

PlayStation 2
099 JUNE 2008



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PlayStation 2

OFFICIAL MAGAZINE UK

ISSUE 099 JUNE 2008
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HULK SMASH! EARTH-SHATTERING INCREDIBLE HULK PREVIEW INSIDE

ALONE IN THE DARK LEGO BATMAN IRON MAN TNA IMPACT
DR WHO TOP TRUMPS SPIDER-MAN: WEB OF SHADOWS
STAR WARS: THE FORCE UNLEASHED + LOADS MORE!



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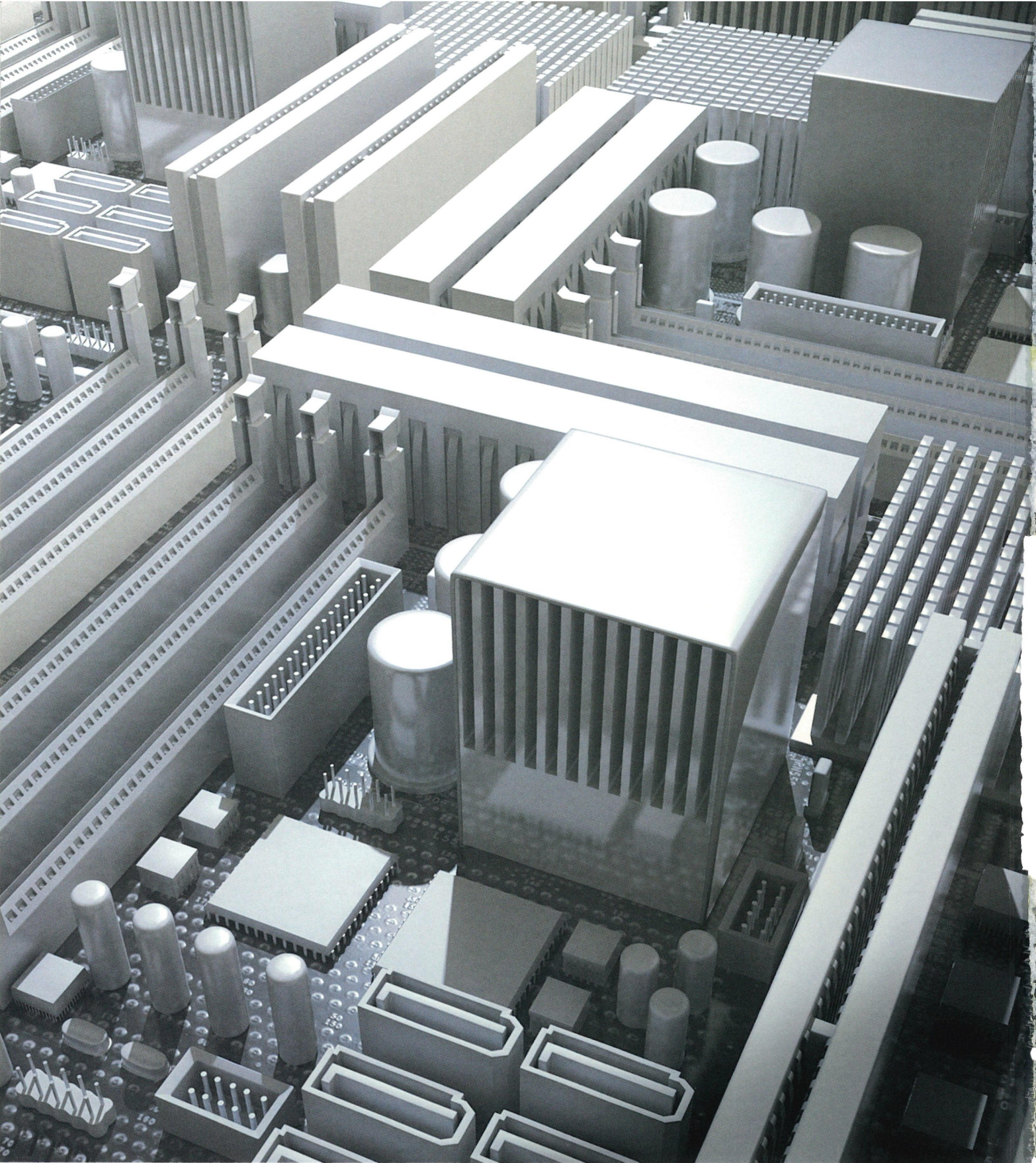


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WELCOME

Ⓐ REVIEWS Ⓞ PREVIEWS ✕ FEATURES Ⓚ ALWAYS FIRST FOR PS2



THE ONLY UK MAG THAT'S DEVOTED TO PS2

So here we are – the awkward 99th issue. With so much activity focused on delivering a cracking centenary mag here at OPS2 towers, you'd be forgiven for thinking we'd decide to take it easy the month before.

But with Hulk, Iron Man, Spider-Man, Harry Potter, Star Wars and Alone in the Dark all stuffed into one issue, we've set the bar high for ourselves. Topping all this PS2 goodness with an even better issue 100 is going to be a real challenge.

A smashing time

One thing that's going to be particularly tricky to top is our enormous Incredible Hulk feature. We had to get real angry with Sega for the skinny on that game.

Similarly, Atari was reluctant to let us go hands on with Alone in the Dark, but after we threatened them with a flaming chair* they relented. You'll find an in-depth report on p20.

So, onwards to issue 100, via an action packed issue 99!

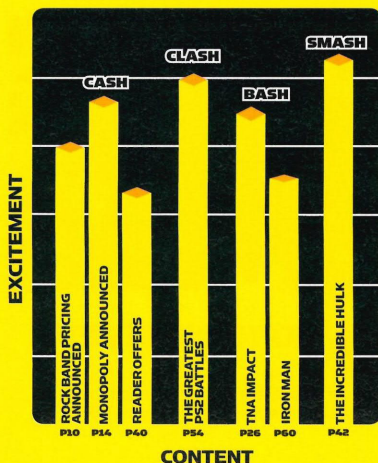
ANDY HARTUP

ACTING EDITOR

ahartup@futurenet.co.uk

*For 'flaming chair' read 'stern email'

THIS MAG CONTAINS



OPS2 #99 COVER STORIES



P09 SPIDEY IS BACK More web-flinging fun thanks to new Spidey romp Web of Shadows

P20 ALONE IN THE DARK Finally, we go hands on with the creepiest PS2 game to date

P30 STAR WARS: THE FORCE UNLEASHED Step over to the dark side with our powerful preview

P48 THE INCREDIBLE HULK The not-so-jolly green giant takes on the Big Apple. Smash!

P60 IRON MAN We fought the ore, but the ore won. Check out our epic Iron Man review

CONTACT OPS2

POST OPS2 Magazine
Future Publishing,
30 Monmouth St
Bath BA1 2BW

EMAIL: psnation@futurenet.co.uk

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then your message to 87474
(costs 25p plus your usual rate)

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MEET THE TEAM

ANDY HARTUP ACTING EDITOR

This month Andy went away for his Stag party, had far too much to drink, and in a moment of madness signed up Pink Pong 2 for next month's cover.

PLAYING NOW *Lego Indiana Jones*
CAN'T WAIT FOR *Batman*



KIM RICHARDS EDITORIAL ASSISTANT

During a recent press trip to London Kim found herself answering questions on being a girl gamer. Her reply? It feels a lot like being a regular gamer...

PLAYING NOW *Iron Man*
CAN'T WAIT FOR *The Incredible Hulk*



MARK MITCHELL ART EDITOR

Mark was a happy bunny this month after he discovered he would be designing a manly Hulk cover and not, as previously planned, a Harry Potter cover.

PLAYING NOW *Ultimate Board Games*
CAN'T WAIT FOR *Monopoly*



DAVE HARRISON FREELANCE WRITER

Dave leapt at the chance to write our Hulk feature this month. He feels a certain affinity with the angry giant, as his five-a-side team-mates will testify.

PLAYING NOW *Dr Who Top Trumps*
CAN'T WAIT FOR *Mercenaries 2*



MIKE STERRY FREELANCE WRITER

Despite our best attempts to shake Mike off by giving him loads of rubbish games to review, he keeps coming back for more like a stray collie looking for a biscuit.

PLAYING NOW *Soul Nomad*
CAN'T WAIT FOR *Persona 4*



COVER FEATURE



42 THE INCREDIBLE HULK

Check out our exclusive first-look at the mean, green smashing machine's latest



GOT A PS3?
THEN CHECK OUT OUR
MONEY-SAVING SUBS
OFFERS ON ALL YOUR
FAVOURITE PS3 MAGS
SEE P38

COMPETITION WINNERS: ISSUE 97

Congratulations to Nathan Williams from Tyne & Wear, who won the massive HDTV in our Star Trek competition.
Brain Drain winners: Star - Adam Rigden from Cambridge; Who's Ya Baddie - Chloe Davis (no address); Multiple Choice - Adam Lee from London; Spot The Difference - Tristan Loftus from Plymouth; Image Zoom - Thomas Irvine from Angus

FEATURES



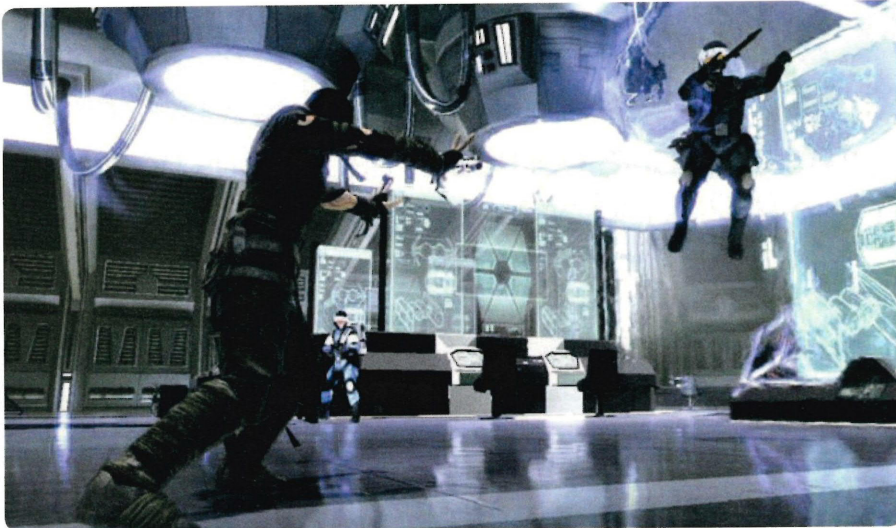
50 PS2 GAMES YOU SHOULD OWN

Why you need to track down the magnificent, epic adventure *Shadow of the Colossus*



60 IRON MAN REVIEW

The film may be a festival of metallic fun, but the game is a broken mess. Find out why on p60



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The secret apprentice exposed! We have fresh pics and info on the latest Star Wars adventure

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Web Of Shadows to be his darkest caper yet

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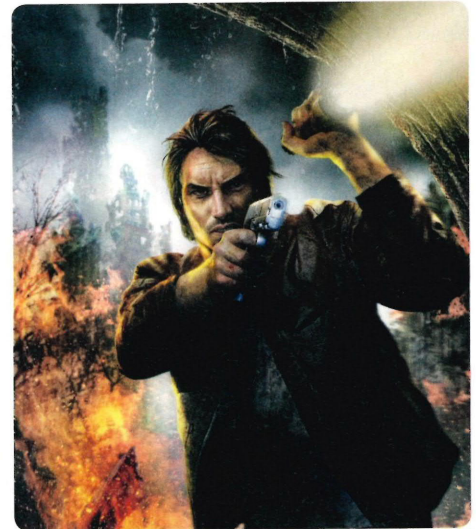
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We hate FFX's Tidus. Find out why, here

YEAR IN PLAYSTATION 81

We cast our gaming minds back to 2004



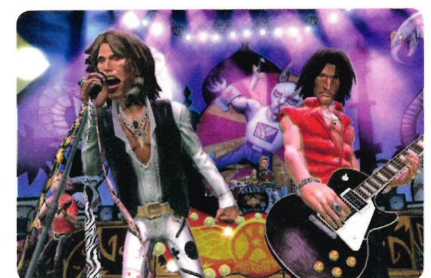
20 ALONE IN THE DARK

Afraid in Manhattan! We get to grips with the preview version of this epic scare-fest



09 SPIDEY SWINGS BACK TO PS2

The webbed-wonder has plenty on his plate in this latest action adventure



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The first single-band Guitar Hero is almost upon us. Find out how it's sounding

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ON THE DISC

Playable Demos



ON THE DISC

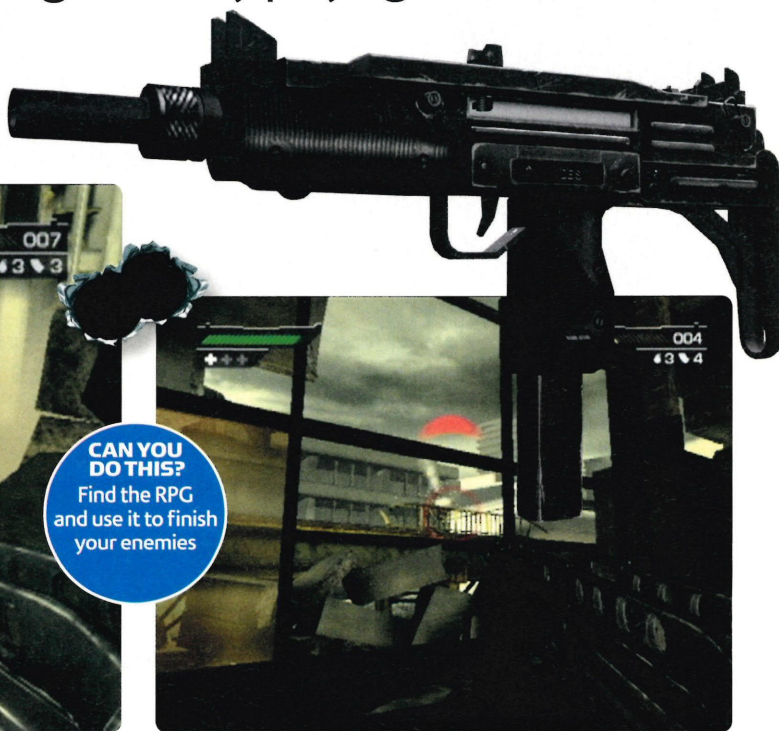
This month's exclusive demos in detail plus how you can win PS2 goodies by playing them!

BLACK

PUB EA DEVELOPER Criterion ETA Out Now WEB <http://www.ea.com>



CAN YOU DO THIS?
Find the RPG and use it to finish your enemies



WHAT IS IT? It's kill or be killed in this adrenaline-fuelled, lead-filled shooter. Battle your way through the decimated city of Verblensk and rendezvous with members of the Black Cell.

PERFORMANCE TIPS

The enemy are pretty vicious, and the bullets

will be flying thick and fast. Make sure you make darn good use of your cover, otherwise you'll be dead before you can blink.

CONTROLS

- ⊗ Reload
- ⊙ Melee
- Ⓢ Pick up/Switch weapon

- Ⓐ Toggle suppressor
- Ⓙ Aim/Zoom
- Ⓛ2 Crouch
- Ⓡ1 Primary Fire
- Ⓡ2 Throw Grenade
- Left analogue: Move
- Right analogue: Look/aim

TIMESPLITTERS 2

PUB Eidos OPS2 SCORE 10/10



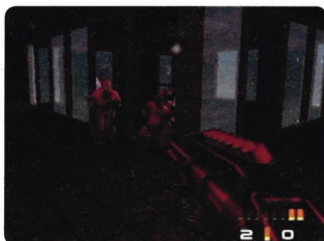
WHAT IS IT? Siberia 1990. Infiltrate Oblask Dam and retrieve the time crystal before the Timesplitter Aliens get to it.

PERFORMANCE TIPS

Tailor the controls to your preference in the pause menu.

CONTROLS

- ⊗ Activate



- Ⓐ Manual Reload
- Ⓙ Crouch
- Ⓡ1 Alternate Fire
- Ⓛ2 Aim
- Ⓡ2 Fire
- Left analogue: Run/Side Step
- Right analogue: Look/turn
- Directional pad: Zoom/change weapon

CAN YOU DO THIS?
Destroy all five filing cabinets

RAINBOW SIX LOCKDOWN

PUB Ubisoft OPS2 SCORE 6/10



WHAT IS IT? Lead Operation Deadline, where you must rescue President Mbelu from terrorists in this tactically advanced shooter.

PERFORMANCE TIPS

Make sure you take full advantage of your team. They're pretty hardy, so send them to clear out a room first.

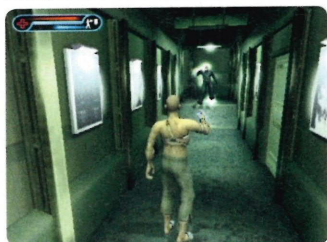
CAN YOU DO THIS?
Finish the level without losing any health



CONTROLS

- Ⓡ1 Fire
- Ⓙ Toss Grenade
- L Analogue: Move
- R Analogue: Look
- Ⓢ Reload
- Ⓐ Command backup
- ⊗ Move to command
- L/R directional pad: Lean

SECOND SIGHT



WHAT IS IT? The first level of this excellent psychic shooter where you get to grips with John Vattic's new mind-powers.

MEDAL OF HONOR FRONTLINE



WHAT IS IT? Finding yourself in WW2 Nazi Germany isn't a good thing, so seek out the submarine docks and ship out.

GHOST RECON JUNGLE STORM



WHAT IS IT? Take on the Colombians and their cocaine war. Infiltrate Francisco Lever's mansion and capture him in.

BROTHERS IN ARMS ROAD TO HILL 30



WHAT IS IT? WW2 guntime again, and now you must lead Cpl Harsock through enemy territory and link up with the 4th infantry.

METAL SLUG 3



WHAT IS IT? The first stage of this classic 2D shooter. Play it in single player, or with a mate in co-operative mode.

KILLZONE



WHAT IS IT? Alien soldiers the Helghast are invading the planet. Take them down and rescue an ISA colonel from their clutches.

ALSO ON THE DISC

24 THE GAME

WHAT IS IT? A brief glimpse into Jack Bauer's disturbing, terrorist-capping, hostage-rescuing world.

CONFLICT DESERT STORM

WHAT IS IT? Wargames in Iraq. Choose to play as UK or US forces and take out the non-denominational insurgents.

FAQ

How do I use the disc?

Switch on the PS2, put the disc in the tray and the demo menus should automatically appear.

Help! It doesn't work!

Try pressing Restart. If that doesn't help, send it to us at the address on p3 with your name and address and we'll send you a replacement.

DISC CHALLENGE

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

THE CHALLENGE

METAL SLUG 3: HIGH SCORE

What's better than immersing yourself in some simple but engaging gun and run action? Not a lot. So this month, boot up the Metal Slug 3 demo and take on waves of soldiers, giant bugs and gnarly crabs. Save captured prisoners and pick up bonus items to build up a bevy of bonus points. Rack up the points and beat our score of 64066. It's just that simple.

HOW TO ENTER

1. BY TEXT

Snap a pic on your phone, attach it to an MMS and text CHALLENGEDISC (then a space) followed by your name and where you live to 07738 647177.

2. BY EMAIL

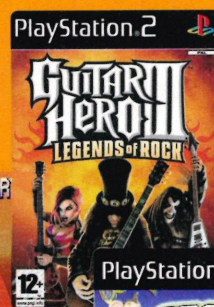
Email a pic of your score to psnation@futurenet.co.uk with 'Disc Challenge' and your score in the subject line. Don't forget to give us your name and address too!

3. BY POST

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

Closing date: 18 June 2008

For competition rules and full terms and conditions, see p95.



ISSUE 97'S WINNERS

THE CHALLENGE: WE LOVE KATAMARI LARGEST KATAMARI

NAME	SCORE
1 Robert Holder, Wigan	3m 65cm 8mm
2 Tristan Loftus, Plymouth	3m 57cm 8mm
3 Cameron Crawford, South Ayrshire	3m 53cm 5mm
4 Simon Sayer, Manchester	3m 51cm 4mm
5 Costas Kostaridis, London	3m 51cm 3mm

games radar.

CHECK OUT
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LOOK SITE!

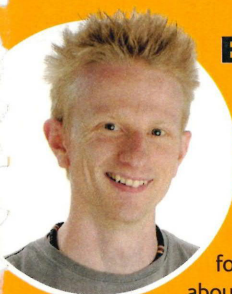
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gaming culture**

(and news, previews, reviews, features, videos, screens etc)

UPFRONT

Ⓐ LATEST NEWS Ⓞ CULTURE ✕ OPINION Ⓞ EVENTS



BACK TO THE MOVIES, THEN

After the recent slew of frankly awful movie tie-ins, you'd be forgiven for being less than excited about the news that yet more film folk are invading your PS2.

But have no fear, readers, these are the good guys. Spidey and Harry Potter, are in the ascendency and they've both got fresh adventures heading your way.

Pret à Potter

My personal favourite? Harry Potter. No really. Despite never having picked up a single edition of J.K. Rowling's money-printing wizard books, I'm already rubbing my hands together at the prospect of another trip to Hogwarts.

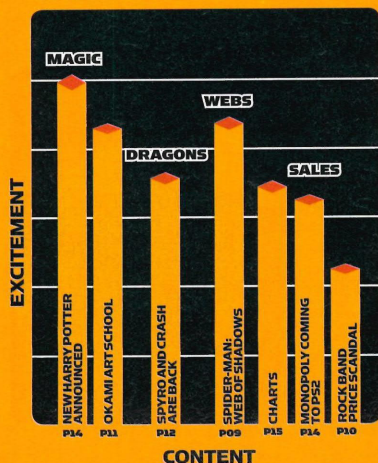
Why? Well, it's a mixture of the fact that the films – which I do watch – have been steadily getting darker and more exciting over the years, and the opportunity to roam around Hogwarts' corridors pelting fellow pupils with large objects courtesy of young Potter's Wingardium Leviosa spell.

Yeah, it's a little childish, I know, but the day you stop being able to have a giggle by messing around inside videogames, then sir, you may as well stop playing them all together.

ANDY HARTUP
ACTING EDITOR

ahartup@futurenet.co.uk

THIS SECTION CONTAINS



Spidey is back on PS2

Web of Shadows out later this year

The film series may be over but this doesn't mean we've seen the end of Spider-Man on the PS2 as Activision has announced that a brand new adventure, Spider-Man: Web of Shadows, is set for release later this year.

Your choice

Just like previous Spider-Man games, the action takes place in Manhattan, the difference being the New York borough has been ripped apart by an alien invasion, turning the bustling metropolis into a charred shell of a city.

Fortunately the defence of

NYC doesn't rest solely on his shoulders as the good, bad and ugly of Marvel's superhuman universe have assembled to face the extra-terrestrial threat. Differences haven't been put aside as two groups have formed, with the superheroes intent on acting responsibly, while the supervillains offer a more 'by any means necessary' approach. Web of Shadows' twist is that it's up to you which lot Spidey sides with, allowing him to develop as either an anti-hero or a boy scout.

Giving the gamer control of how the game develops is a

key feature of WOS, not only in terms of plot and alliances, but also in the way Spidey's power matures. Throughout the game you'll be able to upgrade his abilities and you'll be actively encouraged to choose moves that suit your style of play. The idea is that different gamers will end up with significantly different webslingers at the end of the game.

The gameplay mechanics will be much like previous Spider-Man games - it's an open, free-roaming experience that allows you to use the city as a giant playground while dipping in and out of missions.

WHAT WE KNOW

Spidey's costume and the game itself take place in the Marvel universe of the comics.

Could these sinewy structures be related to the symbiotic life form that produced Venom?

Activision has hinted the line-up will include some of the more obscure Marvel folk.

The graphics are more in line with the movie games than comic booky Spider-Man: Friend or Foe.



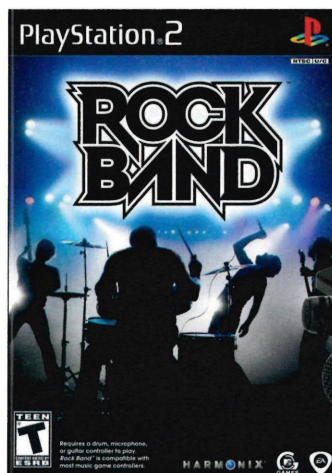
Summer release for Rock Band

But shocking price tag causes consumer outrage

EA, Harmonix and MTV Games have announced that Rock Band is going to be released in the UK this summer. The highly anticipated Guitar Hero rival will be seeing a staggered release throughout Europe, starting with the Xbox 360's launch on May 23rd. However, the confirmation of a rather astounding price tag has already caused anger amongst rock-hungry gamers.

The peripherals necessary to play the game (i.e. the microphone, guitar and drum kit) are to be grouped in The Instrument Bundle, currently priced at £130. Individual wireless guitars will be available for £59.99, while the drum kit comes in at £69.99.

Astonishingly, none of these packages come with the actual game, which is being sold separately for £50. Therefore, in order to own even a basic version of Rock Band, you'll have to fork out between £110 to £180; *more*



than double the US price. Oof! Right now EA hasn't announced pricing for PS2 peripherals, but as Guitar Hero guitars cost the same for PS2 as they do for next-gen consoles, we expect Rock Band's prices to be identical.

The price you'll have to fork out is also worrying in light of news from America that these peripherals aren't made from the sturdiest stuff, with stories of unresponsive strum bars and bass drum pedals that snap in half a bit too easily doing the web rounds.

Pretty pennies

In response to consumer criticisms at these extortionate prices, Harmonix's design director Rob Kay has stated that "the combined price is quite high. It's not something that is normal in videogames. But Rock Band isn't normal in videogames. What other game comes with three peripherals that are all different? It just makes sense for the experience we're trying to deliver."

Kay deems that "we're not trying to rip

anybody off," citing reasons like high consumer electronics prices and the inclusion of 17.5% VAT for such high prices.

Meanwhile, Play.com have already reduced the cost of the bundle, pricing the Instrument's together at £99.99 and the game at £39.99. No other retailers have announced their prices yet.

Europe has been rather neglected with Rock Band related matters, given that the American release was way back in November 2007. As some compensation, the UK release will have four exclusive tracks: 'Beetlebum' by Blur, 'Rock and Roll Star' by Oasis, 'Monsoon' by German teeny rock faves Tokio Hotel and the epic 'Hysteria' by Muse. However, unless EA and Harmonix reconsider their monumental price tag, British rockers may have to give this gig a miss.



↑ Rock Band expands on Guitar Hero's formula by adding drum, bass and vocal parts

GOOGLE FIGHT

This Month: King Kong vs King Arthur

It's a royal bloodbath this month, with two fine monarchs: King Arthur and King Kong. While one ruled over old time England, the other is the King of the Jungle. But clearly, forming the Knights of the Round table didn't work for Arthur, who bagged a mere 6,620,000 hits compared to King Kong's massive 13,700,000. Good work, for a damn great dirty ape...

Google Fight Results:

Character	Search Results	Status
king kong	13,700,000 results	WINNER
king arthur	6,620,000 results	LOSER



New villain for Lego Batman

The Riddler Returns

Travellers Tales has announced that The Riddler is going to be included in their forthcoming game Lego Batman. That's right, the green suited ego-maniac has joined the ranks of evil villains who'll break free from Arkham Asylum this autumn.

But who is The Riddler? He used to be Eddie Nashon, aka Edward Nigma, a man with a fascination for puzzles and a lust for cheating. He ran a rigged carnival puzzle game, but this wasn't enough, so took to a life of crime and robbed Gotham City blind, leaving behind only fiendish puzzles for Batman to solve. And thus he became The Riddler.

Haven't a clue

In his Lego form, the Riddler will be able to use his monstrous brain to fool his enemies. Imbued with the powers of mind-

control, he can make his foes dizzy and confused for several seconds, while he makes good his escape. He'll also be able to control vehicles, causing them to crash and explode and bypass security doors, making his evil plans shennanigans easier.

Lego Batman's line up of villains already includes classic baddy The Scarecrow, the foxy Catwoman, freaky bird fancier The Penguin and psychotic clown The Joker. Meanwhile, speculation monkeys are guessing that Mr Freeze, Two-Face, Poison Ivy and Bane will also help make the Dynamic Duo's life that little bit more exciting. Lego Batman is due to hit the shelves this autumn. But for now, keep your eyes to the skies, for you'll never know who'll turn up next.



↓ With mind control, this group of police officers are no trouble



Amaterasu's Art Classes

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Learn how to paint

Watercolours

Oils

Pastels

Magic Spells

Celestial gods



MOUTH PIECE

'Why we need
unlockables'
says OPS2's Kim



Are you afraid of a challenge? Or do you love that feeling when you've just won the job of your dreams? How about getting that 'A' in your exams? Or the prickle of pleasure when the boss buys you a pint for working hard? Well, unlocking a hidden extra is just like that.

Unlockable content is challenging to win and all the more rewarding when you do. You really have to hone your skills to earn it, but it means you can add titles like 'Headshot Hero' and 'Combo King' to your gaming CV, revelling in the sense of achievement that only comes when you see those immortal words 'content unlocked'.



Hidden Treasures

Unlockables up the ante in games such as Final Fantasy XII, where overcoming challenges earns you skirmish-easing über weapons, or a bevy of fearsome Aeons. They add immeasurably to your experience of games introducing, not only new items but, as a result, new ways to play familiar sections.

What if you took away unlockables? Imagine if Guitar Hero had everything available straight away. Perversely, you'd feel cheated, denied a world of rare items and bragging rights. There's real joy and exhilaration in the hardship required to unlock gems such as Trogdor and Buckethead.



Unlockables are also a window into the developer's mind, often revealing a wicked sense of humour. I was in hysterics when I unlocked the fetching Cod of War outfit for Kratos. With Kingdom Hearts II, I was blown away by the secret teaser trailer for KHIII. These gems feel like lifting the lid on a benevolent Pandora's box. They breathe new life into old games, and are utterly satisfying.

@EMAIL US

Send your comments to
psnation@futurenet.co.uk



Crash Bandicoot and Spyro return to PS2

Could this be the last shout for the PlayStation icons on Sony's sophomore console?

Vivendi has announced that both Crash Bandicoot and Spyro the Dragon will be returning to PS2 this autumn. Crash will star in Crash Bandicoot: Mind Over Mutant, while Spyro will be starring in the concluding part of his Legend of Spyro trilogy, to be called Dawn of the Dragon.

Crash is up against nemesis, Dr Neo Cortex once again, and this time he's invented a text messaging device that controls the minds of everyone in the vicinity. Luckily, Crash will have a little more help than usual for this outing. The giant creatures that Crash could 'jack' in his previous adventure are returning, but this time, he can keep them in his pocket upgrading them, Pokémon-style. Our bandicoot will also be able to dig, climb and counter with powerful attacks.

Double Trouble

Meanwhile, Spyro is returning with a far more grown-up look. His destiny is to defeat the Dark Master, who's being voiced by the legendary Mark Hamill. Meanwhile, Elijah Wood and Gary Oldman are returning as Spyro and his mentor Ignitus, while Christina

'Wednesday Addams' Ricci will play Cynder, Spyro's arch-nemesis turned best friend. For the first time, the purple dragon will be able to fly whenever and wherever he wants. Crash and Spyro will be helped out by their respective friends, Coco and Cynder, who turn up for two-player co-op action.

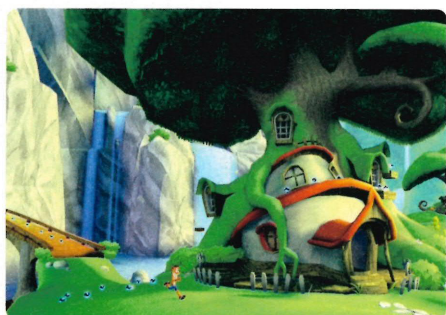
The pair are Sony's most iconic mascots, and we can't help but speculate if these are their last PS2 outings, especially as Spyro will be done with his current trilogy. But since they both look like top-quality platformers, they should at least go out with a bang.



↑ Crash is now be able to climb sheer heights. And, presumably, fall from them as well...



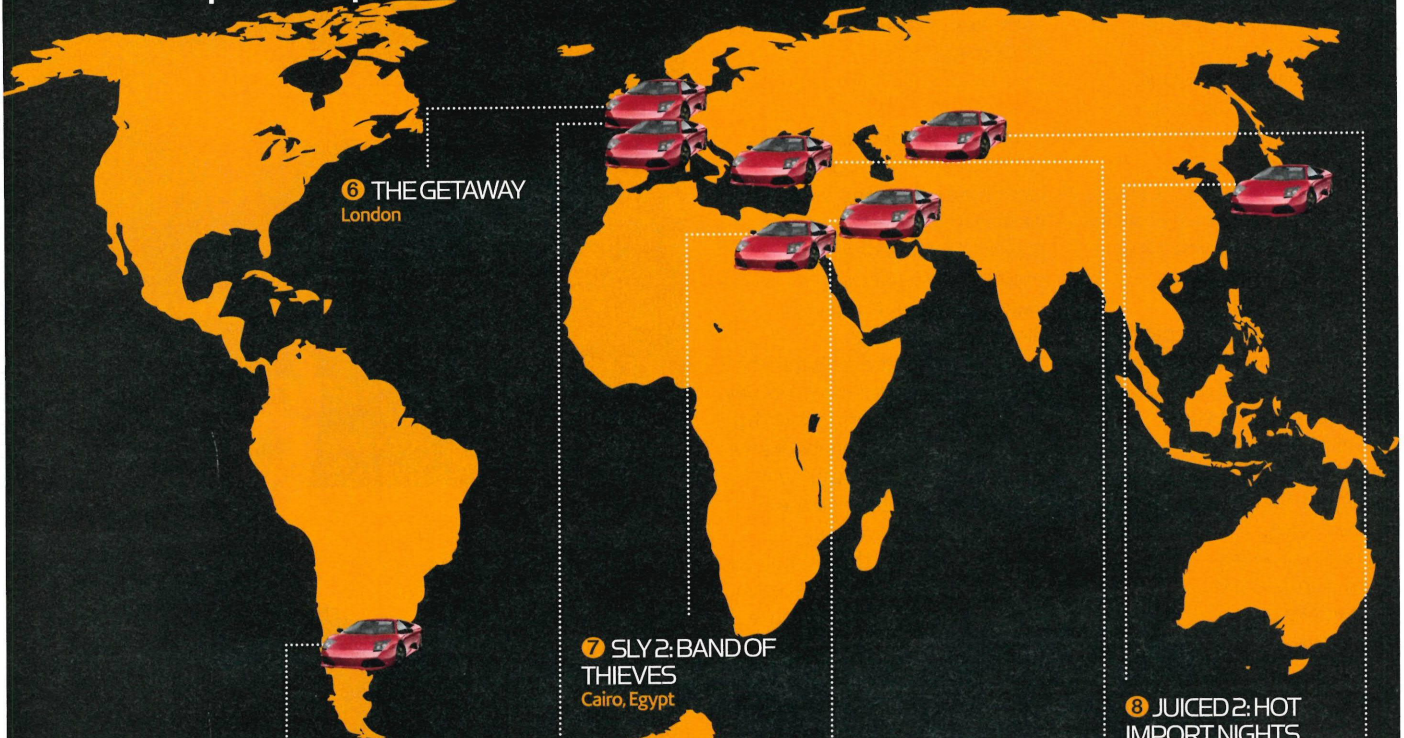
↑ The Titans are returning to Crash's new game to provide their brute strength and skills



↑ Mind Over Mutant follows the gameplay style set out by the decent Crash of the Titans

THE WORLD ACCORDING TO PLAYSTATION

Get the adrenaline going by watching a high speed pursuit. And the prime spots are...



