, Olga, two masked guards and Otacon – perfect for setting up you own *Metal Gear* dioramas or arranging dubious ménages à trois.

OPS2 has previously reported that US toy guru Todd McFarlane is also releasing an action figure-sized range of six *Metal Gear* characters, a number of which still remain under wraps. However we reckon these stylish Kubrick offerings are infinitely more desirable. Yup, we've got the *Planet Of The Apes* ones too.

Although Konami is yet to confirm that it will be distributing the Kubrick figures in the UK, *OPS2* is certain that these babies will be one of the more sought after import items at a Forbidden Planet near you. □ **GW**

**As soon as Konami officially confirm it's distributing the Kubrick toys, we'll let you know.*

PlayStation®2 OFFICIAL MAGAZINE-UK

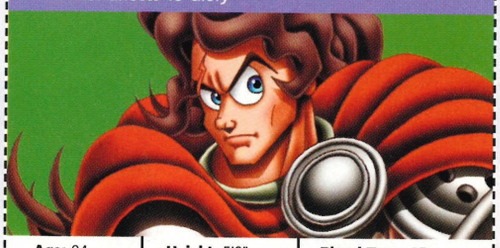
POCKET HEROES

COLLECT THE ENTIRE SERIES!
SWAP WITH YOUR MATES!
CUT OUT AND KEEP!
SEND NO CASH!
YOU WILL LIKE!

PlayStation®2 OFFICIAL MAGAZINE-UK #37 of 100

MAXIMO

Maximo: Ghosts To Glory



Age: 24	Height: 5'9"	Blood Type: AB

Distinguishing Features: Heroic stance, big hair, bigger sword, red-and-white boxers.

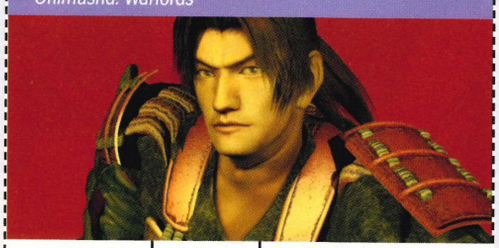
Looks	Classic pantomime knight – in Robin Hood tights.	83
Attack	Skeleton destroying double-sword stabs and power-ups.	81
Defence	Although fairly weak, has access to fearsome 'Foot Cheese'.	63
Specials	A shield 'Frisbee Attack' for slicing bony adversaries.	80

Maximo stars in Capcom's 3D 'tribute' to Eighties coin-op *Ghosts'N Goblins*. Destroy the undead without taking too many hits – if you do, Maximo has to fight in his pants.

PlayStation®2 OFFICIAL MAGAZINE-UK #54 of 100

SAMANOSUKE

Onimusha: Warlords



Age: Early 30s	Height: 6'1"	Blood Type: Blessed by Ogres

Distinguishing Features: Magical sword, pony-tail, aversion to coolie hat-wearing demons.

Looks	Samurai Warrior chic – the looks of Japanese film star Kaneshiro	90
Attack	Various magical attacks and big-assed sword moves	92
Defence	Vitality can be restored with yellow souls and imbibing of the urb	88
Specials	A devastating 'special attack' provided by blue souls	82

Samanosuke is the warrior hero of Capcom's *Onimusha: Warlords*. With his female companion Kaede, Samanosuke is on a mission against Nobunaga and his evil undead army.

"ENJOY THE EXPERIENCE OF FACE-SLAPPING SOMEONE ON THE OTHER SIDE OF THE WORLD"
HAWK'S ONLINE, PG 050

PlayStation 2

ROOM 3B

ANGER & AGGRESSION MANAGEMENT THERAPY

Mondays/Wednesdays

18.30 - 19.00 • Mr Chris East
19.00 - 19.30 • Mr Adrian Arnese
19.30 - 20.00 • Mr Craig Relyea
20.00 - 20.30 • Dr Jim Molitor
20.30 - 21.00 • The Very Reverend

21.00 - 21.30

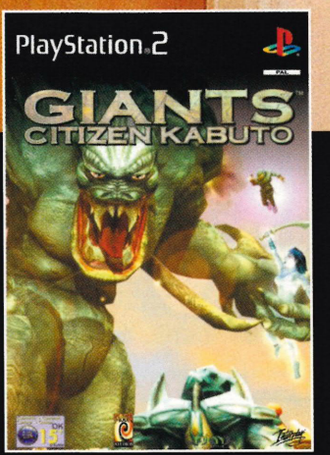
CANCELLED UNTIL FURTHER NOTICE

make your appointment, please leave a message with reception. Thank You.

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

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

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



5/5 FHM.com

DIGITAL MAYHEM

PLANET MOON STUDIOS

Interplay

http://www.interplay.com/giants-ps2

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SPY

"MESS UP, THOUGH, AND THE RECITAL DEVOLVES INTO A LES DAWSON DEBACLE"

RHYTHM STUCK, PG 056

TONY'S ONLINE!

Tony Hawk's 3 starts the online PS2 revolution – and you can try it right now!

SOMETHING OF A FIRST was witnessed in the offices of *OPS2* this month – the first example of true online PS2 gaming. In *Tony Hawk's Pro Skater 3* (reviewed on page 98) a Network Play option is selectable that will allow gamers to compete in various game modes with players from all across the globe – and we were first to try it out.

Although the ability to play online *THPS3* has preceded the release of Sony's official Network Adapter (out in spring 2002), there are still two options open to those wishing to experience the pleasure of face-slapping another skater who's being controlled on the other side of the world.

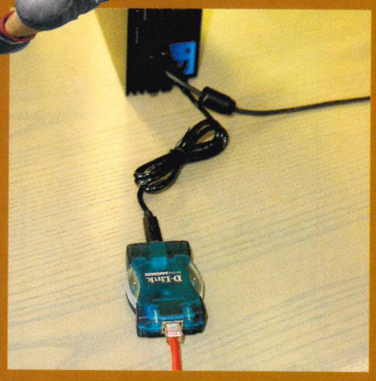
We tested two different types of connection both of which were incredibly simple to set up. Here's how to do it...

OPTION ONE

- ☐ **USB Modem**
- ☐ **Cheapest option**
- ☐ **Just needs a normal dial-up connection**

First you need to buy a USB modem. These are available for under £40 online or in high street retailers. You simply connect the modem to the PS2 with the USB cable, then plug the phone cable (included) from the modem into the socket you normally run the Internet through for your home computer (or any other available phone line).

After following the on-screen instructions you will be asked to type in you dial-up connection number, username and password for your ISP. This will be exactly the same as the one your home computer uses. You are then free to set up a server or join one already listed in the menu.



OPTION TWO

- ☐ **USB Ethernet Adapter**
- ☐ **Requires you to have an Ethernet/LAN connection**

Purchase a high speed Ethernet Adaptor (about £40 online or from your local PC shop) which is then connected to a LAN (Local Area Network). All you need to do is plug one end of a USB cable into the slot on the front of the PS2 and the other to the Ethernet Adapter. Now plug the adapter into the wall via a CAT5 cable (comes with the Ethernet Adaptor) .

On-screen instructions follow after you have selected Network Play from the game menu allowing you to select your method of connection and define a user name. You are then able set up your own server to which other gamers can join, or connect to someone else's server.

THE RESULTS

Option One

Through the USB modem the only problems you may encounter relate to how good your connection to the Internet is. Otherwise, the information needed for you to enjoy online gaming is small enough not to hinder the average modem. The game ran fine when we tested it, with just a few very occasional glitches.

Option Two

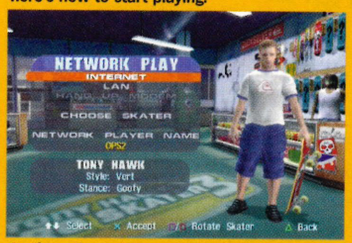
Over a LAN, the game runs exactly the same as normal except with the added enjoyment of an opponent without the split-screen. Level swapping and game mode changing showed no sign of becoming slower. Plug a USB keyboard in to the other port and you can insult skaters in real-time.

Important: For information on compatibility please check the manual which comes with the finished game.

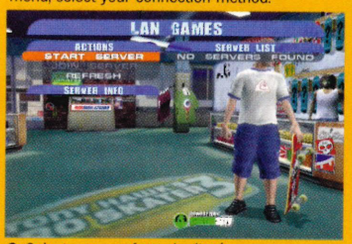
**Head to page 98 for our* Tony Hawk's 3 *review. Oh, and congrats to Neversoft for making online play so easy. You have to try this.*

STEP BY STEP

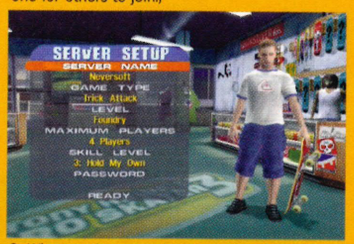
After you've sorted out the hardware here's how to start playing.



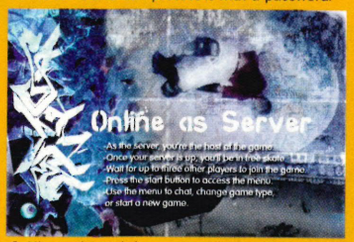
1. After selecting Network Play from the opening menu, select your connection method.



2. Select a server from the list (or create a new one for others to join.)



3. When setting up a server you must specify a name for it and can protect it with a password.

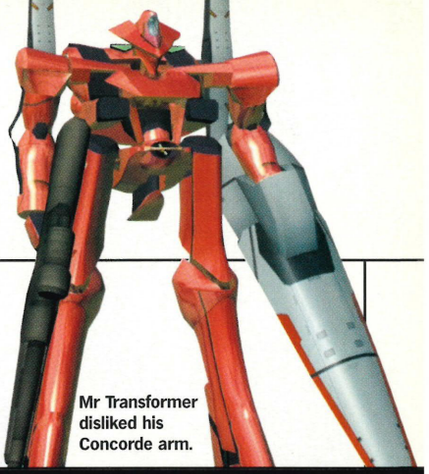


4. Hit 'ready' and the game will start up with this and a few on-screen instructions. Easy!

***OPS2*'s George throws a few insults at *PSM2* via a USB keyboard. Players' names appear above their heads.**

PHOTOGRAPHY: RICK BUETTNER

XenoSaga Producer, Hirohide Sugiura.



Mr Transformer disliked his Concorde arm.

XENO° WARRIOR SUCCESS?

Monolith Soft's follow up to respected mech anime RPG *XenoGears* to get a UK release.

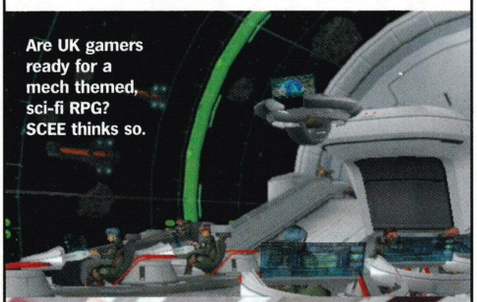
DEVELOPED BY SQUARESOFT, *XenoGears* was praised by gamers but was overshadowed by the *Final Fantasy* series. When Square passed on a sequel, the creative team quit, started Monolith Software and took its unique brand of sci-fi anime RPG to Namco. Two years later, say hello to *XenoSaga* – coming to PS2 in the UK via SCEE.

While *XenoSaga* sounds like its Square-produced predecessor, Producer Hirohide Sugiura points out that fans of the original game should not expect a sequel. "There is no direct link between the characters of *XenoGears* and *XenoSaga* but we have tried to rebuild the 'world view' of the first game."

The new game's subtitle 'Der Wille Zur Macht' is a quote from German philosopher Friederich Nietzsche and means 'Will to power'. Indeed, the ability of characters to impose their will on others is set to be a theme of the series. The story follows three playable characters (a battle-android engineer, one of her creations, and a 16-year-old boy with plot enhancing amnesia) all of whom are part of the Galactic Federation resisting a shadowy enemy known only as Gnosis. The gameplay will consist of Free and Event modes. The lengthy cut-scenes that make up the Event mode will give the gamer anime quality episodes that will inform the playable Free mode that will unfold on a 3D field map.

Even with it's predecessor's quality as a calling card, it's uncertain that this passive/interactive gameplay hybrid will appeal to UK gamers. However, given Monolith's single-mindedness, it would be unwise to bet against *XenoSaga* just yet. ☐ **PF**

**XenoSaga will come to the UK courtesy of SCEE. For more Namco games, turn to page 76 for our feature.*



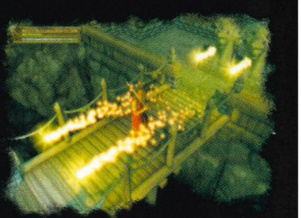
Are UK gamers ready for a mech themed, sci-fi RPG? SCEE thinks so.

PlayStation.2

TENSE, NERVOUS HEADACHE?

Nothing gets through a thick skull quicker than an axe, and you'll need one in order to survive the world of Baldur's Gate™. Three and a half million people have experienced the PC version - but this is different, way different. This is 55 levels of explosive combat. This is weapons of mass destruction. This is an epic tale of action and adventure that would shame Tolkien. This is Baldur's Gate™: Dark Alliance™.

Forgotten Realms Baldur's Gate™ Dark Alliance™



Forget all that has gone before.

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"UTTERLY COMPELLING.
BETTER THAN ANYTHING OF
ITS TYPE ON PS2."
PLAYNATION
"SOUL REAVER 2 FLOWS LIKE
BLOOD FROM A FRESH WOUND."
"QUITE SPECTACULAR."
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CRYSTAL DYNAMICS
EIDOS
INTERACTIVE

"VIRTUA FIGHTER 4'S AI MODE WILL BE LIKE WATCHING YOUR SON IN A SPORTS DAY"
SENSEI-TIONAL, PG 062

DESIGNS ON THE FUTURE

The man behind the PS2's shape is already planning the next phase of PlayStation.

THE NAME TEIYU GOTO might not mean a lot to you. But if we were to say he's Head of PlayStation Product design and Corporate Identity Design, it might make more sense. That's right – he designed the PlayStation 2.

As Sony's most senior and highly decorated designer his creative juices have produced some of the most iconic electronic goods since he joined the company 24 years ago; the original PlayStation, the Vaio notebook PC, the Dual Shock, the PocketStation, the PSone and the new PSone screen.

When *OPS2* had the pleasure of meeting Goto-san last month, we found a stylishly dressed figure looking none of his 48 years. Chatting in the SCEI HQ in Akasaka, Tokyo we asked him how he thought game console design would evolve in the future.

"That's a good question," he replies, "I'm currently in the middle of studying, processing and thinking how PlayStation should evolve in the next few years or maybe ten years time. I'd like to be very careful though and watch how the whole entertainment business as a whole develops, not just gaming."

//I'm thinking how PlayStation should evolve in the next few or maybe ten years," Teiyu Goto//

PS3 anyone? Well maybe. But the fact Goto will be keeping his eye on every aspect of multimedia suggests he is concentrating on the way other entertainment forms will converge with gaming and incorporating that into his ideas. So think broadband technology and what this will do for online gaming. Or advances made by the GScube, which will allow us to play a part in animated films like *Antz*.

This could be a long way off. Goto notoriously filled an office with designs before settling on the final PS2. Concentrating on the relationship between gaming and entertainment suggests other possibilities; a PS2 for set top boxes, a PS2 integrated into a TV or maybe even a handheld. Whatever, Sony certainly isn't resting on its laurels.

In the meantime, here's *OPS2*'s wild, yet vaguely informed guesses as to what Goto-san has planned for us next:

☐ "I think it's clear from, 'How PlayStation should evolve in the next few years or maybe ten years time,' that Goto-san is, quite rightly, thinking in evolutionary terms about the games industry. In the future it'll no longer be sufficient to slap a few more 'bits' in your new console and have improved graphics/sound/etc but no huge technological advance. In years to come the consumer is going to demand ever greater evolutionary leaps in hardware capabilities. I, for one, wouldn't be at all surprised to see an underwater compatible PS3, or a hairy PS4 that can climb trees." **Lee Hart, Acting Editor *OPS2 Specials*.**

☐ "No more black boxes. With the huge array of construction materials available and the ever increasing way in which sound, light, and movement can organically transform them (with maybe a bit of electrical assistance) the PS3 is going to be an all singing, all dancing, shimmering shape-shifting speculate of colourific light and magic. Like Leicester Square on your mantelpiece." ***OPS2*'s Art Editor, Nick Moyle.**

☐ The quote means that the PS3 (whenever it arrives) will not take the Gamecube route of providing top quality gaming and no frills (DVD etc) but will continue in the media gateway vein that the PS2 has kicked off. Maybe broadband modem fitted as standard, four control ports as standard and DVD remote thrown in. And it would be covered with lots of shiny chrome." ***OPS2*'s Features Editor, Paul Fitzpatrick.**

He may be baby-faced but Goto has nearly 25 years experience in design.

BLUE LINES

›› Sega is to port its 1993 Mega CD game *Panic!* AKA *Switch* to the PlayStation 2. The bizarre game stars a cartoon character called Slap and his dog, Stick, who travel the world destroying historic monuments by randomly flicking switches ›› Square has announced it is to put on an orchestral event in Tokyo featuring music by *Final Fantasy* composer, Nobuo Uematsu ›› Eidos's *Jet Ski Riders* will feature a soundtrack from drum and bass label Moving Shadow. It previously supplied music for Rockstar's *Midnight Club*

NICE MOTOR

Colin McRae Rally 3 could have the most realistic in-game car ever.

***OPS2* CAN EXCLUSIVELY** reveal actual shots of the in-game car to be used in Codemasters' rally sim *Colin McRae Rally 3* – not scheduled for release until autumn 2002. They show the detail to which the developer is aspiring to in what they hope will be the most realistic interpretation of the sport on the PS2.

"Graphically, the in-game Ford Focus will be over 16 times more detailed than the model in *Colin McRae 2.0* on PSone," says Rick Nath, Associate Producer for the title. Without boring you with maths, this translates to 13,000 polygons used to make up the car as opposed to the 800 of the last game. "Working at this level means we'll be effectively giving players a real Focus to rally in, making the gameplay intensely richer," Nath continues. This will extend to the car's interior, its engine bays and chassis.

As has already been proved by the critical acclaim lavished on Evolution Studios' *World Rally Championship*, for fans of rallying, realism is the judge of quality. On paper this shouldn't be a problem for *Colin McRae Rally 3* – as well as refining the car and its bodywork, both McCrae and his co-driver Nicky Grist have been animated so they react to the car's movements. Grist will grab the roll cage in anticipation of collisions and McRae operates pedals, gears and steering wheel.

In order to achieve this ideal, Codemasters has entered into a unique relationship with Ford Racing. This has allowed the development team close access to the technicians responsible for the car during the WRC. However, until *OPS2* gets hands-on with the title, it's difficult to ascertain how far aesthetics will improve gameplay. It's unlikely though that a brand like *Colin McRae Rally* would produce anything but an AAA title for its PS2 debut. ☐ **GW**

**Not just fancy renders – the cars will look exactly like this in the game.*

**More* Colin McRae Rally 3 *news as we get it.*

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"Superb... Stunning... Amazing..."
PlayStation 2 OFFICIAL MAGAZINE-UK

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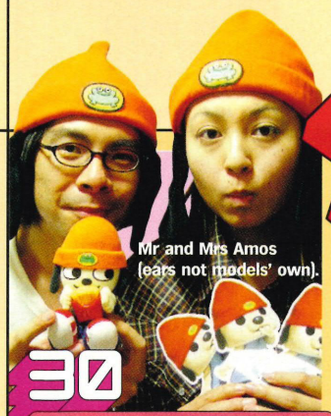
THQ

SPY in japan

Edited by **Amos Wong**



Mr and Mrs Amos (ears not models' own).

30 DAYS IN TOKYO

DAY 1 (4 OCTOBER)
It's time for a digital camera upgrade and I opt for Sony's 5 megapixel DCS-F707, which hit the shops today. Pictures leave my old one for dead. Considering the pixel increase – not to mention the cost – I'd be seriously miffed if it didn't!

DAY 3
The *PaRappa* campaign continues and my girlfriend scores a job at a promo event. She sneakily tries on the costume, but only has enough time to pop on the furry head. She also manages to borrow a pair of ultra-cute *PaRappa* beanies for a night. Perfect for the oncoming winter chill. Shame they had to go back.

DAY 8
Invited to KOEI on the eve of the Tokyo Game Show for a forthcoming titles presentation and dinner. The friendly and generous hosts include a copy of *Shin Sangoku Musou 2* (*Dynasty Warriors 3*) in the press pack handed out as we leave. Thank you, KOEI-san!

DAYS 9–11
TOKYO GAME SHOW MADNESS!

DAY 13
Try a capsule hotel. There's rows of them in a room and they look like something from a sci-fi movie. Capsules are surprisingly spacious and even have a mini TV (but no bar). Can't have it all...

DAYS 12–16
A busy week on the Sony Media Tour, with visits and interviews at Namco, SCE, Sega and Square. Fascinating stuff, but the personal highlight is a dinner followed by a karaoke competition with the entire SCE gang. By the night's end, Mike (*OPS2*'s lovely Editor) is finally persuaded to sing (he'd refused to entertain the notion all week) and belts out an interesting rendition of *Maggie May*. Pics available on request. Lowlight? Spent the previous night at the train station, slumped against a vending machine after trying to match Mike's drinking pace. *[Go Blighty! – Gaijin Ed]*

Biohazard: Nightmare's cheesy niteclub façade hides a truly horrific ride.

HOUSE OF THE DEAD

Resident Evil: Nightmare makes *OPS2* scream like a girl.

THE PROSPECT OF experiencing a *Biohazard* (*Resident Evil* in the UK) horror attraction at a Tokyo Zoo is too surreal to resist. Recreating Raccoon City's mansion and its undead inhabitants, Biohazard: Nightmare is a ten-minute walk (or a screaming four-minute run) through dimly lit rooms and blood-stained corridors. You're at the mercy of people in zombie costumes, who attempt to shock as you pad timidly through the grim environs. The first appears in a dilapidated foyer at the start of the ride. It's slow and hardly threatening. A bit of a laugh, really.

Events take an eerie turn once you enter the gloomy art gallery though. Decorated with paintings, it's impossible to distinguish whether the zombie lying on the floor is a dressed up dummy – or someone in costume. It doesn't budge. Phew. Later, when another slumped against a typewriter suddenly makes a lunge, the shock-fest begins in earnest. Within seconds, a couple of animated corpses burst through doors and you're in such a state there's little time to admire the hell-hound animatronic emerging from a crack nearby. The worst inhabitants are those who creep right up behind you, before letting their presence known with a neck-tingling moan.

Just short of breaking into a run, I stumble nervously into a grimy jail block. A decomposed zombie passes in a blur, and pale hands make a grab from within the cells. Suddenly, a rotting figure drops from the ceiling. Strobing sirens light up the panic, and before I have to time to think, instinct takes over and I'm dashing to the exit with a creature in hot pursuit...

The experience is akin to the first game: slightly cheesy, but scary as hell. ☐ **AW**

BADLY DRAWN BOY

RAKUGAKI OUKOKU

Show off your artistic talents and create a new game 'hero'.

RPG characters don't cut it in your books? Then create one from scratch, using an intuitive 3D sketching interface in Taito's *Rakugaki Oukoku*. Build your hero or heroine limb by limb, colour to taste, then test its fighting and dancing animation on the fly before setting off to adventure and battle. Director Shuji Watanabe was initially concerned that his game could put character designers out of work. Not if this journo's drawing skills are anything to go by. A UK release is rumoured.

The evil red-eyed dragon never left home without his teddy bear.

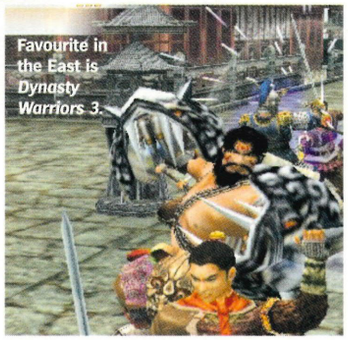
AIBO ANIME!

TV DEBUT FOR PIROPPO

Filling five minutes between late-night programmes, *Piroppo*'s ensemble cast of oddballs features a pair of the latest AIBOs. Just like the real things, they merely emit soft beeping sounds, leaving the rest of the cast to carry the gags. Tempted enough to buy one? There's no need, watch Sony's AIBO ads instead.

"What's that, AIBO? My *Ghost World* mask looks silly? Up yours, rusty!"

japanese top10



Favourite in the East is *Dynasty Warriors 3*.

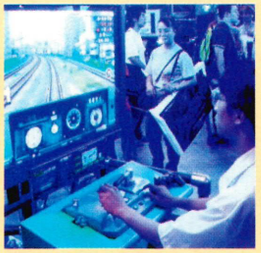
1. **SHIN SANGOKU MUSOU 2 (DYNASTY WARRIORS 3)** (KOEI)
2. **TIME CRISIS 2** (NAMCO)
3. **BRAVO MUSIC** (SONY)
4. **FORMULA ONE 2001** (SONY)
5. **EVERYBODY'S GOLF 3** (SONY)
6. **ACE COMBAT 4: SHATTERED SKIES** (NAMCO)
7. **TOGUE** (ATLUS)
8. **JIKKYOU POWERFUL PRO BASEBALL 8** (KONAMI)
9. **SILENT HILL 2** (KONAMI)
10. **CAPCOM VS SNK 2 MILLIONAIRE FIGHTING 2001** (CAPCOM)

Chart source: Famitsu PS2 *(Oct 15-21)*

PS2 TRAIN SIM MAKES SICK!

THE YAMANOTE LINE

Forget polygons – this is a real PS2 train sim with live video footage. An hour-long loop around central Tokyo, *The Yamanote Line* gives players the chance to keep said train to schedule, while negotiating typical mishaps like sick passengers or leaves on the track. Sound effects are taken from the real thing, be it the driver's muffled announcements or the plethora of signals the train whooshes by. Not so sure about the retching, though.



"We are sorry but the train is delayed by..." Revenge!

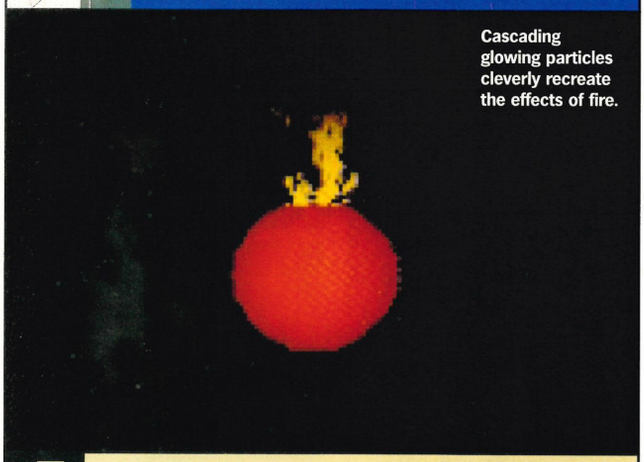
SPY

"FANCY PUTTING A *FIFTH ELEMENT* LEELOO-ALIKE IN YOUR VIDEO CLIPS? WELL NOW YOU CAN"

MUSIC MAKER, PG 060

BACK TO BASIC

This month, *OPS2*'s George Walter explores the special effects capabilities of the ever-wondrous Yabasic.



Cascading glowing particles cleverly recreate the effects of fire.

#7 THIS MONTH: **FIRE EFFECT**

THIS IS THE SECTION that shows the gaming power of Yabasic – the program that comes free on the demo disc of any newly-purchased PS2.

Over the next few months, we'll be bringing you demos and games to show what you can achieve with only a small amount of programming knowledge. Hopefully, this won't be a one-way process – we'd like to hear from readers with any programs you've designed.

This month we've got a simple but cool fire effect for you to try out, courtesy of Marc Gale.

THIS MONTH'S CODE

```
gosub initialise
gosub draw_bowl
gosub main_loop
exit

label main_loop
repeat
gosub move_flame
gosub new_line
buttons=peek("port1")
until (and(buttons,16384)>0)
return

label draw_bowl
for a=20 to 1 step -1
setrgb 1,255-a*10,0,0
fill circle sw/2+3,sh/2+6,a
next a
return

label new_line
for a=1 to 10
b=int(ran(fw/2))+11
s=255
flamebuf(b*fh)=s
setrgb 1,s,s*0.5,0
dot fx+b,fy
next a
return

label move_flame
for y=0 to fh-1
for x=0 to fw-1
col=flamebuf(x*fh+y)
col=col-10
setrgb 1,col,col*0.5,0
xo=int(ran(4))-1
xx=x+xo
if xx>=fw then xx=xx-2 fi
if xx<0 then xx=x fi
dot fx+xx,fy-y
flamebuf(xx*fh+y+1)=col
dot fx+xx,fy-y-1
next x
next y
return

label initialise
sw=640
sh=512

fw=30
fh=25
fx=sw/2-fw/2
fy=sh/2-fh/2

dim flamebuf(fw*fh)
for a=1 to fw*fh
flamebuf(a)=0
next a

open window sw,sh
clear window
return
```

NEXT MONTH:
THE CLEVER BIT...
For those in the know.

Many of you may already have gleaned some Yabasic expertise, either from Web sites (try www.yabasic.co.uk) or from *OPS2*. Each issue, we'll bring you a slightly more advanced tutorial, courtesy of expert Marc Gale, AKA Xalthorn, with next issue featuring the first instalment of our guide to moving objects on screen. "This is one of the most frequently required tasks in game design," explains Marc. "Sometimes the calculations required are simple; sometimes quite complex. This tutorial covers different ways to tackle the problem, complete with explanatory text and code samples, so don't miss it." Too right.

Brush up on your Bemani skills as you take Takt to the Albert Hall...

RHYTHM STUCK

SCEI steps up to the rhythm action podium with *Bravo Music*. Encore!

PROVING THAT THE Japanese really can make a deliriously playable game from just about any source material, SCEI, in conjunction with developer Desert, has created what has to be the first orchestral conducting rhythm action title. And it rocks! Well, classically speaking.

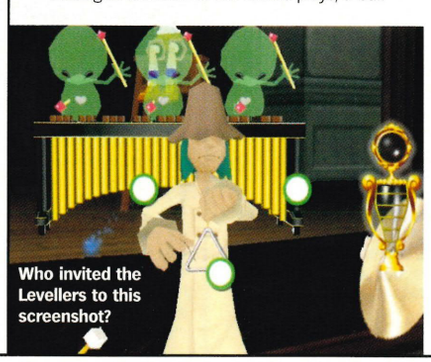
You play saucer-eyed conductor Takt, who is approached by the musical muse Symphony to

//A nymph called Symphony begs you to save the concert hall from closure//

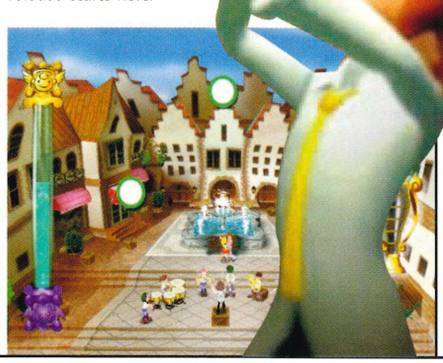
save a town concert hall threatened with closure. You must organise a large performance to save the day, recruiting folk, *Pied Piper*-style, by baton-waving in situations ranging from a fashion show to circus trapeze act. This is achieved with the help of simple yet tricky Bemani-style gameplay, which makes excellent use of the Dual Shock 2's pressure sensitive analogue buttons. As the music plays, a ball moves in time through the corners of an invisible, geometric shape (triangle, square, hexagon, etc) on screen. Hit ⊗ with the right pressure as it reaches each colour-coded corner and the music is sweet, triggering positive responses from the scene behind. Mess up, though, and the recital devolves into a Les Dawson debacle – and you lose your recruit.

Addictive? Certainly. Music to our ears? Sadly, no, because currently there are no plans to release *Bravo Music* in the UK. With eccentric Japanese games like *Polaroid Pete* and the PSone's *Power Diggerz* proving that there's a growing market for the offbeat over here, wouldn't it be good if *(Bravo) Music* made the markets come together? ☐ **PF**

**Sadly only available on import, the campaign for a UK release starts here.*



Who invited the Levellers to this screenshot?



THE MUMMY™ RETURNS

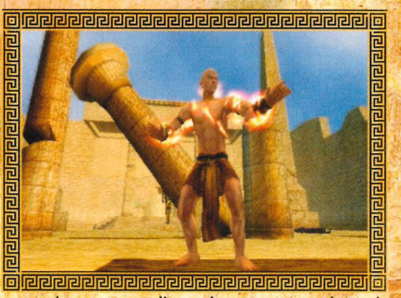
GOOD

VS Or

EVIL

Go With Evil. You can hit restart When you get to hell.

As Rick you'll have a cool arsenal of swords, shotguns and revolvers.



As Imhotep, you'll use brute strength and have the awesome power to cast spells.

Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.

Wanna be bad? Good. In the Mummy Returns video game, you can be heroic Rick O' Connell or evil Imhotep. But either way you'll be facing pygmy mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King.
Pray there's an afterlife.

PlayStation.2

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www.mummyreturnsgame.com

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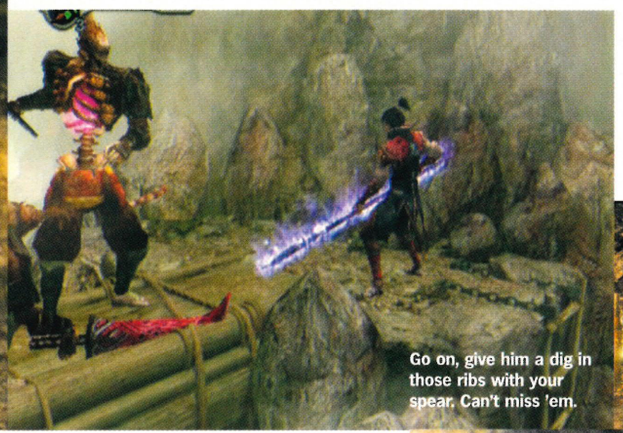
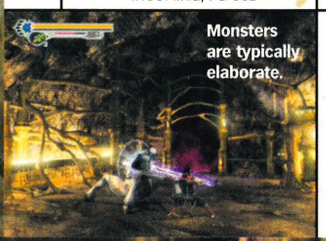
On the left, you can see the feisty Oyuu helping you to fight.



Go on, give him a dig in those ribs with your spear. Can't miss 'em.

"CAN YOU IMAGINE WHAT THIS GAME IS GOING TO BE LIKE? SWORDS AND ZOMBIES?"

INCOMING, PG 061



Monsters are typically elaborate.

SHARING THE PAIN

Onimusha 2's combat will be vicious, but at least it won't be lonely.

OPS2 HAS RECENTLY RECEIVED new information regarding the gameplay plans for Capcom's *Onimusha 2* accompanied by these brand new in-game shots.

Most interesting is the news that the new hero Jubei Yagyuu, will not be fighting alone as his predecessor did in the original samurai survival horror. Although news is at present based on information gleaned at the Tokyo Game Show, we are able to confirm that the Keiji Inafune-produced game will feature a further three (non-playable) characters who will help you in your battles.

The first is the pretty Oyuu, who can be seen in a the screenshot above. The second is Magoi Chi a gun expert, and the last is Ikei, a hulk of a character who is an expert tactician, fights with a spear and has a biography that lists his two most favourite pasttimes as drinking and women. You will meet these characters during the course of your adventure and if you strike up the right relationship with them they come to your aid when you're perceived to be in mortal danger. Other information suggests that Yagyuu will possess a new attack that will turn opponents into ice for a brief period of time.

There has been no confirmed release date for the title as yet, but *OPS2* reckons that it will hit European shelves in the late summer of 2002, after it has made the Japanese debut in March. ☐ **GW**

**OPS2 hopes to have hands-on experience with the game in February 2002. As ever, we'll keep you posted.*

Jubei Yagyuu, based on the now deceased actor, Yusaku Matsuda.

BLUE LINES

›› **Ubi Soft will release the PS2's first game from the *Worms* franchise. The game, *Worms Blast*, is in development by Team 17 and will feature 3D battling ›› Sony is planning to give away 300,000 playable demos of *Jak And Daxter* in Japanese game shops, before the game is released there on 20 December ›› EA has finally confirmed it will be bringing the PC bestseller *The Sims* to PlayStation 2. EA and Maxis hope to have finished the game by late 2002. No news yet on whether you can put you own avatar in, though**

DESIGNER GENES

Games designed by you. This month: build your own illegal rave!

#15 | GAME NAME **RAVE** | DESIGNERS **MATTHEW WALKER**

"TO PLAY *RAVE* you start with a set amount of money. With this money you first need to purchase a sound system and lighting. You'll also need to buy a vehicle big enough to transport it and a partner to help you. You then have to give your sound system a name and are set to go!

"The game is played over a large area (city, countryside or on a tropical Island) which will be occupied by punters, police, other sound systems and ordinary folk (some indifferent to your exploits and some who detest you and will notify the police at the nearest opportunity!) The game runs in real-time as you drive around the area looking for suitable locations. Next comes the weekend. This brings the opportunity to arrange your chosen site as you wish, being able to stack your speakers to get the best possible sound, for example. As the night gets underway, punters arrive paying the price you have set for your party.

"After the weekend, depending on your success, you will have hopefully earned enough money to purchase more equipment, hire more help and so on. However, the more successful you are the more susceptible to being caught by the police you will be.

"The main sections of the game will run as a cross between a football manager game and, say, *GT3*'s menu screens where you control statistics. The areas will be played like *GTA*, you drive around and are able to exit your vehicle in order to approach possible punters and break into likely looking venues."

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

THE EXPERT'S OPINION
CHARLES CECIL

It's certainly a very different take on the sim game! The gameplay of juggling resources, deciding where to hold the event, and directing the rave sounds compelling. The control mechanics of each section need to be very carefully designed. You should avoid mixing too many gameplay styles – particularly the direct control of *GTA* where you control a specific character and the God-like control of a sim like *Theme Park World*. The game should appeal to the hardcore audience who remember raves fondly. Drawing a balance between flouting the law and outright criminality should avoid raising too much controversy.

**Charles Cecil is MD of developer Revolution*

"YOU PROBABLY WON'T EVER PLAY A BETTER SINGLE-PLAYER FIRST-PERSON SHOOTER THAN HALF-LIFE"

9/10

PlayStation 2 OFFICIAL MAGAZINE-UK

PlayStation 2 SILVER

"IT SHOWS HOW FAR OTHER FPS IMITATORS HAVE TO GO TO BEAT IT"

90%

PSM2

RUN FOR COVER

THINK TO SURVIVE

SHOOT TO KILL

LIVE TO FIGHT ANOTHER DAY

"PERSONALLY I'D MUCH RATHER PLAY THIS THAN RED FACTION"

90%

PSi2 INTERACTIVE MAGAZINE

"IF EVER THERE WAS A TEMPLATE FOR HOW A FIRST-PERSON SHOOTER SHOULD BE DONE THIS IS IT"

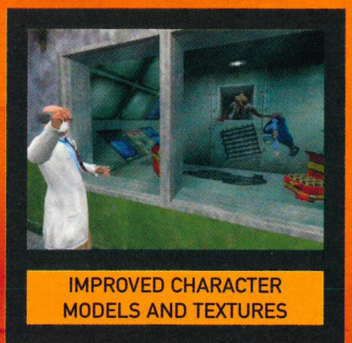
9/10

P2

HALF-LIFE®

NOW ON PS2 - IT'S NOT PC

'THE BEST GAME EVER'* NOW WITH EXCLUSIVE NEW STORY AND LEVELS



IMPROVED CHARACTER MODELS AND TEXTURES

NEW DECAY CO-OPERATIVE MODE

RUN &SHOOT AT THE SAME TIME USING NEW 'LOCK-ON' SYSTEM

PlayStation 2

SIERRA sierra-online.co.uk

VALVE

gearbox software

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"PlayStation" and the "PS" Family logo" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. All other trademarks are the property of their respective companies. *Half-Life awarded 'The Best Game Ever', PC Gamer, September 2001

SPY

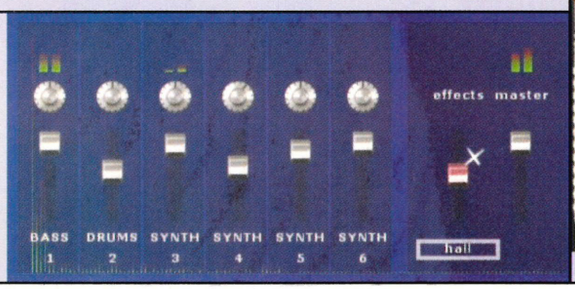
FINE TUNING?

Music Maker, the latest game for wannabe DJs.

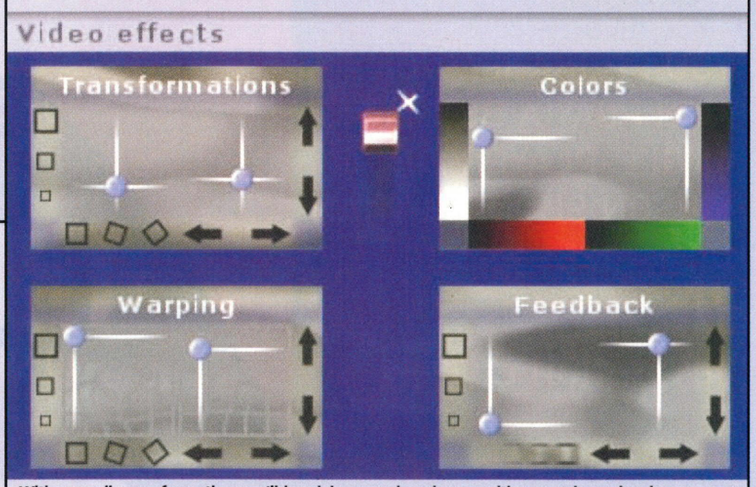
PC MUSIC UTILITY SPECIALIST Magix has announced a PS2 outing for its *Music Maker* franchise. Taking an almost identical approach to console-based music creation as the excellent *MTV Music Generator*, the title is set to combine accessible manipulation of riffs, loops, and video clips with depth enhancing effects to give both casual and sample savvy users limitless creative possibilities. All well and good. However, looking at *Music Maker's* specifications it's doubtful that the title will have anything that its illustrious predecessor doesn't already boast in abundance. With 3,000 loops, samples and video clips to *MTV Music Generator's* 9,000 and only 16 tracks to 48, the new kid on the decks doesn't appear to be going for the bigger, better, faster vote. This is compounded by the fact that Magix isn't planning to provide anything to compete with Codemasters' ingenious USB sampler device. Nor is set to produce sample-filled add-on discs as it does for its PC versions. A shame given PS2's impending Hard Disc Drive capabilities, and a necessary (though not crippling) limiter on the title's ongoing freshness.

This said, Magix pretty much pioneered music creation software on the PC and its *Music Maker* series is very well respected by desktop tunesmiths. So barring an assumption that PS2 owners will be happy with a stripped down version of their regular output, it would be unwise to declare Magix's *Music Maker* an also ran to Codemasters' master work just yet. ☐ **PF**

*Music Maker *is out soon. We'll bring you a full review next issue.*



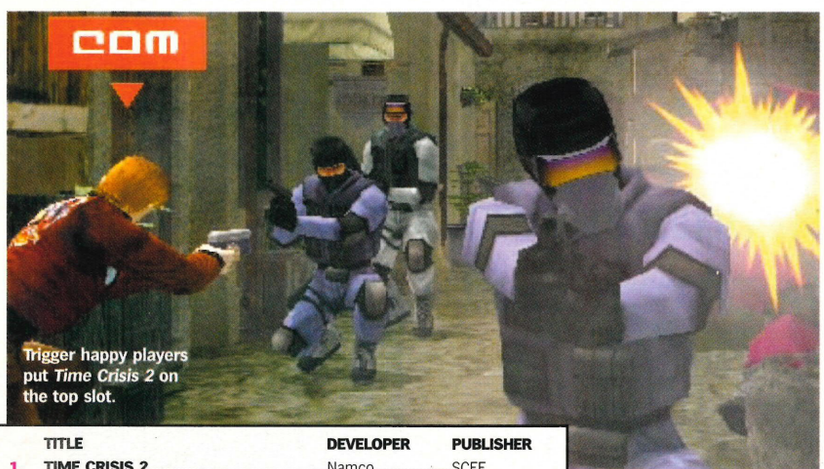
***Music Maker's* functional interface design suggests a sombre approach to music creation.**



With a modicum of practice you'll be giving people seizures with your trippy visuals.

Fancy putting a *Fifth Element* Leeloo-alike in your clips? Well now you can. If you wish...

HMV PS2 CHARTS

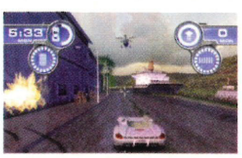


Trigger happy players put *Time Crisis 2* on the top slot.

	TITLE	DEVELOPER	PUBLISHER
1.	TIME CRISIS 2	Namco	SCEE
2.	SPY HUNTER	Paradigm	Midway
3.	THIS IS FOOTBALL 2002	Team SoHo	SCEE
4.	RESIDENT EVIL CODE: VERONICA X	Capcom	Capcom
5.	DAVE MIRRA FREESTYLE BMX 2002	Z-AXIS	Acclaim
6.	GRAN TURISMO 3: A-SPEC	Polyphony	SCEE
7.	THUNDERHAWK: OPERATION PHOENIX	Core Design	Eidos
8.	F1 2001	EA Sports	EA Sports
9.	MADDEN NFL 2002	EA Sports	EA Sports
10.	OPERATION WINBACK	KOEI	Midas

Source: HMV 23/10/01

#1: TIME CRISIS 2
Namco's arcade light gun shooter blasts in at number one. With heart-pounding levels teeming with enemy soldiers, tanks, motor boats and aircraft, *Time Crisis 2* includes a two-player Co-op mode and enjoyable mini-games.



#2: SPY HUNTER
A real favourite here at *OPS2*, it's a wickedly fast mission-based arcade racer with the bonus of being able to destroy any vehicles in your way. Also features the two-player run-'em-over sim Chicken Hunter – RSPB members would do well to look elsewhere...

#3: THIS IS FOOTBALL 2002
Team SoHo's first PS2 kickabout possesses lifelike players, fine animation and great atmosphere. Slightly lacking in the gameplay, but *TIF2002* has every major tournament (including the World Cup) and over 350 teams.

topdogforgames
www.hmv.co.uk

GUEST CHARTS

PlayStation 2 Top Tens from around the world

TOP 10 FRENCH PS2 GAMES

1	GRAND THEFT AUTO 3	Take 2 Interactive
2	AGE OF EMPIRES II	Konami
3	GRAN TURISMO 3	SCEE
4	TIME CRISIS 2	Namco
5	RED FACTION	THQ
6	RESIDENT EVIL CODE: VERONICA X	Capcom Eurosoft
7	THIS IS FOOTBALL	SCEE
8	ALONE IN THE DARK: NEW NIGHTMARE	Infogrames
9	SSX	EA
10	NHL 2002	EA

Source: www.micromania.fr (5/11/01)

TOP 10 USA PS2 GAMES

1	DEVIL MAY CRY	Capcom
2	MADDEN NFL 2002	EA
3	SPY HUNTER	Midway
4	SILENT HILL 2	Konami
5	NHL 2002	EA
6	NCAA FOOTBALL 2002	EA
7	BATMAN VENGEANCE	Ubi Soft
8	NASCAR THUNDER 2002	EA
9	GRAN TURISMO 3: A-SPEC	SCEA
10	TIME CRISIS 2	Namco

Source: NPD TRSTS Video Games Service (17-20/10/01)

PaRappa is poised to skate on to PS2 this February.

incoming

The most accurate release schedule in the biz.

December 2001	Genre	Publisher
Baldur's Gate: Dark Alliance	RPG	Interplay
Cricket 2002	Sports sim	EA Sports
Driven	Arcade racer	BAM!
Giants: Citizen Kabuto	Strategy	Interplay
Jak And Daxter	Platformer	SCEE
Jet Ski Riders	Arcade racer	Eidos
Kick Off	Sports sim	Acclaim
Polaroid Pete	Platformer	JVC
Rayman M	Platformer	Ubi Soft
Shaun Palmer's Pro Snowboarder	Extreme sports	Activision
Twisted Metal: Black	R/S	SCEE
UEFA Champions League	Sports sim	Take 2

January 2002	Genre	Publisher
DNA – Dark Native Apostle	Adventure	Virgin
Dropship: United Peace Force	Strategy	SCEE
Evil Twin	Adventure	Ubi Soft
Frank Herbert's Dune	Adventure	Cryo
Ecco The Dolphin	Adventure	SCEE
Headhunter	Adventure	SCEE
Kessen II	Strategy	KOEI
Rez	Shoot-'em-up	SCEE
Salt Lake 2002 Olympic Winter Games	Sports sim	Eidos
Sled Storm 2	Extreme sports	EA Sports
The Shadow Of Zorro	Adventure	Cryo

February 2002	Genre	Publisher
Atlantis III: The New World	Adventure	Cryo
Ace Combat 4: Distant Thunder	Flight sim	SCEE
Conflict Zone	Strategy	Ubi Soft
Dragon Rage	Adventure	3DO
GoDai: Elemental Force	Adventure	3DO
Grandia II	RPG	Ubi Soft
Guilty Gear X	Beat-'em-up	Virgin
Herdy Gerdy	Platformer	Eidos
Legends Of Wrestling	Wrestling	Acclaim
Max Payne	Action	Rockstar
Metal Gear Solid 2	Adventure	Konami
Moto GP 2	Arcade racer	SCEE
Nascar 2002	Racing sim	Infogrames
No One Lives Forever	FPS	Fox
PaRappa The Rapper 2	Rhythm action	SCEE
Pirates: Legend Of Black Kat	Adventure	EA
Police 24/7	Action	Konami
Premier Manager 2002	Sports sim	Infogrames
Resident Evil Survivor 2 Code: Veronica	Light gun game	Capcom
Shadow Man: 2econd Coming	Adventure	Acclaim
Shifters	Adventure	3DO
Space Channel 5 v1	Rhythm action	SCEE
Vampire Night	Light gun game	SCEE
WipEout Fusion	Future racer	SCEE
Worms Blast	Puzzle	Ubi Soft
WTA Tour Tennis	Sports sim	Konami
Yanya Caballista: City Skater	Extreme sports	KOEI

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

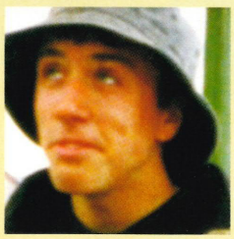
2002 TBC	Genre	Publisher
Aliens: Colonial Marines	FPS	EA
Alpine Racer 3	Arcade racer	SCEE
Ape Escape 2	Platformer	SCEE
Black And White	God sim	EA
Blade 2	Action	Activision
Blood Omen 2	Adventure	Eidos
Broken Sword: The Sleeping Dragon	Adventure	TBC
Colin McRae Rally 3	Rally sim	Codemasters
Commandos 2: Men Of Courage	Strategy	Eidos
Conflict: Desert Storm	Combat sim	SCi
Dekavoice	Adventure	SCEE
Drakan	Adventure	SCEE
Dark Summit	Extreme sports	THQ
Duke Nukem Forever	Adventure	Rockstar
Exo	Action	Infogrames
F355 Challenge	Racing	SCEE
FIFA World Cup 2002	Sports sim	EA Sports
Final Fantasy X	RPG	SCEE
Good Cop, Bad Cop	Action	TBC
Gumball 3000	Arcade racer	SCi
Dino Crisis Survivor 3	Light gun game	Capcom
Hidden And Dangerous 2	Action	Take 2
Iron Storm	FPS	Wanadoo
Jade Cocoon 2	RPG	Ubi Soft
Jimmy Neutron: Boy Genius	Platformer	THQ
Judge Dredd Vs Judge Death	FPS	Rebellion
Jurassic Park: Survival	Action	Vivendi Universal
Kelly Slater's Pro Surfer	Extreme sports	Activision
Kengo II	Beat-'em-up	Ubi Soft
Kingdom Hearts	RPG	SCEE
Largo Winch	Adventure	Ubi Soft
Legion: Legend Of Excalibur	Strategy	Midway
LMA Manager 2002	Sports sim	Codemasters
Medal Of Honour: Fighter Command	Flight action	EA
Mike Tyson Heavyweight Boxing	Sports sim	Codemasters
Onimusha 2	Adventure	Capcom
Outcast 2	Adventure	TBC
Primal	Adventure	SCEE
Prisoner Of War	Strategy	Codemasters
Reign Of Fire	Action	BAM!
Run Like Hell	Action	Interplay
Scooty Races	Arcade Racer	TBC
Sega Sports Tennis 2K2	Sports sim	SCEE
SOCOM: US Navy SEALs	Combat sim	SCEE
Soul Calibur 2	Beat-'em-up	SCEE
Space Channel 5 v2	Rhythm action	SCEE
Spider-Man The Movie	Action	Activision
Spyro The Dragon 4	Platformer	Vivendi Universal
Star Wars Racer 2: Revenge	Arcade racer	Activision
Star Wars Jedi Starfighter	Space combat	Activision
State Of Emergency	Action	Rockstar
Stuntman	Arcade racer	Infogrames
Tekken 4	Beat-'em-up	SCEE
Tenchu 3	Adventure	Activision
The Getaway	Arcade racer	SCEE
The Lost	Adventure	Crave
TimeSplitters 2	FPS	Eidos
TOCA Race Driver	Racing	Codemasters
Tomb Raider: Next Gen	Adventure	Eidos
Tribes 2	FPS	Vivendi Universal
Turok	FPS	Acclaim
Zombie Revenge	Action	Acclaim

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

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

MOST WANTED

Chosen by Don Dowsing, a man who clearly likes swords and zombies.



1. DEVIL MAY CRY
"That sword and gun thing always does it for me!"
Release date: **Out now**

2. METAL GEAR SOLID 2
"One of the best games on PSone is about to get a whole lot better."
Release date: **February 2002**

3. SOUL REAVER 2
"Just imagine... a sword that makes things explode. Great."
Release date: **Out now**

4. BLOOD OMEN 2
"Pure unadulterated, plasma sucking enjoyment."
Release date: **2002 TBC**

5. ONIMUSHA 2
"Can you imagine what this game is going to be like? Swords *and* zombies?"
Release date: **TBC 2002**

6. SOUL CALIBUR 2
"More fighting with long sharp implements. It just never gets boring on PS2."
Release date: **2002 TBC**

7. VAMPIRE NIGHT
"A chance to take zombies out with a light gun. Sounds like a game made in heaven."
Release date: **February 2002**

8. THE LOST
"Sounds really intriguing."
Release date: **2002 TBC**

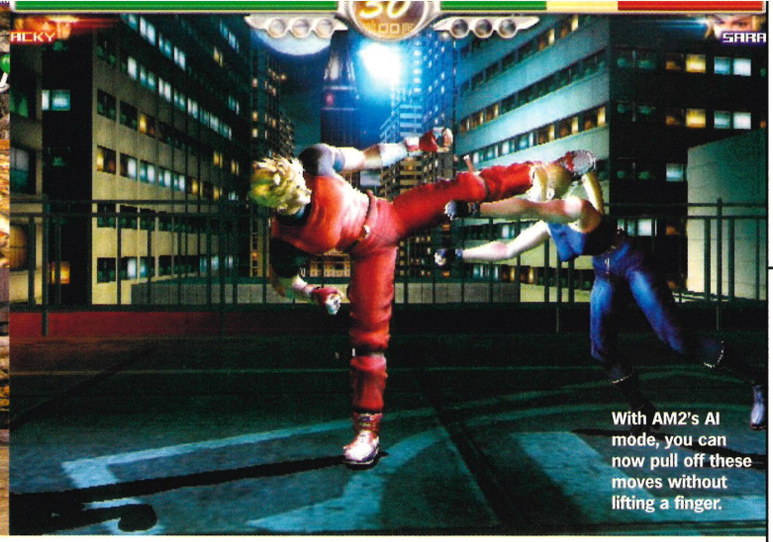
9. KLONOA 2
"Because I have to take a break from hacking people with swords once in a while."
Release date: **Out now**

10. SILENT HILL 2
"Well, just because I like to scare myself witless once in a while."
Release date: **Out now**

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

SPY

Virtual fighters. Real training. Dead smart.



With AM2's AI mode, you can now pull off these moves without lifting a finger.

SENSEI-TIONAL

Virtua Fighter 4 throws down the gauntlet to *Tekken 4* with a new AI mode.

FOLLOWING *OPS2*'S RECENT visit to Sega development studio AM2 in Tokyo we can reveal the all-new features that will debut in the PS2 version of *Virtua Fighter 4*. Chief of these is the AI mode which, in conjunction with the Training mode, will give players unprecedented freedom to develop their chosen character's skills. We asked Chief Technology Officer at AM2, Yu Suzuki, how it works.

"Say you would like to enhance the skills of Jackie. First, you would enter Direct Training. Your Jackie and an AI Jackie would then fight through the game until the CPU Jackie learns how to attack like you. You then move to a second mode, where you watch your CPU Jackie fight for you against another computer-controlled doppelgänger. As the game plays you're asked questions, like 'What would you do now as Jackie? Would you kick or block?' By answering these questions, you train your character and he learns to fight as you would."

The idea is for players to save their own personalised fighter to Memory Card, take it to a friend's PS2 and watch two uniquely trained characters fight it out, cheering from the sidelines. As Suzuki adds. "It'll be like a father watching his son or daughter running in a sports day!"

We can also reveal that *VR4*'s Training Mode will help you learn new combos and moves rather than giving you an arena to practice in. Through a combination of slo-mo action, on-screen prompts and suggested attack strategies, newbies will be able to learn the timing of the game's attacks, while hardcore gamers can hone their skills.

AM2 is also looking to replicate the arcade feature where players can enter or email their stats via the VF.Net network. With all these innovations planned, next year will see an almighty scrap between *VF4*, *Soul Calibur 2* and *Tekken 4*. Let the fighting commence. ☐ **PF**

**More news will come from the Sega dojo as we get it...*

TopTones....

Destinys Child • Emotion	61264	Afro Man • Because I Got High	61223
Iio • Rapture	61287	All Star Line up • Whats goin on?	61282
City High • What would you do?	61198	Blue • If you come back	61375
Shaggy • Dance & Shout	61052	DJ Otzi • Hey Baby	61220
Kylie • Can't Get U Outta My Head	61175	Limp Bizkit • Faith	61311

Pop Tones

61211	Uncle Kracker • *Follow Me*	61374	Atomic Kitten • *You Are*
61197	Michael Jackson • *You rock my world*	61255	Limp Bizkit • *Boiler*
61240	Gabrielle • *Don't need the sun to shine*	61194	Alien Ant Farm • *Smooth Criminal*
61283	U2 • *Beautiful Day*	61253	Jennifer Lopez • *I'm Real*
61172	Blue • *Too Close*	61322	West Life • *Queen of my Heart*
61027	Robbie Williams • *Eternity*	61053	Atomic Kitten • *Eternal Flame*
61091	Nelly Futardo • *Turn off the light*	61199	Gorillaz • *Rock da House*
60287	OPM • *Heaven is a Halfpipe*	60128	Gorillaz • *Clint Eastwood*
61225	Britney Spears • *I'm a slave for you*	60185	Shaggy • *Angel*
61288	The Corrs • *Would you be Happier*	61193	Steps • *Chain Reaction*
60163	Wheatus • *Teenage Dirtbag*	61265	Bell+Spurling • *Sven, Sven, Sven*

Dance

61286	Daniel Bedingfield • *Gotta get thru this*	61231	Mis-Teeq • *One night stand*
61146	Superman Lovers • *Star Light*	61319	Oxide Neutrino • *Only want 2 know U*
61258	So Solid Crew • *They Don't Know*	61074	So Solid Crew • *21 seconds*
61235	The Streets • *Has It Come To This*	61373	Wideboys • *Sambucca*
61005	Pied Piper • *Do you really like it*	60169	Craig David • *Can you fill me in*
61289	The Ones • *Flawless*	61316	Daft Punk • *Harder, Faster, Stonger*

R'n'B

61236	Usher • *You got it bad*	61241	Lisa 'Left Eye' Lopes • *Block party*
61064	Eve • *Let me blow your mind*	61050	Wyclef Jean • *Perfect Gentleman*
61285	Blu Cantral • *Hit 'em up style*	61181	Mary J Blige • *Family Affair*
61037	Destinys Child • *Bootylicious*	61272	D 12 • *Fight Music*
61016	Usher • *You Remind Me*	61067	Missy Elliot • *One minute man*
61043	D 12 • *Purple Hills*	60034	Eminem • *Stan*

XmasTones

61302	Jingle Bells, Jingle Bells
61306	Ruldoph the Red Nose Reindeer
61307	Silent Night
61310	We wish you a merry christmas
61308	Frosty the Snowman
61298	Good King Wenceslas
61294	I'm Dreaming of a White Christmas

The following Nokia handsets can receive both tones & graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110. The Nokia 51xx series can receive graphics only.

MusicLogos

Gorillaz 16014	Stereophonics 13157	Elvis 16000		
Britney 13100	Destiny's Child 30093	16005	Geri Halliwell 30238	Kylie 13288
Limp Bizkit 13178	Chemical Brothers 30233	Eminem 13190	Fatboy Slim 13169	Artful Dodger 30089
30248	Marilyn Manson 30162	Shaggy 13292	Usher 30043	2Pac 13262

FilmLogos

		Monsters Inc. 30470	Matrix 11768	Scary Movie 2 30225
Wolverine 30492	Tomb Raider 30251	Snatch 30206	30171	Blade Runner 11835
Reservoir Dogs 30202	Spiderman 30074	Star Wars 11753	Cyclops 30494	The Godfather 11784
Harry Potter 30017	Angel 30476	Charlie's Angels 11831	Scream 11869	Star Trek The Next Generation 30137

Favourites

		Sex Bomb 30501	Ryu 30343	30540
PS2 The Third Place 30122	U Touch U Die 11402	PlayStation 12142	Dogs Rule 30506	England 11914
Metal Gear 30121	U Cheeky Monkey 30505	Adidas 10767	Take No 30507	Lara Croft 17005
Ministry of Sound 30150	10029	12979	Ayia Napa 12347	10822
Playboy 10831	Cream 13267	Chillin Out 30502	11058	10283
Becks 30471	No Fear 10730	11782	11001	Kickass 11868
			England 11926	England 11959	Manchester United 11950
			WF 30105	The Rock 11484	Hardy Boys 17502

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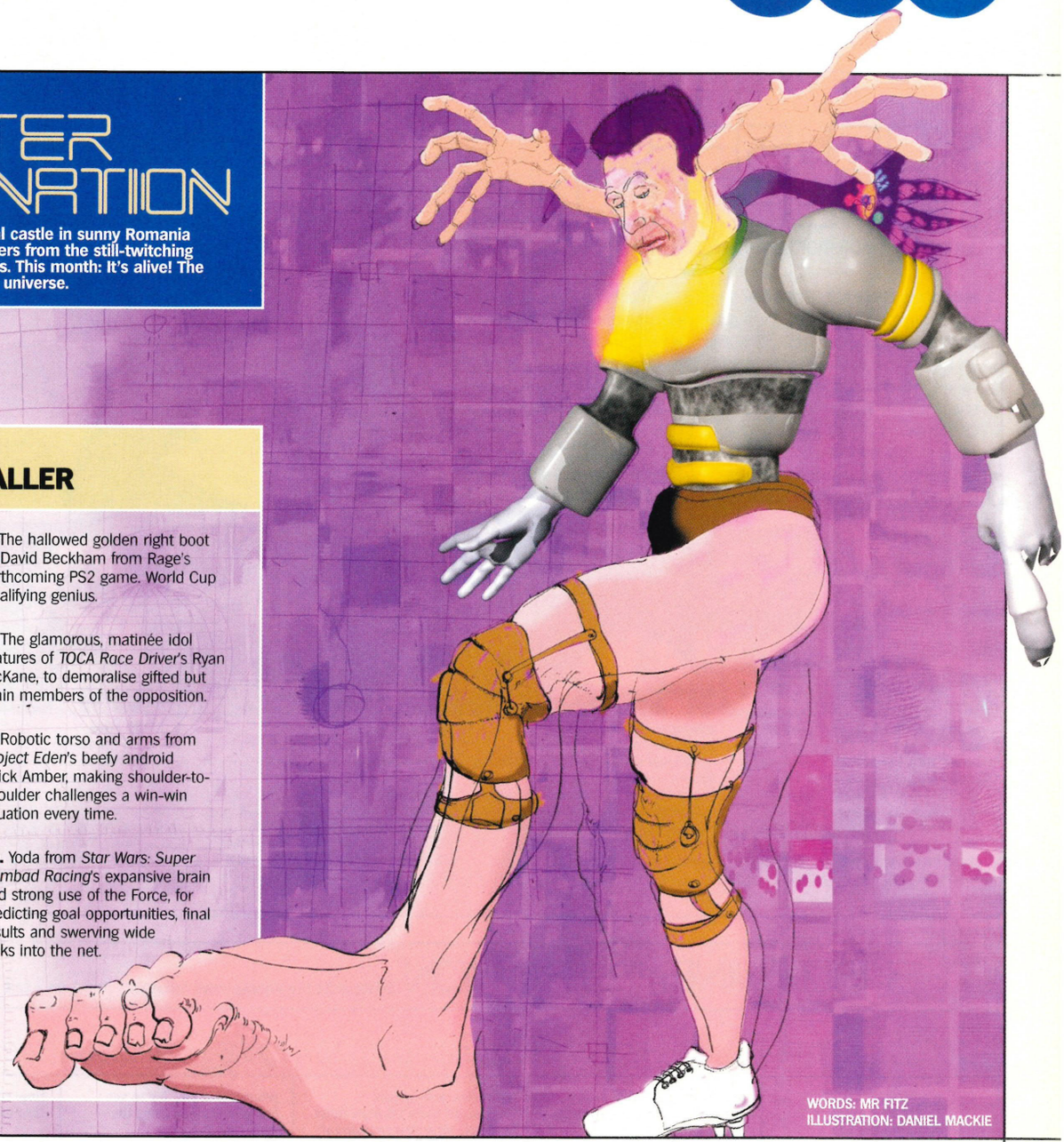
CHARACTER ASSASSINATION

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



CHARACTER ASSASSINATION #03

THE PERFECT FOOTBALLER

1. The fiery beard of *Escape From Monkey Island*'s Evil LeChuck for frightening the living daylights out of any opposition defence.