6 THE GETAWAY
London

1 JUST CAUSE
San Esperito, South America

CIA Black Ops agent Rico Rodriguez is on a mission. A mission to take down the dictator of tropical island San Esperito, who could be in possession of weapons of mass destruction. Hans Blix would not approve. First off, after freeing the villages of Merecure and Los Mirasoles, Rico must kill military leader Franco Alifano before he reaches his hotel. Cue a high octane chase that climaxes in Rico leaping from his own car to Franco's to take down his slippery target.

2 RATATOUILLE
Paris, France

Rather than being a chaser, gourmet chef and rat Remy is more of a chasée. Because he's a rodent (and therefore an assumed carrier of disease), it's not easy trying to collect the freshest ingredients for his cooking. Every time he's spotted creeping around restaurant kitchens, he's chased from pillar to post by dogs, cats, chefs, children... it's hardly helpful when all he wants to do is become the greatest chef in Paris and win a couple of Michelin Stars.

7 SLY 2: BAND OF THIEVES
Cairo, Egypt

3 PRINCE OF PERSIA: THE TWO THRONES
Babylon, Iraq

Just when the Prince thought he'd sorted out the whole 'sands of time thing', it all starts to get messy again. Upon returning to his hometown of Babylon, he discovers that the Vizier is destroying this fabled city. But as a true hero, the Prince bravely fights his way through the streets and nabs a chariot, only to be pursued by some gnarly beasts. Time for the Prince to try his hand at extreme chariot racing.

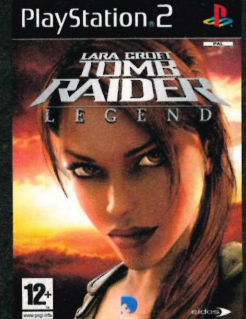
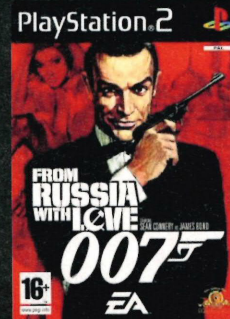
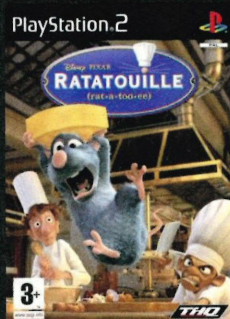
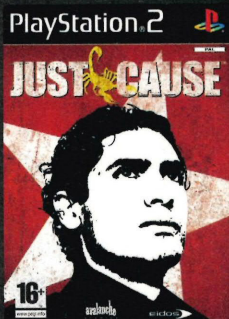
4 FROM RUSSIA WITH LOVE
Istanbul, Turkey

If you were being hotly pursued by Bond, James Bond, what would you do? Frankly, we'd surrender quickly and quietly, without making any threatening gestures. But some people just won't learn. And so Bond finds himself tearing through the streets of Istanbul, hot on the tail of evil SPECTRE henchmen. First, he stops a tank from unleashing hell in the streets, then cuts off an enemy speedboat before it escapes his clutches.

8 JUICED 2: HOT IMPORT NIGHTS
Tokyo, Japan

5 TOMB RAIDER LEGEND
Kazakhstan

As if being a professional rock climber / speliologist wasn't enough, Lara can also handle a hog like MotoGP legend James Toseland. So when she's faced with the treacherous terrain of Kazakhstan, a fug load of gun toting soldiers and a race against time, she laughs at the challenge and revs her engine. Her target: to catch up with a train heading for a secret Russian base, and - of course - to look sexy at the same time.



New Harry Potter game

Wands at the ready – Half Blood Prince is confirmed for PS2

EA and Warner Brothers Interactive Entertainment have announced the forthcoming release of Harry Potter and the Half Blood Prince to tie in with the sixth movie in J.K. Rowling's wizard-flavoured global phenomenon, which is due to hit the silver screen on 21 November.

In Harry Potter and the Half Blood Prince, the threat of attack by evil wizard Voldemort has reached critical point, so Hogwarts headmaster Dumbledore begins preparing Harry for the inevitable final battle. And while the tension continues to rise at the school, Harry and his fellow pupils still manage to find time for their raging teenage hormones, running around the grounds like star-struck lovers gone mad.

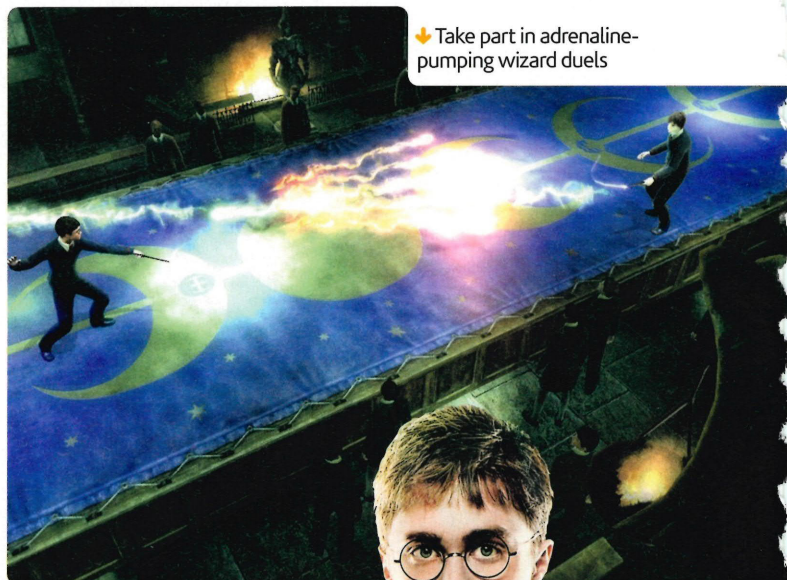
Drawing on this plot, the game will feature wizard duels, potion

mixing and the ever exciting Quidditch matches. You'll also be able to get 'involved' with Ron's romantic affairs as well as roam around the enchanted halls of Hogwarts.

Wizard fun

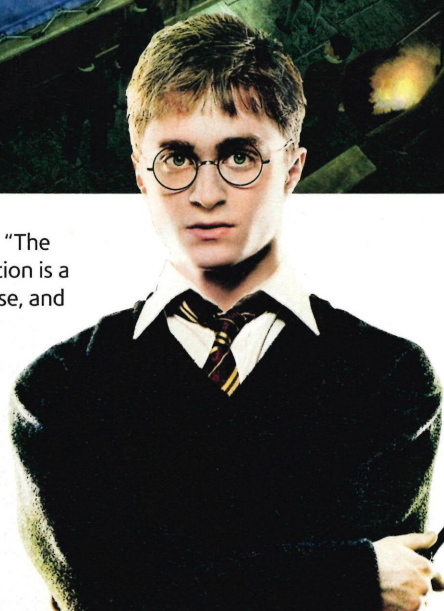
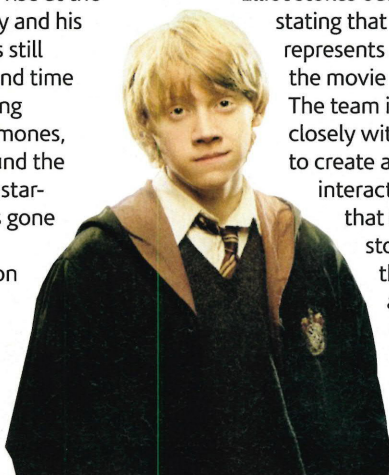
Given that previous instalment (Order of the Phoenix) was a refreshingly engaging slice of gaming, thanks largely to the graphical beauty of a fully explorable Hogwarts, our expectations for the Half Blood Prince are high.

Head of Potter developer, the UK-based EA Bright Light, Harvey Elliot stokes our anticipation by stating that "The videogame represents a milestone in the movie tie-in genre. The team is working closely with the filmmakers to create an immersive interactive experience that captures the story, the action, the excitement and, above all, the fun of the film." Furthermore, Vice President of Warner



Take part in adrenaline-pumping wizard duels

Bros. Scott Johnson says, "The adherence to the rich fiction is a trademark of this franchise, and fans will experience the most authentic and enjoyable game in the series to date". Here's hoping the game doesn't flinch from recreating the increasingly dark tone of the series as it winds to its gripping climax.



Monopoly gets dusted off for ultimate PS2 edition

Classic board game heads your way. Bagsy the car!

EA and Hasbro have joined forces, and their first console release is going to be classic family board game: Monopoly. Boasting contemporary cities

and their global landmarks, the game will enable

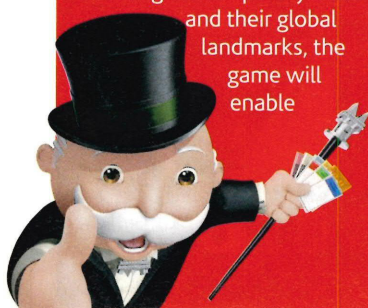
up to four players to wheel and deal with some of the most famous international editions.

It will also include boards from the series' back catalogue, including Here and Now: The World Edition, and Classic Monopoly, plus a selection of never before seen boards, exclusive to the game.

With Monopoly the number one board game in the world, expect a lot of takers when the game is released later in the

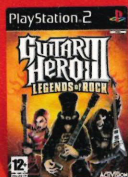


Rich Uncle Pennybags is there to help you buy prime real estate



PlayStation 2
OFFICIAL MAGAZINE UK

PS2 UK CHARTS



1 GUITAR HERO III
Addictive, rhythm-action, rock God sim Guitar Hero III is still sat comfortably at the top of the pops, where it belongs.

Activision 9/10 ▶ Last month: 1



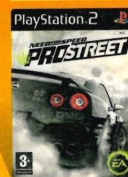
2 PRO EVOLUTION SOCCER 2008
The battle of the footie games never ends, and PES has nudged in another goal ahead of rival FIFA.

Konami 9/10 ▲ Last month: 3



3 RATCHET & CLANK: SIZE MATTERS
A brand new entry, Ratchet & Clank's latest addictive and entertaining platformer has shot straight into fourth place.

Sony 9/10 New Entry



4 NEED FOR SPEED PROSTREET
Just when you thought this average racer was dropping out of the race, it zooms back up and gains a couple of places. Why god, why?

EA 6/10 ▲ Last month: 6



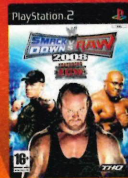
5 BUZZ! THE POP QUIZ
When it comes to chart-action Buzz never fails and this time his pop based quiz show is keeping him firmly in the top five.

Sony 6/10 ▼ Last month: 4



6 FIFA 08
Unfortunately, FIFA seems to be flagging behind PES in the football game league. Still, it'll probably go ahead again next month.

EA 9/10 ▼ Last month: 2



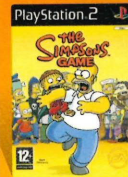
7 WWE SMACKDOWN! VS RAW 2008
Officially one of the longest running chart entries, the big muscular men of WWE aren't going anywhere.

THQ 8/10 ▲ Last month: 8



8 UEFA EURO 2008
Another new entry: could this fantastic footie game best its sister title FIFA in the coming months?

EA 9/10 New Entry



9 THE SIMPSONS GAME
America's most famous family are still entertaining the UK with their platforming japes and videogame parodies.

EA 6/10 ▼ Last month: 5



10 SIMS 2 CASTAWAY
These poor misguided Sims are still stranded on that desert island. Will they ever make it home?

EA 8/10 ▶ Last month: 10

PS2 UK SALES TO DATE 10.1 MILLION

PS2 AMERICA CHARTS



POSITION	GAME	POSITION	GAME
1 ▶	Guitar Hero III	6 ▲	The Simpsons Game
2 ▶	Ratchet & Clank: Size Matters	7 RE	WWE Smackdown vs Raw 08
3 ▲	Silent Hill Origins	8 NE	Rockband
4 ▲	MLB 08: The Show	9 NE	College Hoops 2K8
5 ▼	Madden NFL 08	10 NE	Metal Gear Solid Essentials Collection

PS2 JAPAN CHARTS



POSITION	GAME	POSITION	GAME
1 NE	Musou Orochi Maou Sairin	6 NE	Monster Hunter 2
2 NE	Pro Yakyuu Spirits 5	7 NE	Code Geass: Hangyaku no Lelouch - Lost Colors
3 NE	Poison Pink	8 ▼	Nobunaga's Ambition: Kakushin
4 ▼	Gundam Musou Special	9 ▼	12 Riven: The Psi-Criminal
5 ▶	Ryu ga Gotoku 2	10 ▼	Tales of Destiny: Director's Cut

TRADE IN

Stuff you could buy if you sold your old games

PlayStation 2



Trade in
£15

**RATCHET & CLANK
SIZE MATTERS**
Two months old



PlayStation 2



Trade in
£6

**SPIDERWICK
CHRONICLES**
Three months old



PlayStation 2



Trade in
£10

**SEGA SUPERSTARS
TENNIS**
One month old



RRP
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GAME
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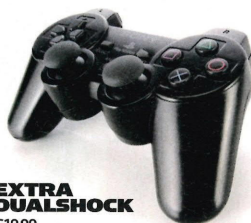
PS2 SYSTEMS CHECK

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

ESSENTIAL ACCESSORIES



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



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

PS2 DVD REMOTE

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



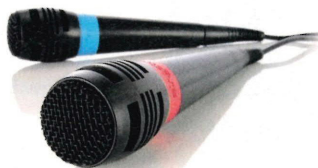
PARTY ACCESSORIES



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



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



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



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



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

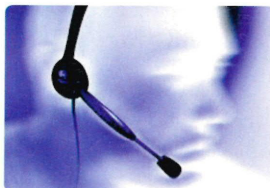


MULTITAP £29.99
Lets you plug in up to four PS2 controllers: essential if you want your whole gang to be involved.

HARDCORE ACCESSORIES



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



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



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

OPS2'S LATEST RECOMMENDED GAMES



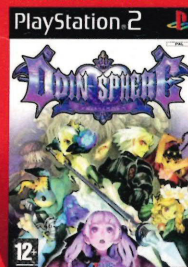
SINGSTAR SUMMER PARTY
Singing
Kick off the Summer with this collection of happy sunny tunes.
OPS2 Score: 7/10



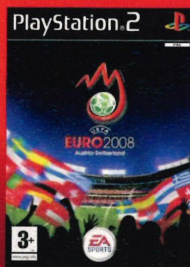
RATCHET AND CLANK: SIZE MATTERS
Platformer
Addictive and engaging adventure play.
OPS2 Score: 9/10



SILENT HILL ORIGINS
Survival Horror
Packed full of heart-pounding thrills.
OPS2 Score: 7/10



ODIN SPHERE
RPG
Combines fierce combo fighting with an addictive RPG structure.
OPS2 Score: 9/10



UEFA EURO 2008
Sport
This FIFA follow-up will take care of all your virtual footie needs.
OPS2 Score: 9/10



SEGA SUPERSTARS TENNIS
Sport
Tennis with a difference.
OPS2 Score: 7/10

PLUG INS

Get the right PS2 cable for your TV



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



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



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



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



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

Vote



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JOYSTICK
AWARDS**

for immortality!



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Go to www.goldenjoystick.com

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MGS4

EXCLUSIVE REVIEW

Snaaaaaake! Can it
really be game over?

Resident Evil 5

Brand new
infectious
shots inside!

Prince Of Persia
swans onto PS3
Master Chief on PS3
Race Driver GRID
exclusive review
Is the net broken?!

ECHOCHROME PROTOTYPE PS3 SLASH FICTION MK vs DC

First for PS3, PSP and PS2

This month: exclusive MGS4 and
Race Driver GRID reviews, new
Resident Evil 5 shots, Prince Of Persia
first look and Little Big Planet latest.

The only
magazine with
a playable PS3
Blu-ray disc

PlayStation 3 Blu-ray disc

25 games to play including
Uncharted, MX Vs ATV, The
Simpsons Game, NBA Live 08,
Need For Speed Pro Street,
DMC4, PES 2008 and more...



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PLAYSTATION 3 PLAYSTATION PORTABLE PLAYSTATION 2

PREVIEWS

Ⓐ EXCLUSIVES Ⓑ FIRST LOOKS ✕ HANDS-ON PLAY Ⓔ LATEST INFO



THE EVIL IS ALMOST HERE AMONG US

When discussing the origins of survival horror minds usually leap to Silent Hill and Resident Evil – both fine examples of the genre with the latter responsible for making scary games popular on PS1. But there's another game that predates both and did much to establish the structure and tropes of the genre: Alone in the Dark.

Released in the early '90s it used pre-rendered backgrounds and a combat system that made avoiding danger the main challenge – features that found their way into Resi.

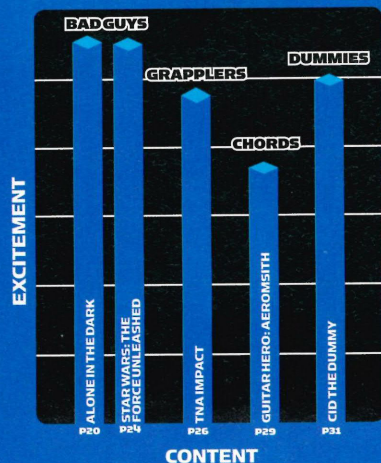
Evolve or die...

Since then there have been three more AITD's that sadly didn't live up to the brilliant original. Which brings us to the new Alone in the Dark. The game is positively crackling with potential, managing to stay true to its roots while taking the series in a whole new direction.

It proves that there's still a steady stream of quality games coming to the PS2 and, more importantly, no sign of it drying up any time soon.

DAVE HARRISON
FREELANCE WRITER
psnation@futurenet.co.uk

THIS SECTION CONTAINS



'MEET GHOSTS OF LONG-DEAD JEDI'

STAR WARS: THE FORCE UNLEASHED P24

IS IT NEARLY READY YET? THE KEY STAGES OF GAME DEVELOPMENT

CONCEPT

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

PRE-ALPHA

Early test levels provide proof of concept

HOW COMPLETE?



BETA

A second playable version ready for final testing

ALPHA

The first playable version of the game, many features unfinished

RELEASE

The current release date but liable to change

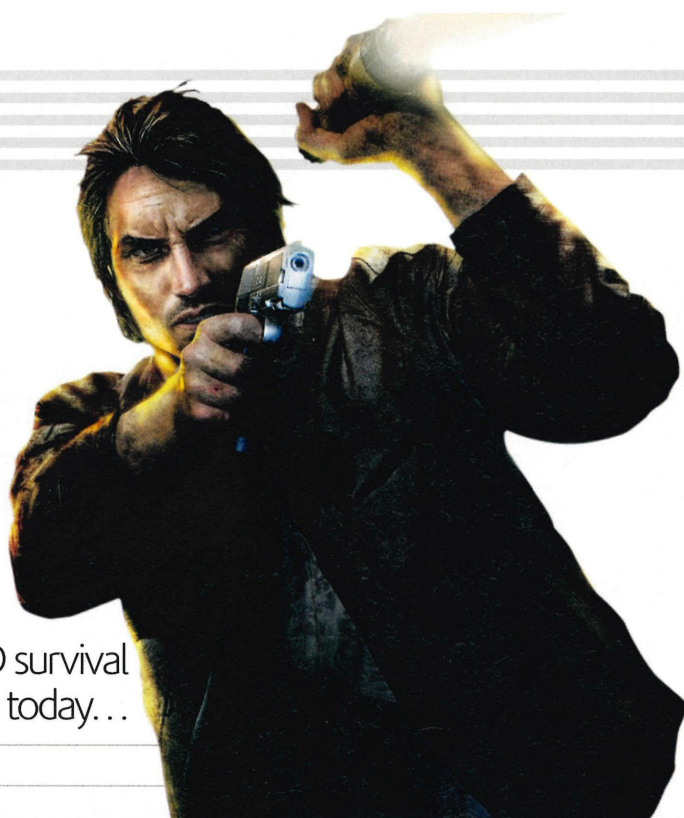
COMING SOON!

ALONE IN THE DARK	JUN
STAR WARS: THE FORCE UNLEASHED	SEP
TNA IMPACT	JUL
DANCING STAGE SUPERNOVA 2	SEP
GUITAR HERO: AEROSMITH	JUN
WILLIAMS PINBALL CLASSICS	JUL
CID THE DUMMY	TBA



PREVIEW

Alone In The Dark



PAINTED BLACK

Atari returns to **Alone in the Dark** – the original 3D survival horror game that helped shape the genre we know today...

PUB Atari DEV Hydravision ETA 20 June WEB centraldark.com



With a line-up relying heavily on the current popularity of *Naruto* and *Dragon Ball Z*, plus the likes of *Sun Crossword Challenge* and *Driver Theory Training* (woo), it's not unfair to suggest that Atari could use something special to spice up their range of games. Returning to a series that can lay claim to the status of 'first ever 3D survival/horror adventure game' is undeniably a good start. Even so, the new *Alone in the Dark* needs to do more than trade on its illustrious

→ With New York going to Hell, you must locate the source of the evil

THE GAME IS HIGH ON ACTION AND LOW ON HEAD-SCRATCHING

gaming heritage.

However, unlike the *Silent Hill* and *Resident Evil* series, which have consistently retained an element of traditional puzzle solving and convoluted 'pick up A to use at point B' moments amongst the zombie slaughter, *Alone in the Dark* has gone to considerable effort to try and distinguish itself from both its own

↓ A large cast of characters are on hand to help (and hinder) Carnby



past and its competitors. That said, lead character Edward Carnby is no stranger to reinvention; since the original *Alone In The Dark* in 1992 he's evolved from ginger-bearded Lovecraftian detective to trench coat-wearing Goth to his current incarnation as stubbly Constantine-spec Keanu Reeves lookalike.

Action fan

To match Carnby's moody new look, *Alone in the Dark* has evolved to be high on instantaneous action and low on head-scratching and obscure brainteasers. In their place are what Atari calls 'localised' puzzles. For example, if there's a blocked door you'll find a makeshift battering ram within the same environment. In the same way fire extinguishers will always be on hand to douse flames.

If anything, *Alone in the Dark* bears more similarities to the likes of traditional third-person adventures

than what we've come to expect from the survival horror genre; something further enhanced by the game's TV show-style episodic structure.

Still, while the gameplay moves away from convention, the story is full of classic survival-horror shenanigans in which a thin veneer of 'normal' hides the grotesquely abnormal. In this case, something peculiar is happening beneath New York's



↓ Edward Carnby's vulnerability adds considerable tension to the game



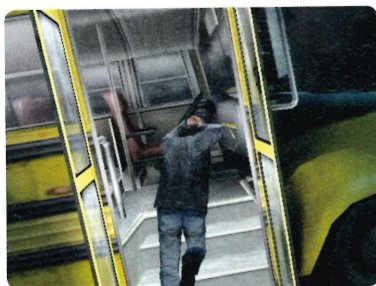
↓ Expect to spend a lot of time dangling from ledges in Alone in the Dark



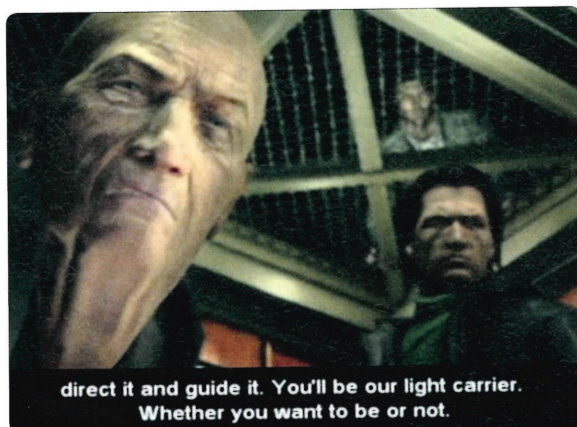
Central Park. Something that has plunged Manhattan into total chaos, with huge fissures appearing in the ground (most underneath buildings that Carnby 'happens' to get stuck in), and shambling zombie-like creatures bearing similar body-length wounds turning up across the city.

The truth is out there

The story (scripted by Lorenzo 'Sleepers' Carcaterra) plays on the ever-popular themes of conspiracy theories and secret organisations.



↑ With the action taking place in and around Central Park, vehicles will provide transport and sanctuary

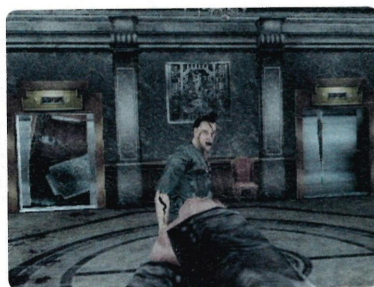


However, during our recent hands-on, plot specifics were still being kept a very closely guarded secret. Understandably Atari is keen for Alone in the Dark's mysteries to remain in the shadows until release.

The 360 and PS3 versions of Alone in the Dark have been developed by Eden Games but PS2 and Wii versions

↑ Light carrier? What light? And where is it being carried? We need answers, dammit!

SOMETHING HAS PLUNGED MANHATTAN INTO TOTAL CHAOS

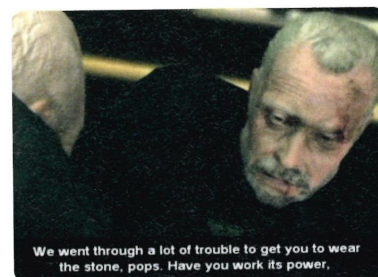


↑ Your enemies all sport the same types of wound. But why?

A HISTORY OF HORROR

Notable scare-fests from videogaming's creaking vault

BLOCKS!	HAUNTED HOUSE 1982, ATARI 2600 Lo-fi looks but a real sense of menace.	THE ORIGINAL HAUNTED HOUSE 1982, ATARI 2600 Lo-fi looks but a real sense of menace.
SHOCKS!	TRAILBLAZER SWEET HOME 1989, FAMICOM Capcom inspiration for Resi Evil.	3D FIRST ALONE IN THE DARK 1992, PC Extra dimension meant better scares.
GLOCKS!	CLOCK TOWER 1995, SNES Hiding from serial killers = true terror.	RUN AND HIDE CLOCK TOWER 1995, SNES Hiding from serial killers = true terror.
JOCKS!	ZOMBIES RESIDENT EVIL 1996, PS1 Redefined the genre with filmic frights.	UP ON THE HILL SILENT HILL 1999, PS1 Few 'do' dread as well as the 'Hill.
	TEENSOREAM OBSCURE 2004, PS2 Knowing nod to teen horror movies.	



↑ The script, by the author of Sleepers, will be a definite high point

have been handed to Hydravision. Those of you with knowledge of small French development teams will know that these guys were also responsible for the superb teen - horror movie-aping Obscure games.

No smoke...

While Hydravision has done well to keep the integrity of the storyline and style of Alone in the Dark intact, there have been some compromises made for the PS2 version. Most of these concern the very technology Atari has been using to promote the game. The much-lauded fire physics, for example, (where the flames spread realistically around environments) have been substantially played



PREVIEW

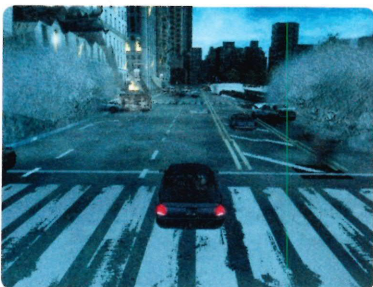
Alone In The Dark



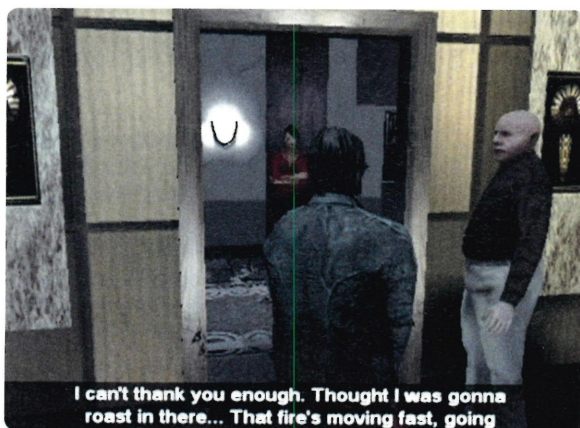
↑ Massive earthquakes mean there's very little safe ground in AITD

down, as has Carnby's ability to control the objects he picks up with 360-degree precision. This, in turn, means the flexibility you previously had when it came to problem solving has been substantially narrowed. And while this doesn't affect the narrative, the ability to indulge in a bit of pyrotechnic creativity will be sadly absent on PS2.

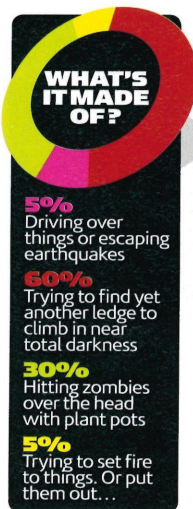
That's not to say that Alone in the Dark on PS2 will be completely free of



↑ Well, waiting for evil to surge through a city is one way to beat the traffic



I can't thank you enough. Thought I was gonna roast in there.... That fire's moving fast, going

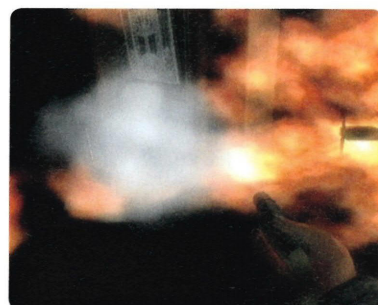


↑ "Ha! Bet you thought the gun was loaded, right? Right, mister?... oh, bum."

novelty or devoid of all the physics-based action that has been incorporated to make the game stand out. Carnby will still have cinematic moments rappelling down the side of collapsing skyscrapers, hammering through the streets of a crumbling New York behind the wheel of a hastily hot-wired car, and shooting giant bat creatures from the back of an ambulance in an on-rails shooting section reminiscent of similar jaunts in Medal of Honor.



↑ Central Park by night should really be avoided at the best of times. And this is a long way from the best of times...



↑ Enemies fear light, but some sources have a habit of spreading. Uncontrollably

Flame on

Carnby's MacGyver-like approach to item combination also remains, as does his innovative inventory. A press of **SELECT** will enable you to glimpse inside Edward's capacious coat and start combining the products from his many pockets; a Zippo lighter and aerosol make a handy flamethrower, for example. Meanwhile, that same aerosol plus some gaffer tape can also be stuck to a wall and employed as an

EVOLUTION OF EDWARD CARNBY

How AITD's gentleman private eye has progressed



ALONE IN THE DARK 1-3
1992-1994



ALONE IN THE DARK: THE NEW NIGHTMARE
2001



ALONE IN THE DARK: THE MOVIE
2005



ALONE IN THE DARK
2008

PREVIEW

Alone In The Dark



explosive trap for unsuspecting enemies, when detonated. Better still, knowing that enemies react to light means that glow sticks can be used to 'herd' enemies into your improvised traps. Or perhaps just to impress them with some impromptu rave dancing...

Visually, Alone in the Dark on PS2 lives up to its name – it's really, very dark. While it could be argued that this is for the purposes of

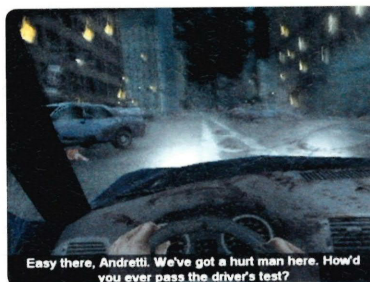
↓ Punching works, but a chair in the mush is better

↑ Sooner or later, whatever is causing the earthquakes is going to come for you

'atmosphere', we can't help but think this is to hide some of the graphical shortcomings. Well, it's either that, or to make negotiating some environments really frustrating. The payoff, of course is a freedom to explore that you don't normally get within the survival horror games. It's just a shame that this freedom is mostly enjoyed in near-total gloom

Still in the dark

What a pity that our disjointed taste of Alone in the Dark raises almost as many questions as it answers. For example, how does enemy AI behave



↑ By not being put off by patronising back-seat drivers like you. That's how

IT DOES WHAT?

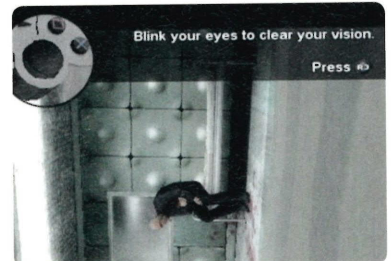
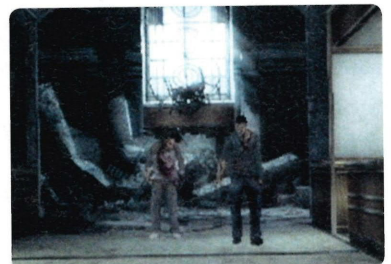


FIRE EXTINGUISHER

While definitely useful for putting out flames, this also doubles up as a battering ram, a weapon and a way to reveal laser trip wires.

ORIGINALITY RATING

68%



in the open spaces of Central Park? How will the story unravel? How do all the different supporting characters work alongside Edward Carnby, and just how much of the game is free-roaming? We can't blame Atari for wanting to keep its cards close to its chest, but Alone in the Dark's 20 June release date is almost upon us and the game is still shrouded in mystery. **Shaun Curnow**

HOW COMPLETE?

ALONE IN THE DARK
CONCEPT ALPHA RELEASE
PRE-ALPHA BETA JUNE



↑ Here's hoping the gameplay can match up to the complex, nuanced script

STRONG WITH THIS ONE?

You'll be shocked and awed when you see **Star Wars: The Force Unleashed**

PUB Activision DEV Krome Studios ETA September WEB lucasarts.com/games/theforceunleashed



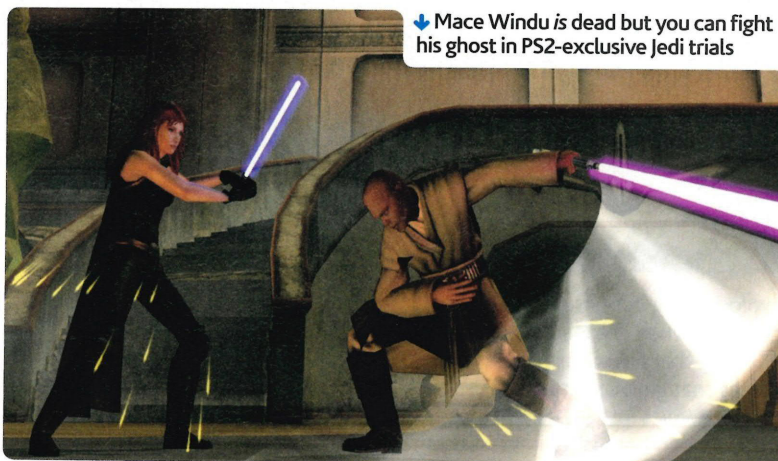
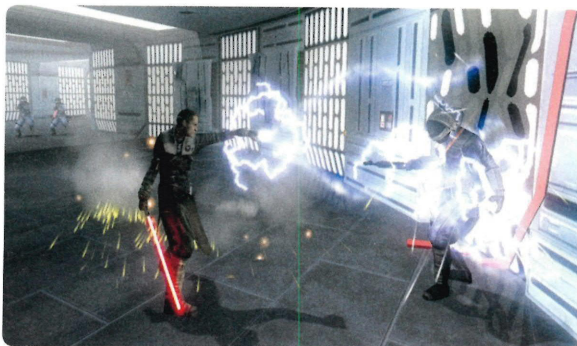
It takes a special kind of nutcase to follow around a seven-foot tall cyborg who's been known to Force-throttle those who disappoint him, but just as Anakin Skywalker became the Emperor's apprentice, so Vader needs his own goon to do his evil bidding. And so it falls to a

VADER'S APPRENTICE IS AS POWERFUL AS THEY COME

morally bankrupt and nameless individual to unleash the Force in a manner you've never seen before.

Working entirely in secret like a psychic Sam Fisher, Vader's apprentice is as powerful a Force-user as they come, and use it he does. Whether facing stormtroopers or rebels, the

↓ Vader's secret apprentice is very powerful



↓ Mace Windu is dead but you can fight his ghost in PS2-exclusive Jedi trials

apprentice lays the Force on thick in a game that's half Devil May Cry blade-swinging slash-'em-up and half Psi-Ops physics playground. Lightning, grabs and massive pushes enable you to cripple enemies with electric shocks before finishing them off by dropping a TIE fighter on their faces.

Sith of the dump

In the apprentice's hands, the Force is a terrifying thing. Neither dark nor light, he has a full range of Force powers at his disposal and absolutely no problem using them. With no affiliation to anyone other than Vader, everyone, rebel and trooper alike, is your enemy.

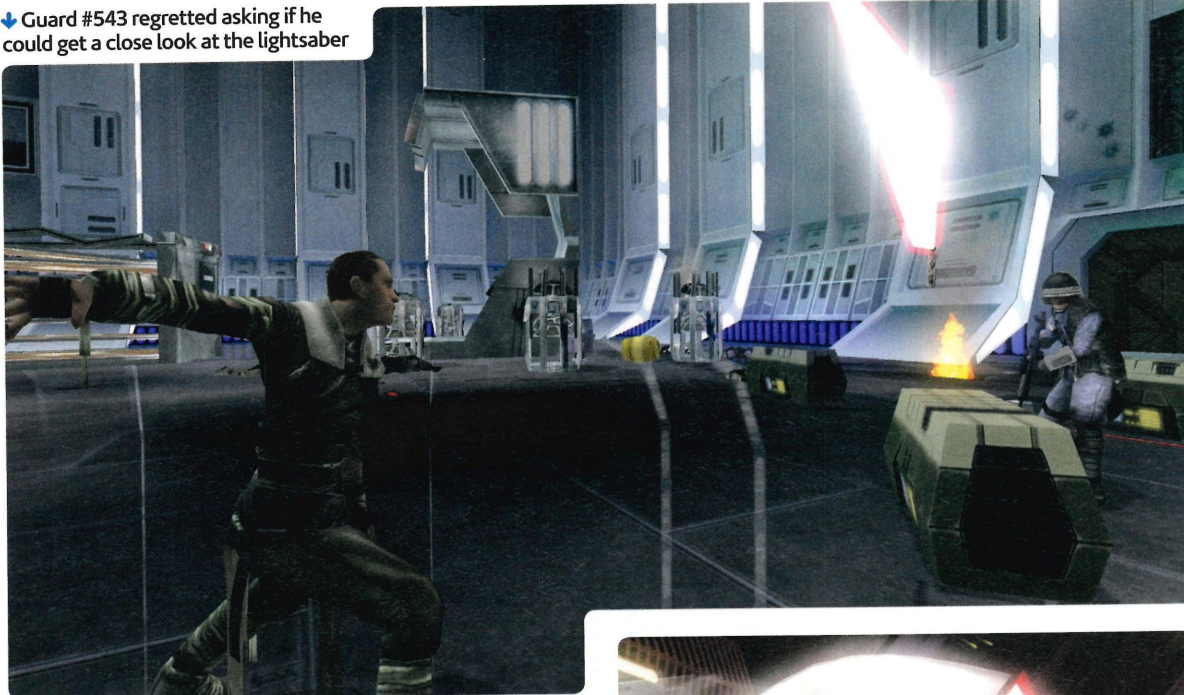
Although the plot and characters are essentially identical across its five

platforms, when you ask Force Unleashed's Project Lead, Hayden Blackman, about what separates the new PS2 Star Wars game from its big PS3 brother, he starts by listing the things that the game *doesn't* have. Ooh. That's worrying.

PS2 folk will have to do without Euphoria, Havok, biomechanical AI and Digital Molecular Matter, which



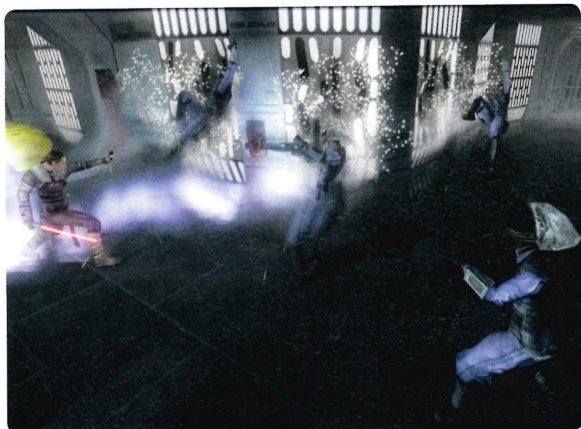
↓ Guard #543 regretted asking if he could get a close look at the lightsaber



STORY SO FAR

Bridging the 20-year gap between *Revenge of the Sith* and *A New Hope*, *The Force Unleashed* tells a dark tale. The Rebels are yet to prove a threat, and the few remaining Jedi are being hunted down by the increasingly powerful Empire and its clone army.

It's in this climate that Darth Vader sets loose his secret apprentice, you. With George Lucas' seal of approval, this is an in-continuity story that ties up loose ends and weaves new plot strands.



sounds like missing out on a whole lot of science. On the PS3, it's Euphoria that makes the Stormtroopers crumple realistically, Havok that makes the objects you launch bounce around, biomechanical AI that makes every baddy you toss over a cliff try to save themselves, and Digital Molecular Matter that makes jelly

↑ **Powerful and bad? That's a great combination**



↑ **It lacks some of the next-gen tech, but the PS2 game has console-best physics**

wobble, water splash and wood splinter with impressive realism. Yep, that's a whole lot of science, alright.

In its place, the PS2 version – developed by Australia's Krome studios in collaboration with the main LucasArts team – features its own physics system, built from the ground up to push the PS2 to its very limit. Krome's solution marks the most advanced physics on the PlayStation 2 to date, enabling you to whirl up to twenty objects around simultaneously and throw them about the room using the Force.

Dead again

Those Force powers will be put to the test in a series of Jedi trials exclusive to the PlayStation 2; Vader's secret apprentice will visit the ruined Jedi Temple in Coruscant, meet ghosts of long-dead Jedi and embark on metaphysical challenges designed to test every aspect of your command of the Force.

Blackman calls the game a story about redemption, so while the apprentice is born without a conscience, he just might find his humanity along the way. Keen-eyed viewers will note – spoilers for the three people who haven't seen the first *Star Wars* flick! – Vader has no apprentice in *A New Hope*, so it's a safe bet the apprentice's life takes a very different turn at the end of the game. That said, whether that turn is by Vader's hand into a volcano or onto a long, dusty highway to freedom is a story we'll have to wait for the game to tell. Michael Gapper



↑ **The Jedi Temple is a creepy ruin in *The Force Unleashed***

HOW COMPLETE?

THE FORCE UNLEASHED

CONCEPT ALPHA RELEASE
PRE-ALPHA BETA SEP



GRAPPLES AND PAIRS

Could **TNA iMPACT!** lay the smackdown on the WWE? Is this game raw enough?

PUB Midway **DEV** Midway LA **ETA** August **WEB** tnagame.com

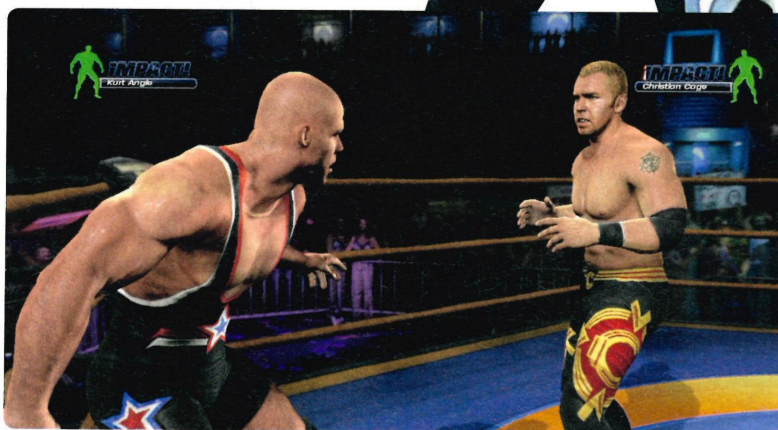


The WWE currently dominates the wrestling world, given that they've bought out all other

federations and currently rule screen time. But in recent years, a new wrestling organization has stepped into the ring: Total Nonstop Action Wrestling. Featuring ex-WWE stars like Kurt Angle, Booker T and Rhino, TNA is slowly climbing the ranks of man-grappling stardom.

TNA iMPACT! is TNA's first foray into the virtual wrestling arena. A

→ Christian Cage suddenly remembers he left the oven on



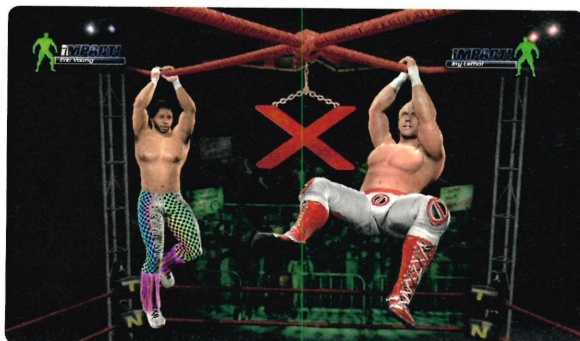
THE KEY TO WINNING IS BY FIRST BATTERING YOUR OPPONENT

brave move, given WWE's total supremacy of the genre. But the recent re-hashes of SmackDown! vs. Raw have left wrestling fans feeling cold, so the new ideas that TNA brings could be just the whiff of fresh man sweat that this genre needs.

Hexy time

TNA is the first federation to use a six sided ring. Straight away, this brings more excitement to the game, as you

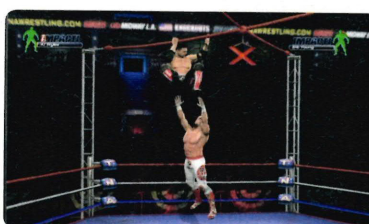
↓ The first person to grab the X wins the Ultimate X Challenge. Duh



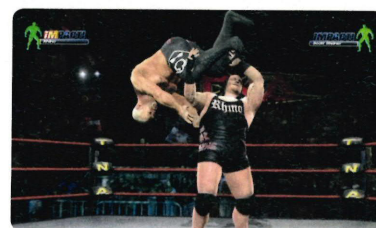
have more tactical options like extra directions to bounce from and more turnbuckles to play with. There will be over eight arenas to battle in, including Orlando, London and Japan.

So far, Midway has announced a roster of 25 wrestlers including Sting, Jeff Jarrett, Abyss, Kurt Angle, Samoa Joe, Rhino, Jay Lethal, Christian Cage and AJ Styles. Wrestlers are split into three genres: Grapplers, Acrobats and Brawlers.

Characters have been closely modelled on their real life counterparts, to the point where minute details like Chris Daniels' recent scar on his back have been added. Also, heavier wrestlers, like Abyss move slower, reflecting their bulk and weight. Brilliantly, the



↑ You can grab your opponent and pull him off the ropes



↑ It's wrestling jim, but not as we know it

camera will shake when someone is smashed into the mat, adding a real sense of power to the fighting.

Career path

Career mode comes in the standard format: you work your way from the bottom to the top of the roster. You'll be presented with multiple choice



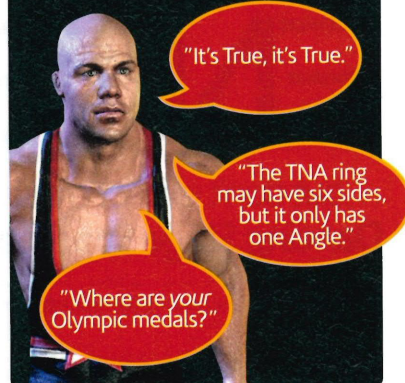
↑ Hit ◎ to roll out of the way of an imminent attack

↓ The Latin American Xchange are ready for some tag team action



"QUOTED"

Words of wisdom from the mouth of **Kurt Angle**



↓ Tyson Tomko is not in a particularly good place right now



options during the story, which will influence your progress. While typically featuring 'heel meets face' storylines, there's also the usual bevy of ridiculous side-plots.

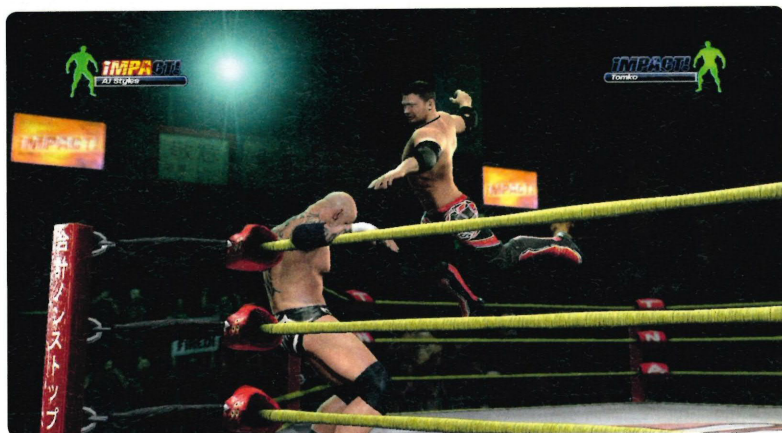
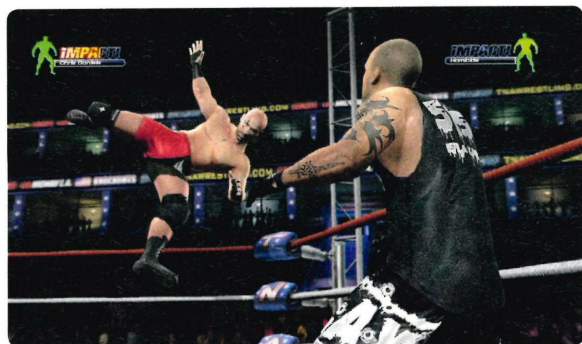
Other gameplay modes include Full Metal Mayhem, Monsters Ball, Free For All, Tag Team action and the always entertaining Cage Matches.

A highlight of TNA's shows is the Ultimate X Match, where two cables are suspended above the ring with an X or belt hanging from the middle, which wrestlers must untie to win.

There's quite a lot to Ultimate X

↑ "Oh my god! There's a pink ape behind you!"

↓ Use the ropes for some high flying action

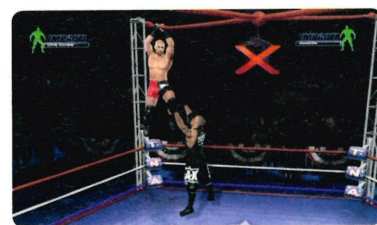


matches. The key to winning is by first battering your opponent with everything you've got, then mounting the cables while they lie stunned on the floor. When hanging from the ropes, you can pull your legs up so underlings can't drag you down, or you can kick out with your feet to knock opponents off the wires. It's a fiercely competitive mode that brings out the inner fighter in everyone.

Fighting Fit

As well as punches, kicks and the usual wrestling moves you can perform, each wrestler can pull off their own signature moves (like Petey Williams' Canadian Destroyer and Sting's Scorpion Deathlock) when their IMPACT meter fills. Should you get locked into a submission hold, action button sequences will be activated for both the holder and the holdee. Whoever successfully completes the sequences defines how successful the lock will be.

Although brief, what we've experienced of TNA iMPACT! was



↑ No, no seriously, give me your leg and I'll help you across...

enough to waylay any fears that it was going to be 'just another wrestling game'. The fact that Midway has unlimited access to TNA and constant input from the wrestlers really shows. If the other gameplay modes are as well designed as Ultimate X, this game could pin the mighty WWE and take the wrestling genre title. Kim Richards

HOW COMPLETE?

TNA iMPACT



MAT'S ENTERTAINMENT

...but don't expect much that's new in
Dancing Stage Supernova 2

PUB Konami DEV Konami ETA September WEB www.konami.com



In America, the Dancing Stage series of dancemat games is called Dance Revolution. We're not sure why the name was changed for the British market, but it's a good thing it was. If they'd released Dancing Stage Supernova 2 with the word 'revolution' on the pack, Trading Standards might have had to get involved, because this is no revolution.

Konami has stuck to the formula of singleplayer, two-player, workout mode and challenges that's made the Dancing Stage franchise such a success, adding only a few extra trimmings to justify the '2' in the title. Well, if it ain't broke, as they say, why fix it?

The most interesting new feature is a singleplayer option that lets one person use two dancemats at once. Great if you're a dancemat expert who



↑ You can either battle, or octopus up - playing on two mats at once

wants to practise for showing off in the arcades of Tokyo; even better if you're a human/spider hybrid who finds a single four-direction mat cramps your eight-legged style.

Tune up

Apart from that, you've got a new career mode, a new type of challenge that takes a 'four strikes and you're



↑ Of course, our 'fros were considerably bigger than his in the seventies

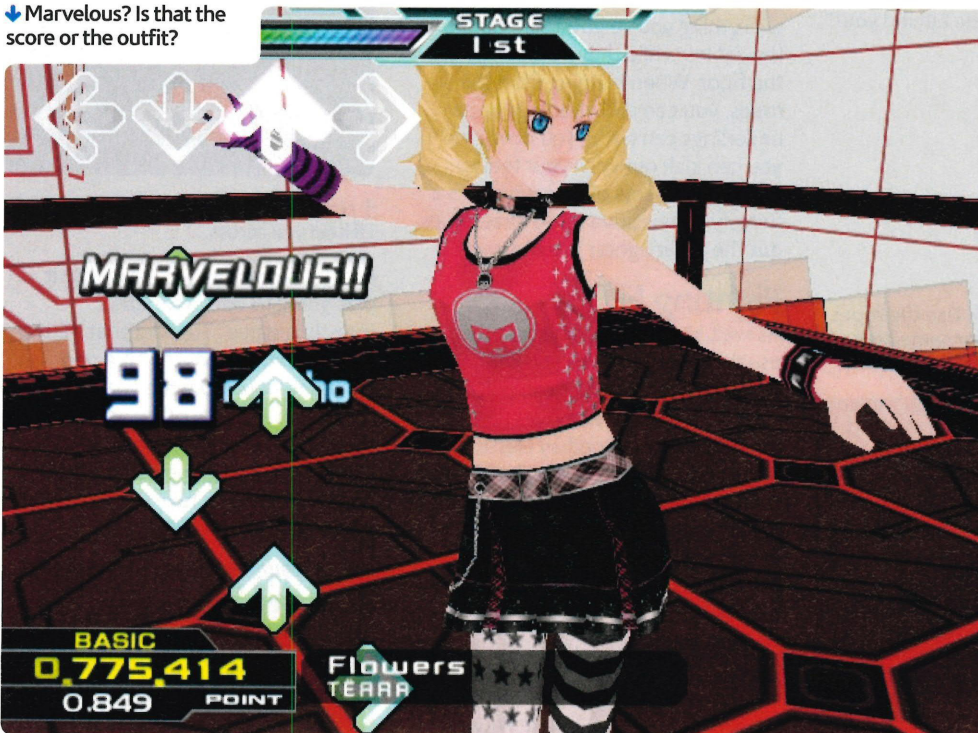
out' tack, and the option for online multiplayer with up to four people going at it hammer and tongs.

Plus of course, there's a bunch of new songs to throw shapes to. This includes plenty of the sub-Eurovision techno-cheese and high-energy J-Pop that we've come to expect from dancemat games, of course. But there are other genres too - probably the widest selection of music types we've ever seen in a dance game. Yes, people, this is where dancemat goes emo.

Rather less positively, the other main thing that's changed since the first game is that there are now no real videos for any of the songs. Sure, the ones in the first game looked more than a bit pony, and we said as much in our review of it. But we'd have preferred to see them improved than dropped altogether. It shows an ironic laziness in a game that demands a lot of effort from us.

Sophie Mason

↓ Marvelous? Is that the score or the outfit?



WALK THIS WAY

Strap on the axe, pump up the rock star pout and plug into **Guitar Hero: Aerosmith**

PUB Activision DEV Budcat Creations ETA June WEB guitarherogame.com/ghaerosmith



Any band big enough to have its own rollercoaster at Disneyland is surely a prime candidate to be the first act to have an exclusive Guitar Hero outing. Oh yes, Aerosmith are on tour and they'll be playing your living room soon.

A band who have sold in excess of 150 million albums appearing on a game franchise already worth a billion dollars is surely a match made in hard rock heaven. But is it going to be any good? Well the short answer from the few brief glimpses we caught of the soundcheck is yes... hell yes!

The gameplay seems much in the same vein as GHIII. You'll start your journey at a tiny, unglamorous venue and work your way up to the enormodomes. But here you'll be following in the stack-heeled footsteps of Aerosmith themselves, beginning with their real-life first gig at Nipmuc High School, and following their winding rock'n'roll life story all the way up to their massive stadium megashows and festivals.

Aero babble

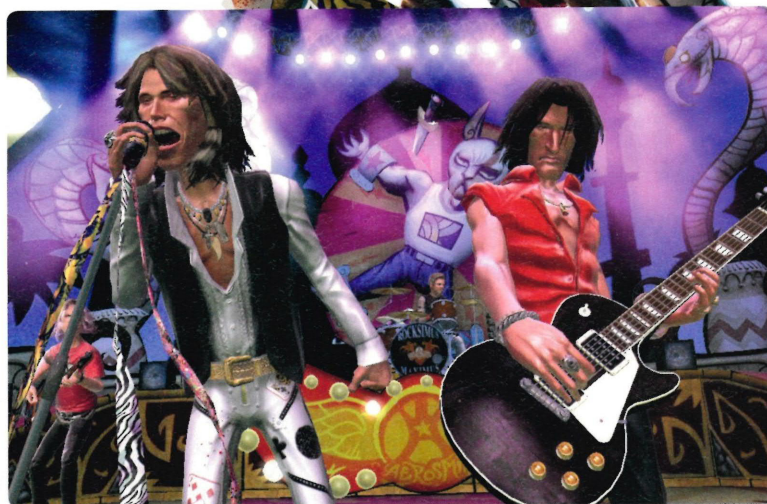
Each venue is modelled on real life places, and before each new challenge there's a short movie, with the band themselves telling you what role the place had in their rise

↓ Mind your knees, Joe. At your age you might not get back up

BONUS INFO

Aerosmith started life in Boston, USA back in 1970. Drummer Joey Kramer came up with the name Aerosmith, but they were toying with the idea of being called either The Hookers, or more bizarrely Spike Jones. Shy of a short spell in the early 80s, they've kept the same line up since early 1971!

↓ Being gamified has washed away their wrinkles



rise to super-fame.

And then there's the game characters. Izzy, Midori, and the boy Napalm are all back, and with new outfits, but the real fun comes from playing as Aerosmith themselves, their grizzled, tour-addled frames lending themselves perfectly to respawning in pixelised form.

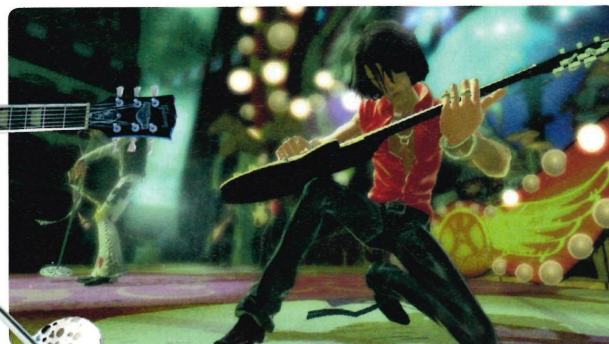
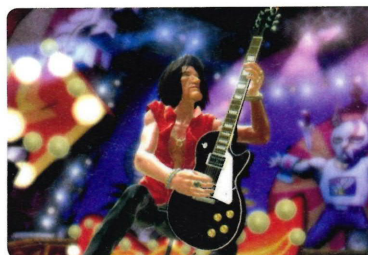
Activision is being cagey about the full set list right now, but has hinted that at least 60% of the 40 plus tunes

will be by the lads themselves. Make It, Uncle Salty, Draw The Line, No Surprize and Sweet Emotion are confirmed, while the underbill includes top tunes by similarly rockin' noise merchants like Mott The Hoople, Cheap Trick, Joan Jett, The Kinks and The Clash.

And if this one works, the single act floodgates will open. Roy Delaney

HOW COMPLETE?

GUITAR HERO: AEROSMITH
CONCEPT ALPHA RELEASE
PRE-ALPHA BETA JUNE





SHINY METAL BALLS

Take a walk through tabletop history with the flipper-tastic **Williams Pinball Classics**

PUB System 3 DEV Farsight Studios ETA July WEB farsightstudios.com



It was what people used to do in arcades before videogames were invented. Well, that and the fruities. And Williams were the most innovative of all table creators during the golden age of pinball. So fans of the silver ball will be beside themselves to discover that Williams Pinball Classics features amazingly accurate versions of all their most popular tables.

It'll be a joyous journey back in time for experts in the finest of thumb pursuits, as they'll stumble across a constant parade of four-legged gems as they stroll through the game's virtual arcade. Only here the place won't stink of musty fags, and you'll not be perpetually bothered by small boys on the cadge for change.



↑ All that's missing is thick cigarette smoke and the smell of stale Carlsberg



↑ The fidelity to the game's source material is impressive. Tables look lush

The classics include the simpler but still fiendishly tricky old-school tables like Firepower and Jive Time, the more complicated and decorous likes of Space Shuttle and Pin*Bot and the split-level head benders like Black Knight and the multi-faceted bonkers gems Funhouse and Whirlwind.

Thumb bandits

But this is just the beginning. As you master the tables we've promised that you'll be able to unlock untold goodies from pinballing Valhalla. And considering the vast panoply that is Williams' back catalogue, this could be a treat on epic scale.

But how will it stand up from a regular gamer's perspective? Pinball games have always been a Marmite choice. That said, get over the retro quality of the source and playing



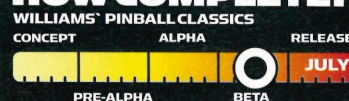
↑ With such detail on display, lack of depth perception can grate

pinball is genuinely fun.

And the tables do look staggeringly true to the originals. Crucially, the physics are among the best we've seen in pinball. Of course, there are drawbacks. On the more complicated arenas, the lack of depth perception can lead to some confusion, while the inability to 'walk' around the table before you get going will frustrate.

But if you've got a classic machine down your local pub, arcade or chippy, and you fancy getting in some training without spending a small fortune in 50 pence pieces to build up your flipper-handling techniques, this looks as though it will serve you extraordinarily well. Roy Delaney

HOW COMPLETE?



CRASH AND BURN

Get involved in platforming shenanigans and futuristic japes with **Cid the Dummy**

PUB Oxygen Interactive DEV Twelve Interactive ETA July WEB oxygengames.net



It's a story as old as time itself. It's Light vs Dark. Good vs Evil. Coke vs Pepsi. It's a story of love, life and loss. And it'll also teach you about the consequences of our 'sue everyone' culture.

For you see, in the near future, everyone's so quick to sue everyone else over even the slightest misdemeanour that Crash Impact Dummies are at the height of popularity, testing absolutely everything to the point of 100% compensation.

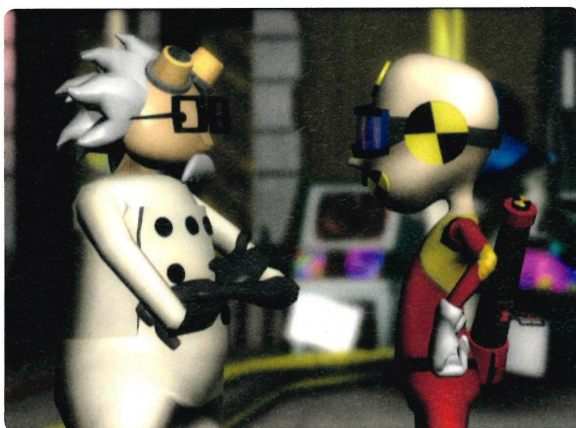
DANGEROUS PRICKLES, EXPLODING BARRELS AND ROBOT FISH

Factory worker

Enter CID, a humble crash test dummy and one of thousands made at Professor BM Werken's Crash Impact Dummy manufacturing plant. He's suddenly thrust into the limelight when Werken's prized creation is kidnapped by the evil D-Troit.

The hostage? MIA: a state of the art

↓ Professor Werken sends CID to rescue his daughter, MIA



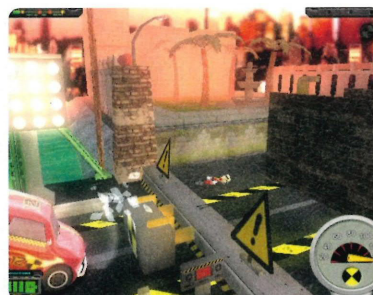
↑ Bosses are as big and predictable as ever. Better get that ice ammo...

dummy fused with his lost daughter's essence. Sounds icky, but Werken's desperate to get her back, and kits CID out with the most advanced technology available.

So CID's off into the world, tackling obstacles like dangerous prickles, exploding barrels and robot fish, while fighting bizzaro baddies like the Dumper, the Cursed Dummy and the ominously named Failed Experiment. But never fear, he's fully equipped with weapons like the Bazooka, and a choice of Freeze, Flame and Rubber Bullet ammunition.

Model Idiot

It's not all combat though. Our brave CID is also quite the multi-talented bot, he can climb, swing, burn things, bounce on springs and headbutt destructible walls into oblivion - perfect skills for the platforming



↑ Crash Test levels: disconcertingly fun



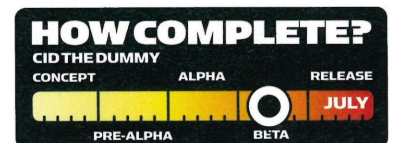
↑ CID will have plenty of baddies to battle, including Zombie dummies



↑ Clearly this is the bad guy. Check out those severely arched eyebrows environments he must traverse.

By now you're probably asking how you could have a Crash Dummy game without Crash Test levels. Fear not! There are several bonus Crash Test levels, where CID gets to speed around in a super-modded vintage Italian car, destroying walls and unlocking special gifts.

Yes, with strong platforming elements and plenty of enemies to plough through, CID is looking all set to uphold the good Crash Dummy name. And, if he fails, well he could always call a solicitor to see if he has a decent no win, no fee claim on his hands. Kim Richards



A THING OF BEAUTY

FROM THE MAKERS OF PlayStation®

Official Magazine - UK

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FOREVER FRIENDS

This month, I witnessed the horror that is introducing your best mate to your work colleagues. Maybe I should've thought about a little more carefully, but being the naïve moogle I am, I didn't think about the long term consequences. One spritzer later and I'm hiding under the table as my darling friend dispenses with embarrassing stories about me like cheap candy. Let's just say, now that anyone mentions the phrase 'Kim-ball' in the office, I panic.

Back to the Future

So while I'm reconsidering my past (specifically friendships), you lot seem to be reminiscing about the PS2's glorious history, whether ranting about how the demo discs are a great insight into classic PS2 games, or writing a sonnet in praise of its legacy. But special kudos goes to reader Adam Lawrence for raving about one of my favourite things: Odin Sphere. Beautiful, engaging and challenging, just like yours truly. You need to play this right now. But forget about Kim-ball. No one needs to play that game. Ever.

KIM RICHARDS
EDITORIAL ASSISTANT
psnation@futurenet.co.uk

WHAT'S GOT YOU TALKING THIS MONTH

CEREBRAL
MELTDOWN

BLOODBOILING

PASSIONATE
RAVING

SERIOUS
INTEREST

RAISED
EYEBROWS

TOTAL APATHY

DEMO DISCS



CHEATING



WRESTLING

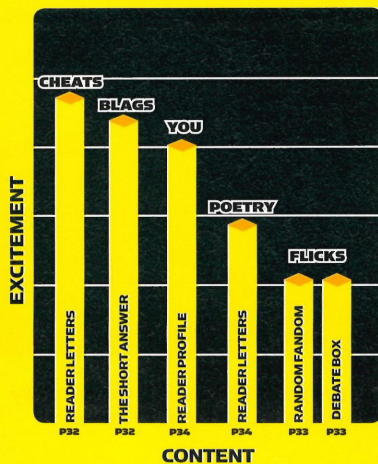


ODIN SPHERE



**'...PUT THEM ON THE PS2
TILL YOU'RE HAPPY AND
FALL ASLEEP'
RICHARD DODDS P32**

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SLOW INBOX, OPS2 MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW

TO CHEAT OR NOT TO CHEAT



I've been thinking about the ongoing debate about whether you should use cheats, and sadly I found a new argument. What if you lose your data? With typically great timing, right before a tournament, I discovered my Guitar Hero 3 data had become corrupt. I lost my scores, unlocks, everything. Surely, that's an excuse to use a cheat? In this case, I had to use the 'Unlock Everything' cheat. I suppose I could've worked my way back up but I put so much time and effort in I feel it is justified. It's happened with previous games too. Now I just need to replicate my high scores. Anyone else think corrupt data justifies cheats?

MARK DORNEY, CHESHIRE

That's an interesting point, Mark, and to be perfectly honest, we agree with you. Corrupt save data is the bane of our lives, and since you already unlocked the whole game through hard work, it balances up using the unlock all cheat to get back there.

DEMONSTRATIONS

I am writing this in response to KR



Hayes' letter in issue 097. I believe that your demos have been very good recently, as they always have been! Despite the recent lack of new demos, you have compensated by including great (and often forgotten) games from the past, for example the wonderfully weird 'We Love Katamari' and 'Okami'. Hopefully, your coverage of these games will encourage people to go out, buy and experience these works of art.

LEE PHILLIMORE, SURREY

Thanks Lee! As we explained in Issue 97, we are at the mercy of developers when it comes to getting new demos, and do try and

↑ Back in Issue 93, we debated about whether or not it was right to use gaming cheats

THE SHORT ANSWER

Can you send me a copy of Tekken 5, please?

ADAM MARTIN
SOMERSET
No.

WIN THIS!



This month, all letters published in the main body of this section will receive a PS2 game. The writer of the Star Letter gets three games! So what are you waiting for? Get scribbling!



theme the discs each month, so we can re-introduce old classics.

DEMOLITION

So what if OPS2 hasn't got great demos, or the demos are like a re-run from two years ago? About five years ago there were loads of PS2 demos. Now it's the re-runs and that is a good thing. It's certain things that remind you of things. For instance, when I had Crash Bandicoot, it reminded me of an old mate's girlfriend I fancied. Sappy I know. So if anyone is moaning about the lack of PS2 demos, get used to it or go make some demos on an Atari then put them on the PS2 till you're happy and fall asleep.

RICHARD DODDS,
CAMBRIDGESHIRE

You tell 'em Richard! Just because a game or demo is old, doesn't necessarily mean you've played it.

So we hope to open your eyes to older entertainment that you may have missed.



↑ Our demos give you a chance to play the classics you may have missed



DEBATEBOX

Last month we asked you...

SHOULD VIDEO GAMES BE TURNED INTO MOVIES?

It was a close run thing, but you just about reckon games should get all cinematic. Well, kinda ...

45% NO

The problem is, Hollywood is so profit driven they will produce any rubbish to turn a buck - even if it means going straight to DVD. Video games are relatively easy to adapt. The story/characters are already there and you have a ready made fanbase before you even market the thing.

CHRIS OSBOURNE, WALES

I always think that films like Hitman and Resident Evil would be regarded better if they weren't tied down by their respective licenses. Resident Evil is about scarcity of ammo, close quarters and being too scared to turn the corner. How much of that is interpreted into the films?

LEE BAKER, FACEBOOK

55% YES

Games never really come close to films in conveying a decent plot! The level of subtlety which is possible on even the most basic, plotless of films, is just not possible in an interactive format.

DANGAY, KIDDERMINSTER

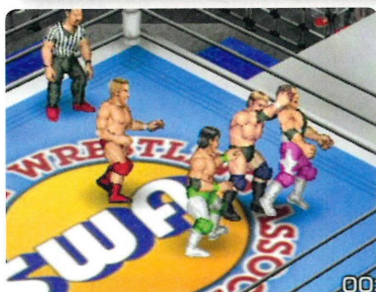
The potential for a great

video game movie could still exist if handled correctly. It's just a matter of listening to the fans of the original source material and treating it with the respect it deserves.