2. The lightning-fast trigger finger from *Time Crisis 2*'s Keith Martin – great for appealing for penalties/offside decisions.

3. PS2 platform hero Klonoa's large hand-shaped ears for magnificent goalkeeping skills – Barthez, beware.

4. Stone Cold Austin from *WWF SmackDown! Just Bring It!*'s black, passion-killer, 'old man' pants and knee pads, for extra protection from crunching tackles.

5. A large pink left foot from *Herdy Gerdy*'s aggressive Gromp creature, for powerful, unstoppable shots.

6. Linda from *Freak Out*'s possessed demon scarf. Handy for some Serie A-style shirt pulling.

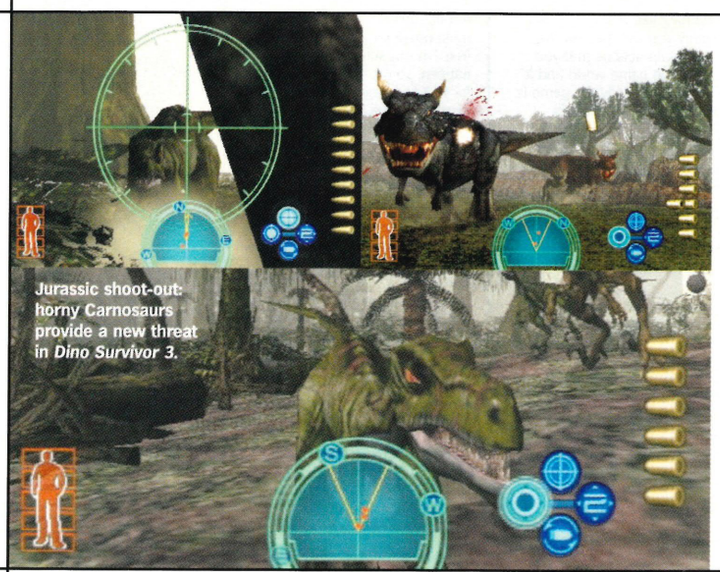
7. The hallowed golden right boot of David Beckham from Rage's forthcoming PS2 game. World Cup qualifying genius.

8. The glamorous, matinée idol features of *TOCA Race Driver*'s Ryan McKane, to demoralise gifted but plain members of the opposition.

9. Robotic torso and arms from *Project Eden*'s beefy android chick Amber, making shoulder-to-shoulder challenges a win-win situation every time.

10. Yoda from *Star Wars: Super Bombad Racing*'s expansive brain and strong use of the Force, for predicting goal opportunities, final results and swerving wide kicks into the net.

WORDS: MR FITZ
ILLUSTRATION: DANIEL MACKIE



Jurassic shoot-out: horny Carnosaurs provide a new threat in *Dino Survivor 3*.

SURVIVAL OF THE QUICKEST

Dino Crisis gets the light gun treatment in *Gun Survivor 3*.

A LIGHT GUN-BASED *Dino Crisis* game is currently in development by Capcom, and *OPS2* has reason to believe the title, *Gun Survivor 3: Dino Crisis* is a dead cert release for the UK. Little information has been made available, but we have obtained new screens.

Gun Survivor 3 will be the second *Gun Survivor* title for PS2 after *Resident Evil Survivor 2 Code: Veronica* (previewed this issue). The latest dino-themed game will attempt to mix action, puzzle solving and shooting prehistoric reptiles and is compatible with both the old and new models of the G-con light gun.

As an added incentive, the game will unleash new species of dinosaur – one of which, the double-horned Carnosaur, can be seen in our screenshots. In a similar vein to *Dino Crisis 2* on the PSone, which took the survival horror-stylings of the original and made them into more of an arcade experience, *Gun Survivor 3* is a shoot-everything-that's-Jurassic romp featuring an as yet unidentified city. What's more, Capcom is developing the title for System 246 – the PlayStation 2-friendly arcade platform – so a fast and furious shooter is on the cards.

Gun Survivor 3: Dino Crisis will be released in Japan in spring 2002. Capcom is yet to make a formal announcement for its UK release, but when it eventually appears, it's likely the name won't include the word 'gun' – even though the main gameplay quirk is that you shoot things with a light gun. □ GW

**Monsters hunters should check back next issue for our preview of Namco's light gunner* Vampire Night.

SPY

"Who nicked my stool then?" *Dynasty Warriors 3* is coming!

KOEI SAYS COOEE TO UK

Japanese publisher to release five new PS2 titles in the UK.

RUMOURS HAVE BEEN RIFE over the past few months that KOEI is to release a series of its titles through European publishers, with Codemasters, Midas and Virgin cited as possible outlets. *OPS2* can now reveal this is not the case.

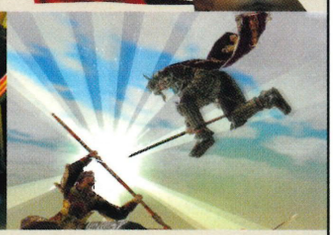
Instead the Japanese game giant will be self-publishing five new games in Europe including cel-shaded *Jet Set Radio*-alike skateboarding game, *Yanya Caballista: City Skater*, the 'authentic horse riding action' of *GI Jockey* plus sequels to KOEI games already available in the UK (see below). UK gamers will already be aware of three of KOEI's PS2 titles (stealth-sim *Operation Winback*, slash-'em-up *Dynasty Warriors 2* and real-time military strategy *Kessen*) all of which were released through third-party publishers. Time for a whole lot more. ☐ **GW**

YANYA CABALLISTA: CITY SKATER
Out in UK: January 2002
Do we really need *another* cel-shaded game? Probably not, but this skateboarding/action romp (pull stunts to destroy strange alien creatures) comes with a tiny board to attach to the Dual Shock 2's analogue sticks, for a more 'authentic' feel. But it looks so good...

DYNASTY WARRIORS 3
Out in the UK: February 2002
As featured in last issue's Spy, tactical action game *Dynasty Warriors 3* has been improved for the series' second PS2 outing. Most notable additions will include a new multiplayer option where two people can opt to play together or against each other.

GI JOCKEY
Out in the UK: January 2002
So who wants a horse racing sim? Well, you'd be surprised at the amount of people who email us asking for one... In fact this equine title briefly topped the Japanese charts in December last year. Whether PS2 horse racing will be as successful here remains to be seen.

GITAROO MAN
Out in the UK: March 2002
OPS2 has already had the wonderful experience of playing *Gitaroo Man* (see issue #012). The axe-based rhythm action game designed by the mysteriously named Japanese artist 326 is aiming itself squarely at the same gamers who have found button tapping bliss in similar titles *PaRappa The Rapper* and *Um Jammer Lammy*.



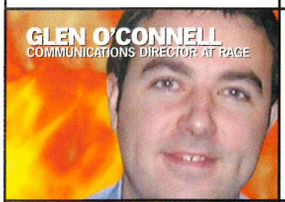
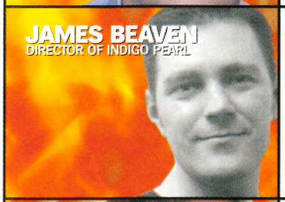
KESSEN II
Out in the UK: January 2002
The original *Kessen* (reviewed in *OPS2* #04, 7/10) was impressive in its amazing sense of scale, allowing up to 100 characters on screen at one time. *Kessen II*'s main selling point will no doubt be that it will feature five times this figure.

THE BURNING QUESTION

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

THIS MONTH

SO, WILL THE HARD DISC DRIVE ADD-ON IMPROVE PS2 GAMING?

	Should the PS2 have been designed to include a Hard Disc Drive at launch?	Won't the add-on just encourage more PC-style RPGs and real-time strategy games?	What would you like to see being developed using the Hard Disc Drive?	How can Sony make the Hard Disc Drive a must-buy?	So, will the Hard Disc Drive add-on improve PS2 gaming?
 **GLEN O'CONNELL** COMMUNICATIONS DIRECTOR AT RAGE	Not necessarily, since it would have made the unit prohibitively expensive. The same is true for broadband connectivity. Both will happen at some point in the console world, but it is some way off for the average user to need it to enhance their enjoyment of playing games.	A Hard Disc Drive on its own isn't that exciting since every PC in the world has one. All a hard drive basically offers is storage capacity. It does potentially offer game developers the opportunity to add certain unique things in to the game that have never been seen before.	Something like *Metal Gear Solid* whereby you use the HDD to store certain actions that you make in the game world and it will change the way the game is played over the over again.	A must-buy – I'm not sure. A must have? By giving it away for free. I'm not sure either will happen, so we may need to wait for PS3 to come along to truly experience the benefit of a HDD in the PlayStation world.	
 **JAMES BEAVEN** DIRECTOR OF INDIGO PEARL	No. This would have put the price of the console beyond a lot of people's reach, and ultimately, upgrading will breathe new life into the PS2 down the line.	PC and console games are very different animals. Port-over problems tend to stem from the control method as opposed to the style or genre. The add-on will open up new doors for developers, which can only be a good thing.	Games that load quickly. I've wasted too much of my life watching loading screens already.	They can't. Hardcore gamers will want to upgrade for the functionality, a killer app that needs the HDD will drive it further *[And hello FFX – Ed]*, but the choice of games out there will always mean your PS2 won't 'expire' without it.	
MARTYN BROWN DEVELOPMENT DIRECTOR AT TEAM 17	Personally I think it would've been preferable to having it as an add-on, but I understand that the main driver when releasing a new format is to keep the price low. Most people develop for the lowest denominator which in this case is your basic PS2 system without HDD.	Possibly, but I'm not sure that people really want to play those kind of games on PS2.	All it offers is more storage space, particularly for saved world data and also using it as a kind of memory 'scratchpad'. It'll allow some new ideas to be tried out, but I'm not sure specifically what that will entail right now.	They have to provide a range of 'must-have' titles that only work on PS2 with the HDD! Otherwise what's the point? Maybe I've missed something here...	

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8/10 PS2

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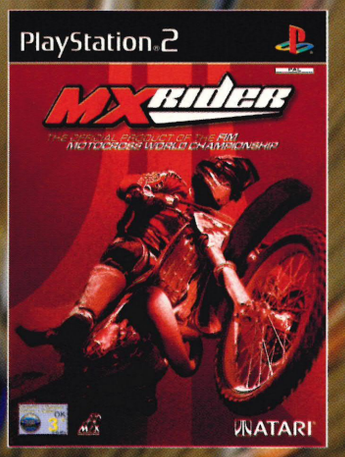


ATTACK

WORDS: MIKE GOLDSMITH

Ken Kutaragi

He invented PSone, he invented PlayStation 2 and he's probably going to invent a whole lot more before he's done. *OPS2* travelled to Tokyo to talk to the man with the biggest plan...

"Is there someone who first time it is in Tokyo?" Ken Kutaragi might be richer than everyone in this room put together but that doesn't mean he isn't a nice guy. President and CEO of SCEI is what it says on his business card but to the crowd, he is 'Ken-san', the smiling visionary who invented a console that has sold over 90 million units worldwide and whose sequel is currently flying off the shelves of an Argos near you.

We spoke to Kutaragi-san in the SCEI offices in Akasaka, Tokyo. He came to evangelise about broadband, but he ended up talking about a PS2 handheld, about connecting to Xbox, the great games coming up next year and just how much he loves cars.

It's been a very busy year for PlayStation 2. How important is 2002 for PlayStation 2?
This year is very important for all of us. There are over 20 million PlayStation 2s in the world right now – it's been a very strong performance and nearly three times better than the original PlayStation at the same time. The coming year has a tremendous amount of titles coming. The first year was a little bit difficult because many of the developers needed to understand that the PS2 was not the same as the PSone.

A lot of developers did moan that they didn't know how to work with PS2. Some of the other developers only knew about PCs and that made it difficult. We should have made it easier for content creators in the beginning. Nowadays, a very clever developer can perhaps catch up with PS2 in several months. A top publisher can get to grips with it and find out what we have put in there! But newcomers who only have experience with PCs. PCs are very different, only one processor. It took them two years. But now developers are getting a very high performance out of PS2 and this year, many good games are coming to our console.

With all the talk of broadband distribution, Hard Disc Drives and Network Adaptors, are we forgetting the main reason people buy a PS2 is because of PSone – they want to play games.
Games are still the core application and are a disc-based medium – but games are moving to a new experience. Our primary medium is still CD-ROM and DVD-ROM and they are not going to disappear. They are the most efficient distribution medium. Very nice, very cheap – an established infrastructure and it's easy to distribute. This year, we will still use disc technologies to publish games but we are looking for a solution of broadband. We are looking to make things better by connecting all these PlayStation 2s to each other and a broadband network.

Some industry watchers perceive mobile phones as a big rival to console gaming? Can you see PlayStation in this market?
Mobile phone gaming is very, very important for the future, for all of us involved in gaming. Right now, it is not the time. It's still not big enough and the bandwidth is too narrow for wireless gaming. In the near future, it would be possible but not now. The display should be brighter than it is currently and the speed should be very fast because these are games! Gamers need good response time.

"Now developers are getting a very high performance out of PS2 and many good games are coming..."

It's a related question but can you see PlayStation entering the handheld market?
Well, the Game Boy Advance is very, very nice. Right now, it is the best solution, but the display quality is not attractive enough. Nice concept, nice content but using current technology, it is difficult. For Sony, maybe two, three years from now but if we expand into this, we would offer much more content than either PSone or PS2. The answer is, 'yes in the future', but not right now. [Kutaragi picks up a PSone with the new portable LCD screen attached] This screen is brighter than many CRT monitors, and it can display 60 FPS. It's very fast. The Game Boy Advance screen is very, very slow. So the answer is yes, but not at the moment.

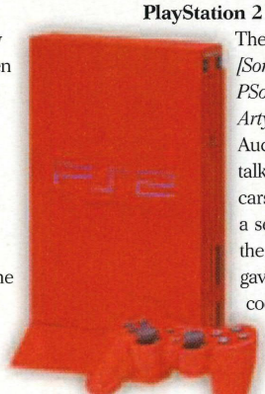
What about your rivals in Nintendo's Gamecube and Microsoft's Xbox?
We heard about these new consoles. We welcome them. But the new person from Seattle, and our old friend Nintendo, they have different concepts. The PC newcomer from Seattle, the computer is the core competence. Their components and concept are almost PCs. Nintendo? Talented, nice entertainment with Mario, and so on. They are attracting a young audience first. But we are creating new content, pioneering a new market.

Could you ever see a future when there won't be any rivalries because everything will be linked together?
My kids want to connect to their friends. Communication is key. In the future, broadband will connect all appliances – consoles, TVs, phones, PCs, everything. Then exclusivity means nothing.

In the future all companies will use this broadband network. There will be no packaged media and everyone can use a different console to play the same contents. We have no actual dialogue with Nintendo or Microsoft but the ideal situation is that PS2 can connect to Xbox, to Nintendo, to whoever. In the future, everything will be able to connect to each other from game console to mobile telephone to PC. Hardware will eventually disappear.

Bigger budgets and bigger teams means games are becoming bigger and better and able to capture what the developer actually wants rather than an approximation of this. Can games ever become art?
Games are clearly the core content of PS2. For some people, this will be art just like nice movies or nice music can be. This is very nice. But we are in the entertainment business. We are in the business of selling PS2 with very, very nice content. Art is a very personal thing and some creators can express through their games but for me, PS2 is about entertainment.

Finally, please could you explain to us the reasons behind the new multicoloured PlayStation 2 range?
These were designed by Goto-san. *[Sony design guru and designer of the PSone and PS2. Interview next issue! – Arty Plug Ed]* His new car is an Audi, my car is a BMW and so we talk about cars a lot. We said that cars have a message, a culture and a sense of design. PlayStation 2 is the ultimate design but suppose we gave it a really nice paint job with a cool car finish. This was my discussion with Goto-san! We are showing these off at the Tokyo Motor Show. Cars are my other hobby – PlayStation 2 is nice design, but I love cars! □



Just one of the now sold-out car-coloured PS2s.

Curriculum Vitae

Name: **Ken Kutaragi**

Job: **President and CEO of SCEI, Chairman of PlayStation.com (Japan) Inc**

Born: **August, 1950**

Place of birth: **Tokyo**

Likes: **"PS2 is nice design, but I love cars!"**

March 1975: **Graduated from University of Electro-Communications, with a Bachelor degree in Science**

April 1975: **Joined Number 1 Development Department of Sony Corporation**

March 1982: **Transferred to Number 2 Development Department**

June 1983: **Transferred to R&D Labs**

Oct 1984: **Transferred to Information Research Labs**

Oct 1988: **Transferred to Corporate Research Labs**

March 1989: **Transferred to Video Disc Player Division**

Jan 1990: **Promoted to Director of PlayStation Business Dept**

March 1993: **Promoted to Senior Director of Computer Entertainment Project**

November 1993: **Joined SCEI as Member of the Board and Vice-President of R&D Dept**

June 1996: **Promoted to Executive Vice-President of SCEI**

March 1997: **Chairman and CEO of SCEA (additional post)**

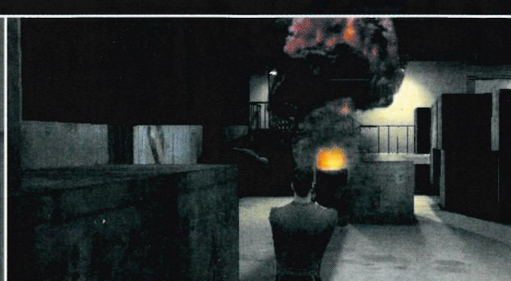
October 1997: **Promoted to Deputy Vice-President and COO, Senior Vice-President of R&D Division, SCEI**

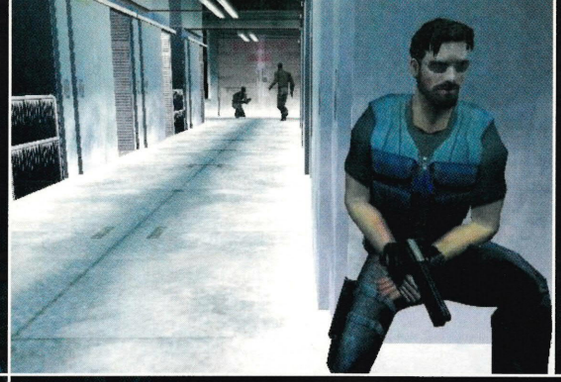
March 1999: **Promoted to President and CEO, SCEI**

Feb 2000: **Chairman of PlayStation.com (Japan) Inc (additional post)**

At the moment, Ken-san's Dual Shock 2 is the closest we're going to get to a PS2 handheld... FOR NOW!

Meet Jack Wade. Gravel of voice, hirsute of chin and star of next issue's exclusive review and playable demo.





next month
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HEADHUNTER

NEXT ISSUE: THE WORLD EXCLUSIVE REVIEW AND HUGE PLAYABLE DEMO OF THE ESPIONAGE THRILLER THAT'S MAKING BEARDS FASHIONABLE AGAIN. METAL GEAR *WHO?*

MAG CONTENTS

MASSIVE **2002 PREVIEW**! WE REVEAL THE PS2 GAMES THAT WILL ROCK YOUR WORLD FROM JANUARY ALL THE WAY TO DECEMBER

DROKK IT! OPS2 VISITS REBELLION, DEVELOPERS OF **JUDGE DREDD VS JUDGE DEATH**, FOR A GLIMPSE OF THE FUTURE

WE GO HANDS-ON WITH **VAMPIRE NIGHT**, **MAXIMO**, AND **VIRTUA FIGHTER 4!**

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ON THE DVD

No other PS2 mag brings you playable demos! Next issue, we've demos of Pro Evolution Soccer, Moto GP 2, WipEout Fusion and loads more!

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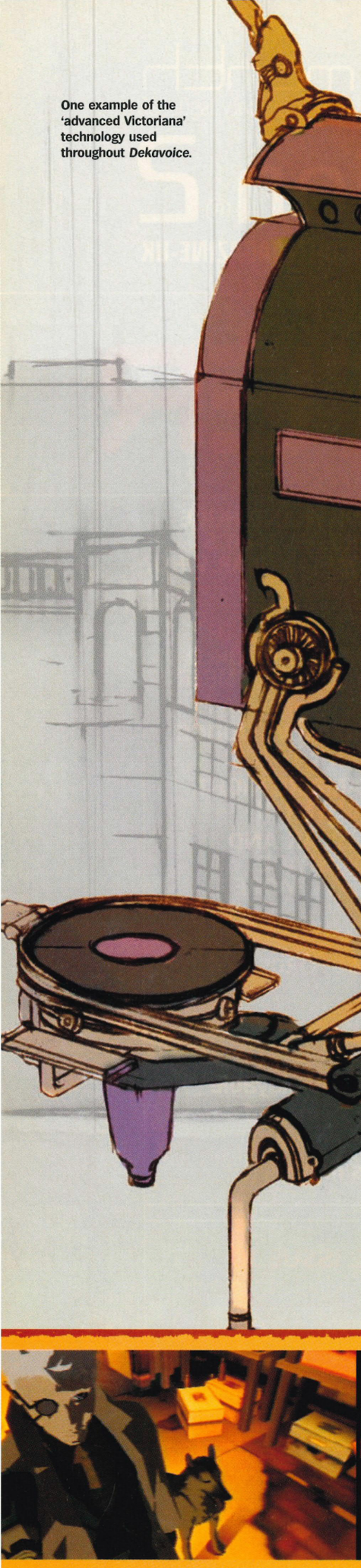
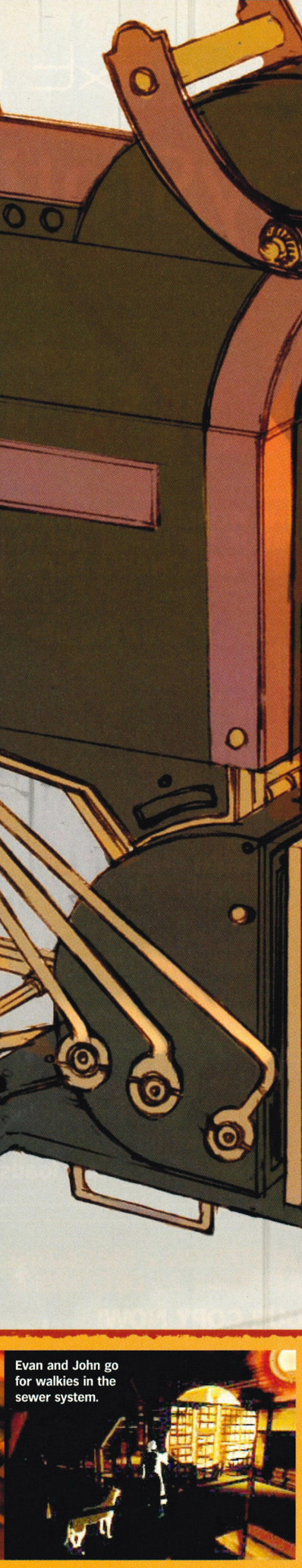
One example of the 'advanced Victoriana' technology used throughout *Dekavoice*.





Evan and John go for walkies in the sewer system.

ROLL CALL

Introducing the main cast of *Dekavoice*: Evan, Raphin, Eli and a dog called John.

EVAN

Our hero and the man who sports any extremely dapper monocle/headset gizmo that allows him to talk to partners Raphin and Eli at any time. Long coats and kipper ties are our man's style but this is no sozzled old gumshoe – Evan looks right cool (and if you disagree, he packs an even cooler pistol).

CALL THE COPS!

Voice recognition – just a gimmick, right? Wrong, as SCEI's latest venture will easily prove. Unveiled to *OPS2* before even the Japanese press have seen it, *Dekavoice* will have you barking orders at everyone...

WORDS: MIKE GOLDSMITH

"Sit!"

Actually that's not exactly what *Dekavoice*'s Assistant Producer Yamamoto-san said. He actually said something that sounded a bit like 'Cho!' but while our Japanese translating skills are a bit rusty to say the least, we know exactly what Yamamoto-san meant. Why? Because he was talking to a cartoon dog who sat down when he shouted 'Cho!' at it.

Let's back track. *Dekavoice* is a brand-new 3D action-adventure currently being developed in Tokyo by SCEI. The difference however between it and any other brand-new 3D action-adventure currently being developed in Tokyo by SCEI is that it relies heavily on voice recognition. While you still control *Dekavoice*'s central character by the Dual Shock 2, you must interact with your partner and other NPCs via a headset. And that includes talking to your dog.

//"I can tell the dog to go forward, to come back, to sit, to stand up and to give me his paw," Yamamoto-san//

"The main story line in *Dekavoice* is that you play as a police detective," explains Yamamoto-san, handing the headphones to his assistant. "You are sent on a mission and must communicate with your team members over the radio. You can ask them for help, but you must also report in what you see. Sometimes they can reply and help you. You also have a police dog – a German Shepherd – which you can give orders to through the USB headset."

And that's exactly what the demonstrator proceeds to do. Away from the wonder of voice recognition, *Dekavoice* certainly looks the part – a hard-boiled noir hybrid of cel-shading, Yoji Shinkawa's wispy *Metal Gear* artwork, steampunk technology (think the cool gadgetry in the otherwise risible *Wild Wild West*) and *Dick Tracy* (the comic, not the movie). As the central character stomps through the mean streets of the naked city, his flashlight illuminating a path á là *Alone In The Dark*, his dog dutifully follows behind him. All looks and plays as you would normally expect. As Yamamoto-san explains, "In terms of control, it's a normal 3D action-adventure just like, say, *Resident Evil*. You can also switch between third- and first-person view." Indeed, it's only when your partner starts chatting away into your ear that the voice recognition comes to the fore.

"In this opening scene, your partner Raphin is giving you the latest information on the situation that you are in. The two characters you see here are Evan, the central character, and the dog whose name is John. You two are a team and must proceed throughout your mission."

It's here where things get interesting.

"I can tell the dog to go forward, to stop, to come back, to sit, to stand up and to give me his paw," continues Yamamoto-san. "The first level is set in an underground sewer system where someone has placed a bomb and your mission is to find it. John's sense of smell means he can find the explosives and so I can give the dog an example of the scent – a C4 explosive, in this case – I want him to find and then ask him to go search for it. The dog can lose the scent so I have to beckon him again, give him the scent again and then set him off again."

SPEAK EASY

And that's just what he does. Sure, this early version of *Dekavoice* means there's the odd spot of non-recognition but when was the last time your dog did what you wanted the first time of asking?

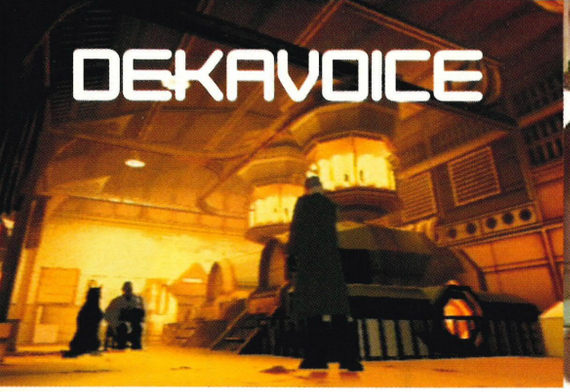
"John has found the scent but it is on the other side of the fence," Yamamoto continues. "I can now give him orders to crawl through the small hole and see what's there. The dog has now brought something back for me to examine. My partner Raphin just asked me what I've found. I told him we have just found a glove and he has replied, 'Let's keep hold of that' while we proceed." The action then turns into a conversation between you and Raphin. Currently, *Dekavoice*'s voice technology can recognise around 200 words per

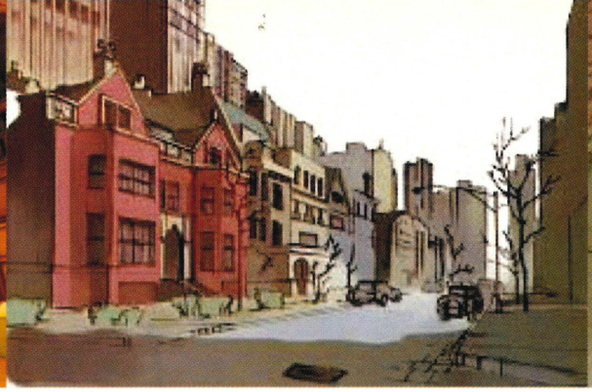
JOHN
Evan's canine partner from the police training school. According to the SCEI promo sheets, this tenacious German Shepherd is "very faithful and essential for investigating the suspect." Via the USB headset, you can ask John to sit, move forward, sit up and beg, crawl or most importantly hunt down C4 explosive. Beat that, Lassie.

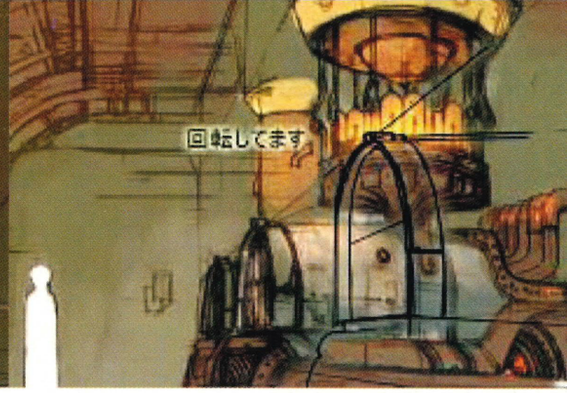
RAPHIN
His legs injured in an accident, 'backup partner' Raphin is confined to his customised wheelchair. That doesn't stop him being the man with the plan though, it's his job it is to keep Evan up to speed. Despite being cooler than an eskimo's trousers, Raphin's a loner with only Evan as a friend. Expect to swap more than a few words with Raphin – especially if you want to stay alive.

ELI
A 'criminal chaser' according to SCEI, which along with the goggles and car coat translates into the feisty girl cop who spends her time driving Evan around. Eli is no slouch behind the wheel either. She "has very violent passion and it makes her some troubles." Translated again, that means it's Eli you'll be telling to drive fast, slow, right and left via your headset during the car chase levels.

DEKAVOICE







Early sketches from the drawing boards of *Dekavoice*'s art team. We said it was early.

game level, meaning it's not just a case of barking a few orders at your faithful hound – you'll be constantly engaging in faux conversations with your partner, his responses corresponding to key words you utter as he leads you through each scenario.

"Sometimes the conversation you have with your partner can be very 'rough'," laughs Yamamoto. "He's now asking me, 'What are you doing after the day's shift? Would you like to go for a few beers at the bar?' Police guys are human too!

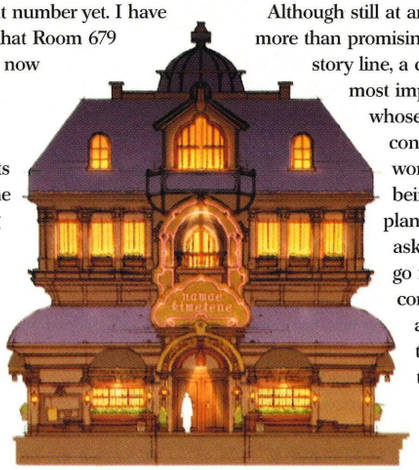
"Now we are at a door that we cannot go through yet. Raphin is asking for any hints of what the door looks like, what the room is like or can we see a room number. He's just told me that there is a keypad to the door but we don't know the right number yet. I have said that the room is number 679 but he says that Room 679 does not exist on the sewer blueprints so he is now asking for any other clues as to where I am."

Although in development since the end of 2000, *Dekavoice*'s voice recognition system is already incredibly robust – yes, there were spots of non-recognition but no more than in, say, the PS2's forthcoming *Seaman* – but the best thing is the level of application. The conversation system is a genuine addition to the gameplay and shows SCEI's developers have tried to use the technology to truly embellish the 3D action-adventure, as Yamamoto's last demo shows.

"Evan has now found a bomb – but it is tied to another character who is tied up in the room. Raphin has just asked Evan to take a picture of the character who is tied up there so he can find out who it is. I've now sent it to him. Raphin is now looking for background notes on what type of bomb it is but also asking me where the bomb is and what does it look like. He has just told me that this type of bomb is sensitive to movement, so we must calm the hostage down. I must say words to calm him and reduce his heart rate – you can see his heart rate at the side of the screen. There are certain words you can use to calm him but there are also negative words you could use to upset him even more and make the bomb go off! The words you say register against a database we have included just for this scene. Again, there are 200 words."

//"You must say calming words to the hostage, negative words could upset him and make the bomb go off"//

Although still at an early stage, *Dekavoice* is more than promising – good looks, a good story line, a coherent visual style and most importantly, a solid game whose investigative/conversational premise works with the voice recognition rather than just being a device to hang a gimmick on. With further plans to include car chase stages (where you must ask your partner turn right, turn left, go slower or go faster so you can shoot straight) the conversational nature of *Dekavoice* means it's already a million miles from the 'go there, do that' days of voice recognition. It might be good to talk, as the cliché goes, but it's even better when someone answers you back… □



Even the architecture in *Dekavoice* looks cool.

*Dekavoice *will be released next summer in Japan with a UK release to follow via SCEE.*

"IT'S A KINDA STUPID GAME USING A MICROPHONE..."

What is it with voice recognition and lunacy? If you thought *Seaman* was odd, wait till you taste a slice of *Yoake No Mariko*.

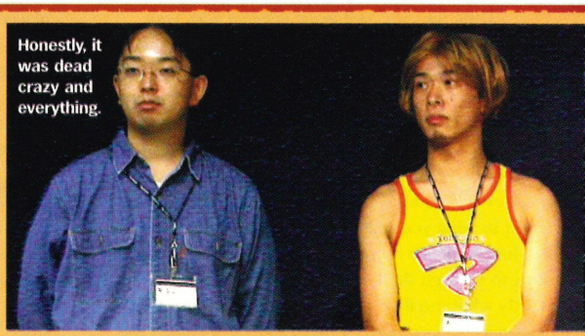
One of the most commonly-heard cliches when describing the more idiosyncratic Japanese import titles is that they're 'mad', 'bonkers', 'crazy' or some other lazy, crass description by some stupid Western gaijin who can't understand that it's simply that the Japanese have a very different culture, a different mind-set, different…

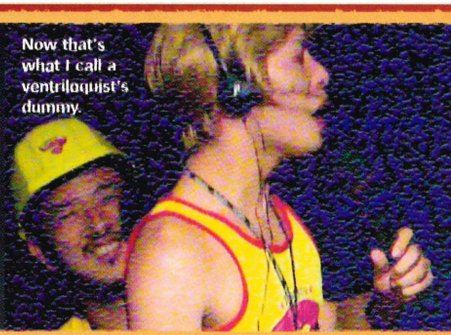
Can all that. Japanese games are now officially mental. Why? We give you *Yoake No Mariko*. It's a voice recognition karaoke game where you must sing along in time with the words on-screen. So far, so not very mental. But when you understand we were demoed this by a man in a pair of ball-hugging shorts and a yellow vest, who was helped in his singing by another man sporting a yellow hard hat, you'll understand our capitulation to cliché.

Some further explanation. Over to *Yoake No Mariko*'s Producer Kurosawa-san. "This game is just for the Japanese market – thank God," he laughs as a promo reel runs, mimicking a bad TV ad. The promo reel features the dubious characters that today's demonstrators have decided to dress up as. "The game is about you acting in different TV programmes. Then the voice in/out system matches the situation you're in. The game tells you how to act and say each phrase, if you say the phrase correctly, you continue."

ACTING UP

Roughly translated, *Yoake No Mariko* is a karaoke game where you *don't* necessarily have to say the correct word, but you do have to say them not only at the correct time, but in the correct way. If you are acting the part of a butch action hero, then it's time to speak like Sly Stallone after 200 Marlboro Reds. The game's voice recognition system recognises the tone of your voice, and rewards accordingly. As Kurosawa explains, "The game recognises timing, volume and tone so if you have that right, you should be okay. For the replay function, the game puts together a two minute video clip of what you have just acted but in a full movie setting. If your acting is terrible, that will be reflected. If you have sung or spoken badly, you will hear that as the replay function puts your own voice in the game."





So far, so normal – and so why the accusations of *Banzai* mentalism? Because there's a man in a building site helmet holding a mic for a man in running shorts who's singing like a drain over a cheesy J-pop version of any duet from *Grease*. Because game characters include Jerry ('American Hard Gigalo: he is good at playing the lady's enemy like marriage fraud'), Rolly ('Sexy Bisexual: His/her popularity goes up due to its deepness sexy') and the titular Mariko ('Very Poor Action Actress: the offer she receives is always a dangerous and dirty cast'). And because you get to act like an idiot in such stages as Bloody High School, Wild Rider Go! Arizona and the Japanese samurai stage of Can-Nana Fever.

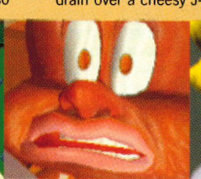
According to Kurosawa, *Yoake No Mariko* is "a party game, where friends come over to your house and you have lots of fun – lots of beer!" He's right. It's joyous, hilarious, blissfully inspired stuff – and no, not mad, but just another example from Japan of how games don't have to be about driving, fighting or shooting. They can be about sexy bisexuals too…

*Yoake No Mariko *is currently without a UK publisher, although Kurosawa-san says, "If there is anybody, introduce them to us!" Check out www.mariko 4649.com to see why we pray every single night that someone does.*

MARIKO: She is very poor actress.

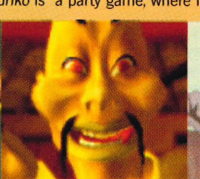
ROLLY: While she/he is sexy bisexual!

CAP: He is ruined flesh man!

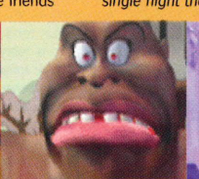


JACKEY: A veteran child actor.

JERRY: The American hard gigolo.



TONY: The oriental old man.



BRANCO: The game's villain muscle.

BARBARA: Miracle super lady!

TOP DOG FOR CHRISTMAS

ACTION REPLAY 2 V2

AR2 V2 is a powerful game-enhancing cheat cartridge that lets you cheat in any PS2 game. It can also play import DVD movies† and free up more space on any standard PS2 memory card. An essential purchase.

DVD ADVANTAGE

This great value package includes a DVD remote control and SCART lead. It can even play DVD movies from any region on your PlayStation2†, in full colour - no more green screens!

DVD REMOTE CONTROL

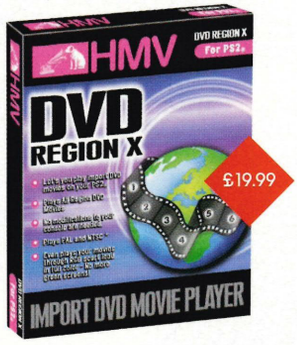
The stylish DVD Remote Control doesn't look out of place in your living room, and it's packed with all the functions you need to get the most out of your DVD movies.

MEGA MEMORY 16

Most people would be happy with 16 megabytes of uncompressed memory, but Mega Memory 16 can go even further! It includes powerful software that lets you squeeze up to five times more storage space out of any memory card.

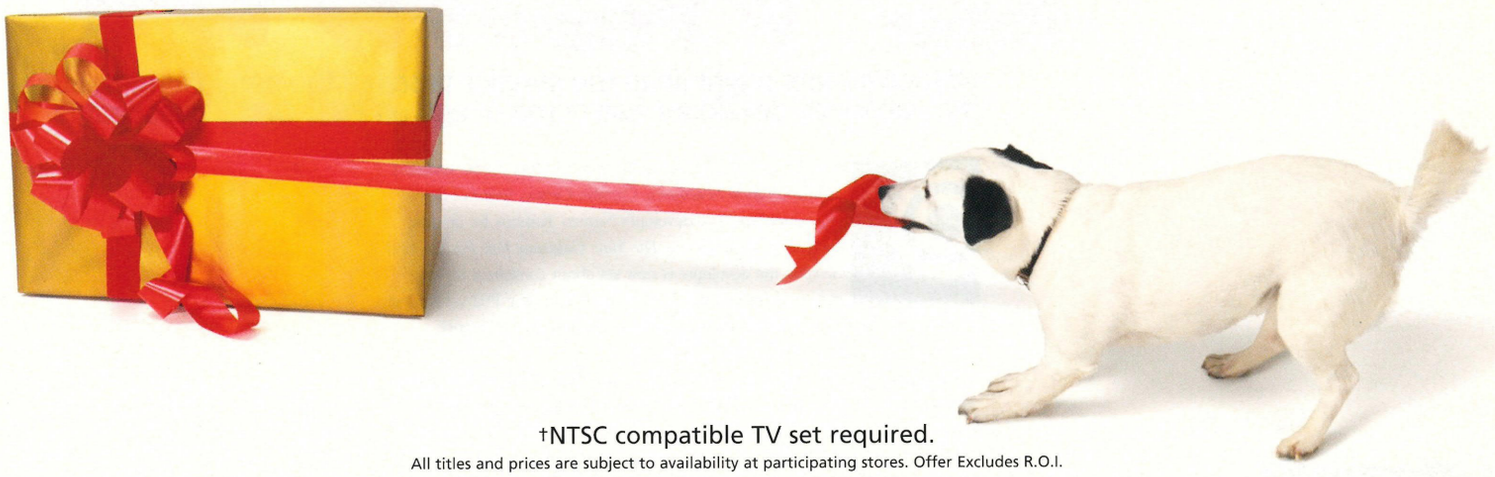
EQUALIZER XTREME

The best-selling game enhancer for PlayStation/PSone games (100% compatible with PlayStation2). Crammed with thousands of game-busting PlayStation cheats, Equalizer can even be updated with new codes for the latest games.



DVD REGION X

This powerful CD lets you play import DVD movies on your PlayStation2† quickly and easily, without modifying your console. DVD Region X also eradicates "green screen" via RGB/SCART cable (not supplied).



†NTSC compatible TV set required.

All titles and prices are subject to availability at participating stores. Offer Excludes R.O.I.

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With *Pac-Man* due for its PS2 debut next year, Namco has a raft of quality titles on the way.

TEXT: MIKE GOLDSMITH

'TO PLAY IS HUMAN'

Namco's roots might lie in the simpler times of the early Eighties, but the Japanese developer has come of age on PS2. *OPS2* investigates.

The day after Tokyo Game Show in October, *OPS2* boarded a bullet train to Yokohama Creative Centre, home of the legendary Japanese developer Namco. Famous for crafting such coin-op classics as *Pac-Man*, *Galaxian*, *Pole Position* and *Xevious*, the developer is now set about consolidating the massive impact it had on PSone by releasing PS2 versions of *Smash Court Tennis* and *Tekken*, a sequel to *Moto GP* and a certain once Dreamcast-only title by the name of *Soul Calibur*.

A gorgeous sunny October morning was on offer but *OPS2* instead spent the day chatting to the Namco development teams behind a range of games that not only look fantastic, but also illustrate the depth of titles now available on PS2. According to Namco's corporate literature, 'to play is human' – a translation of 'Homo Ludens', a quote by Dutch philosopher, Johan Huizinga. As *OPS2* discovered, you'd have to be less than human not to want to play the beauties spread over the next four pages.

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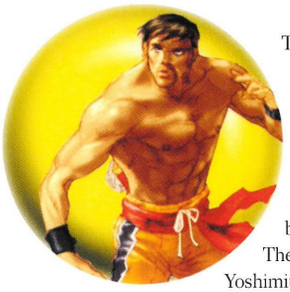
TEKKEN 4

The King Of Iron Fist returns anew...



There's a bear wearing trainers on the screen in front of us. A few minutes ago, he was splashing in a jungle stream strewn with fragrant lotus blossoms. Now, he's rampaging in downtown Shinjuku, slamming a Predator-esque alien through the window of a beautifully realised neon-splattered mall. The bear is called Kumu, the alien is one Yoshimitsu and it's hell up there. *Tekken* is back.

"We're used to developing with PlayStation 2 now," reveals Project Director Katsuhiro Harada, playing an early PS2 version of *Tekken 4* through a test station. "We can now show far more realistic characters, just like we've always wanted to. The whole team has always wanted this."

It might be a grizzly fighting an alien but Harada-san has a point. The fantasy world of *Tekken* is now far more entrenched in reality than ever before. Cloth rips, water ripples, dry ice billows through a laboratory level and each arena and fighter is, to put it simply, a helluva lot better than *Tekken*'s previous *Tag* incarnation. According to *Tekken 4*'s Main Programmer, Daizaburo Nakamura, the 50-strong *Tekken* team are now using around 70 percent of the PS2's power for their latest fight-fest. Each character is now constructed from around 5,000 polygons, nowhere better illustrated than in new British-born boxer Steve Fox. He looks good, and he plays just as good.

"We've had kickboxers in previous versions," confirms Harada. "Now we've introduced real boxers where you can't use the kick buttons to attack, although you can use them to change Steve's posture or stance. It's our way of showing how *Tekken* can change."

Harada proceeds to enter Steve into the boxing ring and leather the hell out of Paul Phoenix but it's the new arenas where *Tekken 4* has obviously changed. The introduction of destructible objects and walled-off arenas means Iron Fist aficionados will have to develop a new tactical approach to a *Tekken* where opponents can be trapped and pummelled to oblivion – or they can escape. Running into a wall and looking trapped? You can now jump up high against the wall, bounce back with a side-sweeping kick and floor your opponent in one extremely cool move. "You can draw your opponent into a wall and it will look like you are being cornered," explains Harada. "But you can use this to your advantage and unleash a new attack." It's an all-new combo set that will please the *Tekken* faithful; now able to master said moves at full speed thanks to a 60Hz mode for the PAL territories.

Harada-san puts down his Dual Shock 2 and talks *Tekken*.

But after the destructible arenas, new fighting styles, all-new fighters and, well, walls, where can *Tekken* go? Along with the character voicing and environment-specific SFX the team are currently implementing for the PS2 version of *T4*, Harada confirms the team are "examining" network possibilities and they seem genuinely interested in using the power of PlayStation 2 to expand what could be a limiting universe. They better had what with *Soul Calibur 2* and *Virtua Fighter 4* out there, the King Of Iron Fist finally has a real fight on its hands. Indeed, the *Tekken* team's hands are already getting dirty with the spat with Japanese developer Tecmo. Now developing *Dead Or Alive 3* for Xbox, *DOA3* Team Leader, Tomonobu Itagaki said he wouldn't play *Tekken 4* "even if someone paid me." What did the team think of his comments?

"I have heard he spoke to one of our producers, and in that situation, he was very friendly. But now..." Harada laughs, as the rest of the *Tekken 4* team chuckle behind him. "Well, the same goes for him! We don't play their game very much... Our games are heading towards the same direction so there is a lot of aggravation of between us."

Dead Or Alive or *Tekken*? We know who our money's on.

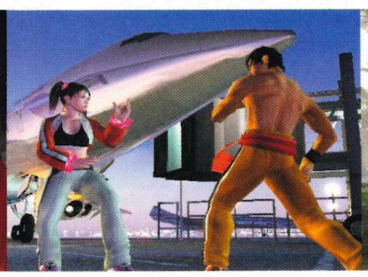
"We're used to developing with PlayStation 2 now. We can now show far more realistic characters," Katshurio Harada

Fighters now interact with their arenas – see how the light plays on Steve Fox's clothes and Jin Kazama's torso.

Expect to see all your favourite characters return for *Tekken 4*. Nice jacket, Mr Mishima, sir!

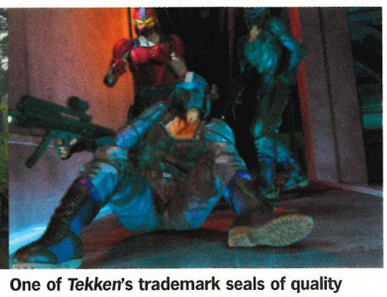
Blocks and sidesteps are just as important as attacks. Add walls into the equation and this is art, not fighting.

Who's this? The ever-convoluted *Tekken* story line returns with new characters.



New arenas abound in *Tekken 4*. We've waited for some planes in our time but...

You'll be fighting in these forests – just wait until you see the water effects.



One of *Tekken*'s trademark seals of quality is its CG movies. *Tekken 4* is no different.

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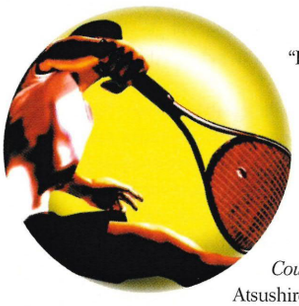
SMASH COURT TENNIS PRO TOURNAMENT

Old *Smash Court* magic, new *Smash Court* looks...



"It's an extension of the old PlayStation's *Anna Kournikova's Smash Court Tennis* and while people enjoyed that game, this version combines the power of the PlayStation 2 with the gameplay of the old game. We can now use real models with real moves."

And that, in a nutshell, is *Smash Court Tennis Pro Tournament*. Game Director Atsushiro Hayakawa's team has not tinkered with the gameplay that made *Smash Court* such a cult hit for PSone, instead choosing to revamp its looks for a realism-craving audience. That means out with the option to play *Smash Court* as Yoshimitsu or Jin, but in with the real players.

"You can choose from eight professional tennis players," confirms Hayakawa-san. "Four men: American number one Andre Agassi, Pete Sampras, Yevgeny Kafelnikov and Australian hero Pat Rafter, and four women: Martina Hingis, her rival Lindsay Davenport, the veteran Monica Seles and Anna Kournikova. The polygon count now means the players look very natural and the moves are smooth. There are also four extra players to unlock.

"Similarly, there are four tournaments – Wimbledon, a fictional French tournament at the Paris Civic Stadium, the Australian Open at Rod Laver Arena and the US Open at Arthur Ashe Stadium. There is also a fifth tournament to be unlocked."

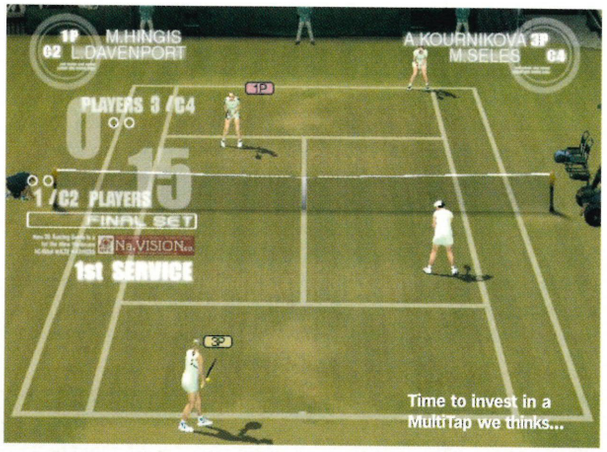
It's a shame to leave the old superdeformed cartoon characters behind but, given the original game's lack of mainstream success, it's no surprise. Thankfully, the gameplay is almost identical even in a PS2 version that's still only 60 percent complete. *Smash Court* veterans can expect the same service intricacies plus the same array of Smash, Power and Super shots – this time presented with a greater combo-like emphasis on timing. Tricky drop shots, diving volleys and top spin lobs have been added to your skills list and the result is a tennis game that looks destined to move from cult classic to mainstream smash. Why? Because it now looks as good as it's always played.

***Smash Court Tennis* Game Director, Atsushiro Hayakawa.**

"We've used 10,000 polygons for each player model. It allows us to use detailed facial animation to capture the real emotions of each player," explains *Smash Court* Art Director, Hideki Tanaami. "Players can now smile or show anger in the 'victory' replays, all in real-time. We've placed a lot of emphasis on this and are confident tennis fans will enjoy the game more because of it. We want to show just how cool tennis is!"

Just as *Tekken 4* must duke it out with *Virtua Fighter 4*, *Smash Court* must volley past Sega's PS2-bound *Tennis 2K2*. From the early PS2 version we played, this summer will see a face-off worthy of the Centre Court itself.

The fragrant Ms Anna returns in 10,000 polygons of glory.



Time to invest in a MultiTap we thinks...

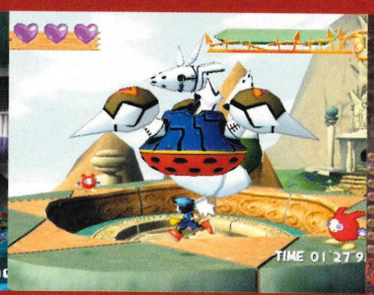
COMING SOON...

While all the games *OPS2* saw in Tokyo are on their way to the UK, there are a few already here (or hereabouts). Below is a quick rundown of the Namco goodies currently on UK game shelves.

TIME CRISIS 2

New G-Con, new danger. The cult PSone arcade shooter returned to PS2 with all manner of fresh treats – Two-player mode, addictive mini-games, time trials, i.Link compatibility and a lush graphical update for the PlayStation 2. Yes, it was based on an old arcade game but everything had been polished – just compare the gorgeous water effects with those of the dull coin-op original for proof. All this and a double gun option for the John Woo bore in your life.

**Time Crisis 2 was reviewed in OPS2 #13, scoring 8/10.*



KLONOA 2: LUNATEA'S VEIL

The latest outing for the cat/rabbit/whatever hybrid saw it's 2D-meets-3D (think the PSone's *Pandemonium*) platforming fare make the leap to PS2 with due aplomb. Gorgeous cel-shaded looks combined with expanded gameplay (now including snowboarding!) to give the game a true next-gen makeover, with a cool collaborative option for a second player to help you out by playing as Klonoa's lil' mate, Popka. Like *Jak And Daxter*, *Crash* or *Rayman*? You'll love this.

**Klonoa 2: Lunatea's Veil was reviewed in OPS2 #13, scoring 8/10.*

VAMPIRE NIGHT

Finished *Time Crisis 2* and want to keep shooting? *Vampire Night* will swallow your soul. A game from Wow Entertainment (the subsidiary company by Sega and Namco) is a future Gothic shooter where you must track down and kill an evil blood-sucker before he transforms your town's people into the living dead. More mission-based than *TC2*, *Vampire Night* promises everything you could want from a horror shooter apart from blood bags and a crucifix-shaped G-con. Good idea that.

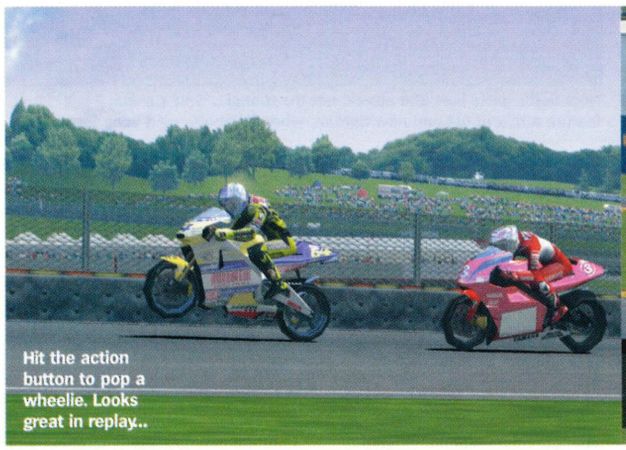
**Vampire Night will be previewed as part of next issue's Sega special.*

ACE COMBAT 4: DISTANT THUNDER

Ace Combat has always had its aficionados on PSone but the manga RPG backbone sometimes left the mainstream dry. *Distant Thunder* capitalises on the power of PS2 to deliver astonishing looks to build on its trademark emotive story line. Almost too realistic dogfights are to the fore this time out but at the risk of repeating ourselves, you have got to see this in action. Does it looks real? You'll be reaching for the oxygen mask before the opening credits are up.

**Ace Combat 4: Distant Thunder is previewed this issue on page 28*

"You looking at me?" Just be glad it's not wet or you'd be off in a second.

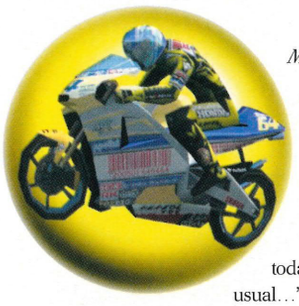


Hit the action button to pop a wheelie. Looks great in replay...

MOTO GP 2

Ladies and gents, restart your engines...

Moto GP 2's Project Chief Nakamura-san talk while disgraced Project Director Maruyama looks all glum...



Moto GP 2's Project Director is not doing very well. Kazuya Maruyama (for it is he) is not only playing the new Legends mode, but he's playing it with the stunning new wet weather effects turned on. And he's just fallen off. At the first corner.

"He seems to be a little nervous today so he might not do as well as usual..." laughs *Moto GP 2*'s motorbike mad Project Chief, Isao Nakamura. "Unlike the Arcade or regular Season modes, this is a course you can only play in Legends mode. The difficulty is thus much higher than Arcade or Season mode so..."

His colleague's dignity just about rescued, Nakamura-san goes onto to list to *OPS2* the differences between *Moto GP 2* and its original of nearly a year ago. "First of all, we've doubled the number of courses from five to ten," he explains. "The game now includes the Spanish Catalunya course, plus the long-established Assen circuit in Holland. The Le Mans course is part of the circuit used in the 24-Hour race and we also have the Sachsenring course from Germany and Italy's Mugello Circuit. We visited the circuits, so we can have first-hand experience of each course.

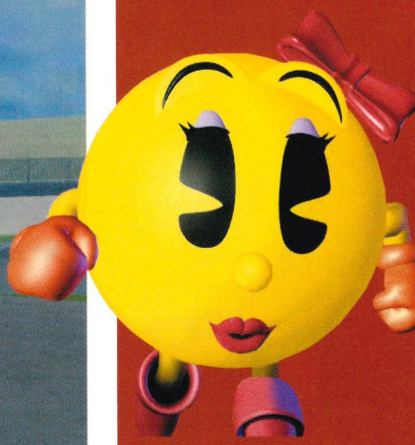
"There are a lot of new challenges in the new version, upping the total from 50 to 70," continues Nakamura. "The way you play the game hasn't changed but we think that with all the new courses and challenges, there will be more for you to enjoy."

While *Moto GP 2* has more of everything, a lot has been improved in an already-impressive game. First off, it has beautiful wet weather effects to rival that of (whisper it) *Metal Gear Solid 2*. "We've replicated wet weather conditions so that a bike in front of you might splash water drops on your visor when in first-person view. Water on the road will become like a mirror and you'll see the background reflected.'

Another provider of eye candy for *Moto GP 2* is the 'action button'. Like racing but want to look cool? This baby'll let you do it. "A lot of gamers wrote to us how they could do wheelies and this is our response! Now if you hit the brake and action button, you can pull off wheelies. We've also included a 'burn out', where you can spin the rear tyre to generate smoke. You'll enjoy it when you watch the replays."

So it's better (*and* optimised with a 60Hz mode for PAL play) but what was this Legends mode that flummoxed the Project Director? "We've hidden five 'legendary' riders in the Challenge mode. If you unlock all of these, it opens the Legends mode with a new course and such legendary riders as Kevin Schwartz and Kenny Roberts Snr. The difficulty is higher than Arcade or Season mode so..." We know, we saw.

"Now you can pull off wheelies, and you can also spin the rear tyre to generate smoke," Isao Nakamura



COMING LATER...

Naturally, Namco has even more up its collective sleeve than what we saw. Here are a few games we hope to be seeing more of in 2002.

MR DRILLER 2

'Aw, he's so cute!' Ah, he's so bloody difficult more like. *Mr Driller* was a cult success on PSone, scoring highly but sadly only played by the few who knew an ultra addictive, anime-flavoured cross between *Dig Dug* and *Tetris* when they saw one. Trust us, this game is *genius* and a rumoured PS2 version will surely smite all in its path.

DEAD TO RIGHTS

Not a product of Namco's Yokohama HQ this one, but the first game from their US-based Hometek operation. A blend of *Syphon Filter* adventuring and *Max Payne* slo-mo action, politics has meant this will appear on Xbox a few months before PS2. It'll be worth the wait. We played a PS2 version of this for far too long at May's E3 and it's already a killer. Six months on and it's guaranteed to blow you away.

RIDGE RACER 6

Okay, all we know that it was an announcement hidden away at the bottom of a Namco financial report but despite the lack lustre *Ridge Racer V* that was rushed out for PS2 launch, no other racing game has ever captured the bliss of the powerslide like *Ridge*. We want more cars, more tracks, less jaggies, more speed, even more speed and buckets of that same old *Ridge* magic. You hearing us over in Yokohama?

PAC-MAN WORLD 2

Again, not much seen of this fella since last May's E3 show but if the 3D platforming versions of Pac-Man and his good lady on PSone are anything to go by, PS2 could see the best incarnations of the pill-gobbling couple to date. Would it be too much to ask for full-on platform/maze skillz of the PSone's *Pac-Man World* with the good looks of *Klonoa 2* but with a bunch of ravenous ghost fellas? No it would not. Altogether now, wakka wakka wakka wakka...

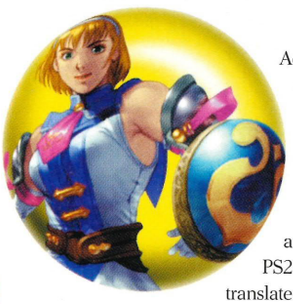
XENOSAGA

Sequel-ish to the cult Square RPG *Xenogears* for PSone, *XenoSaga* is a Nietzche-influenced manga space opera currently being prepared for release by ex-Square bods, Monolith Software (a 90%-owned subsidiary of Namco). For more info and an interview with Producer Hirohide Sugiura, let your fingers walk back to this issue's Spy section, page 51.

namco®

SOUL CALIBUR 2

"An eye for an eye, a blade for a blade..."



According to *OPS2*'s itinerary, the interview slot between *Smash Court Tennis* and *XenoSaga* will not be taken up by a box of sushi and a sneaky fag, It will be taken up by 'Surprise!'

Surprise? It's only bloody *Soul Calibur 2*! Yotoriyama-san sits down and smiles. *Soul Calibur 2* is coming to PS2 and if Yotoriyama and his team can translate what we're gawping at (a 40 percent complete version of the arcade game) then we're in for a treat.

"We have made a lot of enhancements from the previous version," confirms Yotoriyama. "It's been two years since we launched *Soul Calibur* on Dreamcast and we've been making every effort to improve the play. We still have the ring-out system, but now with 3D backgrounds. We still have the running and fighting with weapons fighting from the previous version but we can now have advanced, more realistic features for PS2."