ADAM LAWRENCE, W MIDS

NEXT MONTH'S DEBATE

WHAT IS THE BEST PS2 GAME EVER?
EMAIL PSNATION@FUTURENET.CO.UK OR JOIN IN ON
OUR FACEBOOK GROUP (SEE P3 FOR DETAILS)



↑ The best budget game we've seen in ages, but you'll have to get it from Italy

FIRE PRO FUTILITY

I've looked to buy Fire Pro Wrestling Returns, but can't find it anywhere - only on the link on the review. Trouble is, it's for the NTSC version only? Is it not available for European PS2s? I don't want to buy one that doesn't work, or the missus will kill me! Do you know where I can buy one that works on PAL PS2s?

MIKE RALPH, VIA EMAIL

Unfortunately, Fire Pro Wrestling

Returns isn't being released in the UK anymore, but if you go to this link, you can buy a PAL version from this Italian website: <http://shopping.multiplayer.it/videogiochi/playstation-2/fire-pro-wrestling-returns.html>

BEAUTY AND THE BEAST

I picked up my copy of Odin Sphere this afternoon and...wow...just wow! It's just absolutely beautiful. Bright, colourful and cutesy, with bosses that fill the entire screen. Atlus is fast becoming my favourite developer. Now, if you'll excuse me, I have to go and figure out whether I want to waste hours on Odin Sphere or Persona 3. Decisions, decisions.

ADAM LAWRENCE, WEST MIDLANDS

Surely the phrase isn't so much 'waste time' as 'dedicate every waking moment to the most defining



↓ Absolutely beautiful, as Adam Lawrence says. And Kim too

experience in your life', as Kim puts it? In fact, you should see the Atlus shrine she's put up on her desk...

SILVER SCREEN

There are games that are supposed to become movies because of the way they are set up in game. The Punisher was a terribly put together movie. I bring it up because Max Payne is a story that in a sense comes from the same shed as the Punisher's story but done with a true darkness and grit that might see it given a very Sin city type feel if done correctly.

DAVID RILEY, LONDON

This is the problem with most game to movie converts: they're often done with a small budget, so that the film makes as much money as possible.

RANDOM FANDOM

Silver Screen Dante

Last year, budding film-makers Michael Thonger and Timothy Braithwaite brought us their own version of Metal Gear Solid. Now they've filmed an adaptation of cult shooter, Devil May Cry. Featuring the ever slick Dante and a mix of comical dialogue and ace fight scenes, check it out at Youtube.com.





The result is a rush job, with little or no actual links to the original game. If games could get some big names on board, they could be gripping and successful. Peter Jackson for Shadow of the Colossus anyone?

A HYMN TO THE GAMING REVOLUTION

Praise be the little coloured blocks
Falling from the sky
Bleep bleep blip
Rearranging, obliterating
And on and on and on
For all eternity

Praise be the snake
Gobbling up dots
Increasing in length
Turning, spiralling, consuming
Filling the screen
Until death

Praise be the hedgehog
Speedy and blue
Crashing through walls
Accumulating golden rings
Until a spike
Sends him floating to heaven

Praise be the lady
In her tight blue top
Her miniscule shorts
Her guns
Running, swinging,
shooting, climbing
Immersed in glories
of time

→ For those
about to game,
we salute you



THE SHORT ANSWER

Global Defence Force is the best budget game ever!

ANDI BAIN
HARWICH
Indeed.

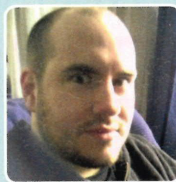
Praise be the re-spawning soldiers
The crumpling cars
The spells, the magic, the dragons
The little coloured blocks
Falling from the sky
For all eternity

DAN GAY, KIDDIMINSTER

Beautiful Dan, beautiful.



PLAYSTATION PROFILE



TOM HAMMOND IS...

WEEPING OVER THE PRICE OF THE PS3

BIRTHDATE 01/09/84
HOMETOWN HULL
FIRST GAME FADE TO BLACK

MY FRIENDS



CHRIS



DAN

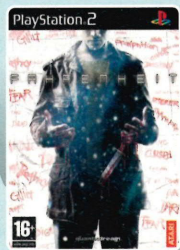


MAZZA



PETE

WHAT I'M PLAYING NOW



FAHRENHEIT.
A weird, cinematic experience that dares to try something different, and does it pretty well. If a game can make you feel this paranoid...

MY RATING
0 10

MY LOCAL GAME SHOP

PLAY.COM, THE INTERNET



GAME PET

Clank - I know he's supposed to be more of a partner but he's small so counts as a pet in my eyes. He's also the most useful 'pet' in a game ever.



MI TUNES

WHAT I LISTEN TO
WHEN I'M GAMING



SIGURROS
AGÆTISBYRJUN

FAVE GAMES



RESIDENT
EVIL 4



MANHUNT



METAL GEAR
SOLID 3

FAVE CHARACTERS



PIGGY
(MANHUNT)



BRYAN FURY
(TEKKEN)



SOLID SNAKE
(METAL GEAR
SOLID)

MY BEST MOMENT IN A GAME...

THE END - HITMAN BLOOD MONEY



When I accidentally knocked the analogue stick, worked out Agent 47 was still alive, and then proceeded to kill everyone at the 'funeral'.

MY LIFE

INTERESTS
WRITING, BLOGGING, PS2

MUSIC
NIN, GOLDFRAPP, FAT BOY SLIM, LED ZEP, ORBITAL, RIDE, ELBOW, DUFFY

FILMS
MATRIX TRILOGY, THE RESIDENT EVILS, ANYTHING INVOLVING SIMON PEGG

BOOKS/COMICS
STEPHEN BAXTER, ROBERT RANKIN, THE MATRIX COMICS AND BOOKS ON PARENTING (I'M GOING TO BE A DAD!)

GAME CHARACTER MOST LIKE ME... ALIAS

A socialist-style freedom fighter who stands up for the oppressed people of the world, just like I would if I wasn't too busy sleeping all the time.



SEE YOURSELF HERE!

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



READER REVIEWS

Has a game got you in a happy haze, or a ranting rage? Review it, send it in!

SSX3

REVIEWED BY **SAM ATKINS, WALLASEY**
WE GAVE IT 9/10 IN OPS2 #40



When the PS2 came out, there was one game that caught everyone's attention. That game was SSX. It was a huge step forward in the genre and was the main reason to own a PS2. It combined easy controls with great graphics, and as a result became the ultimate extreme sports game. A few years later, SSX Tricky was unleashed, and added the Uber trick set-up, which would go on to become a staple for the series.

SSX3 is exactly what Tricky was meant to be and more. Both the previous games had forced you to select tracks from a menu, while the sequel places you on a huge mountain to explore. It's the focus of the game and makes you feel like you're actually going on mountain domination.

The setting isn't all that's changed, the controls have had a revamp. You can still pick the original control method, but the new one feels much more responsive.

When playing SSX you feel like a snowboarder and the game wants you to. It's the biggest and best extreme sports game around, and keeps you hooked constantly. It also doesn't try to force an awful story on you. It just allows you to snowboard, and that's what we're here for.

9/10



YOUR GAME IN LIGHTS!

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

WORLD WIDE CITY CIRCUIT

DESIGNER
CHRIS NICHOLLS, SHEFFIELD

THE PITCH

Travel around 10 of Europe's best cities, including Madrid, and London. Gain circuit points by driving on the wrong side of the road, performing stunts and winning races.

Choose your car from four options: Mini Cooper S, Peugeot 206, Ford focus or the Honda S200.

OPS2 VERDICT

It's about time we saw a European based racer. We love the idea of racing around different cities, such as Manchester, Venice and Kiev: it's like Burnout coming home! And the cars are great too.

**DEAL OR NO DEAL?
DEAL!***



CHANCE OF **WWCC** BEING THE NUMBER-ONE GAME AT CHRISTMAS...

SLIM **REAL**

*WWCC doesn't really get a publishing deal, but Chris does get a framed copy of our design for his game's box art!

SEE YOURSELF HERE

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

SCARFACE: THE WORLD IS YOURS

REVIEWED BY **JOSEPH HEATH, WEST SUSSEX**
WE GAVE IT 8/10 IN OPS2 #78



From the first time I put the game disk in my PS2, I knew it would be gory, lots of drugs, and swearing. But that doesn't matter, it's how the game works that counts.

I think the story in Scarface is very different to other games. It shows



what would have happened if Tony Montana survived his mansion attack, and regained his empire. The game involves a lot of driving, shooting, dealing, and - of course - swearing.

The only real flaw is the driving. Yes, there are loads of cars to choose from but the crashes could be much better.

The graphics are incredible, much better than GTA Vice City, and Tony Montana's voice is a lot like Al Pacino's. Also Ricky Gervais appears as the leader of a gang that raids an outside cinema.

9/10

WRITE FOR OPS2!

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



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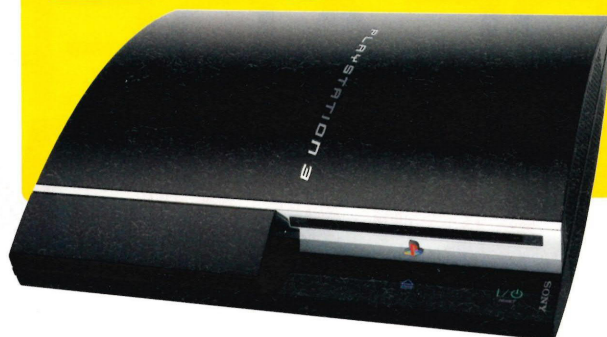
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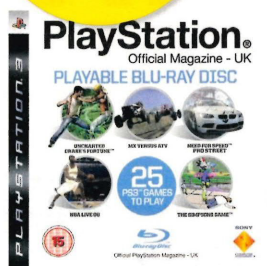
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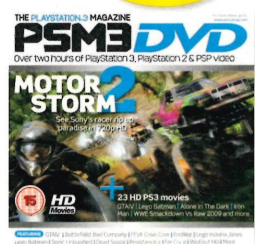


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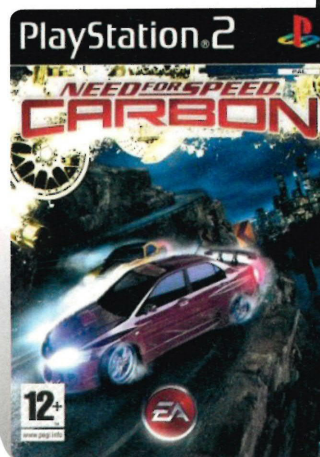
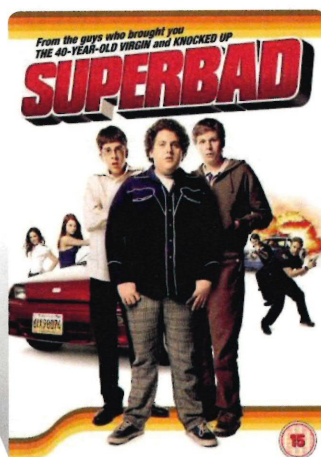
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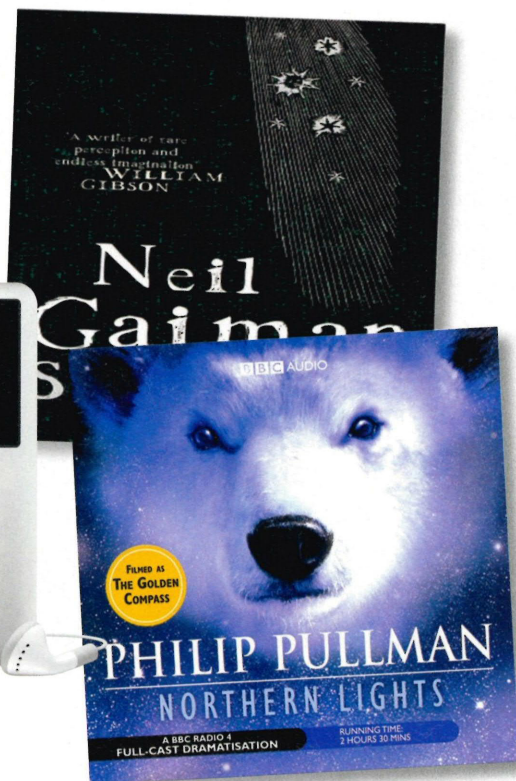
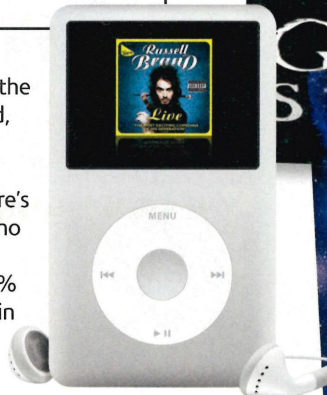
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THE INCREDIBLE HULK

YOU'LL ONLY LIKE HIM WHEN HE'S ANGRY...



No superhero's catch phrase captures the their essence better than the Hulk's. 'It's 'clobberin' time' is a mouthful, 'flame on' sounds like someone screaming at a broken boiler, but 'Hulk smash!' is a refrain that speak volumes.

It demonstrates the Hulk's limitations as a public speaker, it suggests a tendency to self-aggrandise with reference to himself in the third

person, but most importantly it encapsulates the simple beauty of Stan Lee's creation – he is indeed the Hulk and what he does is 'smash'.

Tanks, soldiers, enemies, cars, buildings – they all get a smashing. Then, being green and all, he recycles bits of what he's just smashed up to

smash yet more things.

It might be an inflexibly simple tactic, but whether he's confronting evil in the pages of a comic or swinging a tank around his head on

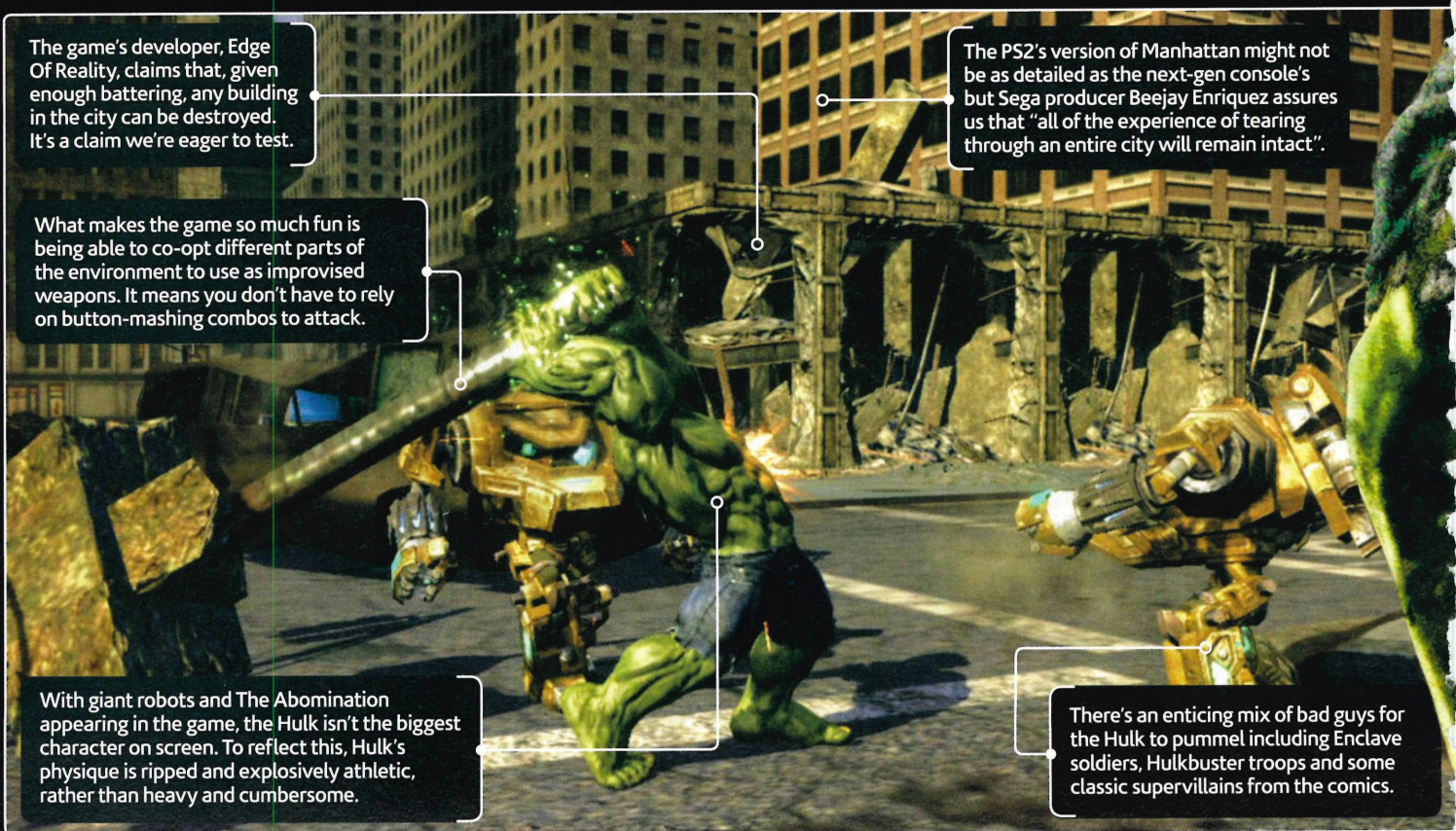
The game's developer, Edge Of Reality, claims that, given enough battering, any building in the city can be destroyed. It's a claim we're eager to test.

What makes the game so much fun is being able to co-opt different parts of the environment to use as improvised weapons. It means you don't have to rely on button-mashing combos to attack.

With giant robots and The Abomination appearing in the game, the Hulk isn't the biggest character on screen. To reflect this, Hulk's physique is ripped and explosively athletic, rather than heavy and cumbersome.

The PS2's version of Manhattan might not be as detailed as the next-gen console's but Sega producer Beejay Enriquez assures us that "all of the experience of tearing through an entire city will remain intact".

There's an enticing mix of bad guys for the Hulk to pummel including Enclave soldiers, Hulkbuster troops and some classic supervillains from the comics.





FIST FODDER

The Abomination is the only supervillain in the film, but in the game there are plenty of enemies to stoke the Hulk's rage

THE U-FOES

A supervillain team assembled by businessman Simon Utrecht who followed the same intergalactic flight path as the Fantastic Four in order for his gang to be exposed to similarly DNA-changing cosmic rays. It's made up of the powerful freaks Vector, Vapor, X-Ray and Ironclad.



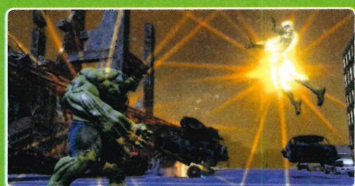
VECTOR

Extremely powerful foe due to his telekinetic abilities that enable him to attract or repel staggering amounts of matter, Hulk included.



VAPOR

Has the ability to turn into any known gas and 'invade' her enemies' bodies, making her a feared opponent and unpopular in lifts.



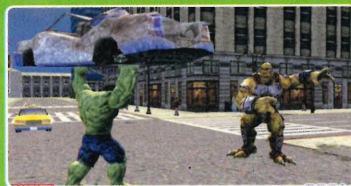
X-RAY

No longer flesh and blood but a living energy field that's able to deliver deadly blasts of radiation.



IRONCLAD

A tough brute with super-human strength, able to vary his weight to either float in the air or give a hernia to anyone that lifts him.



BI-BEAST

A twin-faced freak created by evil group of masterminds, The Enclave, Bi-Beast is as strong as the Hulk, and has heightened visual awareness.

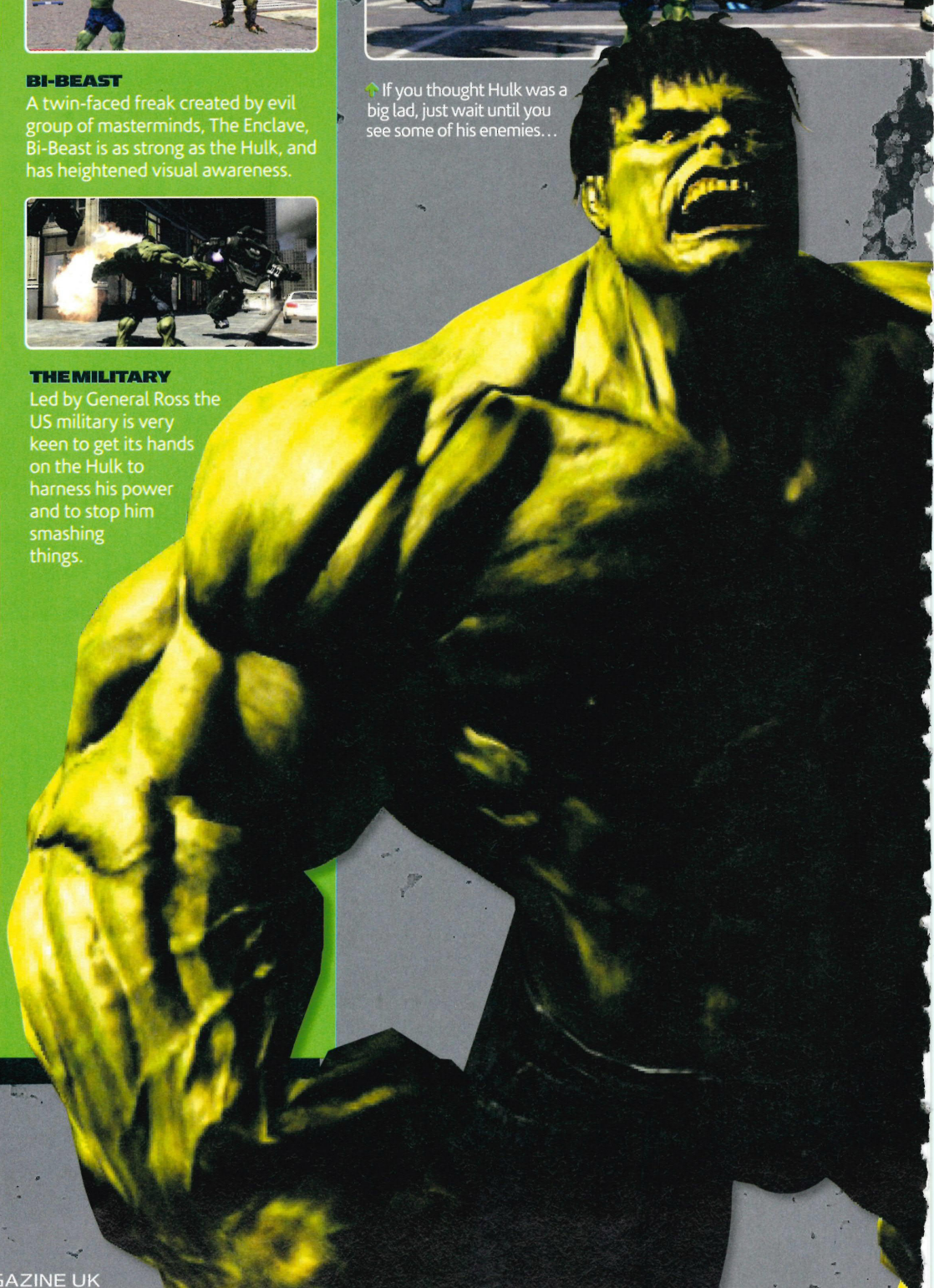


THE MILITARY

Led by General Ross the US military is very keen to get its hands on the Hulk to harness his power and to stop him smashing things.



If you thought Hulk was a big lad, just wait until you see some of his enemies...



HUMAN TOUCH

Not everyone in the game is a mutating abomination with exotic super-powers. Here's a trio of relatively normal characters Hulk will meet



BETTY ROSS

Banner's girlfriend and one true love. The devoted couple are forced to take 'a break' from their relationship due to Banner's 'problems'.



CAPTAIN ROSS

Father of Betty who's not best pleased by his daughter's choice in men. Obsessive to the point being deranged in his pursuit of the jade giant.



RICK JONES

Rick isn't on the film's cast list but in the comics he's like a superhero groupie acting as sidekick to Hulk, Captain America and Captain Marvel.

◆ Hulk's ability to leap massive distances has made it intact into the new game

▶ the PS2, it's a method that gets results, and your attention. And the reason we're so excited about Sega's *The Incredible Hulk* is that it's got none of Ang Lee's angst, but a lot of smashing.

Based on the upcoming Ed Norton movie franchise reboot, this is a game that follows the example set by Vivendi's *Hulk: Ultimate Destruction* by enabling the Hulk to bound around an open city displaying his displeasure like a toddler in a toy village. There are very significant differences, however, and it is those that we got to discuss

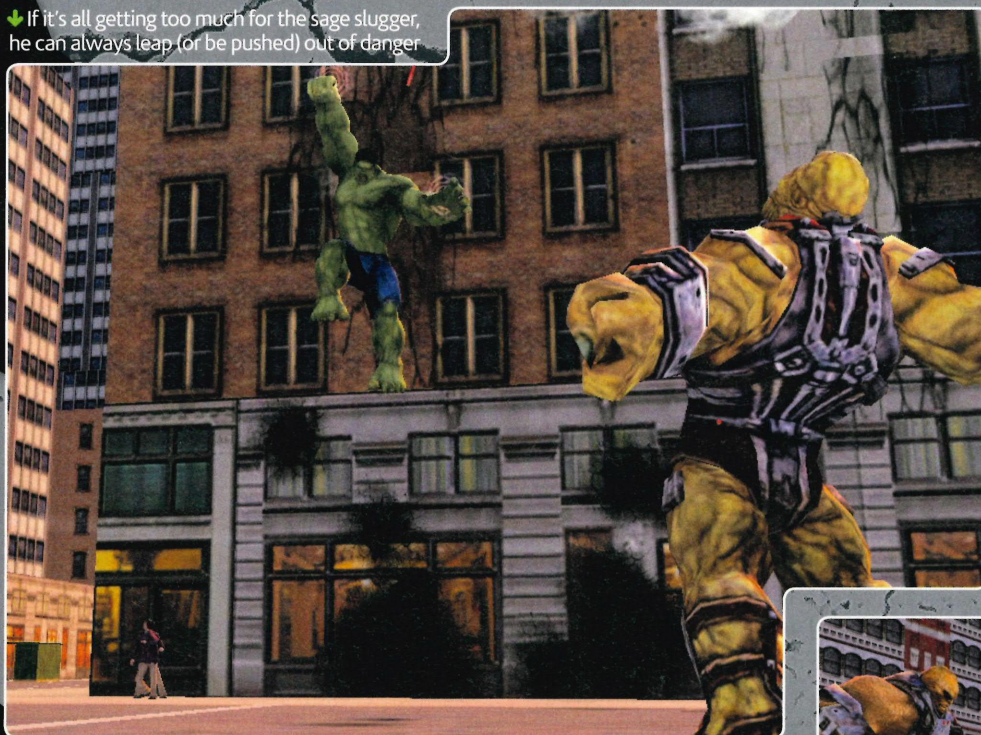
◆ If it's all getting too much for the sage slugger, he can always leap (or be pushed) out of danger

with the Beejay Enriquez, Assistant Producer on the project. He's keen to point out Sega's game has greater amounts of destructibility, declaring that, "everything on the street, on top of buildings, and even the buildings themselves, can be completely

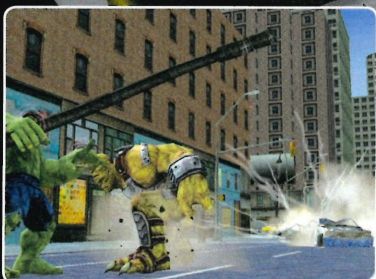
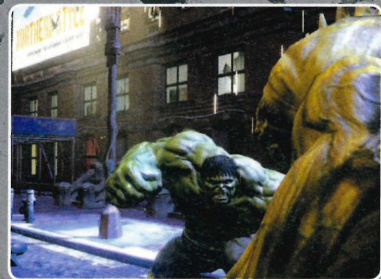
THE INCREDIBLE HULK HAS NONE OF ANG LEE'S ANGST BUT A LOT OF SMASHING

destroyed – there is no limit to the Hulk's rage now".

Yes, you read that right. Sega's Hulk has to the power to embark on some spectacular town (re)planning and it's a feature many Hulk fans demanded to see. As Enriquez explains, "At the top of many people's lists was the ability for Hulk to take down an entire building! And it's not just one

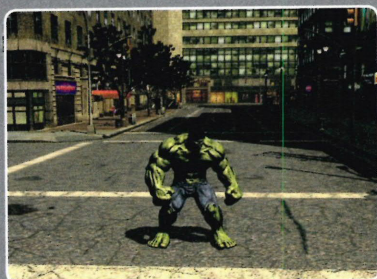


◆ Who knew Ed Norton had that body? He always looks so wiry with clothes on





COVER FEATURE



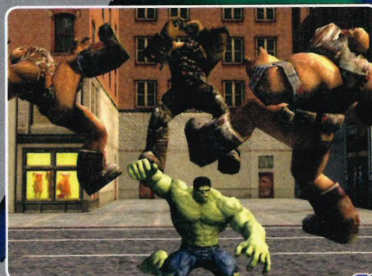
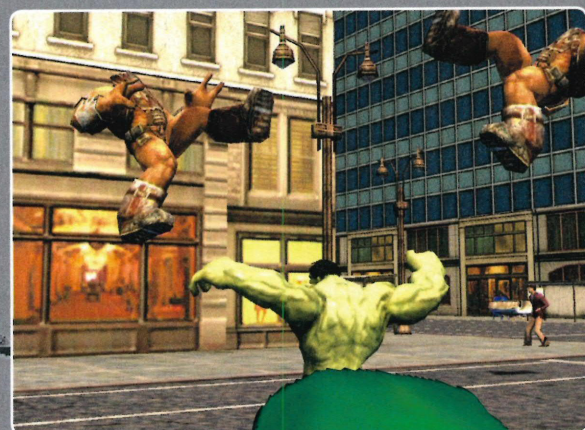
◆ A few more spins and the dance routine would be ready...

▶ building, it's any building in the entire game. It's proof that we're taking destruction to the next level."

The city that has to prepare itself for this unprecedented pounding is New York. It's significantly larger and

BRUCE BANNER FINDS HIMSELF ON THE RUN AS HE LOOKS FOR A POSSIBLE CURE

◆ The Hulk contemplates tearing the car in half to make a pair of gigantic metal gloves



◆ Less bulky than in previous games, Hulk is no longer the biggest beast

◆ The game takes the film as inspiration but adds significantly to the baddie count

has more detail than Ultimate Destruction's version of San Francisco. The switch from West to East coast is thanks to the new film's Big Apple climax. Enriquez believes the links to the film add an extra dimension to the game. "We were able to use the cast from the movie to provide voices for the game characters, and in doing so, we can provide a greater cinematic experience which will help engage the player in the tragic story of the Hulk."

The setup is that Bruce Banner is exposed to a massive dose of gamma radiation that turns him into a monstrous manifestation of his inner rage whenever he's marked. Hunted by the military, who want to harness this power, Banner finds himself on the run as he looks for a possible cure. The movie follows Banner's journey from South America to New York as he tries to come to terms with his power. It reaches its climax when he's forced to unleash his inner demon to fight The Abomination in the Manhattan.



↓ The relocation to cranky New York City is unlikely to improve Hulk's mood much

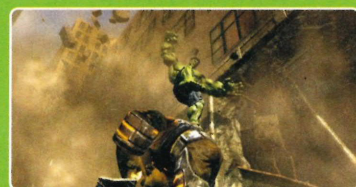


GUIDE TO SMASHING



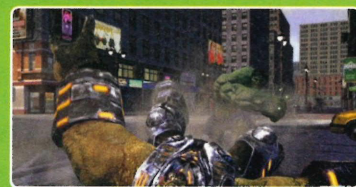
THE CLAP

Not the aggressive STD – rather slapping hands together to send shock waves through the air.



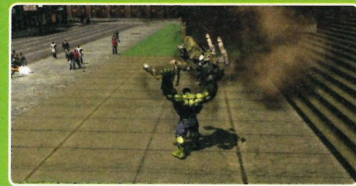
THE STOMP

Spring into the air and introduce a large, leaden green foot to the face of your target below.



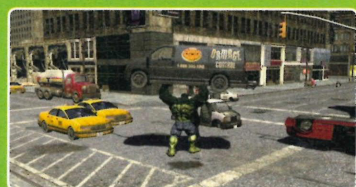
THE PUNCH

The Hulk's basic attack will see the not-so-jolly green giant give his fridge-sized fists a workout.



THE HURL

Best left for smaller foes, The Hurl relocates victims from the Hulk's personal space to outer space.



THE BATTER

Anything the Hulk can pick up can be used as an impromptu weapon be it post, concrete slab or bus.



COVER FEATURE

► Even though Sega is keen to point out the links to the film, Enriquez explains that the developer isn't afraid to deviate from the plot to add substance to the game—with the say so of Marvel, of course. "We were allowed to explore Hulk's rich mythology and the Marvel universe, which enabled us

to add plenty more to the story, themes and characters of the game. The player will be able to enjoy these multiple story arcs simultaneously and have the freedom to pick from any of these at any time."

These other characters include Enclave soldiers, the U-Foes and Bi-Beast, names that will be instantly familiar to fans of the Hulk comics.

As pointed out earlier, Hulk smashes but how he smashes is key to the game's appeal. "One of the things we

wanted was to use powers that Hulk is famous for," explains Enriquez, "so you'll see iconic

YOU'LL SEE ICONIC MOVES LIKE HULK'S HAND CLAP AND SUPER JUMP

moves such as his Hand Clap and his Super Jump. Then we've added a bunch of cool new moves that will be true to the core of the character, but still feel right taking place in the 'real world' of the movie. For example, Hulk can use his strength to rip a car in half and make 'metal boxing gloves'. Of course, the madder Hulk gets, the stronger he gets, and there are really powerful moves you can access once his Rage Meter has been built up."

Of course we've been let down by superhero games before but it seems that The Incredible Hulk has learnt from the success of Ultimate Destruction and ensured the gamer feels that they're in total control of strongest superhero in the Marvel universe. It's also great to see Hulk as a hero again. Sure Banner's a troubled man, but once transformed we want to have fun, not worry about his moral compass. That's why we reckon The Incredible Hulk will bury the bad memories of Spider-Man 3 and Iron Man under a mountain of rubble.

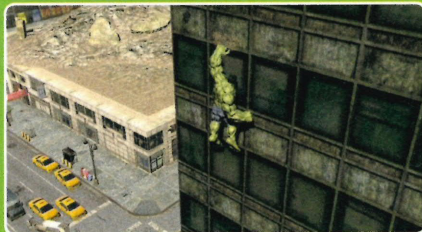


HULK BOUNCE!

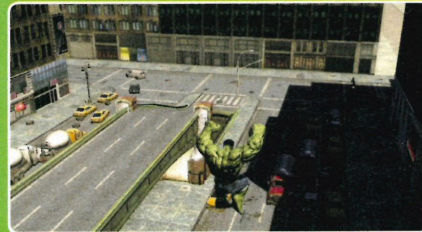
Hulk's incredible strength not only enables him to lift heavy objects and pound bad guys into so much pink paste, but also gives him the power to bound great distances and scramble up almost any surface. And while he may lack Spider-Man's grace in the air, he makes up for it with the impact he has on landing.



Hard to believe but these are just baby steps for the Hulk, when he's *really* angry he can nearly enter orbit!