He's not wrong. *SC2* looks more lush than its predecessor. Attention to detail is one aspect the team has obviously been concentrating on. "The visuals show that the characters have very distinct personalities. *SC2* has a rich story line, elaborate gameplay and strong visual content, and thus needs lively character emotions. This time around, hard objects will be hard-looking while softer objects will look 'soft'. For example, human skin will have a very texture while arms or even knuckles need a hard texture."

You'll see this attention to detail on the game characters – all the old favourites are back (although Yotoriyama stresses that this isn't 100 percent confirmed, underlining the game's early state of development), plus new characters including a twin sword-sporting female fighter named Talim – but it's the new arenas that suck the breath away.

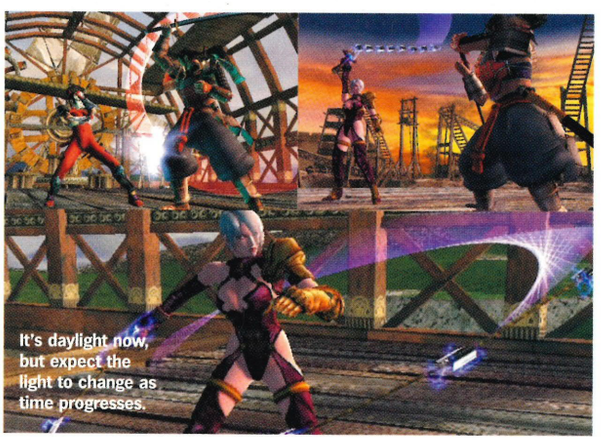
"One of the biggest improvements is that we've combined the 2D nature of the fighters to the 3D space of the arenas. The fighters can now run around freely. On top of that, a fighter will be able to make an attack while he or she is running – it's a recent development that wasn't in the earlier versions. On top of that, the backgrounds will change depending on the weather, season or time of day." It's looking good and the scrap between this and *Tekken 4* (not to mention *Virtua Fighter* 4) will be fierce.

"We are working hard on development but we're confident the new version will be far more innovative than ever before. It will be released on PS2 sometime next year – as soon as possible! I will work hard!" □

"SC2 has elaborate gameplay, a rich story line, strong visuals and needs lively character emotions," Yotoriyama-san

The genius behind *Soul Calibur 2*.

Now that's gotta hurt (the attack, not the thong)... *Soul Calibur 2* will feature a mix of old and new fighters when it returns next year.



It's daylight now, but expect the light to change as time progresses.

The huge array of weapons is the thing that marked out *Soul Calibur* last time around. Suffice to say, they return for PS2 – and how.

The O.R.B.S. 3D cockpit that will hold *Star Blade: Operation Blue Planet* in Japan.

"GOT ANY CHANGE, MISTER?"

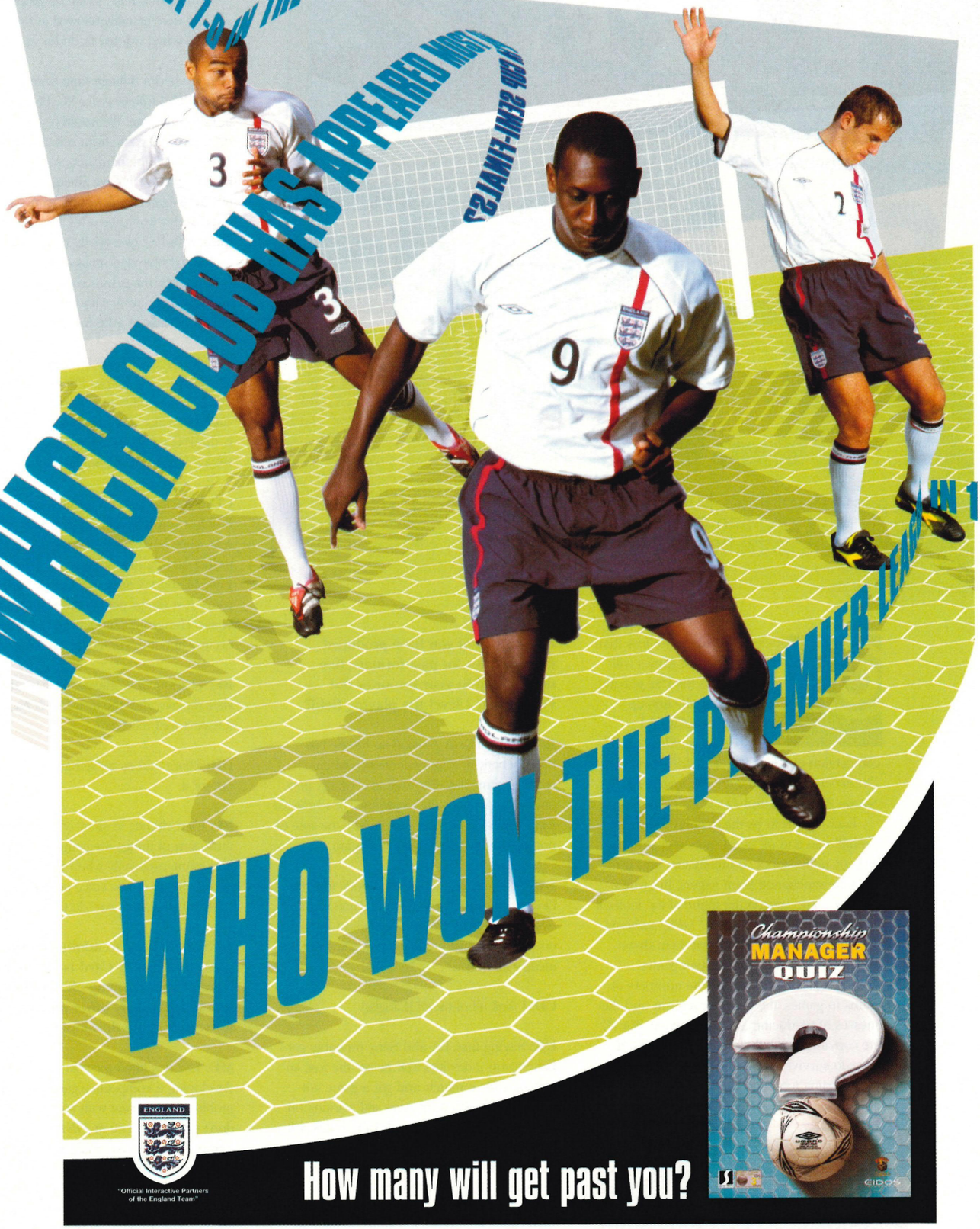
Want to know what's coming to PS2 in the far future? Get thee down to the arcades, young man...

The arcade business might be in a somewhat perilous state, but Namco knows where it's heart is – the company started off its life as an arcade-only company and still commands the majority of any self-respecting Japanese coin-op jockey's pocket change. That means along with Sega, the company develops its games on PS2-friendly System 246 arcade boards that allow a smooth transition to Sony's ridged black wonder when the time comes – see *Tekken*, *Soul Calibur* and *Ridge Racer* for proof. Namco has just announced that the snowboarding skillz of *Alpine Racer 3* will be making the jump to PS2 next year (see last issue's Spy) and we hold out plenty of hope for the home console-friendly produced-on-a-246-board likes of *Samurai Surf* (but probably not with the cool surfboard peripheral) and *Wangan Midnight*, a *Tokyo Xtreme Racer*-alike driving game based on the popular manga comic of the same name. See last issue's Spy In Japan column for a report from this year's JAMMA Arcade Show, and keep one eye on *Star Blade: Operation Blue Planet* – a 3D space combat title and sequel to 1991's original PSone *Star Blade*. Will it make the hyperspace jump to PS2? We canna say, Captain, but we hope the engines will hold. Or something.

WHO ONCE LOST 7-0 IN THE SEASON THEY WERE PROMOTED?

WHICH CLUB HAS APPEARED IN THE SEMI-FINALS TWICE?

WHO WON THE PREMIER LEAGUE IN 1997?



"Official Interactive Partners of the England Team"

How many will get past you?

PC CD-ROM

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WORDS: STEVE MERRETT/PHOTOGRAPHY: ROB SCOTT

TALKING BALLS

Take five football game developers, put them in one room, add copious quantities of food and drink. Then grill for two hours regarding the future of the beautiful game on PS2...

Before Christmas, no less than five new football games will run out on to the PS2 playing field. Leading the line-up is the ever-popular and longest running, *FIFA*, with competition coming from *This Is Football 2002, Pro Evolution Soccer, UEFA Champions League: Season 2001/2002* and *David Beckham Soccer.*

Each claims to be the definitive PS2 football title and all boast motion-captured players, professional commentators and use officially sanctioned team rosters. But where do they – and indeed the future of the football game on PS2 – go from here? *OPS2* gathered the men behind the games, sat them down and got them talking about their games. Among topics discussed are the numbers of teams in games, the quest for realism and the stresses of producing a licensed game. But all are convinced that their title has got what it takes to survive – and this alone points to a very exciting future for the PS2 Premiership...

Home of the Reds, Old Trafford is accurately rendered in Take 2's *UEFA Champions League.*

***OPS2*: Most of you have produced football titles for past formats, has this worked in your favour or did PlayStation 2 level the playing field?**

BF: I think *This Is Football* on PSone has been beneficial to our experience when creating gameplay. PlayStation 2 brings new power, but without the experience of where we went wrong in the past, we couldn't be sure of not making the same mistakes again.

DR: I'd agree. Actually, Chris [nods to Chris Dolman] used to work with us when we were working on *WLS '98* for PSone, and moved on to Rage – and probably took some of our ideas with him...

CD: I took all of them! [Laughs]

DR: Saying that, EA and Sony probably got PlayStation 2 dev kits well before the rest, so already stole a march and got a game out early on. The rest of us were still working on the engines by this time and I think this will show up on the games that are now about to turn up, which will start looking like second generation titles even though they're not.

MB: We've had pretty much the same team working on *FIFA* since the beginning, and although different elements have changed, it's pretty much the same crux that has always been there. But working on one specific sku *[Refers to the same title on different formats that in themselves are individual games – Marketing Ed]* with specific limitations, such as PSone, left a lot of the team tired and bored. When you have produced four versions of the same game for one format, there's not a lot you can do aside from new graphics and extending the gameplay. As such, PS2 came as something of a relief to the development team as they were actually allowed to do a lot of stuff they had wanted to do for years.

DS: We had a difficult time because we had to do *UEFA Challenge* for PC, PSone and PS2 at the same time. We would've liked to have done the PS2 game from scratch, but had no time to learn the hardware, so we had to make do with what we already had. If we had our time again, we definitely would say 'PS2 only' and it would be a lot, lot better for it. I think with PS2 everybody expected a lot initially. People had images in their head as to how realistic the games should be, whereas you could get away with players with strange-looking heads in a PSone game.

MB: We've had that a lot with the internal checks this year for our PSone version of *FIFA 2002*. Some of the guys would come back and say "this looks shit!" All they've been playing is the PS2 game for the last year, so of course PSone looks shit in comparison!

CD: I must admit, I love the realism where PS2 lets you have players that look incredibly real. They have the shirts with the badges, proper faces and stadiums. It's little features as well: Memory Cards that let you save your goals. Just things people have wanted to do for years. Things like that have really got me excited about the potential available to us.

BF: That's quite ironic because we did have save replays after the last *This Is Football*, but it wasn't well received...

DR: That's odd as we've had people crying out for it.

BF: It's a chance to show off, I guess, and those sort of things are going to become more important, especially when football games eventually go online since people will want to show off what they can do to their mates.

***OPS2*: You have to admit that saving goals to Memory Card is an impressive form of PS2 showing off. Do these touches have any other repercussions for you as game developers?**

MB: PS2 has lifted the cost of actually developing a competitive game. We have problems every year with someone where we don't put his licence in *FIFA* in the correct manner. There's something like 198 licences in *FIFA 2002* this year, because we just can't afford to get sued by some Dutch licensee, say the De Boer brothers, and get the game pulled off the shelf. Because of that, and because you can now show what David Beckham looks like in the game and show the Man Utd kit, if you don't have that licence to do it, you can't make the game. It's getting ridiculous. It's getting like the real football industry...

CD: It's the same with our *Beckham* game. We can recreate realistic strips and have players that look like they should. But if there's a small point – say, the Man Utd shirt doesn't have Vodafone on it – it makes a difference. They know it's Manchester United, but it still seems to tarnish the game slightly…

DR: [Looks to Chris Dolman] You've worked on other games with a more open format, and now the *Beckham* game with an individual licence. You'll obviously have David Beckham looking like David Beckham, but are you going to struggle with everyone else – have you approached other people to get them in?

CD: We're concentrating on David Beckham and then there's a rough likeness to the other players. We have the real playmakers in there.

***OPS2*: Is that where the problems with FIFPro – the players' governing body – came in? Demanding cash for the use of real player images in the games?**

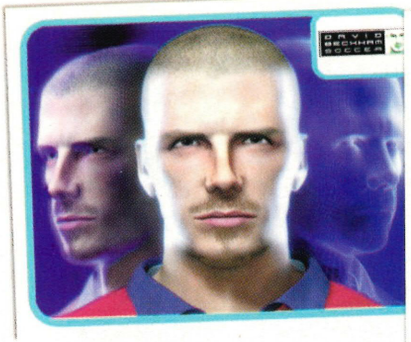
MB: FIFPro is the collective governing body for all the PFAs around the world, but many players have never heard of them.

BF: FIFPro is strange. We speak to the players' agents when we're looking to do commentaries and need to know if we can use certain names. A lot of them don't seem to know what FIFPro represents. I guess the average football player isn't interested in a 0.01p share of the royalties of your game, so they don't give a damn. Saying that, it would be ideal for me to record all the commentary for my game and know legally that I have an insurance policy that grants me full use of all players. Can't see it happening, though.

DS: There are a lot of sharks that get involved, too. One of our marketing guys for *UEFA Challenge* had two different calls from two guys claiming to represent Thierry Henry!

BF: We were actually the first team to use FIFPro and to bring them into the limelight. When they gave us their company logo, it was obvious that somebody had just typed out the word FIFPro and had blown it up to 48 point! Afterwards, one of their graphic artists saw what we had recreated for the game and said, "I'll take what you've done and just put a little swirl around it!" What we ended up with, we paid 200 grand for…

MB: We cannot use FIFPro as many do, because no Dutch player, apart from Ruud van Nistelrooy and Edgar Davids, would admit to knowing anything about them. We had problems with the De Boer brothers last year, which is ongoing, so we've actually had to go out and do individual licences with the Premier League, the MLS and the Bundesligue. But there's no body for the Italian Serie A, so each team in Italy and the Spanish leagues had to be signed. With the costs of all the licences we paid for, EA could afford to buy the entire Manchester United squad! [Much laughter] But obviously the return on the investment makes it worthwhile or we wouldn't do it.



//"I love the realism. PS2 lets you have players that look incredibly real" Chris Dolman, Rage//

Looking the part: David Beckham's likeness in *David Beckham Soccer* and Thierry Henry in *FIFA 2002*.

DR: But at what point would it get so expensive that you'd stop in order to over your arse?

MB: I don't know, but our royalty rate for *FIFA* is still less than our other licensed sports titles.

***OPS2*: But with such sky-high costs, is it going to get to a point one day where we won't see any new football games – just the same ones constantly updated?**

MB: I think it's a shame, but that is likely to be the case. If our product is pulled off the shelf a week after release because of a licensing problem, that's it, we've lost millions. And it isn't going to cost us millions to buy one particular licence to avoid such a problem. You need the money to be able to invest in those licences, so you can actually release the game.

CD: From our point of view, we feel comfortable paying because we have the Beckham licence that will sell in a few units rather than just getting by. I don't see how you can do it without a decent name.

MB: Does the Beckham licence give you rights to the rest of the Manchester United team along with it?

CD: No, absolutely not.

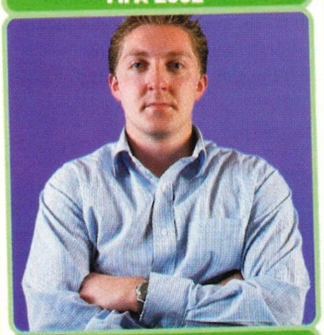
***OPS2*: You would have thought they could have chucked in a free Neville at least…**

CD: [Laughs]. No, it's just David Beckham. But he's big enough worldwide to carry the game, which should guarantee unit sales. In Japan, he's bigger than Manchester United. I think he's the biggest personality there is when it comes to football.

"AND IT LOOKS LIKE THEY'VE PUT THE BEST MEN FOR THE JOB OUT ON THE PITCH..."

Meet the men who make virtual football a PlayStation 2 reality.

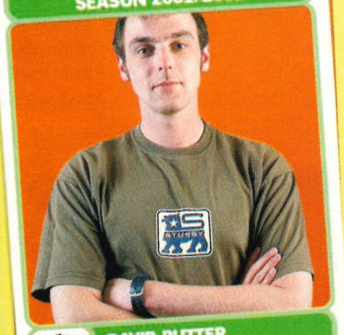
FIFA 2002



MATT BILBEY
Marketing Manager
Electronic Arts

In charge of guiding the most profitable of football franchises for EA. Spurs fan.

UEFA CHAMPIONS LEAGUE: SEASON 2001/2002



DAVID RUTTER
Executive Producer
Silicon Dreams

Overseeing Take 2's forthcoming *Champions League* debut for PS2. Leicester supporter.

UEFA CHALLENGE

DAVE SAUNDERS
Senior Designer
Infogrames

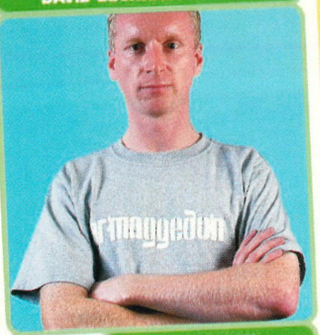
Worked on *UEFA Challenge*; now on new secret project. Sheffield Wednesday fan.

THIS IS FOOTBALL 2002

BEN FAWCETT
Technical Manager
Team Soho

Recently finished work on SCEE's revamped *This Is Football 2002*. Burnley follower.

DAVID BECKHAM SOCCER



CHRIS DOLMAN
Project Manager
Rage

Currently refining Beckham's World Cup-qualifying free kicks for Rage. Wolves fan.

TALKING BALLS

It's not just about playing the game – cut-scenes are important too. (Left to right) ***This Is Football 2002, UEFA Challenge*** **and** ***UEFA Champions League.***

Taking players out with a nasty challenge is always good for a laugh – and a few healthy obscenities.

MB: As a competitor, the advantage of having a licence isn't as big as you may think – especially when you look at a spreadsheet and see what you spent on it versus a competitor. It also brings other headaches. Every year we have territory marketing people ringing up and saying, 'Why isn't the Portuguese League in there?' One damn good legal reason is that if we do, we can't release the game…

DS: But do people really mind not having the proper leagues? I mean, Konami's game doesn't have them – and it only introduced players' names recently.

***OPS2*: The PS2 can now do reasonable likenesses, so it should follow to have the names of your favourite players.**

BF: It depends on whether the consumer is a hardcore gamer or not. He may not mind playing an unlicensed title like *Pro Evolution,* because the game plays brilliantly, regardless of whether he plays as 'real' Beckham or not. But I think when it comes to kids buying their first footie title, a big name is important.

DR: I agree. I think the younger generations are the ones that fantasise about their favourite players and want to be them.

CD: I never used to think so, but I definitely do now. A load of kids were asking me at ECTS about player names in our game, and were really glad that they were in there. In this respect, I think a lot of us have actually been chasing *FIFA* in terms of content for a few years now. It's definitely one of those games where the name…

MB: [Interrupts] FIFA has given us nothing. What we get from the FIFA licence is four letters. We get to call our game *FIFA* and that's it. We don't get any rights apart from that.

CD: But I think that *FIFA* probably did it first with real clubs and we've all been chasing it since. We've all tried to match it in terms of leagues and teams, which is a compliment.

MB: Two or three years ago, we could all have released videogames with absolutely whatever content we wanted, because the football associations didn't realise there was money to be had. But the games industry has now overtaken the film industry and it just takes one person to say, "Hey, I could make some cash out of these guys." Then people come in and say things like, "We're suing you as your game uses a free kick that looks just like Beckham's which he has a trademark on and you cannot use."

CD: I think we're okay with that one. [Laughs]

MB: We got a case last year, brought against us by the guy who started the Bosman ruling. We were like "Oh God…"

***OPS2*: Do you think you have to be a football fan to make a successful and playable game?**

BF: I think the core team does – especially the AI guys. We've got artists who aren't fans, but that's not so important. Mind you, I've never met an artist in my career who wants to work on a football game!

DS: That's right. When you tell the artists that they'll be working on a football game you're always met with a loud groan!

MB: The decision-makers definitely need to be [fans]. You can't produce a football game and sign off something if you don't know the direction the game is heading and know nothing about football.

DR: But with the team in Canada, do you guys have much say over what's in *FIFA*?

MB: I can go out to Canada for two weeks every six months, but in the last two years I've been there 28 times. Roughly 80 per cent of the *FIFA* team are non-Canadians, but then as much as they watch TV – and they do watch a lot of the Premier League – you cannot get up-to-date with what's happening in Europe and the UK over there. So, yes, we pretty much guide where the game is going.

DS: I always think it's more important to be a game fan. I think that people who claim to love football often don't understand it, and I think the key is balancing good gameplay with recognisable moves. When we designed *UEFA Challenge,* we created a back four system as used by most clubs and it was impossible to beat! Converting that into a game is the real issue. After all, marking is one thing, but it is never consistent. In *FIFA,* no matter where you are on the pitch, you know where the nearest player is. In *Pro Evolution,* you have to work at it much more – which isn't as immediate for the new player.

FIFA 2002

EA — 7/10, OPS2#14

The most controversial football title within the fan circuit. Lauded for its brilliant use of licensed clubs and recognisable player faces, the series is equally reviled for its limited tactical and shooting elements and its reliance on OTT goals rather than straightforward play. The latest *2002* edition has gone a long way to rectify this, though.

MADE IN BRITAIN

With Konami's Japanese contingent unable to attend for obvious reasons – ie being miles away and not speaking English – the panel has a decidedly UK flavour. Nevertheless, the attendees are responsible for some of the best (and worst) football titles around. In no particular order, these are..

UEFA CHAMPIONS LEAGUE: SEASON 2001/2002

Take 2 — Not yet reviewed

The PSone games have sat between *FIFA*'s immediacy and the total control of *Pro Evolution Soccer.* The PS2 version is set to do the same, boasting a host of current and past Champions' League entrants and a simple yet comprehensive control system that allows for deft flicks and one-touch passing. Seen as *FIFA*'s poorer cousin.

UEFA CHALLENGE

Infogrames — 2/10, OPS2#10

A bit of a dog's dinner. Too much emphasis on tactics – you can alter every element of the on-field teams via a menu system – meant that gameplay was sorely neglected. The developers cry of too little time on the project and a reliance on the PSone code, but it now seems Infogrames has pulled the plug on *UEFA Challenge* spawning a sequel.

THIS IS FOOTBALL 2002

SCEE — 7/10, OPS2#12

Team SoHo's PSone kickabouts for SCEE have been uneven affairs, ranging from the frenetically fast to the disastrously slow. Its first PS2 effort, however, shows some sublime touches, with slick passing, TV-style presentation, excellent volley opportunities and a robust appearance. Arcade fare, sure, but still good fun.

DAVID BECKHAM SOCCER

RAGE — Not yet reviewed

Rage has already scored with a front cover image on *The Sun.* Like the player endorsing it, *David Beckham Soccer* is sure to be more than just a looker. A slick, passing game is enhanced via a thorough training mode where Becks offers advice on free kicks and more. One of the most powerful licences out after Christmas.

***OPS2*: Fair point. *FIFA* has had its detractors, but anyone can pick it up and play it, whereas *Pro Evolution* can be quite daunting. Perhaps the quest to produce a football game that recreates the skill of the real thing is an impossible dream?**

MB: It depends on what your goal is. If you're a hardcore gaming fan, are you making the game you love the most or are you making the game that will sell the most? EA is a massive games company that produces games to make money. But over the last couple of years, some of the decision-makers related to *FIFA* have just thought of it as a cash cow, adding a couple of changes, altering the logo, shipping it, and hoping it will keep going and going. We knew it had to change for the *2002* edition.

We asked the developers how long they had played *FIFA 2001* after its release, and they said, "Three hours." We said, "You're not even playing the game you worked on? It must be shit." This year, we've moved the goal posts on. It was a case of 'just go away and create something you would enjoy – but continue with the ability to pick up and play' straight off. If it's not easy to play; we may as well create *Pro Evolution*. That would make a great game, but wouldn't have the breadth to appeal to everyone.

//"The advantage of having a licence isn't as big as you might think" Matt Bilbey, EA Sports//

BF: I'd be interested to see how the Konami people saw their game: a hardcore football game or an arcade kickaround. [Looks at Chris Dolman] What about yours?

CD: We like both, but are not striving to copy either. Ours has got more speed and arcadeness than *FIFA*. You can't score a goal from four yards by doing a bit of D-pad wiggling for aftertouch, but it's also more accessible than *Pro Evolution*. It seems to work, and we got a good reaction at ECTS. [Looks to Dave Rutter] What about yours?

DR: Ours has almost come full circle now. If you remember past versions, when it was *WLS*, it was arcade-like, but we made it a bit slower for Eidos' *Michael Owen* version. When we were working with Eidos, though, they were always going: "Make it *FIFA*, make it *FIFA*!"

DR: This is the problem. There's the commercial fixation where publishers want another *FIFA* with all the badges. So we did that. Now it's come full circle, with us bringing a game that, rather than dumb down, has a few more moves and clever things in there.

DS: It always seems to be the details that count with publishers. We told Infogrames that *UEFA Challenge* had crowds that leave if a match is dull and it was the first thing they listed on the back of the box!

CD: [Turns to Dave Rutter] Dave, what you were saying about the speed settings is interesting as we got a really good reception to the ones in *Beckham*. I thought it was just one of those things we had to put in and was happy to do, but was surprised at the reaction.

BF: Speed was the thing we had the most trouble getting right in *TIF*. It's hard because the balance of the game revolves around the speed and passing, and if you get it wrong it upsets everything.

MB: What is 'too fast', though? I bet everyone around this table plays their football games at a different speed. And having the flexibility to easily change it is key.

DS: But you can take it too far. I worked briefly on *Actua Soccer 3* and they had options for everything. Aftertouch on and off, sticky ball and whatever, and it just got confusing.

***OPS2*: So what ultimately is the perfect, real-world football game?**

MB: Getting your priorities right is important. Developers can make a list of things they want to include, but boots that shimmer in the light is a low-profile element and should only be added if the gameplay elements are met. In *FIFA 2002*, it's possible to juggle the ball and catch it on your shoulder, but it's only in there because the artists had time to work on it.

DS: There's always someone who wants to get something in.

DR: It's fine if you work in fiddling time. If you have playable code running and have a history of coming up with a good, playable game, anything else is a bonus.

CD: Provided your team is big enough to do it. If you only have a small team, you can lose direction. We already have three people on the game, and others to cram in loads of teams, loads of different people and heads. I do think we have to stay focused on those elements…

DR: How many on your team?

CD: 20 across three skus. Although we do share assets between formats.

MB: It's always difficult. We have 100 people across 28 skus. A *FIFA* game is always released in November, but due to legal reasons we have a lockout time of August, where all the major gameplay elements have to be completed. However, the season doesn't start until two weeks later, so if Manchester United announces it's to be sponsored by, say, Cellnet and not Vodafone, we're f**ked.

It's not quite *12 Angry Men*, but we're certain it got quite heated in there..

DR: 100 people on a project seems like a lot to me, even if you're looking after player kits…

MB: You have to remember that we localise *FIFA* to 13 different languages, requiring different commentators. Within that 100 you're including 15-20 business affairs people who solely look after *FIFA*'s licences.

CD: Do you think, though, that there are too many teams in football games these days? I do.

DR: I think that people want to be able to pick up the game and play as their club. If they can't play as, say, Leicester, they will be disconsolate. When our publishing deal with Eidos ended, we took *Champions League* to Sony, but it took one look at the game and said, "Not enough teams."

CD: So if we only put 40 in, we effectively alienate our market?

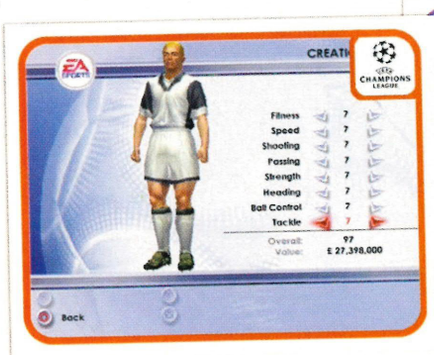
***OPS2*: Surely it adds flexibility? When West Ham bought Tomas Repka, in *FIFA* it was possible to go to Fiorentina and transfer him to my squad. It comes back to using your favoured club.**

MB: You shouldn't have to do that for much longer, though, and the new hardware platforms – especially for PS2 – mean you will be able to go online and update your teams automatically.

***OPS2*: Do you think that will end the annual *FIFA* releases?**

MB: It will make sure that the annual update is actually an all-new game for the consumer.

What would football games be without reams and reams of stats?



TALKING BALLS

(Left) Scoring from a set-piece free kick is always satisfying. (Below) Running down the wing and whipping it in is a slightly more obvious strategy, but equally effective.

Okay, so there's little to tell them apart when you look at them, but it's how they play that counts.

DR: It'll probably work as some sort of online account wherein players pay a subscription, but can visit a Web site to update their teams.

CD: At Rage, we'd like every team to play as they do in real life. So that there would be a difference in how, say, England and Brazil played. But when you've got between 50 and 400 teams in your product, it's difficult making them feel different.

DS: That what I'm looking for. I want a game where Rivaldo plays like Rivaldo, and I want to be able to learn from my teams. I mean, with all due respect, I can pick up *FIFA* and play as a Greek side I have never heard of, mainly because they all play the same. I want that individualism, where there is a definite difference in how they play.

***OPS2*: That's mission: impossible surely?**

MB: Yes, but you can count on one hand the players in the world who have got things that are special to them. Zidane and Beckham, for instance, have special attributes that you can implement in a game, but how far do you go? It also opens other issues, like the other week I was informed that Beckham has put a trademark on his free kick. So if our game has a player in a red, number seven shirt curling a kick with his left foot like that, they can start charging.

DS: With *UEFA Challenge*, we were keen that players played to each team's strengths. You could set the wingbacks to attack and do passes for a tall front man to meet, or have Zidane in the centre passing it about.

MB: I think the important thing is the feeling that, if you're playing as Spurs against Manchester United, the game gives Man Utd a personality. That I know to play defensively against them, yet I know that when I play Southampton next I can go all-out attack as they are weaker. This is what PS2 lets you do.

CD: I think PS2 lets us make what looks like Leicester, Villa or whoever, but they don't play like them. Because we can make it look real now, we need to lift it so it's like playing against these teams. You can't do that with so many teams, so maybe my earlier point of cutting the teams down is the answer. A good football game is a good football game, and I think we've all lost touch in the last five years as to what makes one good. I think we've lost track. We've got too many teams and too many competitions...

MB: (Interrupts) But football is what it is. We all support different teams and, if we were to play it, would do so in different ways – which is what makes it so great. Trying to make

//"I want to play a game where Rivaldo plays like Rivaldo..." Dave Saunders, Infogrames//

a game that caters for that is impossible, but to create a game where you can customise and adapt it...

CD: But would they be happy with 50 teams even if it didn't have theirs in it? Or must it include theirs, down to the smallest detail?

MB: But if you want to sell a game in Israel, you need Israeli teams. The same goes for Greece. And the only reason they want it is because they see English and French leagues and want the same. But where do you stop?

***OPS2*: Moving away from the teams issue, is there anything on field you still want to implement? In *TIF 2002*, players are even booked for diving. Could other elements make their way in?**

MB: Handballs and nutmegs would be great, but there are some elements EA can't put in. We can't have violence, for example, with players headbutting each other, because we don't want young kids to get a bad impression of the sport.

CD: I think adding specific attributes to players. For example, if you have a player like Roy Keane he'd be more likely to go in with a two-footed challenge.

DS: We had something like that in *UEFA*...

DR: [Nodding] Yeah, we've got an aggression factor as well.

MB: Things that happen randomly, too. I was playing *FIFA 2002* yesterday and playing as England against our Swedish territory manager, who was Sweden. I was being held 1-1 with just seconds to go and he had a last ditch shot that Seaman caught, dropped and tried to chase before it went in the net. It was so annoying, but it happens. I think such things have to be attributed to a certain factor, though, so someone like David James is more likely to make that mistake than, say, Seaman.

DS: But we tried something like that and people didn't get it. In *UEFA Challenge*, you could start missing shots and people were going 'Well, what's up with that?' But if they looked at the attributes, they'd see that their player had an 'X' by him and was injured, suffering from low morale or just knackered. A lot of people simply didn't understand that.

***OPS2*: So, bearing in mind you're now adding individual players, key specific attributes and so on, are we any closer to the definitive football game?**

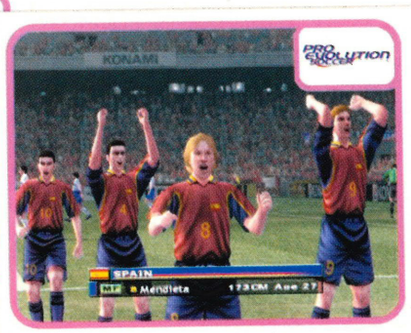
DR: No, but we are producing good PS2 versions, which is what counts right now.

DS: [Blows his cheeks out] No. Until I'm playing a game as, say, England and I can see Becks to my left calling for the pass and an opposing player moving in, I don't think we will.

MB: [Smiling] We're getting there, though. □

**With many thanks to London's Sports Cafe, a suitably football-themed location. And damn fine burgers to boot.*

And we give you the daddy... Konami's KCE Tokyo team were sadly unable to make the trip over to London for our roundtable but no football feature would be complete without a few shots of the sublime *Pro Evolution Soccer*. Emails have been sent and we'll bring you the KCE Tokyo team's thoughts on the future of PS2 footy next issue.



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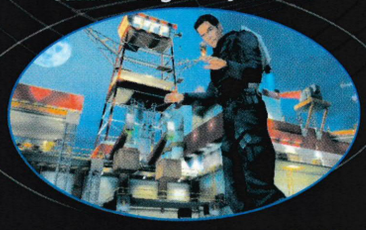

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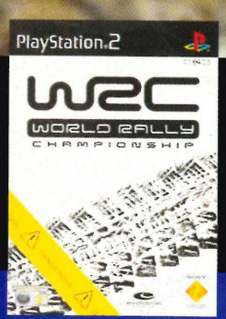
World Rally Championship

From the 4,000 corners of the earth



14 countries. Hundreds of miles. Thousands of different corners.

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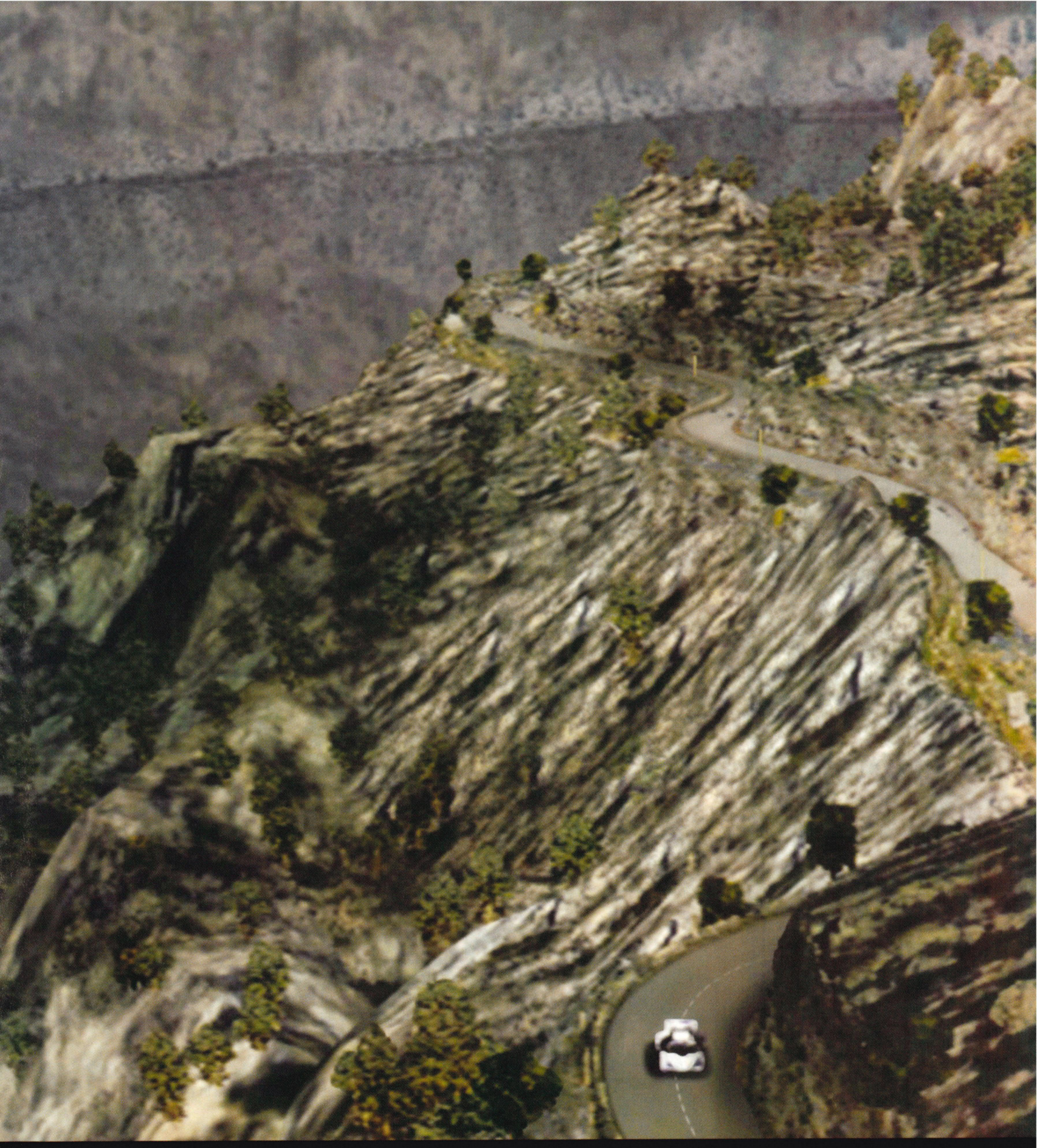

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»REVIEWS

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Next time you head off to spend your hard-earned cash on a PlayStation 2 game? Make sure you read our reviews first.

Review Ratings

Here's what our review scores stand for:

10/10 Nigh on revolutionary. A game that could change the face of gaming forever
9/10 A truly astonishing game. If you have a PlayStation 2, you need this now
8/10 Highly recommended
7/10 Good, solid fare that's definitely well worth a look
6/10 Better than average, and ideal for hardcore fans of the genre
5/10 An average game
4/10 Poor, but still with the odd moment
3/10 Extremely disappointing
2/10 To be avoided
1/10 Beer mat

The OPS2 Awards

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

The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. Remember: no game has got one of these yet!

The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

GAME OF THE MONTH

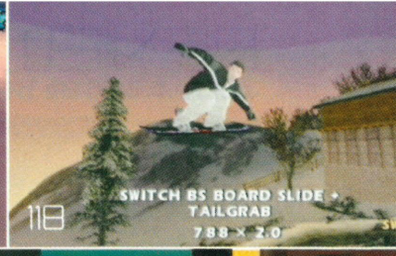
JAK AND DAXTER... 092
Discover how this lovely lady is linked to Jak and Daxter in our exclusive review!

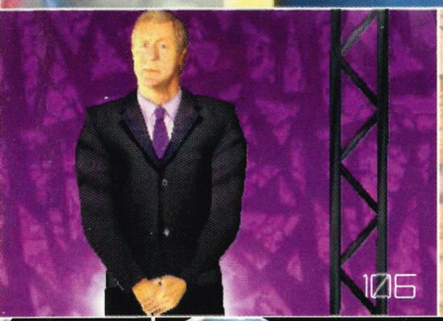
102

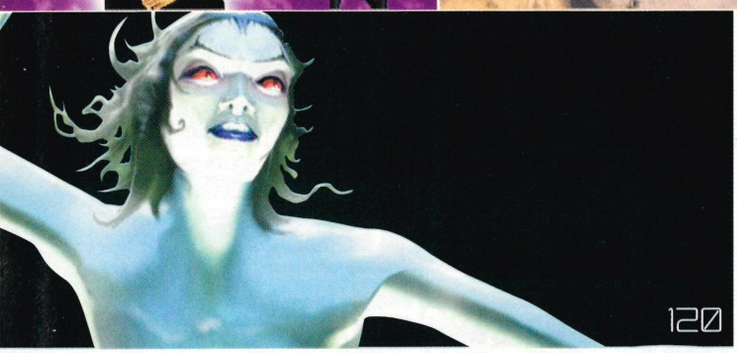
TONY HAWK'S PRO SKATER 3 098
Not content with taking trucks and trickery to new, dizzying heights, *THPS3* is the first PS2 game to let you ollie online. Game on!

SSX TRICKY 102
The sleeper hit of PS2's launch is back and better in every way.

WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION 106
It's head-to-virtual-head with Tarrant in the brain-bashing quiz sequel.







BALDUR'S GATE: DARK ALLIANCE.....108
Play to Dungeons & Dragons rules in a digital PlayStation 2 world.

RAYMAN M.....111
JAMES BOND 007 IN... AGENT UNDER FIRE.....114
SHAUN PALMER'S PRO SNOWBOARDING.....118
SMUGGLER'S RUN 2.....119
GIANTS: CITIZEN KABUTO.....120
JET SKI RIDERS.....122
CRICKET 2002.....127
CAPCOM VS SNK 2.....128
THE SIMPSONS: ROAD RAGE....130
BASS STRIKE.....131
DRIVEN.....131
NBA LIVE 2002.....133

PS one™
The latest titles for the little grey box

SYPHON FILTER 3.....134
WORMS WORLD PARTY.....135
HARRY POTTER ATPS.....135
HIDDEN AND DANGEROUS.....135

media
DVD/INTERNET/PRINT/MUSIC

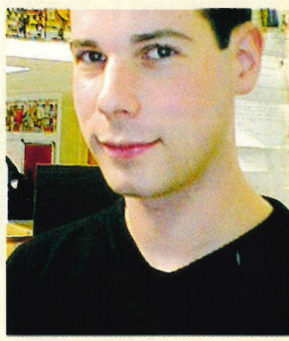
DVD RELEASES.....138
Shrek/Withnail And I/Miss Congeniality/ The Mummy: Ultimate Collection/Enemy At The Gates/ Ginger Snaps/Some Like It Hot

DVD TOP 10.....140
The top ten Seventies DVDs on the market.

INTERVIEW.....142
We talk to Roots Manuva about PS2 inspiration and his new album.

INTERNET.....142
BOOKS/MAGAZINES.....143
MUSIC.....143

Introducing...
Meet the faces behind the reviews.



Oliver Hurley
GamesRadar.com's News Editor Ollie is not related to Steve 'Silk' Hurley. Neither this, nor his love of lo-fi guitars, WWF, premium lager and HP Sauce hampered him however when it came to writing both the review for *Shaun Palmer's Pro Snowboarding* (page 118) or our *Police 24/7* (page 033) preview.

Game of the month: "Just can't stop playing that damned *Tony Hawk's Pro Skater 3*."

Can't wait to play: "Can someone *please* send me a copy of *Tekken 4*?"

RECOMMENDED
The games to get and the games we want to get.

Still playing

JAK AND DAXTER
OPS2#15, 9/10
At last, a platformer everyone should play. More addictive than sex and just as fun.

DEVIL MAY CRY
OPS2#14, 9/10
Some games may bore you to tears but this one has us weeping with joy. Bewitching.

HALF-LIFE
OPS2#14, 9/10
Enough to make you fall to your knees and thank the world for PCs. Just stunning.

Can't wait to play

ICO
Preview, page 26
A rare gem. Puzzle solving with real brains and beautiful looks in spades.

HEADHUNTER
Preview, page 16
The Swedish stealth-'em-up is gunning for glory. Review and demo next issue!

METAL GEAR SOLID 2: SONS OF LIBERTY
Preview, page 12
Everything you know is wrong – and we can't wait to tell you why...

Jak's ability to use the energy source Eco means he can access all sorts of goodies.

All your favourite platformer staples are given a thorough, next-gen spin.

ON THE DVD

JAK AND DAXTER: THE PRECURSOR LEGACY

Naughty Dog teaches the platform genre some new tricks for PlayStation 2.

Publisher: SCEE
Developer: Naughty Dog
Price: £39.99
Players: 1
Out: Now
Web site: www.naughtydog.com/jak_N_dax/index.htm

Back story
After eight years honing their coding skills on platforms from the Apple][to the Atari ST, Andy Gavin and Jason Rubin's Naughty Dog studio hit pay dirt and the iconic big time with 1994's *Crash Bandicoot*. So successful was the orange fuzzball that he became the PSone's unofficial mascot, reappearing in two adventure sequels and (in 1999) his very own kart racer, before Naughty Dog decided it was time to move on to PS2 and *J&D*.

It starts off as an all too familiar platform game scenario. You've been having a fine old time collecting gaudy baubles and sidestepping adversity at every turn, but then you find you're stuck. There's a leap to a structure floating in the sea that you just can't make, dammit. And nothing seems to work. You've run and jumped. Jumped and lunged. You've tried it every way imaginable but no dice. The situation's long since overshot the area of 'challenging fun' and is currently residing in the quagmire known as 'arse-rotting frustration'. You know your games. It's a glitch, you conclude. A small but telling rip in the gameplay fabric. Shame.

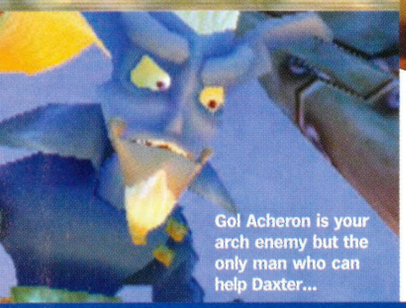
But then something clicks. Taking a break to nurse your aching thumbs, you notice the level of the sea. Every so often it dips below the level of the self same outcrop you've been throwing yourself off like some demented lemming. In the game world's elliptical passage of time, what you're seeing is the ebb and flow of the tide. Surely not. But you wait and watch, dusk falls and sure enough the platform bobs almost imperceptibly lower for a few precious seconds. You run, leap... and make it. Suddenly you realise you're witnessing something rarer than a snake's thong. A game with the ability to surprise you with its subtlety and intelligence, even as it vigorously tickles your rubberised fun buttons. Welcome to the precious world of *Jak And Daxter: The Precursor Legacy*. An epic character adventure with impeccable platform roots and what is possibly the truest expression of next-generation gaming yet seen on PS2.

//The first indication of a quantum leap comes with the game's fully developed story line//

As you may well know, Naughty Dog, the developers of *Jak And Daxter*, are no strangers to the peculiarities of the platformer, having created and nurtured one *Crash Bandicoot* over all three of his PSone adventures, as well as *Crash Team Racing*, still the finest kart racer to grace any Sony console. And yet, playing *Jak And Daxter* it's clear why Naughty Dog wasn't worried when PS2 marsupial wrangling duties were handed by past taskmasters Universal to Traveller's Tales. Despite some wise and heartwarming nods to its iconic ancestor, *Jak And Daxter* feels and looks like a very different animal. A true evolution of the species.

The first indication of a quantum leap comes with the game's fully developed story line. It's an

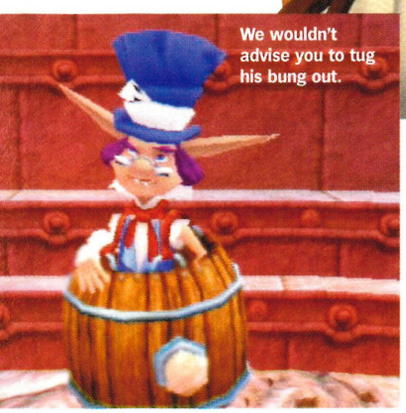
J&D is positively rammed full of surprising moments.



Gol Acheron is your arch enemy but the only man who can help Daxter...

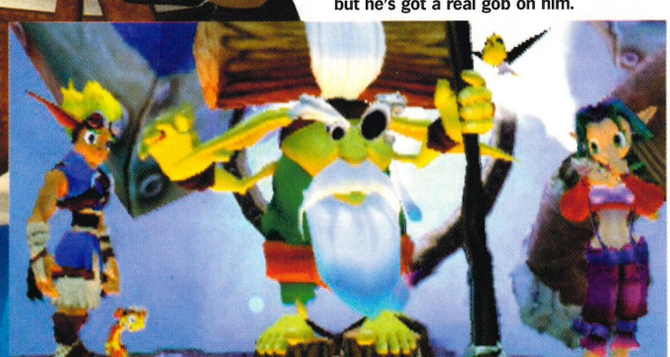
Meet Jak and Daxter, the new heroes of PS2.

After tumbling into Dark Eco, Daxter is transmogrified...



We wouldn't advise you to tug his bung out.

Samos the Sage may be a wise man, but he's got a real gob on him.



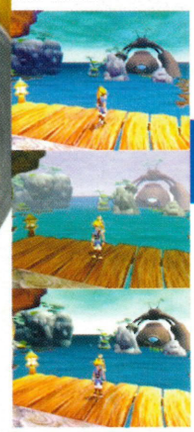
THE LOOK OF LOVE

Little things count, and *Jak And Daxter: The Precursor Legacy* is packed with them...

1. I can't stand the rain
Put on your goggles as Jak and look to the rain-streaked sky. The drops will splash and smear across your view. Lovely.

2. Can you see what it is yet?
Wherever you are, *J&D*'s first-person perspective lets you have a gander at anything you meet – even a rampaging Lurker.

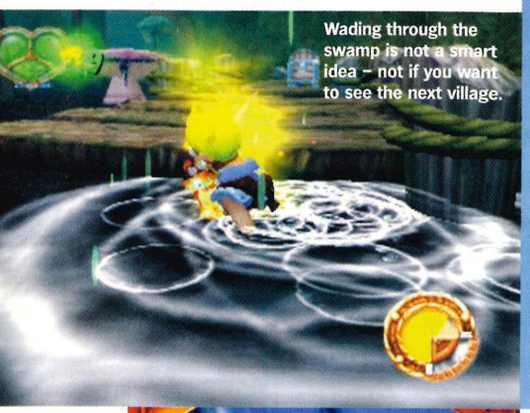
3. Hazy gaze
Wander by a burning flame and look at the gorgeous heat haze gently distorting the view behind.



4. Dawn 'til dusk 'til dawn (and so forth)
It may not be real time, but *J&D*'s world does go around the sun. The sun rises and falls, and some tasks even rely on the movement of the spheres.

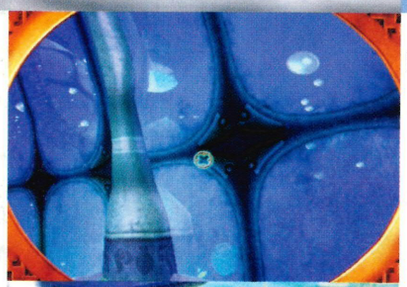
5. For the birds
At one point you come across a flock of birds basking on Precursor ruins. It's too much of a temptation for Daxter. He wants you to chase them. So do it, and watch them scatter into the air.

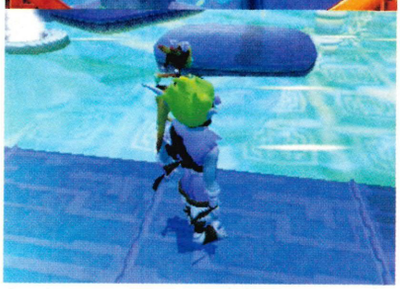
Stop and smell the flowers if you like, but you may regret it if you don't put your foot down.



Wading through the swamp is not a smart idea – not if you want to see the next village.

The input of former Disney animators can be seen everywhere in *J&D*.





See the green water? Want to know what makes it glow? Try 'several thousand volts'.

epic one and despite its sprawling size, *The Precursor Legacy* will not even begin to tell it all.

BOSOM BUDDIES

The titular heroes are a couple of childhood friends belonging to a humanoid race whose civilisation is founded on the kind of steam-driven high technology so beloved of Japanese anime for years. Their humble village stands in stark contrast to the majestic ruins of a mechanically advanced race of aliens called the Precursors that dot the area of coastline our heroes call home.

One day, Jak and Daxter make an ill-advised field trip to nearby Misty Island and disaster strikes. Daxter falls into a pool of Dark Eco – a gloopy and malignant form of their world's elemental energy – and is transformed into a loud-mouthed, sarcastic weasel like creature. (Well, the physical part is a change at least.) Consulting their cantankerous mentor, Samos the Sage, they are advised to seek out an expert on Dark Eco by the name of Gol Acheron. However, little do our duo know, Gol and his sister Maya have been twisted by their exposure to self-same evil gloop and far from being in the mind to help out, they're busy hatching a plan that's going to make Daxter's plight seem like a scuffed knee. Can our heroes save the day and return Daxter to his former, delightful acid-tongued glory?

But enough of the broad brushstrokes. Start the game and your initial mission seems a lot less grand. Keira, boffin-babe and Samos's daughter needs you to gather a number of power cells to charge up her Z-GraV Zoomer hover bike's power shield. So you leave her and walk into Sandover village. There you meet a rag-tag bunch of characters who all need your help and are willing to pay you for it in, yes, power cells. And so the game develops. As you explore the village and its environs, you slowly gather tasks. The order you complete these depends largely on your mood and where you wander first, and as you go you'll gather more of the world's currency in the shape of Precursor Orbs, which can be traded for even more of those handy power cells. In the instance of Keira's request, collecting the requisite number of cells to power the hover bike's energy shield will

//*J&D* manages to breathe new life into even the most tested platformer staples//

There's a staggering amount of detail on screen, and you can explore everywhere.

SMASH AND GRAB

Your handy guide to useful objects littering *J&D*'s game world.

1. Precursor Orbs
These are everywhere. A good thing too because they're the currency in *J&D*'s game world. Grease palms with Orbs and you'll get a Power Cell for your trouble.

2. Power Cells
If Precursor Orbs make people generous, Power Cells make things happen. They're not as common as Orbs, but they're great for making Z-GraV Zoomers heat resistant, levitation devices lift boulders, and all sorts of other uses.

3. Crates (Regular)
These are easily smashable and contain Green Eco. Perfect for an instant health boost.

4. Crates (Reinforced)
If you're charged with Yellow Eco, you can blow these apart. Filled with lovely Precursor Orbs.

5. Crates (Red)
These contain imprisoned, robotic 'Scout Flies'. There are seven hidden in each area. Free all of them and you earn yourself an extra Power Orb.

6. Crates (Black, Green and White)
Step away! These fragile nasties are filled with toxic gas. Get too close and you'll wish you hadn't.

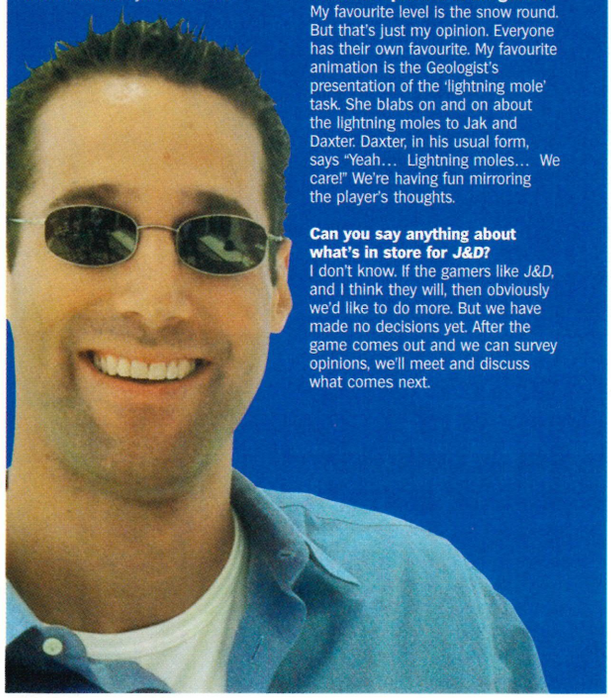
Q&A

GOOD DOG ALMIGHTY

Naughty Dog Inc President Jason Rubin reveals the *J&D* gameplan.

Why should people be excited about *J&D*?
J&D is the first character game designed and created exclusively for this generation of hardware. As such, we've been able to do things that gamers have never seen before: endless vistas, a single-load free world, 10-15 million polygon views, 40 minutes of professional cartoon animation, seamless blending between animation frames for unparalleled animation smoothness, greater AI in the enemies... The list goes on. And, for the first time, we've combined the best of action games like *Mario64*, *Crash* and *Spyro*, with the best of adventures like *Zelda*. The result is a seat-of-the-pants challenge in a world filled with interesting characters.

J&D has the looks and feel of a feature-length animation. Were any particular films/anime in mind when you created it?
Yes. We selected the sources and then exhaustively watched the movies and read the books before and during game design. We were inspired by: Miyazaki-san's worlds, such as those in *The Princess Mononoke* and *Nausicaa*; Warner Brothers animation in Bugs Bunny and Daffy Duck; Joe Madureira's art in his comic *Battle Chasers*; Disney character relationships, such as those between Aladdin and the Genie or Mulan and Mushu (strong yet reserved hero; loud wacky sidekick); as well as the village/world set-ups of Goscinny and Uderzo, creators of *Asterix & Obelix*. These helped create the villager interaction and the quest style of the world.



And with these animations in mind, any thoughts of turning *J&D* into a cartoon series?
It would be nice. But Naughty Dog makes games. We don't play Hollywood types. That would be up to Sony Computer Entertainment.

Do you have any personal favourite episodes in the game?
My favourite level is the snow round. But that's just my opinion. Everyone has their own favourite. My favourite animation is the Geologist's presentation of the 'lightning mole' task. She blabs on and on about the lightning moles to Jak and Daxter. Daxter, in his usual form, says "Yeah... Lightning moles... We care!" We're having fun mirroring the player's thoughts.

Can you say anything about what's in store for *J&D*?
I don't know. If the gamers like *J&D*, and I think they will, then obviously we'd like to do more. But we have made no decisions yet. After the game comes out and we can survey opinions, we'll meet and discuss what comes next.

Meet Maya. Gol Acheron's sister and feisty mistress of the Dark Eco.

Sometimes, you simply have to pause for breath and take in the view. Gorgeous.

Not only can you ride a Z-GraV Zoomer, but you can also enlist the help of bird brain here.

This not so little bird is a chick, so he can't fly. He can jump and glide though. Which will help.

Keira is Jak's good friend, but she seems impervious to Daxter's furry charms.

Jak is the game's resident acrobat, but Daxter helps out when he can with advice and sarcasm.

allow you to take the Z-GraV Zoomer through a volcanic valley to the next village, more revelations and, oh yes, more tasks and puzzles.

Overall, there are five village 'hubs' in the game, each one providing you with seven main tasks and a smattering of mini-games. It's worth mentioning this structure just for the numbers because once you're playing, it's unlikely you'll ever think of the game in such terms again. Each unique 'hub' covers a sprawling, free roaming area and quite remarkably there are no loading times whatsoever as you cavort around striking items off your eclectic and ever changing 'to do' list. If this seems like a minor point, you'd be wrong. Wedded to its intriguing plot, and an in-game world realised with feature quality animation and a finely focused internal logic, this seamless progression from area to area provides the kind of immersive gameplay that other titles only dream of.

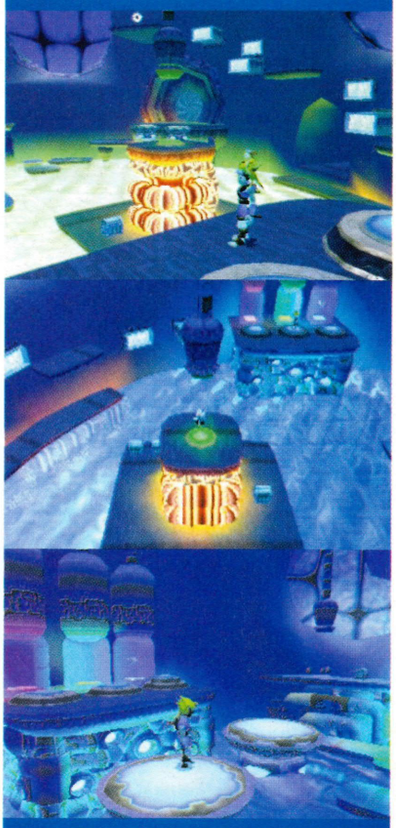
The variety of tasks would provide enough material to fill these pages alone (see The Hard Cell) but where *J&D* really scores its points is how it manages to breathe new life into even the most tried and true platformer staples. Take that tidal leap mentioned earlier, or how about a brief episode set deep within the subterranean Spider Cave. At one point you enter a cavern filled with chasms, collapsing gantries and heaps of scrabbling arachnids. Not exactly earth-shattering innovation. However, when you first enter the area it's pitch black. Not just dark, you understand, but *black*. It looks damn near impossible until you discover that striking certain crystals jutting from the dank walls prompts them to glow briefly, illuminating your path for a few seconds. Suddenly, what could have been a pedestrian run-and-jump session becomes a whole lot more, as you scramble to reach the next crystal cluster before the previous outcrop flickers and dies, leaving you to do the same.

ECO-FRIENDLY

The confidently imaginative streak continues with the role of Eco in the game. Aside from Dark Eco, this potent energy force comes to the surface throughout the world in several other, benign forms. And, curiously, Jak alone is able to channel these variants briefly, receiving enhanced skills for the duration. Green Eco boosts his health. Blue Eco is the next most frequent form, making Jak a virtual living battery that attracts Precursor Orbs in the vicinity and most importantly activating the dormant Precursor machinery he approaches. Red Eco gives more oomph to Jak's spin and lunge attacks. And, most satisfyingly of all, the Yellow type gives him the ability to shoot energy balls that home in on enemy 'Lurkers'. Activate Jak's goggles when charged up with this and all of a

USING YOUR HEAD

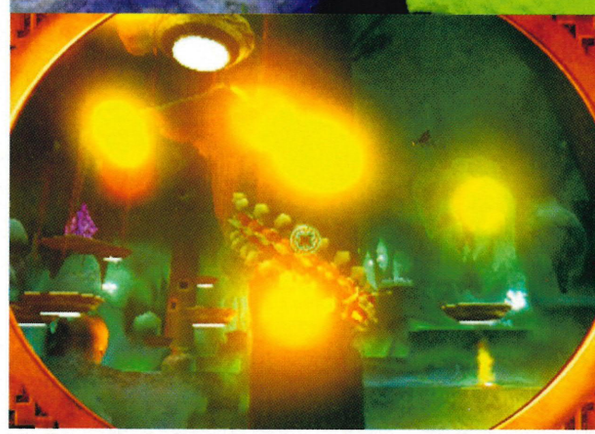
If you think collecting those goodies in *Jak And Daxter* is a piece of cake, think again.



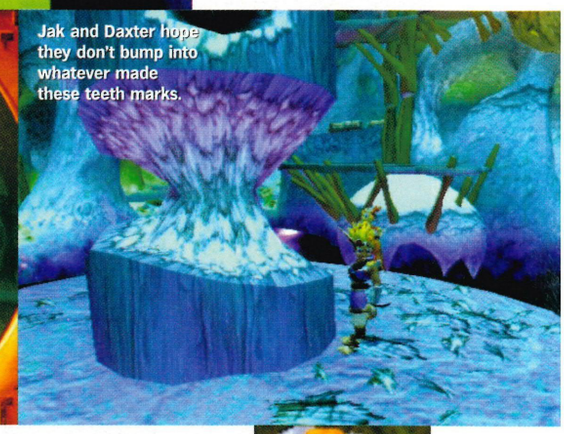
So you're in the submerged Precursor City and you enter a huge chamber whose floor is covered with water. You can swim, but not with the intermittent massive voltage that courses through it. On the far side you can see a Precursor Orb and two scout flies, but they're encased in colour-coded, glass tubes. How to get them out? Using a pair of spinning platforms you can make your way over, but the moment you leap on the adjacent buttons to release them, they get sucked through metres of piping to even farther flung, colour-coded deposit points. But only for a brief period. The only way to get them is to risk life and limb racing and leaping to those points before they get sucked back to square one. Hard as it sounds and then some, but very satisfying to complete. Now, how do you get out of here?