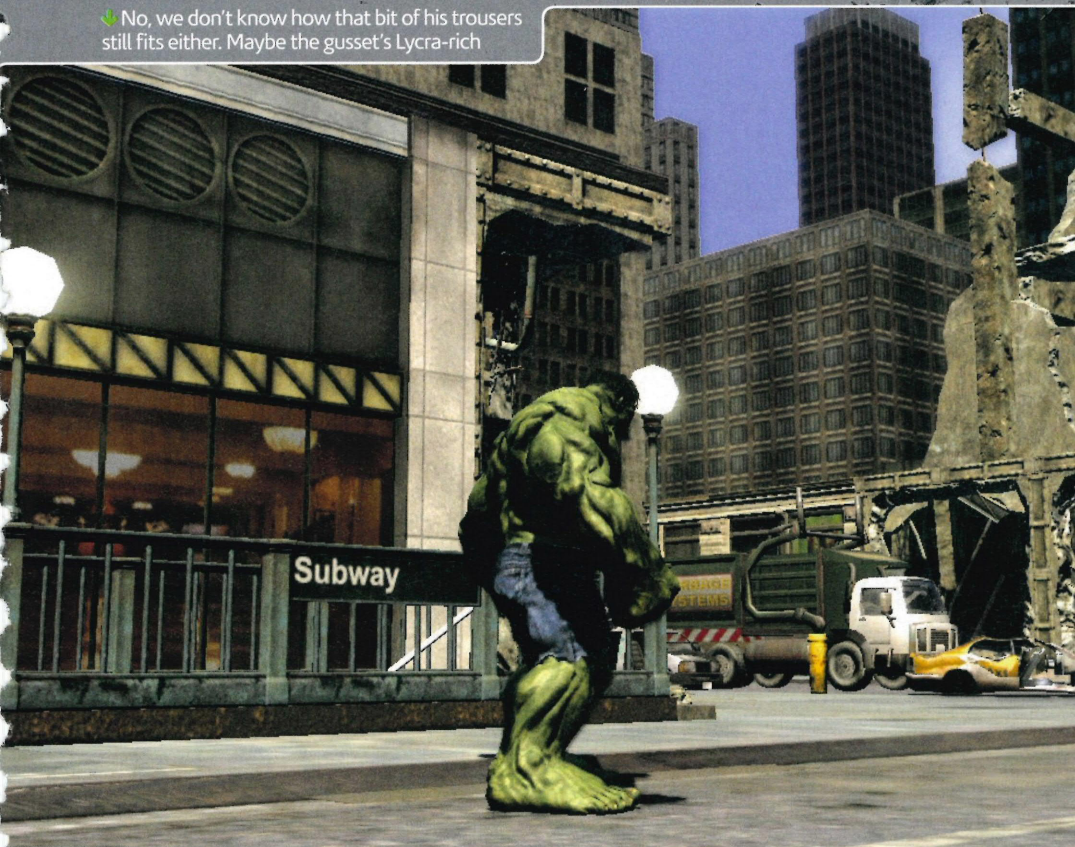


By plunging his fist into the concrete the Hulk can clamber up buildings and make full use of Manhattan's skyscrapers.

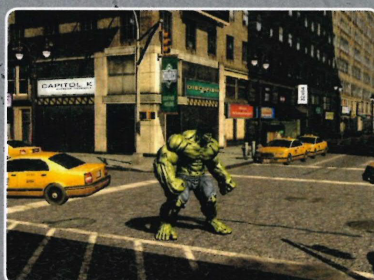


Sega's Hulk isn't some lumbering beast, he's a lithe animal that's been described as 'Bruce Lee on steroids'.

✔ No, we don't know how that bit of his trousers still fits either. Maybe the gusset's Lycra-rich

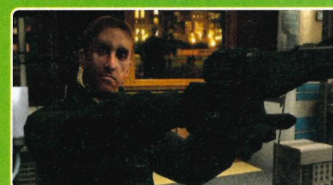


✔ "The traffic is absolute murder today but I've just taken a cab, so I should be in soon."

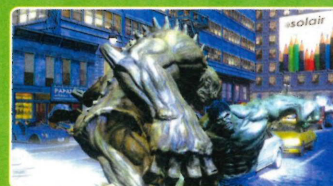


THE ABOMINATION

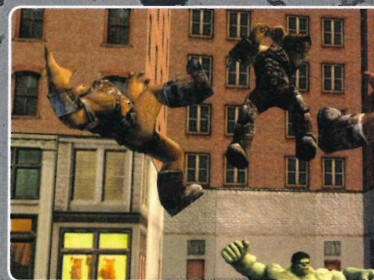
The showdown at the end of both game and film will be against Hulk's long time foe The Abomination, who was created when US soldier Emil Blonksy attempted to recreate the same gamma radiation exposure that gave Banner his powers. The results were somewhat different as even though Blonksy kept his mental capacity when transformed he was unable to turn back into human form.



Here's Blonksy in human form. He's played by Tim Roth in the film and in the game.



The Abomination was reptilian in the comics, but in the film and game his design is more skeletal.





THE PS2 GAMES YOU SHOULD OWN #10

Big, beautiful and bold, **Shadow of the Colossus** is a gaming masterpiece that you were foolish to miss out on

KNOW THIS



Publisher

Sony

Developer

Team Ico

Genre

Adventure

Score

9/10 OPS2#68

WE SAID...

"An epic adventure laced with exquisite detail"

NOW WE SAY...

Rightfully revered even today, SotC is a modern classic

How many games can you say have given you a unique emotional experience? No, we're not talking about the sick rush you get when you first beat an elderly woman to death in GTA. We're talking about those moments where something powerful grips you, something that shakes you to your core, leaving you no choice but to put the controller down for a moment and trundle off for a coffee and a deep think.

Shadow of the Colossus is one such game. As a spiritual sequel to Ico, it shares many things with its cult forbear: an emphasis on environment, emotion and action. Rarely does a game exhibit such unity of design across the board, almost as if it was born from the mind of one artist.

And it's Shadow's gorgeously subdued art design that grabs your attention first. With its sombre, desaturated palette, the sprawling landscape of Shadow is almost a character unto itself. Which is a good thing, as you'll be spending a sizable amount of time atop your trusty steed Agro navigating its heaths, sepulchres

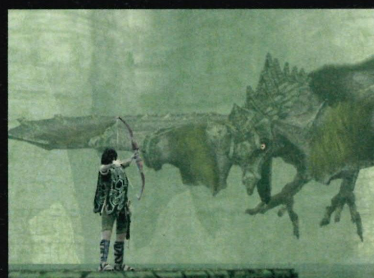
and glistening forests. In fact, apart from a few skittish lizards, our hero is very much alone. Except for the colossi, of course.

Solemn golems

A fusion of muscle, masonry and vegetation, the origin of these titans is unclear. Equally, so are their motives. Most of the colossi aren't interested in our tiny hero, and will only react to his presence should he fire his puny bow at them, or start to clamber up their lichen-coated legs. Hence, killing these benign behemoths feels more like an act of murder than one of salvation. As our protagonist moves across the land,

you get the strangest sensation that rather than playing the hero, you're playing something far worse – a hunter whose existence threatens the precarious ecology of the colossi.

No, nothing released for the PS2 previously even comes close to evoking the kind of terrified wonder you'll experience when you first set eyes on the colossi. They're huge. In real terms, squaring off against one of them would be like you taking on Big Ben with a fire axe. Each colossi encounter plays out as an epic boss meeting, a mixture of puzzle solving, deft acrobatics, and combat. Hence, helping our hopelessly outsized hero



↑ Don't expect your bow to do damage – its best for getting the colossi's attention



↑ How do you find the colossi in this huge land? Your sword will guide you

⬇ Don't lose your grip, it's an awfully long way down...



⬆ Fans of Ico will feel right at home with Shadow of the Colossus

awkwardly shimmy atop these brutes in the hope of uncovering a weak-point is one of SotC's deepest pleasures.

First crush

The music swells and ebbs as you cling on to these titanic, thrashing beasts, reaching a violent crescendo as our hero plunges his sword into the colossi's weak point, releasing gouts of steaming ichor into the wind. It's moments like this that keep you playing. There are no

one-hit enemies to dispatch, no mid-level bosses, just sixteen Cyclopean beasts that have to be tracked through a sparse wasteland and dispatched in a seemingly hopeless struggle between boy and behemoth.

Strange and more than a little arty, it's little wonder that the public at large avoided it. So if you made the mistake of letting the game pass you by the first time round, now is your chance to redeem yourself. For like all great art, Shadow of the Colossus is an experience you'll never, ever forget. **Mike Sterry**

TOP FACT

Initially thought by reviewers to be a control issue, the fact that your horse doesn't always respond to a player's commands is intentional.

3 REASONS TO OWN IT

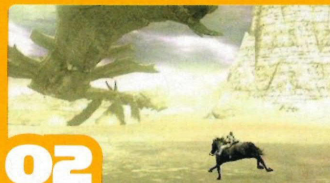
It's lonely at the top



01

IT'S HUGE

Few games on PS2 comes close to the difference in scale between Shadow's protagonist and his foes.



02

IT'S EPIC

Despite almost no dialogue, Colossus manages to impart one of the most touching and memorable PS2 plots.



03

IT'S GORGEOUS

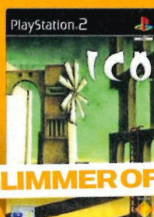
No garish neons here, Colossus dares to be different with its bleached palette and barren landscape.



⬇ Ah, the flying sand worm. We remember it as vividly as the birth of our child

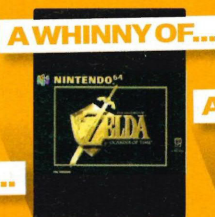
IN THE MIX

The big ingredients inside Shadow of the Colossus



A GLIMMER OF...

The desaturated grandeur of Ico



The free-roaming horseplay of Ocarina of Time



The bittersweet tale of the Neverending Story

OFFICIAL PLAYSTATION 2 UNDEAD-O-METER

Ghosts, zombies and vampires: if it was once human, but now wants to drink your blood or eat your brains – you'll find it here.

START
HERE

ESCAPE FROM MONKEY ISLAND

The most versatile member of the undead here, the pirate LeChuck has at various points been a ghost, a zombie, a demon, a golem, and a little boy named Chucky.

METAL GEAR SOLID 3: SNAKE EATER

Ghosts are meant to scare you, right? Somebody should tell The Sorrow that. He just likes to lecture you about death.

SWASHBUCKLING SPOOK

SAD FACE

SOUL CALIBUR II

What is undead? Is it immortality? Nightmare answers none of these questions, instead sating himself with wanton bloodshed and ornate codpieces.

GUNGRAVE

If you were undead, what would you call yourself? Gungrave's protagonist got straight to the point, naming himself Beyond the Grave.

GRAVY

LEGACY OF KAIN

The antagonistic duo of Raziel and Kain have the whole undead thing sewn up. Blood-drinking, soul-stealing, immortal badasses, they could scare Satan.

GHOSTHUNTER

The benefit of being a ghost is the sheer malleability of ectoplasm. One minute they're a little girl, and the next, they're a twisted ten-tonne teddy that makes us pee.

ALL WRONG



FINAL FANTASY X

BIG SPOILER here: FFX's Tidus is hardly the stuff of flesh and blood. Yup, he's a ghost. Only he's the kind of supernatural emanation you wouldn't mind taking home to mum.

SPOILER

RESIDENT EVIL 4

Full of vim and viscera, the Ganados might not technically be members of the shambling dead, but if you squint, they look like zombies.

STILL WARM

VAMPIRE NIGHT

These bloodsuckers are a little too cuddly to be really scary. Like the Honey Monster meets Nosferatu.

SUCKERS

COLD FEAR

Like Resi's villagers, Cold Fear's Russian soldiers are barely kept alive by a parasitic entity. They also want you dead. What does that say?

CHILLY

BLOODRAYNE

The great thing about being a vampire is the lack of rot. So if you're a lady wishing to, erm, preserve your assets for eternity...

BUSTY

EVIL DEAD RESURRECTION

Evil Dead's Deadites knock the trend of your typical non-intelligent zombie. No, these Deadites crack jokes as readily as mortal spines.

BOOMSTICK

PROJECT ZERO 3

Remember the trouser-ruining spooks The Ring, or The Grudge? The ghosties in PZ3 are the same kind of thing. Only scarier.

GRUDGE MATCH

RETURN TO CASTLE WOLFENSTEIN

Give a hand to Castle Wolfenstein's hordes of slaving undead – they've been doing the animated corpse thing for thousands of years, yet still smell tomb-fresh.

WELL-PRESERVED

HALF-LIFE

Becoming a zombie after a giant crab jumps on our head? Now that's just embarrassing.

CRABBY



Omaha Beach

Medal of Honor: Frontline, 2002

While clearly inspired by Saving Private Ryan's epic opening battle, we're pretty sure Tom Hanks and Matt Damon never made use of any instant-heal medikits during the film.

MOST FRANTIC!



Defending the Cabin

Resident Evil 4, 2005

Leon and Ashley's holiday from hell gets worse when it turns out the villa they've rented is not only dilapidated, but riddled with angry, pitchfork-wielding villagers.



Battle of Governor's Island

Freedom Fighters, 2003

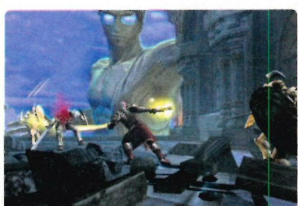
Disappointingly, the original ending featuring a showdown on Liberty Island was cut. But still, a plumber taking on the might of the Soviet empire? Right on!



The Shagohod

Metal Gear Solid 3, 2005

The trouble with being a secret agent is that the world is largely ignorant of your exploits, like that time you saved the world from nuclear annihilation care of some cool motorcycle driving.



Battle of Rhodes

God of War 2, 2007

Spill Kratos' pint? You'll be lucky to leave the pub with your testicles. But take away his immortality, toss him into the Battle of Rhodes and chuck a colossus at him? We wouldn't want to be you mate.



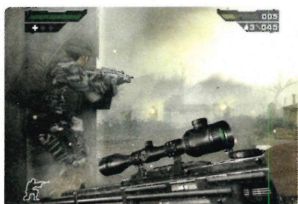
The Trenches

Killzone, 2004

It might be a tutorial level, complete with DUALSHOCK instructions at the top of the screen, but its trench-to-trench warfare against the Helghast is still heart-pumping stuff.

GREAT PS2 BA

From mano-a-mano to massive
PS2 loves a good ruck every



Battle of Nazran Town

Black, 2006

If you ask us, the whole of Black plays like one the PS2's Greatest Battles, but if we had to pick a particular skirmish, it's this one: silently sniping terrorists in a graveyard.

SATANIC!



The Final Guitar Battle

Guitar Hero III, 2007

We all thought a showdown against Satan to the tune of 'The Devil Went Down To Georgia' was an awesome closer to GHIII. Original songwriter Charlie Daniels disagreed, branding it "grotesque".

War: what is it good for? Being absolutely entertaining. At least, when it comes to it appearing on PS2, that is. From historically accurate reconstructed battles to titanic struggles between beat-em-up opponents, conflict is – like it or not – the very meat of modern gaming.

When it comes to battles, whether between two hardened adversaries or two opposing armies, size is everything. While it's not capable of rendering epic warfare on the scale seen on next-gen consoles, the plucky PS2 still pulls out a few action-hungry stops when it needs to. Thanks to a bit of technical smoke and mirrors, the opening level of God of War 2 still feels like the most epic battle we've ever participated in, next-gen or no.

War games

But more often than not, it's the small-scale encounters we remember best – those head-to-head, knuckle-to-knuckle skirmishes where we can see the whites of our enemy's eyes. Who can forget the terror of being trapped in that cabin in Resident Evil 4 and surrounded by a horde of slaving villagers? Or



Battle of Hoth

Star Wars Battlefront 2, 2005

Funny, we don't remember Darth Vader pulling down Luke Skywalker's snow-speeder from the sky and cleaving it in half with his lightsaber. Must have been a deleted scene.



Battle at the Black Gates

The Lord of the Rings: Return of the King, 2003

The coolest thing about the last battle against Sauron's forces? It featured a character not seen in the films – the Mouth of Sauron.



All of it

Battlefield 2: Modern Combat, 2005

While it doesn't feature any real-life battles, its comprehensive vehicle and weapon roster and online play allow you to fight memorable wars of your own devising.



Multiplayer

Timesplitters 2, 2002

We've always thought friends make the best enemies, and that the most memorable battles are those when you intimately know your foe. Hell, anyone fancy a game?



Nightmare versus Siegfried

Soul Calibur 3, 2005

While not dealt with in SC3's storyline, we're always excited by the fireworks generated when these two heavyweights square off.



Stalingrad

Call of Duty: Finest Hour, 2004

Call of Duty was the first PS2 game to tackle the infamous battle of Stalingrad, which sees you assisting female sniper Tanya in a doomed attempt to halt the Nazi advance.



Battle of Wuzhang Plains

Dynasty Warriors 5, 2005

The Battle of Wuzhang Plains has long been a favourite closing level for the series, not helping the criticism that DW games are indistinguishable from one another.

EDUCATIONAL!



Battle of Nagashino

Kessen III, 2005

Heads up history fans: this historically accurate battle marked the introduction of modern weapons and tactics into Japanese warfare. If that bores you, worry not, there's still tons of killing.

ESTTTLES

engagements, the
now and again

going up fret-for-fret against the Devil in Guitar Hero 3?

Join us then, as we run down some of our favourite battles on the PS2.

Did we forget your favourite PS2 battle? Well, drop us an email at psnation@futurenet.co.uk and tell us all about it!



Battle of Rabanastre

Final Fantasy XII, 2007

While you don't directly participate in the battle that starts FF12's story rolling, we kinda wish you could. Everyone wants to ride a chocobo into battle, right? Right? Oh...



The One with the Demons

Demon Chaos, 2007

The game may be mediocre, but if you go wild for crowd-combat, you'll love the fact that it can feature up to 65,000 troops onscreen at once. Well, for at least five minutes.



The Ace of Clubs

Mercenaries, 2005

The joy of Mercenaries' battles is that you can approach them anyway you want, sort of like a jar of Play-Dough, only with more explosions and dead North Koreans.

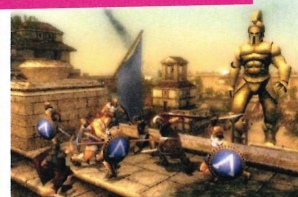


The Great Battle

The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe, 2007

When we were thirteen years old, the thought of fighting minotaurs, goblins and wolves would have filled our pants with urine.

MOST ANCIENT!



Battle of Sparta

Spartan: Total War, 2005

An angry Spartan. A giant metal colossus. A city in peril? Yeah, we noticed how this opening level of Spartan: TW is a bit similar to the first stage from God Of War 2 too. Still, this game came first...



Mercedes versus Odin

Odin Sphere, 2008

Talk about your giant-killing. Most of Odin Sphere's boss battles are huge affairs, but when a pixie takes on a titan made of plated metal and unquenchable rage, you remember it.



The Battle of Tragedyland

Disgaea 2: Cursed Memories, 2006

The modern military might not have to deal with squads of kamikaze peg-legged demon penguins, but you will if you enter this world.



Battle against Voldemort

Harry Potter and the Order of the Phoenix, 2007

In an unexpected twist to this unexpectedly excellent game, you take on the mantle of Dumbledore as he beats off Voldemort.

QUIT OR RETRY?

Can games teach us anything?



Andy Hartup
Acting Editor

YES!

Games may be great fun to play and a fine way to relax, but are they teaching us anything of value?



Dave Harrison
Freelance writer

NO!

This is a tricky one as it's obvious gamers have knowledge unique to their culture. For example because of our time on the PS2 we're aware of what a bandicoot is and don't take offence when someone suggests we should inverse our Y-axis. But as for learning anything that we can take back into the real world, then I'm not too sure.

Beyond FPSs I've never had to strafe, only in RPGs have I had to level up, and 'double jumping' should only be attempted by the virtual. So any knowledge or experience that we do get from games is specific to games and only useful for playing more games.

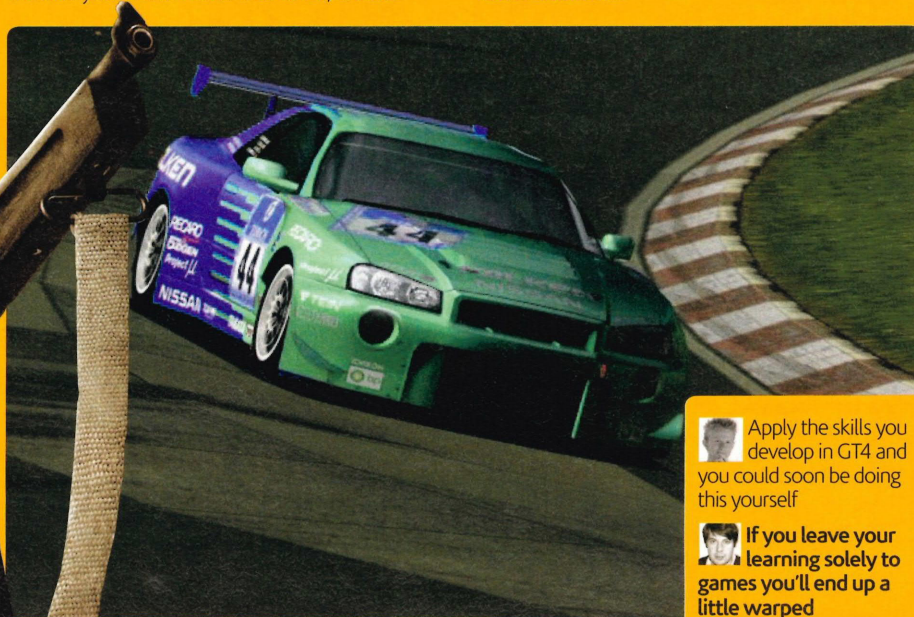
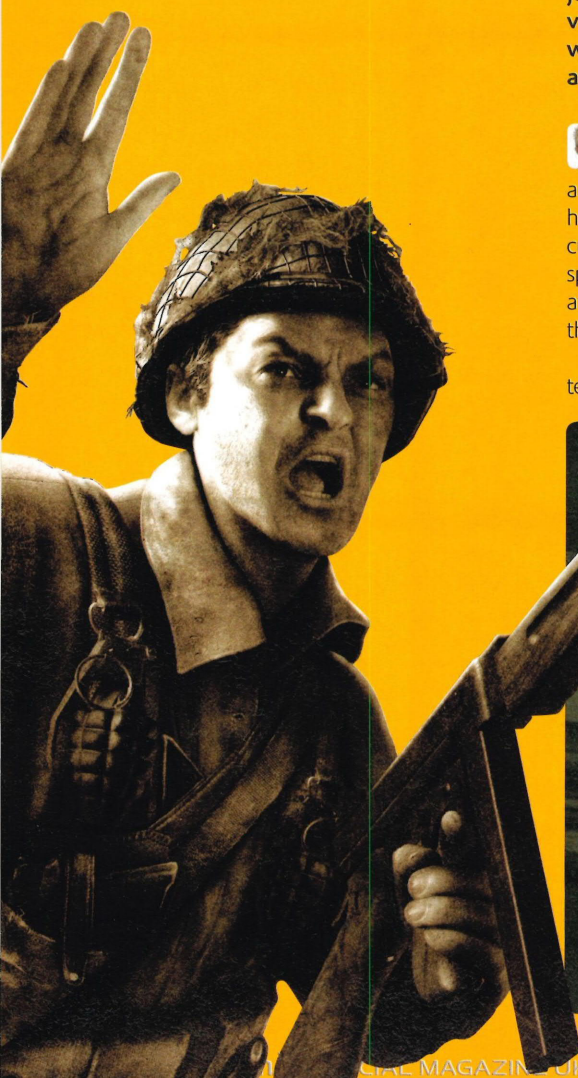
Going to have to disagree with you there, Dave. More and more, games are becoming a reflection of real life, and as such, they're having to be more accurate both historically and culturally. Look at *Brothers In Arms*. Gearbox spent months trawling round battle sites, looking at battle reports and talking to veterans to make their game as accurate as possible.

The upshot of their efforts: a shooter that teaches you about World War II. Ok, it takes

some liberties when it comes to gameplay and actual characters, but the dates and locations are as real as it gets. Plus, it's much more enjoyable learning about WWII when you're blasting Nazis than it is reading from a text-book.

It might be more fun but it would be interesting to see how much information gamers actually took in, whether they appreciated how the skirmishes recreated in the game were important to the greater war effort or if they just thought it was a cute excuse to shoot some Nazis. I bet that you could give most gamers a pop-quiz on WWII the very second they finish *Brothers In Arms* and they would fail it.

The reason why Gearbox went to such lengths in terms of research is to make the game reflect the knowledge most gamers have about the WWII, to tune into what we see as being authentic rather than offer anything educational. The only time the 'historical education' card is usually played is when they feel bad for serving up war as entertainment



Apply the skills you develop in GT4 and you could soon be doing this yourself

If you leave your learning solely to games you'll end up a little warped

Whether it's a by-product or intentional, we still learn from Brothers In Arms. If gamers focus more on the action than the history then I think they're refusing to learn what the game is trying to teach. I will concede that games are primarily entertainment, so it's totally impractical to use them as a credible source of learning.

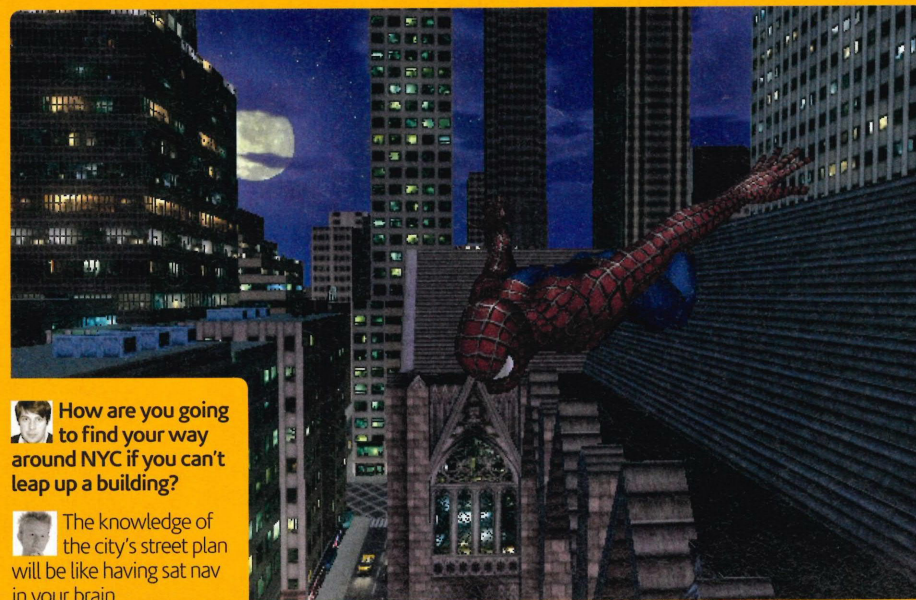
However, I'd also say that we can't help but learn from games. I present exhibit B, Spider-Man 2. As well as teaching us that bashing up villains and chatting up Kirsten Dunst is awesome, it also gives us a solid grasp of New York geography. You not only get better at the game, you also get a working knowledge of New York. Bonus.

As I stated earlier, this working knowledge is only useful for playing the game. If you went for a long weekend in Manhattan using solely what you learnt from Spider-Man you'd get hideously lost, and be disappointed when you couldn't find the Daily Bugle office or were unable to zip up a skyscraper to get your bearings.

One benefit we do get from games is the chance to apply skills and knowledge learnt elsewhere. Those with a strategic mind and organisational skills will find plenty of challenges to exercise these skills.

I reckon you could find your way around Manhattan pretty well after Spider-Man. Similarly, I think driving the Nürburgring in Gran Turismo 4 would give you a great understanding of how to navigate the course, should you be lucky enough to ever find yourself there.

I'd also say that games can teach us broader skills. The RAF and MI5 have recently run recruitment campaigns with gamers because of the multi-tasking and data processing skills they excel in. Games don't just teach facts: they teach reactions, analysis techniques and even help you improve your memory. I know it's a hypothetical situation but who would you rather have for the next manager of Man City: someone who's never played Football Manager, or a total FM addict?



How are you going to find your way around NYC if you can't leap up a building?

The knowledge of the city's street plan will be like having sat nav in your brain

Continue

Sam Ogunwe

Mon 8 Oct 07

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Crystal Palace

S. Ogunwe

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Crystal Palace

23rd in Coca-Cola Championship

Recent Results

Upcoming Fixtures

0 - 2 (A) Wolves CH 10/10 (H) Scunthorpe

1 - 3 (H) Norwich CH 20/10 (A) Leicester

e 4 - 3 (A) Birmingham LC 24/10 (A) Plymouth

2 - 2 (H) Blackpool CH 27/10 (H) Ipswich

Pos Team P W D L F A

10th Coventry 10 1 4 5 8 16

11th Scunthorpe 10 1 4 5 7 16

2nd Q.P.R. 10 1 4 5 11 22

3rd Crystal Palace 10 1 3 6 7 18

4th Blackpool 11 1 2 8 10 32

X Select

○

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△

All you'll learn from Football Manager is a list of obscure names

Games like FM can teach you effective management skills and handy strategies

All you'll learn from Football Manager is a list of obscure names

Games like FM can teach you effective management skills and handy strategies

You can't help but pick up skills that are useful in life

Games are for enjoyment and aren't there for teaching

I'd be astounded if anything learned in Football Manager could be applied to real management - other than knowing the names of a few obscure South Americans.

It reminds me of meeting a writer who believed (in all seriousness) that he'd make an excellent sniper because of his skills on TimeSplitters. It made you wish he could be transported to the middle of Afghanistan to see what he could do without a pause button and a handy heal all medi-pack. Enjoy games, love games just don't think you can learn from them as otherwise you'll develop a rather warped view of the real world.

I agree that you can't base all your knowledge on what you play, but I don't think you'd have a warped view of the world by picking up skills and tips from games. No, I don't think your mate can become an expert sniper by playing TimeSplitters, but I bet he's got some lightning-reactions and a sharp eye.

At the end of the day, games won't give you a rounded education, but they will teach you things about all sorts of subjects. The trick is learning how to use it and how to filter out the fact from the fiction. Just like any other art form, games can educate as much as they entertain.

QUIT OR RETRY



YES!

Games strive to be realistic, so they teach us facts. Games are great for improving memory and reactions.



NO!

Games are fun first, facts second. They allow us to use our skills - they don't teach new ones.

THE VERDICT

They may not have the same educational value as books and real-life experience, but games are always teaching us something.

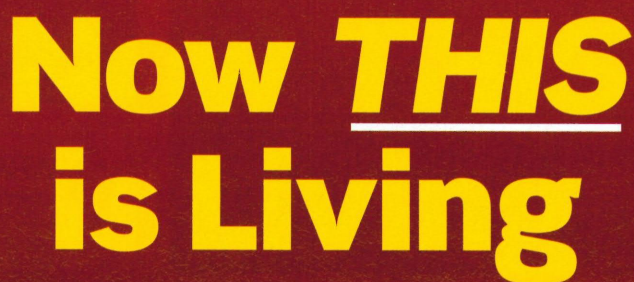
We play games to have fun and their enhanced reality means they can't teach us anything of value. Plus, you'll learn as many myths as facts.



WHAT DO YOU RECKON?

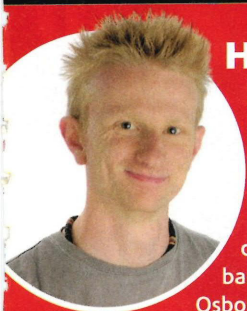
Who's right? Are they both talking cobblers? Mail in your thoughts to psnation@futurenet.co.uk and we'll feature the best comments in the mag.

Then get these...



REVIEWS

Ⓐ LATEST GAMES Ⓢ TESTED ✕ BUYING ADVICE Ⓚ KICKINGS



HEAVY METAL THUNDER

Heavy boots of lead, fills his victims full of dread. So warbled the bard of metal, Ozzy

Osbourne, in his sonnet to Iron Man. And while we reckon the present day robot-faced hero uses slightly more lightweight materials, there's plenty of dread involved in this spin-off of his movie adventures.

While one never holds their breath that a game-of-a-movie-of-a-comic-book is going to be a bundle of gaming goodness, this one might just break all records of badness.

Board silly

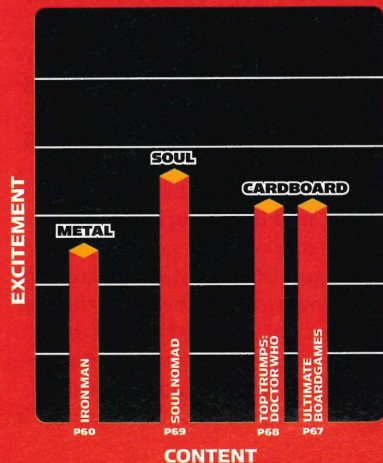
Elsewhere, the mystery man from Gallifrey, Dr Who, rematerialises on the PS2 - but in the curious form of a Top Trumps game. And while we're on the parlour pass time fun, there's the monster gran-pleasing blowout that is Ultimate Boardgame Collection. All the generic old school faves are in there: chess, reversi, backgammon, dominos, mahjong, parchesi and even dear old snakes and ladders. It's a bit like Christmas morning in the 50s. Ah, it takes us back to simpler times...

ANDY HARTUP
ACTING EDITOR
psnation@futurenet.co.uk



"GETS VERY TEDIOUS, VERY QUICKLY"
IRONMAN: THE OFFICIAL VIDEOGAME P60

THIS SECTION CONTAINS



UNDERSTAND OUR SCORES!

10 ESSENTIAL

If you have a PS2, you owe it to yourself to own this game

9 OUTSTANDING

Truly innovative with lasting appeal: well made in all respects

8 AWESOME

A sterling effort, very playable and highly recommended

7 VERY GOOD

Falls short of brilliant, but still a great idea, well executed

6 GOOD

Has flaws, but fans of the genre or series will still enjoy it

5 AVERAGE

Not much cop, but maybe worth a go if you find it in a bargain bin

4 BELOW AVERAGE

Disappointing and boring, with few redeeming qualities

3 POOR

Oh dear. We recommend you steer well clear of this one

2 AWFUL

Broken, very badly made or actually unplayable

1 HORRIFIC

Not so much a game as an insult to console owners



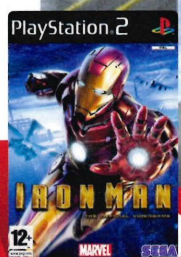
AWARDS

The Star Game medal is for great games that just have to be played, regardless of your usual genre preferences. The Hall Of Fame medal is for titles that rock our world so hard they'll be inducted into our OPS2 Hall Of Fame next issue (find this month's complete listing on p88).

REVIEW

Iron Man: The Official Videogame

↓ Stark saves the world from baddies he used to supply with weapons



Release Out now Publisher Sega Developer Sega Price £29.99
Players 1 Web <http://web.sega-europe.com/ironman/en/> Also try Spiderman 3

IRON MAN THE OFFICIAL VIDEOGAME

A load of old scrap

It's very rare to find a movie-based videogame that's genuinely enjoyable in its own right. There are so few that go beyond just being a merchandising tool. Harry Potter and the Order of the Phoenix is a prime example of when publishers hit the nail on the head with a license. It had strong links to the movie and book, a beautifully free world for fans to



↑ Terrorists are armed with machine guns and rocket launchers



explore, and a wealth of minute details and sub-plots that used JK Rowling's rich source material to its fullest.

Iron Man, however, is an example of a publisher getting it all wrong. It's an ugly, rushed job of a game with glitchy graphics, tedious gameplay and horrendously overcomplicated controls. In short: it's an absolute embarrassment to the PS2.