Even if you're too busy to notice, the game pushes out beautiful views.

The bosses are a wily bunch and won't give up the fight until you've pushed yourself to the absolute limit.



The first-person view is superb for sniping at distant objects.



Jak and Daxter hope they don't bump into whatever made these teeth marks.

sudden you've got yourself a fully functioning, platformer sniper sight. Result.

It's a real credit to the overall unity of the game world and the likeable central characters that you can variously find yourself leaping logs, catching fish, herding cattle, firing cannons and a whole lot more besides, but still feel like you're playing the same game. With *Jak And Daxter*, Naughty Dog have created a great double-act: two halves of one outstanding icon. Jak is the silent acrobat, while his partner Daxter is the duo's abrasively charming personality. By the time Daxter refers to Jak as *his* sidekick in an early cut scene, the chances are you're already there.

DISNEY INSPIRATION

And the duality extends to the game's look as well. The input of former Disney staff is visible both in the accomplished character animation (both NPC and playable) and the overall 'cartoon feature' look of *J&D*'s stylishly drawn world. And yet there's always a sliver of darkness to undercut potential saccharine overload. Unsurprisingly, this nods to Japanese animation's long-established fearlessness when it comes to mixing cute with hard-edged cyberpunk. The most obvious manifestation is seen in the wide-eyed character design, but there's something genuinely eerie about the abandoned Precursor ruins and the rain-pelted swamp. Moreover, when you eventually get to meet Gol Acheron, there's no doubt that this guy means business. Elsewhere, it's the small visual details that confirm *J&D*'s dogged pursuit of quality. (See 'The Look Of Love')

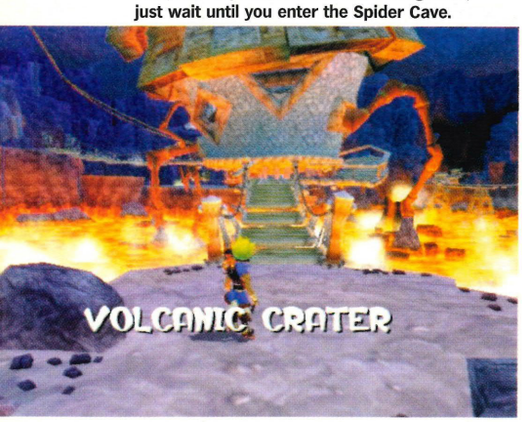
The game's sound has been superbly implemented, too. The score is atmospheric and uncloying, the sound effects generously diverse and layered impressively, while the dialogue is sharply scripted and on occasion laugh out loud.

//The input of former Disney staff is visible in the accomplished character animation//

And that, pretty much, is that. It's very hard to fault *Jak And Daxter: The Precursor Legacy* on a fundamental level. A map might've been nice, but it's hardly a lesser game without one. As for *J&D*'s competition in the platform stakes, nothing comes close. You could try cobbling together the best bits of *Super Mario 64, Zelda, Final Fantasy* and, of course, *Crash Bandicoot*, but even then you wouldn't capture the infectious spirit and sheer accomplishment found here. So unless you've got an aversion to enjoying yourself or are doing a sponsored sulk for the rest of your life, you should be playing this game now. ☐ **Paul Fitzpatrick**

Daxter comes over like a muppet with a withering line in put-downs. Funny lad.

Well, duh! If you think this looks dangerous, just wait until you enter the Spider Cave.



JAK AND DAXTER: THE PRECURSOR LEGACY

Why we'd buy it:	Why we'd leave it:	A true PS2 original. Confident and utterly accomplished. This is, above all, a supremely enjoyable videogame. Get it. Get it now.
- Visually gorgeous - Superbly judged gameplay - Sophisticated enjoyment in spades	- A total hatred of anything resembling a platform game - Can't stand the idea of PS2 living up to its spec	

Graphics	You could be playing an animated feature	09
Sound	Thoughtful and mood-enhancing throughout	10
Gameplay	Variety and invention gives *J&D* legs	09
Life span	Chasing every single Orb will take ages	10

09

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

KONAMI

the beautiful game?

the beautiful game...

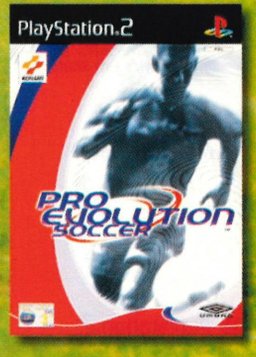
"It's by far the greatest game the world has ever seen"
PlayNation 9/10

"The world's greatest footy game"
PSM2 95%

"Hail the new king of football"
PlayStation Max 95%

"Best footy game ever"
P2 10/10

"Forget everything you've played before. This is football"
CVG 9/10



UMBRO

PlayStation.2

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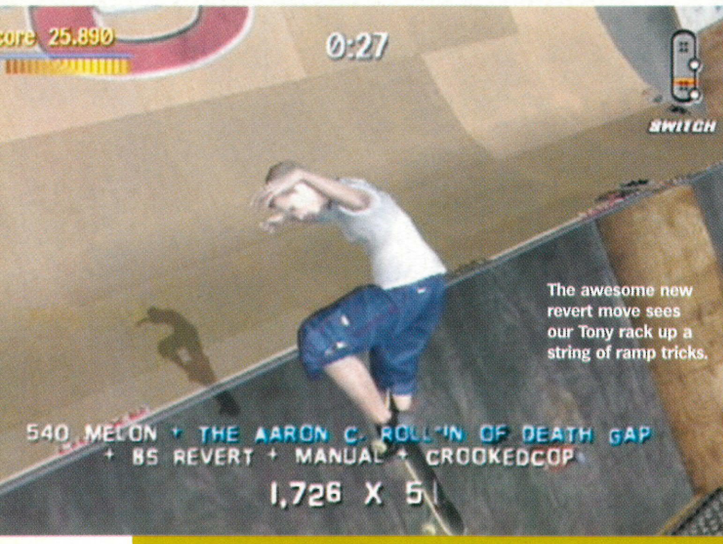
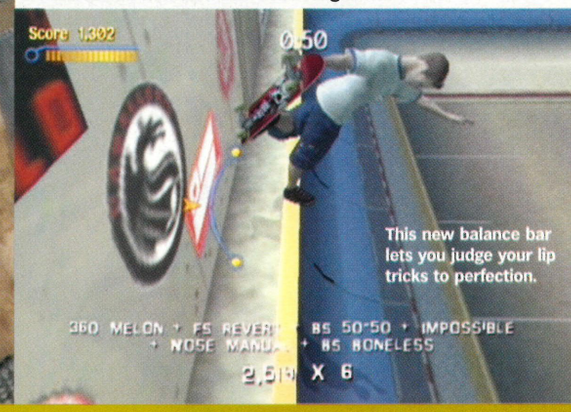


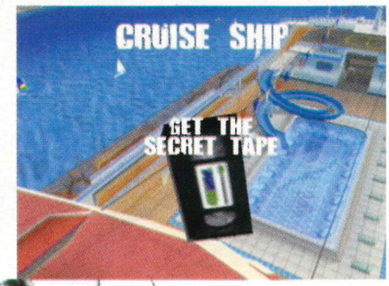
The awesome new revert move sees our Tony rack up a string of ramp tricks.

Deep fried Hawk coming up – this molten steel is just one of a string of hazards that will end a trick combo big time...



This new balance bar lets you judge your lip tricks to perfection.

Goals are flagged up clearly at the start of each mission. Getting there will prove tricky though...



TONY HAWK'S PRO SKATER 3

Play online in Tony Hawk's latest trick-filled skatefest.

Publisher: Activision
Developer: Neversoft
Price: £39.99
Players: 1-4
Out: Now
Web site: www.activisiono2.com/hawk3.asp

Back story
Tony Hawk's Pro Skater 3 is developed by Neversoft, the genius behind the first two PSone smashes. It's the first big PS2 title to feature online gaming, and represents a refinement and expansion of the original titles' ultra-addictive game mechanics.

Some folks can't be told. They see the word 'skateboarding' and switch off. It's understandable perhaps, considering the sport's cliquey image and some people's view that proponents of the art are show-offs fresh from a successful SlimFast diet, at least judging by their oversized strides. Besides, *Tony Hawk's* isn't about skateboarding. Not really.

Sure, it takes the tools and jargon of the trade, but primarily borrows and exaggerates the attitude of skating, an attitude so brilliantly expressed with the theme tune to the latest instalment of the smash series, Motorhead's *Ace Of Spades*. This is a game about gambling, about taking a chance on landing that big trick and beating the high score, about the thrill of knowing failure will result in you going home with nothing but a bruised ego and a scraped backside. Like the song says, "You win some, you lose some, it's all a game..."

That's not to say true fans of skating are alienated. In fact, they'll love *THPS3*, which resides in a fantasy world where everyday suburbs co-exist with futuristic Tokyo alleyways, each representing a skater's paradise of outrageous physics and interactive scenery. Here gameplay rules over realism and furiously addictive levels combine with a vast array of manoeuvres to empower you as a gamer, letting you produce sublime feats of dexterity with a few twists of the wonderfully logical control system.

Naturally the game is founded on the principles that underpinned the previous two instalments on PSone. For initiates, the nuts and bolts of the *Tony* trilogy are three flavours of basic trick: grinds, which involve scraping your board across edges such as kerbs and railings; grabs, in which you put at least one hand on the board and spin; and flips, where you kick your board into a spin of its own. All the movements are carried out by combining taps and double-taps on the D-pad with the corresponding trick button. If you had a PSone you probably played a *Hawk's* game and know the drill. If you haven't, or you need a refresher course, see 'Skate School'.

Tony experts will be relieved to learn that you'll need some practice to become proficient, mainly because the game is so much smoother, with far more fluid movements and accurate body positioning through superior animation. Once again, the quick restart facility comes in handy as your insatiable search for self-improvement requires increasing trick thrift.

PEOPLE POWERED

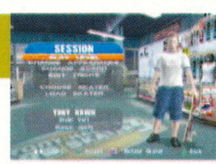
The game is based on the familiar dynamic of score- and task-based goals that will unlock later levels. You still need to daisy-chain moves to generate massive combinations, and therefore massive points hauls, but there are changes to the game that extend beyond slicker visuals and more accurate controls.

In response to public criticism, and capitalising on PS2's greater power, the arenas are now not only larger, but they're far more densely populated. When you're in the Foundry, you feel as if you're mischievously interrupting the worker's daily routine, although they don't seem to care. When in LA, with its police chase and wandering pedestrians, you geneuinely sense you're in something approximating a living environment.

Most importantly, though, by-standers have been incorporated into gameplay in two key

SKATE SCHOOL EDUCATION

A beginners guide to the magic (and jargon) of Neversoft's *Tony Hawk's Pro Skater 3*.



LESSON 1
Tony Hawk
The man behind the licence is the world's greatest ever skateboarder. He famously pulled off a 900° spin. He wore a helmet. Wuss.

LESSON 2
Grind, flip and grab
Grinding involves scraping your board across edges, like kerbs, while flips and grabs involve spinning and holding the board in the air respectively.

LESSON 3
Combos, manuals and reverts
For top scores, combine your three tricks and use manuals to link them together. The new revert trick lets you continue a combo after a ramp trick.

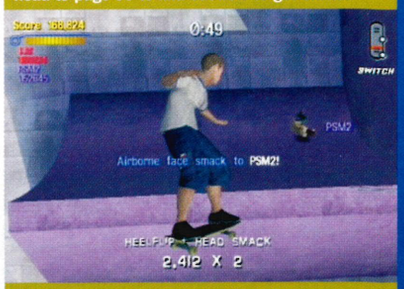
LESSON 4
Gap and grind bonuses
To add a bit of spice, you'll get extra points if you manage to span tricky 'gaps' between items of scenery or balance on particularly hard-to-reach rails.

LESSON 5
Lip tricks
These tricks involve balancing on the rim of a ramp and holding your position. In *THPS3*, you get a balance bar to help maintain your stance while on the edge.

LESSON 6
Sick score!
A vomit-inducingly good score, designed to test even hardened *Hawk's* nuts. After a few weeks' continuous practice, you could rack them up in a single trick. Possibly.

CONNECTING PEOPLE

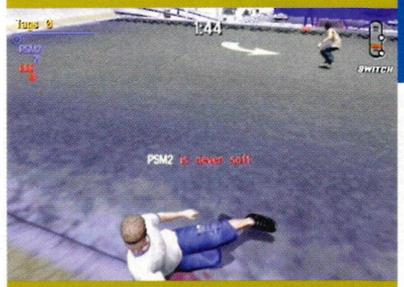
THPS3 is the first PS2 game to come with a Network feature. It's possible to skate online on the same arena with a mate who's miles away – or, as our screenshots show, have a go with sister mag _PSM2_ upstairs. It's also possible to write 'messages' to each other. Once you've connected your PS2 to the Net, here's what you can do – and head to page 50 to find out how to get online!



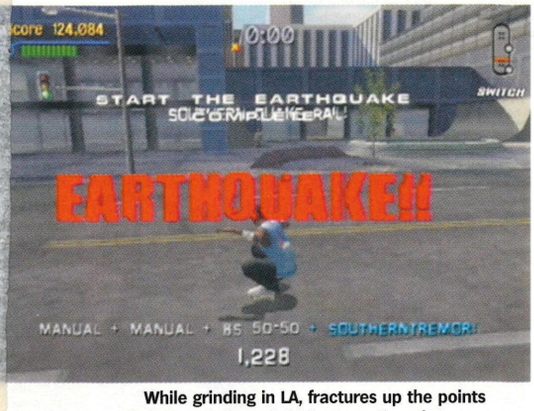
Take on three mates in head-to-head full-screen action. Just hook up and get abusive. Have that!

Show off your freshly acquired kit, such as pretty new boards, to friends across the globe.

"Face smack to _PSM2_!" Get violent on yo' pals' asses.

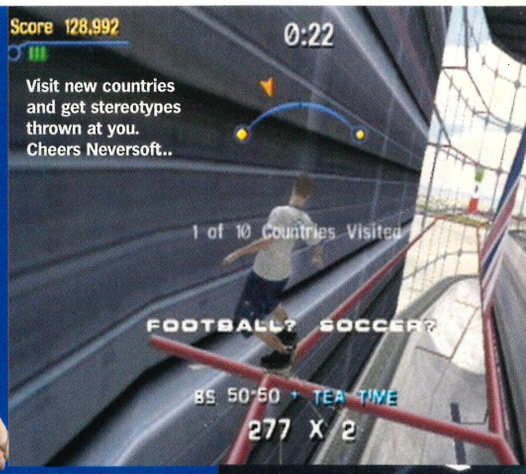


Use a USB keyboard to throw tasteful taunts at your competitors. '_PSM2_ is never soft' indeed...



While grinding in LA, fractures up the points stakes during a full-blown earthquake!

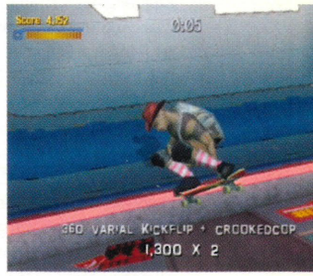
After you've grazed every inch of his skin, Mr Hawk won't look so pretty.



Visit new countries and get stereotypes thrown at you. Cheers Neversoft..

(Right) Spend those hard-earned stat points beefing up your skater.

Another bit of scenery falls foul of our skater.



Our own creation, called Mr Benjamin Lawrence, shows off his socks.

//The game is so much smoother, with more fluid movements and accurate positioning//

respects. First, the Spectator Bonus taps into the very essence of skating culture – the desire to show off. If you pull a trick in front of someone you're rewarded with a multiplier as if you'd nailed a gap or grind bonus.

Second, there's genuine, albeit fairly minimal, interactivity as you complete level goals involving the folk around you. On the Canada level, for example, you have to free local kid, Chuck, from a lamppost to which his tongue is frozen and later you must bury a bully under snow from an over-laden tree. And it's not just people you affect; even acts of God are activated by your presence, a fact that's most spectacularly illustrated when you cause an earthquake in LA.

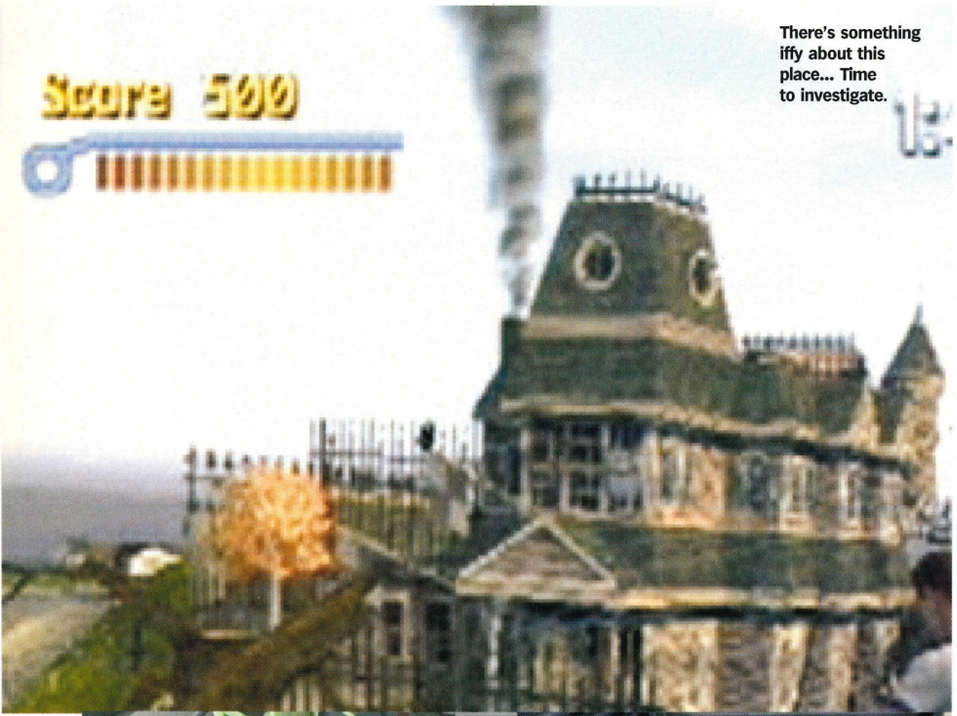
You can also expect to earn bigger points because there's a greater variety of tricks available and the levels are designed to include subtle lines of best trickery that will net you massive points hauls. There's also a key improvement with inclusion of balance bars on lip tricks and grinds as well as manuals, so you can eke out every second of stuntery without having to judge the relatively jerky motions of the PSone skater of old. Another useful new tool is the 'revert', which offers a swivel of the board and means you no longer have to end tricks on a ramp manoeuvre, which opens up even more trick permutations.

HOW REWARDING

It is now possible to increase the stats of your skater, too. The wonderful, though frequently maligned, balance of _TH2_ – in which you could scrape together cash to beef your skater up in order to make that leap to the previously unattainable ledge – is here replaced with collectable statistics and boards.

One key advantage of the new reward system is that it fleshes out the competition levels. There are five stat points to collect on every level, giving you ample reason to replay once you've netted that elusive gold medal.

As well as the usual complement of unlockable skaters and secret levels, namely the Cruise Ship, Burnside, Warehouse and Roswell,



There's something iffy about this place... Time to investigate.

A small step towards the medal in the fiercely contested Tokyo competition.

The good (or bad) news is that someone's seen you pulling this naff trick, so you nab a bonus.

you can also measure your success with some new stats, an element nicked wholesale from *Dave Mirra Freestyle BMX*. This allows you to vie for the longest grind in history, adding even more replay value.

Once you think you've done it all there are still loads of hidden areas and breakable scenery to find and disassemble, so you'll be able to unearth extra playing areas as you progress while fully exploring each environment. If you get all the level goals, you unlock a new slot to add to your trick list from a selection as diversely named as Pizza Guy to Dark Disaster.

Mercifully, there's a raft of multiplayer options which have been extended from the usual face-offs to include Slap! – a game in which you muster as much speed as possible and ram your opponent as many times as you can. Another, King Of The Hill, is a tag game in which you collect a crown and only relinquish it when your opponent bumps into you. Add in network play and the multiplayer fun could last forever – or until *Tony Hawk's 4* at least.

Arguably, some of the arenas do fall a little below par in terms of sheer size, but when you're bored of them why not produce your own in the returning Park Editor mode? While a few new touches are commendable, they're not entirely useful – the Look command, for instance, although allowing you to survey the pretty scenery, does little to aid your cause. But in terms of gameplay, significant steps forward have been made both graphically and in terms of control responsiveness. *THPS3* isn't a re-invention of a genre, so it won't stand as an all-time classic, but it's certainly a benchmark for future skateboarding games.

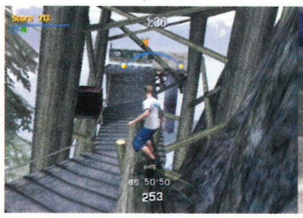
Minor criticisms aside, the excellent Create-A-Skater mode allows you to spawn a uniquely hideous creation or give Tony Hawk a comedy porn tache, adding yet another layer of detail. The skaters also tumble more realistically, and there are tons more tricks for you to perform. While the sound doesn't extend simply to a cool track list, the wonderful metallic grinds and wheel rolls are sheer class, giving the impression of even more realism. In short, this is a lovingly produced sequel in every aspect.

For intuitive gameplay that you can pick up for two minutes as easily as two hours without losing interest, *Tony Hawk's Pro Skater 3* is a fit contender for the crown of Best Extreme Sports Title ever – and that includes *SSX Tricky*. Honestly, you won't put this down for days... ☐ **Lee Hall**

ON THE LEVEL

Here's our whistle-stop tour of the nine main levels... You'll have to uncover the three hidden ones for yourself

LEVEL 1
Foundry
It's small and holds few secrets but does allow for top grinding action and some half-pipe fun. **7/10**



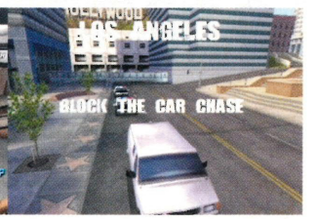
LEVEL 2
Canada
Nice interactive missions, but a somewhat confusing grinding and ramp set-up. The forest bit is very Ewok chic. **8/10**

LEVEL 3
Rio
The first competition course offers some outrageous grinds and a cheeky hidden bowl. It's fun, if a little repetitive. **8/10**

LEVEL 4
Suburbia
More ramp than rail, this level also hides the fantastic 'I got a bad feeling about this grind', complete with thunder flash. **8/10**

LEVEL 5
The Airport
Lovely, pacey downhill elevator grinds and some excellent ramp action. It's also quite challenging. **9/10**

LEVEL 6
Skater Island
A game of two halves, with little linkage between the fun box area and ramps. A tad easy for the second competition. **7/10**



LEVEL 7
Los Angeles
Clearly the best level, with the fantastic earthquake and impressive scale, as well as a couple of nifty secrets. **10/10**

LEVEL 8
Tokyo
Tricky and seemingly small, Tokyo is a level that rewards exploration, particularly of the perimeter grinds. **8/10**

LEVEL 9
Cruise Ship
Something of a bonus, this one. Totally silly, of course, but the precarious rails and ramps provide an excellent rush. **8/10**

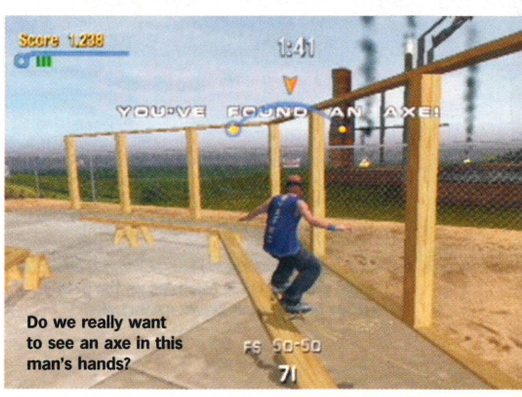
TONY HAWK'S PRO SKATER 3

Why we'd buy it:	Why we'd leave it:	A stunning PS2 debut that will hook newcomers and *Hawk's* veterans alike. *THPS3* is everything a great game should be – addictive, fun and veined with longevity. Buy it.
– Furiously addictive gameplay – Many new features and challenges – Even better than *SSX Tricky*	– It'll embarrass the other games in your collection – It could prove harmful to your social life – Still not got the hint?	

Graphics	Short on style, but packed with detail	08
Sound	Top hip-hop soundtrack, plus good effects	09
Gameplay	As simple and fair as it is addictive. Superb	10
Life span	Loads to unlock and multiplayer heaven	10

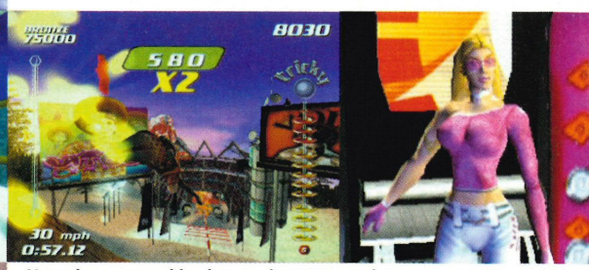
09

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT



Do we really want to see an axe in this man's hands?

FreeStyler Board
Fighting Arena
FreeStyler Bike
Winning Season



New characters add colour to the *SSX* experience.

ON THE DVD

SSX TRICKY

Or How To Produce A Blinding Sequel Without Trying Too Hard...

Publisher: EA Sports
Developer: EA Sports (Canada)
Price: £39.99
Players: 1-2
Out: Now
Web site: ssxtricky.ea.com

Back story
Developed at EA Canada (*FIFA*, *NBA*, *NHL*, etc), *SSX Tricky* is a sort-of sequel to last year's must-have PS2 launch original, which kicked off the EA Sports Big! sub-brand. Originally meant to be an unashamed follow-up to *SSX*, the emphasis has been played down to present *Tricky* as more of an 'update', with a proper sequel to follow some time next year.

One of the fundamental functions for a videogame is to put the player in a situation that we'd never ordinarily expect to be in – playing for England against Germany in *Pro Evolution Soccer* – or to sample the thrill of something which, back in harsh reality, we wouldn't (or couldn't) do, even if a cocked gun was pointing at our heads. Stunt snowboarding is one such activity. And *SSX Tricky* offers bone-crunching excitement in spades.

Last year's original *SSX* was a sleeper smash amidst a clutch of underwhelming launch titles. High-speed racing and irresponsible, trick-based showboating were united in one graphically lavish package. It was fresh, exhilarating and gloriously realised. *SSX* was a startlingly original title which subverted the perception that EA Sports is entirely reliant on sequels. However, when news of an update first emerged, a cynical sigh was difficult to suppress. We needn't have worried. *SSX*'s soul has survived. For fans, it's packed with loads of new tricks, physics and features, while newcomers are in for a wild ride.

SSX's premise is of an international contest held at a variety of custom-built venues around world. Most of *SSX Tricky*'s tracks are the same as in the first game, but this time they've been radically tweaked to accommodate a more free-spirited approach (short cuts are more numerous and obvious, while tighter physics lead to wilder trickery including upside-down rail-rides).

TRACK TRANSFORMATION

The most progressive change to the environment design is the way the Race and Showoff versions of the same track are different; geared respectively towards either flat-out boosting or more considered grinding and flipping. This might sound like a minor improvement, but it makes a big difference. Although the original *SSX* tracks were superbly designed, many of them didn't freely translate from racing to trick-styling; now it really is like playing two games in one.

Another positive change is in the character design and interaction. Last time around, we had the standard stereotypes: bimbo, jock, hippy-chick, Brit... Now, although we're hardly talking Dostoyevsky, there's a little more variety and depth. In addition to returning favourites Moby, Elise, Mac and JP, new 'boarders include body-popping afro-guy Eddie, slinky señorita Marisol, creepy philosophy-quoting Zen dude Brodi and Psymon the psycho. This time, personalities have been fleshed out, complete with personal biographies, if you're interested. The much-trumpeted celebrity voice-overs (Lucy Liu, Billy Zane, Macy Gray, David Arquette) are cool, and the stars all earn their money, with each character boasting a unique repertoire of cheers, jeers, goads and taunts.

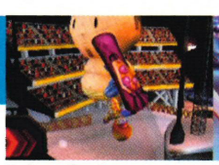
//Another positive change is in the character design and interaction //

WITH FRIENDS LIKE THESE...

There's now a whole new dynamic based around character rivalry. As you progress through the World Circuit, all those sneaky shoves and shunts and forced wipeouts are logged and then translated into a pre-race breakdown of buddies, neutrals and rivals. While buddies will sail by with a blast of encouragement, rivals will be out to body-

ONCE IT WAS ALL FIELDS ROUND HERE...

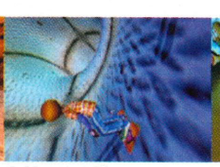
One year on, and you'll notice a host of new building work on the old World Circuit tracks has greatly improved the *SSX* experience. Here are the most significant changes.



1. Snowdream
The leaps across the main run towards the end of the course have been rendered even more spectacular, with giant inflatable snowmen to burst if you sail far enough.

2. Elysium Alps
The irritating sheets of glass in the half-pipe towards the end are now lowered, with gaps in the obstacles making them much less of a pain to negotiate.

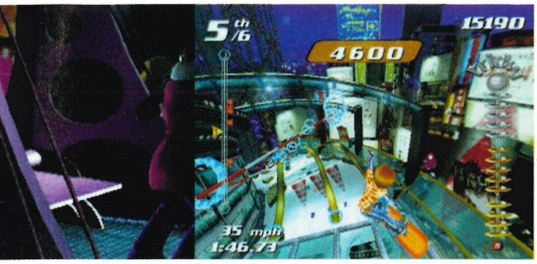
3. Mesablanca
The old railway track now begins earlier and winds its way overhead before dipping deep underground, providing ample opportunity for grind combos.



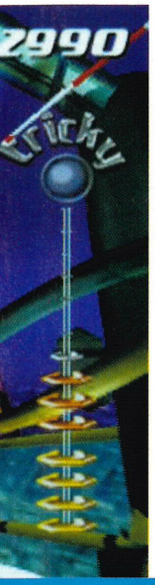
4. Merqury City Meltdown
Improvements are subtle on this urban chase, but there's a cool dash through an effluent pipe added near the end. Try for a loop the loop.

5. Tokyo Megaplex
The original game's weakest course has had a massive overhaul: a complex network of flumes and rails now crisscross the main run, adding more variety.

6. Aloha Ice Jam
Newly added to the Showoff circuit, opportunities for big air are rare here, so make the most of a lengthy rail-slide all the way to the finish line.



Tricks mean boost means super speed.



Showoff runs should be tailored to the position of snowflakes for multipliers.

SNOWBOARDING: A LIFE

So, who was the first powder-jockey to ditch the skis and take a ride on an ironing-board?

Five things you probably didn't know about snowboarding and were afraid to ask...

1. In the mid Sixties, a man by the name of Sherman Poppen invented the snowboard after fixing two skis together to allow his daughter to surf down a snowy hill outside their Michigan home. An early snowboard called the Snurfer went into production the next year.

2. The craze achieved universal recognition in the mid Eighties, mostly taking hold at ski resorts across the US (many of which banned the practice). Initially, it had a slightly rebellious image, with wild and free snowboarders eliciting tuts of disapproval/envy from ungainly skiers.

3. The sport finally hit the big-time mainstream in 1998, with its inclusion in the Japan Winter Olympics. There'll be more to come at the Salt Lake City games next year.

4. In 2000, snowboarding (followed by skateboarding) was the fastest-growing sport in the US. From 1999, the number of people snowboarding leapt a massive 51 per cent to 7.2 million. In contrast, the skiing population only increased by six per cent.

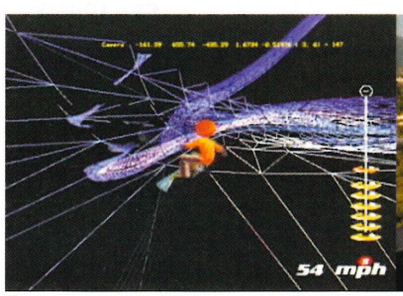
5. In *A View To A Kill* (1985) – James Bond, played by then-57-year-old Roger Moore, escapes a horde of Soviet commandos in the Siberian wilderness by snowboarding away from them. Right.

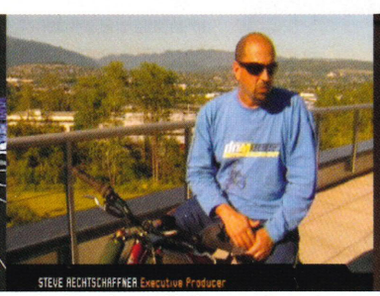
Riders' outfits are more outrageous than before, with six get-ups to unlock for each.

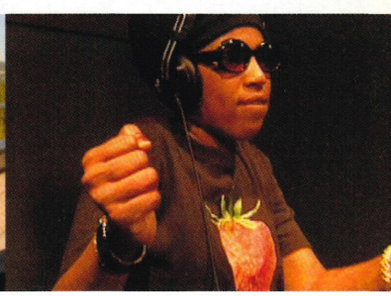
check you into the soft snow from the off. There are even post-race cut-scenes which emphasise the feuds, where Moby gets to use the words 'cack' and 'bollocks'. Shame Jurgen hasn't survived for a fruity Brit-German square-off.

To reassure any *SSX* diehards fearing the worst, the basic essence of the game has barely changed. The action is still fixed around a cycle of 'tricks equals boost equals better tricks equals more boost'. After honing your skills in Practice mode, the main single-player game means taking a Novice character through the two branches of World Circuit mode: Race and Showoff. You open up new tracks and get a chance to beef up those stats by placing first, second or third in Race mode and by achieving medal-winning point scores in Showoff.

The balance is perfect – as you and your rider's skill improves, the game unlocks trickier tracks and tougher Showoff challenges. As well as the overhauled original *SSX* venues, there are two new runs: Garibaldi, a steep, downhill track with plenty of big air for beginners to practise tricks; and at the other end of the scale, Alaska, an insanely difficult blend of vertical ice-walls,







The brilliant extras include in development screens, plus interviews with the game's creators and voice actors, including Macy Gray.

THE SHORT ANSWER

The sneakier course design leads to plenty of high-scoring short cuts. Here's a couple to get you started on the first course, Garibaldi...

1. After the first drop, burst through the blue sign to the left. Keep your speed low. Hit the rail slowly and, as it peaks over the snow-mound, shuffle off to the left. Keep going left and forward to find a new rail. Try to flip onto it sideways, to increase balance and prepare for a fast, roller coaster ride with a juicy 5x red snowflake at the end.

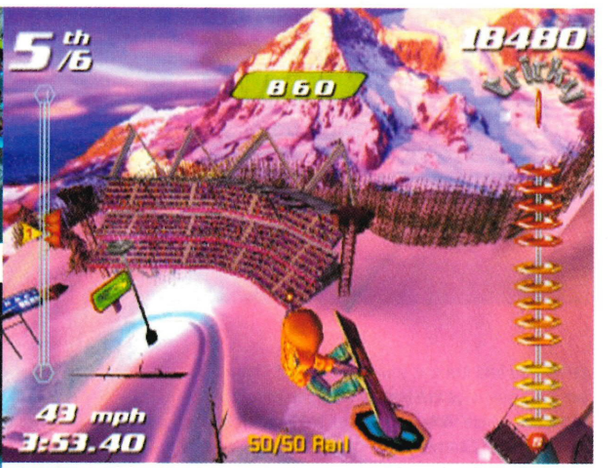
2. From the start, head right and sneak through the orange bumpers to hit a hidden rail. Jump off it onto the network of high wires. It's probably best to build up your character's 'edging' stats first.

"It's Moby baby, yeah!" Bursting those snowflakes with *SSX*'s loudmouthed Brit bruiser.

Pull über-tricks into red 'flakes for big scores.

You really haven't seen big air until you've played *SSX Tricky*.

The ginger-'froed Eddie looks set to become a favourite.



Brand new tricks prompt all kinds of contortions from the riders.

Even a late spin is worth pulling – boost becomes all-important in competitive races.

//Achieves the near-impossible task of pleasing both fans and PS2 newcomers alike//

moguls, blind curves, multiple mini-humps and a final leap into a heart-stopping void that leads to the biggest of big air.

The developer has also tinkered with the trick system, transforming the game into a festival of ambitious multi-trickery. The word 'Tricky' is now spelt out at the top of the boost meter. Pull off enough stunts to max-out the meter, and Run DMC will kindly inform you that, "it's tricky to rock a rhyme... that's right on time... IT'S TRICKY!" You'll now have 20 seconds to perform an air-hungry über-trick by timing a grab with a tweak of ⓞ. Your boarder now does something utterly unfeasible and a letter of 'Tricky' turns red – you're then invited to try a different über-trick. Succeed in the tough task of lighting in all six letters before the end of a run and you're rewarded with infinite maximum boost (not affected by wipeouts) and, possibly, the capacity to pull off the much-rumoured super-über trick. Infinite boost gives you a massive advantage in races, if you feel like taking the risk of so much tricking around during a speed run; when über-tricks are combined with spins and standard tricks, the capacity for gigantic point-scoring in Showoff mode is huge.

Niggles are minor. Even picky frame rate freaks will find little to grumble about – despite the extra detail and more complex content, there are far fewer incidents of slowdown here than in the original game. Control-wise, it'd be useful to be able to cancel tricks which start to look doomed, in the way moves can be cancelled or changed in some of the later *Street Fighter* games, but there's not much more you can criticise about such an intuitive and rewarding trick system.

SSX Tricky is too heavily based on the original to be classed as a stand-alone sequel, and, to be fair to EA, it's never really touted the game as such. But while it may be *SSX* 1.5, the developer has taken an instant classic and polished it in practically every area, managing to achieve the near-impossible task of pleasing both fans and PS2 newcomers alike. Über, indeed. ☐ **Andy Lowe**

SSX TRICKY

Why we'd buy it:	Why we'd leave it:	An instantly playable, brilliantly designed game with a perfect difficulty curve. *SSX* owners might find it over-familiar, but that's no reason not to buy it.
– Frighteningly addictive – Genuinely rewarding challenges – Fantastic sound, speed and visuals	– Not really a 'sequel' – Er, Jurgen's not in it	

Graphics	Gorgeous detail and enhanced models	10
Sound	Music that really drives the game	09
Gameplay	A triumph of balance and reward	10
Life span	A huge array of challenges and characters	10

09

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

There's only one way to settle this!
HONDURAS
60
Scissors cut paper, paper wraps stone, stone blunts scissors, chainsaw cuts metal, metal burns, burn the chainsaw!
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destroy the opposition in massive metal mayhem. It beats doing the washing up!
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BBC mbc
ARENAS OF DESTRUCTION
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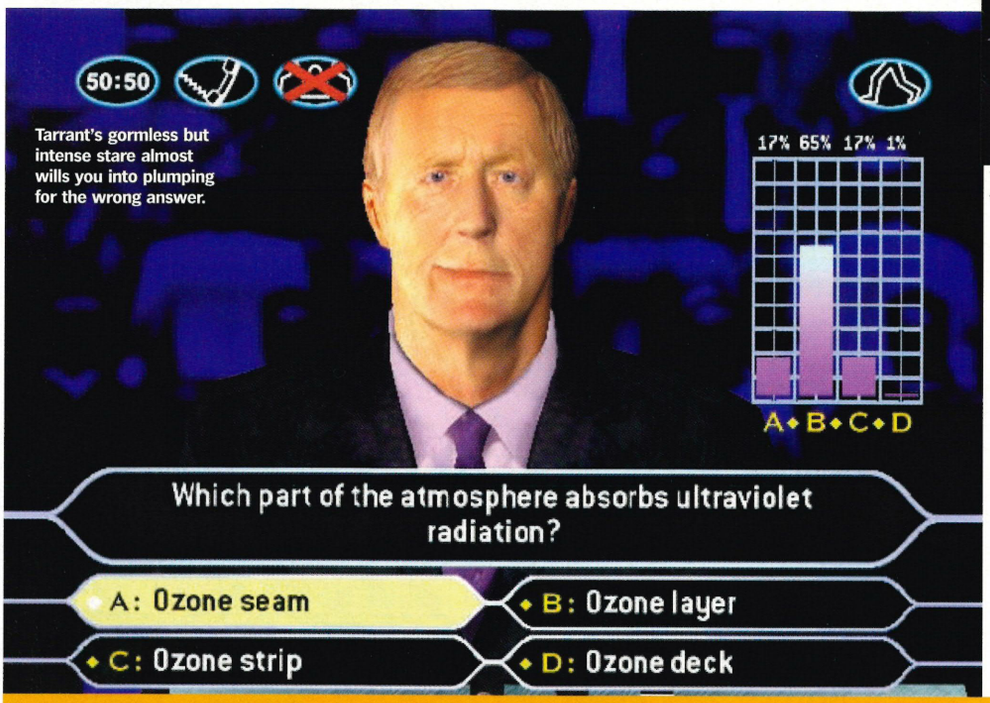
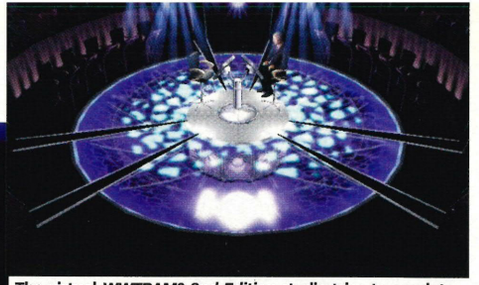


Tarrant's gormless but intense stare almost wills you into plumping for the wrong answer.


The virtual *WWTBAM? 2nd Edition* studio tries to emulate the atmosphere of the TV show – with mixed results.

WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION

Are you happy to go orange? Frankly, no.

The ultimate *WWTBAM* con is that you can play what is essentially the same game online at ITV's Web site for free, as advertised by Chris Tarrant at the end of each TV episode. Sure, you don't get Tarrant's voice reading the questions, or his deformed digitised mug staring at you while you answer, but some would put that down as an advantage. And because you don't have to wait for the game to load every little piece of Tarrant's speech, if you've got a decent Net connection, the free online game actually moves a lot quicker than the PS2 version.

Publisher: Eidos
Developer: Revolution
Players: 1-4
Price: £34.99
Out: Now
Website: www.eidosinteractive.co.uk/games/info.html?gmid=122

Back story
Like, duh! Based on one of the most successful TV quiz show concepts of all time, *WWTBAM? 2nd Edition* is the new-and-improved update of the PSone game that appeared last Christmas. First time around, *WWTBAM* was the fastest game ever to sell a million copies in the UK.

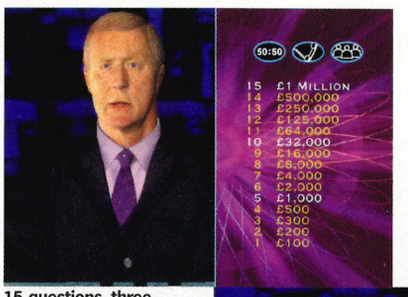
Unless you've spent the last few years living in a cave, on Mars, with a sack on your head and a vehement belief that the slightest exposure to Chris Tarrant will result in universal apocalypse, you'll know what's going on here. Answer 15 questions in a row correctly and you win a million quid. It's just like the TV show.

Except, of course, that you don't win a million quid. Nor is your nervous spouse squirming behind you in the audience as you throw away seven grand by thinking that the capital of Australia is Sydney. Nor do you get to phone a friend. Instead you hear a pre-recorded message from someone pretending to be Bert from Barrow-In-Furness, who isn't your friend at all.

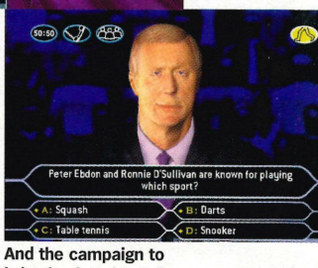
Tarrant's here this time, though. As reported last issue, the great smirking one rattled off a thousand questions and answers, plus a few trademark squeaks and smarms, in order to have his words synched to the lip movement of an 'accurate model' of his smug face. All very nice in theory, but actually the digital Tarrant is a monstrosity, more akin to something out of *Silent Hill 2* than a genial quiz show host. The lip-synching is poor, making the zombie-Tarrant look like he's chewing his own tongue. Even scarier is when you dither over an answer and his face starts twitching dementedly. It's meant to add to the game's authenticity, but having a disfigured Tarrant stare you out is rather off-putting when you're trying to remember who wrote *Moby Dick*.

Otherwise, the game functions much as you'd expect. You can opt for the 'fastest finger' qualifier or just dive right into main event, playing by yourself or taking turns with up to three other people – if you can really be bothered to wait around while your aunties all crack the same joke about that being their final answer before you get another go.

When the first *WWTBAM* game appeared, there were many complaints along the lines of "Well, if you can't really win a million pounds, what's the point?" Of course, you can hardly have expected Eidos to start coughing up the green – the company is trying to make money, not give it away – but the format of the TV show does rely on people gambling a real stake as part of its tension and appeal. With only glory on offer, you're much more likely to take a risk on a tricky question, making the whole thing a little facile. Worse still, *OPS2* found itself reaching the million question a tad too easily, and thus it soon becomes a chore having to plough through the idiot-proof teasers early on. This is tedious stuff and yes, that is our bloody final answer ☐ **Sam Richards**



15 questions, three lifelines, infinite smarm.



And the campaign to bring back *Bob's Full House* started here.

WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION

Why we'd buy it:	Why we'd leave it:	Buy the board game, play online or attend your local pub quiz to avoid supporting this rush-developed cash cow.
- Even quiz freaks need their fix - You can't expect the whole family to flock round *Devil May Cry* on Boxing Day	- Tarrant looks hideous - Answering easy early questions becomes annoyingly repetitive - Quiz book or board game would be better	

Graphics	The digital Tarrant is plain freaky	03
Sound	As much Tarrant as you can take	07
Gameplay	Slow-paced and simple trivia quiz	04
Life span	Depends on your patience levels	04

PlayStation.2 VERDICT **04**

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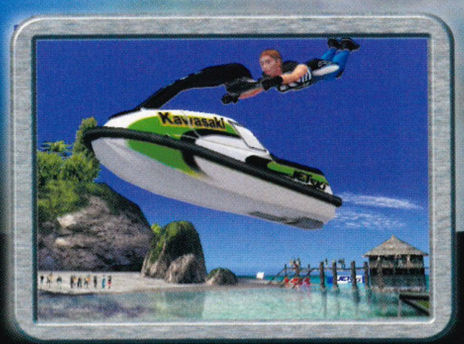
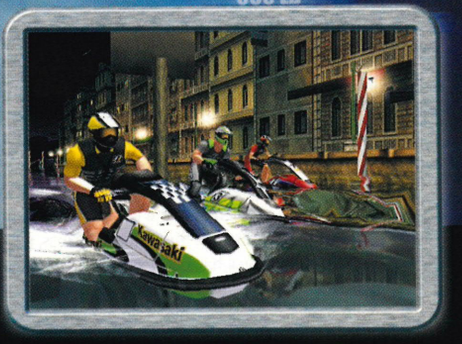
REAL JET SKI®S





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PlayStation 2

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PlayStation.2 OFFICIAL MAGAZINE-UK BRONZE

Dark Alliance features a staggering attention to detail, from lavish lighting effects to behemoth Bosses.

Of course, it wouldn't be true to Dungeons & Dragons without at least one encounter with, well, a dragon.

BALDUR'S GATE: DARK ALLIANCE

It's got dungeons. It's got dragons. It's also the best RPG on PS2.

Publisher: Interplay
Developer: Black Isle Studios
Price: £39.99
Players: 1-2
Out: 14 December
Web site: www.interplay.com/bgdarkalliance

Back story
The *Baldur's Gate* series is the latest in a long line of digital interpretations of the seminal Dungeons & Dragons rules and campaign settings. Two chapters and several expansions have already appeared on the PC, each boasting intricate and rewarding gameplay and an epic narrative sweep. Although it boasts all the hallmarks of the PC franchise, *Dark Alliance* has been designed from the ground up, featuring revised game mechanics to maximise accessibility for console gamers.

Compared to its PC predecessors, *Baldur's Gate: Dark Alliance* might seem ostensibly rather limited. Instead of taking control of a party of six characters, you control one. Rather than having licence to roam around the game world almost at will, your exploration is given a narrower focus by a fairly linear construction. Gone is the multifaceted subquest structure, and in its place is a relatively restrained mission-based goal system. And instead of being able to freeze the action and consider an array of strategic alternatives, combat rarely gives pause for tactical thought. But it's because of these very limitations that *Dark Alliance* combines the essential qualities of the series – compulsively addictive exploration, a graphically stunning realisation of the Dungeons & Dragons Forgotten Realms setting and an epic narrative locus – with a satisfying degree of immediacy that still manages to conceal a beguiling amount of depth.

For a start, there's the tactical variation offered by your choice of character. Although this might also seem fairly restricted, what with only three options to choose from, each class provides a range of playing approaches that can be further refined over the course of the game. Choose Adrianna, the Elven Sorceress, for example, and you'll have access to a range of spells as the game progresses; choose Vahn, the Arcane Archer, and you'll be able to augment his long-range attacks over the course of play; or choose Kromlech, the Dwarven Fighter, and you'll be able to bolster his mêlée skills. But these strengths don't act as a straitjacket. By acquiring feats, spells and magic items, players can either enhance their chosen character's strengths, or compensate for their weaknesses, so even if you were to play through with the same character, no two games will ever be the same.

ONE WAY IN, ONE WAY OUT...

The game's environments are also exquisitely balanced, with each new area populated by a different range of enemies, requiring different tactical approaches. Indeed, it's the revelatory experience of unlocking new areas, combined with the intuitive combat controls, that produces such a mesmerising adventure. The game consists of a series of dungeons that are essentially linear in scope, insofar as they have one ultimate entry point and one ultimate exit. Recall potions allow instantaneous return to the nearest safe area, allowing you to trade in your booty for new equipment and magic items – including potions to recharge your character's magic and health resources, allowing continuous adventuring.

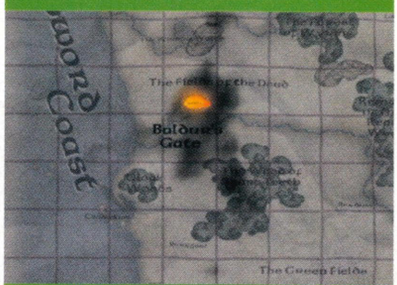
The sprawling scale of the environments, and the broad variety of challenges that they contain, offer frequent surprises. From the windy mountain-top passageways, congested with gnolls and ogres, to the devious platform-style traps surrounding the inner sanctum of the Baldur's Gate Thieves' Guild, this is a game that's difficult to stop playing, simply because it produces such a strong desire to find out what's round the next corner – much like the previous PC titles, in fact.

Quite apart from the exploratory urge, there's also the satisfaction of the combat system. Using

TOO GOOD TO BE FORGOTTEN

***Baldur's Gate: Dark Alliance* is set in one of the most popular Dungeons & Dragons campaign settings ever created: The Forgotten Realms.**

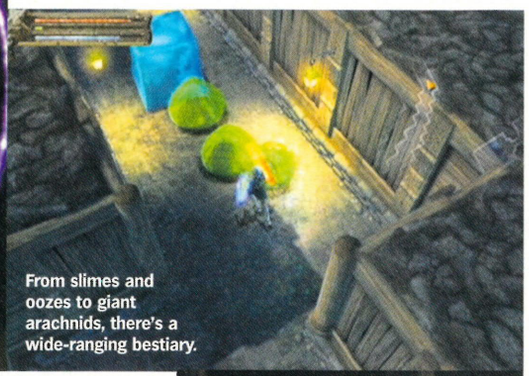
Over the 27-year history of Dungeons & Dragons, pen and paper role-players have been provided with an enormous number of adventuring milieux, ranging from the Gothic Horror of Ravenloft to the Arabian Night themed Al-Quadim expansion pack. The eponymous Baldur's Gate is a port city in one of the most popular and well-supported settings, The Forgotten Realms. But though the action commences in the caverns and tunnels underneath the city, over the course of the game players find themselves transported to icy mountain peaks, gaseous marshes and even an extraplanar aquatic dungeon.

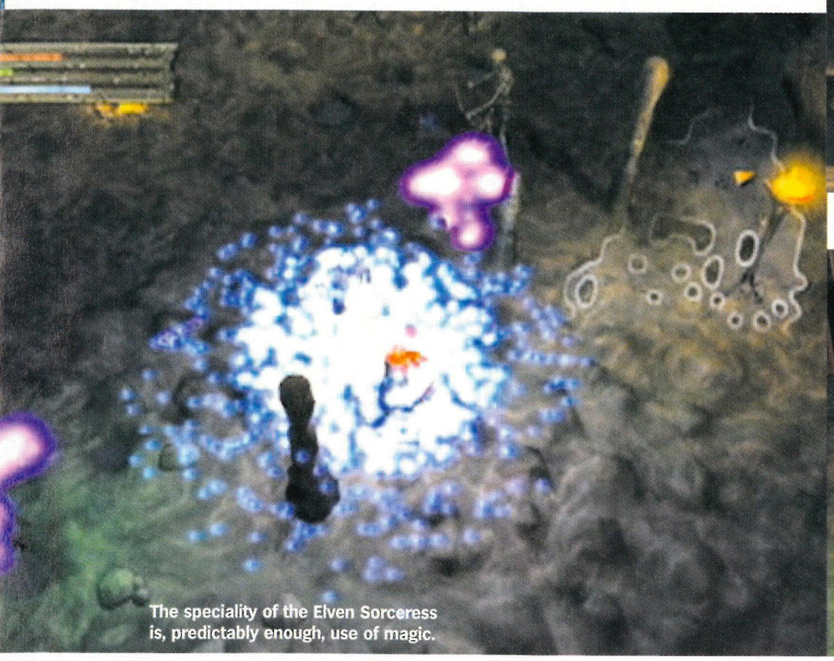


Baldur's Gate
The action commences in a set of labyrinthine tunnels situated underneath the eponymous city...

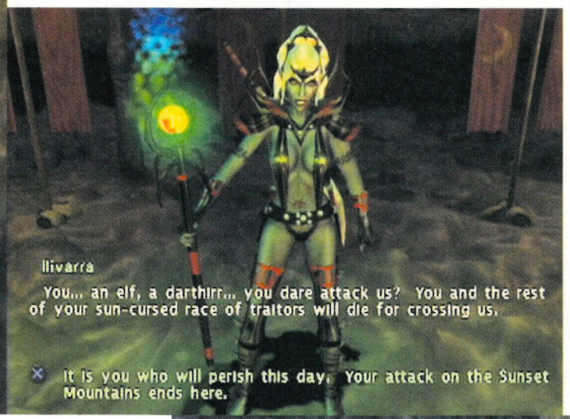
The Sunset Mountains
...But soon ardent adventurers will find themselves traversing the breadth and depth of the Sword Coast.

Undead hordes that populate early dungeons prove particularly relentless.


From slimes and oozes to giant arachnids, there's a wide-ranging bestiary.


The speciality of the Elven Sorceress is, predictably enough, use of magic.

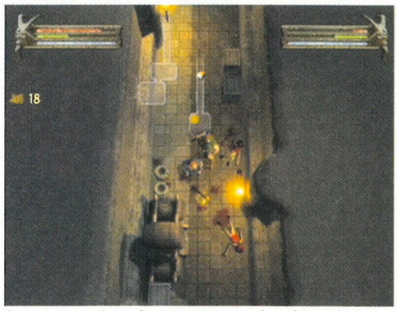
Early on, the Elfsong Tavern provides welcome respite for weary adventurers.



You'll encounter a number of NPCs over the course of your wanderings, including this Drow sorceress.

THROWING DOWN THE GAUNTLET

Co-operative Multiplayer mode will bring those memories of classic arcade gaming flooding back.



Once upon a time, there was an arcade cabinet that provided players with all their multiplayer dungeon-bashing needs. Eventually, though, technology marched on, and the rapid-fire mêlée of *Gauntlet* became just a dewy-eyed recollection for gamers wooed by pretty polygons. *Dark Alliance* bears a number of similarities to this classic title – in the abilities of characters, and in the twitch combat, for example – but the most pronounced parallel is that once again more than one player can team up to take on hordes of nasties. While this does pose the odd camera problem, in general it adds to the lustre of an already polished title.

There are some fantastic set-pieces in *Dark Alliance* – such as the moment this fella appears.

The path to the inner sanctum of the Baldur's Gate Thieves' Guild is fraught with danger.

//What could've been a bland, isometric view is given a visually magnificent sheen//

just two buttons – attack and parry – it's still possible to adopt a range of different tactics, from stealthy caution to berserker rage. There's also an impressive and specialised arsenal – it's a particular joy to discover that certain weapons give off a vibrant glow to alert you to the presence of enemies. And while all opponents are elegantly depicted, with each band of roaming creatures adopting distinct idiosyncratic strategies, the really memorable set-pieces are to be found in the game's Boss encounters.

Managing to stay true to the constraints of the Dungeons & Dragons universe, these are retro-styled, mammoth twitch-fests that are, visually, just resplendent. Particularly memorable is an avalanche-producing Ice Dragon, and a many-eyed Beholder, akin to some kind of 2D shoot-'em-up Boss rather than your run-of-the-mill swords 'n' sorcery beastie. And while it could conceivably be interpreted as hammy and cliché-ridden, the game's epic narrative also serves to regulate pace and provide further incentive to delve more deeply into the game's solid universe.

The real achievement of *Dark Alliance* lies in its painstaking and devoted attention to detail. What could have been a bland, isometric top-down view is given a visually magnificent sheen, thanks to spectacular lighting and shadows, shimmering heat haze effects, and a breathtaking depiction of water. NPC characters provide additional quests along your way, giant spiders curl up into lifeless husks when destroyed, kobolds whinny and screech, and your character vociferously lambasts you should you ignore the task at hand.

Given the relative disappointment of titles such as *Summoner*, *Dark Alliance* provides conclusive proof that Western-style RPGs are as at home on the PlayStation 2 as they are on the PC. By eschewing the unwieldy intricacy of its forebears, the developers have managed to produce a title that does the console justice, and one that should appeal to fans of the genre, as well as more adventurous gamers who are willing to indulge in what is really the spiritual successor to the likes of *Gauntlet*. ☐ **David McCarthy**

BALDUR'S GATE: DARK ALLIANCE

Why we'd buy it:	**Why we'd leave it:**	**Sustains the reputation of the series for quality and epic drama, but does so in a way that is resolutely suited to a PS2 audience, delivering beguiling hack 'n' slash on the way.**
– It's like *Gauntlet* – Hours of deep play – Painstaking attention to detail – It's based on Dungeons & Dragons	– Gameplay mechanics can get repetitive – It's based on Dungeons & Dragons	

Graphics	Beautiful high-res visuals	09
Sound	Moodily atmospheric	08
Gameplay	Hypnotically addictive	08
Life span	Two-player mode and characters add longevity	08

08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

INSANE TRICKS
UNSPOILED VIEWS
DEFY GRAVITY
WWW.UK.EA.COM
SSX TRICKY
EA SPORTS BIG
PlayStation 2
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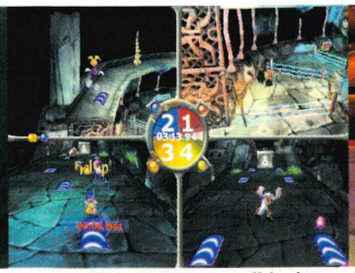
Jump and shoot where you see these glowing purple Lums for a faster route.



Four-way races can be sedate affairs, but at least the levels are pretty to gawp at.

Tapping the Special Action button gives a boost of speed when you hit the chevrons.

Weapon effects are one of *Rayman M*'s best points. Oooh, look at the pretty lights!

(Top) Lock on, dammit, lock on!! (Bottom) Globox takes to the air again.

RAYMAN M

Ubi Soft's curious mascot gets a second PS2 outing.

Publisher: Ubi Soft
Developer: Ubi Studios France
Price: £39.99
Players: 1-4
Out: Now
Web site: www.raymanm.com

Back story
Rayman first appeared a few years back on PSone, resurfacing on PS2 in *Rayman Revolution* last year. Both titles were enjoyable, if somewhat overlooked platformers but *Rayman*'s French creators have bravely decided to try something quite different with this latest incarnation.

Rayman M is a curious title borne from the platforming success of Ubi Soft's limbless wonder. Rather than going for a straight sequel to the fun *Rayman Revolution*, however, this new game sees the developer focusing primarily on multiplayer action. But sadly, despite some tasty novelties, it's turned out to be more a sour apple than a ripe peach.

Two types of game (Racing and Battle) make up the title's 24 levels, each structured into four leagues, plus a bonus league (see 'Futurama'), and all are unlocked by playing through the single-player game. Leagues offer a mixture of both Racing and Battle levels, with several different modes of play in each. Racing offers a straight race against three opponents via two modes: Popolopoi (in which you collect butterflies) and Lums (where you grab fairies). Battle mode, meanwhile, offers Lum Spring (grab more Lums than the opposition); Lum Fight (a deathmatch with the game's 11 weapons) and Capture The Fly.

Levels are typically bright and cartoony, with a wide variety of environments, such as beaches and haunted woods, to navigate. Multiple routes reward the player's skill by making certain ways quicker, but require sterner reflexes. For example, you can take aerial paths by hopping from platform to platform and swinging on purple Lums suspended overhead. Switches are also littered around which alter the environment to your advantage (say, by raising or lowering platforms). There are also eight cutesy characters available to play, including Rayman himself, Globox and the Teensies.

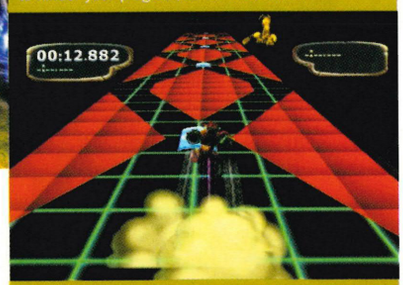
But scratch the candy surface and you'll find it's not so sweet underneath. As a racing game, it's far too slow, even with the special action feature (tapping the Ⓐ repeatedly for a burst of speed). As a battle game, it's nowhere near as good as *TimeSplitters*, and would've been much better from a first-person perspective. The lock-on feature is unreliable and you're often left wildly swinging around while trying to re-engage your target. There are also camera issues, with your view in tight spaces often obscured by scenery.

More important, though, is the fact that it simply doesn't have that fun factor to keep players interested for long. After a few minutes of a multiplayer game, even the most committed *Rayman* fans in the *OPS2* office were muttering "It's a bit dull..." which doesn't bode well. And this about sums up *Rayman M*. It's not bad, but there are just too many other PS2 titles jostling for your attention for it to stand out. Sure, it offers two games in one, but if neither are as good as their contemporaries, what's the point? Please, Rayman, stick to platforming in future... ☐ **Adrian Lawton**

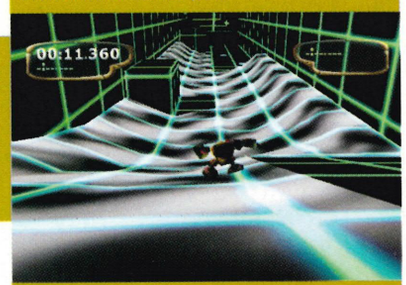
FUTURAMA

***Rayman M*'s bonus league is a curious collection of futuristic *Tron*-inspired neon-lit levels.**

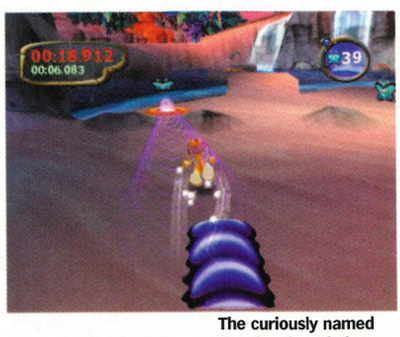
1. Big Bang
The first level is packed with exploding barrels to hinder your progress, so be extra careful.



2. Future
The red areas here are electrified, so some swift manoeuvring is required as you dash between the accelerator pads.



3. Born To Slide
Great fun, this one. Large areas of the course are covered with water, over which you can slide quite freely. With this reduction in traction, though, comes impaired control. Again, it pays to be careful...



The curiously named Popolopoi mode is a tight race against the clock, shoot the butterfiles as you go.

RAYMAN M

Why we'd buy it:	Why we'd leave it:	Some good ideas but the finished article just doesn't really come up to scratch in both gameplay areas.
– Tons of levels – Nice cartoon visuals – Rewards the player's skill	– Too slow – Deathmatches are annoying – You'll lose interest long before you've seen it all	

Graphics	Appealing cartoon visuals throughout	08
Sound	Happy tunes and irritating effects	06
Gameplay	Falls short in most departments	05
Life span	Tons of extras, but you'll soon tire of it	06

06

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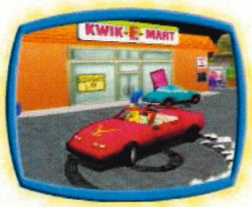
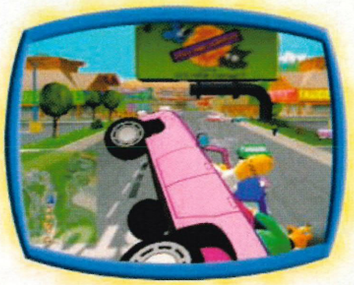




Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.

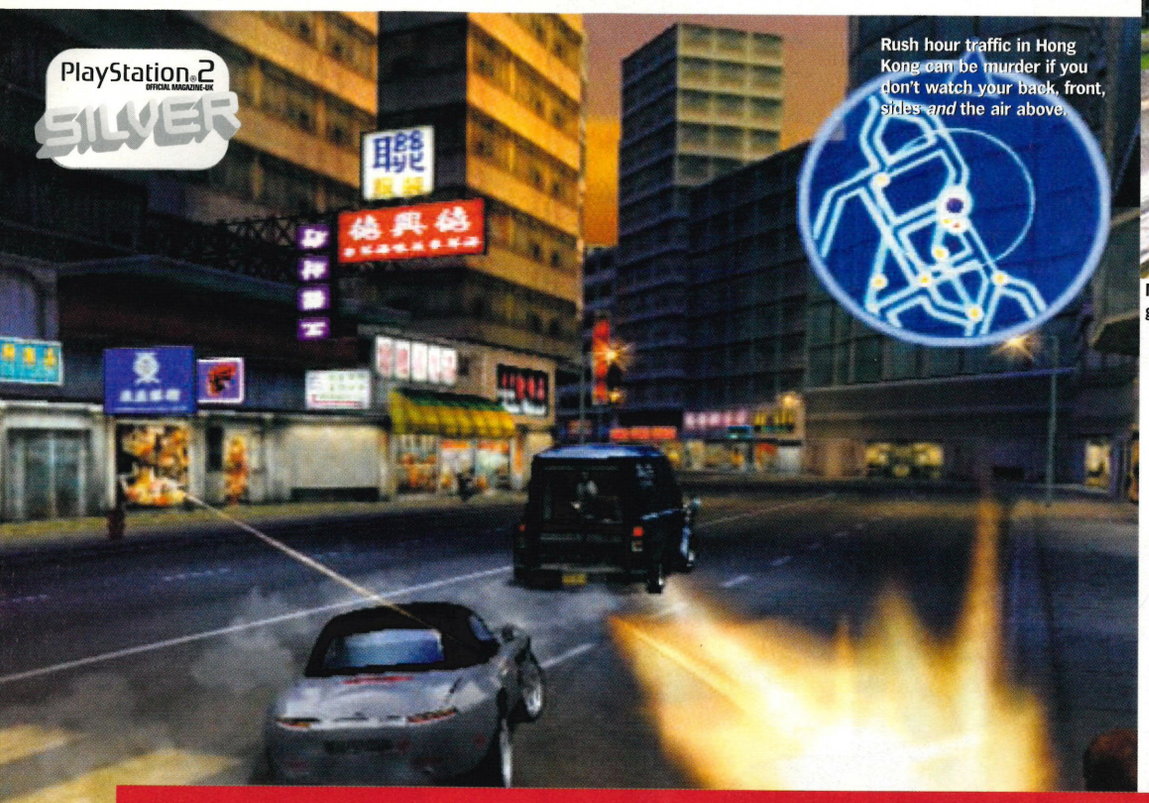
The Simpsons ROAD RAGE

thesimpsonsroadrage.com

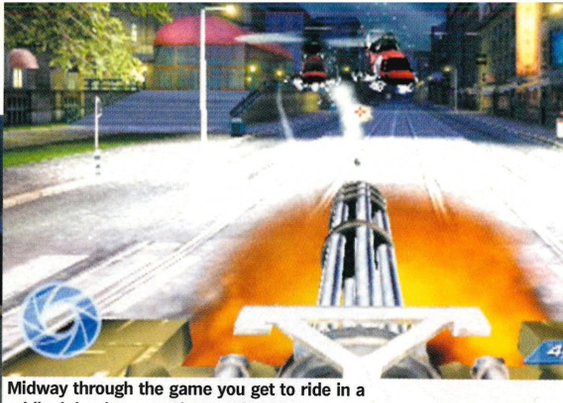
FOX INTERACTIVE

EA ELECTRONIC ARTS

PlayStation.2



Rush hour traffic in Hong Kong can be murder if you don't watch your back, front, sides *and* the air above.



Midway through the game you get to ride in a gridlock intolerant tank, complete with chain gun.

JAMES BOND 007 IN... AGENT UNDER FIRE

He's got a licence to kill and you know he's aiming straight for your heart.

Publisher: EA
Developer: EA (Redwood Shores)
Price: £39.99
Players: 1-2
Out: Now
Web site: 007.ea.com

Back story

Agent Under Fire began life as the videogame spin-off from Bond's last cinematic adventure, *The World Is Not Enough*. However, a lengthy pre-development meant that the project was running seriously behind schedule, and EA deemed that the film tie-in would be out of date by the time of the game's release. MGM then agreed to collaborate on an all-new 007 story line, which became *Agent Under Fire*. EA's last attempt at a Bond game – *Tomorrow Never Dies* for PSone – was something of a disaster. The developer's certainly learnt its lesson this time.

Developing a James Bond game in the wake of Rare's N64 classic *GoldenEye*, is the equivalent of attempting *Citizen Kane II: The Mogul Strikes Back* or *Casablanca: The Early Years*. You're following in the footsteps of giants, and unless you're careful, you're going to get flattened. Luckily, EA's 007 team have taken the task seriously. They don't just want to suck blood from a nice meaty licence – they want to give you a tense, explosive, action-packed, multi-faceted gaming experience. And that's exactly what they've delivered. *Agent Under Fire* has pretty much everything *and* the girl.

Right from the beginning, the debt to *GoldenEye* is clear. *AUF* is split into a series of missions, each comprising separate objectives (infiltrate base, rescue girl, escape in submarine, for example) – the same structure as Rare's Bond opus. Plus, at the end of each mission you're given a rating based on health, weapon accuracy and time taken to complete the task, before receiving a medal depending on your score. Get gold, and you open up a new weapon or power-up for the Multiplayer mode. Consequently, you'll want to go back and get gold for every one – yup, just like in *GoldenEye*. Then there's the use of a sniper rifle, the crawling through air ducts, the downloading of data to override security systems, and the way the camera pans around Bond at the start of each mission to set the scene – all well used here, and all previous features of... well, you get the picture.

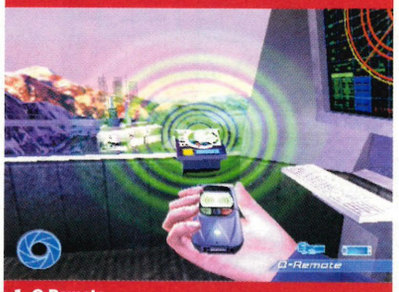
Don't construe this as criticism, though. Developers always 'borrow' from each other and EA has used these blueprints to create a polished, compelling game on its own terms. Indeed, each mission is masterfully constructed. Most involve infiltrating a building, obtaining vital intelligence data, saving the odd hostage, and then getting the hell out. Within this framework, the action is always well-paced, so that tense stealth sections are neatly counter-balanced by explosive firefights against soldiers who duck, roll and run for cover, shouting orders to each other and generally doing everything they can to avoid being shot. The fact that they don't just stand there with 'shoot me' written on their foreheads makes for some truly exciting gun battles, and yet just as compelling are the moments when you crawl into a building and take out soldiers singly with your trusty sniper rifle. At times, it's up to you which strategy you employ, giving *AUF* an admirably open feel.

DRIVEN TO DISTINCTION

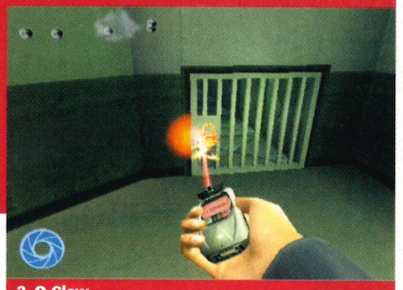
These standard first-person shooter missions are themselves countered by the odd driving level. In these you either have to take the wheel of a classic Bond car, or man a tank gun turret and blast away at enemy vehicles while someone else does the steering. These prove a valuable catharsis, freeing you from the tactical intensity of the infiltration missions and giving that itchy trigger finger some serious exercise. In one example, you must first career through Bucharest in an Aston Martin, then jump over a huge river and crash-land in a military warehouse. Then you steal a tank and blast your way through more streets before finally

LISTEN CAREFULLY, BOND

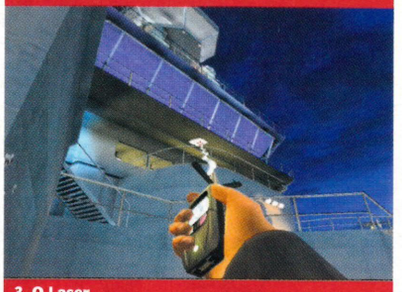
As you'd expect, *AUF* is filled with weird and wonderful gadgets, hewn from the imaginative mind of Q. Here are some of the most useful.



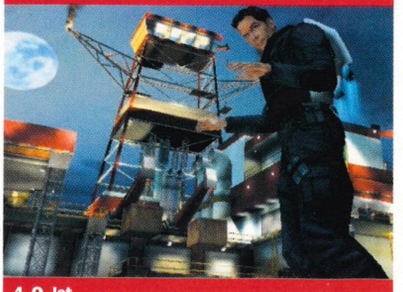
1. Q Remote
This sucks in computer data from flashing panels. You can then use this data to open doors later in the level. A lot more fun than a key then.



2. Q Claw
Shoots a wire and pulls Bond up on to balconies or across chasms. It only attaches itself to a certain type of grille, though, so keep an eye out for them.



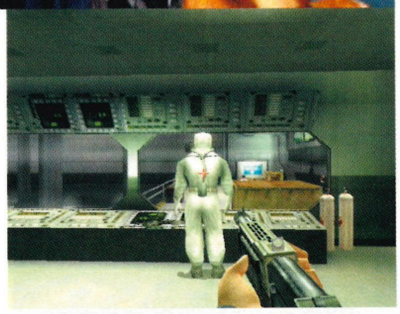
3. Q Laser
Used to melt padlocks. No matter how high-tech an evil madman's plans maybe, it's surprising how often they rely on the lowly padlock to secure facilities.



4. Q Jet
A small but powerful jet-pack that can propel Bond a short distance. This gadget is mandatory on a few occasions, but lateral thinkers will get much more out of it.

007 disables an escaped fairground dodgem in the only way he knows how.

Henchman No 35's impression of a dying swan fails to impress 007.



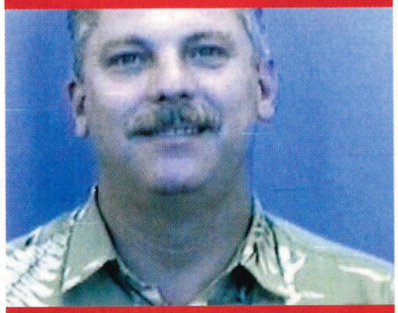
AUF wisely allows you to choose between stealth or gung ho style gunplay.

Bond notices that a dainty gun grip causes the shots to go wide at just the wrong moment.

Q&A

LICENCE TO TALK

We suspend Senior Producer Steve Blankenship over a shark-infested pool until he blabs...



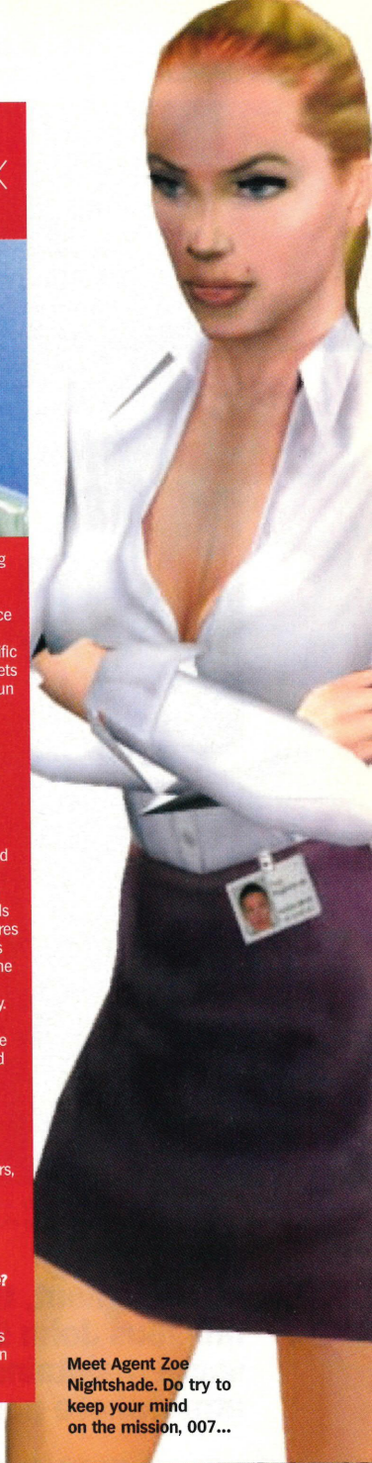
Was it daunting to work on such a massive licence?
Executive Producers Neil Haldar [MGM] and Simon Mathew [Danjaq] have always been very keen to work with us to create the ultimate Bond experience. They have been very involved in the process and bring an enthusiasm and knowledge of Bond that simply cannot be found anywhere else in the world.

What's it like to invent a brand new Bond adventure?
Like most of the team, I grew up idolising Bond. Working with some of the most talented people in the world on the best possible licence in the world has been like a dream come true.

What do you think is *AUF*'s best innovation?
I almost don't know where to begin. Sony's new PlayStation 2 hardware offers much more performance, especially in the graphics area, compared to the PSone and PC. Working on an original story line with MGM and Danjaq was very exciting. Watching the plot take shape and then seeing the elements fall into place was great fun, too. Working out the specific elements of the gadgets and guns was really fun and involved virtually the entire team.

When you play the game now, what's your favourite element?
It has to be the graphical look. We had the good fortune to work closely with Jay Riddle, Head of Visuals at EA's Redwood Shores Studio. He brought us into contact with some of the best graphics people in the industry. Besides the stellar artists we have on the team, we also worked with Industrial Light and Magic, PDI [of *Shrek* fame], our Westwood Studio in Las Vegas and some very bright newcomers, like Little Beast.

How do you feel when everybody compares your game to *GoldenEye*?
Very proud, actually. *GoldenEye* was one of the premier games on the last generation of hardware.



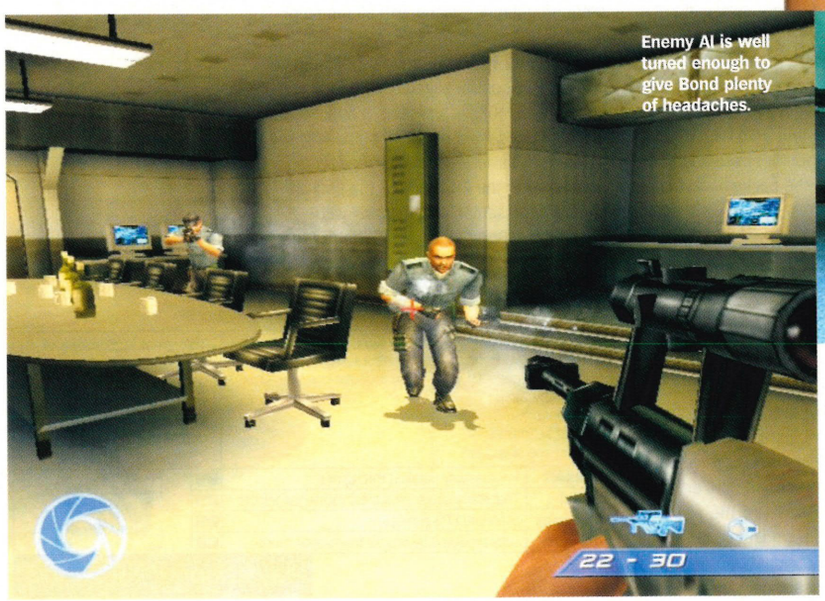
Meet Agent Zoe Nightshade. Do try to keep your mind on the mission, 007...

blowing up an enemy arms train. EA has perfectly captured the absurd Bond film logic which dictates that every 'dead end' should provide a new, wholly unexpected escape route.

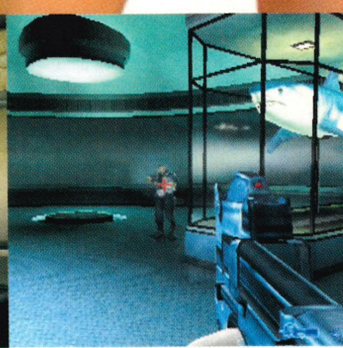
That famous Bond humour is also present and (politically in)correct. Every female in the game is a buxom glamour puss (the character models are so detailed that everything capable of jiggling in real life jiggles here) and they all cop a share of Bond's subtle-as-a-warhead innuendo. When he unties a pretty naval officer who's been captured by Malprave's hoods, he tells her that he doesn't usually get involved in 'this sort of thing'. When Agent Nightshade is saved from certain death, she wonders how she can thank Bond. 'I'm sure we'll think of something' is his smutty reply. There are less lascivious moments of wit, too. Get into the lift in the embassy, and the Bond theme suddenly turns into a muzak parody of itself. A nice little touch that reeks of care and attention.

Underpinning the action, of course, is a new Bond plot, created by Redwood Shores. Here the secret agent is chasing rogue geneticist Adrian Malprave, whose plans for world domination involve a cloning lab and, it later transpires, eight kidnapped world leaders. It's typical Bond fare

//At times, it's up to you which strategy you employ, giving *AUF* an admirably open feel//



Enemy AI is well tuned enough to give Bond plenty of headaches.



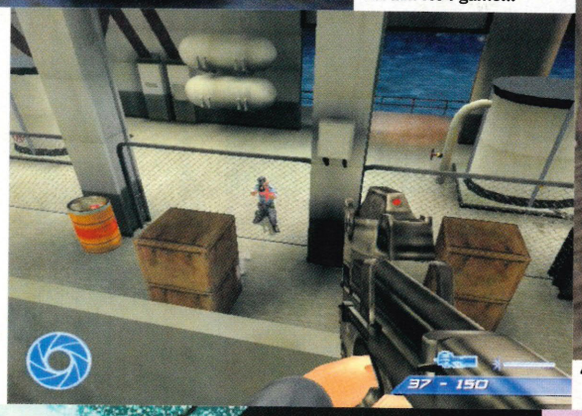
007 lets Damien Hirst know exactly what he thinks of the artist's latest contribution to the postmodern art movement.

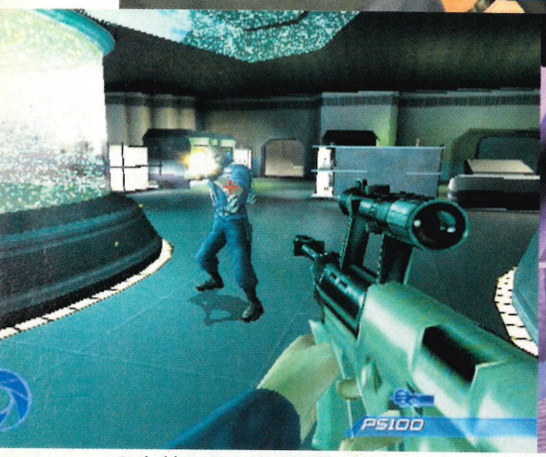
REVIEW

JAMES BOND 007 IN... AGENT UNDER FIRE

Fans will be happy to know that the Aston Martin DB5 makes an elegant appearance.

The look and feel of *AUF* is encouragingly reminiscent of a certain N64 game...





Probably not worth using the sniper sight at this distance, unless you want to shoot his split ends.

The raid on the Backstreet Boys HQ was going well, but where were the rest?

"It looksh like thish poor fellow losht hish head. Thish ish no way to get a head." Etc. Etc.

//Throughout, that fabulous John Barry score maintains the atmosphere perfectly//

topped off with sexy girls, sexy cars, sexy gadgets and an evil henchman: the bazooka-wielding Bloch. Rounding off the adventure are some typically far-flung locations, including the claustrophobic streets of Hong Kong, an ornate British embassy in Romania, and an oil rig in the South China seas. All are beautifully designed, with a fine eye for detail, while in the background that fabulous John Barry score maintains the atmosphere perfectly.

ANACHRONISTIC DINOSAUR?

Agent Under Fire, like Bond himself, however, is not without its weaknesses. The control method that employs both analogue sticks, is unwieldy and makes running, aiming and shooting simultaneously an impossible feat (even though this is a vital element of most first-person shooters). There are four selectable configurations, but none allow you to put movement and/or strafing on the fire buttons. Elsewhere, the Multiplayer mode is a little disappointing. Yes, it offers a range of typical FPS options (Capture The Flag, Deathmatch, and so on) but only for two players. Perhaps the team ran out of time; perhaps they're saving true multiplayer for the sequel. Whatever the case, a James Bond game without a four-player option is like a James Bond film without crass sexual innuendo. It just ain't right.

These gripes aside, *Agent Under Fire* is an enthralling game, infused with all the spirit, humour and structure of the most memorable Bond movies. While the debt to *GoldenEye* is clear – many of the ingredients (end of level Boss encounters, multiple weapons, puzzles based mostly around finding keys and opening doors) will be familiar to anyone with a passing knowledge of the FPS genre – the package is faultlessly presented and dripping with atmosphere. Good work, 007. ☐ **Keith Stuart**

JAMES BOND IN... AGENT UNDER FIRE

Why we'd buy it:	**Why we'd leave it:**	**This great exploration of the Bond universe offers a thrilling single-player experience – if you can cope with the rather complex controls.**
– Captures that Bond movie feel perfectly – Well-structured missions – Great set-pieces – Good use of gadgets	– Control system is flawed – No four-player mode	

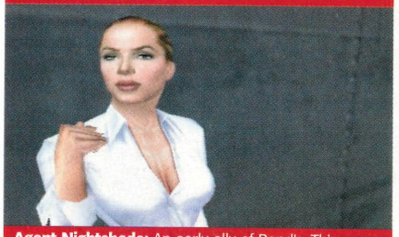
Graphics	Impressively detailed throughout	09
Sound	That Barry score, plus great incidental effects	09
Gameplay	Standard FPS gameplay	09
Life span	Only hindered by lack of four-player mode	08

08

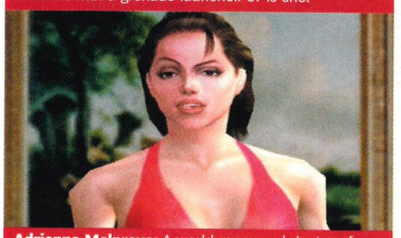
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

HEY, LADIES

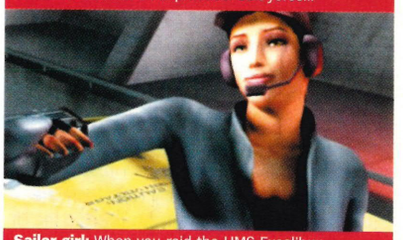
***Agent Under Fire* is so faithful to the spirit of Bond, it's even gratuitously filled with gorgeous women!**



Agent Nightshade: An early ally of Bond's. This beautiful young woman is tragically killed in an incident with a grenade launcher. Or is she?



Adrienne Malprave: A world-renowned doctor of genetics – although due to her evil experiments, this beautiful young woman should perhaps be re-named Adrienne Malpractice. Suit yerself.



Sailor girl: When you raid the HMS Excalibur, this lady provides some useful assistance. Does the navy always leave its warships in the sole command of beautiful young women?

Underwater transport girl: While pursuing Bloch through Malprave's sea base, you must commandeer a mine cart-type vehicle. Guess what? You steal one from a, yes, beautiful young woman!

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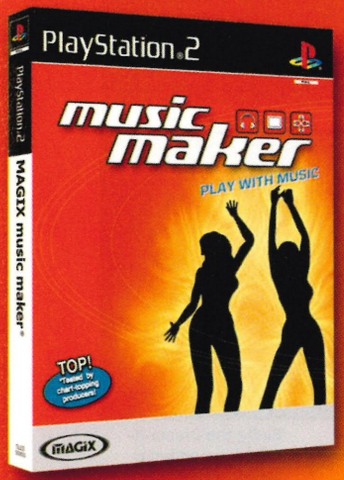

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PlayStation.2

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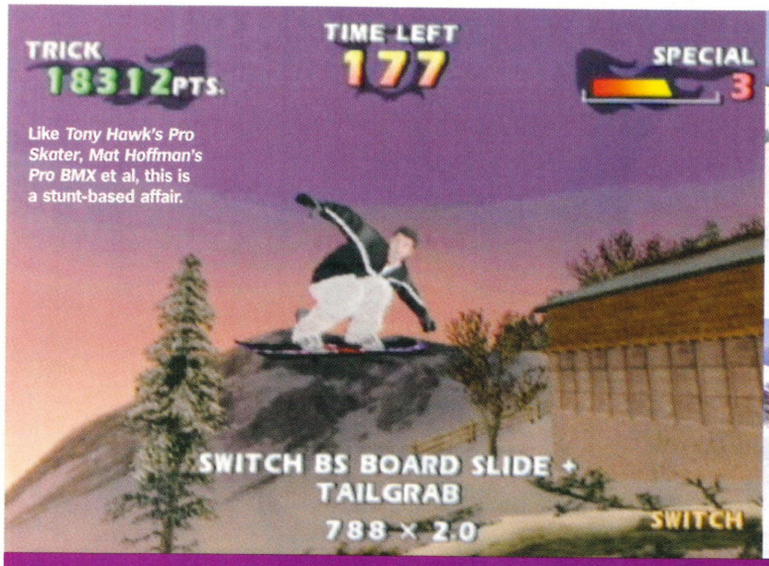
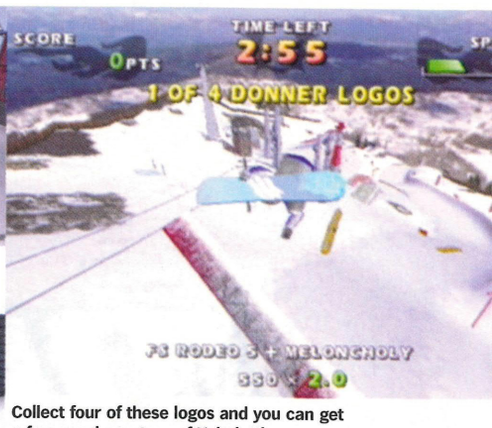


Like *Tony Hawk's Pro Skater*, *Mat Hoffman's Pro BMX* et al, this is a stunt-based affair.

The key to huge scores is to combo tricks together with as many grinds as you can squeeze in without keeling over.



Collect four of these logos and you can get a free meal courtesy of Kebab King.

SHAUN PALMER'S PRO SNOWBOARDER

Extreme sports facsimile is little more than *Tony Hawk's* in a parka.

Publisher: Activision
Developer: Dear Soft
Price: £44.99
Players: 1-2
Out: Now
Web site: www.activisiono2.com/shaun_palmer

Back story
Part of Activision's extreme sports O2 brand, *Shaun Palmer's Pro Snowboarder* joins a stable that already boasts three *Tony Hawk's Pro Skater* titles, along with the bike-based *Mat Hoffman's Pro BMX*. Also in the pipeline are *Kelly Slater's Pro Surfer*, *Shaun Murray's Pro Wakeboarder* and *Mat Hoffman's Pro BMX 2*.

This being part of the same range of games as the acclaimed *Tony Hawk's Pro Skater*, the host of similarities becomes immediately apparent. Indeed, while the game has been developed by Dear Soft (better known as UEP Systems, who was behind PSone's *Cool Boarders* series) as opposed to *Hawk*-masterminds Neversoft, the degree to which the games resemble one another is uncanny. The look, feel, structure, control system and modes are all 'borrowed' from earlier *Tony Hawk's* titles, to the extent that this really is the Hawkster on snow, with all the good – and bad – things you'd expect that to entail.

The interface is a joy to behold and, for a stunt-based game, about as intuitive as they come, offering a near seamless combination of depth and accessibility. That said, a Tuition mode (similar to the one seen in, yes, *THPS3*) would not have gone amiss. Instead, you're just left with a *Tekken*-style list of moves that is available as part of the pause menu.

Certainly, the core of the game, the single-player Career mode, mirrors the structure of the *Pro Skater* titles. Each of the eight real-world locations contains a number of tasks, whether it be achieving high scores or collecting a series of icons. When enough have been completed, you're rewarded with the unlocking of subsequent levels. It's a tried and tested formula, but feels somewhat lacking in excitement, primarily because of the limitations of the piste.

Where the *THPS* games are essentially free-roaming, this is a strictly downhill affair. The linearity is alleviated somewhat by the inclusion of a number of skidoos being places around each level – plough into them and you'll be magically conveyed further back up the slope. It's a slightly clumsy system, but it does mean if you miss something on the way down you do at least have a second chance at it.

All the basic modes you'd expect – Two-player, Freeride and Create-A-Character – are included, but the menu screen looks rather bare when placed next to that of, ooh let's say, *Tony Hawk's 3*. It's only the two-player Push game, in which one player is forced off the screen by the vertical split moving across when tricks are successfully landed, that really inspires.

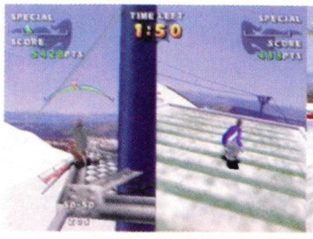
Ultimately, *Pro Snowboarder* isn't really a winning proposition. It lacks both the speed and sheer visceral thrills when weighed against EA's pair of *SSX* titles. And it isn't a patch on the orgy of gaming goodness that is *Tony Hawk's Pro Skater 3*. Where the original Neversoft title remains innovative and hugely playable, this is limited, gauche and derivative: a poor man's *Tony Hawk's* in lead boots. ☐ **Oliver Hurley**

DON'T PUSH ME

Ingenious split-screen device ahoy!

The game's main innovation – and it's a good one, admittedly – is the inclusion of a two-player Push mode. When one player lands a trick, it shifts the vertical split in the screen, leaving the other player with a serious case of tunnel vision, until one boarder is finally 'pushed' off the screen altogether.

Sadly, the Create-A-Character option is limited, especially when you consider what something like *SmackDown!* can offer.



You'll glean the most replay value from the two-player games.

The environments are detailed but nonetheless feel rather bland.

SHAUN PALMER'S PRO SNOWBOARDER

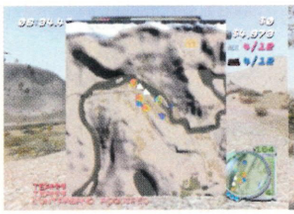
Why we'd buy it:	Why we'd leave it:	A disappointment when contrasted with either *SSX Tricky* or stablemate *Tony Hawk's Pro Skater 3*. Proof, indeed, that four wheels are definitely better than none.
– Pining for the simpler times of *Cool Boarders* – That nifty Push mode	– Feels rather sluggish – Gameplay is derivative and unimaginative – *THPS3* and *SSX Tricky* are much, *much* better	

Graphics	Detailed, if samey, environments	07
Sound	Usual punk-metal suspects	06
Gameplay	Accessible if horribly familiar	06
Life span	However long it takes for déjà vu to set in	05

06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

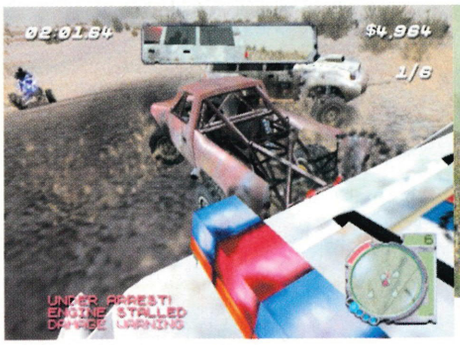
Once the cops get on your tail, they can be hard to shift.



A swift dab of ◻ brings up a handy real-time map.

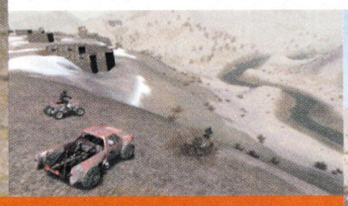
The scope for derring-do and ludicrous stunts is huge.

Some missions take place at night or in truly godawful weather.



Fortunately, the aerial bombardment follows predictable patterns, so it's easy to avoid.

The flares represent checkpoints for deliveries – or the end of a mission.



SMUGGLER'S RUN 2: HOSTILE TERRITORIES

Topical smuggling sim takes in war-torn corners of the world.

Publisher: Rockstar Games
Developer: Angel Studios
Price: £39.99
Players: 1-2
Out: November
Web site: www.rockstargames.com/smugglersrun2

Back story
Smuggler's Run (7/10 *OPS2*#01) was a launch title for the PS2 and well received by those who took the time to explore its massive environments. As those of you with great memories will recall, this sequel was originally to be located in Vietnam and *Afghanistan*. One quick, overly sensitive-renaming later and Afghanistan becomes the Russian/Georgian borders. The two landscapes do look decidedly familiar though.

How would you like to be a sneaky, low, good-for-nothing smuggler making a living out of other people's misery in war-torn corners of the world? You would? Then *Smuggler's Run 2: Hostile Territories* is firing Exocets down your tail-pipe, taking the free-roaming, go-where-thou-wilt philosophy of its predecessor – and maxing it out with bucket-loads of explosions, helicopters, tanks and all the other violent accoutrements of armed conflict.

The heavily mission-based premise of *SR2* is that you're an agent of an international smuggling cartel. You visit remote conflict-ridden areas, drive a succession of all-terrain vehicles over harsh environments, pick up contraband and get paid for it. Sounds like an offer too good to refuse.

In time-honoured style, vehicles are unlocked as you succeed at the progressively more difficult missions. Kicking off with an underpowered buggy of the kind you'd find patrolling for sheep in the Australian outback, you slowly get to drive around the levels in ever slicker motors, including ridiculously fast quad-bikes and even an army half-track. The driving arenas (of which there are only two) are still the massive affairs that featured in the first *Smuggler's Run*. It's still possible to spot a mountain way off on the horizon and drive to it, giving the player the feeling of total immersion in the landscape.

These vast open spaces are populated with scores of enemy vehicles, all rather churlishly dedicated to preventing you from succeeding in your mission, whether that be a simple pick-up-and-drop operation or something rather more complicated involving several legs of work. The AI of these vehicles is also sufficiently aggressive in a *Driver* kind of way (they're always trying to ram you) to keep you on your toes. New features in *SR2* include droppable countermeasures (such as oil slicks and bombs) that you can use to distract your pursuers when they appear in the game's second new feature, the rear-view mirror.

At its best, *Smuggler's Run 2* is unbeatable fun which really sells the idea that you're involved in a high-speed life-or-death chase across a foreign country where the odds are stacked against you. If it has any drawbacks it's that the missions can become a little predictable on replay; enemies always start at the same places and tend to behave in much the same way every time. The more picky may also find that the missions become a little samey after a while. That said, *SR2* is more solid enjoyment from an established series, especially in Two-player mode. Anyone up for a quick booty call? ☐ **Steve Faragher**

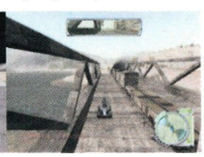
POSTCARDS FROM THE FRONT

Joy-riding, conflict zone-style. Watch out, Kate Adie!

1. Mountain Pass
Lots of slippy-slidey lunacy is to be had on the snowy slopes of the now Russian mountains.

2. Vietnamese Village
Chortle as old men in conical straw hats throw themselves out of the way of your quad-bike.

3. Warehouse
Yikes! We've arrived at the party so early the DJ hasn't set up. Best slip out before we're spotted.



4. Railway Bridge
Trains plough around the landscape offering excellent opportunities for spectacular near-misses.

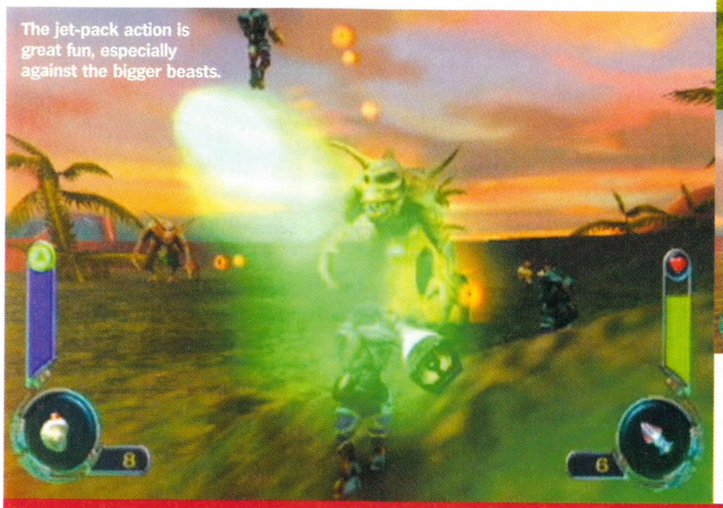
SMUGGLER'S RUN 2: HOSTILE TERRITORIES

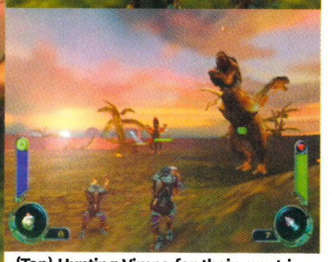
Why we'd buy it:	Why we'd leave it:	Impressively big and entertaining, fast and frantic, but hardly the greatest ever game to grace PS2
– Fun-packed all-action game – Car-driving frenzy – Down and dirty atmosphere	– Seen it all before – Repetitive enemy AI – We're playing *GTA3*	

Graphics	Good enough; slightly grainy at speed	07
Sound	The vehicles really 'vroom'	08
Gameplay	Full-on contraband action	07
Life span	Only two environments	05

07

PlayStation.2 VERDICT


The jet-pack action is great fun, especially against the bigger beasts.



(Top) Hunting Vimps for their meat is an essential part of gameplay later on. (Above) Some enemies have weak spots, highlighted by green gems.

GIANTS: CITIZEN KABUTO

RTS, spellcasting and Smarties. *Giants* has it all.

Publisher: Interplay
Developer: Planet Moon
Price: £39.99
Players: 1
Out: Now
Web site: www.interplay.com/product.asp?GameID=320

Back story
Developer Planet Moon has an ambitious team of individuals who broke away from Shiny Entertainment (the *Giants: Citizen Kabuto*'s original coders) several years ago. Its first game, *Giants*, took over three years to complete for the PC, and the team has been busy completing this conversion for PS2 over the last 12 months.

PC to console conversions can work. Just take a look at the wonderful job Gearbox did on *Half-Life* (9/10, *OPS2* #14). But all too often the trauma of porting a game from PC to console can prove too much. If the truth be known, some dedicated PC programmers don't understand the architectural differences between the two platforms. *Giants: Citizen Kabuto* is a case in point, boasting all the hallmarks of a poorly thought-out conversion.

Which is a pity, because there are some great ideas and stunning levels throughout this vast and complex game. *Citizen Kabuto* throws you into the middle of a conflict between the Sea Reapers (a vicious aquatic race) and the Smarties (bubble-headed Yoda-types). To complicate matters, the Sea Reapers created a giant called Kabuto, who rebelled against his creators and is now roaming their island in a rage. Interestingly, the player sees the conflict unfold from different sides. First with a group of stranded astronauts called the Meccaryns; then with the Sea Reaper Queen, Delphi; and, finally, with the angry Kabuto himself.

Early missions involving the Meccaryns are among the best in the game, with you having to collect weapons and save Smarties from the pernicious Sea Reapers. Indigenous lifeforms, such as burrowing worms, try to thwart your progress and strategy elements become more prominent once enemy snipers and guard towers appear. Humorous cut-scenes forward the plot and, once you've found your other crew members, you can easily assign them with simple attack or defend commands. The ability to thrust over mountainous terrain with jet-packs while shooting enemies is particularly engaging.

Eventually, Delphi saves the Meccaryns from an untimely death at the hands of her own race and turns against her brethren. She can thrust with her special magic powers and cast spells that include fireballs and hailstorms. Her archery ability further enhances the game mechanics, while missions range from stealth rescue operations to a full-out onslaught on the race that she's forsaken. A novel Ice Reaper boat racing section also provides an engaging series of mini-games.

Unfortunately, Kabuto's missions aren't nearly as delicate – mostly consisting of stomping on buildings and eating Smarties until energy levels have been replenished. Although this can be fun in short bursts, it soon becomes repetitive.

In terms of quality, *Giants: Citizen Kabuto* is some what of a mixed bag. It offers a great deal of variety, but enormous loading times, poor enemy AI and a few graphical glitches spoil what could otherwise have been an exceptional title. Still, for those who don't mind waiting around for a few minutes every time a level has to be restarted, *Giants* provides some unusual and engaging gameplay styles. ☐ **Mark Walbank**

At times, *Giants* is visually stunning, giving a real sense of size and scope.

PS2 RTS?

Yes, real-time strategy can be fun if you have a bunch of Smarties 'in your pocket' and some capable firepower on your side.

Once the Meccaryns have saved the Smarties from annihilation, you're plunged into the real-time strategy section of the game. You must attempt to build your base before the Sea Reapers come storming into your camp from the other side of the island. Once a weapon shop is constructed (by fetching the ever-helpful Smarties to do the handy-work) you can wreak destruction on your archrivals.

1. Meat is murder
Vimps are the stupid but amiable creatures that populate the *Giants*' gameworld. Shoot them down to supply meat for your Smartie workers.

2. Smarties have the answer
Pick up Smarties from distant locations and then jet them back to base. After being rescued, they'll happily begin constructing defences for you.

3. Overview
Jet above the home camp to get a good view of how the base is coming together. Not a traditional top-down view, for sure, but it's a good substitute.

GIANTS: CITIZEN KABUTO

Why we'd buy it:	Why we'd leave it:	A great deal of humour and imagination has been injected into this title. It's worth a look, but horrific loading times will frustrate even the most patient gamer.
- Variety in spades - Chunky weapons - Good mini-games	- Horrible loading times - Poor AI - Repetitive Kabuto section	

Graphics	Stunning vistas and solid environments	08
Sound	Good atmospheric effects	07
Gameplay	Varied, but disjointed in places	06
Life span	Very large, with unusual missions	07

06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Force feedback. As real as it gets.

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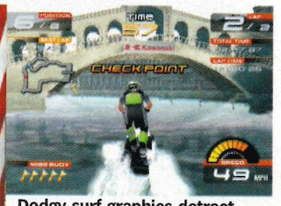
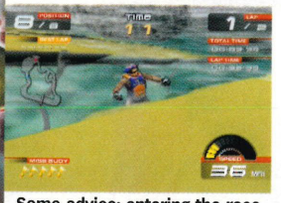
Smart backgrounds – from Venetian canals to Florida beaches – up the pretty quotient, but play remains decidedly one-note.

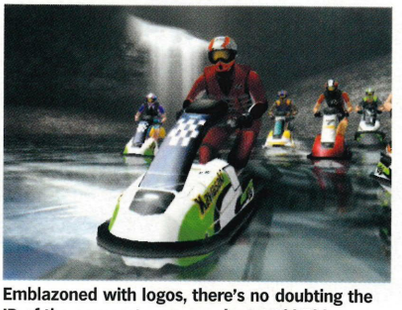
And rather than stare at a Lycra arse some more, here's a replay shot.



Dodgy surf graphics detract from the watery effects.



Some advice: entering the race requires mastery of a Jet Ski...



Emblazoned with logos, there's no doubting the ID of the corporate sponsor in *Jet Ski Riders*.

JET SKI RIDERS

More pleasant water effects; more adequate aquatic racing.

Publisher: Eidos
Developer: Opus Corporation
Price: £39.99
Players: 1-2
Out: 7 December
Web site: www.eidos interactive.co.uk/games/embed.html?gmid=125

Back story
Known as *Wave Rally* in the States, *Jet Ski Riders* has been officially endorsed by Jet Ski manufacturers Kawasaki. All the racers wear Kawasaki-branded wetsuits and the bikes are authentic Kawasaki models. This differentiates the game from *Splashdown* which features Sea-Doos made by Bombadier.

According to the *Penguin English Dictionary*, a ski is "a long, narrow strip of wood or plastic, that curves up at the front, and is typically one of a pair." With this in mind, it's fair to say that Jet Skis aren't really skis at all – they're more akin to bikes on water, while Jet Ski racing is closer to motocross than any snow-based discipline.

Motocross is notable for its undulating tracks, and their demands upon the dexterity of the rider. Of course, unlike motocross, the courses in *Jet Ski Riders* aren't fashioned from immovable filth and dirt, but constantly shifting water.

Ever since Nintendo's genre-defining N64 game *Waverace*, some five years ago, developers have struggled to recreate the complex ebbs and eddies of realistic water in a videogame. Rainbow Studios' *Splashdown* now seems to have tamed the fluid beast, and *Jet Ski Riders* follows suit, the clever reflections and the feeling of riding on choppy waters making up for the crude surf. Sadly, as with *Splashdown*, it may be the unimaginative game structure which lets the game down.

Familiar to everyone who's ever played an arcade racing game, *Jet Ski Riders* boasts your usual Arcade and Championship modes, a Freestyle trick option and requisite Two-player mode. Players speed around courses, delineated by buoys which have to be passed by correctly on either their left or right sides. Speed past on the wrong side, and your engine cuts out for a second.

Choice of courses is limited, but each one does offer a unique challenge. There are the relatively calm but narrow canals of Venice, the storm-lashed coves of Thailand and the rolling surf of Florida to have fun with. As you ascend through the Championship mode, you'll return to the courses more than once, often at different times of day, or in increasingly adverse weather conditions.

As you might expect, the courses are littered with short cuts, ramps and alternative routes. Frequently, however, the most obvious route is the quickest, so while it may be cool to leap over that luxury yacht, flicking v-signs at the over-privileged on-deck, you're sadly encouraged to play it safe.

Of course, the important thing with any Jet Ski game is the physics. Does it feel like you're battling against the surf? Are you convinced that you're mounting those waves? Well... not really. Handling is jerky and simplistic, while the sit-down Jet Ski model handles like a broken pedalo. Different riders have different stats, but these don't seem to have any great impact on the lumpen action, and there's no attempt to give riders any personality.

The Freestyle option is another disappointment, being sorely underdeveloped. There's just not enough variety of stunts of tricks and the animations are all cumbersome.

Jet Ski Riders isn't too bad as this type of racing game goes, and still has to rank as one of the PS2's premier water-based experiences. However, as *Waverace* is yet to be bettered, PS2 race fans are strongly advised to try *Splashdown* or stick to dry land. ☐ **Paul Rose**

JET SKI RIDERS

Why we'd buy it:	Why we'd leave it:	Another passable Jet Ski game that breaks no new ground. Opt for *Splashdown* instead.
– Decent water effects and scenery – Instant fun – Good variety of courses and climates	– Basic handling – Disappointing Freestyle mode – Because we've already bought *Splashdown*	

Graphics	Water effects are periodically impressive	06
Sound	Average adrenaline rock fare	06
Gameplay	Adequate arcade racing dynamic	06
Life span	Not really enough courses	06

06

PlayStation 2 VERDICT

JET SKI RIDERS VERSUS SPLASHDOWN

Who rules the waves? *OPS2* puts the two contenders head-to-head for a final analysis...

	JET SKI RIDERS	SPLASHDOWN
Water Effects	Deals well with choppy waters, but that surf is just too pixellated ☆☆☆	The most realistic water ever seen in a videogame ☆☆☆☆☆
Handling	Feels nice on the water, but Jet Skis move too jerkily ☆☆☆	Great feel of piloting a hefty water-based craft ☆☆☆☆
Courses	Varied enough, but there just aren't enough of them ☆☆☆	Uninspiring – certainly not this game's strong point ☆☆☆
Stunts	Seems like they gave up when it came to this part of the game ☆☆	Tricks work okay, but they're still something of an afterthought ☆☆
Final score	**JET SKI RIDERS: 11**	**SPLASHDOWN: 14**

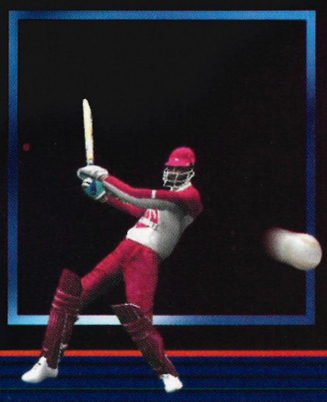
TAKE THE HEAT OUT OF THE BOWLER, OVER AFTER OVER.

ROAR YOUR DEFIANCE AT A MOB OF BAYING FIELDERS.

AND SEND THE NEW BALL SCREAMING OUT OF THE STADIUM.

IT TAKES PASSION. IT TAKES PRIDE.

NOW TAKE THE FIELD APART.



EA SPORTS

it's in the game.

www.uk.ea.com

PlayStation.2

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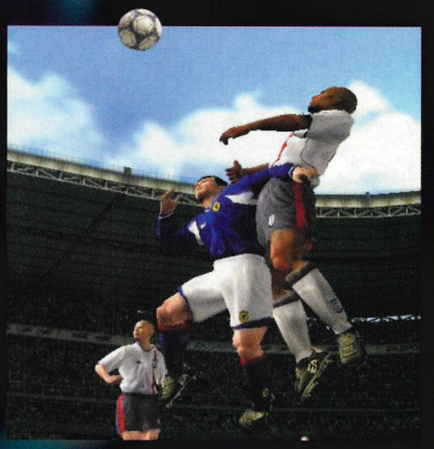
FIFA



PC CD-ROM

PlayStation 2

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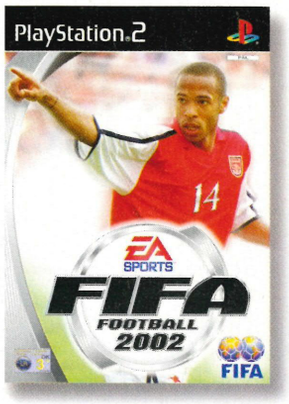


ARM RAISED, YOU CHARGE INTO SPACE UP FIELD.

BALL AT YOUR FEET YOU BEAT YOUR MARKER AND SEARCH FOR A TEAM-MATE.

AND SPLIT THE DEFENCE WIDE OPEN

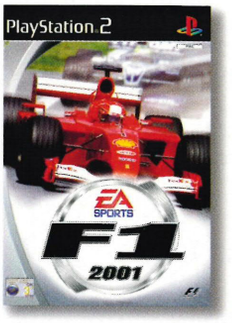
WITH A PERFECTLY-WEIGHTED PRECISION PASS.

THE PITCH IS WILD. TAME IT.

EA SPORTS

it's in the game.

www.uk.ea.com

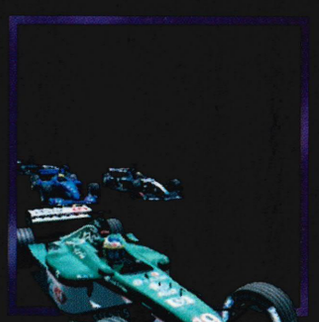


EYES NARROW WITH FOCUSED DESIRE AS YOU BEAR DOWN ON THE PACK.

DANGER MOCKING YOU IN YOUR WING MIRRORS.

AND DEFEAT'S HOT BREATH ON THE BACK OF YOUR NECK.

LOCK HORNS WITH THE FASTEST MEN ON EARTH.



PC CD-ROM PlayStation.2

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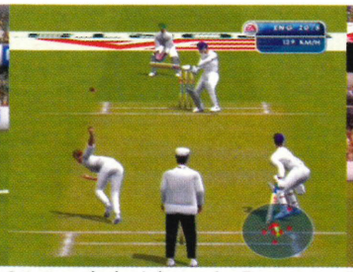
EA SPORTS

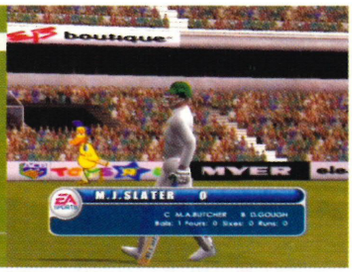
it's in the game.

easports.com

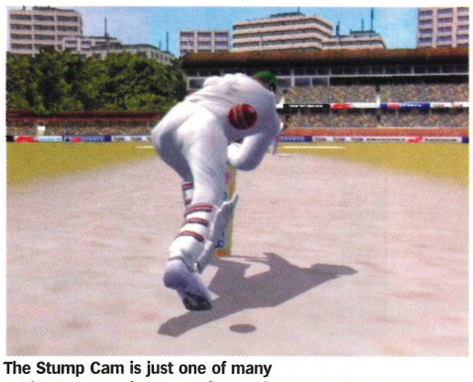
PlayStation.2 OFFICIAL MAGAZINE-UK
BRONZE

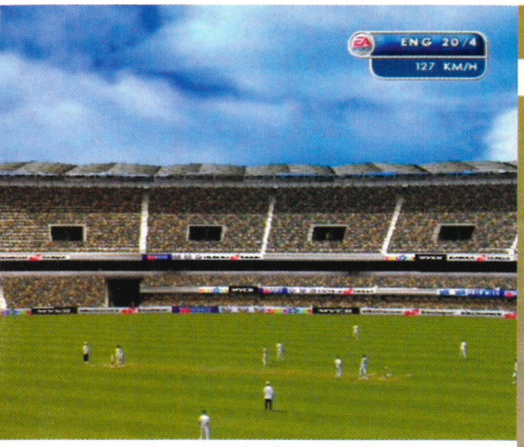
The umpires are on the lardy side. Perchance one pie too many at tea?


Get up on the back foot and pull a square cut into the covers. There's lovely.

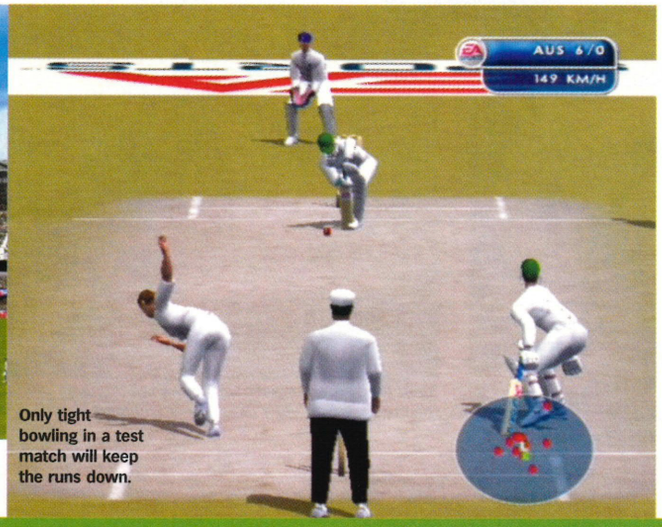


Not something you see every day: an Aussie opener out first ball of the innings.


The Stump Cam is just one of many angles you can choose to view replays.



There are authentic grounds from all around the world to play on and they look just gorgeous.



Only tight bowling in a test match will keep the runs down.

CRICKET 2002

EA delivers a perfect yorker of a cricket sim. Owzat?

Publisher: EA Sports
Developer: EA Sports
Price: £39.99
Players: 1-4 (With MultiTap)
Out: Now
Web site: www.easportscricket.com

Back story

Cricket 2002 joins a long pedigree of excellent cricket games. Back in the early Eighties, *Graham Gooch's Test Match* on the ZX Spectrum and Commodore 64 delighted cricket freaks. Then came Audiogenic Software's *World Class Cricket* on PC and Amiga, which became *Graham Gooch World Class Cricket*. *Brian Lara Cricket* came to PSone courtesy of Codemasters and was something of a bestseller. *Cricket 2002* rightly takes its place as the supreme cricketing sim for next-generation consoles.

The English national sport has undergone something of a revolution in recent years. Women allowed in the Members Stand at Lord's, coloured kits and family entertainment for one-day games – all have helped dispel cricket's image as the preserve of the *Daily Telegraph*-reading toff. So clink the teacups and say hurrah to the latest incarnation of EA's Cricket franchise, which has also transformed itself into something far more appealing.

Cricket 2000 on PSone was flawed beyond redemption. *2002* is a highly detailed and engaging simulation that's as joyous to play as slugging Pimm's on a hot Summer's day, thanks in no small part to the influence of the excellent *Brian Lara Cricket*, PSone's only other cricket sim. Shiny presentation and flashy motion capture aside, it's the engaging gameplay reminiscent of *Brian Lara* that really makes the game sparkle.

Given that it's always going to be tricky to recreate the fear of facing a 100mph bouncer from Glen McGrath, or the satisfaction gained by smashing a loose delivery into the covers for six, EA Sports has captured the essence of cricket very nicely. As with the real McCoy, concentration, patience and timing are the key skills. Cricket is, after all, one of the original real-time strategy games. It's not easy either and you'll have to put in a few hours' practice before you progress beyond the 'all out for 25' stage. Persistence rewards you with tense, epic showdowns between bat and ball.

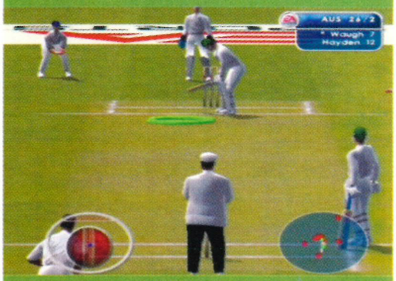
Defending your stumps and making runs is all about timing. The D-pad or analogue stick is used to select your shot type, then you can elect to play the stroke on either the front or back foot by hitting ⊗ or △. A welcome inclusion on the batting side is the charge button, allowing you to stride up the pitch to meet the delivery instead of being rooted to the crease. Bowling is a trickier prospect, with an extremely sensitive analogue stick meaning deliveries can often go wayward.

As you'd expect from EA, there's a wealth of options on offer covering nearly every aspect of international cricket (except the match fixing). Play in a ten-over slog-fest, a five-match test series or strike out for glory in the World Cup one-day competition. Location, pitch type and weather conditions can all be tweaked and even Scotland is a selectable team. Still no sign of France though.

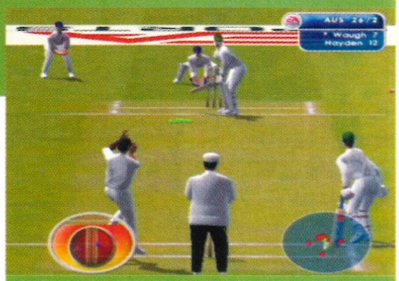
Sundries include a medley of statistical and replay options, unlockable All Time teams and commentary from Richie Benaud. Everything falls together to make for a cracking sport sim and the game will prove a soothing remedy for cricket nuts, should the England cricket team fail in their Winter tour. Did we say revolution? □ **Nick Ellis**

LINE AND LENGTH

The revamped bowling is initially a little difficult to get the hang of, but practice does pay off.



1. The first concern is to aim your delivery in the right spot, using the analogue stick to guide the green circle – the worse the bowler, the larger the circle. This is quite difficult, though, because the stick is acutely sensitive. Aiming for the stumps keeps the runs down, but decent batsman guard the wicket with their lives. Siege warfare at its best!



2. The second stage is power and spin. Once you've selected where you're going to bowl, an orange power bar rises by the ball icon in the bottom-left corner. Hit as close to the line as possible for maximum effect. The final stage is something quite delightful. There's a small black dot that you can position over any section of the ball. The dot acts as your finger and positioning it in different places gives different results – swing, spin, balls that go straight, balls that rise sharply... Bettter reach for the MCC coaching manual.

CRICKET 2002

Why we'd buy it:	Why we'd leave it:	Quite simply the best leather-on-willow sim on any console ever, *Cricket 2002* catches the heart and soul of cricket with sweet perfection.
– Looks fantastic – As accurate a sim as you could hope for – A myriad of gameplay options – No sign of Boycott	– Holds zero appeal for non cricket fans – Initially tricky to get to grips with	

Graphics	A lovely day for cricket	08
Sound	Hard, but engrossing and rewarding	08
Gameplay	Atmospheric, with decent commentary	07
Life span	Lose weeks trying to cane the Aussies	09

08

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

PlayStation.2 OFFICIAL MAGAZINE-UK
BRONZE

So many fighters, so little time. Mastering them all is impossible.

Well, who wouldn't? Vice's victory caption expresses all our feelings.

Jumping momentum leaves players vulnerable to Special Moves.

Ryu's fireballs are significantly more spectacular than their orange glow circa *Street Fighter 2*.

Get in close enough, and you can throw or hold your opponent.

CAPCOM VS SNK 2

Two fighting legends square off. Again.

Publisher: Capcom Eurosoft
Developer: Capcom
Price: £39.99
Players: 1-2
Out: Now
Web site: www.capcom.co.jp/newproducts/consumer/cvss2/ps2info/index.html

Back story
It really started back in 1991 – that's when Capcom released its genre-defining *Street Fighter 2* into the arcades. SNK put *King of Fighters* out three years later, and dozens of iterations of both series followed. This is the logical conclusion.

Not much of a fight, this. SNK (the company that originally brought us the *King Of Fighters* series) has now disbanded, and it seems a bit tasteless for Capcom to go picking at the still-warm corpse. But maybe they haven't noticed – SNK's demise only happened a month ago, the once-giant development house sinking under millions of yen of debts. It was predictable; it had been coming for months. It barely warranted a footnote in the press.

Still, the characters SNK was famous for live on, and Capcom welcomes them back for this, the second in what once counted as the beat-'em-up's biggest grudge match. In the mid-Nineties, fighting fans were divided into those who believed in SNK's series, and those who cared for Capcom's *Street Fighter*. Each game had a strikingly different feel – going from one code to the other meant relearning what you knew – but *Capcom Vs SNK 2* manages to successfully combine both. Purists can mix and match the genetic traits of each developer to their own liking, or choose one of six pre-defined 'Grooves'. Every fighting style is catered for.

There are nearly 50 characters in all, each delivering six basic attacks: hard, medium, and light versions of kick and punch. Each attack does something different depending on whether the character is crouching, jumping or blocking (achieved by pushing away from the opponent). Then there are the Special Moves – sequences of joypad and button combos which become almost as instinctive as the jump-and-kick repetition that's the 2D fighting virgin's first recourse.

If there's a disappointment here, it's that the character graphics don't live up to what we ought to expect on a next-generation machine. The backgrounds are stunning, and fit the series perfectly, but their high-resolution splendour marks out the fighter sprites as clumsy. Some – Morrigan, in particular – are shockingly crude, but those who put aside pixel prejudices will find the other issues minor irritants. Perhaps there could've been a longer Story mode. Perhaps the team battle would have been better with a tag system. Perhaps the single-player game falls too easily on Default mode. Perhaps not; either way, in two-player, playtime is endless. It's like speed chess on fast-forward: simple rules, infinite possibilities, all about action and reaction.