Comic confusion

To start with, IM:TOV commits the ultimate sin: it assumes you know everything there is to know about Iron Man, be it the movie or the comics. There's never any clear explanations as

AN UGLY, RUSHED JOB OF A GAME WITH GLITCHY GRAPHICS

↑ Punch doors open with your manly strength. And metal hands

to where you are or why you're there, and unless you're a Marvel buff, you'll still be wondering what the heck happened by the time the credits roll.

The man behind the iron suit is multimillionaire Tony Stark, who made his money by founding Stark Industries: a global weapons manufacturer. He builds the first Iron Man suit when kidnapped by terrorists. After surviving this ordeal, he renounces his weapon developing legacy and dedicates his time to perfecting the Iron Man suit. In doing so, he gets attacked by everyone under the sun. And this is where things start to get stupid.

The main villain is actually Stark's colleague, Obadiah Stane, who usurps Stark Industries and becomes the Iron Monger. But because he takes the entire game to build the Iron Monger suit, you'll be fighting against comic book villains who randomly wander in



↑ The Flying Fortress stage is actually alright



↑ The Controller (who?) turns up for no reason at all at one point



and out of levels with no explanation at all. With each bizarre appearance, you'll be screaming "Who is He?!" louder than her off of Big Brother.

Thanks to the fly-by nature of the storyline, you'll never be clear as to



↑ Nice villa. Shame you have to reduce it to crumbling concrete death

what you're meant to be doing. The first few levels all involve blowing up weapon depots in the desert. In fact, every level revolves around simply destroying things and killing everything that moves, which gets very tedious, very quickly.

Suits you

The suit has three main functions: propulsion, weaponry and armour. By holding down the relevant directional button, you can boost the power of one function, but it'll draw energy away from the others, making you more prone to shield or engine failure depending on how you play.

As well as your main suit-powered laser (the Repulsor), you can equip a

CAST LIST



TONY STARK
Multimillionaire turned hero after he invents the Iron Man suit.



OBIDIAH STARK
Stark's colleague, until he turns into the Iron Monger.



PEPPER
Tony's secretary and love interest. Predictably gets kidnapped.



↑ The villa's defence network will torch you. Lucky there're alcoves to hide in



↑ The Iron Monger is the game's final boss and he's flippin' huge

machine gun and rocket launcher, although annoyingly both take an age to fire up, leaving you painfully vulnerable to shots in the face while you're waiting. Annoyingly the Repulsor overheats quickly, so you're forced to use these lesser weapons while you wait for it to cool down.

Your Repulsor, ballistics,



REVIEW

Iron Man: The Official Videogame



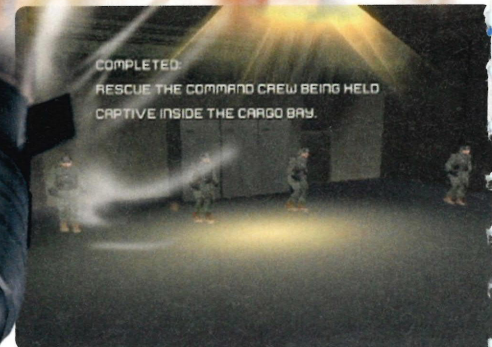
explosives and armour will all level up simply through use. You won't have any control as to what gets unlocked or upgraded, so you have to keep checking your stats if you don't want to miss the new attacks and weapons.

Interestingly, if you take one too many hits, Iron Man's heart fails and

↑ The triangular meter shows how much more punching a door can take. Yawn

your internal computer will attempt to restart it by launching a rhythm-action minigame. Simply hit the correct button in time to the monitor and you'll be successfully revived.

However, while the originality of this system is outstanding, it shoots itself in the foot with its pointlessness. Fail to hit the right buttons, and Iron



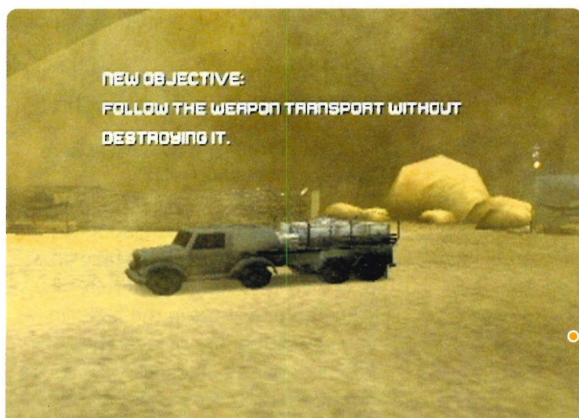
Man still gets right back up. Similarly, there's no apparent limit on how many times you can do this, making it impossible to actually die.

Flight of Fancy

As well as having the ability to shoot



IT SHOOTS ITSELF IN THE FOOT WITH ITS POINTLESSNESS



↑ Ah, the old 'follow but don't destroy' mission. How original

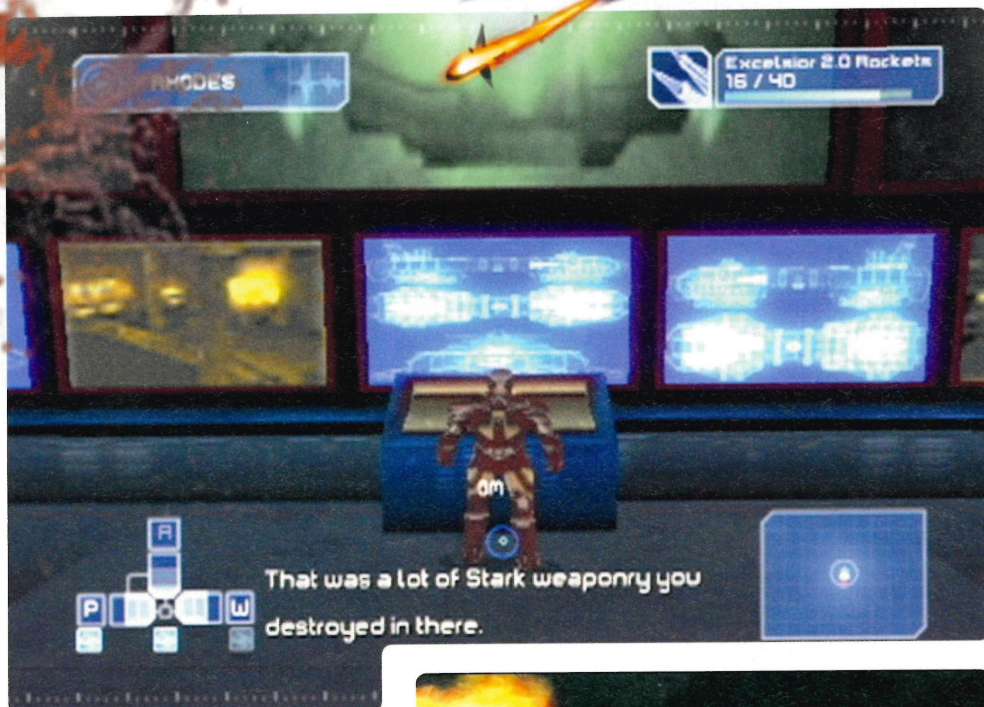


↑ Your weapons, armour and propulsion will level up with use

THINGS THAT ARE TRUE IN IRON MAN: TOV

GAME LAW

- 1 The American government don't question a man in an iron suit fighting terrorists
- 2 Cars, when thrown, will disappear through the floor
- 3 Shooting things is always the answer
- 4 Iron is surprisingly flexible and not at all restricting
- 5 When people die, they simply fade away

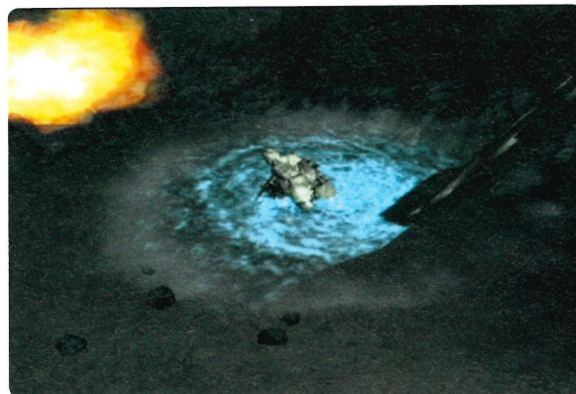


lasers from his hands, Iron Man is also famous for being able to fly. Naturally, you can do this in the game. To fly, you first need to hit **[B]** to hover. Then, hold down **[B]** to initiate Afterburner mode, and use both analogue sticks to steer and turn tight corners. To turn your Afterburner into a super speedy Repulsor Jet, hold down the left directional button, then hit **[B]**. To dash during Hover mode, hold down **[X]**. If you've managed to get through this paragraph without mentally blacking out, then clearly you won't be phased by Iron Man's horrendous controls.

Trying to achieve flight is akin to

↑ If you land from a great height, you'll cause a shockwave

↓ Destroy the gun posts on the Fortress before they destroy you



threading a needle on a rollercoaster. Throw in horrendously oversensitive steering, and you may as well intentionally fly into the solid wall, because that's where you're going to end up anyway.

But that's not all. During the game's intense combat sections you're expected to remember to use **[A]** to change your weapon, **[B]** to fire it, **[D]** to punch, the directional pad to allocate your energy flow, and **[B]** to drop out of the sky. It's the stuff nervous breakdowns are made of.

End War

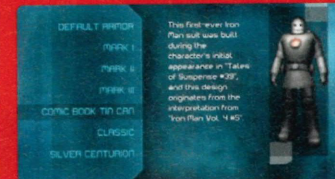
Sadly, though, mastering the controls



↑ You can latch onto helicopters and break them apart with your bare hands

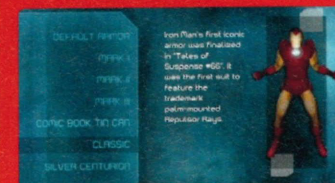
SUITS YOU, SIR

Iron Man has had many suits



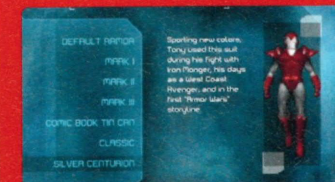
COMIC BOOK TIN CAN

This is what the first Iron Man suit looked like in the comic books. Clunky and basic, it did the job.



CLASSIC

The first suit to feature the almighty Repulsor Rays, this is the look that became the man. The Iron Man.



SILVER CENTURION

Iron Monger was such an iconic boss, that Tony Stark fought him in a new suit, with new colours.



is essential. Enemies respawn like rabbits on heat, so unless you're on the ball, you'll be overwhelmed in minutes. The second to last level in particular is a soul sapping hell, where you have to defend a lab from wave after wave of faceless villains, with seemingly no end in sight.

Perhaps all this frustration could have been avoided if the level objectives and advice was better implemented. Start a mission, and you're overloaded with information while being bombarded by enemy attacks. Chances are you'll instantly forget what you're meant to do. The mission summary menus are



REVIEW

Iron Man: The Official Video



↑ You'll fight against other faceless, iron suited men in later levels



↑ Hit to activate a console, and Iron Man will keep running into the wall

unhelpfully vague, and just when you start to get the hang of things, the action will freeze as the game decides to show you the next mind-bogglingly vague objective.

As for the levels themselves, there are a couple of interesting environments, like the Flying Fortress and Maggia Villa, but these are few and far between. And for a game that claims it has an 'open world', it's a massively linear experience. Should you wander too far away from the action, you'll hit an invisible wall and be politely questioned by gaming characters as to where you're trying to go. GTA, this ain't.

Scratch the glitch

One thing you can't escape is just how ugly IM:TOV is. It's almost as if the PS2 has taken one giant step backwards, to the time of bland environments, cut and paste soldiers and glitchy scenery. Or as we call it, the PS1. Explosions are massively underwhelming and the fact that structures and soldiers disappear the second you kill them makes the whole experience feel cheap.

And the glitches. Oh, the glitches. Should you need to hit to activate a computer console, the game will



↑ Flying: quite fun if you actually achieve it

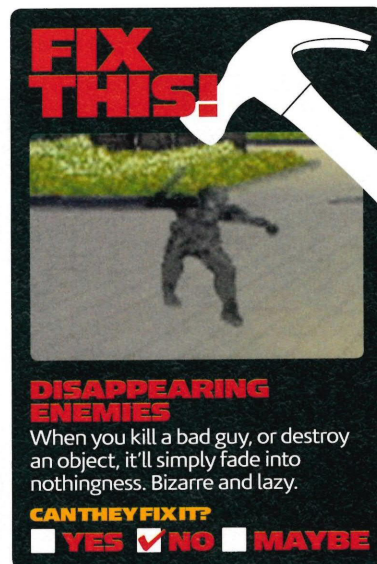


◀ If we had a security system like this, we'd fear no one. Except the electricity bill

THE ENTIRE THING WRAPS UP IN UNDER SIX GRIM HOURS



↑ The heart restart minigame is fun, but ultimately pointless



FIX THIS!

DISAPPEARING ENEMIES
When you kill a bad guy, or destroy an object, it'll simply fade into nothingness. Bizarre and lazy.

CAN THEY FIX IT?

☐ YES ☒ NO ☐ MAYBE



pause, then jump. If too many bad guys start attacking you, the action will shudder and slow. Get too close to a tank and you'll disappear into it. In this day and age, it's inexcusable.

Rust in Peace

In fairness, cut scenes aren't simply footage lifted from the movie. They're

↑ Look at those bland, brown hills. Sorry, Sega you get a 'D-' for those

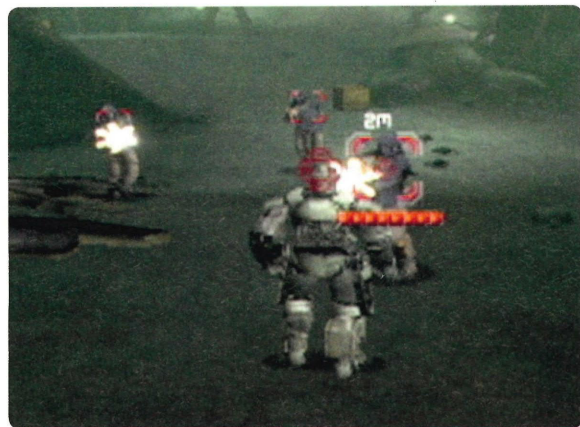
↓ Thankfully you can automatically lock onto enemies



properly rendered CGI, unique to the game. Also, several of the main characters are voiced by their silver screen actors. Namely, Robert Downey Jr. as Tony Stark, Shaun Toub as Stark's mentor Yinsen and Terrence Howard as military pilot Jim Rhodes. Their performances are quality, which is such a shame, as this acting gold is lost in a sea of bland gameplay.

The final insult is that Iron Man is pitifully short. Featuring only twelve

levels, the entire thing wraps up in under six grim hours. Hardly the best PS2 experience £30 can buy. Iron Man feels like a massive step backwards for the PS2, and further besmerches the already sorry name of film / game tie-ins. A prime example of how to waste a movie license. Kim Richards



↑ Weaken tanks, then hit @ to activate a quicktime event of destruction

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Top notch voice acting
- 😞 It offends our eyes
- 😞 Far too much shooting
- 😞 Six hours of game is not enough

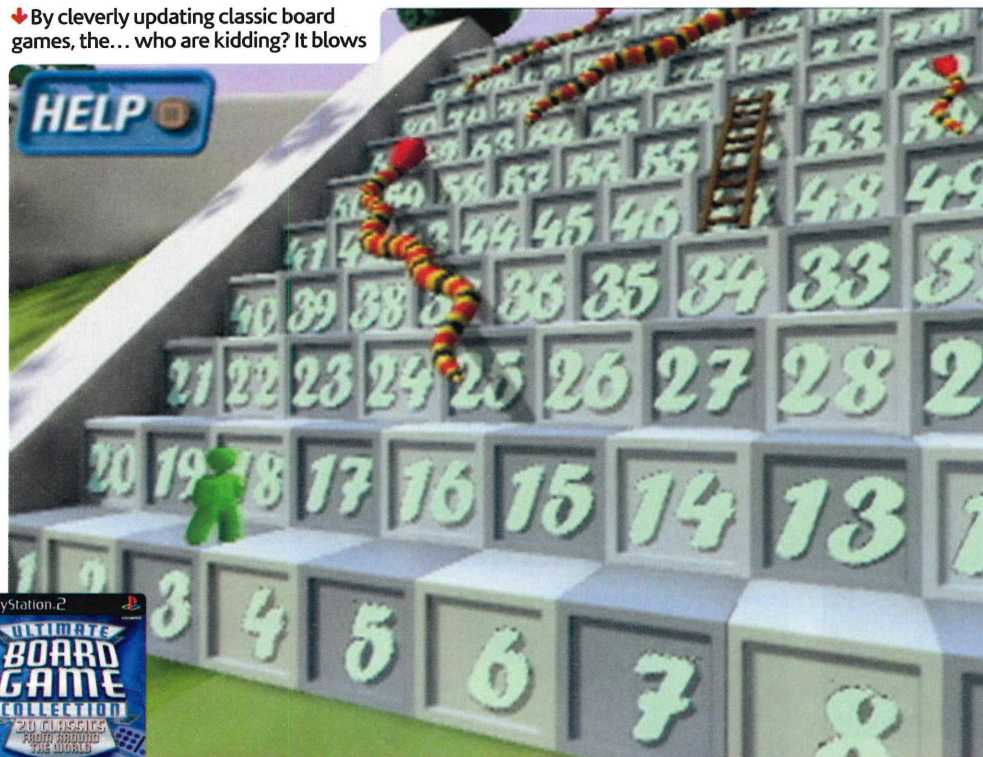
One of the poorest movie tie-ins to date, IM:TOV is ugly, tedious, boring and broken. No, we didn't like it much, and neither will you

5

REVIEW

Ultimate Board Games Collection

By cleverly updating classic board games, the... who are kidding? It blows



Release Out now Publisher Empire Developer Valcon Games Price £19.99
Players 1-6 Web valcongames.com Also try World Championship Poker



Not pictured: reviewer's tear-streaked face as he realises he's wasted his life



ULTIMATE BOARD GAMES COLLECTION

Hopefully that's ultimate as in final, no more...

It's embarrassing but playing Snakes and Ladders caused us to have a panic attack. Pressing **X** to roll the dice we watched our little man make his way to the end of the game only to land on a snake and slide down the board. Gradually we made our way back to where we'd been only to hit another snake and end up

When was the last time anyone you know played draughts? Exactly

further back than we'd been before. As this happened over and over, it became clear this wasn't a board game but an Escher-esque nightmare brought on by the fear that life is just a series of crushing failures and that any chance of happiness will always be snatched away from you.

We were discovered some time later under the desk, curled in the fetal position where we were informed that the game was over. All player three had won. We were pleased for him.

Bored games

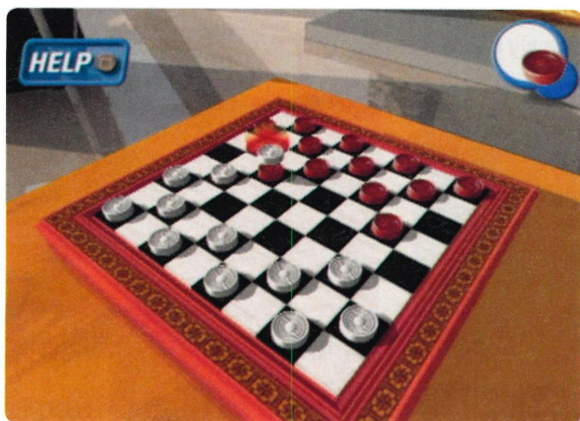
Of course, we don't expect everyone to have such an extreme reaction to playing Ultimate Board Games Collection, but disappointment is guaranteed. 20 different challenges certainly covers the three quarters of the title, but the 'Ultimate' is pushing it. If you were expecting such delights as Cluedo, Trivial Pursuits or Risk, you'll find 3D Tic-Tac-Toe and Battleships poor substitutes.



Chinese classic, Mahjong is a rare high point, but 'high' is a relative term here

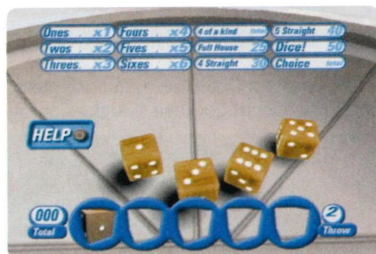
Chess, the king of board games, would have been a worthy inclusion if the AI hadn't been set to 'humiliate'. In two consecutive games the AI used a two-move gambit, ending in 'Fools Mate'. And this was on 'Easy'.

The alternative to games of skill are games of chance such as Parcheesi and Snakes and Ladders. The problem is you don't even get the satisfaction of rolling the dice and moving the pieces. All you do is press **X**. Whoop.

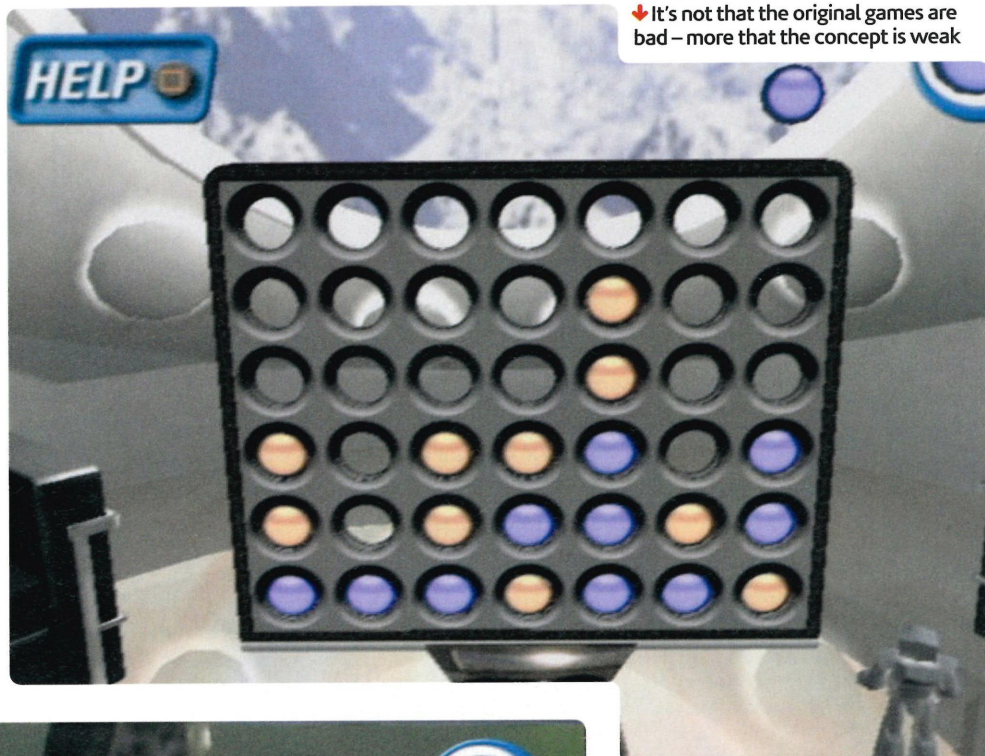




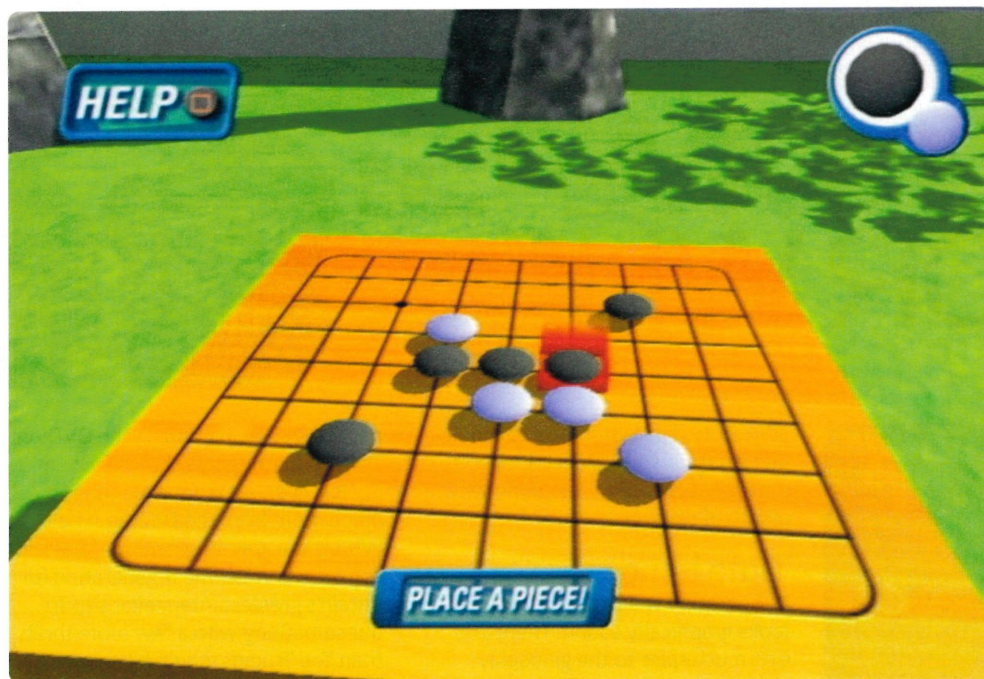
↑ Look on the bright side – you can learn the word for 'loading' in 63 languages



↑ Given the size of real dice, there really is NO reason not to play the real thing



↓ It's not that the original games are bad – more that the concept is weak



Of course the developer would probably argue that UBGC is supposed to be played against friends, and that there's value in having all these games on one disc. And yes, it saves having a pile of boxes cluttering up your cupboards, but all that does is turn

↑ 'And if I don't, what then? Let's see who backs down first, eh?'

Ultimate Board Game Collection into a storage solution, making it every bit as sexy as that sounds.

We must admit that we had some fun playing Mahjong. But since you can get free versions of it on the net, UBGC's one redeeming feature is instantly negated. The PS2 is the machine that gave us Metal Gear Solid 3, GTA: Vice City and God of War, so using it to play Connect Four is like using a Ferrari Enzo to pootle to the corner shop: a massive waste of power. Board games can be great fun and we have nothing against rolling dice, but there's a time and place for all these games and this isn't it.

Dave Harrison

OPS2 BOARD OF CLASSIFICATION



Ultimate Board Games Collection is suitable for:

- The elderly
- Those with storage problems
- Anyone seeking an alternative to gnawing their fist off

SOMETHING'S MISSING

But the PSP version has 'em



SUDOKU

The number quiz that swept the nation a couple of years ago that tests your ability to correctly fill in nine 3x3 grids without snapping your handheld in half.



KAKURO

A number puzzle that's basically a maths-based crossword where you must enter numbers between one and nine depending on the numerical 'clue' given.



GOMOKU

A slight different variation of Go in which you must try and line up five counters before your opponent. Sort of like Connect Four without the gravity.

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Mahjong is fun for a while
- 😊 Snakes and Ladders is pump
- 😊 Chess is usually humiliating
- 😊 Slow loading times

An uninspiring collection that's poorly presented and underwhelming to play. You have been warned...

3

REVIEW

Top Trumps: Dr Who

↓ The game's visuals are inspired by the recent Dr Who cartoon. Nice hair, David



Release Out now Publisher Eidos Developer Ironstone Price £19.99 Players 1-2
Web eidos.co.uk Also try Star Trek: Conquest



↑ The Emperor Dalek owns almost every category except Courage. Lay the Courage!



TOP TRUMPS: DOCTOR WHO

A waste of Time Lord

It's official: Dr Who is cool again. Once the home of techy sci-fi theory and budget-price set design, the time-travelling franchise has been given a shot of the fresh stuff courtesy of Russell T Davis and a certain David Tennant esquire. So, it's only natural that everybody wants in on the tardis-bothering action. Be it through action figures, bucket meals at KFC, spin-off series like Torchwood, and er, Top Trumps – everyone's after a piece of the Who-pie. But seriously, Dr Who Top Trumps? In a video game?

Maybe not the most logical progression for a Time Lord whose

BONUS INFO

There have been ten actors who've played the Doctor on the telly. William Hartnell, Patrick Troughton, Jon Pertwee, Tom Baker, Peter Davidson, Colin Baker, Sylvester McCoy, Paul McGann, Chris Ecclestone and David Tennant!

adventures span countless millennia and galaxies, so it's understandable that we approached this game with plenty of caution.

Time bandits

Presentation wise, the Doctor Who looks graphically sound. There just isn't much spice to the gameplay however, which is just like... er... real life Top Trumps. You get dealt a card, pick a statistic from the five on offer and hope that it's high enough to beat your opponent's measurements.

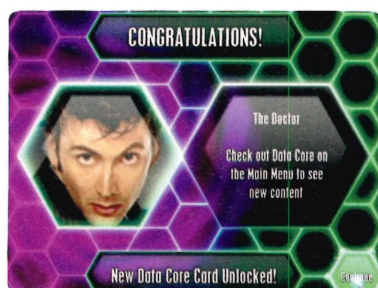
Special powers help improve these intergalactic struggles: for instance the Doctor can use his Timewarp ability to view the opponent's next three plays, and if the Slitheen doesn't fancy his chances, he can clone his opponent's card, resulting in a stalemate. Cards are well balanced, which is essential in a game like this. Even the weaker cards stand a chance of beating the most powerful ones, so games never feel unfair or one-sided.

There are a handful of unlockable extras for fans of the show, too, but

nothing you won't find on the DVDs or Dr Who Confidential shows.

However, we were expecting so much more from the Doctor. A new Who game was long overdue, and this comes as a welcome regeneration for Britain's greatest interstellar export, but something with a few more thrills than Top Trumps would have been a far better use of the excellent license.

John Meadowcroft



← Dr Who's presentation is a little basic

PlayStation 2
Official Magazine UK

VERDICT

- ☺ Top Trumps is always a lark
- ☺ It's Doctor who!
- ☹ It's all a bit static and card-based
- ☹ We wanted a proper adventure

While we always enjoy a good 'Trump, we reckon there are more exciting ways to make a Dr Who game

5

computer
and
video games
...SINCE 1981



www.cv9.co.uk

HALL OF FAME

 PS2'S 100 GREATEST
  BEST GAMES EVER
  CLASSICS
  HISTORY



WELCOME TO THE OPS2 HALL OF FAME

Shin Megami Tensei: Persona 3. This is one of the most original RPGs to bless the PS2.

Everything about Persona 3 is utterly unique, from its beautiful anime style to the energetic and eclectic soundtrack.

By day, our silent hero lives the life of a healthy 17 year old: going to school and chasing girls. But when midnight strikes, the residents of Minatoku turn into coffins and evil beings reign supreme, so the school-boy becomes the demon-slayer.

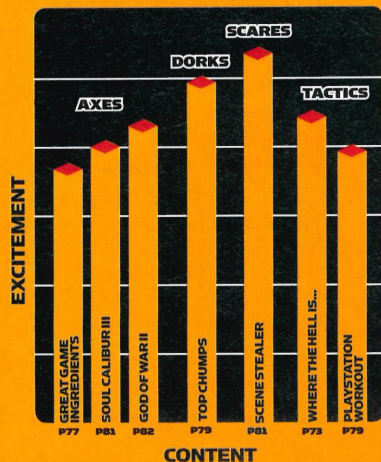
Psyche out

It's an enticing blend of normality and complete surrealism. By day, you'll be immersed in developing stat-boosting social links. By night, you'll fight through Tartarus with some of the most tactically fierce RPG mechanics in existence.

The characters are great, the plot is engaging, and some of the special 'persona' summons you pick up look fantastic. If you have even a fleeting interest in RPGs, you need this game in your life. It's far too wonderful to pass up.

KIM RICHARDS
EDITORIAL ASSISTANT
psnation@futurenet.co.uk

THIS SECTION CONTAINS



**'A SUBLIMELY
DETAILED RPG'**
**#19 SHIN MEGAMI TENSEI:
PERSONA 3**

HALL OF FAME ESSENTIAL INFO

HOW A GAME GETS IN THE TOP 100

We don't award membership to the Hall of Fame lightly. To prove itself worthy of induction, a game must demonstrate many of these qualities: outstanding gameplay, glorious graphics, pioneering innovation, superior use of sound and great replay value.

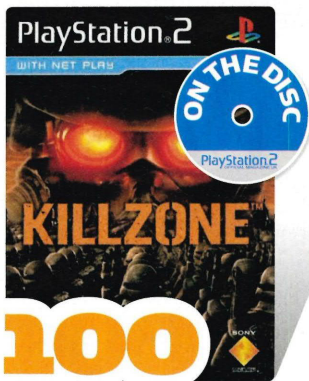
WE USE OLD REVIEW SCORES

Scores for games listed in the Hall of Fame are those that were awarded when the game was first reviewed in OPS2. Times change and technology evolves, so some of the games released early in the PS2's life, while still great, may not have the same polish as more recent titles.

AWARDS

If you see this medal on the verdict box in a game review, it means the title is worthy of a place in the Hall of Fame and will be inducted in the following issue.





KILLZONE

Sony, 2004 **Shooter**

Didn't turn out to be the Halo-killer that it was billed as, but worth a blast anyway, if only to see what all the fuss was about.

Buy it if... you need a lesson in vaulting ambition and you like blasting aliens.

OPS2 #51 **9/10**

■ PLAYED IT ■ OWN IT



THE THING

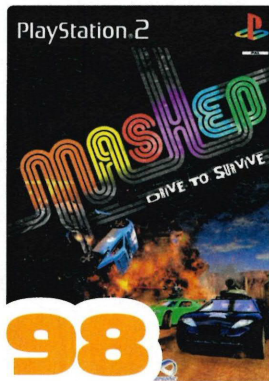
Konami, 2002 **Horror**

Takes up where the 1982 sci-fi/horror movie left off: you and your troops must survive a nightmarish Arctic in a tense, atmospheric thriller. Chilling stuff (arf!).

Buy it if... you don't feel the cold.

OPS2 #25 **9/10**

■ PLAYED IT ■ OWN IT



MASHED

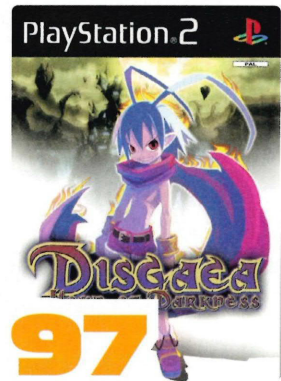
Empire, 2004 **Racing**

Birds-eye-view driving with weapons that just screams to be played with three mates via multitap. The definitive party racer.

Buy it if... the local garage won't fit homing missiles to your motor.

OPS2 #48 **9/10**

■ PLAYED IT ■ OWN IT



DISGAEA: HOUR OF DARKNESS

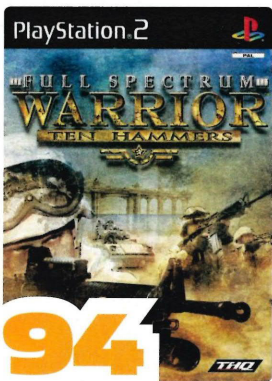
KOEI, 2004 **RPG**

Strategic RPG with more depth than the Marianas Trench and full of giggles.

Buy it if... the idea of deploying exploding penguins in a tactical RPG appeals.

OPS2 #47 **8/10**

■ PLAYED IT ■ OWN IT



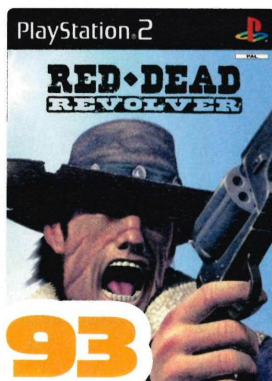
FULL SPECTRUM WARRIOR: TEN HAMMERS

THQ, 2006 **Tactical shooter**

Hardcore, squad-based tactical sim used by the US Army to help train new recruits. **Buy it if...** you failed your Territorial Army recruitment physical.