So SNK is dead, and this game is its epitaph. And that means you could, if you were feeling generous, prescribe the retro-sprites as a tribute to the seven years *King Of Fighters* warred with *Street Fighter*. Maybe the re-emergence of Sammy and the spectacular *Guilty Gear X* will push the next iteration of Capcom's series towards something that truly warrants PlayStation 2 hardware. That's to be hoped; after all, their last rivalry distilled the 2D fighting genre to something as fast and pure as this. Let that be SNK's legacy. ☐ **Ste Curran**

KILLING MACHINE

All fighting games need those fatality moves to send your opponent reeling to the floor.

Where *Guilty Gear X* has its instant kills to look forward to, *Capcom Vs SNK 2* offers Super Special Moves. They won't necessarily kill your opponent outright, but they will make a big dent in their health bar. Their power is based around a gauge at the bottom of the screen which fills with every attack, and the manoeuvre is executed as you would any Special Move. Finish someone with one, and the screen glows in gloating slow-motion. There's nothing more satisfying than ending long-standing rivalry with a Level 3 Super Dragon Punch. Nothing.

CAPCOM VS SNK 2

Why we'd buy it:	Why we'd leave it:	Slick, quick and slightly rough around the edges, it's everything you'd expect from Capcom, the master of the genre.
- We grew up on it; why change now? - Easy to learn, impossible to master - Endless fun in two-player mode	- Lacks *Guilty Gear's* graphical punch - Because inevitably there'll be another Capcom fighter soon	

Graphics	Substandard. Must try harder	06
Sound	Adequate, but hardly crucial	07
Gameplay	As pure as gaming gets	09
Life span	With a friend, it's infinite	10

08

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

£44.99

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Out 14th December
Pre-order for £1 deposit

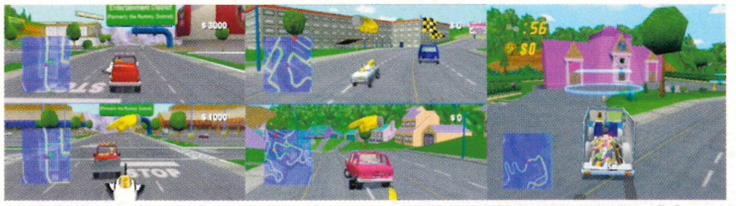
Your first mission is to get to Woolies.

WOOLWORTHS

WELL WORTH IT

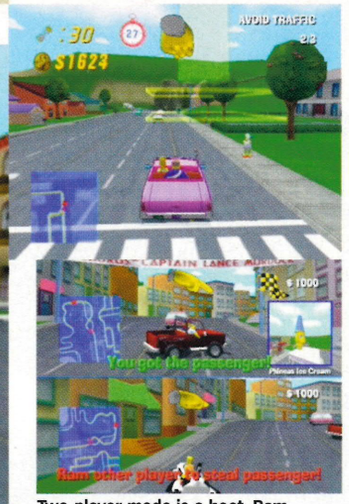
Subject to availability.

Monty's buyout of Springfield Transit Corporation prompts you to taxi local folk about.



A helpful finger, glowing rings... Is this where we say 'IT'S BLOODY *CRAZY TAXI!!*'? Yes it is.

The clock's ticking away as Groundskeeper Willy struggles to destroy enough newspaper boxes.



Two-player mode is a hoot. Ram into your rival to rob his fares!

MAN ABOUT TOWN

Homer's grand tour of Springfield.

1. As you hair through the mean streets of Springfield, you'll see a collection of familiar landmarks, but now in glorious 3D. Ever wondered how to get from the Simpsons' home to the Kwik-E-Mart? Through a plate glass window, of course.

2. Ah, has there ever been a higher seat of learning than Springfield Elementary school? Well, yes, actually. Whizz through the main corridor and you'll find Groundskeeper Willy's hut. Make the fiery Scot's day by ploughing right through it. Och!

3. Passing over the Springfield dam, scene of many a famous encounter. Bad driving can pitch you into the drink and lose you valuable time here. Fortunately, Mr Plow can use his four-wheel drive to scale the face of the dam. What's my name? It's Mr Plow!

THE SIMPSONS: ROAD RAGE

'Crazy' driving with Homer and the other Springfield regulars.

Publisher: EA
Developer: Radical Entertainment
Price: £39.99
Players: 1-2
Out: Now
Web site: www.simpsonsroadrage.com

Back story
Formed in 1991, Radical Entertainment has a wealth of PSone titles under its belt, including *Independence Day*, *Jackie Chan: Stunt Master* and *MTV: Pure Ride*. developed for EA, *Road Rage* is Radical's first PS2 offering. Next up is *Dark Summit*, a new take on the snowboarding genre (the powers that be have closed off the slopes to the kids, you have to win 'em back). Expect it in 2002 via THQ.

Okay, let's get it out of the way. *Road Rage*, for all intents and purposes, is *Crazy Taxi*. You hurtle around cartoon 3D environments earning a living as a cabbie in a fashion that's nigh on inseparable from the classic Sega title. From the top-of-screen hand icon pointing you in the right direction to the luminous rings highlighting potential fares, the game's a barefaced rip-off.

So zero for originality, EA Sports. But with characters from the finest TV show ever – ably complemented by a fine idea for a game under the bonnet – *The Simpsons: Road Rage* turns out to be a frantic and often amusing slice of arcade fun. At the very least, it's a huge improvement on PSone's deplorable *The Simpsons Wrestling*.

Road Rage mode is the main body of the game, and has you speeding through the various districts of Springfield picking up fares and taking passengers to their desired destination within a set time. Rack up enough cash and you gain a reward: either one of the six different starting locations or a new driver and vehicle. Reverend Lovejoy's Book Burning mobile, even if it does handle like a carthorse, stands out as one of the funniest in the entire Springfield line-up.

Bolstering the main game is a lively Mission mode, which gives you 20 different tasks to complete (mainly involving the trashing of public and private property). The Two-player mode is great, too. The aim is to be the first to earn a big fat wad of dough, by first fighting it out to pick up a fare, then making a dash for the destination without having the other player pinch your ride by smashing into you. *Simpsons* aficionados will love the face off between 'Plow King' and 'Mr Plow'.

While the front end is all very nice, for a game where speed is the key, the length of time it takes to load a level and get on the road is enough to tax the patience of even Ned Flanders. The lack of a quick replay option is also particularly frustrating.

Get the green light and every passenger indulges in small talk when you first pick them up. Ralph Wiggum chatting about eating his earwax can't help but raise a smirk, but there are only so many times you can listen to Homer chanting "USA! USA!" before you feel compelled to ram his supply of doughnuts right up his shiny yellow butt.

But when all's said and done, all you're really left with is a *Crazy Taxi* for *Simpsons* fans. It's good, it's fun, but it's also verging on the litigious. And that laughing sound you hear? That's Matt Groening quietly chuckling as he counts his royalties in the back seat. ☐ **Nick Ellis**

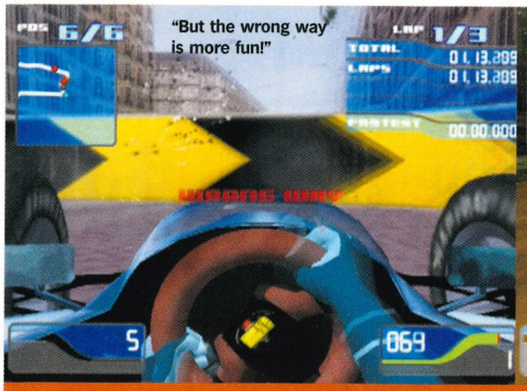
THE SIMPSONS: ROAD RAGE

Why we'd buy it:	Why we'd leave it:	A frenetic helping of wanton arcade driving, but it's a shame such a great licence can't be put to a more original use than this.
- Top Two-player mode - To play as your favourite *Simpsons* characters - You've not bought *Crazy Taxi* yet	- Too similar to *Crazy Taxi* to offer any new gameplay elements	

Graphics	Springfield in gloriously colourful 3D	07
Sound	A jazz soundtrack with suitably droll dialogue	07
Gameplay	Glaringly unoriginal but well paced	04
Life span	Plenty to unlock if you stay the course	07

06

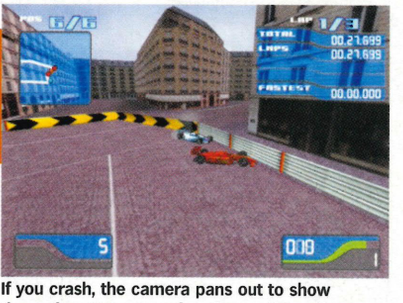
PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT



Drive well and you enter Zone mode, which makes the edges of the screen go all blurry.

DRIVEN

It'll drive you to distraction.



If you crash, the camera pans out to show the action. Not as good as *Burnout* though.

Publisher: BAM! Entertainment
Developer: BAM! Studios Europe
Price: £39.99
Players: 1-2
Out: Now
Web site: www.bam4fun.com/driven.html

It's a well-known fact that good movies often spawn poor videogames. It's probably not much of an achievement, then, that a bad movie about American CART racing, penned by none other than ex-soft porn actor Sly Stallone, now has an equally bad videogame to its name.

If *Driven*, the game, were edited into a 30-second trailer, it would be infinitely more entertaining than it stands now. You'd see that the racing gives a good impression of speed. Your attention would be drawn to a few original presentation tricks, like the way that the painting-by-number watercolour loading screens magically become 3D before your eyes when the game begins. The *Burnout*-style metal-shredding crashes, too, would be a momentary diversion.

If this prompts you to buy the full release, it would be a clever ploy, though, because it's not very good. Add in the original King Cornball Sly Stallone and his cut-scene voiceovers and it's often plain embarrassing. The driving isn't any better. Bizarre AI means you're often smashed off the track from behind, while other cars negotiate hairpins without even touching the brake. If you do the same you go into an uncontrollable spin.

Occasionally, the success of a film means a poor licence sells well regardless. That's unlikely to happen here – *Driven*, the movie, came out in early October and has since disappeared without a trace. ☐ **George Walter**

DRIVEN

Why we'd buy it: – You wanted a so-so racer with Stallone in it	Why we'd leave it: – Based on a so-so racing film with Stallone in it

Graphics	05
Sound	03
Gameplay	04
Life span	04

Straight to bargain bin release at best.

04

PlayStation.2 VERDICT

Bass Strike allows you to play with your tackle without involving the authorities.

BASS STRIKE

Bass. How slow can you go?

Going head-to-head with another angler doesn't exactly crank up the action.

Publisher: THQ
Developer: PAI Corporation Ltd
Price: £39.99
Players: 1
Out: Now
Web site: www.thq.com/bassstrike

There's no getting over it. In this rich and infinitely varied world of ours, activities can be divided into two broad groups: high videogame potential and low videogame potential. The former includes sci-fi armageddon and racing experimental rocket sleds at the speed of light. The latter: baking bread, long walks and fishing. In this category, ambient atmosphere is a crucial factor. And we're not just talking a comfy armchair and good ventilation.

So the title may tease with its sly suggestion of fishy revenge sorties on hapless anglers, but melodrama aside this is very much a waiting game. Following the recognisable template of options that includes Arcade, Tournament and Time Trial, *Bass Strike* gives you a boat, rod and tackle box jammed with Lipless Crankbait, Texas Rigs and Rubber Jigs, then pits you against the denizens of the not so deep.

There are Weather options, Anglers, Lakes and Lures to unlock, but the core gameplay remains unchanged. Pootle around in your boat. Stop. Cast. Wait. Wiggle lure. Wait some more. Recast. Wait. Sigh. Cast again. Try running over bass in shallows. Pick nose, feet, different lure... To be fair, there is some excitement when you finally hook a fish. Quick thinking is required to reel the bass boatwards without snapping the line, for instance. But add some unnecessary, flat-packed surfaces and poor collision detection to those long, long waits and *Bass Strike* just can't compete with The Great Outdoors. ☐ **Paul Fitzpatrick**

BASS STRIKE

Why we'd buy it: – We're an angler under house arrest	Why we'd leave it: – We're an angler no longer under house arrest

Graphics	04
Sound	04
Gameplay	05
Life span	04

A competent stab at competition fishing, but in the final analysis: why?

04

PlayStation.2 VERDICT

www.jak&daxter.co.uk

DEJECTED, HERCULES AWOKE...

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

THE END.

TIME FOR A NEW LEGEND.

PlayStation.2
THE THIRD PLACE

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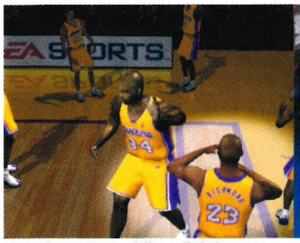
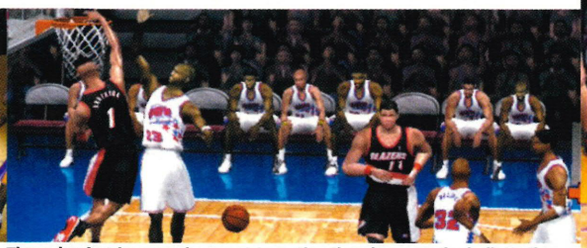
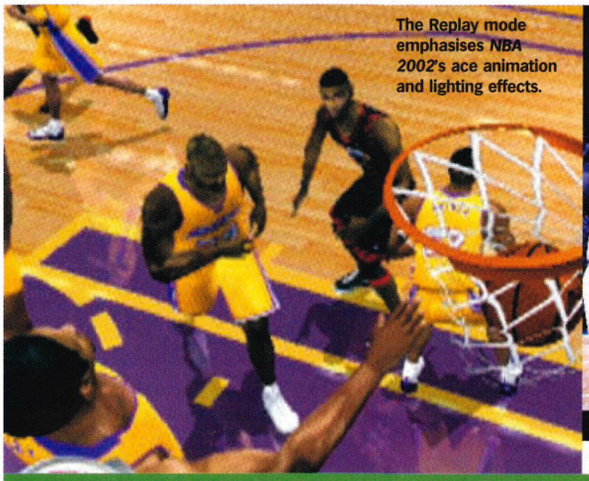


Note how the sublime lighting effects reflect off this fella's pate.

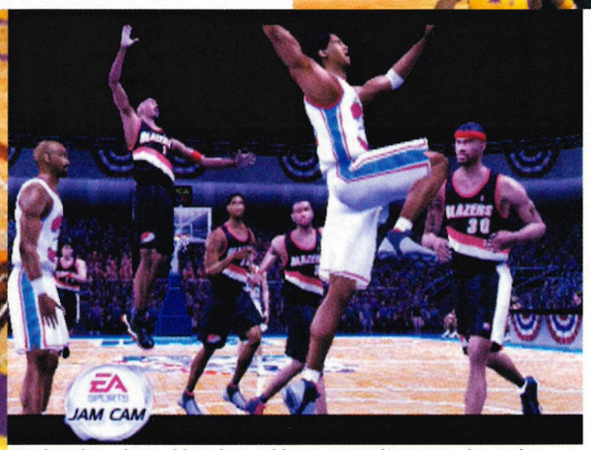


These basket-hangers have yet to notice the absence of a ball. Or the fact that they appear to be hovering. That's virtual basketball for you.

The bald guy's gonna get a ball in the mush if he doesn't watch what he's doing.



The Replay mode emphasises *NBA 2002*'s ace animation and lighting effects.



Replay also adopts this unique widescreen angle. Don't ask us why.

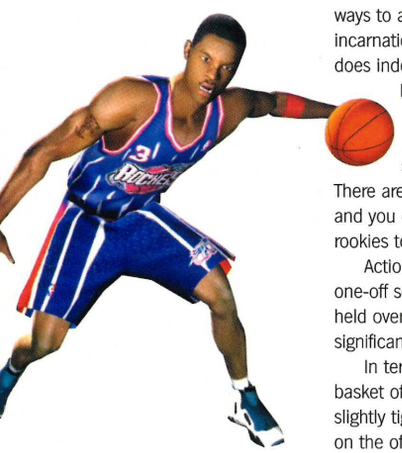
NBA LIVE 2002

Is this a ball-buster or a basket case?

Publisher: EA Sports
Developer: EA Sports (Canada)
Price: £39.99
Players: 1-4
Out: Now
Web site: nbalive2002.ea.com

Back story

It's more a special edition than a whole new sequel to *NBA Live 2001*. Much of the gameplay, and the options, remain intact from the previous incarnation – which itself was a fairly hefty overhaul of the similarly-titled PSone series.



Despite the bold attempts of certain eager promoters in the early Nineties, American football, baseball and basketball have never really taken off in the UK. It must be frustrating for US sports games developers, whose budgets would doubtless increase if we Brits were slightly more receptive to their national games. But we're not. We've got proper football, cricket, shove ha'penny and morris dancing, and we're more than happy with all of those, thanks very much.

Nonetheless, EA Sports continues to roll out its big-name US franchises to a disinterested British public – and it would still take an exceptional basketball game to tear us away from our Shakespeare and afternoon tea. *NBA Live 2001* wasn't an exceptional basketball game. In fact, it was merely okay, and – while pretty enough – less playable than its most recent PSone equivalent.

It must be tough for EA Sports' boffins to find ways to add new features to each successive incarnation in the series. Nonetheless, *Live 2002* does indeed do just that. Following the usual slick EA Sports front-end, there's an option you won't have seen before: Franchise. This enables you to act as manager to several teams over successive seasons. There are contractual and financial issues to settle, and you even get to scout for more affordable rookies to recruit. Statistics junkies will lap it up.

Action-wise, there are the usual one-off games, one-off seasons and the so-so one-on-one games held over from the original, but Franchise is *the* significant addition to the series.

In terms of on-court action, it's a familiar basket of balls, although *Live 2002* provides a slightly tighter game than *Live 2001* – particularly on the offensive side of things, where you can now perform all manner of dummy passes and fakes. It may lack a certain something, but there's nothing hugely wrong with the gameplay.

Also, the presentation has been pumped up. The pre-match sequences and post-scoring celebrations are great, and add immensely to the atmosphere. Likewise the new replays, which use motion blur and other tricks to enhance the realism. Unfortunately, something has gone awry with the in-game graphics. Admittedly, the players look stunning; each is a true individual, from the broadness of his shoulders to the wrinkles on his forehead (the Player Creation screen underlines this – see 'Build A Better Beppe'). But there's still something lacking. Despite a great-looking crowd, those ever shiny reflections on the court surface and flawless animation, it looks as if the players have been badly blue-screened into the action, like a bad *Doctor Who* special effect.

Overall this is a solid – if not hugely revolutionary – basketball sim. Which, of course, probably isn't enough to interest anyone other than dedicated NBA freaks. All of whom, we imagine, live in America. ☐ **Paul Rose**

NBA LIVE 2002

Why we'd buy it:	**Why we'd leave it:**	**There's nothing massively wrong and there's nothing massively right. It's just, well, mediocre.**
- It's slick and perfectly playable - Packed to the shorts with statistics and options	- We're not particularly interested in a straight basketball game	

Graphics	Great animation – average backdrops	06
Sound	So-so commentary, but some 'fly soundz'	07
Gameplay	It's solid but not too original	06
Life span	Option city and a great Franchise mode	08

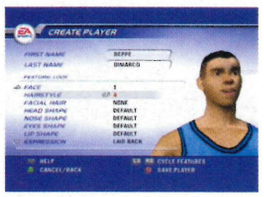
06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

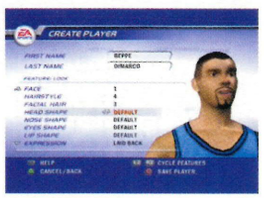
BUILD A BETTER BEPPE

Unhappy with your guys' physical appearance? Then change it!

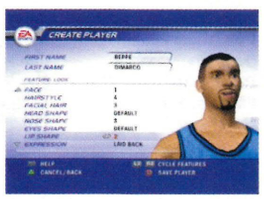
NBA Live 2002's player creation screen is one of the most flexible around. So flexible, in fact, that it allows you to create players as diverse as Ali G, Richard Blackwood and Beppe from *EastEnders*. Here's a step-by-step guide to building Albert Square's Italian stallion.



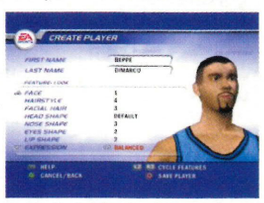
1. Opt for Face Number 1 and Hairstyle Number 4.



2. Give your Beppe-to-be that trademark Facial Hair Number 3. and select the default Head Shape.



3. A quick nip and tuck – tweak his proboscis into Nose Shape Number 3, and then give him Lips Number 2. The eyes are the default selection.

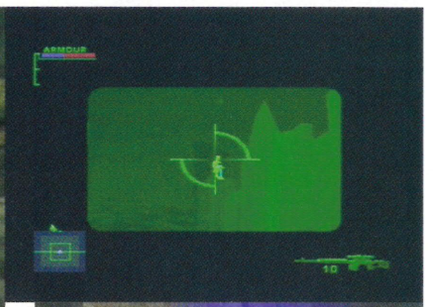


4. Finally, for that hard *EastEnders* glower, give him the Balanced Expression. Et voila! Beppe di Marco is now on your team! Sort of.

PSone™

The best PSone reviews around, courtesy of *Official PlayStation Magazine*. Edited by Lou Wells.

Thrust into a mineshaft. Just one of *Syphon Filter 3*'s 19 adrenaline-soaked levels.



The nightsight sniper rifle (top) and hand taser are just two of the weapons at your disposal. Others include the AU300, M-79 and explosives.

SYPHON FILTER 3

Once again, videogaming collides head-on with reality.

Publisher: SCEE
Developer: Eidetic
Price: £30
Players: 1-2
Out: Now

A plane is hijacked. Special Forces ground troops eliminate anti-aircraft positions in Kabul. An attempted terrorist attack on Washington DC using biological weapons is narrowly averted. No, this isn't a rundown of breaking news on CNN. These events all crop up during the course of SCEE's gripping Bond-esque action adventure *Syphon Filter 3*.

Hero Gabe Logan is back, called to a Senate Committee hearing set up to investigate the activities of the Agency, which was revealed in *Syphon Filter 2* to be headed by a double-agent who was feeding information to terrorist groups. Sinister Senator Vince Hadden is attempting to frame Gabe for the Agency's more questionable deeds, and as Gabe runs through his evidence you get to taste first-hand exactly what he and his fellow agents have been up to.

//A tooled-up adrenaline shot of a game, and the best title to hit PSone for some time//

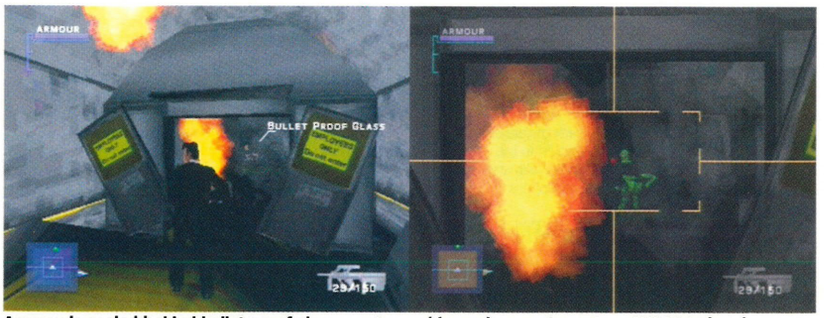
As in *SF2*, though, you can take control of other characters, too, among them Lian Xing and operative Lawrence Mujari.

The action kicks off in Tokyo, with our hero required to assassinate members of a Chinese Army splinter group. *Syphon Filter* has never disappointed in its opening levels, and this is no exception; you're handed a zoomtastic sniper rifle and then expected to fight your way out of a hotel over-run by yakuza. Superb.

Despite the addition of mini-games, which enhance replay value, little has changed in *Syphon Filter 3*. Control is the same, with characters able to run, roll, crouch, strafe and peek around corners as before; the effective first-person option is also retained. Character AI also remains straightforward, and you can still sneakily take out targets by positioning yourself close to a corner or wall and going into first-person. However, this refreshingly direct approach to gameplay has its drawbacks. Problems can be a shade too simple, so hardcore gamers expecting brain as well as thumb exercise will be disappointed.

That said, *Syphon Filter 3* is a tooled-up, dry-mouthed, adrenaline shot of a game, and the best title to hit PSone for some time. For once, a developer has come up with a compelling story and followed it through with credible characters and great visuals. Once you've started playing, you won't be happy until you've emptied every clip, dodged every bullet and finished every level. □

Take your fight to the full with the flesh-tearing power of the M16. It's a long way down, mate...



Aramov is sealed behind bullet-proof glass – not a problem when you've got an AU300 to hand...

PSone™
SYPHON FILTER 3

Graphics Convincing and atmospheric	09
Sound Superlative spy sonics	08
Gameplay Shoot to thrill and kill	09
Life span Resoundingly replayable	09

Damn it all to hell, this counter-terrorism stuff is fantastic virtual fun.

09

VERDICT

WORMS WORLD PARTY

Worms doing what worms do best – obliterating each other!

Publisher: Eon
Developer: Team 17
Price: £9.99
Players: 1-2
Out: November

Question: What's the most fun you can have with a wriggly pink thing? The answer, we fear, seems to be crawling out from under Team 17's festering compost heap... and he appears to be brandishing an Uzi sub-machine gun.

This PSone version eschews Internet play in favour of the turn-based knockabout fun which made its predecessor such a triumph. Graphics and game physics remain unchanged, but to compensate for the lack of new weaponry, Team 17 has introduced a host of different game styles, including a blistering multiplayer mode.

At only a tenner, *Worms World Party* deserves to squirm into everyone's game collection. ☐

To complete the challenging Mission ten, simply land on Alcatraz Island and steal secret warp plans from the evil enemy.

PSone™

Wickedly addictive wormy mayhem, and only a tenner to boot? Bargain! Guaranteed to provide months of worm-battering fun.

08

VERDICT

HARRY POTTER AND THE PHILOSOPHER'S STONE

It's magic, but more conjuring trick than high-grade sorcery.

Publisher: EA
Developer: Argonaut Games
Price: £29.99
Players: 1
Out: Now

Suspense, tension, intrigue, mystery... All the ingredients that make the Harry Potter books such a spellbinding read (and a phenomenal cash cow for author JK Rowling). So why in the name of Lord Voldermort are they missing from *The Philosopher's Stone*? The story and all the wonderful characters are included, sure enough, but – alas – the magic has fled elsewhere. Which is a shame, because this isn't a bad game. The graphics are cleaner than a magic flute (Hogwarts Castle is spectacular) and there's a welter of tasks to complete. Certainly, under-tens will be delighted. Potter veterans, however, may find the lack of hardcore challenge a disappointment. ☐

You loved the books, and you'll love the game even more. A tad disappointing on the gameplay front, but visually a feast for Potter aficionados.

PSone™

The simplicity will be a letdown for hardened gamers, but this is still an immensely varied platform adventure for Potter fans.

07

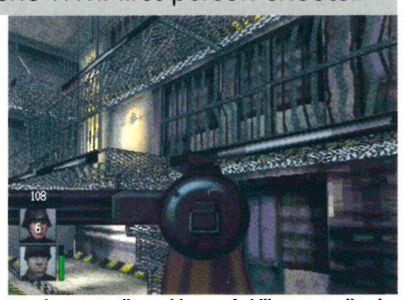
VERDICT

HIDDEN AND DANGEROUS

Kill or be killed in this atmospheric WWII first-person shooter.

Publisher: Take 2
Developer: Tarantula
Price: £24.99
Players: 1
Out: Now

Welcome to WWII. You and your hand-picked band of silent killers have been sent into enemy-held territory to disrupt supply lines and destroy key strategic installations. So far, so Nazi-inspired FPS. Unlike your average FPS, though, *Hidden And Dangerous* doesn't give you protective armour or grace your gunhand with the latest sci-tech weaponry. This is very much a stealth operation: take a few bullets and, as in real life, you go down. It's a great idea – and one that could've worked brilliantly, if it hadn't been for the clumsy interface. The game demands precision work, yet promptly strips you of the control finesse to do what's required. Tremendous atmosphere, though. ☐



Hands up! You'll need bags of skill to stay alive in this game. Wobbly textures and tons of fog provide a suitably tense atmosphere.

PSone™

Great in places, but awful controls and lack of precision drag it down.

06

VERDICT

ALSO RELEASED THIS MONTH...

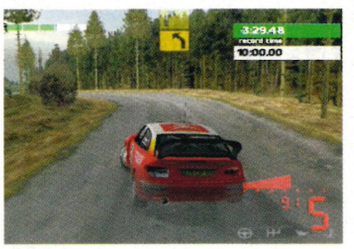
Skateboard trickery in **TONY HAWK'S PRO SKATER 3**; Football hero worship in **DAVID BECKHAM SOCCER**; Footie brain-scratching in **CHAMPIONSHIP MANAGER QUIZ** and **SKY SPORTS FOOTBALL QUIZ**; Wild West sharp-shooting in **GUNFIGHTER**; Sports action in **NBA LIVE 2002**; Bad guy unmasking in **SCOOBY DOO AND THE CYBER CHASE**; Pamela Anderson ogling in **VIP**; Word-teasing in **SCRABBLE**; Monster breeding in **CREATURES**; Robot bashing in **GUNDAM BATTLE ASSAULT**; Megastar manufacturing in **POPSTAR MAKER**; Old School soccer jinkery in **KICK OFF 2002.** Don't forget, for all the latest PSone news, reviews, previews and playable demos see our sister mag **OFFICIAL UK PLAYSTATION MAGAZINE...**

PSone™ ROUNDUP

NEWS

SONY MINI-SCREEN

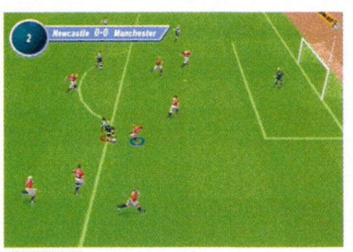
Sony's latest contribution to the PSone phenomenon is this deliciously compact mini-screen, which hooks straight into your system and provides everything the discerning gameplayer could ask for: sturdy aesthetic design, a pin-sharp display, and a healthy sonic delivery, courtesy of two wing stereo speakers (or headphone output via a standard jack). It's the same size as rival mini-screens, but the flicker-free picture is streets ahead of its rivals, thanks to crisp colours and perfect contrast.



NEWS

WORLD RALLY CHAMPIONSHIP

Currently being adapted for PSone by UDS after Evolution's superb PS2 original, *WRC* is a rally game with a difference. Alongside the mud-chucking, wheel-spinning off-road action you'd expect from any decent rally game, *WRC* concentrates heavily on the 'realism' aspect of play. Fly off that windy mountain path, 1,000 feet up and you know about it... You'd better listen to your navigator, too; now he's an integral part of the gameplay. He knows the road better than anyone, so when he bellows "Left!", take his advice – or suffer the fallout...



PREVIEW

DAVID BECKHAM SOCCER

A Spice Girl as his missus, a PSone in his BMW – and now a console rendition of The Beautiful Game sporting his own moniker. Can the man do no wrong? Not if this Rage-conceived footie sim is anything to go by. Based on *UEFA Striker*, *David Beckham Soccer* looks like *FIFA*, but with more emphasis on passing and building moves. Replete with league tables, player stats and neat celebrations, this'll please armchair critics no end. A PS2 version is on its way!

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AR2™ V2

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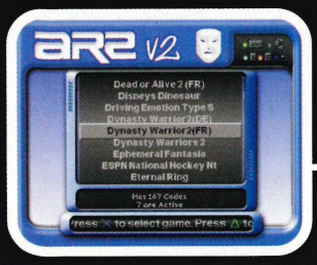

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Edited by: Sam Richards and Lee Hart

media

DVD/INTERNET/PRINT/MUSIC

PS2 doesn't just play games, you know. Here's some other stuff you might like...

Text: Lee Hart/Sam Richards/Paul Fitzpatrick

IMAGE © DREAMWORKS

Ever since she got the skinhead, Grotbags' luck with the fellas fell to pieces.

SHREK

DreamWorks/£22.99/Out now

Film: The single smash hit Hollywood movie of a barren summer is also the most overrated. What was a bright and breezy 90 minutes of entertainment on the big screen can't help but have its pixellated flaws magnified with a second viewing on DVD, and the result is even more disappointing.

A traditional fairy tale that simultaneously parodies the form (sly digs at the likes of *Pinocchio* and *Snow White* crop up regularly) *Shrek* is the story of the eponymous ogre who, bad-tempered to start with, is even more unimpressed when a load of fairy tale characters infest his private swamp. They've been banished from the kingdom of malevolent midget Lord Farquaad, so green meany *Shrek* takes his complaint to the diddy despot himself to try and get the ruling overturned. However, in exchange for ridding the swamp of its squatters, *Shrek* has to rescue Farquaad's bride-to-be: a lovely princess imprisoned in a dragon-guarded castle.

Obviously aiming for the magic *Toy Story* formula of humour and sentimentality that appeals to all ages, *Shrek* certainly looks impressive and has moments of genuine inspiration, but neither the story nor the characters are strong enough to bear comparison with the adventures of Woody and Buzz. Despite its satirical intentions, the movie succumbs to a predictably moral climax and it is fatally hamstrung throughout by Mike *'Austin Powers'* Myers' flat, unfunny performance as the voice of the ogre (his wavering Scottish accent will outrage everyone north of the border). The one saving grace is Eddie Murphy as *Shrek* 's jive-ass, blabbermouth sidekick Donkey, whose improvised ramblings provide what few laughs the movie has to offer. **LH**

Features: There's a self-satisfied commentary by Directors Andrew Adamson and Vicki Jensen alongside Producer Aron Warner. Plus three short featurettes focusing on the technical wizardry involved in making the film; the voice-acting; and interviews with Myers, Murphy and the other voice artistes.

Verdict: Overhyped, underwhelming CGI fable that aims for *Toy Story* but drops short around the *Antz* mark. **6/10**

SING WHEN YOU'RE WHINNYING

The undoubted highlight of *Shrek*'s bonus materials is the *Karaoke Dance Party*. Featuring the film's main characters belting out appropriate hits (see the examples below) before the grand group finalé of Sly And The Family Stone's *Dance To The Music*, this is the kind of joyously daft, unselfconscious idea the movie itself is short of.

1. Robin Hood And His Merry Men
The French (?!) riverdancing outlaws camp it up with an energetic performance of The Village People's disco anthem *YMCA*.

2. The Gingerbread Man
Having been tortured by the evil Lord Farquaad, the unfortunate biscuity person gives a limb-snapping rendition of Culture Club's *Do You Really Want To Hurt Me?*

3. Donkey
Fittingly, Eddie Murphy's jivetalkin' mule steals the show with his take on Sir Mixalot's ode to big bottoms, *Baby Got Back*. Yup, a donkey singing, "I like big butts!"...

Must. Resist. Terrible. Caption. Demanding. Some. Booze.

WITHNAIL AND I

Anchor Bay/£19.99/Out now

Film: At the end of the Sixties, two not-so-swinging unemployed actors Marwood (Paul McGann, the 'I' of the title) and his outrageous drunken friend Withnail (Richard E Grant in a career defining performance) decide to take a break from their London hovel and persuade Withnail's camptastic Uncle Monty to let them use his country cottage. Of course this back-to-nature idyll turns out to be a rain-sodden hellhole where they're stalked by yokel poacher Michael Elphick and Uncle Monty who turns up uninvited, meaning to have Marwood "Even if it must be burglary!".

Bruce Robinson's hilarious, subtly melancholic classic just gets better and funnier with each viewing. Overrun with unforgettable characters and dialogue, it's made all the more memorable by the note-perfect balance of humour and despair. **LH**
Features: Bruce Robinson's home movies. A great commentary by Paul McGann and Ralph Brown (Danny the drug dealer, of Camberwell Carrot fame). Plus, an excellent retrospective documentary featuring interviews with everyone involved.
Verdict: One of the great British comedies, deservedly a national institution. **9/10**

Now some people would say that The Shat is a step down from Keanu Reaves as a leading man...

MISS CONGENIALITY

Warner/£19.99/Out now

Film: Uglified cop Sandra Bullock has to go undercover as a contestant in a beauty pageant to investigate a bomb threat. And if you think that sounds like the setup for a frivolous romantic comedy then you're not wrong. Starting out as a grubby, snorting tomboy, Sandy is transformed into her usual gorgeous self by makeover expert Michael Caine, which is the cue for mucho high-heeled prat-falling and a good deal of ribbing from her fellow cops (including love interest Benjamin Bratt).

It's all totally predictable and inconsequential but thanks to a winning turn from Bullock – back doing what she does best, looking cute and acting the fool – and a superbly cheesy pageant finalé hosted by bewigged maestro William Shatner, this is passable comic fare. **LH**
Features: There are two commentaries, one by the Director Donald Petrie and a second, highly entertaining, account from Sandra Bullock and Writer Marc Lawrence. We also get two behind-the-scenes featurettes incorporating outtakes, deleted scenes and on-set interviews with all the main players.
Verdict: A fluffy, forgettable romantic comedy boosted by the Bullock factor. **5/10**

"Whattya mean, we're just remaking the first film all over again for a big sack of green? Nah!"

THE MUMMY: ULTIMATE COLLECTION

Columbia TriStar/£34.99/Out now

Film: A boxset including both *The Mummy* and its recent, cash-in sequel, fans of the *Raiders Of The Lost Ark* pale imitations will be in their element – everyone else would be better advised to wrap themselves in bandages and hide in a pyramid. To be fair, the first film isn't that bad; featuring plenty of exciting set-pieces and a decent lead performance by Brendan Fraser, battling the re-awakaned, mummified priest Imhotep in Twenties Egypt. The 'let's make a quick buck' sequel, however, is nothing short of terrible. An almost exact remake of its predecessor but set in London with a few new monsters thrown in, *The Mummy Returns* is cynical, commercial film-making at its worst. **LH**
Features: This Collection is packed with more goodies than Tutankhamen's tomb, but it's a case of quantity rather than quality. *The Mummy* has the best of the extras: a decent Making Of documentary, commentaries, deleted scenes and special effects featurettes. *The Mummy Returns*, however, has self-congratulatory material that'll leave you feeling dirty and used.
Verdict: *The Mummy* is likeable nonsense. The sequel stinks like a rotting corpse. **4/10**

Ed Harris' is probably standing on a landmine but we prefer, 'STOP! HAMMER TIME!'

ENEMY AT THE GATES

Pathé/£19.99/Out now

Film: Despite what the likes of *Saving Private Ryan* might have you believe, the Americans didn't win WWII single-handedly. If anything, the turning point of the war was on the Russian front where the Red Army lost a generation of men holding out against the Nazis and finally defeating them in the besieged city of Stalingrad. *Enemy At The Gates* takes this landmark battle and focuses on the story of two legendary snipers – the Russian, Vassili Zaitsev (Jude Law) and German, Major Konig (Ed Harris) – hunting each other through the ruins. Grimly realistic and wracked with tension, the early stages of the film are absolutely gripping.

Unfortunately, this cat and mouse action is soon abandoned in favour of a dull love triangle involving Law, fellow soldier Rachel Wiesz and propoganda officer Joseph Fiennes, and the movie never recovers. **LH**
Features: Commentary from Director Jean-Jacques Annaud, eight deleted scenes and two featurettes boasting behind-the-scenes footage and interviews with the main cast and crew. The highlight of this DVD though, is the Pathé News documentary, shot during the actual conflict and immeasurably more powerful than the movie itself.
Verdict: There's a great film to be made of the Battle Of Stalingrad. This isn't it. **5/10**

» ALSO RELEASED
The Grinch (Columbia TriStar/£19.99)/**Evolution** (Columbia TriStar/£19.99)/**The Last Of The Mohicans** (Warner/£19.99)/**Forrest Gump** (Paramount/£24.99)
It's A Wonderful Life (Universal/£19.99)/**Witchfinder General** (Metrodome/£19.99)/**WWF! Action!** (Silver Vision/£17.99)/**Natural Born Killers** (Warner/£19.99)

You say 'RUN! AWAY! SHAAAAARK!' We say, 'Ah, the old Snickers in the pool gag...'

PHOTO: KOBAL COLLECTION

TOP 10 SEVENTIES DVDS

Dirty Harry
Warner/£9.99
Film: After three classic Westerns, including *The Good, The Bad And The Ugly*, Clint moved on to another classic and his second iconic role: cop on the edge, 'Dirty' Harry Callaghan. A man at odds with both his superiors and the hippy overtones of the era, Harry focuses his anger on bringing serial killer Scorpio to justice – even if it means breaking every rule in the book.
Features: None.

A Clockwork Orange
Warner/£19.99
Film: Stanley Kubrick's much misunderstood satire offers a prescient view of the social unrest in near-future Britain, following the adventures of a young reprobate, Alex, whose principal interests are rape, ultra-violence and Beethoven. Malcolm McDowell is stand-out as the tearaway in question, who's imprisoned, brainwashed and eventually cured. Or is he?
Features: None.

The Last Picture Show
Columbia TriStar/£19.99
Film: A poignant Americana about life in a Texas town during the Fifties, *The Last Picture Show* focuses on the relationships between the teenagers – full of post-war optimism – and the older generation, who have long since abandoned their dreams of escaping small town existence.
Features: Documentary. Featurette. Theatrical trailer.

High Plains Drifter
Columbia TriStar/£19.99
Film: Enigmatic gunfighter Clint Eastwood drifts into town, paints it red and renames it Hell. He's the avenging angel of the Marshall, whipped to death while the townspeople watched, and now it's time for some biblical vengeance. One of *the* great Westerns, this is a film that lives long in the memory.
Features: Production notes.

The Godfather I and II
Paramount/£59.99
Film: Coppola's gangster saga defines the golden era of the Seventies; a time when intelligent, mature films not only received critical acclaim but also cashed in at the box office. Magnificent in scope and entertainment, they simply don't make 'em like this anymore.
Features: Director's commentary. Documentary. Over an hour of additional footage. Six featurettes.

The Exorcist
Warner/£12.99
Film: Almost documentary-style in its unflinching portrayal of demonic possession, this is one of the few genuinely unsettling horror films, with its psychological impact just as great as its visceral terror.
Features: Documentary. Commentaries. Interviews. The original ending. Storyboards.

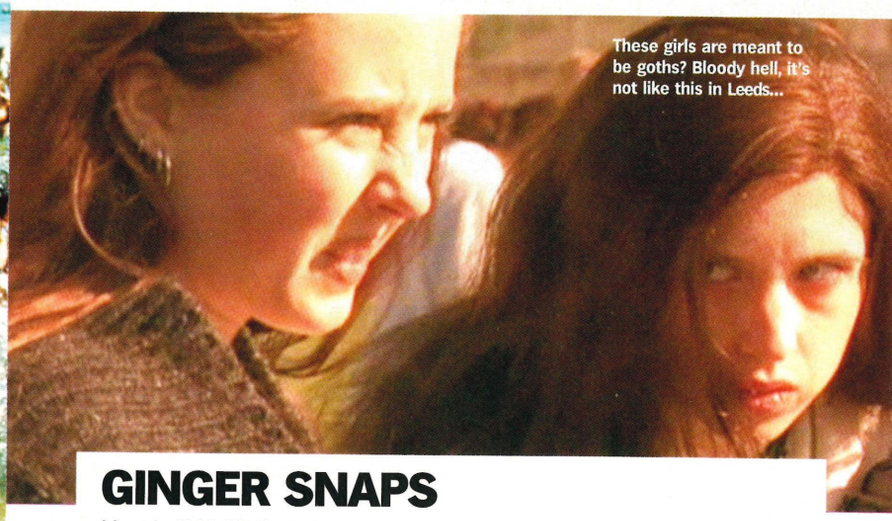
Chinatown
Paramount/£19.99
Film: Set in 1930s LA, *Chinatown* is a gripping, hard boiled thriller that uses the city's corrupt dealings in water rights as a backdrop to the sinister corruption of the family private eye Jack Nicholson is working for.
Features: Interviews. Trailer.

One Flew Over The Cuckoo's Nest
Warner/£9.99
Film: Pretend mentalist Jack Nicholson encourages the lunatics to take over the asylum and then pays for his system-challenging individuality with brain-numbing electrotherapy. It's all one big metaphor for American society, y'know.
Features: Theatrical trailer.

Jaws
Universal/£19.99
Film: Still Spielberg's greatest film, *Jaws* is the sharkdaddy of all blockbuster movies. Sadly, the knock-on effect of its success was to unwittingly spawn a trend of high concept, no-brainer summer movies that eventually meant the end of the narrative-led films that so defined the Seventies.
Features: Documentary. Deleted scenes. Outtakes. Photo gallery. Triva game.

Taxi Driver
Columbia TriStar/£19.99
Film: Scorsese's disturbing, dream-like odyssey follows crazed cabbie De Niro as he applies his perverse morality to rescuing under-age prostitute Jodie Foster from her dead-end life on New York's sordid, crime-ridden streets.
Features: Documentary. Photo gallery. Storyboard comparison.

TEXT: LEE HART



These girls are meant to be goths? Bloody hell, it's not like this in Leeds...

GINGER SNAPS

Mosaic/£19.99/Out now

Film: When goth sisters Ginger and Brigitte ignore warnings of a creature on the prowl and enter the park late one night, Ginger is attacked by the beast and its bite has the unfortunate side-effect of – yes, you guessed it – gradually transforming her into a sexually voracious werewolf.

Although fun, *Ginger Snaps* fails to generate any scares and is an uninspired hotch-potch that owes much to other, better flicks. The comedic events at school, where the sisters are spurned by the 'trendy' kids, are like outtakes from *Heathers*; the progressive effects of the werewolf bite pure *The Howling*; and the overall theme, changes that occur through adolescence reflected by changes in a more horrific sense, shamelessly filched from *Carrie*. **LH**
Features: A disappointing selection that includes screen tests of the lead actresses and two insultingly brief featurettes on the making of the film and the creature effects.
Verdict: Derivative, fright-free, but reasonably enjoyable werewolf shocker. **5/10**

Is it us or have the Manics let themselves go these days?

SOME LIKE IT HOT

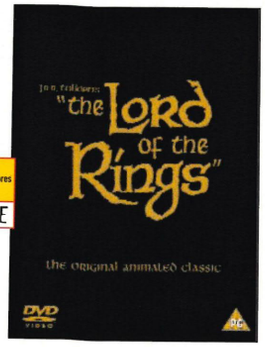
MGM/£19.99/Out now

Film: After witnessing the St Valentine's Day Massacre, ragtag musicians Joe (Tony Curtis) and Jerry (Jack Lemmon) have to hotfoot it out of Chicago before the Mob gets hold of them. Their prayers are answered with the opportunity to join a touring orchestra – the only drawback is that it's an all-girl band.

Dragged up to the nines, they encounter all kinds of comic mishaps out on the road, especially in their romantic entanglements: Joe falls for fellow band member Sugar Kane (a never better Marilyn Monroe) but can't reveal his true gender; while Jerry temporarily forgets he's a bloke and finds himself in a bizarre relationship with lecherous millionaire Osgood – who gets to utter the best closing line in cinema history. Boasting more charm in Lemmon's beauty spot than all recent comedies put together, this screwball classic remains as funny and charming as the day it was made. **LH**
Features: *A Nostalgic Look Back* is a 30-minute interview with the talkative Tony Curtis. He may look mad with his dandy dress sense and bequiffed wig but Curtis still has all his faculties – filling the interview with wonderfully detailed anecdotes and finally putting to bed the rumour that he said, "Kissing Marilyn was like kissing Hitler." There's also a gossipy reunion of four Sweet Sue band members and a great behind-the-scenes photo gallery.
Verdict: A classic cross-dressing comedy that hasn't dated one bit. **10/10**

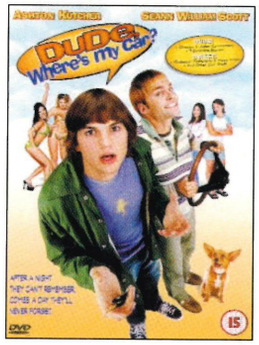
THIS SEASON'S SEXIEST DVDs

(FOR MAX GIFT SATISFACTION, REMOVE PAGE, MARK MOST WANTED, AND LEAVE IN PROMINENT POSITION)

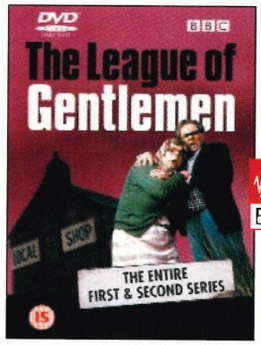


Virgin megastores EXCLUSIVE

Exclusive sleeve & Artcards £17.99



Available 10 December £17.99



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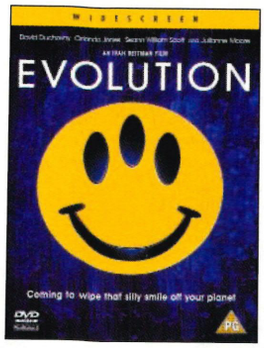
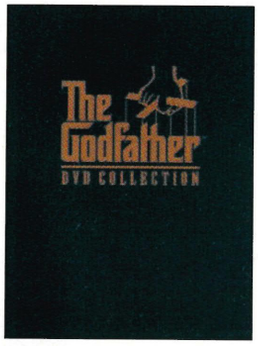
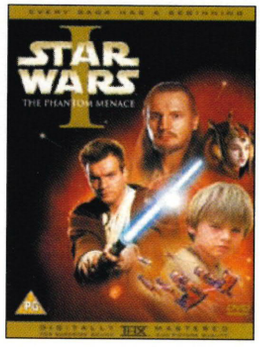


£17.99



5 Disc Collection £49.99



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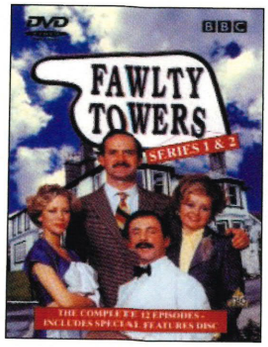

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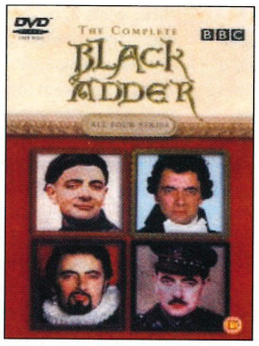

All 4 Series £49.99

WHATEVER TURNS YOU ON

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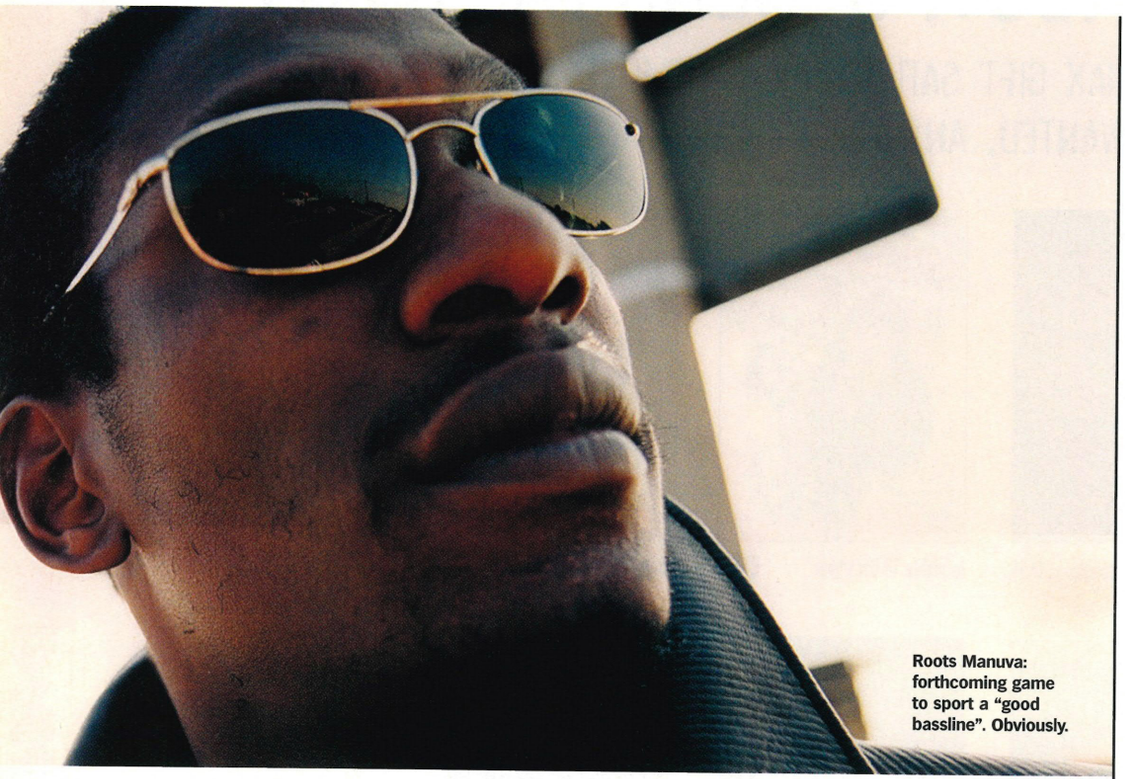


Roots Manuva: forthcoming game to sport a "good bassline". Obviously.

Roots Manuva

Words to the wise from the council flat rapper.

Think UK hip-hop. Think Derek B, think Credit To The Nation, think we'll go back to my Jay-Z and Outkast records, thanks. But over the last five years, there's been one Londoner making the kind of original, sonically-inventive rap music that marks him out as an underground pioneer in the vein of Company Flow's El-P or even Wu-Tang's RZA, rather than a faddish imitator of American trends. His name is Rodney Smith although you may know him better as Roots Manuva.

Following a startling debut album (Brand New Second Hand) that introduced a rich, unusual rapping voice allied to invitingly off-kilter production, this year's *Run Come Save Me* exploded in a shower of critical and popular acclaim. "Think basslines, crooked drum patterns, wayward songs and twisted melodic wordplay," elaborates Smith. "It's the heart and soul of the UK's dole cheque generation."

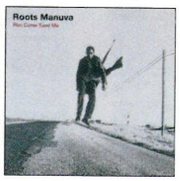
Smith writes and records solo, in a studio just around the corner from his South London council flat, where he lives, if stories are to be believed, with his mother. It's about as 'real' as MCs can get. Making no secret of his, ahem, roots, if UK hip-hop is going to make a name for itself it's Roots Manuva's evocative urban poetry that's leading the charge. Not that he's immodest enough to consider himself a figurehead. "Now is the time for all council flat music," reckons Smith. "Every youth out there wants to be an MC now. No joke – the garage scene has got them going bonkers for the mic."

//Smith records round the corner from his council flat. It's as 'real' as MCs can get//

Deservedly, Smith also feels uncomfortable being tagged with the limiting 'hip-hop' label. "I consider myself a songwriter who is massively influenced by hip-hop," he protests. When asked if he thinks UK hip-hop gets a raw deal, his answer is suitably broad: "All music of substance has a raw deal. I can't complain – I've toured and travelled all over the world. I earn an honest living. There's a lot more to being a recording artist than mainstream accolades. Current surveys indicate an American dominance in hip-hop, but there's a growing UK infrastructure: pirate radio, mix-tapes, magazines, Webcasts, successful tours and love from the bigger picture. It's about celebrating culture."

Unbelievably, Smith has taken stick for making noticeably English references – pints of bitter, lager louts, cheese on toast – in his lyrics, but it's obvious that he doesn't give a fig. "It is natural for me to make such references, old bean!" he laughs.

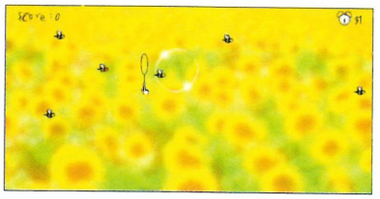
As a result of his celebration of "dole cheque culture" videogames also get big props. Pac-Man is namechecked while Smith has been known to sport a *Space Invaders* T-shirt. Smith is also currently working on his own game with producer Lotek. "Music related and all that," he explains. So what's the main feature? Roots Manuva ponders the question for a moment, answering: "It will definitely have a good bassline!" ☐ **SR**



RUN COME SAVE ME

Roots Manuva's second album has been making waves since its release in August. It features two great singles: *Witness (1 Hope)* is Roots in party mode, all looping videogame FX and shouts of "witness the fitness." *Dreamy Days* is more reflective, boasting string quartet backing and sounding almost rural. Chali 2na from Jurassic 5 guests, but otherwise Roots cuts a crazy enough dash by himself.

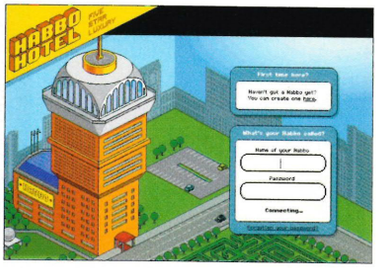
**Run Come Save Me is out now on Big Dada.*



ORISINAL MORNING SUNSHINE

www.ferryhalim.com/orisinal

In an online world brimming with shoddily designed good ideas and sharply executed tosh, it's always a pleasure to come across a site that manages to combine the best of ideas and presentation in one handy URL. Orisinal (no that's not a typo) is ostensibly a showcase for the Flash animation creations of one Ferry Halim. In here you'll find 22 gorgeously executed mini-games with names like Bum Bum Koala, The Truth Is Up There and Cranky Crabs. Simple and moreish in equal measures, the highlight has to be Bubble Bees, a game that involves trapping the striped pollen taxis in, well, bubbles. And when you're done with that lot, there are a handful of other charming oddities to while away your idle moments. Virtual kite flying anyone? **PF**



HABBO HOTEL

www.habbohotel.com

Chat rooms. Up until now they haven't exactly been the best looking places to visit. All that has changed with the first 'Luxurious Five Star Hotel On The Net'. Primarily designed for UK teens, this isometric chat hotel is open to anyone. With its focused eye on security and privacy this is a fine place in which to chat, chill or just get lost. The idea is simple. Register, create your in-world habbo and wander around the many rooms, suites and bars. Every habbo you see is another person logged on. Stop, have a chat. You can dance in the nightclub, order (non-alcoholic) drinks, and set up a private room decorating it to your personal tastes. Habbo Hotel takes Net communication to a happy, shiny new place. **PF**

THE TOP FIVE

Now, *do* pay attention 007... Five of the best Bond sites to prepare you for *Agent Under Fire*.

1. 007.ea.com
Agent Under Fire's official site is full of info on Bond's new mission.

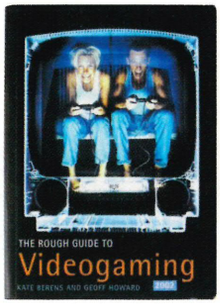
2. www.jamesbond.com
The official site for the movies. Packed with clips on Bonds old and new.

3. www.commanderbond.net
Lots of news and gossip on the next 007 flick.

4. www.007.com
Eon Production's definitive 007 site.

5. www.pcisys.net/~pak
Bond card games, board games and videogames.

»PRINT



THE ROUGH GUIDE TO VIDEOGAMING

Editor: Kate Berens & Geoff Howard
Publisher: Rough Guides
On sale: Now
Price: £6.00

Rough Guides don't just make travel books. The winning formula has now been applied to videogames. The editors have chosen to divide the world of videogames into seven genres. Prime examples of said genres are selected and reviewed concisely, often with tips and Web links for further info. A comprehensive guide would have been an impossibility, so a game's selection for inclusion is a recommendation. Berens and Howard know their stuff and manage to give you a great flavour of each game, while also placing it in some kind of cultural context.

The flaws with this book, therefore, are not the fault of the Editors, but due to the pocket-sized limitations of the form. By covering all formats in a pocket-size book, there are sizeable omissions, and the majority of reviews aren't accompanied by proper screenshots.

The Rough Guide... is also understandably but unfortunately out of date. PS2 games included are all pre-*GT3*. If you need a comprehensive PS2 game roundup, you best check the Shortlist in the back of our mag.

OPS2 even gets a mention in the book, although we're damned with faint praise as "fairly intelligent." We'll return the compliment and suggest that *The Rough Guide To Videogames* is a fairly impressive read, but only essential if you're a newbie or own several platforms. ☐ **PF**

Mags we like

WEEKLY FAMITSU

Frequency: Weekly/**Price:** ¥330/
See: www.famitsu.com

If you're a regular reader the chances are you've heard of *Weekly Famitsu*. If not, it's time you got acquainted with Japan's best-selling games magazine. Selling over of 200,000 copies a week this is Japan's multi-platform gaming bible and a reliable source for the latest developments from the home of videogames. Key to its domestic appeal is its 'cross reviews' method of rating games – four reviewers rate each game with their marks out of ten added up for a definitive score. Very few games have won the full 40/40 but when they do, or come close, it's a safe bet they should be on your shopping list.

Underlining the magazine's reputation for scooping the rest of the world, the issue we saw had a slew of new, mouthwatering screenshots from *Metal Gear Solid 2: Sons Of Liberty*, *Space Channel 5 v2* and *Armoured Core 3* to name drop just three games.

Of course the downside to the magazine (at least for most of us in the UK) is that it's in Japanese. So short of studying Kanji it's unavoidable that the finer points of *Weekly Famitsu* will go over your head. However, since *Famitsu*'s reviews are notoriously descriptive rather than critical, there's no need to fret. Just soak up the images, leaving the job of reviewing in *OPS2*'s hands. ☐ **PF**
Gaming Content: The whole darn thing.

**Weekly Famitsu is not widely available in the UK, but if you want an instant introduction to the* Famitsu *world head to the URL above and dive in.*

»MUSIC

Some of the So Solid Crew. Well, five out of thirty ain't bad.

SLEEVENOTES

Using the power of your PS2 with this month's best CDs.

SO SOLID CREW They Don't Know (Relentless)

Who? Thirty-strong UK garage crew making like London's answer to the Wu-Tang. Members include Harvey, Romeo, Oxide & Neutrino, Lisa Maffia and Kane the dog.

Highlights: The minimal, scattershot beats of *Oh No* and *If It Was Me* are unique and thrilling at first, but paranoid rapping and repetition dulls the novelty.

Lowlights: The Crew's crass violent posturing is unwelcome in the wake of gang shootings at gigs and Skat D's conviction for assault of a 15-year-old girl.

Verdict: The emergence of a truly original London underground sound is positive – just a shame that the thug rhyming is inextricable. **5/10**

DR DRE The Wash (Interscope)

Who? Hip-hop super producer laying down the beats for a varied cast of MCs on the soundtrack for a comedy film starring Snoop Dogg alongside Dre himself.

Highlights: Dre saves the best tracks for himself and Snoop (*On The Boulevard*), although Busta Rhymes's showing on *Holla* is something of a revelation.

Lowlights: With Dre using the record as a platform to showcase some of his newest protégés, expect mediocre thug rap from unknowns such as Joe Beast.

Verdict: Dre's a man on form right now (check recent hits for Eve and Mary J Blige) but *The Wash* proves that even the greats are prone to lapse into formula. **6/10**

RADIOHEAD I Might Be Wrong (Parlophone)

Who? Everyone's favourite conscientious whingers take their two 'difficult' albums *Kid A* and *Amnesiac* on the road with impressive effect.

Highlights: Proving that they can still cut it outside the comfortable confines of their studio, the Head imbue *Morning Bell* and *Idioteque* with a new passion.

Lowlights: If Thom Yorke's voice sets your teeth on edge or you still think *Creep* is their best song, *I Might Be Wrong* ain't gonna convince you.

Verdict: Live albums usually seem like futile exercises, but Radiohead take the opportunity to forge a more powerful, direct sound from their most intricate work **8/10**

BUBBA SPARXXX Dark Days Bright Nights (Beat Club/Interscope)

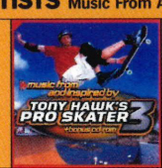
Who? Post-Eminem, the stock of the white rapper is high. Bubba's an even more unlikely hip-hop star, hailing from a tiny farming village in Georgia.

Highlights: Luckily Bubba's got some big producers behind him: Timbaland offers the staccato weirdness while Organized Noize do the Southern-fried funk.

Lowlights: Occasionally you feel that Timbaland has lumbered Bubba with a couple of his Missy Elliot cast-offs.

Verdict: An assured new rap voice is always welcome, particularly when he's a self-deprecating redneck touting a batch of atmospheric hip-hop cuts. **7/10**

VARIOUS ARTISTS Music From And Inspired By Tony Hawk's Pro Skater 3 (Maverick)



Who? The usual Californian punk suspects (NOFX, Sum 41, Pennywise), some from the game, some not. As chosen by the Hawkster himself, apparently.

Highlights: Anything that bucks the trend is welcome. Outkast and Ozomatli both provide something different, although it's in the form of existing album tracks.

Lowlights: Classics from the game (ie *Ace Of Spades* and *Blitzkreig Bop*) are passed over in favour of the aforementioned identikit dumbass punk pop.

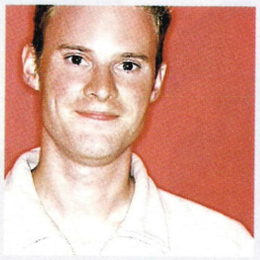
Verdict: Hawk fans will appreciate the bonus CD-ROM, but the music selection is deeply uninspired. We thought skaters were meant to be on the cutting edge... **4/10**

» ALSO RELEASED
Rob Zombie The Sinister Urge (Geffen)/**Five** Greatest Hits (RCA)/**Jimmy Eat World** Jimmy Eat World (Polydor)/**Robbie Williams** Swing When You're Winning (Chrysalis)/**Busta Rhymes** Genesis (Arista)/**Jill Scott** The Experience (Epic)

TEXT: SAM RICHARDS

HARDCORE

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore...



Evening, my name's Ryan and we've decided to replace Fitz's dank cupboard of cheat code misery with a gleaming palace straight from tip heaven. Either that or he's now off doing features so it's now my job to bring you the best cheats, guides, codes and tips in HardCore. We'll be revamping things around here next issue, but in the meantime, check out part one of our exhaustive guide to *Devil May Cry*, a few hints on how to get the most from *Pro Evolution Soccer*, and a gamebusting strategy for gun-and-run masterwork *GTA3*. You'll also find codes and cheats for the latest and greatest titles around. Next month, we'll bring you the second part of our *Devil May Cry* guide and the lowdown on the incomparable *Jak And Daxter: The Precursor Legacy*. Until then, enjoy and don't worry – Fitz didn't suffer too much...

Ryan Butt
HardCore Editor

WRITE IN!

Stuck? Frustrated? About to slam your Dual Shock 2 through the TV screen? Then write to HardCore. We'll do our best to unearth codes, secrets, walkthroughs or advice for just about any game you want. So, if you need a hand, just pick up that pen or keyboard and write to me, Ryan Butt c/o **HardCore, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Galactic laserpost to **PS2@futurenet.co.uk**.

DEVIL MAY CRY

Shinji Mikami's lustrous hack 'n' shooter has raised the bar for both aesthetics and fiendish gameplay – *OPS2*'s primer guides you through the first seven missions.

SATANIC SECRETS

There are various unlockables in this devilish action adventure, but you'll have to complete the game several times to get them all. Here's how...

Unlock All Star Group Photo
If you obtain an 'S' grade on all 23 missions, you'll unlock the All Star Group Photo.

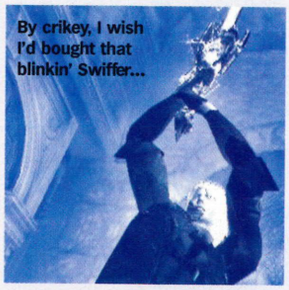
Unlock Easy mode
If you die and use a Yellow Orb to continue within the first three missions, you will automatically unlock the Easy mode.

Unlock Hard mode
Play through the game and complete every single one of the 23 missions to unlock the Hard mode. All enemies are now much harder to kill.

Unlock Legendary Dark Knight mode
First, unlock Hard mode, then play through the game again on this new setting and complete all 23 missions to unlock the Legendary Dark Knight mode.

Unlock Dante Must Die mode
First, unlock Legendary Dark Knight mode, then play through the game again on this new setting and complete all 23 missions to unlock the Dante Must Die mode.

Unlock Super Dante mode
First unlock Dante Must Die mode, then play through the game again on this new setting and complete all 23 missions to unlock the Super Dante mode.



SUMMON THE DEVIL

When you feel overcome by the enemy hordes from Hades, you can tap into Dante's devilish side by tapping L1 and engaging his Devil Trigger. You can only perform this transformation once you have acquired the Alastor sword and when the three-character Kanji gauge beneath Dante's health bar is full (this is replenished by stringing together combos against the foes.)

When in devil form, Dante's speed and agility are considerably heightened, making his attacks considerably more ferocious, but it doesn't last long – unless you use Purple Orbs to increase your magic gauge, of course.

THAT'S RANK

When each mission in *Devil May Cry* is completed, you'll be assessed on your performance and ranked accordingly. The rank you're awarded ranges from a 'D' (the worst) to 'S' (the best) and you'll receive bonus Orbs for reaching the higher echelons. If you obtain the maximum mission score of 1500 points, you'll receive 2000 additional Red Orbs – which will come in very handy for powering Dante up a lot quicker. There are several factors which affect your ranking, and they are as follows...

Time: The amount of time it takes you to complete the mission. Obviously, the quicker you dispose of foes and solve puzzles, the better.

Orbs: The number of Red Orbs you collect throughout the mission. The more you collect, the more points you accumulate.

Damage: The amount of damage you sustain on your adventure – if you take no damage at all then you'll receive maximum points. Use a Continue and you can forget about points.

Items: Any items you use that affect your health or chances in combat are also taken into consideration – and you'll be deducted points accordingly.

■ This table outlines the points required for each ranking.

RANK	POINTS REQUIRED	RED ORB BONUS
S	1000 – 1500	800
A	800 – 1000	400
B	500 – 800	200
C	0 – 500	100
D	-1	50

■ To help you get more points and a better rank for each mission, follow this simple guide for knowing how long to take and how many Orbs you should aim to collect to get an 'S' rank on a specific level...

MISSION	TIME	ORBS
1	6:00	400
2	7:00	450
3	3:00	550
4	4:00	550
5	2:00	100
6	3:30	250
7	3:00	650
8	3:00	585
9	8:00	1500
10	4:30	600
11	5:30	1000
12	4:00	700
13	2:30	200
14	5:00	500
15	10:00	1400
16	6:00	1000
17	7:00	600
18	6:00	900
19	3:30	500
20	4:30	700
21	5:00	700
22	5:00	0
23	7:00	600

SECRET MISSIONS

There are 12 secret missions to explore in *Devil May Cry*. To activate them – and earn bonus points – explore the following locations as outlined below.

SECRET MISSION	POINTS	MISSION FOUND	LOCATION
01. Critical Hit	200	03	Drop into the water near the broken bridge.
02. Phantom Baby	100	04	When you have defeated Phantom, re-enter the area where you fought him.
03. Phantom Baby 2	100	04	When you have completed Phantom Baby, go to the time statue room at the far end of the corridor.
04. The Three Beasts	100	04	Take the lift down to the room beneath the biplane.
05. One-Eyed Demon	200	07	After completing mission six, go back to the pipe room in the sewer where you got the Rusty Key.
06. Wandering Ghost	200	11	Go back to the garden courtyard where you completed mission 10.
07. Water Cell	100	14	Go back and examine the Captain's skeleton in the cabin of the ship.
08. Treasure of the Reaper	200	15	Examine the picture in the spiked corridor where you obtained the Shield Emblem.
09. Stairway of Tranquillity	100	16	After fighting Griffon, go back to the Colosseum.
10. Shadow of Darkness	200	16	Beat Nightmare and then go to the biplane room.
11. Blue Gem In The Sky	200	17	Air Raid yourself across the broken bridge.
12. Hidden Bangle	200	21	Hidden room behind the wall opposite the Time Statue.

IMMORTAL COMBAT

At first, you may think that Dante's repertoire of attack moves consists solely of a few random sword slashes and frantic fire-power, but you'd be wrong. By using a combination of different buttons and movements on the joypad, you can initiate a plethora of pulsating sword attacks. It's also possible to master new skills and moves for certain weapons in exchange for red orbs. Stringing together your skillset ultimately pays dividends in your overall mission rank. Outlined here are Dante's standard moves, plus those which come into effect as he gains new weaponry.

■ Standard moves

MOVE	COMMAND*
Kick jump	Press ⊗ when jumping against a wall
Roll	Hold L1 and press ← or → + △
Back flip	Hold L1 and press back + △
Single slash	○
Slash and hack	○, ○
Double slash	○, ○, ○
Killer slash	○, ○, ○, ○
Killer thrusts	○, ○, ○, ○, ○
Finish	○, ○, ○, ○, ○, ○
Air throw	Hold L1 and press back + ○
Uppercut jump	Hold L1 and press back + ○, ○
Overhead slash	△, ○

■ Alastor sword moves

MOVE	COMMAND*	COST
Hover	△, L1	–
Stinger (Lv1)	Hold L1 and press forward + ○	350
Stinger (Lv2)	Hold L1 and press forward + ○	1400
Round Trip	Hold ○	1550
Air Hike	Press ⊡ when jumping	4000
Air Raid	Hold L1 and press ⊡ when in air	750
Vortex (Lv1)	Press direction + ○	1150
Vortex (Lv2)	Press direction + ○	2400

■ Ifrit gauntlet moves

MOVE	COMMAND*	COST
Charge Attack	Hold ○ during charge move	–
Jump Kick	Press ○ when in air	–
Magma Drive	Hold L1 and press back + ○	500
Kick 13 (Lv1)	Hold L1 and press forward + ○	700
Kick 13 (Lv2)	Hold L1 and press forward + ○	2100
Rolling Blaze	△	4350
Meteor (Lv1)	Hold L1 and press back + ○	900
Meteor (Lv2)	Hold L1 and press back + ○	2700
Inferno	Press direction + ○ when in air	4850

*The commands refer to the default controller setting of:
○ Sword attack / △ Jump / ⊡ Gun attack (when aiming) / ⊗ Not used

MISSION GUIDE – PART 1

MISSION 1

Blue Orb fragment locations

- As you walk up the steps towards the castle, jump on the overhanging bridge and into the small tower.
- In the great hall on the first tier, next to the huge statue.
- Behind a suit of armour in the room directly after the door you unlock with the Orbs.
- In the left pool of water in the room with the three-slot mechanism.
- On the wing of the plane.

Ascend the pathway to the castle and pick up the Yellow and Blue Orbs en route. When Dante enters the castle, he'll become locked in the main hall and must acquire 45 Red Orbs before he can open the first door. This shouldn't be a problem, though, because they're scattered around the floor and on the two tiers. When the evil seal on the red door breaks, go through and slash the suits of armour in the next room to reveal some more hidden Red Orbs. (In fact, be sure to slash anything not connected to the scenery as the chances are they will also reveal hidden items.)

Now pass through the second door and take the spiral staircase up. You'll encounter a pack of Marionettes, but they're inanimate for now. Jump up through the small hole in the ceiling and take the **RUSTY KEY** from the Marionette stood motionless in the corner. They now all judder to life and you'll be able to get down to some serious slaughtering. Kill anything that moves with your sword attacks and be sure to pick up every Red Orb they release. The room just off this one currently has nothing of interest, except for a Blue Orb in the left water pool, but you can re-enter this set of rooms repeatedly to get more kills/Orbs.

Take the **RUSTY KEY** back down to the main entrance hall and use it on the side door. In this new room, you'll notice more Marionettes, a biplane and another door. This can't be opened until you've defeated all the enemies, but seeing as they haven't yet sprung to life, it looks like you have to perform an additional task first. Jump on the wings of the plane to obtain the Blue Orb fragment and then jump onto the propeller for a secret stash of Red Orbs. Then slash the suits of amour in the corner. A concealed lift is revealed and you can activate it by using repeated slashing moves on the stone dial. Take the lift down and then go to war against the enemy. There are several to kill here and reinforcements soon arrive. When you've dispatched every adversary, take the lift back up and mop up the remaining bad guys. Once the room, is clear of evil, the spell on the next door will be broken, and you can exit.

MISSION 2

Blue Orb fragment locations

- Behind one of the destructible tables in the first door on the left (the Time Statue room)

You begin the level in a long corridor. Go through the door on the left into the Time Statue room. In here you can smash the tables to reveal Red Orbs and an extra Blue Orb. Leave this room and proceed right to the other end of the corridor. Check the statue and a cut-scene introduces you to your new weapon: the **ALASTOR SWORD**.

Go through the door next to the statue and take the **RUSTY KEY** from the painting. Smash the two tables in this room to receive a few Red Orbs and the **SHOTGUN**. Now leave the room and use the **RUSTY KEY** on the locked door halfway down the corridor.

You'll now be in a large courtyard with a fountain in the middle. Kill all the Marionettes and jump on the fountain to receive some Red Orbs, then go through the door in the top right-hand corner of the yard. To access it, use the ruined steps and work your way around the tier, jumping the large gaps. In this new room, kill the enemies and focus your attention on the large stone carving next to the small pedestal (which you can't use at this time).

Hit this stone block several times with your sword and it moves to reveal a hidden trapdoor. Go down here and take the **STAFF OF JUDGEMENT** from the dank sewer area. Now exit this room via the secret passage into the library and fight the Grim Reapers to break the seal on the door.

Finally, use the **STAFF OF JUDGEMENT** on the statue where you obtained the **ALASTOR SWORD** to complete the mission.

MISSION 3

Blue Orb fragment locations

- On the warp pad at the end of the bridge once it has crumbled.
- On a hidden platform above the cathedral doors – jump onto the highest carving above the door and use your Stinger attack.

You start off in a large sealed room with a pedestal at one end. Go to this pedestal and acknowledge the **PRIDE OF LION**. You aren't allowed to take it yet, so turn around and walk straight out the door at the opposite end. You'll emerge on a large bridge out in the open. Walk across it and the area at the end contains several Red Orbs (leave them for now) and a warp pad. Read the inscription behind the warp pad and walk back across the bridge. About halfway along, you'll be struck by lightning and the middle of the bridge crumbles – pitching you into the water.

You'll emerge in an underground passage, but your life is slowly edging away, so waste no time in running into the large room at the end and standing on the warp pad in the middle. Six skulls now surround you, but they are painfully easy to kill by using a few simple sword combos. When they've all been defeated, stand on the warp pad again to be transported back to the bridge. You'll appear before the large doors you originally exited the castle by, but instead of going through them now, jump on the carvings around the doors and you'll obtain some hidden Red Orbs. When you get to the highest carving, you'll see a platform in front of you – use your Air Raid move here, if you have it and drift over to the single stone platform where a hidden Blue Orb piece will appear. You can also use the crumbled bridge fragments to jump back to the end of the bridge, where another Blue Orb is waiting. Be warned though, these fragments of bridge fall after a short while, so if you're on one when it sinks, you'll be taken back to the underwater passage and must defeat those skulls again.

Return to the castle, take the **PRIDE OF LION** from the pedestal and brace yourself for a Boss encounter…

Defeating Phantom

Phantom is a huge scorpion-spider hybrid who spits fireballs and fires columns of flame. Press L1 to activate your Devil Trigger, then jump on its back before letting rip with a flurry of sword blows. When it charges up for fireballs, retreat and keep jumping and moving to evade them. Alternatively, use a sword swipe to send those fireballs back at the Boss (you'll need precision timing to pull this off). When your Devil Trigger wears off, just get behind Phantom and use jumping sword attacks to rain blows on its back. When it's defeated, the door you originally entered this room by is unlocked. Go through to complete the mission.

MISSION 4

Blue Orb fragment locations

- In the tower, next to one where you acquire the **UNTOUCHABLE** above the doorway.

Head back to the door halfway along the corridor, but watch out… A Shadow will chase you to the other end, spitting fireballs. Keep jumping to avoid these and then, when you get to the end, either turn and fight the vile beast or escape into the Time Statue room.

Now head back to the doorway halfway down the corridor and use the **PRIDE OF LION** on the forcefield. This now reveals a lion statue. Hit it three times and you'll have another ferocious Boss to contend with.

Defeating Shadow

This demon dog is fast and furious: it can warp to different positions and attacks using probing spikes. To beat it, arm yourself with the **SHOTGUN** and jump up to the tier. From here you can inflict hefty damage from a safe distance – Shadow may eventually find its way up to you, but if it does, simply jump back down and it will follow. Once it's taken a certain number of hits, the beast splits to reveal an Orb. Now get in close, activate your Devil Trigger and attack the Orb before Shadow reforms and continues the assault. Keep repeating this process and, eventually, the creature crumbles.

Once you've defeated Shadow, go through the door above the lion statue and you'll emerge on the staircase. Jump over the banisters and drop down to the dank sewer area. Here you'll see a platform in the centre of the room with a stone dial in the wall. Attack this dial with your sword and then quickly stand on the platform. It's a lift which will transport you upwards, where you can jump to an adjacent platform to obtain the fabulous **DEATH SENTENCE** decorative sword. Once this is in your possession, jump back on the staircase and go down through the set of double-doors leading to the bedroom. Once inside, jump on top of the four-poster bed to receive some extra Red Orbs, then use the **DEATH SENTENCE** on the small statue to the side of the door. You'll now receive the **MELANCHOLY SOUL** and a cut-scene will unfold. Follow the sinister knight through the window and you'll emerge in a courtyard where you have to fight him…

Defeating Nero Angelo

This guy is surprisingly easy to defeat – simply try and get behind him and attack with an array of sword combos to his blind side. He will retaliate by firing projectiles, but you can easily avoid these by simply jumping. Engage your Devil Trigger whenever possible and you'll make short work of this sinister being. When the Knight has sustained a certain number of hits, he'll retreat to a higher platform and invite you to fight him again. However, his attack patterns never change, so you should easily be able to defeat him.

While fighting Nero, you can also do a spot of exploring. On the last platform where you fight him, you'll notice a couple of towers. One contains a Blue Orb fragment – but you'll need the Air Raid move to get to it. The other tower contains some Red Orbs and an **UNTOUCHABLE**, which should come in extremely handy, although do remember that using it, and similar items, does affect your mission grade. When Nero has been defeated, you've completed the mission.

MISSION 5

Blue Orb fragment locations

- None

When this mission starts, you'll have exactly three minutes to get from where you are back to the bottom of the staircase (where you activated the elevator to obtain the **DEATH SENTENCE**) and the door which you couldn't open before. However, before you can enter the window back into the bedroom, you must defeat another of those dreadful Shadow beasts.

Use the same techniques as before and floor the critter as quickly as you can, to avoid wasting both time and energy. With the window unlocked, you can now get back into the castle, so dash through the bedroom, jump over the banisters and drop down to the dank floor below. Use the **MELANCHOLY SOUL** on the door to complete the mission.

Retry mission

If you fail to get to your destination in time, you'll have to try the mission again, but this time from a different perspective. As the **MELANCHOLY SOUL** is no longer charged, you must go back to the room in the top right-hand corner of the courtyard where you fought the original Shadow and recharge it using the statue at the end. Once this is done, you'll need to fight a second Shadow in the courtyard before making haste to that door at the bottom of the stairs. Good luck!

MISSION 6

Blue Orb fragment locations

- Above the ruins of the dead end corridor when you start the mission.

You start this mission in the castle sewer, so proceed straight up the screen and into the dead end area. Jump up on the left-hand wall to gain a hidden Blue Orb fragment. Now head along the sewer path and through the first door you come to. You'll emerge in the pipe room; on top of one of the pipes is a **RUSTY KEY**. To get it, simply walk underneath the pipe and press ⊗. At this point, swarms of insects will fly from the pipes, but these shouldn't pose a problem as long as you have your shotgun handy.

Leave the room and proceed down the tunnel. There's an alcove on the way which contains many Green Orbs; use some only if you're hurt. Now apply the **RUSTY KEY** to the double-doors at the end. Another long corridor awaits – again, with a Green Orb alcove halfway along – but as you near the end, a cut-scene will kick in – and another Boss rear its ugly head.

Defeating Death Scissors

This is an infuriating character to kill, hitting Dante with a whirlwind attack (which lifts our hero off the ground for a few seconds) and four flying scythes. But you can easily anticipate this assault pattern when you see the Death Scissors readying its blades.

To kill the beast, jump and aim sword swipes at its head, before retreating and timing your next assault. This Boss takes patience to defeat, though, so don't go charging in because you'll soon regret it.

Once you've defeated it, pick up the **GUIDING LIGHT** to successfully complete the mission.

MISSION 7

Blue Orb fragment locations

- None

This mission is similar to the one in mission five, except now you must reach a certain destination before your health is drained away by the **GUIDING LIGHT**. Your destination is the bedroom, so hastily work your way back down the corridors.

However, on the way you'll have to contend with Phantom (again) and some loathsome Reapers. With any luck, you should have saved some of those Green Orbs in anticipation of battles like these. To defeat your enemies, use the same techniques you used in previous encounters.

When back out into the tower, use the elevator to lift yourself up to the **DEATH SENTENCE** platform and then jump across to the stairs and back down to the bedroom. Once inside, use the **GUIDING LIGHT** on the sun panel next to the mirror. When it opens, examine it to complete the mission and restore yourself to good health.

CONCLUDED NEXT MONTH!

GRAND THEFT AUTO 3

Fast-track your way up the ladder of corruption with the help of our choice selection of tips and tricks.

EVADING THE LAW
When your felony meter is low, simply find a remote location, such as your hideout, and hang out until police interest in your activities has waned. If your felony meter is high, you need to find Police Bribes (badges) that are scattered throughout the city or get your car resprayed.

KEEP FIT
When on foot, you can flee the scene of a crime by running. However, before too long you'll get out of breath and need a quick rest. Keep running whenever possible and over time you'll gradually get fitter, and can thus run for longer without having to slow down.

DRIVE-BYS
Master this technique early. All you have to do is select your Uzi weapon before entering a car, then hold R2 or L2 (depending on which side you want to shoot) and press ◎ to let rip with the gunfire.

THE DRUGS DO WORK
During the game, you'll stumble across pick-ups that look like pills. By taking these, your strength is massively enhanced, allowing you to punch or kick an opponent some 20 feet in the air! While under the influence of these pills, time is also slowed down. Maaaan.

GET YOUR LEG OVER
If your energy is low and you can't locate a health power-up, cruise for a prostitute in the red light district by stopping next to them and allowing them to come over to your car. When they get in, drive to a remote spot, stop and watch as your car starts rocking! This will boost your health by 25%!

TOP SECRETS
Take time out from your busy mission schedule and explore the beating heart of the city. By doing so, you can obtain all kinds of cool extras...

Bonus Buggy
When you complete all of the Mafia missions, you'll unlock the buggy that Joey was seen working on in his garage. To get it, simply go to the parking lot where the mission phone is located in Portland between the hours of 19:00 to 24:00 and it'll be sat there waiting for you.

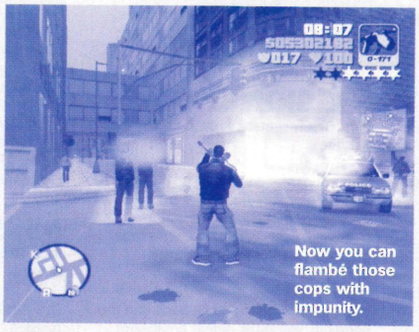
Extra weapons
By picking up the numerous hidden packages dotted around the city, you'll unlock weapons which will always be available outside your hideout. Here is the complete list of weapons and the number of packages needed to unlock them.

Packages	Weapon
10	Pistol
20	Uzi
30	Grenades
40	Shotgun
50	Armour
60	Molotov cocktail
70	AK-47
80	Sniper Rifle
90	M16 or Flame-thrower
100	Rocket Launcher

The fastest car
Go to the Capital Autos shop in Portland and ram the big window on the front of the store. Now walk inside to find the fastest car in the game, which is ready and waiting to be stolen. Save it to your garage for use later on.

RC missions
Near Toni's place in Portland is an alley with a 'Toyz' van parked down it. Get into the van and you'll embark on a fun sub-game in which you must destroy Mafia cars using bomb-carrying radio controlled cars.

Tank'ed up
If you have been particularly naughty, then the chances are that the army will be drafted in to take you out, bringing their tanks with them. Take out as many of the infantry as you can and then steal the tank. You can then save this beast to your garage (although it only fits inside your Stauton Island lock-up) and use it in the harder missions later on in the game. The tank can withstand a huge amount of damage and comes equipped with an infinite amount of grenade rounds.



Hidden flame-thrower
From your Portland hideout, drive to the end of the road on your left and then turn around and drive onto the grass under the monorail tracks. On the left bit of grass is a concrete ramp, so use this to jump onto the monorail tracks. Continue to drive along these, or rather in-between them to avoid the risk of being hit by a train, and you'll eventually come to a glowing object on your right – the flame-thrower. Park on the ledge beneath it and then jump onto your car to grab it. Now save the game to keep this deadly device at hand.

SECRET VEHICLE MISSIONS
Most of the vehicles in *GTA3* are just there to steal and trash, before moving onto the next desirable yet disposable replacement. However, steal certain vehicles and a host of fun and rewarding sub-games are opened up to you...

Taxi missions
As Liberty City is crawling with taxis, it's fairly likely that you'll steal one at some point. However, rather than just being another mode of transport, a whole host of extra missions become available by pressing the right analogue stick inwards. The aim of the taxi missions is to ferry as many fares around the city as possible. Passengers show up on your radar as green dots and they're easily distinguishable on the streets by the large blue arrows above their heads. Stop next to them and they'll get into your cab. Then simply take them wherever they want to go for cold hard cash.
Rewards: Aside from making loads of extra money on the side, completing 100 fares successfully unlocks a new, fast taxi called the Borgnine in the Harwood area (a subtle reference to Ernest Borgnine's cabbie character in *Escape From New York*, perchance?).

Ambulance missions
Somewhat harder to find than taxis are ambulances, but when you do, steal without delay and a load of extra sub-missions become available by pressing the right analogue stick inwards. Like the taxi missions, you must scout around looking for patients to ferry to hospital. They appear on the map as green dots and are easily distinguishable by the blue arrows above their heads. Once you've collected a patient, drive carefully (do it too roughly and they'll die) to the hospital and drop them off.
Rewards: When you save 50 patients, some health power-ups are added to your hideout. Save 100 patients, though, and you earn yourself an adrenaline pill. Best of all, if you complete ambulance level 16, infinite run power is yours for the taking, so you never need to pause for breath on foot again!

Fire engine missions
If you see a fire engine, hijack it and then press the right analogue stick inwards to begin a series of courageous missions. When the missions begin, you have a limited amount of time to find a burning vehicle and extinguish the flames. These vehicles are easily traceable from the radar. To douse the flames, use the ◎ button. If you want, you can press the left analogue stick inwards to activate your siren.
Rewards: For each consecutive fire you successfully extinguish, you earn double the money. Also, when you put out 30 fires in each of the districts (that's 90 in all), you unlock the flame-thrower weapon, which is then added to your hideout.

Vigilante missions
Feeling daring? If so, try your luck at stealing a police car, FBI car, Enforcer or Rhino (tank). Then, once inside, press the right analogue stick inwards to begin the Vigilante missions. Within the time limit, your goal is to find criminals and execute them. As they're driving around, you have to chase them down and ram them off the road, or get out of your vehicle and shoot their's to smithereens. If they get out of their car, then you life is made instantly easier by the fact that you can simply mow them down.
Rewards: After killing 40 criminals in each of the three districts (that's 120 in total), two police bribes will be added to each of your hideouts.

Emergency vehicle crane missions
At some point during your normal missions, you'll receive a pager message informing you that a crane in Portland harbour will pick up emergency vehicles in return for cold, hard cash. The specific vehicles you need to deliver are a police car, ambulance, fire engine, Enforcer, FBI car, Barracks OL and tank. Take each of these vehicles to the ship closest to the beach at the Portland docks and you'll see a crane near a stack of storage containers next to the ship. Simply park nearby, get out of your vehicle and watch it get whisked away.
Rewards: You're awarded $1,500 per vehicle for your trouble, and once you've delivered all seven, you get a further $200,000 and seven *GTA* pick-ups. You can use these pick-ups at any point to obtain a vehicle of your choice – which means you can tackle some of the harder missions using the tank!

Industrial import/export garage missions
At some point during your normal missions you'll receive a pager message informing you of a certain garage in Portland harbour that pays out for the delivery of certain vehicles. The vehicles required are a coach, Flatbed, Linerunner, dust cart, Patriot, ice cream van, Blista, Mule, Yankee, Bobcat, bus, Rumpo, Pony, Moonbeam, Securicar and Dodo (a plane!) Once you have one of these vehicles in your possession, proceed to the harbour from the main road and then go down the alley. Down here is a blue garage door with a list of cars posted to the left. Park the vehicles here to earn the cash.
Rewards: If you deliver all of the required vehicles, you earn a whopping £200,000 and 16 *GTA* pick-ups which allow you to acquire a vehicle of your choice to use in any of the standard missions.

CHEATS
Okay, just forget all the sound advice we've given you above and cheat your way through the game. After all, who can resist the lure of driving a heavily armed tank from the start? Simply enter any of the following codes during the game (no need to pause) for the desired effect.

Cheat	Code
Get the tank	◎, ◎, ◎, ◎, ◎, ◎, R1, L2, L1, △, ◎, △
Get the Dodo car	→, R2, ◎, R1, L2, ↓, L1, R1
Lower wanted level	R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓
Higher wanted level	R2, R2, L1, R2, ←, →, ←, →, ←
All weapons	R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
Full health	R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑
Full armour	R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑
More money	R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑
Destroy all cars	L2, R2, L1, R1, R2, R2, △, □, ◎, △, L2, ←
Better driving skills	R1, L1, R2, L1, ←, R1, R1, △
Increased gore	□, L1, ◎, ↓, L1, R1, △, →, L1, ⊗
Foggy weather	L1, L2, R1, R2, R2, R1, L2, ⊗
Overcast weather	L1, L2, R1, R2, R2, R2, R1, L2, □
Stormy weather	L1, L2, R1, R2, R2, R1, L2, ◎
Normal weather	L1, L2, R1, R2, R2, R1, L2, △
Speed up time	◎, ◎, ◎, □, □, □, □, □, L1, △, ◎, △
Different costume	→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →
Pedestrian riot	↓, ↑, ←, ↑, ⊗, R1, R2, L2, L1
Pedestrians attack	↓, ↑, ←, ↑, ⊗, R1, R2, L1, L2
Pedestrians go crazy	R2, R1, △, ⊗, L2, L1, ↑, ↓
Piddle on the street	↑, ↓, ↑, ↓, L2, R1, R2, R2, ↑, ↓, ↑, ↓, ↑

PRO EVOLUTION SOCCER

Don the managerial sheepskin jacket, spark up a stoogie and let us guide you through the stunning soccer sim.

SECRET TEAMS
Pro Evolution Soccer contains loads more hidden teams than fans of the series have come to expect. Included this time round are all-time classic combinations which are only obtained by winning certain competitions with certain teams...

European All-Stars
Win the International Cup with any team.

World All-Stars
Win the International League with any team.

European Classic team
Win the European Cup with either England, Italy or Yugoslavia.

Holland Classic team
Win the European Cup with Holland.

Germany Classic team:
Win the European Cup with Germany.

Brazil Classic team
Win the American Cup with Brazil.

Argentina Classic team
Win the American Cup with Argentina.

EXTRA STADIUM
If you fancy playing a behind-closed-doors friendly match on the Clubhouse training pitch, all you have to do is win the Konami Cup with any team. Once the cup is in your trophy cabinet, the extra stadium is unlocked. Now simply scroll through the various stadia on the Exhibition Match settings screen to select it. Somewhat bizarrely, you can still hear the roar of the crowds whilst playing in this stadium, even though there are no spectators in the stands!

CLASSIC PLAYERS
Although you can buy a selection of past greats in the Master League 'Acquire Players' option by selecting from any unlocked classic teams, there are still a great many legends who are conspicuous by their absence... until now.

By winning the Master League (that's the Division One championship, not Division Two – you must get promoted first!), you'll unlock a new roster featuring the likes of Matthaus, Ginola, Laudrup, Baggio, Stoichkov, Apsrilla, Vialli, Papin and Klinsmann. There are 33 hidden players in total and they're released in batches of 11 each time you win the Master League.

To avoid having to win the Master League three times to unlock the lot, simply save your Master League after the penultimate game and then play the last remaining game to win the trophy and unlock 11 dream players. Then when the credits have rolled and your options file has updated, load up your old Master League data, play the last game again and automatically unlock the next 11. Doing this a third time ensures that you unlock every single player while only having to play one season (and the last match three times) instead of three.

COMPETITIONS & REWARDS
There are a whole host of league and cup competitions in *Pro Evolution Soccer*. Here's an at-a-glance guide to what you gain by winning each competition...

Competition	Trophy	Secret
International Cup	Yes	Hidden teams
European Cup	Yes	Hidden teams
Konami Cup	Yes	Hidden stadium
American Cup	Yes	Hidden teams
African Cup	Yes	None
Asian Cup	Yes	None
Master League Dv2	No	None
Master League Dv1	Yes	Hidden players

THE MASTER LEAGUE
This is where the real action's at in *Pro Evolution Soccer* – a mammoth league set-up in which you take control of one of 33 different club teams from all across the globe and must battle it out in ten-minute games across two separate divisions. You start in Division Two and your aim for the first season is to finish within the top four to gain automatic promotion to Division One. However, you start out with a team of nobodies who couldn't hit a cow's arse with a banjo, so first you must win games, earn monetary points and then scout the globe for fresh talent. As you'll discover, managing a team becomes a sub-game in itself.

Understanding the points system
Normal footie rules apply in the league system, whereby you get three points for a win, one for a draw and none for getting whipped. The total of these affects your standing in the league and your chances of getting promoted. But what are those other points all about?

Simply put, when you win or draw matches, you earn points which you can then store up and use to buy new players for the team. In Division 2, you get monetary points (MP) for a win and three for a draw. You're also awarded bonus MPs for scoring goals (and, unlike in previous *ISS* games, you aren't deducted MPs for conceding goals). So, for example, if you win a match in Division 2 with a score line of 5-0, you're awarded six MPs for the win, plus a further five bonus MPs for scoring five goals. If you gain promotion to Division 1 at the end of the first season (or ever), then the stakes are raised and you're awarded ten MPs for a win and five for a draw (each goal still counts for an additional one MP). You must monitor your MP status at regular intervals, as well as the Player Acquirement menu to see if you have enough points to buy a star player.

Be warned, though: in this game the straight transfer fee isn't the end, because you also have to pay player wages from your MP total!

Paying the wages
When perusing the Player Acquirement menu, each player has two different numbers next to their name. One is their transfer fee and the other their wages demands. As you acquire more players, the overall wage bill increases – you can monitor this from the Team Management menu – so you must ensure that you have enough MPs to cover the overall bill at the close of season otherwise you're likely to go bust!

It's worth noting that you get extra MPs for winning the respective divisions, so this may help if you risk folding when you have to settle the bill. You can keep tabs on your team status on the Team Management screen by looking at the three coloured numbers in the top left-hand corner, which are:

White Number: Your current MP total
Yellow Number: Total MP value of your team
Blue Number: The total wage bill

While it's satisfying to assemble all-star teams, top players' wage bills can cripple, so it may take a few seasons before you have enough stock MPs to be frivolous and not have to worry when the season draws to a close. If a few players are sending you over your limit, be sure to off-load them after the penultimate game of the season.

Master League MP management
This table shows you exactly how many MPs you get for what...

Feat	Bonus MPs
Win (Dv2)	6
Win (Dv1)	10
Draw (Dv2)	3
Draw (Dv1)	5
Dv2 Champions	60
Dv1 Champions	120
Highest scorer*	20
Highest assists*	20

*When buying new players from other teams in the Master League, bear in mind how many goals they've scored and how many assists they have when deciding whether to buy them. Ultimately, players with a high goal tally and a few assists to their name stand more chance of finishing as top scorer/assister and taking the MP bonus at the end of the season.

TONY HAWK'S PRO SKATER 3

There are a plethora of hidden modes, levels and characters to unlock in this superlative game. All you have to do is complete Career mode a certain number of times while hitting all 54 goals and winning three gold medals. Here's the complete cheat sheet...

Xs complete	Cheat
1	Unlock Darth Maul
2	Unlock Wolverine
3	Unlock Warehouse level
4	Unlock Officer Dick
5	Unlock Private Carrera
6	Unlock Burnside level
7	Unlock Ollie
8	Unlock Kelly Slater
9	Unlock Roswell level
10	Unlock Demoness
11	Snowboard mode
12	Always Special mode
13	Perfect Rail Balance mode
14	Super Stats mode
15	Giant mode
16	Slowmo mode
17	Perfect Manual Balance mode
18	Tiny mode
19	Moon Physics mode
20	Expert mode
21	First-person mode

THIS IS FOOTBALL 2002

Unlock hidden teams in Sony's sublime footie extravaganza...

Africa All-stars
Win the Africa Cup.

America All-stars
Win the America Cup.

Asia All-stars
Win the Asia Cup.

German League All-Stars
Win the German League.

Leicester Square Pitch
Win the European Cup to unlock the Leicester Square Pitch at the Stadium Select screen.

Unlock the Credits FMV
Win the Timewarp Cup to unlock a main menu option to view the game's credits.

SILENT SCOPE 2: DARK SILHOUETTE

If you keep getting picked-off in Konami's sharp-shooting sequel, then here are some cheat codes guaranteed to make life easier...

Convert health to time
When short on seconds, pause the game at any time in Arcade mode, then press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. If the cheat has worked you'll hear a gunshot and half a life is traded for five additional seconds of time. This code can be repeated as long as you have a life to spare.

Convert time to health
When low on lives, pause the game at any time in Arcade mode, then press ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑. If the cheat has worked, you'll hear a gunshot and five seconds of time will be traded for half a life. This code can be repeated as long as you have time to spare.

Three credits
After continuing the game 16 times, you'll have three available on the options screen.

Four credits
After continuing the game 31 times, you'll have four available on the options screen.

Unlimited credits
After continuing the game 101 times, you'll have infinite credits on the options screen. And sore thumbs.

Additional lives
Intentionally lose the game by dying repeatedly to increase the number of lives per credit between four to six.

Additional time
Intentionally lose the game by allowing the timer to run out repeatedly to increase the time limit you're allocated on each level.

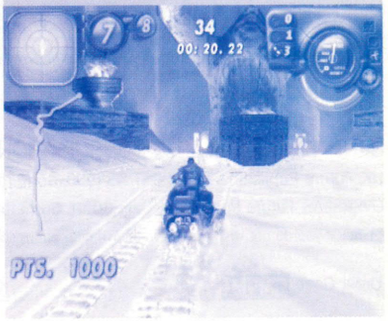
Unlock Time Attack Boss mode
After you defeat the big Boss by shooting him three times, he hangs from the tower by a chain. Shoot the chain and complete the game.

Unlock Survival Boss mode
After you defeat the big Boss by shooting him three times, he hangs from the tower by a chain. Shoot him or the girl and finish the game.

ARCTIC THUNDER

If you're having trouble with your skidoo, these codes should make the ride easier. Enter the code on the Character Select screen before choosing a character.

Cheat	Code
All Atomic Snowballs	◻, ◻, ◻, L1, ◎, START
All Boost mode	◎, R1, R1, ◎, R2, START
All grappling hooks and random pick-ups	◎, ◎, L2, ◎, ◎, L1, START
All random pick-ups	R1, L2, ◻, ◎, R1, R2, START
All Rooster Tails	R1, L2, L2, L1, ◻, START
All Snow Bombs	◎, ◎, R1, R2, START
Expert mode	◎, ◻, ◎, ◎, ◻, START
Invisible mode	◻, ◎, ◻, R2, ◎, ◎, START
No Drones	◻, ◻, ◎, ◎, L1, R1, START
No power-ups	◻, ◻, ◎, ◻, R2, ◻, START
Wheelie mode	◎, L1, ◻, R2, ◻, L2, START



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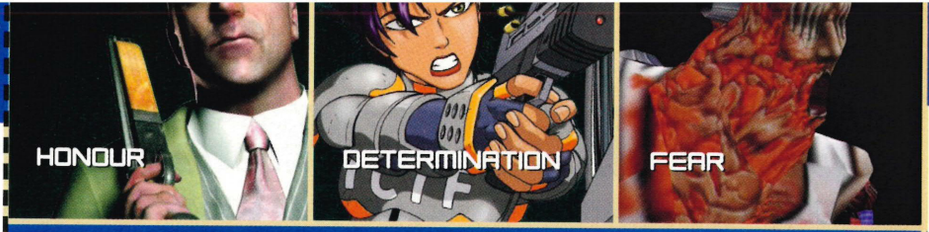

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ALONE SAT ROBIN HOOD...

...AND WONDERED WHERE HIS BAND OF MERRY MEN HAD GOT TO. SOMETIMES HE ALLOWED HIMSELF TO THINK OF THOSE TIMES, THE WAY CROWDS USED TO CHEER AND CALL HIS NAME. HOW DISTANT IT ALL SEEMED NOW, NOW THAT DUO JAK AND DAXTER HAD INVENTED THEIR NEW FORM OF GREATNESS. ROBIN PICKED UP THE PHONE, JUST TO SEE IF ANYONE WAS THERE.

THE END.

TIME FOR A NEW LEGEND.

PlayStation.2
THE THIRD PLACE

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postal

This month: High scores, low scores, celebrity deathmatches and shopping games...

Got something you want to get off your big ol' mind? Then tell us and win a prize! The winner of the Star Letter each issue gets a voucher for £50 to spend at V Shop. All other full letters printed receive a £5 voucher for V Shop. Send your letters to the Editor, Mike Goldsmith, c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email us at our new Postal email address PS2postal@futurenet.co.uk or alternatively text us your PS2 rants, raves, ramblings and faves on 07764 175886 for our new Postal Bytes section. Please note: this phone number is for Postal Bytes only! TXT US NOW!

STAR LETTER **£50 VOUCHER** V SHOP

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STAR LETTER: (DON'T) RACE FOR THE PRIZE

Having been a PlayStation 2 owner for almost a year, I have been biding my time playing *SSX* and *TimeSplitters*, eagerly awaiting getting my sweaty little palms on some of the boxer spoiling action promised from the first bout of 'big' titles, such as *Devil May Cry*, *Half-Life* and *Jak And Daxter* to name but three.

However after reading the December issue's review section, I have to say ,"What happened to innovation?" There were 11 – count 'em – reviews for race games, all of which with the exception of *World Rally Championship 2001* seem to be as exciting as Lindsay Dawn Mackenzie in an oversized boiler suit.

Hardware development moves forward with gay abandon, but what's the point if lazy software developers flood the market with uninspired formulaic dribble? It's a sad state of affairs when we are constantly pinning all our gaming hopes and desires on a handful of radical, innovative game designers who at best can only produce a title of worth every two years or so. How long can any sane person wait for a title before going completely postal and knee capping the nearest smirking game store employee?

What's more alarming is that people still seem to buy these pitiful excuses for gaming entertainment, even though every magazine on the shelf says to avoid them like the proverbial plague? Do people really splash out £40 on a game they have not read up on or researched first? Perhaps a more thoughtful, selective game buying public would enhance the quality of our future gaming experiences, or maybe I'm just dreaming...

Jason 'Fatboy' Temperton, Weybridge

Wise words, Jason, but the fact is that 25 percent of all games sold are driving games. Now, you, me and everyone reading this knows that if all driving games were as good as Gran Turismo 3: A-spec, *then you probably wouldn't writing this letter. The sad fact is though, that somewhere along the line, a man in a suit who doesn't play games looks at the latest charts and says to his staff, 'Make me a* Gran Turismo!" *Sadly, his staff can't make driving games for toffee and, a couple of expensive years later, we end up reviewing a pile of motorised arse. And guess what? It's the developers who get a roasting when the game reviews badly and not the bloke who decided that doing a rip-off of a work of genius was an easy route to big bucks. Even worse, it probably DOES make big bucks because too many people ignore our warnings and, as the 25 percent figure at the start of this rant proves, will buy anything with four wheels on the box. Jason, you're a good man. Take a look at recent issues.* Dekavoice. Rez. Ico. *The forthcoming 'bird shit bit' in* MGS2. *Like them? Then help us spread the word.*

SCORE #01: TOO LOW!

I won't lie to you, *OPS2* is a great magazine, but there is one thing that will haunt you for ever – giving *WWF SmackDown 'Just Bring It!'* an eight out of ten. I have seen some wack ratings in my gaming years, but this seriously tops the list! Everyone will agree with me that *SmackDown 'Just Bring It!'* looks like and will be a blockbuster, but you don't think so!

You say that 8/10 is good, but *WWF SmackDown 'Just Bring It!'* should have been the first 10/10 game. One of the things wrong with your review in *OPS2* issue #013 was that you said that the gameplay was unrewarding. I've played the first two games and the gameplay was rewarding. Now the graphics, they look great and you guys got that 100 percent right! When I get *'JBI!'*, I will prove you guys wrong about an 8/10!

Dan Herbert, via email

We stand by our score. 'Just Bring It!' *IS an ace game, Dan, and we said as much. Tons of options, good looks but the gameplay is by no means perfect – and we played the thing to death. Future versions will no doubt improve but I would hate to think what would happen if you played them. You've given this one 10/10 without even touching it – you might explode if it got any better...*

SCORE #02: TOO HIGH!

After reading your review of *Operation Winback* in *OPS2* issue #012, I decided to hire the game from my local video outlet. I was disappointed to find that not only did the game lack story line, enjoyable gameplay and fluidity of character movements, it also lacked enemy AI and even failed to produce realistic gun sounds! I might be wrong but in my experience a functioning shotgun does not usually go 'pffut'! I must stress that I am not criticising your ability to fairly rate or review games, in the past I have often purchased games after reading your comments on them and have been thoroughly pleased with my choice. On this occasion however I must ask, why the slip? In my opinion this game is a rushed attempt at a *Metal Gear Solid* clone. At least other clones such as *Syphon Filter* have a sense of originality to them but this game is really just an embarrassment to the makers and an insult to gamers everywhere. Again I must ask, why did you award this game 6/10? I hope that through this letter I have demonstrated to other gamers the importance of renting a game before purchase in case of another slip in the high standards of *OPS2*'s ratings.

Ali Carmichael, Edinburgh

Again, we stand by our score. Winback *won't set the world on fire but it has plenty of fans out there for a reason – it's a fun and, yes, less demanding take on the stealth adventure. Not everyone likes the same thing, Ali, and we hope we get it right for the majority of you (although with over 130,000 readers now, we could never hope to please everyone). Oh, and Ali? Just how do you know what a functioning shotgun sounds like?*

TEKKEN THE MICK

I am about to jump on to the PlayStation 2 bandwagon after months of praying that a few good games would reach the platform. Finally my prayers have been answered but, are *Tony Hawk's Pro Skater 3* and *WipEout Fusion* going to be mere graphical updates?

From what I have read about *WipEout Fusion*, no original ideas are going in to the game. So what if the track is wider and you can upgrade your ship? This means nothing to someone (ie me) who has played and owned *Star Wars Pod Racer* as the same features are incorporated in the game.

However the PS2 does have one good franchise still going for it – *Tekken*. Okay, so *Tekken Tag Tournament* wasn't what we all hoped for, but nonetheless it provided many people with hours of entertainment and, as an added bonus, had a really cool bowling option. Also every character that was half decent or better was in the game, including nostalgic pair-ups like Roger and Alex.

Back to the point, *Tekken 4* is looking absolutely amazing and has added new characters, obstacles in arenas (*Dead Or Alive 2* was annoying so it can't be classed as a game!) Okay, so the list is short but when the game gets released, no doubt it will sell in it's millions.

Jonathan Chamberlain, via email

Let's recap. WipEout Fusion *now moves faster than greased death, has a all-new engine and comes plastered with new modes.* Tony Hawk's 3 *is now online compatible out of the box and features HUGE new arenas. However both these games are just 'graphical updates' while* Tekken Tag Tournament *was the nuts because it had a bowling game? Jonathan, do you have relatives at Namco?*

GRRL POWER

I was provoked into contributing towards your 'bulging postbag' upon reading your back page article on girl gamers in issue #012. Whilst I hope your comments were made with tongues firmly in cheeks, that is not the reason for writing.

No, I want to pick up on the 'shopping' game idea you raised. It may have been written facetiously, but it sounds to me like a terrifically novel game. The premise is that it's *Crazy Taxi/Grand Theft Auto*, but with shops. As the player you have to get round a store in a set time limit with a mission. That may be a shopping list for grandma (the developer will have to decide whether the character is paying for this stuff or not!) or your son's/brother's/wife's Christmas present a la *Jingle All The Way* (probably best not to mention this inspiration or it would never sell). Bonus points awarded for anything 'extra' that the player can pick up in the time (see the *Crazy Taxi* link now?) like *Supermarket Sweep* (God, the inspiration gets worse).

So it starts off easier, building in difficulty as the player has to use wonky trolleys in larger stores, or other shoppers take the last of what you want. Maybe the game does get slightly violent as you must track down the other shopper before they get to the checkout with the goods – bash 'em over the head with a baguette or something. I hope you can see the potential with this. Please don't think I am simply mad.

Nathan Baseley, Surrey

First off, Fitz's What If article was written with his tongue lodged so firmly in his cheek, he couldn't talk proper for months. Either that, or it was the severe beating Mrs Fitz gave

V SHOP

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him. Second off, we think you're onto something here – and especially with that Jingle All The Way *connection. I see a whole new genre: The Game Licence For An Old Movie Where They Didn't Cash In On It Way Back When. This journo eagerly awaits a motion-detecting bash-the-mole-alike PS2 game for* Caddyshack *like a little girl waiting for Mr Santa. It's a Bill Murray thing.*

YOUR FACE, MY FIST

With so many 'serious' games being released these days it makes a nice change to have a good laugh now and again. Undoubtedly the king of the stomach cramping laughter is *Ready 2 Rumble: Round 2* yet while playing it occurred to me that it bears resemblance to MTV's animated series *Celebrity Deathmatch.*

With the success of *Ready 2: Rumble Round 2*, I'm surprised that no-one has bought the rights to it and converted it into a game. Unlike *Rumble* there wouldn't be the limitation of fist fighting and, in an age of plastic celebrities we love to hate, I think it would sell like Pop Tarts.

Don't tell me you wouldn't like to give Geri Halliwell or Britney Spears a nice pasting. It would be like a step up from pinning posters on your dartboard and aiming for the eyeballs. Call me sadistic or chemically-inbalanced, but I spent many an hour as a child filling Luke Goss' mug with holes. Cartoon violence has been a hot favourite ever since Bugs Bunny got his paws on a frying pan, as has artificial violence ever since Giant Haystacks belly flopped Big Daddy. *Celebrity Deathmatch* seems to be the game everyone has been crying out for even if they haven't realised it yet. The limitations for franchising are endless – Cruise vs Kidman anyone?
Jonathan Chamberlain, via email

As the last two letters show, there's obviously something in the water out there this month what with game ideas flowing like, well, water. As for Celebrity Deathmatch, *Take 2 announced back in March that it had acquired the licence for the MTV show and that it would be coming to "next-generation consoles." Expect to see more news when Take 2 also coughs up info on their PS2* Austin Powers *kart racing game. You think I'm joking, don't you?*

ANYONE ELSE?

Greetings Blighty. After having read your September issue's Postal section, I noticed a certain challenge proposed by the letters editor. I accept that challenge. As you will notice by my funky email address (it's a student server site of the university I attend) the location is 'ac.za' which I'm sure you're all well aware (or maybe not) stands for a South African location.

Yes, you read correctly – this email is coming to you directly from Johannesburg, South Africa. You were probably expecting 'real letters' to be sent instead of emails from all over the world but I don't have the time for such primitive means of communication. But take into consideration that I did not write the email in shorthand – just like a real letter, so it's just like the real thing (without the stamps of course).

Just like your mag, my PS2 is also a foreigner to the African continent – I bought my machine in Australia! Damn thing can't play Zone 2 DVDs, the ONLY bad thing about it. So it goes to show how global this phenomenon is, and how online gaming is going to bring us all closer together.

I have bought every issue of the magazine since the June issue, and will continue to do so until the publication of *OPS3*. Thank you for a very high quality publication and I expect even better things to come.
George Shilkalis, via email (obviously)

George. George. George, George, George, George, George. First, you say I am merely the 'letters editor' (it's Mr Goldsmith here – my name's in Postal for a reason and I do answer all your mails). Then you say we don't know our email suffixes and then you can't be bothered with a real letter, just typing something when you should be in lectures. And let's get this straight – for this you want the first prize? I dunno...

YOURS TO OWN

PD or not PD, that is my question. I'm sure many of your readers remember that back in the old Amiga days that it was possible to get (usually mail order) a bunch of games on a floppy, usually for a quid or so. They came under the title Public Domain which I think meant that they were free to circulate. Admittedly a lot of them were cheap rip-off games or tarot reading programs but it was possible to get quite a few gems. One of which was called *Chaos*, which me and my brothers spent weeks playing. The graphics of the little wizards and dragons were as bad as you could possibly get but the gameplay was spot on.

Now, I know that the copying and free circulation of games on the Amiga was one of the reasons for its ultimate demise so I am glad that this is not available for the PSone or PS2. But what I would love is the chance to play some of the better PD games. These games were free to circulate then so I am presuming they are still free now. I would think hundreds, if not thousands of these games would fit on to a single CD and with very little effort they could be accumulated and then sold at a reasonable price. The high price asked for new titles is high due to the many hours and people required in putting out a game so I am sure that these re-released PD games would be competitively cheap.

What do you think are the chances of something like this happening, or do you think there would be Sony quality licensing issues... *Army Men* anyone?
Paul Cunningham, Middlesbrough

Not that likely, Paul. You'd be best off looking for an Amiga emulator online. May we recommend the equally basic but extremely cool Net Yaroze games that appear on the disc of our sister publication, Official PlayStation Magazine? *Ah,* Rocks And Gems. *Now that's a game...* □

To be eligible for the Star Letter prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.

POSTAL BYTES

Text us your abbreviated wds on 07764 175886, including your name and town. Remember, this line is for Postal Bytes only.

What a muppet Lee Yarker is. "Escape From Monkey Island has no replayability." So why did you buy the bloody thing then? _ **Now what is the point of this section? People ask you questions in a language only twelve-year-olds can understand and you don't even reply!** _ This message is costing me 12 pence, so you best print it... Please, nice one, Steevo _ **I believe in saving trees, saving the whales and saving baby seals. When I've saved enough I'm going to use them to buy a Mercedes.** darkhold _ TIMAH! Friday me buy a PS2 with GT3, hooray. Monday me breaks right thumb in football match! Gutted! _ **Being 32, female and single is no longer an issue now I have a PS2! Crunk it up! - Misschivvers xxx** _ Eternal Ring came free with my PS2. Eternal Ring is now somewhere at the bottom of the North Sea. From BB in S'borough _ **I've been so fedup with the delay with Twisted Metal Black I didn't know to do. I bought the new mag and it's cheered me right up. Cheers OPS2** Ant _ Can u put this in yor wicked mag plz? My stuff is news published! Just wanted 2 say that yor mag has inspired me 2 buy loadza games! Im broke now! Frm Adrian _ **ADRIAN RIVERS! R U OUT THERE PLAYING CODE: VERONICA? IVE JUST FINISHED IT! FAYE** _ GTA3 rules more than a pack of scantily clad rachels from S Club...Well, it comes close _ **ISSUE 14 READER CHOICE GUY, ALAN NICHOL,IS SO SEXY! WOTS HIS NUMBER? FROM J** _ Cool, ace of spades in a game now if only they'd put it in 1 of those dancin games - Jaxon _ **Do any of you think that your brilliant at timesplitters? well text (07951681483) and let me know your best times and scores, nu-, manchester** _ Just got FIFA 2002 Oh why!! S**T! bring on pro evo. francis. Stockport _ **Devil may cry... Devil will break down in tears if he doesn't get his hands on it soon.... Dante.**

back issues

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ELEVEN: Behind the scenes with *Deus Ex* on PS2 (world exclusive!), the first *Tekken 4* news plus a huge demo of *Lotus Challenge*.

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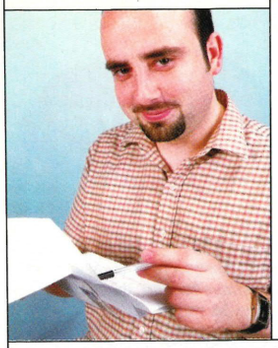
To order back issues of *OPS2*, write to *Official PlayStation 2* Back Issues, Future Publishing, Cary Court, Somerton, Somerset TA11 6TB, or call 01458 271184. Back issues are priced £5.99 (UK), £6.99 (Europe) and £7.99 (Rest of the World). Supplies limited.



postal: surgery

Every issue, *OPS2*'s Dr Paul Fitzpatrick heals your gaming fractures.

1. When I try to play a DVD on my PS2 the words 'Parental Lock' appear requesting a four digit code. I've mislaid the instructions for my hallowed console, and would like to know how to overcome this problem. Being a 25-year-old single bloke, I don't think I need a parental lock!
Ben Tolley, via email

1. *To be able to play the DVDs you need the universal reset code. At the risk of getting hundreds of calls from irate parents who've found their little treasures watching* Slippery When Wet *4, we can't really print it here. Give the Sony Careline number a call (0990 998 877) and they'll see you right. Happy viewing.*

1. After reading your excellent magazine (issue #13) you told a reader that there was no point in getting the update disc if you didn't have the remote. All the same, my friend lent his disc to me and I put it on in the hope of getting rid of the lip sync problem. Sure enough it worked! It also got rid of the green screen when DVDs are played through RGB SCART.
Andrew McGregor, via email

1. *Very interesting, Andrew. Has anybody else stumbled on this?*

1. Can I play the old PSone demos from your sister magazine, *OPM*, on my PS2?
2. Why will *Final Fantasy X* cost £49.99 when other games are £39.99 or £44.99?
Bryan Patmore, via email

1. *Yes you can.*
2. *The price reflects the achievement that* FFX *encapsulates. It's a personal choice whether you think it's worth more, but we doubt that you'll feel short-changed.*

1. Split-screen multiplayer games just don't cut it so I've just purchased a Firewire/i.Link cable in order to connect to a friend's PS2. So far I have been unable to get anything to work (I've tried *Unreal Tournament* and *TimeSplitters*). There is nothing in the instructions for either game which explains how to get the two PS2s to talk to each other. Can these games work with the Firewire/i.Link. If so, how? If not, are you able to say which games can work with the cable?
Geoff Whelan, via email

1. TimeSplitters *does not allow multiplayer deathmatches via i.Link, although* TimeSplitters 2 *will support this function. But* Unreal Tournament *should work with i.Link. You do however need two copies of the game along with the two PS2s, two TVs and the cable. Could this be the source of your woes? Of course, when games do have an i.Link option (like* GT3*) we'll let you know in the review.*

1. My seven-year-old daughter has asked Santa for a PlayStation 2. My problem is not knowing what games to purchase for a little girl who is inexperienced with PS2? Reading the reviews in your magazine I can see that me and the wife will playing with it when my daughter has gone to bed at night.
Ian Colville, Lochwinnoch

1. *Can we assume that you'd like to keep your daughter away from a world of rotting zombies and dismemberment? At the moment there aren't a whole lot of dedicated games for younger players but there is a handful that will not only give your daughter plenty of time to get used to the PS2 controls but will be fun for her (and you after she's gone to bed). How about* Crash Bandicoot: The Wrath Of Cortex, Kuri Kuri Mix *and* Rayman Revolution *for a start? All are cracking platform games with great characters and* Kuri Kuri Mix *has the bonus of co-operative play so you can help each other. We can also recommend Walt Disney's* Jungle Book Groove Party*; with its dance mat controller (bundled with the game) it'll have you and your daughter prancing around the living room to songs from the film in no time. Last of all, don't forget that there is a wealth of cheaper PSone titles aimed specifically at younger gamers that will work on the PS2.*

1. Will there be a Rugby League game coming out? And if so when?
2. Can my PAL PlayStation 2 play American DVDs?
3. In *GT3: A-spec*, which is the best car to buy at the beginning of the game?
Scott Stringer, Leeds

1. *There's nothing on the horizon yet. Time to start petitioning EA perhaps?*
2. *No. The PAL PS2 you take out of the box can only play Region 2 (basically Europe and Japan) and Region 0 (all regions) DVDs.*
3. *Personal driving style does come into this and none of the cars initially available are lemons. However, you could do a lot worse than forking out for the Chrysler PT Cruiser. It may look like a sawn-off hearse but it's relatively beefy for a starter car, an advantage when you're looking to rake in some early bonus credits.*

1. Do you have any hints or tips for *Ready 2 Rumble: Round 2*?
DTR2, via email

1. *Enter these codes at either the arcade or championship character selection screen and if you hear the 'seconds out' bell then you're in. If a code doesn't work initially, try resetting the game and starting again.*

To unlock all fighters:
←,←,→,L2,←,→,→,R1,R1,L2
To unlock champion outfits:
←,↓,→,→,↑,R1,L2,R1 *(x20)*, L2

1. I have recently been playing *Metal Gear Solid* on my PS2 and to my horror, when I completed the game, it froze at the very end of the credits. I tried my mate's disc and that did the same. Is there a problem with the PS2 playing *MGS*?
Adam, via email

1. *Let's settle this once and for all. There are some PSone games (and* MGS/MGS Special Missions *feature here) that don't follow the backwards compatibility trend of the PS2, either partially or totally. Thankfully they're relatively rare, but when it does happen there's really nothing that can be done.*

1. Please help me! I need some tips and cheats for *Oni* on the PS2. Also do you have any cheats for *ISS*?
Trish Ward, via email

1. *We're afraid to say you're just going to have throw sheer skill at* ISS*, but here's a handful of extremely useful* Oni *codes. While in the game activate the Data Menu (SELECT), highlight the Help section, enter the code you require, then either enter another code or exit the Data Menu. To undo a code repeat the process.*

Stronger Hits:
L2,R1,L2,□,○,□,R3, L3,○,□
Invincible Konoko:
L2,R1,L2,□,○,□,R3, L3, R3, ○
One Hit Kill:
L2,R1,L2,□,○,□, L3, R3,○,□
Full Ammo and Hypos:
L2,R1,L2,□,○,□,○,○,○,R3
Win Level:
L2,R1,L2,□,○,□, L3, R3, L2,R1
Infinite Ammunition:
L2,R1,L2,□,○,□,L2,L2,R1, L3

1. Being one of the greatest games heading to PS2, is a playable demo of *Jak And Daxter* likely to appear on *OPS2*'s cover DVD?
2. Are there any cheats for *Kuri Kuri Mix*, or any bonus material to unlock besides the bonus characters in Versus mode?
Keith Lenaghan, via email

1. *We trust you found the demo you on the cover and hope you enjoy it. Also turn to page 92 for the review now!*
2. *No codes as yet. However, completing the game will open up a five-stage bonus world. In addition to this, there are two pieces of scenery in each world (except the last one) that can be picked up. Do this and they'll appear, one by one, in the background of the title screen. Just a bit of fun, but worth looking out for.*

Send all your game and technical queries to: Surgery, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2postal@futurenet.co.uk, marking it 'Surgery'. Get writing now!

POSTAL SURGERY DROP IN

Mini prescriptions of gaming help dispensed over the magazine counter.

***Fur Fighter* Bungalow attacks a pint-sized hoodlum with a blast of BO.**

Paul Rabaiotti would like to know if the G-Con 2 light gun has a recoil function. Alas, no. But it does have a reality enhancing reload button on the base of the grip for those 'slamming in the new clip' moments. Elsewhere, **Daz Ward** wants to know why PS2's games don't always come on blue discs. Well, the electric blue shade is just an optional dye and doesn't have any affect the data lurking beneath. **David Stringer** wants to know the peak number of polygons PS2 can process. The answer is (drum roll) 75 million per second. But will it make the games feel any better to play? Last but not least, **Lauren Topper** wants to know how to get the fedora to go with the bull whip in *Fur Fighters*. You need to defeat Esmerelda (Bungalow's mutated missus) by shooting the yellow stopper out of her inflatable float. Do that and Bristol will give you the hat and you can get into the 'City of Fear'. Good luck!