OPS2 #72 **8/10**

■ PLAYED IT ■ OWN IT



RED DEAD REVOLVER

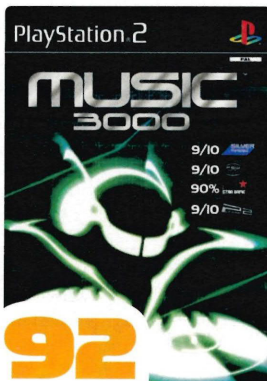
Rockstar, 2004 **Adventure**

Not quite as good as Gun (see #76), but if you love John Wayne and shooting greasy robber-barons in the face, this is for you.

Buy it if... in your house, 'spaghetti' goes with Westerns, not bolognese.

OPS2 #47 **9/10**

■ PLAYED IT ■ OWN IT



MUSIC 3000

Jester Interactive, 2003 **Music**

A powerful music editor. There's little else like this on PS2; it lets you sample MP3s, CDs or even your old GameBoy.

Buy it if... you tout yourself around as the new Fatboy Slim.

OPS2 #33 **9/10**

■ PLAYED IT ■ OWN IT



RATCHET & CLANK: SIZE MATTERS

Sony, 2008 **Platformer**

A welcome return to form for the intergalactic action duo.

Buy it if... you like the idea of turning your enemies into cows.

OPS2 #97 **9/10**

■ PLAYED IT ■ OWN IT



SECOND SIGHT

Codemasters, 2004 **Adventure**

There aren't enough games that let you telekinetically throw people off buildings.

Buy it if... you ever wondered what Professor X from *The X-Men* would be like with no wheelchair and an SMG.

OPS2 #50 **8/10**

■ PLAYED IT ■ OWN IT



JAMES BOND 007: FROM RUSSIA WITH LOVE

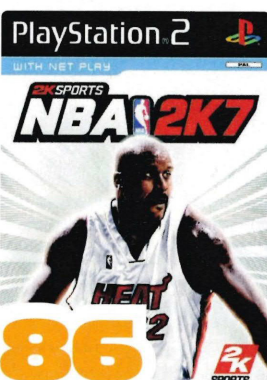
EA, 2005 **Action**

Superb adaptation: as close as you'll get to being 007 without actually killing a man.

Buy it if... you've been ex-schpecting it, Mr Bond.

OPS2 #66 **8/10**

■ PLAYED IT ■ OWN IT



NBA 2K7

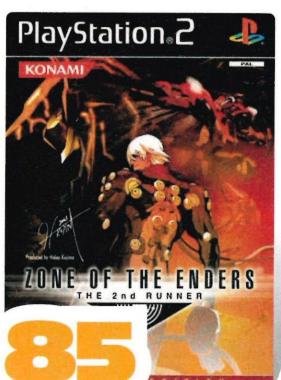
2K Sports, 2006 **Sport**

You don't have to be a b-ball fan to enjoy the subtleties of this top-tier basketball game. If you are, well, 2K7 will have you believing in true love.

Buy it if... the local court is rained out.

OPS2 #79 **9/10**

■ PLAYED IT ■ OWN IT



ZONE OF THE ENDERS: 2ND RUNNER

Konami, 2003 **Action**

Metal Gear Solid creator Hideo Kojima's other series, it couples scraps in flying mechs with a bonkers plot to great effect.

Buy it if... you're a Transformers fan.

OPS2 #38 **8/10**

■ PLAYED IT ■ OWN IT



96

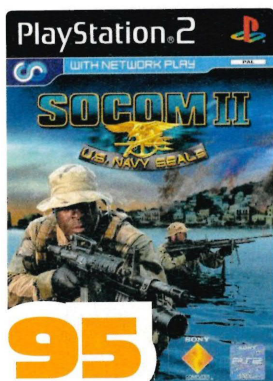
WALLACE AND GROMIT: THE CURSE OF THE WERE-RABBIT

Konami, 2005 **Platformer**

Well-crafted, with pleasing graphics that do justice to the original characters.

Buy it if... you wear the wrong trousers.OPS2 #65 **8/10**

■ PLAYED IT ■ OWN IT



95

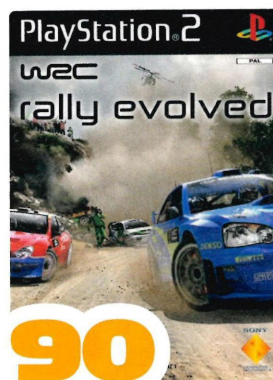
SOCOM II: US NAVY SEALS

Sony, 2004 **Shooter**

The daddy of squad-based tactical war simulations, SOCOM still boasts a thriving online community.

Buy it if... you've yet to experience the joys of squad-based online play.OPS2 #43 **8/10**

■ PLAYED IT ■ OWN IT



90

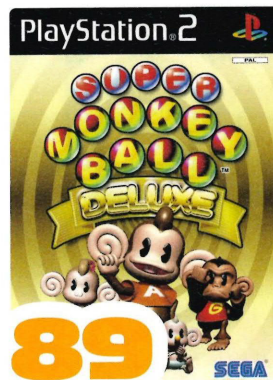
WRC RALLY EVOLVED

Sony, 2005 **Racing**

Sits neatly between punishing sim and fluffy arcade racing and remains accessible while gradually ramping up the challenge.

Buy it if... you've already nailed Colin McRae Rally 2005.OPS2 #65 **9/10**

■ PLAYED IT ■ OWN IT



89

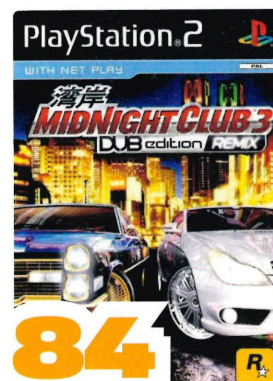
SUPER MONKEY BALL DELUXE

Sega, 2005 **Puzzle**

Crazy action-puzzler-racer with chimps locked in giant plastic balls. A bit like that dream we have after eating cheese.

Buy it if... hamster balls fascinate you.OPS2 #59 **8/10**

■ PLAYED IT ■ OWN IT



84

MIDNIGHT CLUB 3: DUB EDITION REMIX

Rockstar, 2006 **Racing**

Nitro-tastic, open-world street racer with a generous selection of authentic vehicles, modding options, race types and tunes.

Buy it if... you're a fast-driving insomniac.OPS2 #72 **8/10**

■ PLAYED IT ■ OWN IT



83

HARRY POTTER & THE ORDER OF THE PHOENIX

EA, 2007 **Adventure**

Roam freely around Hogwarts in a surprisingly fantastic game that Potter obsessives and lay folk alike will enjoy.

Buy it if... you're not a Muggle.OPS2 #87 **8/10**

■ PLAYED IT ■ OWN IT

SECRETS ARCHIVE

A bevy of secret things you may have missed

SUPER SUMMONS!



FINAL FANTASY XII

In order to capture Zalera the Death Seraph, obtain the Barheim Passage key, then head there. Defeat the Seraph, and he's yours to summon into battle.

EXTRA PLAYMATES!



KINGDOM HEARTS

Unlock Bambi by winning Pooh's Hunny Hunt, then take the Naturespark Gem to the Fairy Godmother. To get Tinker Bell, simply seal Neverland's Keyhole.

NEW LEVELS!



SHIN MEGAMI TENSEI: PERSONA 3

In order to unlock the Monad Block, where monsters are over Lvl. 90, fight your way up to the 254th floor of Tartarus.



SHOW US YOUR EASTER EGGS!

Email your game tips to psnation@futurenet.co.uk

WHERE THE HELL IS...?

Makai Kingdom

Koei, 2005

This month's great game that didn't quite make it into the Top 100 is strategy RPG Makai Kingdom. OPS2's Kim rages that 'combining KOEI's excellent strategy mechanics with a vicious sense of humour is an instant win!'

Did we miss out your fave game? Tell us why it should go in! Contact details on p3.



82

RATCHET & CLANK
Sony, 2002 **Platformer**

One of the finest games of the PS2's early years, the original R&C is still one of the most entertaining, inventive romps you can buy, even after three sequels.

Buy it if... you haven't played it already!

OPS2 #26 9/10

■ PLAYED IT ■ OWN IT



81

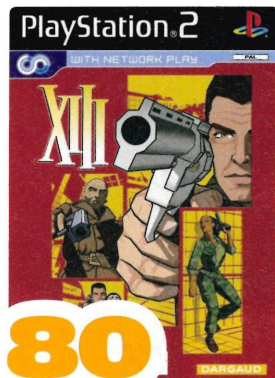
KILLER7
Capcom, 2005 **Action**

Unorthodox, on-rails shooter where you play as a wheelchair-bound assassin who can call on seven personalities with special powers to work for him.

Buy it if... the voices tell you to.

OPS2 #61 8/10

■ PLAYED IT ■ OWN IT



80

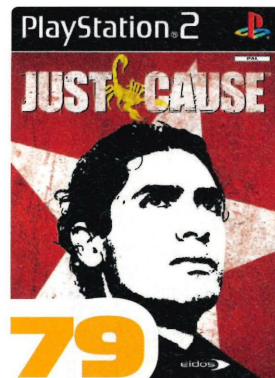
XIII
Ubisoft, 2004 **Shooter**

Highly original shooter starring a special-forces agent with amnesia who must crack a global conspiracy. Presented just like the cult comic book it's based on.

Buy it if... you love graphic novels.

OPS2 #40 8/10

■ PLAYED IT ■ OWN IT



79

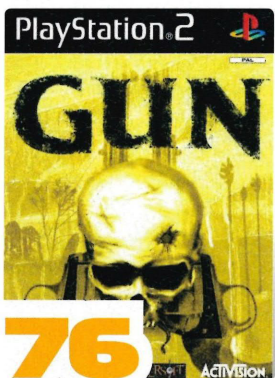
JUST CAUSE
Eidos, 2006 **Action**

Parachute into the shoes of a CIA agent and bring down a corrupt government. Huge, beautiful and free-roaming.

Buy it if... the idea of Grand Theft Auto with politics gets you excited.

OPS2 #77 8/10

■ PLAYED IT ■ OWN IT



76

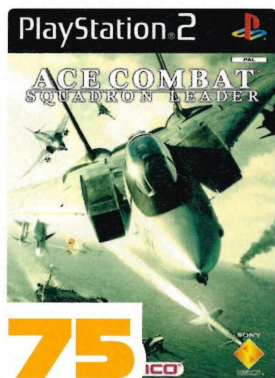
GUN
Activision, 2005 **Shooter**

Gun-totin', horse-ridin', baccy-chewin', poker-playin', free-roamin' Wild West action with a classic cowboys'n'indjuns storyline and great voice acting.

Buy it if... you're an outlaw.

OPS2 #67 9/10

■ PLAYED IT ■ OWN IT



75

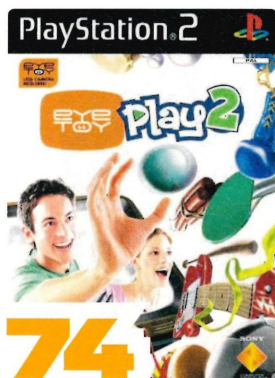
ACE COMBAT: SQUADRON LEADER
Sony, 2005 **Shooter**

An unashamedly arcadey flight sim with tons to do and all kinds of aerial combat.

Buy it if... you failed your eye test for the RAF.

OPS2 #56 8/10

■ PLAYED IT ■ OWN IT



74

EYETOY PLAY 2
Sony, 2004 **Party**

Twelve entertaining, movement-based mini-games, plus the ability to turn your EyeToy camera into an inexpensive home security system, will make you smile.

Buy it if... you dream of being on the telly.

OPS2 #53 8/10

■ PLAYED IT ■ OWN IT



73

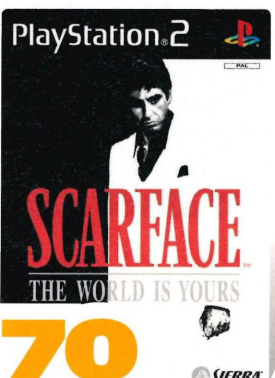
SLY 3: HONOUR AMONG THIEVES
Sony, 2005 **Platformer**

Cartoon japes starring a light-fingered raccoon and his gang. Sly is slick, stylish and bursting with ideas.

Buy it if... diamonds are your best friend.

OPS2 #52 9/10

■ PLAYED IT ■ OWN IT



70

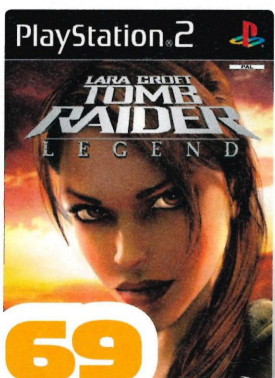
SCARFACE: THE WORLD IS YOURS
Vivendi, 2006 **Action**

A GTA-inspired swear-a-thon that has you guiding Tony Montana from death's door to top of the Miami underworld.

Buy it if... you wanna play rough.

OPS2 #78 8/10

■ PLAYED IT ■ OWN IT



69

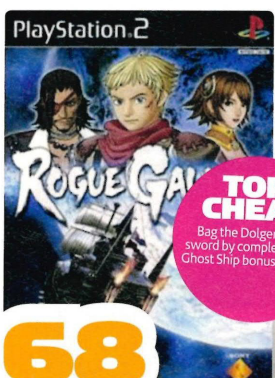
TOMB RAIDER: LEGEND
Eidos, 2006 **Adventure**

Helping us forget the horror that was Angel Of Darkness, Lara's *real* PS2 debut is a trifle easy and a little short but a return to past form nonetheless.

Buy it if... you had a happy Anniversary.

OPS2 #71 8/10

■ PLAYED IT ■ OWN IT



68

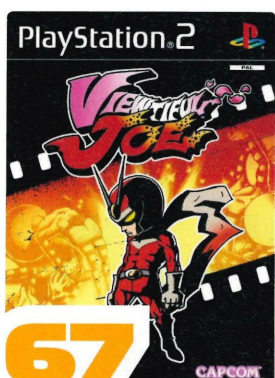
ROGUE GALAXY
Sony, 2007 **RPG**

An excellent intergalactic roleplayer that borrows heavily from *Star Wars*, but in the most affectionate way. And with pirates.

Buy it if... you want great characters, settings and story. With pirates.

OPS2 #86 9/10

■ PLAYED IT ■ OWN IT



67

VIEWTIFUL JOE
Capcom, 2004 **Fighting**

A sexy marriage of snazzy, comic-book visuals and a retro-tastic difficulty level, this loves to be hard but is hard not to love.

Buy it if... the words 'challenging' and 'retro' quicken your pulse.

OPS2 #52 8/10

■ PLAYED IT ■ OWN IT



78

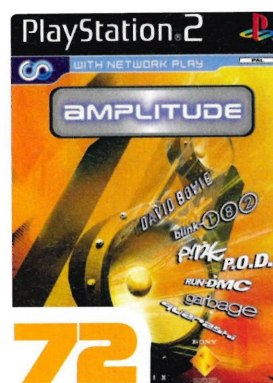
ODIN SPHERE

Square Enix, 2008 **Action RPG**

Jaw-droppingly pretty, and deeper than the deep blue sea, this late arrival is an absolute must play for all PS2 owners. **Buy it if...** you like to think of games as true, artistic masterpieces.

OPS2 #97 **9/10**

■ PLAYED IT ■ OWN IT



72

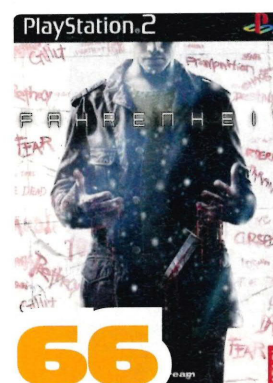
AMPLITUDE

Sony, 2003 **Music**

Vastly under-rated rhythm-action title: perform, mix and remix your way through classic tunes from the likes of David Bowie, Slipknot, BT, Pink and Run DMC. **Buy it if...** you're a bedroom DJ.

OPS2 #38 **8/10**

■ PLAYED IT ■ OWN IT



66

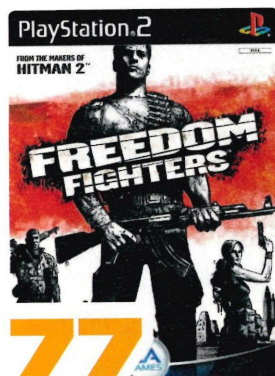
FAHRENHEIT

Atari, 2005 **Adventure**

Ambitious and engrossing, this plays like an interactive movie. You must find out how you were made to commit a murder before the police catch up with you. **Buy it if...** you like messing up your mind.

OPS2 #64 **8/10**

■ PLAYED IT ■ OWN IT



77

FREEDOM FIGHTERS

EA, 2003 **Shooter**

Insanely addictive strategic and tactical shoot-'em-up set in a bleak New York overrun by Communist Russians.

Buy it if... you wonder what it would've been like if Russia had invaded the USA.

OPS2 #37 **9/10**

■ PLAYED IT ■ OWN IT



71

SHADOW OF ROME

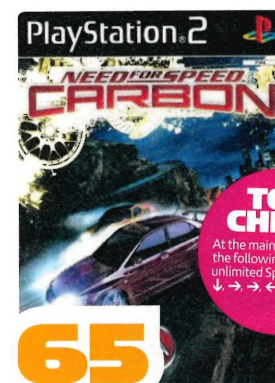
Capcom, 2005 **Action**

Gruesome toga'n'slash action mixed with stealthy detective work and a story that has more twists than Homer's Odyssey.

Buy it if... *Gladiator* and *300* are your favourite films.

OPS2 #56 **8/10**

■ PLAYED IT ■ OWN IT



65

NEED FOR SPEED CARBON

EA, 2006 **Racing**

A blur of spoilers, nitros and elaborate paint jobs that speeds past you in the outside lane doing 175mph, this is the best in the Need For Speed series so far.

Buy it if... you feel the need.

OPS2 #79 **8/10**

■ PLAYED IT ■ OWN IT

A BRIEF HISTORY OF... TOMB RAIDER

She's the face of Playstation, but has it always been so pretty?

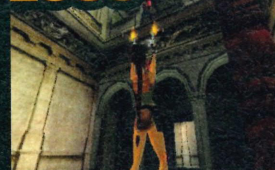
1996



TOMB RAIDER

It was the game that started a legacy. Despite her pixellated posture, Lara Croft burst onto the scene with a cinematic approach to gameplay that blew people's minds. Just the first of many adventures to come.

2000



TOMB RAIDER CHRONICLES

Lara's final dabble with the PS1 was a mediocre one. With seven titles under her belt, she was starting to look a bit tired. Shockingly, this game opens just after Last Revelation, with Lara missing, presumed dead.

2003



TOMB RAIDER: THE ANGEL OF DARKNESS

Despite being Lara's first PS2 outing, Angel of Darkness was heavily criticised as being the worst in the Tomb Raider series.

2006



THE BEST!

LARA CROFT TOMB RAIDER: LEGEND

Just when everyone thought that it was over for Lara, American developers Crystal Dynamics gave her the much deserved facelift. This one reveals how her mother died when she was just nine.

2007



TOMB RAIDER ANNIVERSARY

With Lara looking better than ever, Crystal Dynamics decided to take her back to her roots, bringing together the enticing gameplay of the original with fresh graphics, new acrobatic moves and improved puzzles.

COLLECTOR'S ITEM

Viewtiful Joe Action Figures

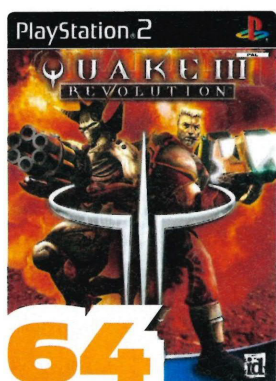
Viewtiful Joe is one of the unsung heroes of the PS2. As such, any kind of Joe related merchandise is automatically rare. So it's surprising that for a mere five quid, you could bag these boxsets, including Viewtiful Joe and Blue Junior. Now that, my friends, is a serious bargain.

RARITY VALUE

AVERAGE JOE

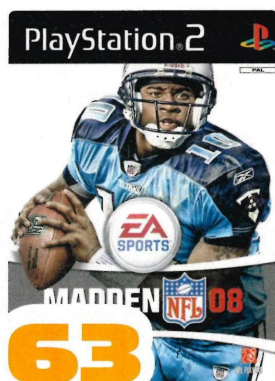
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ALERT!



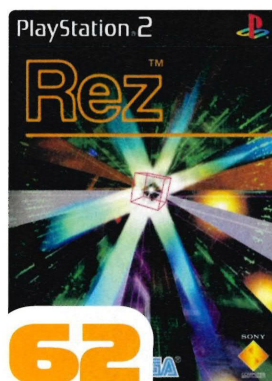
64
QUAKE III REVOLUTION
 EA, 2001 **Shooter**
 Old as the hills it may be, but Quake's only appearance on PS2 remains a solidly enjoyable, stress-relieving blastathon. **Buy it if...** you need a breather from TimeSplitters 2 (see number 4).
OPS2 #6 9/10

■ PLAYED IT ■ OWN IT



63
MADDEN NFL 08
 EA, 2007 **Sport**
 Another improvement on EA's superlative gridiron sim. With an in-depth Franchise mode and accessible on-pitch gameplay this really is American Football for all. **Buy it if...** rugby looks too dangerous.
OPS2 #90 9/10

■ PLAYED IT ■ OWN IT



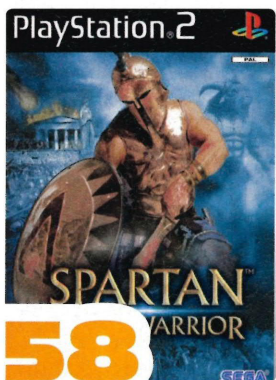
62
REZ
 Sega, 2002 **Shooter**
 A brain-frying, psychedelic, on-rails shooter-cum-music game where you hear colours and see sound. No, really. **Buy it if...** taking your brain to another dimension sounds like a good idea.
OPS2 #16 9/10

■ PLAYED IT ■ OWN IT



61
SIMS 2 CASTAWAY
 EA, 2007 **God sim**
 You wake up marooned on a desert island. What do you do next? Anything you want in this addictive, funny adventure that is open-ended but never feels aimless. **Buy it if...** you want a holiday.
OPS2 #92 8/10

■ PLAYED IT ■ OWN IT



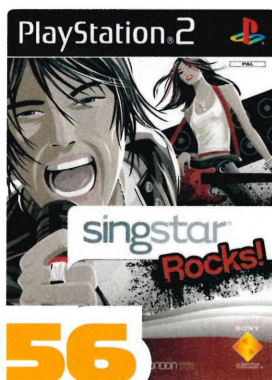
58
SPARTAN: TOTAL WARRIOR
 Sega, 2005 **Action**
 A battle-heavy romp through the ancient world that blends the historical and mythological with swords and sorcery to great effect. **Buy it if...** you want to be one of the 300.
OPS2 #64 9/10

■ PLAYED IT ■ OWN IT



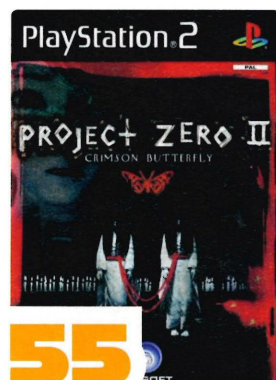
57
TIGER WOODS PGA TOUR 07
 EA, 2007 **Sport**
 With excellent analogue stick controls for your swing and a dazzling array of official licences and customisation options, this is the definitive pro tour title. **Buy it if...** you're a serious golf fan.
OPS2 #78 8/10

■ PLAYED IT ■ OWN IT



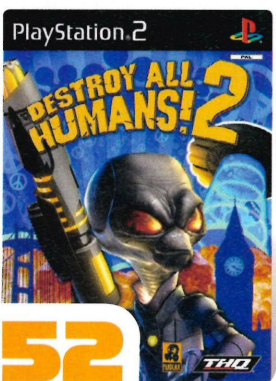
56
SINGSTAR ROCKS!
 Sony, 2006 **Karaoke**
 Our favourite of the SingStar series, with Bloc Party, The Killers, Coldplay, The Rolling Stones and Keane on the tracklist. **Buy it if...** you wanna rock! Also try SingStars Pop Hits, '90s and Legends.
OPS2 #72 8/10

■ PLAYED IT ■ OWN IT



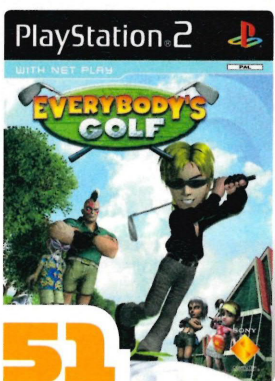
55
PROJECT ZERO 2: CRIMSON BUTTERFLY
 Ubisoft, 2004 **Horror**
 A gore-free yet terrifying ghost story. Your only weapon is a camera that can exorcise the spirits trying to steal your soul. **Buy it if...** you dare.
OPS2 #46 8/10

■ PLAYED IT ■ OWN IT



52
DESTROY ALL HUMANS! 2
 THQ, 2006 **Action**
 B-movie-inspired shooter that puts you in an alien's spacesuit, hands you an anal probe and lets you take revenge on mankind for all the ET-blasting games. **Buy it if...** you hate the human race.
OPS2 #78 8/10

■ PLAYED IT ■ OWN IT



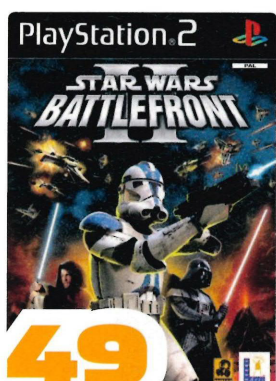
51
EVERYBODY'S GOLF
 Sony, 2005 **Sport**
 If you're not bothered about official PGA licences and don't mind the cute, cartoony looks, you'll find this to be the finest and friendliest golf game of all time. **Buy it if...** you can live without Tiger.
OPS2 #65 8/10

■ PLAYED IT ■ OWN IT



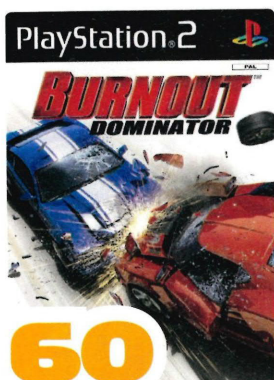
50
SPIDER-MAN 2
 Activision, 2004 **Action**
 Free-roaming and beautifully animated web-slinging adventure based on, but also expanding on, the movie of the same name. The best Spidey game, bar none. **Buy it if...** your spider senses are tingling.
OPS2 #49 8/10

■ PLAYED IT ■ OWN IT



49
STAR WARS BATTLEFRONT II
 Activision, 2005 **Shooter**
 Offers both tactical and arcade gameplay options plus all your favourite characters, vehicles and locales. **Buy it if...** you can feel a disturbance in the Force.
OPS2 #66 8/10

■ PLAYED IT ■ OWN IT



60

BURNOUT DOMINATOR

EA, 2007 **Racing**

Reckless driving? We don't recommend it. Burnout Dominator? Yup, totally recommend it. Great soundtrack, too.

Buy it if... you don't want to lose your no claims bonus.

OPS2 #83 **8/10**

■ PLAYED IT ■ OWN IT



59

BUZZ! THE MEGA QUIZ

Sony, 2007 **Party**

Quiz show-style fun for all the family that comes with special buzzer controllers. Kids should try the Buzz! Junior series.

Buy it if... you like quizzes but can't stand that Noel Edmonds.

OPS2 #84 **8/10**

■ PLAYED IT ■ OWN IT



54

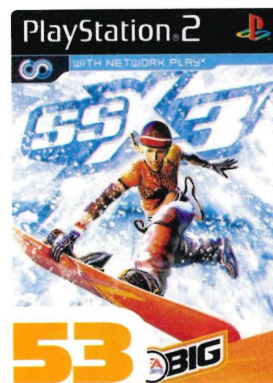
BROTHERS IN ARMS:
ROAD TO HILL 30Ubisoft, 2005 **Shooter**

The story of a squad from the 101st Airborne in Normandy after D-Day. Realistic, atmospheric and respectful.

Buy it if... all's quiet on the Western front.

OPS2 #58 **8/10**

■ PLAYED IT ■ OWN IT



53

SSX 3

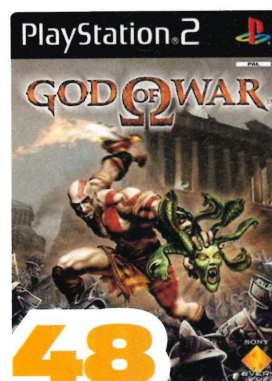
EA, 2003 **Sport**

Sublime snowboard sim with one giant mountain to play on, dozens of disciplines to learn and hundreds of tricks to pull off.

Buy it if... bailing on concrete is too painful a prospect.

OPS2 #40 **9/10**

■ PLAYED IT ■ OWN IT



48

GOD OF WAR

Sony, 2005 **Action**

Blessed with divine inspiration, this gore-spattered hack-fest begins the tale of Kratos, the angriest man in ancient Greece. Bettered only by its sequel.

Buy it if... you want to stick the knife in.

OPS2 #60 **9/10**

■ PLAYED IT ■ OWN IT



47

PRINCE OF PERSIA:
WARRIOR WITHINUbisoft, 2007 **Adventure**

Combat-heavy platforming with a spellbinding story adds up to an electrifying experience.

Buy it if... you can run up walls.

OPS2 #54 **9/10**

■ PLAYED IT ■ OWN IT

GREAT GAME INGREDIENTS GUITAR HERO III

What goes into being a Guitar God?

GUITAR GREATNESS



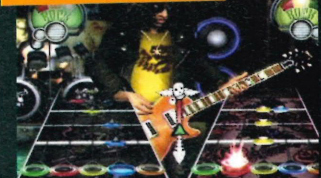
Power solos, hammer ons, pull offs and chord changes: Guitar Hero III pushes you to learn the virtual equivalent of these techniques, making for some realistically challenging action.

STONKING TUNES

Mississippi Queen	QUEEN
ROCKBAND 2010	26,234
School's Out	W.A.S.P.
ALICE COOPER 1972	71,658
Sunshine of Your Love	CREAM 1968
CREAM 1968	94,433
Barracuda	HEART 1977
Guitar Battle vs. Tom Morello	2007
THE HORNED 2007	BATTLE WON
Bulls on Parade	W.A.S.P.
SLASH ANALOGUE THE MACHINE 1996	126,123

It wouldn't be so addictive if the song read like Eurovision's lineup. It's a good thing then, that GHIII is a vault of finger blistering axe hits.

BOSS BATTLES



What better way to prove your guitar prowess, than by defeating these legends? Take on Slash, Tom Morello and even the devil.

PRECISION PLAYING



At the end of each song, you'll get a detailed breakdown of your performance. Practice makes perfect!

CRAZY CHARACTERS



With hordes of ace characters it'll be hard to not find someone that represents your inner rock god.

THE HORNS



It's not rock unless you're throwing the horns at every single opportunity. Rock'n' roll baby!



DO YOU LOVE GUITAR HERO 3?

Send us your memories: psnation@futurenet.co.uk

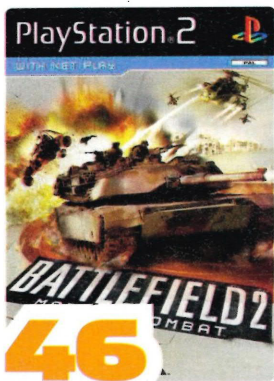
TOP 10 OPS2 Facebook group discussions

- 10 What games are you really waiting for?
- 9 OPS2 team, could you tell me the ratings for...?
- 8 Most Fanciable Game Character?
- 7 What do you think of the new look?
- 6 Game Count
- 5 Biggest disappointments
- 4 What are you watching?
- 3 What Are You Playing At The Moment?
- 2 Your Latest Purchase



#01

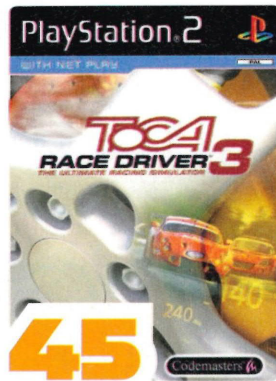
Issue 100



46 BATTLEFIELD 2: MODERN COMBAT

EA, 2005 **Shooter**
A superb modern warfare shooter that lets you switch between soldiers at the touch of a button. Great in multiplayer, too.
Buy it if... you're an armchair general.
OPS2 #65 **9/10**

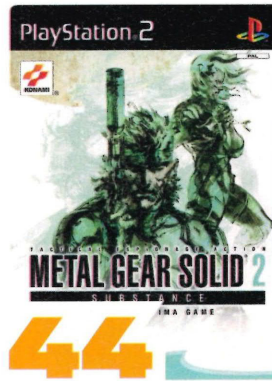
■ PLAYED IT ■ OWN IT



45 TOCA RACE DRIVER 3

Codemasters, 2006 **Racing**
Variety is the spice of life and with all sorts of wheels on offer this multi-disciplined racer is a potent feast for petrol-heads.
Buy it if... you love motorsports but can't choose a favourite.
OPS2 #69 **9/10**

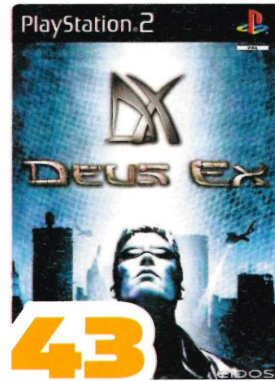
■ PLAYED IT ■ OWN IT



44 METAL GEAR SOLID 2: SUBSTANCE

Konami, 2003 **Stealth shooter**
The plot may be complex but MGS2 is still one of the most thrilling, cerebral games on PS2. Substance includes extras galore.
Buy it if... you can follow the storyline.
OPS2 #32 **10/10**

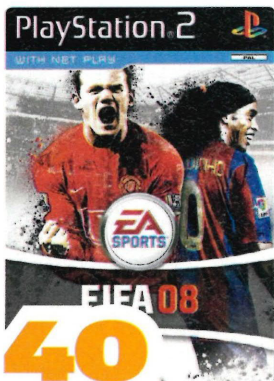
■ PLAYED IT ■ OWN IT



43 DEUS EX

Eidos, 2002 **RPG**
PC gamers: they think they're all that. Well, they ain't. PS2 owners have one of their greatest games in the shape of Deus Ex.
Buy it if... you suspect you may actually be a nanotech-enhanced superhuman.
OPS2 #20 **9/10**

■ PLAYED IT ■ OWN IT



40 FIFA 08

EA, 2007 **Sport**
The best season yet for the veteran footie sim, a plethora of licences combined with striking gameplay. The awesome Be A Pro mode is worth the price in itself.
Buy it if... you want to keep it official.
OPS2 #91 **9/10**

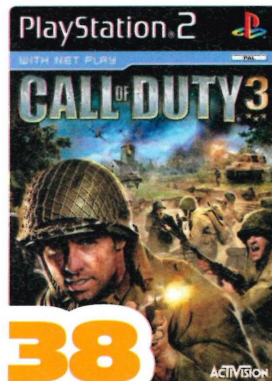
■ PLAYED IT ■ OWN IT



39 FIGHT NIGHT ROUND 3

EA, 2006 **Sport**
There's nothing quite like punching a man in the chin and watching as sweat and blood flies off in slow-mo.
Buy it if... you need a legal outlet for your anger-management issues.
OPS2 #71 **9/10**

■ PLAYED IT ■ OWN IT



38 CALL OF DUTY 3

Activision, 2006 **Shooter**
There are roughly one million WWII games out there, but this is by far the best of them thanks to some intense action and great multiplayer.
Buy it if... you hate Nazis.
OPS2 #80 **8/10**

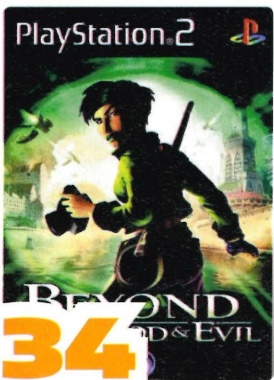
■ PLAYED IT ■ OWN IT



37 MANHUNT

Rockstar, 2004 **Stealth**
The grisliest game ever to find its way onto PS2, this sinister stealthier drips with atmosphere and twisted tension.
Buy it if... you have a lust for gore and are looking for a sicko storyline.
OPS2 #42 **9/10**

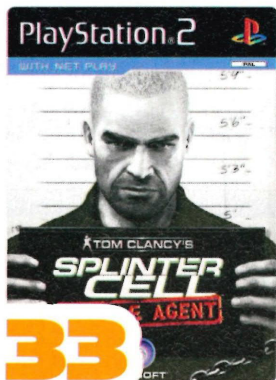
■ PLAYED IT ■ OWN IT



34 BEYOND GOOD & EVIL

Ubisoft, 2003 **Adventure**
Under-appreciated weirdness starring a female photo journalist and her piggy uncle fighting off an alien menace.
Buy it if... you've got an eye for a photo and a penchant for green eyeshadow.
OPS2 #40 **8/10**

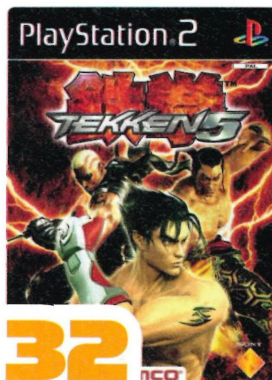
■ PLAYED IT ■ OWN IT



33 SPLINTER CELL: DOUBLE AGENT

Ubisoft, 2006 **Stealth**
Pinnacle of the futuristic stealth series on PS2, this has moral dilemmas to get to grips with as well as nailbiting action.
Buy it if... you can think as well as sneak.
OPS2 #79 **8/10**

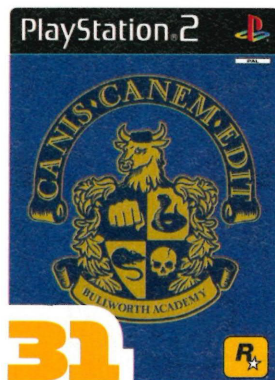
■ PLAYED IT ■ OWN IT



32 TEKKEN 5

Sony, 2005 **Fighting**
The King Of Iron Fist Tournament returns with more fighters and fancier settings than ever. The quintessential 'easy to play, hard to master' scrapper.
Buy it if... you heed the call.
OPS2 #61 **8/10**

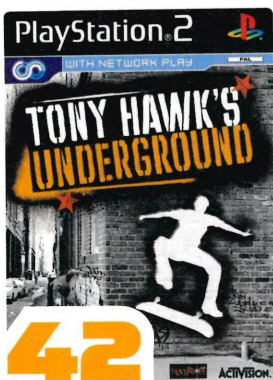
■ PLAYED IT ■ OWN IT



31 CANIS CANEM EDIT

Rockstar, 2006 **Action**
Grand Theft Auto meets Grange Hill for free-roaming adventure fun set in an American private school.
Buy it if... you like melting Jelly Babies in test tubes.
OPS2 #79 **9/10**

■ PLAYED IT ■ OWN IT



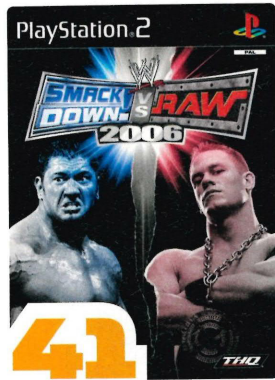
TONY HAWK'S UNDERGROUND

Activision, 2003 **Sport**
With its story-driven trickplay, this is the best of the many titles in the skate series.