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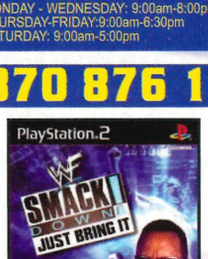

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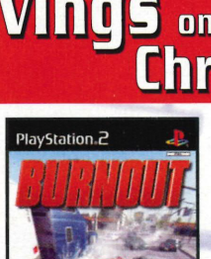

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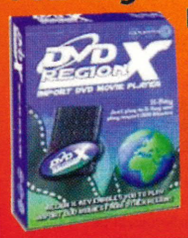

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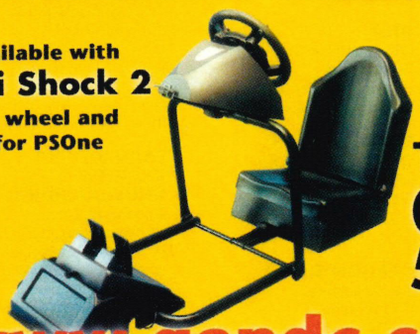

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the shortlist

If it's for PS2, and on sale in the UK then we've played it, argued about it and played it some more. Want the definitive verdicts on the 167 PS2 games available right now? Then welcome to The ShortList.

OPS2 AWARDS

To make it even easier for you to filter out the gems from the swine, *OPS2* has introduced a brand new colour coded ratings system for the ShortList.

PlayStation.2 OFFICIAL MAGAZINE-UK GOLD

GOLD
Only awarded to games that score the full 10/10.

PlayStation.2 OFFICIAL MAGAZINE-UK SILVER

SILVER
Awarded to titles that score 9/10.

PlayStation.2 OFFICIAL MAGAZINE-UK BRONZE

BRONZE
Awarded to titles that score 8/10.

4X4 EVOLUTION
(Take 2/Terminal Reality)
Flash but slack off-road racer that fails to make a satisfying or lasting impression.
Reviewed **OPS2#06**/Overall 05

7 BLADES
(Konami/KCEJ)
Ninja-styled adventure with repetitive gameplay.
Reviewed **OPS2#05**/Overall 06

18 WHEELER
(Acclaim/Sega/ Acclaim Cheltenham)
Brash, chunky and colourful ten-ton truck racer. Not quite enough substance though to satisfy the hardened gamer.
Reviewed **OPS2#14**/Overall 06

AGE OF EMPIRES II: THE AGE OF KINGS
(Konami/Microsoft/ Ensemble Studios/KCET)
PC-style real-time strategy with great depth and longevity but difficult to control with the Dual Shock 2.
Reviewed **OPS2#13**/Overall 07

AIRBLADE
(SCEE/Criterion)
Intricate visuals, sublime handling, massive airs – everything you could want hoverboarding to be.
Reviewed **OPS2#14**/Overall 08

ALL-STAR BASEBALL 2002
(Acclaim/Acclaim Studios Austin)
An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as play.
Reviewed **OPS2#07**/Overall 07

ALONE IN THE DARK: THE NEW NIGHTMARE
(Infogrames/Darkworks)
The first survival horror returns, but fails to scare on PS2.
Reviewed **OPS2#13**/Overall 06

AQUA AQUA: WETRIX 2.0
(SCi/Zed Two)
Addictive, well-realised update of the N64 title *Wetrix*.
Reviewed **OPS2#01**/Overall 07

ARCTIC THUNDER
(Midway/Midway/ Inland Productions)
Some crude visuals, but this arcade snowmobile racer provides plenty of fast and furious gameplay.
Reviewed **OPS2#14**/Overall 07

ARMORED CORE 2
(Ubi Soft/From Software)
Infinitely-tweakable first-person mech shooter.
Reviewed **OPS2#04**/Overall 07

ARMY MEN AIR ATTACK: BLADE'S REVENGE
(3DO/3DO)
Dullsville helicopter game.
Reviewed **OPS2#09**/Overall 02

ARMY MEN: GREEN ROGUE
(3DO/3DO)
On-rails shooter which manages to plumb new depths of tedium.
Reviewed **OPS2#08**/Overall 01

ARMY MEN: SARGE'S HEROES 2
(3DO/3DO)
Poorly realised shooter.
Reviewed **OPS2#07**/Overall 03

ATV OFFROAD
(SCEE/Rainbow Studios)
Quad bike stunt racer with wonky AI and a poorly-controlled, uneven ride.
Reviewed **OPS2#10**/Overall 06

BATMAN VENGEANCE
(Ubi Soft/Ubi Soft)
An interesting approach to the series, but a little too 'on rails' to provide a real challenge.
Reviewed **OPS2#14**/Overall 06

BLOODY ROAR 3
(Virgin/Hudsonsoft)
Beast battler with a lot of fur, but little bite.
Reviewed **OPS2#09**/Overall 06

BURNOUT
(Acclaim/ Criterion Studios)
OutRun grows up, and learns how to crash properly. Thrilling, edgy race action.
Reviewed **OPS2#13**/Overall 08

CART FURY CHAMPIONSHIP RACING
(Midway/Midway)
Arcade racer rammed with crazy physics and high speed hard shouldering.
Reviewed **OPS2#10**/Overall 06

CITY CRISIS
(Take 2 Interactive/Syscom)
Innovative helicopter airlift adventure with neat control system, but short on levels.
Reviewed **OPS2#10**/Overall 06

CRASH BANDICOOT: THE WRATH OF CORTEX
(Vivendi Universal/ Traveller's Tales)
Crash bounces onto PS2 and although it's a great platformer, little has been altered from PSone incarnations.
Reviewed **OPS2#14**/Overall 06

CRAZY TAXI
(Acclaim/Sega/Acclaim)
Pure arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.
Reviewed **OPS2#07**/Overall 08

DARK CLOUD
(SCEE/Level 5)
The new 'best RPG on PS2'. Enthralling story, atmospheric music and a fantastic world-building element thrown in for good measure.
Reviewed **OPS2#11**/Overall 07

DAVE MIRRA FREESTYLE BMX 2
(Acclaim/Z-Axis)
Orthodox but impressive, this BMX sim has an inventive array of tricks.
Reviewed **OPS2#12**/Overall 07

DEAD OR ALIVE 2
(SCEE/Tecmo)
Blistering beat-'em-up famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.
Reviewed **OPS2#02**/Overall 07

DEVIL MAY CRY
(Capcom Eurosoft/ Capcom)
Melding rip-roaring battling with lush surroundings and a superb gothic atmosphere. The best PS2 game yet? It's certainly up there.
Reviewed **OPS2#14**/Overall 09

DISNEY'S DINOSAUR
(Ubi Soft/Ubi Soft)
Poor movie spin-off. Don't inflict it on the kids.
Reviewed **OPS2#03**/Overall 04

DNA
(Virgin Interactive/ Hudsonsoft)
Over-complicated adventure.
Reviewed **OPS2#14**/Overall 06

DONALD DUCK: QUACK ATTACK
(Ubi Soft/ Disney Interactive)
More 'cack' than 'quack'.
Reviewed **OPS2#04**/Overall 04

DRAGON'S LAIR
(Digital Leisure/ Cinematronics)
Unplayable retro adventure in which you make an either/or decision to move forward the linear animated cartoon plot. Should have stayed on the Laser Disc where it belonged.
Reviewed **OPS2#03**/Overall 02

DRAGON'S LAIR II: TIMEWARP
(Digital Leisure/ Cinematronics)
Painfully dull arcade sequel. Will they ever learn?
Reviewed **OPS2#03**/Overall 01

DRIVING EMOTION TYPE-S
(EA/Square)
Dismal, *dismal* racer. Fails to evoke *any* emotion at all.
Reviewed **OPS2#05**/Overall 04

DYNASTY WARRIORS 2
(Midas Interactive/KOEI)
Epic battler mixing strategy, sword-slashing, horse riding and shooting people.
Reviewed **OPS2#02**/Overall 07

EPHEMERAL FANTASIA
(Konami/KCEJ East)
Bemani-flavoured RPG where periodically whipping out a guitar and playing a solo is integral to the plot.
Reviewed **OPS2#10**/Overall 07

ESCAPE FROM MONKEY ISLAND
(Activision/LucasArts)
Lengthy adventure with smart visuals, a witty script and intelligent puzzling.
Reviewed **OPS2#09**/Overall 08

ESPN INTERNATIONAL TRACK & FIELD
(Konami/KCEO)
Graphically impressive athletics sim with dodgy AI. Most fun of the many events is the Bemani-style Rhythmic Gymnastics level.
Reviewed **OPS2#01**/Overall 06

ESPN NATIONAL HOCKEY NIGHT
(Konami/KCEO)
Gameplay kinks put this below its more formidable EA Sports rival.
Reviewed **OPS2#05**/Overall 06

ESPN NBA 2NIGHT
(Konami/KCEO)
Definitely one for basketball heads only.
Reviewed **OPS2#05**/Overall 06

ESPN X GAMES SKATEBOARDING
(Konami/KCEO)
Not-very-extreme skateboarding sim with some unsightly graphical glitches Won't trouble *Tony Hawk's*.
Reviewed **OPS2#13**/Overall 05

ESPN WINTER X-GAMES SNOWBOARDING
(Konami/KCEO)
Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement.
Reviewed **OPS2#01**/Overall 06

ETERNAL RING
(Ubi Soft/From Software)
Unoriginal Japanese RPG. As painful as its title.
Reviewed **OPS2#05**/Overall 03

EVERGRACE
(Ubi Soft/Crave Entertainment/From Software)
An ultimately depressing role-playing game, that fails to engage the player at any meaningful level.
Reviewed **OPS2#06**/Overall 02

EXTERMINATION
(SCEE/Deep Space)
Alien-inspired survival horror-fest set in a deserted Antarctic research base. Positively crawling with design innovations.
Reviewed **OPS2#08**/Overall 07

EXTREME-G 3
(Acclaim/Acclaim)
A great future racer that will do more than just stop the gap between now and Studio Liverpool's long-awaited *WipEout Fusion*.
Reviewed **OPS2#11**/Overall 08

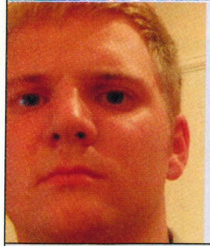
F1 2001
(EA Sports/EA Sports)
Another solid PS2 F1 title, but ultimately rather soulless.
Reviewed **OPS2#13**/Overall 07

F1 CHAMPIONSHIP SEASON 2000
(EA Sports/EA/ Visual Sciences)
Hardcore F1 fans will find this a little too easy.
Reviewed **OPS2#03**/Overall 06

F1 RACING CHAMPIONSHIP
(Video System/Ubi Soft)
Good attention to detail but a lot less fun than its (many) competitors.
Reviewed **OPS2#06**/Overall 05

reader's choice

WHY EVERYONE SHOULD OWN... **SILPHEED: THE LOST PLANET**



Nominated by *OPS2* reader **MATTHEW TAYLOR**, Tamworth, Staffs
"This game is blasting fantastic."

"I think that everyone should own a copy of *Silpheed: The Lost Planet* simply because it's such a great shoot-'em-up. Being able to load it up and dive into non-stop blasting action is so much fun. The graphics aren't the best, admittedly, but it doesn't matter when you can blast your way through swarms of enemies and encounter level after level of weird landscapes. This game is blasting fantastic, and no true gamer should be without it."

What's the PS2 game you think everyone should own? Write to Reader's Choice at the usual address or email your suggestion to PS2@futurenet.co.uk. Enclose name, address, age and photo to win a game of your choice.

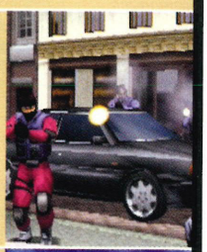
six of the best

SMALL GEMS

1. ONIMUSHA: WARLORDS

What this sublime action horror game lacks in monster size, it more than makes up for in gruesome enemies, chilling atmosphere and sword-swinging, zombie-decapitating action. Highly recommended.

*Onimusha: Warlords *is out now from Capcom.*



2. TIME CRISIS 2

Wringing buckets of adrenaline from every last second of frantic gunplay, *TC2* is an object lesson in padding-free, quality gameplay. A blast.

*Time Crisis 2 *is out now from SCEE.*

3. ZONE OF THE ENDERS

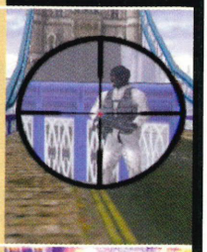
From the brain of Hideo Kojima, this cracking mech action game lets the world share Japan's love affair with fighting robots in true style.

*ZOE *is out now from Konami.*

4. FANTAVISION

One of PS2's quirkier launch titles still demands your attention a year on. Original, beguiling and addictive, this firework puzzler is a modest game of rare beauty.

*Fantavision *is out now from SCEE.*



5. SILENT SCOPE 2

If you haven't played this perfect recreation of the arcade smash snipe-'em-up, then it's about time you did. Coin-op thrills have rarely translated to a console quite so well.

*Silent Scope *is out now from Konami.*

6. CITY CRISIS

This chopper-based airlift action game is short on level wealth but brimming with innovative and challenging gameplay. Worth playing for the pig-copter alone…

*City Crisis *is out now from Take 2 Interactive.*

FANTAVISION
(SCEE/SCEI)
The world's first fireworks game. Not enormous, but of rare and random beauty.
Reviewed **OPS2#01**/**Overall 07**

FIFA 2001
(EA Sports/ EA Sports Canada)
Great graphics, but second division gameplay.
Reviewed **OPS2#02**/**Overall 06**

FIFA 2002
(EA Sports/ EA Sports (Canada))
Despite some commendable gameplay improvements, this is still a goal down to *Pro Evolution Soccer.*
Reviewed **OPS2#14**/**Overall 07**

FORMULA ONE 2001
(SCEE/Studio Liverpool)
Still, the best F1 game on the PS2 yet.
Reviewed **OPS2#07**/**Overall 08**

FREAK OUT
(Swing!/Treasure)
Unique cartoon action-adventure with a kooky Japanese twist.
Reviewed **OPS2#12**/**Overall 07**

FUR FIGHTERS
(Acclaim/ Bizarre Creations)
Cute fluffy creatures armed to the teeth with shotguns, blast each other to pieces.
Reviewed **OPS2#08**/**Overall 08**

GAUNTLET: DARK LEGACY
(Midway/Midway East Games)
Dated gameplay negates any innovative additions.
Reviewed **OPS2#08**/**Overall 05**

GIFT
(Cryo Interactive/Ekosystem)
New take on a 3D platformer, but lets its imagination get in the way of its gameplay.
Reviewed **OPS2#10**/**Overall 06**

GLOBAL TOURING CARS: AFRICA
(Rage/Rage Warrington)
An otherwise unnotable racer is lifted by clever use of interesting locations.
Reviewed **OPS2#14**/**Overall 07**

GRADIUS III & IV
(Konami/KCET)
Dull 2D arcade shooter.
Reviewed **OPS2#01**/**Overall 02**

GRAND THEFT AUTO 3
(Rockstar Games/ DMA Design)
The original crim sim goes 3D and it's a complete riot.
Reviewed **OPS2#13**/**Overall 08**

GRAN TURISMO 3: A-SPEC
(SCEE/Polyphony Digital)
If you didn't know already, *GT3* is the greatest driving game in the world. Buy it now.
Reviewed **OPS2#09**/**Overall 09**

G-SURFERS
(Midas Interactive/ Blade Interactive)
Futuristic racer. Never threatens *WipEout Fusion* but has an innovative track editor.
Reviewed **OPS2#13**/**Overall 07**

GUN GRIFFON BLAZE
(Swing!/GameArts)
Another mech shooter for robot obsessives everywhere.
Reviewed **OPS2#03**/**Overall 07**

H30 SURFING
(Take 2/ASCII)
Inadequate surf sim with an infuriating camera angle.
Reviewed **OPS2#02**/**Overall 04**

HALF-LIFE
(Vivendi Universal/ Valve/Gearbox)
The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase.
Reviewed **OPS2#14**/**Overall 09**

HEROES OF MIGHT AND MAGIC
(3DO/3DO)
Patchy PC-style adventure
Reviewed **OPS2#08**/**Overall 03**

HOLOGRAM TIME TRAVELLER
(Digital Leisure/Sega)
It may be classed as a 'classic', but you should avoid this like the plague.
Reviewed **OPS2#03**/**Overall 00**

INTERNATIONAL LEAGUE SOCCER
(Eon Digital Entertainment/Taito)
Astoundingly rotten. Easily one of the worst footy sims ever to grace the PlayStation 2.
Reviewed **OPS2#10**/**Overall 02**

INTERNATIONAL SUPERSTAR SOCCER
(Konami/KCEO)
Genuine squads and more instant terrace gratification take *ISS* up to the PS2 level.
Reviewed **OPS2#01**/**Overall 08**

KENGO: MASTER OF BUSHIDO
(Ubi Soft/LightWeight)
A padded-out Training mode makes up for this smart ninja fighter's rather limited nature.
Reviewed **OPS2#07**/**Overall 06**

KESSEN
(Electronic Arts/KOEI)
RTS on an epic scale with up to 100 warriors on-screen at once. Might not be classified as 'entertainment', but certainly a work of gaming art.
Reviewed **OPS2#04**/**Overall 07**

KLONOA 2: LUNATEA'S VEIL
(SCEE/Namco)
Cute and undeniably cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid.
Reviewed **OPS2#13**/**Overall 08**

KNOCKOUT KINGS 2001
(EA Sports/EA Sports)
A more than competent boxing sim. Not really good enough to earn its royal status though.
Reviewed **OPS2#05**/**Overall 06**

KURI KURI MIX
(Empire/From Software)
A bizarre blend of two-player co-operation and cutesy platformer. *Kuri Kuri Mix* is a more than worthwhile addition to any collection.
Reviewed **OPS2#07**/**Overall 07**

LEGO RACERS 2
(Lego Software/ATD)
It's a Lego racer. Build cars and characters (using virtual Lego), then race them. That's about it. Very average.
Reviewed **OPS2#14**/**Overall 05**

LE MANS 24 HOURS
(Infogrames/ Melbourne House)
More accessible for the gamer daunted by simulation-style vehicle handling, but has depth and thrills in abundance.
Reviewed **OPS2#09**/**Overall 08**

LOTUS CHALLENGE
(Virgin Interactive/Kuju)
After the long wait for this licensed driving sim you'd have expected better. Painfully slow.
Reviewed **OPS2#14**/**Overall 05**

MADDEN NFL 2001
(EA Sports/EA Sports)
PS2's most rewarding and complete NFL game. Could potentially convert non-believers to the sport.
Reviewed **OPS2#01**/**Overall 08**

MADDEN NFL 2002
(EA Sports/EA Sports)
Exemplary American football title with a pristine pedigree. Virtually faultless, aside from being just another yearly update of a franchise.
Reviewed **OPS2#13**/**Overall 09**

MDK2 ARMAGEDDON
(Interplay/BioWare)
A unique, challenging adventure bursting with ideas and an inspired three-character format.
Reviewed **OPS2#07**/**Overall 08**

MIDNIGHT CLUB
(Rockstar/Angel Studios)
Speedy urban racing, boasting huge and action-packed NYC and London environments. Sadly, the game ain't much cop.
Reviewed **OPS2#01**/**Overall 04**

MODERNGROOVE: MINISTRY OF SOUND
(Ubi Soft/Moderngroove)
Entertaining lightshow generator, containing five full dance albums.
Reviewed **OPS2#11**/**Overall 06**

MOTO GP
(SCEE/Namco)
Gran Turismo on two wheels. A fantastic motorbike simulation that rewards repeated plays.
Reviewed **OPS2#03**/**Overall 07**

MOTOR MAYHEM
(Infogrames/Beyond Games)
Unoriginal deathmatch-based vehicle blasting. Not terrible, but *Twisted Metal: Black* does it so much better.
Reviewed **OPS2#13**/**Overall 05**

MTV MUSIC GENERATOR 2
(Codemasters/Jester)
Home DJ sample/mixer music maker. Enormous fun and nigh on faultless. One of the most exciting and well put together PS2 releases yet. Pick it up and start making choons!
Reviewed **OPS2#08**/**Overall 09**

MX 2002 FEAT RICKY CARMICHAEL
(THQ/Pacific Coast Power)
Polished and engaging MX sim that utilises its subject matter to great effect.
Reviewed: **OPS2#12**/**Overall 07**

MX RIDER
(Infogrames/Paradigm)
Motocross/supercross sim that lacks real excitement.
Reviewed **OPS2#13**/**Overall 06**

NBA HOOPZ
(Midway/Eurocom)
Instant arcade-styled basketball sim but not as good as *NBA Street.*
Reviewed: **OPS2#06**/**Overall 06**

NBA LIVE 2001
(EA Sports/EA Sports)
Solid and playable EA franchise. But where's the b-ball excitement?
Reviewed: **OPS2#05**/**Overall 06**

NBA STREET
(EA Sports Big/EA Sports)
Great looks, great to play, but not quite as next-generation as some of its peers.
Reviewed **OPS2#10**/**Overall 06**

NFL QUARTERBACK CLUB
(Acclaim/Acclaim Studios Austin)
Plenty of unique features, but unable to compete with EA's *Madden 2002.*
Reviewed **OPS2#13**/**Overall 08**

NHL 2001
(EA Sports/ EA Sports Canada)
EA Sports' perennial ice hockey licence hits the mark beautifully. As Jamie Oliver might say, "Pucka!"
Reviewed **OPS2#02**/**Overall 08**

NHL 2002
(EA Sports/ EA Sports (Canada))
The definitive ice hockey videogame, and a marked improvement on *NHL 2001.*
Reviewed **OPS2#14**/**Overall 08**

database

Can't get hold of one of the games in ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all the UK PS2 publishers.

3DO 01895 456 700
www.3doeurope.com
3DO Europe, 21-23 Mossop St, London SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Rd, Knightsbridge, London SW3 1JJ

ACTIVISION 01895 456 789
www.activision.com
Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

BBC MULTIMEDIA 0208 433 2000
www.bbcmultimedia.com
CG11, Woodlands, 80 Wood Lane, London W12 0TT

CAPCOM EUROSOFT 0208 846 2550
www.capcom-europe.com
9th Floor, 26-28 Hammersmith Grove, London W6 7HA

CODEMASTERS 01926 814 132
www.codemasters.com
Stoneythorpe, Southam, Warwickshire CV33 0DL

CRYO 0121 250 5072
www.cryo-interactive.com
186a Stratford Rd, Shirley, Solihull B90 3BQ

EIDOS INTERACTIVE 0121 356 0831
www.eidos.co.uk
1 Hartfield Rd, Wimbledon, London SW19 3RU

ELECTRONIC ARTS 0870 243 2435
www.uk.ea.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156
www.empire.co.uk
The Spire, 677 High Rd, North Finchley N12 0DA

INFOGRAMES 0208 222 9700
www.infogrames.com
116 Baker St, London W1M 1LB

JVC INTERACTIVE 0207 240 3121
www.jvcmusic.co.uk
44 Wellington St, Covent Garden, London WC2E 7RH

KONAMI 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip, Middlesex HA4 7LF

LEGO 01753 495 453
www.lego.com
33 Bath Rd, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388
www.microids.com
2 Gayton Rd, Harrow, London HA1 2XU

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www.midas-interactive.co.uk
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96 Kensington High St, London W8 4SG

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Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU

VIRGIN INTERACTIVE 0207 551 4222
www.vie.co.uk
74A Charlotte St, London W1P 1LR

VIVENDI UNIVERSAL 0118 920 9100
www.vivendi-universal-interactive.co.uk
2 Beacontree Plaza, Gilette Way, Reading, RG2 0BS

NHL HITZ
(Midway/Black Box)
A satisfying, if short-lived ice hockey game in an arcade style. EA's *NHL 2002* instead is a better purchase.
Reviewed **OPS2#14**/**Overall 06**

NY RACE
(Wanadoo/Kalisto)
Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic *The Fifth Element*.
Reviewed **OPS2#14**/**Overall 05**

ONI
(Rockstar/Bungie Software)
Pioneers new character animation in an enjoyable third-person sci-fi romp.
Reviewed **OPS2#05**/**Overall 07**

ONIMUSHA: WARLORDS
(Capcom/Capcom)
Impressive survival horror that lets the PlayStation2 run riot. Suffers form a poor PAL conversion.
Reviewed **OPS2#09**/**Overall 08**

OPERATION WINBACK
(Midas Interactive/KOEI)
Lacks variety, but still an enjoyable stealth shooter.
Reviewed **OPS2#07**/**Overall 06**

ORPHEN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Reviewed **OPS2#01**/**Overall 04**

PARIS-DAKAR RALLY
(Acclaim/Broadsword Interactive)
Based on the marathon drive across Europe and Africa, this sim does little to inspire interest in the real race.
Reviewed **OPS2#13**/**Overall 05**

PENNY RACERS
(Midas/Takara)
A half-baked, underfed and weedy *GT3*, with just a few good tracks to recommend it.
Reviewed **OPS2#14**/**Overall 04**

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Reviewed **OPS2#02**/**Overall 05**

PORTAL RUNNER
(3DO/3DO)
Vikki from *Army Men* notoriety gets her own title and it's the best of a bad bunch.
Reviewed **OPS2#13**/**Overall 05**

PRO EVOLUTION SOCCER
(Konami/Konami TYO)
Konami TYO update *ISS Pro Evolution* and create the best PS2 football sim ever.
Reviewed **OPS2#14**/**Overall 09**

PROJECT EDEN
(Eidos/Core Design)
Look beyond some not great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.
Reviewed **OPS2#12**/**Overall 08**

QUAKE III
(EA/id & Bullfrog)
In four-player mode, this first-person shooter is the best multiplayer yet. A technical tour de force, it runs like greased lightning and looks absolutely gorgeous.
Reviewed **OPS2#06**/**Overall 09**

RAYMAN REVOLUTION
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer worthy of PS2.
Reviewed **OPS2#02**/**Overall 08**

RC REVENGE PRO
(Acclaim/Acclaim Cheltenham)
A smattering of last-generation graphics and a distinct lack of any discernable speed adds up to an avoidable kart racer.
Reviewed **OPS2#02**/**Overall 03**

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
Marvellous arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.
Reviewed **OPS2#01**/**Overall 07**

RED FACTION
(THQ/Volition)
First-person shooter melding *MGS*-style tactics and the all-out blasting of the hallowed *Quake III*. Marred only by lazy design.
Reviewed **OPS2#08**/**Overall 08**

RESIDENT EVIL CODE: VERONICA X
(Capcom Eurosoft/Capcom)
A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting. Give in to its disgustingly depraved clutches. Go on, you know you want to.
Reviewed **OPS2#10**/**Overall 09**

RIDGE RACER V
(SCEE/Namco)
Initial high hopes were scuppered by jagged edges, limited size and a general lack of originality.
Reviewed **OPS2#01**/**Overall 07**

RING OF RED
(Konami/KCE)
A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.
Reviewed **OPS2#07**/**Overall 08**

ROBOT WARLORDS
(Midas Interactive/DaZZ)
Many other superior mech games make this redundant in a somewhat minority genre in the UK.
Reviewed **OPS2#06**/**Overall 04**

ROBOT WARS
(BBC Multimedia/Climax)
Could have been a whole lot better than this. Stick to watching the TV show instead.
Reviewed **OPS2#14**/**Overall 05**

RUGBY
(EA Sports/Creative Assembly)
More akin to *Madden* than *FIFA* in approach, a highly enjoyable and refined take on the sport.
Reviewed **OPS2#08**/**Overall 08**

RUMBLE RACING
(EA/EA)
Fast and furious arcade stunt racer with oodles of challenge and replay value in Two-player mode.
Reviewed **OPS2#08**/**Overall 08**

RUNE: VIKING WARLORD
(Take 2/Human Head)
Viking slash-'em-up that should have been confined to the Dark Ages.
Reviewed **OPS2#11**/**Overall 04**

SHADOW OF MEMORIES
(Konami/KCET)
Filmic adventure which keeps the surprises coming with a serpentine plot.
Reviewed **OPS2#05**/**Overall 08**

SILENT HILL 2
(Konami/KCET Team Silent)
Simply one of the most atmospheric, and genuinely frightening survival horror titles on PS2. Like all of your worst nightmares rolled in to one relentless videogame.
Reviewed **OPS2#13**/**Overall 08**

SILENT SCOPE
(Konami/KCEO)
Slick but simple shooting gallery-style game where you play a police sniper.
Reviewed **OPS2#01**/**Overall 08**

SILENT SCOPE 2
(Konami/Konami TYO)
A worthwhile update of this arcade sniper sim, although the formula is looking a little tired now.
Reviewed **OPS2#14**/**Overall 07**

SILPHEED: THE LOST PLANET
(Swing!/Treasure/GameArts)
Tedious top-down shooter.
Reviewed **OPS2#03**/**Overall 03**

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
(3DO/Anco)
Tactically adept footy management sim but lacks charm.
Reviewed **OPS2#12**/**Overall 06**

SKY ODYSSEY
(SCEE/Cross for SCEI)
A flight sim where you don't have to shoot anything, just complete crazy missions.
Reviewed **OPS2#06**/**Overall 08**

SKY SURFER
(Virgin Interactive/Idea Factory)
Whoever thought that jumping out of a plane attached to a board would make a good game should be duly shot.
Reviewed **OPS2#04**/**Overall 03**

SMUGGLER'S RUN
(Rockstar/Angel Studios)
Mission-based fun in which you escape from the cops with a trunkload of booty around impressive free-roaming environments.
Reviewed **OPS2#01**/**Overall 07**

SOUL REAVER 2
(Eidos Interactive/Crystal Dynamics)
Fantasy adventure revolving around the exploits of Raziel and his huge Soul Reaver sword.
Reviewed **OPS2#14**/**Overall 07**

SPACE ACE
(Digital Leisure/Cinematronics)
Horrific and ancient arcade port; the original was only of cult appeal.
Reviewed **OPS2#04**/**Overall 01**

SPLASHDOWN
(Infogrames/Rainbow Studios)
Above-average Sea-Doo racer, with truly impressive water effects.
Reviewed **OPS2#14**/**Overall 07**

SPY HUNTER
(Midway/Paradigm Ent)
Captures the spirit of the original and adds further shiny next-gen knobs.
Reviewed **OPS2#12**/**Overall 08**

SSX
(EA Sports Big/EA Sports Canada)
Outrageous and inventive rainbow-coloured high-speed snowboard game packed with crazy courses.
Reviewed **OPS2#01**/**Overall 09**

STAR WARS: STARFIGHTER
(Activision/LucasArts)
Mesmerising 3D *Star Wars* blaster with engaging missions and film-perfect sound effects.
Reviewed **OPS2#06**/**Overall 09**

STAR WARS: SUPER BOMBAD RACING
(Activision/Lucas Learning)
Banal *Star Wars* cartoon kart racer. The Force is weak with this one.
Reviewed **OPS2#08**/**Overall 05**

STREET FIGHTER EX3
(Capcom Eurosoft/Arika)
A decent enough cult 2D/3D battler. Has its devout fans.
Reviewed **OPS2#03**/**Overall 07**

STUNT GP
(Virgin Interactive/Team 17)
Don't waste your money on this insipid remote-control car simulation. Totally uninspiring and uninteresting.
Reviewed **OPS2#14**/**Overall 03**

SUMMONER
(THQ/Volition)
One of the best PS2 RPGs. A little ugly, but still a gem-like, sprawling epic.
Reviewed **OPS2#04**/**Overall 08**

SUPER BUST-A-MOVE
(Acclaim/Taito)
Another update of a classic game, but a pointless one as it adds nothing original to the timeless gameplay.
Reviewed **OPS2#02**/**Overall 04**

SUPERCAR STREET CHALLENGE
(Activision/Exakt)
A by-the-book arcade racing game round desolate cities. Nothing to recommend itself.
Reviewed **OPS2#14**/**Overall 04**

SWING AWAY GOLF
(EA Sports/T&E Soft)
Cutesy PSone golf sim let down by a poor conversion.
Reviewed **OPS2#02**/**Overall 03**

TEKKEN TAG TOURNAMENT
(SCEE/Namco)
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves should keep the *Tekken* faithful happy until the next 'proper' instalment reaches the shelves.
Reviewed **OPS2#01**/**Overall 08**

TEST DRIVE: OFFROAD WIDE OPEN
(Infogrames/Angel Studios)
A tidy but uninspiring offroad racer, from the makers of *Smuggler's Run*.
Reviewed **OPS2#14**/**Overall 06**

TG DARE DEVIL
(Kemco/Papaya Studios)
Mission-based retro car racer that manages to provide little that's innovative or exciting.
Reviewed **OPS2#02**/**Overall 05**

THE BOUNCER
(SCEE/Squaresoft)
A fun, accessible brawler whose adventuring elements are fairly limited.
Reviewed **OPS2#09**/**Overall 06**

THE FLINTSTONES IN VIVA ROCK VEGAS
(Swing! Entertainment/Toka)
Yabba dabba... don't. Ever.
Reviewed **OPS2#11**/**Overall 02**

THE MUMMY RETURNS
(Vivendi Universal/ Blitz Games)
Sub-standard adventure-based movie tie-in. Stick to the *Tomb Raider* collection.
Reviewed **OPS2#14**/**Overall 05**

THE WEAKEST LINK
(Activision/Activision)
You'll get more enjoyment playing along with the TV show than putting up with the viper-tongued Anne Robinson.
Reviewed **OPS2#14**/**Overall 04**

THEME PARK WORLD
(EA/Bullfrog)
Take on the role of a theme park tycoon for a day in this engaging god sim where pleasing the crowds and getting those turnstyles a-spinnin' is your prime directive.
Reviewed **OPS2#03**/**Overall 07**

THIS IS FOOTBALL 2002
(SCEE/Team SoHo)
An atmospheric and playable addition to a once weak series.
Reviewed **OPS2#12**/**Overall 07**

THUNDERHAWK: OPERATION PHOENIX
(Eidos/Core Design)
A brave attempt to blend arcade and sim with choppers.
Reviewed **OPS2#12**/**Overall 07**

TIGER WOODS PGA TOUR 2001
(EA Sports/EA Sports)
Authentic golf sim, rather undermined by a random control system.
Reviewed **OPS2#06**/**Overall 06**

TIME CRISIS 2
(SCEE/Namco)
PS2's first light gun title sets the standard for others to follow.
Reviewed **OPS2#13**/**Overall 08**

TIMESPLITTERS
(Eidos/Free Radical Design)
Fast and frantic multiplayer first-person shooter. The PS2's first and best.
Reviewed **OPS2#01**/**Overall 09**

TOKYO XTREME RACER
(Crave/Ubi Soft/Genki)
Sedate, and thus dull, racer.
Reviewed **OPS2#11**/**Overall 04**

TOP GUN
(Virgin Interactive/ Digital Integrations)
A flight sim that seems to have been designed by people who have never flown a plane.
Reviewed **OPS2#14**/**Overall 04**

TWISTED METAL: BLACK
(SCEE/Incog Inc)
Everything you expect a *Twisted Metal* game to be on PS2 – and then some.
Reviewed **OPS2#12**/**Overall 08**

UEFA CHALLENGE
(Infogrames/Infogrames)
Everything that could go wrong in a football game, handily compiled in a single title.
Reviewed **OPS2#10**/**Overall 02**

UNREAL TOURNAMENT
(Infogrames/Epic Games)
Satisfyingly gory, over-the-top, and immensely playable FPS.
Reviewed **OPS2#04**/**Overall 08**

VICTORIOUS BOXERS
(Empire Interactive/ESP)
Offbeat, story-based Japanese boxing title that sadly lacks the killer punch.
Reviewed **OPS2#12**/**Overall 04**

WACKY RACES STARRING DASTARDLY AND MUTTLEY
(Infogrames/Infogrames)
Misty-eyed fans of the series will love the visuals, the game ain't great though.
Reviewed **OPS2#09**/**Overall 06**

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
(Ubi Soft/Disney Interactive)
Go for the cheaper PSone version instead.
Reviewed **OPS2#08**/**Overall 04**

WARRIORS OF MIGHT AND MAGIC
(3DO/3DO)
Dreadful non-adventure/RPG with nothing to recommend it.
Reviewed **OPS2#07**/**Overall 03**

WDL: THUNDER TANKS
(3DO/3DO)
An arcade tank sim which is an absolute romp in four-player Deathmatch mode. Lacks lasting appeal in one-player mode though.
Reviewed **OPS2#05**/**Overall 07**

WILD WILD RACING
(Rage/Rage)
Off-road buggy racing game with merely acceptable looks and initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.
Reviewed **OPS2#01**/**Overall 06**

WORLD CHAMPIONSHIP SNOOKER 2002
(Codemasters/Blade)
Extremely playable snooker sim that may convert a few sceptics yet.
Reviewed **OPS2#11**/**Overall 08**

WORLD DESTRUCTION LEAGUE: WARJETZ
(3DO/3DO)
Looks like an average PSone game and plays like a big sweaty dog. Appalling.
Reviewed **OPS2#10**/**Overall 02**

WORLD RALLY CHAMPIONSHIP
(SCEE/Evolution Studios)
The most realistic and hence most exciting rally experience ever committed to a videogame. A pristine example of next-gen programming that no self-respecting gamer should be without.
Reviewed **OPS2#14**/**Overall 09**

WWF SMACKDOWN! 'JUST BRING IT!'
(THQ/Yuke's)
The most realistic representation of the World Wrestling Federation experience on a console yet.
Reviewed **OPS2#13**/**Overall 08**

X-SQUAD
(EA/EA Square)
Tedious team-based third-person shooter.
Reviewed **OPS2#02**/**Overall 05**

ZONE OF THE ENDERS
(Konami/KCEJ)
Cool mech thriller from *Metal Gear's* Hideo Kojima, with bonus *MGS2* demo, just to get you in the mood.
Reviewed **OPS2#06**/**Overall 09**

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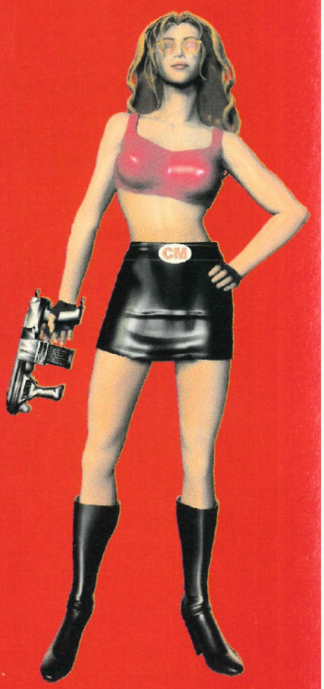
Alex F's Player Manager
Army Men S's Heroes 2
Armoured Core 2
ATV Off-Road Fury
Army Men Green Rogue
All Star Baseball 2002
Army Men Air Attack
Arctic Thunder
Armageddon (MDK2)
Aqua Aqua Wetrix 2
B - 02
Bouncer
Bloody Roar 3
C - 03
Crazy Taxi
City Crisis
Cart Fury
Cool Boarder 2001
Code Veronica X
D - 04
Dark Cloud
Dave Mirra BMX 2
Dynasty Warriors 2
Dead or Alive 2
Devil May Cry
Disney's Dinosaur
Dare Devil
D. Duck: Quack Attack
Driving Emotion Type-S
Dark Legacy
Drum Mania
Dark Angel
E - 05
Escape Monkey Island
Extermination
Ephemeral Phantasia
Extreme G-3
Evergrace
ESPN Int. Track & Field
ESPN Snowboarding
Eternal Ring
Episode 1: Star Fighter
ESPN Skateboarding
Emotion Type-S (Driving)
F - 06
Fifa 2001 & 2002
Fur Fighters
Formula 1 2001
Four By Four Evolution
Fanta Vision
Final Fantasy 10
F1 Champ. Season 2000
Freestyle BMX 2
G - 07
Gran Turismo 3
Grand Theft Auto 3
Gun Griffon Blaze
Gradius 3 & 4
Gundam: J to Jaburo
Green Rogue
H - 08
Heroes of Might & Magic
H30 Surfing
High Heat Baseball '02
I - 09
Int. Superstar Soccer
ISS Pro Evolution
Int. Track & Field
Ico
J - 10
Jikkyou W. Soccer 2000
K - 11
Kessen
Kengo: M. of Bushido
Knockout Kings 2001
Klonoa 2
L - 12
Le Mans 24 Hour
Last Blade 2
M - 13
Monkey Island (Escape)
Midnight Club
MX 2002
MDK2
Moto GP
Madden NFL 2001
Metal Gear Solid 2
Madden NFL 2002
Might & Magic
MTV Skateboarding
Master of Bushido
Mobile Suit Gundam
Motor Mayhem
Max Payne
N - 14
NHL 2001
NBA Street
NBA Hoopz
NFL 2001
NFL 2002
NBA Live 2001
NBA Shootout 2001
Nascar 2001
NCAA Football 2002
NFL Q'back Club 2002
NHL 2002
NHL Hitz 2002
Nascar Heat 2002
O - 15
Onimusha: Warlords
Operation Winback
Oni
Orphen
Omega Soldier
Off Road Fury
P - 16
Paris-Dakar Rally
Pro Evolution Soccer
Parappa the Rapper 2
Q - 17
Quake 3 Revolution
Quack Attack
Q-Ball: Billiards Master
R - 18
Resident Evil: Code V. X
Red Faction
Rayman 2
Ridge Racer 5
Ready 2 Rumble 2
Ring of Red
RC Revenge Pro
Rumble Racing
R Carmichael's MX 2002
Revolution: Quake 3
S - 19
Spy Hunter
Shadow of Memories
Sky Odyssey
Smugglers Run
Silent Scope
Summoner
SSX - Snowboarding
Star Wars: Star Fighter
Street Fighter Ex 3
Swing Away Golf
Super Bombad Racing
Sky Surfer
Silpheed: Lost Planet
Silent Hill 2
Surfing H30
Super Bust A Move
Silent Scope 2
Smackdown 3
T - 20
Theme Park World
Time Splitters
Time Crisis 2
Tekken Tag Tournament
This is Football 2002
The Bouncer
Tokyo Extreme Racer
T. Woods PGA Tour 2001
Top Gear: Dare Devil
Track and Field
Twisted Metal Black
Test Drive: Wide Open
Triple Play Baseball
Type-S: Driving Emotion
U - 21
Unreal Tournament
V - 22
Vampire Apocalypse
Victorious Boxers
W - 23
World C Snooker 2002
WDL: War Jetz
Warriors of M & M
Wild Wild Racing
Warlords (Onimusha)
Wacky Races
W Games Snowboarding
Wetrix 2
WWF Smackdown 3
X - 24
X-Squad
X Games: Snowboarding
X Games: Skateboarding
Z - 26
Zone of the Enders
Zombie Revenge



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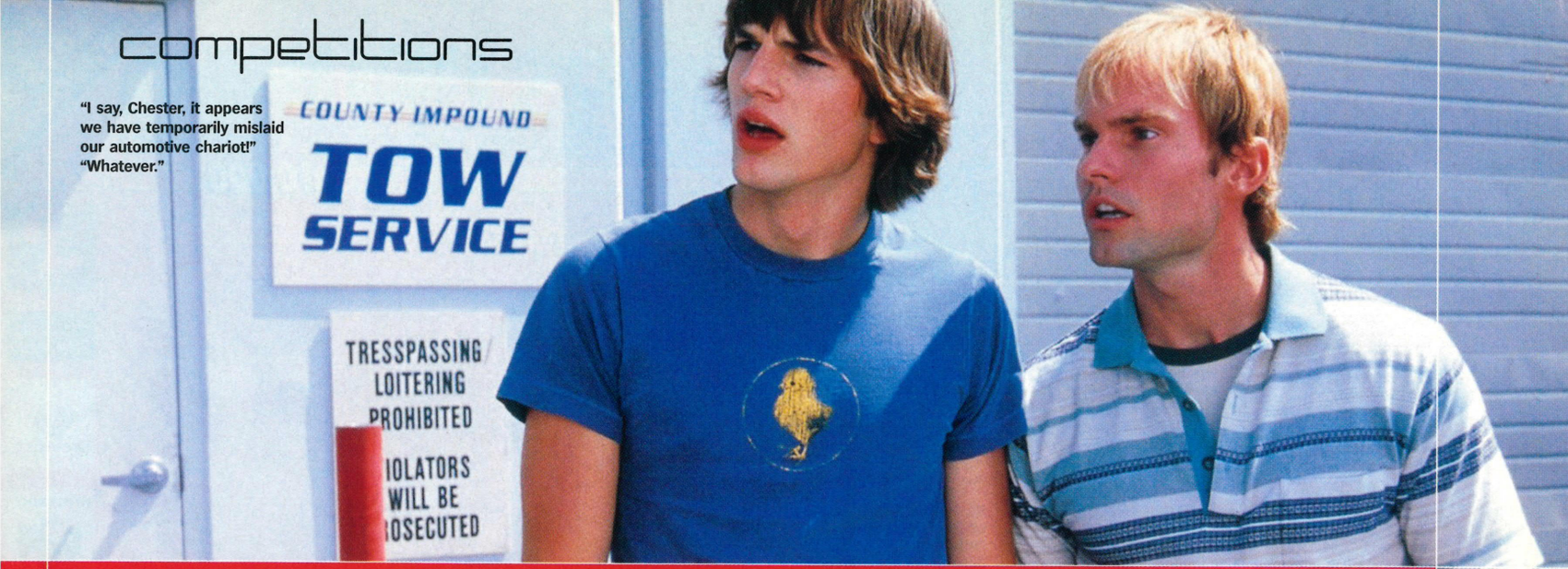
"I say, Chester, it appears we have temporarily mislaid our automotive chariot!" "Whatever."



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WHEN JESSE AND CHESTER wake up after a night of much partying and can't remember where they parked their car, their only clues are a matchbox cover from the Kitty Kat strip club and a year's supply of dessert in the fridge! The pair then embark on a journey of enlightenment beyond even their wildest imaginings, meeting saucy alien ladies and dodging killer ostriches while being pursued by a cult of bubble-wrapped sci-fi nerds.

Dude, Where's My Car? is to be released to buy on video and DVD from 20th Century Fox Home Entertainment on 10 December. To celebrate its release in time for Christmas we're giving away an extremely cool JVC widescreen TV and a DVD of the film. Nine runners-up will each receive a copy of the DVD. To be in the running to win, just answer the question below:

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2. Email us with the answer at PS2compos@futurenet.co.uk – and please remember to put *Dude, Where's My Car?* Compo in the subject line.

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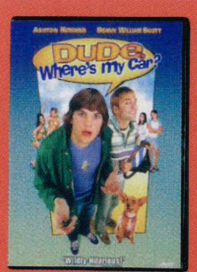

DVD extras

- ☐ Director and actor commentary
- ☐ Seven extended scenes
- ☐ 'Dudecam' featurette
- ☐ Theatrical trailer
- ☐ Three TV spots
- ☐ Asylum music video

Dude, The Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, 20th Century Fox Home Entertainment or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 29 December 2001. If any prize becomes unavailable, Future Publishing and 20th Century Fox Home Entertainment reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to 20th Century Fox Home Entertainment.

JVC TV specs

- ☐ 2 x 10W full-range speakers
- ☐ NICAM Stereo
- ☐ Hyper Sound
- ☐ Auto WSS (Wide Screen Signalling)
- ☐ Colour Temperature Adjustment [TINT]
- ☐ Fastext

WIN! A SLAM DUNKING COLLECTION OF OFFICIAL NBA GROOMING PRODUCTS, GAMES AND MORE!

The sweet smell of success just got some attitude with the launch of the NBA's own range of men's grooming products with personal care experts Leapfrog. Five readers can win a selection from the range and a lot more beside.

So the legendary Jordan (nope, not that one) is playing basketball again, and EA is releasing the latest in its accomplished hoop 'n' slam franchise *NBA Live 2002*. Yes, it's a pretty good time to love the sport of giants. And it's about to get a whole lot better for five lucky readers.

Simply answer the fiendishly straightforward question below and you could be one of five fragrant people to win a cluster of fine items from the new NBA Men's Grooming Range along with a copy of *NBA Street*, a copy *NBA Live 2002* (reviewed on page 133) and a Champion NBA shirt and and official Spalding Basketball. But that's not all. If you're drawn as our overall winner you will also receive an official NBA shirt signed by Dallas Maverick, Steve Nash. All that's missing is a pair of stilts and a sponsorship deal with a sneaker manufacturer (and don't think we didn't try).

THE QUESTION

WHAT DOES THE 'B' IN NBA STAND FOR?

a) *Baseball*

b) *Basketball*

c) *Badminton*

HOW TO ENTER:

1. Write your answer on a postcard and send to *NBA Live 2002* Compo, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

2. Or email us with the answer at PS2compos@futurenet.co.uk – please put '*NBA Live 2002* Compo' in the subject line.

3. Please remember to include your name, address and phone number on all competition entries.

**If you do not wish your name to be used for further marketing information, please state this on your entry.*

Competition Rules

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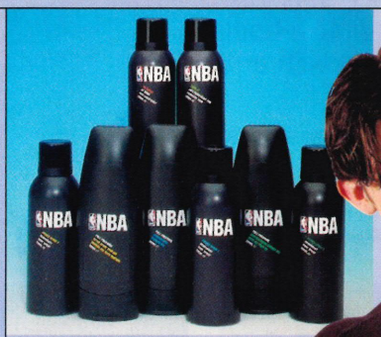


Above: The official NBA Men's Grooming Range – now you can smell as fresh as the b-ball professionals.

THE PRIZE

One very lucky winner will receive:

A Dallas Mavericks NBA shirt signed by Steve Nash and a treasure trove of EA and NBA goodies comprising:

- ☐ A selection of products from the NBA Men's Grooming Range
- ☐ A copy of *NBA Live 2002*
- ☐ A copy of *NBA Street*
- ☐ An official NBA Spalding Basketball
- ☐ A Champion NBA shirt from either the LA Lakers or New York Nicks

Four runners up will receive just the NBA/EA goodies.

Win the shirt as worn and signed by Dallas Maverick, Steve Nash (Maverick not shown).

The Quiz

Come on you! Think you're as hard as brains? Well do you, punk? Well there's an *Official PlayStation 2 Magazine* Quiz that says you're not. Brain scrap!

SO SOLID WHO?

These are members of the UK's premier Garage family. True or false?

1. Dan Da Man
2. RRP
3. Statics
4. PDS
5. Bromide

ANAGRAM ROUND

Decipher the game names.

1. Edna hurt me!
2. Man Mary
3. I'd resist jerk
4. Breast kiss
5. Go in! Suck a Tibetan zit!

HERDY GERDY ROUND

Sheep come in flocks. What are the collective nouns for these animals?

1. Crows
2. Geese
3. Lions
4. Moles
5. Thrushes

READY? SHREK!

Answer these questions about the stars of *Shrek*.

1. Eddie Murphy has played a cartoon sidekick before. But in which movie?

2. Name two other movies (other than *Shrek*) where Mike Myers has played characters with Scottish accents.

3. John Lithgow leant his vocal talents to which animated feature in 2000?

4. Cameron Diaz made a big entrance in her debut film. What was it?

5. What is '*Shrek*' German for?

POLICE 24/7 ROUND

To get the US cops you call 911. But what is the rozzers' phone number in the following countries?

1. Trinidad and Tobago
2. Saudi Arabia
3. Singapore
4. Hong Kong
5. Kenya

THE CRYPTIC ROUND

Can you work out what the game titles are from these mixed up clues?

1. Fighting? Brilliant! But it sounds like a storm's brewing...

2. Lurking in the darkness? That guy over there started before you.

3. D'oh or die behind the wheel.

4. Lord Greystoke tries to cadge a lift.

5. This head shaped candy dispenser is very blocky!

HOW WELL DO YOU KNOW YOUR BASS?

Which of the following are really members of the Bass's fishy family and which ones have we 'cleverly' invented?

1. Kelp Bass
2. Double Bass
3. Giant Sea Bass
4. Bomda Bass
5. Spotted Sand Bass

SSX TRICKY

Which famous celebrities recorded the voices for the following boarders in the new game?

1. Luther Dwayne Grady
2. Brodi Ford
3. Seelah Owens
4. Elise Riggs
5. Eddie Wachowski

NAMCO NOODLER

Test you knowledge on game giants Namco. If you're having trouble turn page 56 for some help.

1. Wow Entertainment works on collaborations between Namco and which developer?

2. How many polygons per fighter are there in *Tekken 4*?

3. What does 'Homo ludens' mean in English?

4. In *Smash Court Tennis Pro Tournament* where is the US Open held?

5. Which Dutch circuit is new to *Moto GP 2*?

answers (USE A MIRROR)

So Solid Who?
1. True
2. False
3. True
4. True
5. False

Anagram Round
1. Headhunter
2. Rayman M
3. Jet Ski Riders
4. Bass Strike
5. Giants: Citizen Kabuto

Herdy Gerdy Round
1. A murder of crows
2. A gaggle of geese
3. A pride of lions
4. A labour of moles
5. A mutation of
thrushes

Ready? Shrek!
1. Disney's Mulan
2. So I Married An Axe
Murderer, Austin
Powers: The Spy Who
Shagged Me
3. Rugrats In Paris:
The Movie
4. The Mask
5. Scream

Police 24/7 Round
1. 999
2. 999
3. 999
4. 999
5. 999

The Cryptic Round
1. Ace Combat 4:
Distant Thunder
2. Shadowman 2
(The Second Coming)
3. The Simpsons:
Road Rage
4. Tarzan Freeride
5. Rez

How Well Do You Know Your Bass?
1. True
2. False
3. True
4. False
5. True

SSX Tricky
1. Oliver Platt
2. Billy Zane
3. Macy Gray
4. Lucy Liu
5. David Arquette

Namco Noodler
1. Sega
2. 5,000
3. 'To play is human'
4. The Arthur Ashe
stadium
5. The Assen circuit.

your rating

35-50 Homer and Marge	**15-25** Tom and Barbara
25-35 Basil and Sybil	**0-15** George and Fitz

WHAT IF...
THE THIRD PLACE WERE DISCOVERED?

Most people thought 'The Third Place' was just baffling ad agency waffle. That was until a bottle washed up on a beach near Adelaide with a shocking revelation inside.

WORDS: PAUL FITZPATRICK ESQ/ILLUSTRATION: SIR WILLIAM BARRAS

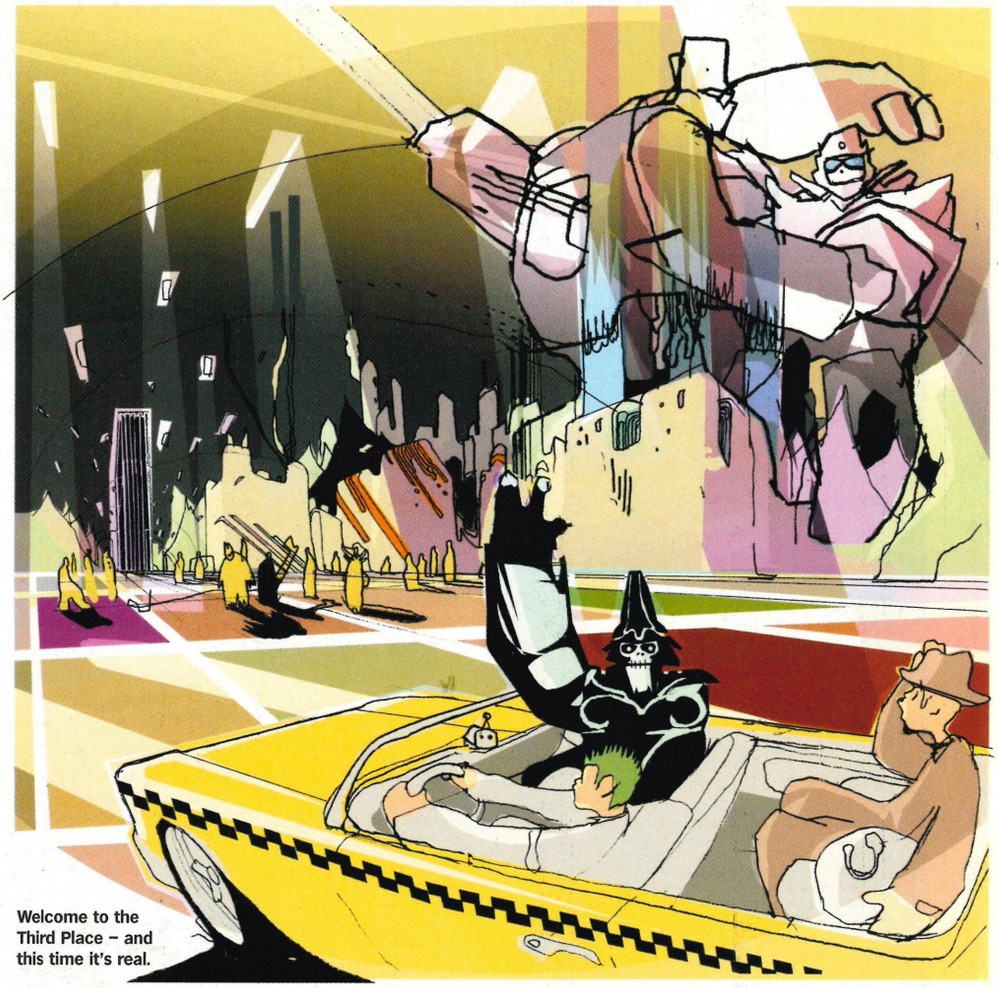
THE DATE: **2004**
THE PLACE: **ANTARCTICA (GRID REFERENCE UNKNOWN)**

The following excerpt is from a letter believed to have been written by renowned explorer, Sir Nathaniel Tremain, who went missing 24 February 1925.

...IT WAS THEN THAT the ice beneath me gave way and I fell. Just before I blacked out I remember hitting water. It was warm... When I came to I was disorientated. I seemed to be lying on a low bed in a temple of Oriental origin. And not three feet away, sitting cross legged on the upended hilt of a precariously balanced sword was a warrior with a demonic, skeletal visage. Noticing I was frightened half to death, he offered an apology, stood up and proffered a bony handshake. "Allow me to introduce myself," he said gently. "My name is Yoshimitsu."

What follows is true, I swear, although I could scarcely believe my own eyes. Following Yoshimitsu outside I was greeted by an amazing vista. A subterranean cavern spread out before me, lit from high above by powerful lamps that created a beautiful artificial daylight. But instead of a bleak landscape of rock and ice there was illuminated a patchwork of lush vegetation, desert, lakes and clusters of outlandish buildings linked by a maze of roads and paths. "Am I dead?" I inquired. "No, that doesn't happen here," my host replied. "Come, let me show you around." We passed through a large courtyard where a group of athletes were engaged in the martial arts including, I noted, a giant panda, a kangaroo and several enthusiastic young ladies with scandalously-proportioned physiques. (Quite mesmerising!) We then climbed aboard a large, yellow automobile driven by an impatient young fellow with emerald hair. "Liberty City please, Axel," said Yoshimitsu and before I could catch my breath we were off at top speed. What sights I saw as we hurtled into the valley! At regular intervals, in just about every direction were many curiosities, all floating above the ground. Gems, crystals, oversized pieces of fruit and some quite fearsome weaponry. Occasionally an unsavoury looking fellow would appear out of thin air and pick one of these items up before leaving.

Suddenly I heard a voice shouting, "Nice one, Claire!" To my right a game of non-rugby football was in progress and what looked like a decomposing corpse had just scored against a group of people. The response of the ponytailed woman in goal was lost in a sudden, deafening roar above (even if her unladylike hand gesture to the giant aryan-haired defender was not). Looking up I was startled to see two gigantic mechanical leviathans of vaguely human appearance engaged in mortal combat.



Welcome to the Third Place – and this time it's real.

As we screeched through the outskirts of the city I demanded Yoshimitsu tell me how this remarkable place remained a secret from the world outside. "Your people are not ready for us yet. But we have left instructions in your realm that someday will make this place known to everyone. Instructions for a device."

I asked the bounder what he meant by this, and he smiled. "Look." He pointed ahead. There, in the centre of a busy square was a huge monument. A black slab, ribbed along its width, with two tiles near its summit. One blue. One green. "Come," said my host, "Lara is dying to meet a fellow countryman after all this time..." □

//"Am I dead?" I asked. "No that doesn't happen here," Yoshimitsu, my host, replied//

HEADHUNTER
The world exclusive review and playable demo of Amuze's espionage thriller.

NEXT MONTH IN THE JANUARY ISSUE OF
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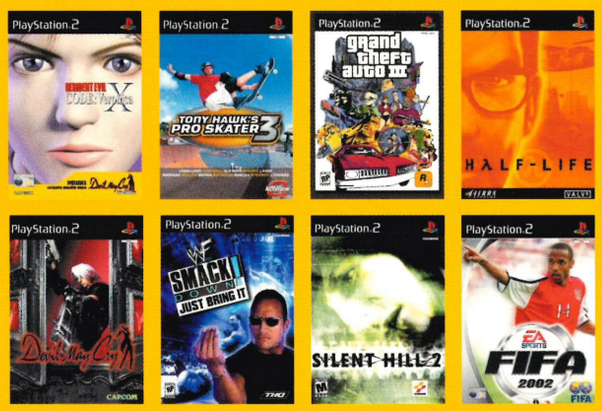

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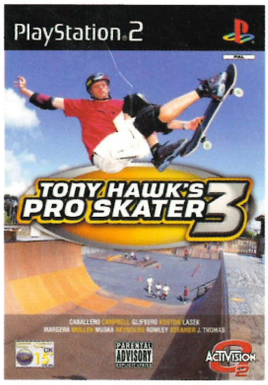
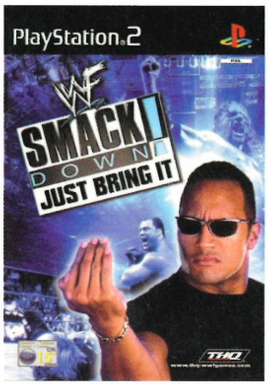
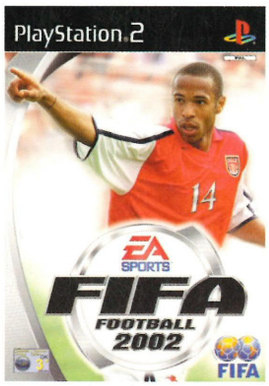


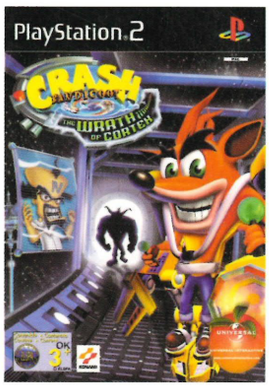
TONY HAWKS PRO SKATER 3



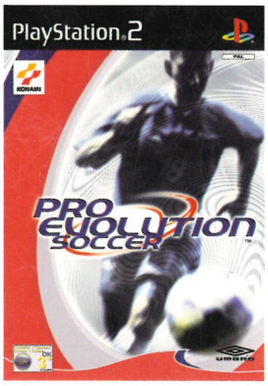
WWF SMACKDOWN
JUST BRING IT!



FIFA FOOTBALL 2002



CRASH BANDICOOT:
THE WRATH OF CORTEX



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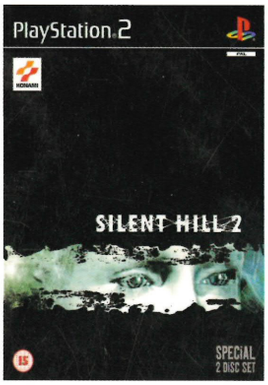

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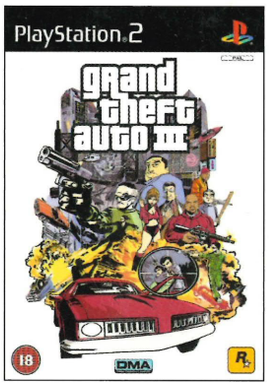

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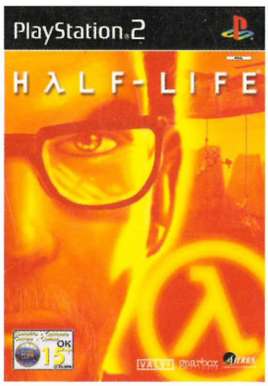

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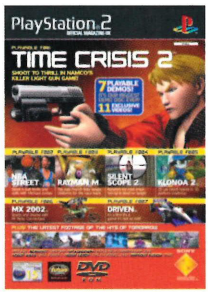

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