Buy it if... you ever dreamed of pulling a backside 360° heelflip to fakie.

OP2 #40 **9/10**

■ PLAYED IT ■ OWN IT



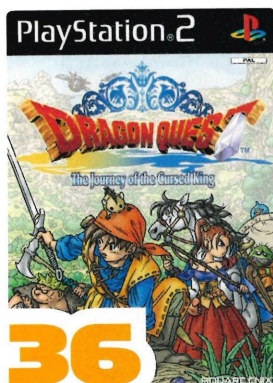
WWE SMACKDOWN! VS RAW 2006

THQ, 2005 **Fighting**
It's not the most recent in the franchise but pound for pound, SmackDown! Vs Raw 2006 is the best wrestler out there.

Buy it if... you're a grapple fan.

OP2 #66 **9/10**

■ PLAYED IT ■ OWN IT



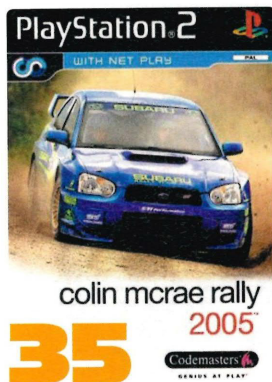
DRAGON QUEST VIII: JOURNEY OF THE CURSED KING

Square Enix, 2006 **RPG**
A truly epic old-school roleplayer, with alluring visuals and a strong narrative.

Buy it if... you've 100 or so hours to spare.

OP2 #71 **9/10**

■ PLAYED IT ■ OWN IT



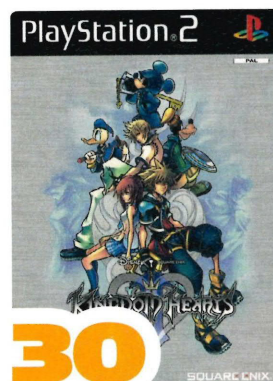
COLIN MCRAE RALLY 2005

Codemasters, 2004 **Racing**
Rally legend McRae will be remembered not only for his racing, but also for the ace games to which he lent his name. This is the best mud-slider on the market.

Buy it if... you live life close to the hedge.

OP2 #51 **9/10**

■ PLAYED IT ■ OWN IT



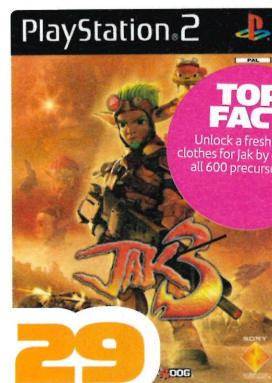
KINGDOM HEARTS II

Square Enix, 2006 **RPG**
The stars of Final Fantasy make friends with the Disney crew for a super-cute adventure that's as deep as it is handsome.

Buy it if... Donald Duck and Cloud Strife in the same game is your idea of heaven.

OP2 #78 **8/10**

■ PLAYED IT ■ OWN IT



JAK 3

Sony, 2004 **Platformer**
Second only to Ratchet & Clank in the PS2's platformer-cum-shooter stakes, Jak and Daxter's third outing has variety and charm in brightly coloured spades.

Buy it if... you're a Jak of all trades.

OP2 #53 **8/10**

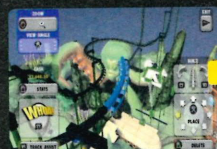
■ PLAYED IT ■ OWN IT

PLAYSTATION WORKOUT



Kim Richards shows you how to take other people's lives in your hands and become GOD.

WEEK 01



EASY

THRILLVILLE: OFF THE RAILS

A nice, simple God-sim to get into, Thrillville offers pre-designed rides and mini game attractions. You can get as detailed as you want, but you don't have to micro-manage to beat the game.

- **PLAY IT ON** SINGLE PLAYER
- **MUST DO** COMPETE THE BANDITO CHINCHILLA MINIGAME

WEEK 02



MEDIUM

SIMS 2 CASTAWAY

Lording it over a small group of hapless castaways isn't too strenuous, but they are quick to get moody, so you can't just leave them to it.

- **PLAY IT ON** SINGLE PLAYER
- **MUST DO** MAKE FRIENDS WITH THE RESIDENT MONKEYS

WEEK 03



HARD

LMA MANAGER 2008

This is for stat-junkie football maniacs only. Sell, buy, sack and generally own entire football teams. Must understand things like percentages and contract clauses to progress through this toughie.

- **PLAY IT ON** CHALLENGE MODE
- **MUST DO** FIRE DAVID BECKHAM. SATISFYING.

WEEK 04



KILLER

AGE OF EMPIRES 2: THE AGE OF KINGS

This is it, you're in charge of entire empires. Progress them from the Dark Ages to the Imperial Ages, defend your kingdoms and destroy all the other armies.

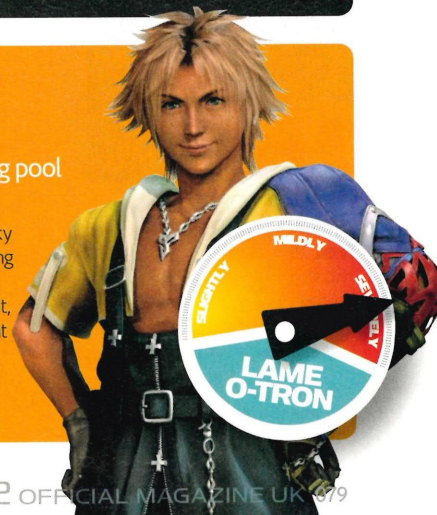
- **PLAY IT ON** THE SARACENS
- **MUST DO** SEE JOAN OF ARC FIGHTING ACROSS FRANCE

TOP CHUMPS

Tidus

Shallower than a kid's paddling pool

He may be the lead character but good Lord, he's dull. Frankly, his happy-go-lucky attitude makes him clueless as to anything that's going on outside the chic world of Blitzball. He may be saving the world, but, blimey, if he didn't have a party of patient and intelligent people backing him, he'd have been dead in the opening chapter. See him in **Final Fantasy X**





28

ONIMUSHA 3

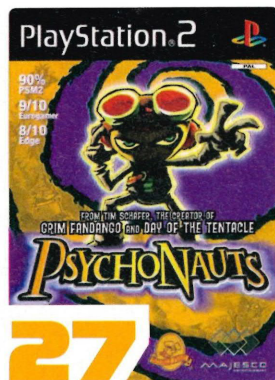
Capcom, 2004 **Action**

Jean Reno stars in this demon-slaying Samurai spectacular that flips between modern day Paris and feudal Japan.

Buy it if... you think the film *Leon* would have been better with a spear whip.

OPS2 #48 **9/10**

■ PLAYED IT ■ OWN IT



27

PSYCHONAUTS

THQ, 2006 **Platformer**

Quirky, funny and genuinely entertaining, this is one of the greatest, yet sadly most overlooked platformers on PS2.

Buy it if... you like a side order of laughs with your gaming.

OPS2 #65 **9/10**

■ PLAYED IT ■ OWN IT



26

HITMAN TRIPLE PACK

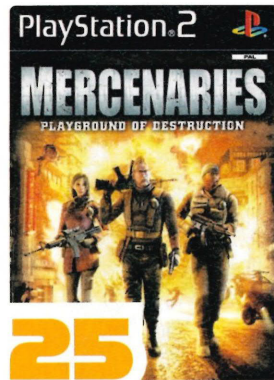
Eidos, 2007 **Stealth**

All three PS2 games – worth getting for Blood Money alone. Sneak around using disguises and cunning to carry out hits.

Buy it if... you fancy yourself as a genetically engineered assassin.

OPS2 #88 **8/10**

■ PLAYED IT ■ OWN IT



25

MERCENARIES

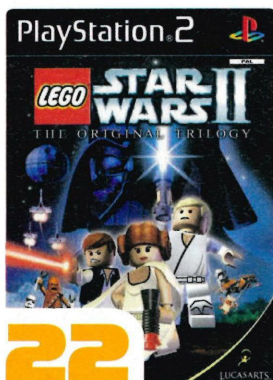
Activision, 2005 **Action**

Hijack tanks, demolish buildings and topple a dictatorial regime in North Korea – all while making a pretty penny.

Buy it if... you think the explosions in Grand Theft Auto are kind of puny.

OPS2 #55 **9/10**

■ PLAYED IT ■ OWN IT



22

LEGO STAR WARS II: THE ORIGINAL TRILOGY

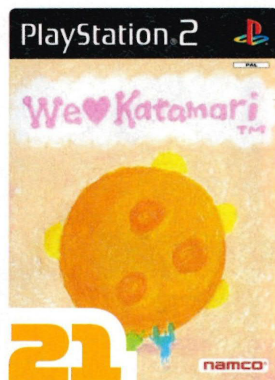
Activision, 2006 **Adventure**

The best *Star Wars* game money can buy. It's fresh, funny and cute without being sickly sweet or disrespectful to the films.

Buy it if... you liked the Ewoks best.

OPS2 #77 **9/10**

■ PLAYED IT ■ OWN IT



21

WE ♥ KATAMARI

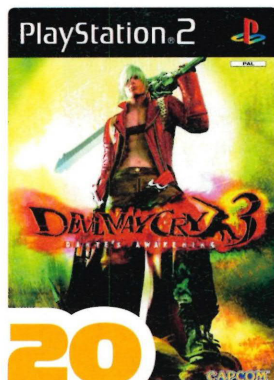
EA, 2006 **Puzzle**

Completely mental, utterly unique and dangerously addictive, Katamari's genius is in its simplicity. Just roll a sticky ball around a city and collect stuff!

Buy it if... your life isn't weird enough yet.

OPS2 #69 **8/10**

■ PLAYED IT ■ OWN IT



20

DEVIL MAY CRY 3: DANTE'S AWAKENING

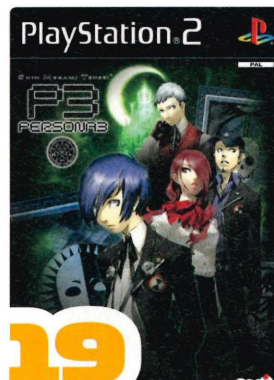
Capcom, 2006 **Action**

Super-hard prequel to the first-rate demon-slaying action series. Buy the Special Edition if you're inexperienced.

Buy it if... modern games are too easy.

OPS2 #77 **8/10**

■ PLAYED IT ■ OWN IT



19

SHIN MEGAMI TENSEI: PERSONA 3

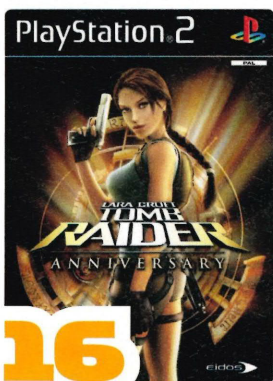
Atlus, 2008 **RPG**

A sublimely detailed roleplayer that blends thrilling demon-slaying with a unique 'school lessons and socialising' mechanic.

Buy it if... you have an 'interesting' fringe.

OPS2 #95 **10/10**

■ PLAYED IT ■ OWN IT



16

TOMB RAIDER: ANNIVERSARY

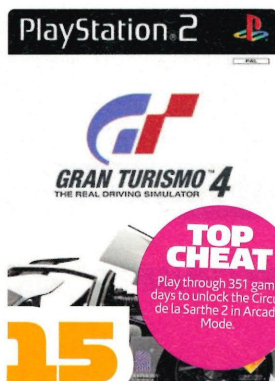
Eidos, 2007 **Adventure**

This stunning revamp of a classic title expands upon the original by extending fiendish tombs and adding extra puzzles.

Buy it if... you want globe-trotting action.

OPS2 #85 **8/10**

■ PLAYED IT ■ OWN IT



15

GRAN TURISMO 4

Sony, 2005 **Racing**

PS2's most comprehensive and authentic racer offers some 700 of the world's finest cars and 50 tracks to drive them around.

Buy it if... you never miss an episode of *Top Gear*.

OPS2 #57 **9/10**

■ PLAYED IT ■ OWN IT



14

RATCHET & CLANK 3

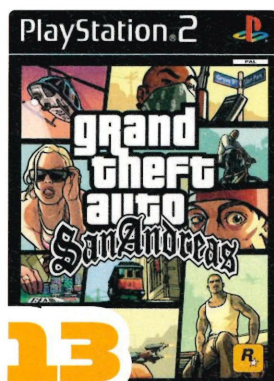
Sony, 2004 **Platformer**

This third helping of pan-galactic, combat-centric platforming is a riot of barmy weapons, barmier enemies and glorious environments.

Buy it if... you want *Star Wars* with smiles.

OPS2 #53 **9/10**

■ PLAYED IT ■ OWN IT



13

GRAND THEFT AUTO: SAN ANDREAS

Rockstar, 2003 **Action**

A massively ambitious, crime-filled romp with planes, trains and automobiles by the score and 1001 things to see and do.

Buy it if... you're the original gangster.

OPS2 #54 **10/10**

■ PLAYED IT ■ OWN IT



DARK CHRONICLE

Sony, 2002 **RPG**

An engrossing, attractive Japanese RPG with a great storyline, real-time combat, time travel and town planning among its many delights. Nick's favourite game! **Buy it if...** you enjoyed Rogue Galaxy.

OPS2 #35 **9/10**

■ PLAYED IT ■ OWN IT



TOP FACT

ICO was re-released alongside Shadow Of The Colossus in the UK because it was such a rare gem.

23

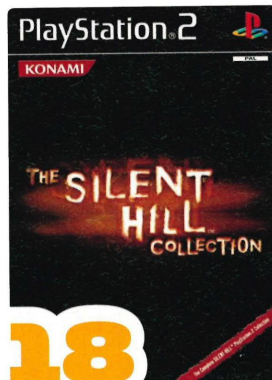
ICO

Sony, 2002 **Adventure**

Visually stunning, intensely atmospheric puzzler with simple combat. Reminds you how emotionally powerful games can be. **Buy it if...** the puzzles in Tomb Raider were a bit easy for you.

OPS2 #69 **9/10**

■ PLAYED IT ■ OWN IT



SILENT HILL COLLECTION

Konami, 2006 **Horror**

A bumper pack of Silent Hill scares. Each chapter has you guiding doomed visitors through a twisted, terrifying ghost town. **Buy it if...** you want to own a meaty chunk of horror history.

Not reviewed

■ PLAYED IT ■ OWN IT



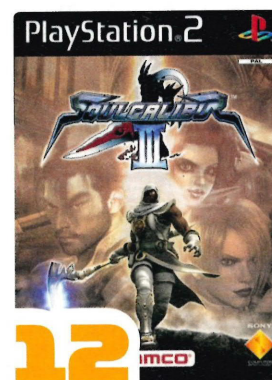
BLACK

EA, 2006 **Shooter**

The makers of Burnout set their sights on the shooter genre with delightfully destructive results. As fine a guns'n'ammo game as you could wish for. **Buy it if...** you love to blow shit up!

OPS2 #69 **10/10**

■ PLAYED IT ■ OWN IT



SOUL CALIBUR III

Sony, 2005 **Fighting**

Some purists cry foul at a fighting game involving weapons, but Soul Calibur III is as deep and engaging as they come. **Buy it if...** you've a hankering for some stunning-looking swordplay.

OPS2 #66 **9/10**

■ PLAYED IT ■ OWN IT



OKAMI

Capcom, 2007 **Adventure**

Restore life to a cursed world with a magic 'paintbrush'. An epic, emotionally charged journey with stunning, picture-book art. **Buy it if...** you'd like to make the world a nicer place.

OPS2 #81 **10/10**

■ PLAYED IT ■ OWN IT

THE YEAR IN PLAYSTATION 2004

It's the year of the Monkey, Brando passes away, and the PS2 hits a good stretch.

THE BEST



METAL GEAR SOLID 3: SNAKE EATER

Konami, Stealth
Highly anticipated and rightly so, MGS3 made up for the disappointment that was Raiden.

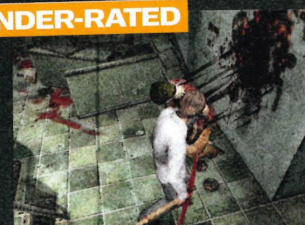
THE WORST



MIAMI VICE

Davilex, Shooter
Good Lord, we wish that this piece of rubbish never existed. Tediously bland graphics, frustrating camera angles and essentially, well, broken.

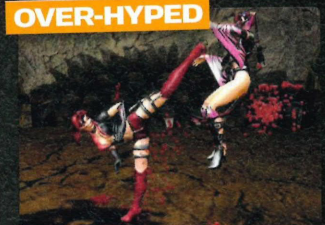
UNDER-RATED



SILENT HILL 4: THE ROOM

Konami, Thriller
Okay, it's definitely the worst in the sterling Silent Hill series, but if you ignore its faults, it's still an intensely disturbing spine tingler.

OVER-HYPED



MORTAL KOMBAT: DECEPTION

Midway, Beat Em Up
It was meant to be a stunner, but mediocre graphics and familiar fighting meant it was just a rehash.

FORGOTTEN



FINAL FANTASY XI

Square-Enix, MMORPG
The Final Fantasy that time forgot. An ambitious attempt to break into the MMORPG world, FFXI floundered in the West.

NEVER AGAIN!



CATWOMAN

EA, Action
Dire, bland, boring, silly, repetitive, utterly absurd and a poor, pathetic and sorry game all round. We have nothing more to say on the matter.

SCENESTEALER

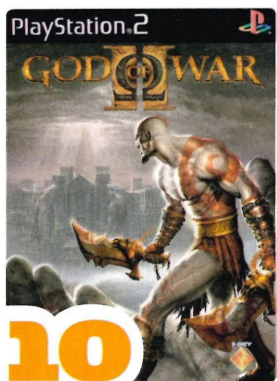


Family Values

Silent Hill Origins
Konami, 2008

Those hapless enough to stroll into the psychotic town of Silent Hill tend not to have a happy past - and trucker Travis Grady is no exception. After discovering his mother was sectioned here, he suddenly remembers what happened to his Dad... and it's not a happy memory.

OPS2 HALL OF FAME



GOD OF WAR II

Sony, 2007 **Action**
Accessible, exhilarating and macho as all hell, the second thunderous outing for PS2's angriest anti-hero is an essential buy. **Buy it if...** you're feeling a little tense – and have a strong stomach.

OPS2 #83 **9/10**

■ PLAYED IT ■ OWN IT

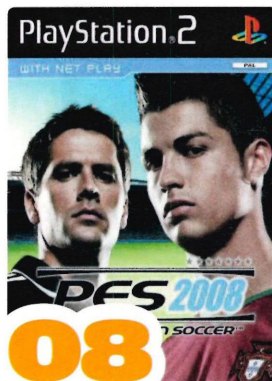


FINAL FANTASY XII

Square Enix, 2007 **RPG**
The latest in the fabled roleplaying series is as engaging of plot, epic of scale and achingly beautiful as any of its ilk. **Buy it if...** you're on a quest to find the apex of sword and sorcery adventuring.

OPS2 #81 **10/10**

■ PLAYED IT ■ OWN IT

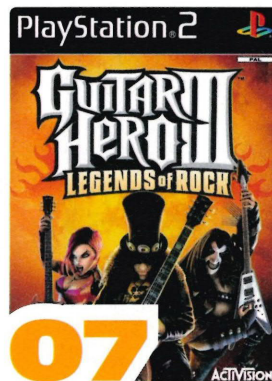


PRO EVOLUTION SOCCER 2008

Konami, 2006 **Sport**
The ultimate PS2 kickabout, even more so than last year's fantastic PES 6. Also: plays better on PS2 than it does on PS3. Ha! **Buy it if...** the world is at your feet.

OPS2 #92 **9/10**

■ PLAYED IT ■ OWN IT



GUITAR HERO III

Activision, 2007 **Rhythm action**
The best in this rock-tastic series, with real songs, loads of co-op multiplayer options and fiendishly fierce two-player battles. **Buy it if...** you're a legend in your own living room. Or anyone else's.

OPS2 #93 **9/10**

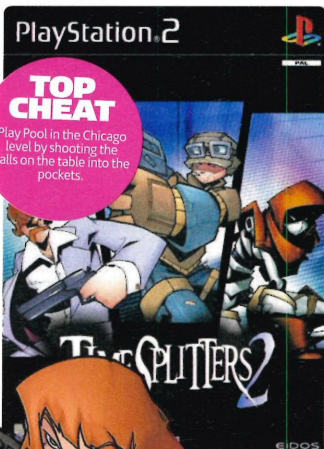
■ PLAYED IT ■ OWN IT

RUNNER-UP!



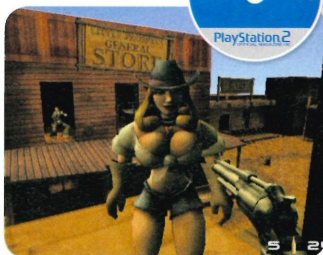
04

ON THE DISC
PlayStation 2



TOP CHEAT

Play Pool in the Chicago level by shooting the balls on the table into the pockets.



TIMESPLITTERS 2

Eidos, 2002 **Shooter**

Killzone, Medal Of Honor, Call Of Duty – they all pale in comparison to this, simply the best first-person shooter on PS2. The singleplayer affair stands up by itself but it's in the expansive multiplayer modes that the game really shines. A copy of 'Splitters 2 plus a multitap equals countless hours of fun.

Buy it if... you have friends.

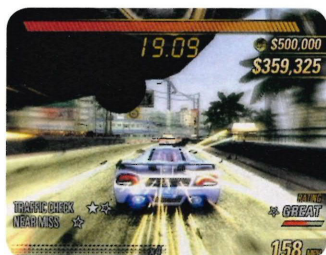
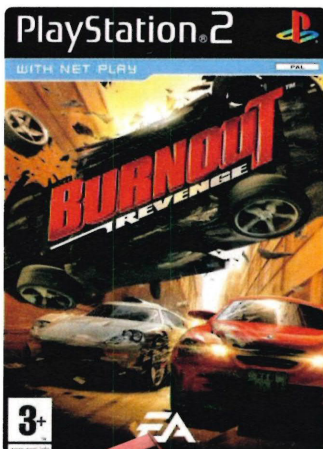
OPS2 #25 **10/10**

■ PLAYED IT ■ OWN IT

ON THE PODIUM!



03



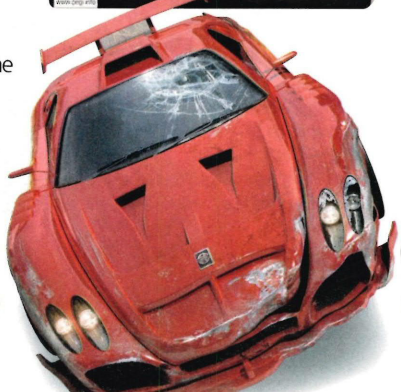
BURNOUT: REVENGE

EA, 2005 **Racing**

Insanely chaotic race'n'crash action – speed through rush-hour traffic, shoving ultra-aggressive opponents off the road, then watch slow-mo replays of the massive explosions that result. Great online multiplayer, too. All the Burnouts are classics, but Revenge is the definitive version. **Buy it if...** VROOM! SMASH! and BOOM! are your favourite words.

OPS2 #64 **10/10**

■ PLAYED IT ■ OWN IT



**TOP FACT**

Shadow of the Colossus was voted Game Of The Year in 2006 by GamesRadar when it launched in the UK.

06**SHADOW OF THE COLOSSUS**Sony, 2006 **Adventure**

Battle a series of gigantic monsters in a world touched by artistic genius and have your heart warmed by PS2's most original and unique game.

Buy it if... you've got the wanderlust.**OPS2 #68 9/10**

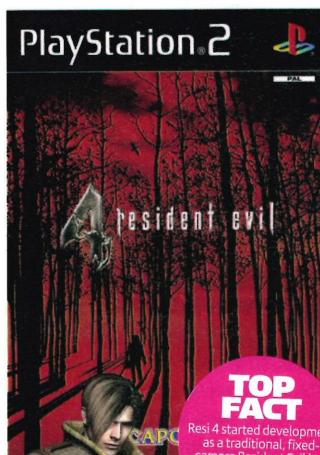
■ PLAYED IT ■ OWN IT

**05****METAL GEAR SOLID 3: SUBSISTENCE**Konami, 2005 **Stealth shooter**

The finest blend of sneakery and shooting that money can buy includes two extra discs containing a mass of extras.

Buy it if... you like to stay hidden.**OPS2 #78 9/10**

■ PLAYED IT ■ OWN IT

SO CLOSE...**02****TOP FACT**

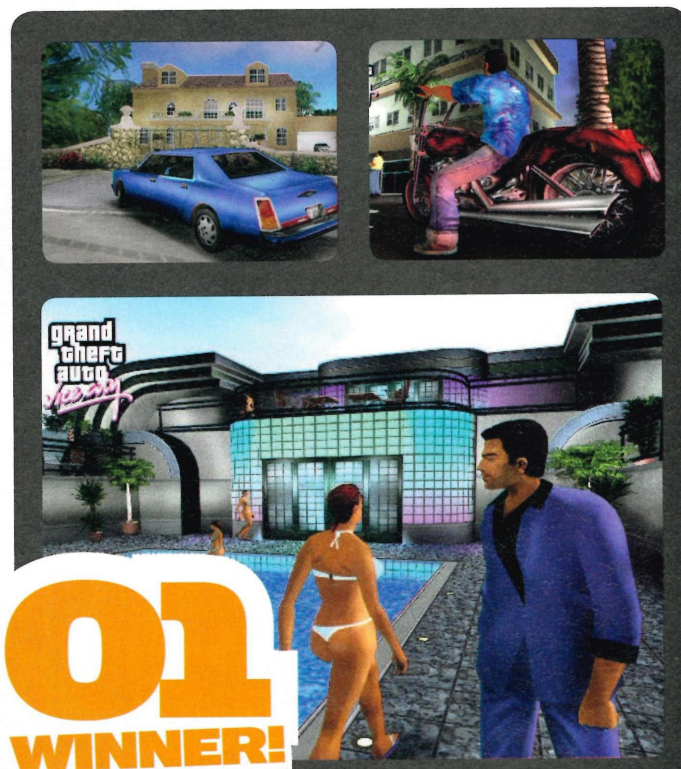
Resi 4 started development as a traditional, fixed-camera Resident Evil but this idea was scrapped in favour of the new style.

**RESIDENT EVIL 4**Capcom, 2005 **Survival horror**

An immaculate adventure that outshines every other horror title and most other games full stop. A blend of beguiling plot, puzzles, boss battles and barmy villagers out for your blood, you can play the main game through numerous times without getting bored and there are bonus missions galore too. Essential.

Buy it if... your veins contain blood.**OPS2 #65 10/10**

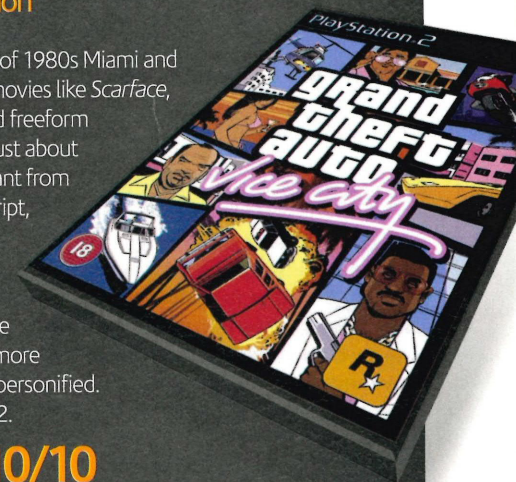
■ PLAYED IT ■ OWN IT

**01 WINNER!****GRAND THEFT AUTO: VICE CITY**Rockstar, 2004 **Action**

Set in Rockstar's version of 1980s Miami and taking inspiration from movies like Scarface, the open-world map and freeform mission-structure offer just about everything you could want from a game: a razor-sharp script, superb voice work, awesome music, fast driving, helicopter gunships, shooting up the 'hood and oh, so much more besides. Gaming genius personified.

Buy it if... you own a PS2.**OPS2 #27 10/10**

■ PLAYED IT ■ OWN IT

**HALL OF FAME FEEDBACK FORM****O! YOU'RE WRONG!**

Dear OPS2, I disagree with your Top 100 in the following respects:

GAME NAME	OPS2 NO.	MY NO.

I am right, you are wrong, so change the list immediately. Thank you.

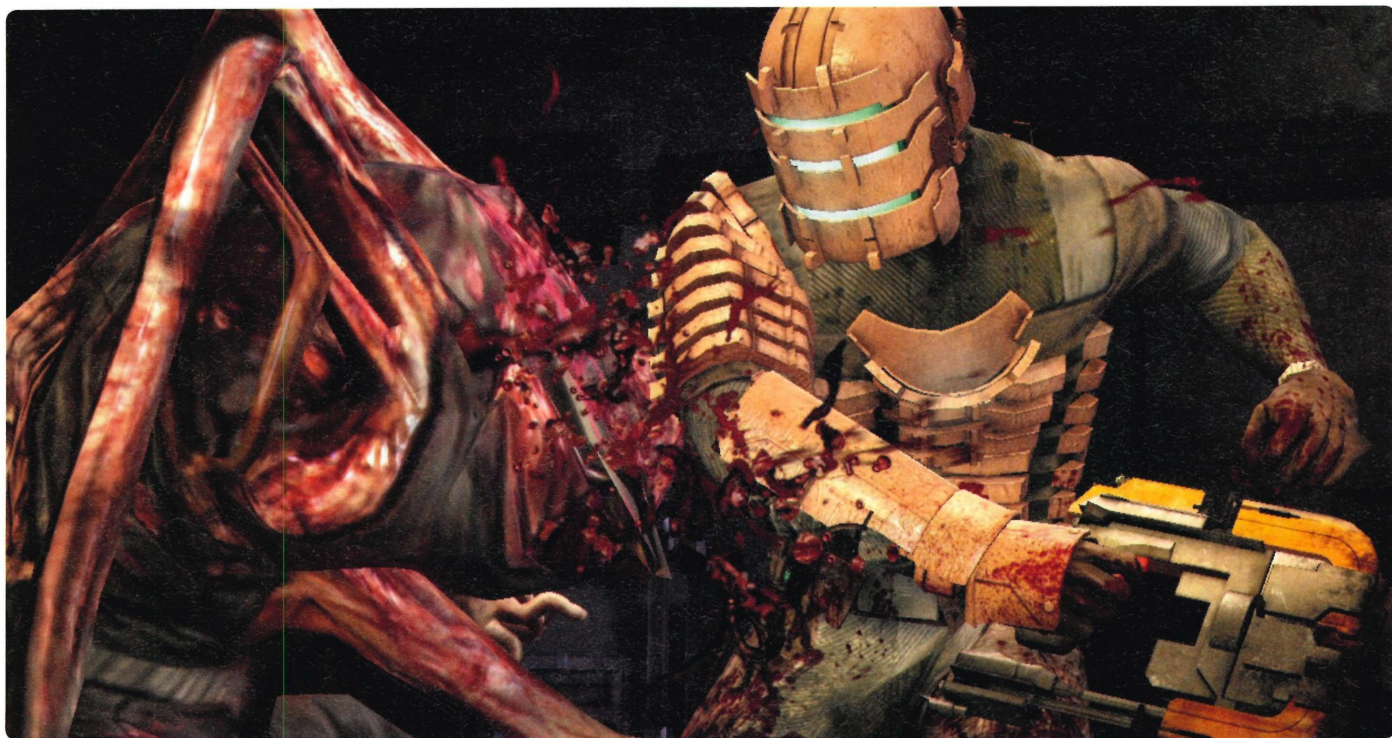
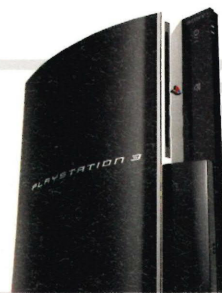
Name

Email

Alternatively email feedback to psnation@futurenet.co.uk

PS3 IN OPS2

All you need to know about what's happening in next-gen



GRAVITY SKILLS

Do your best not to fill the **Dead Space**

PUB EA DEV EA Redwood ETA October WEB electronicarts.co.uk/deadspace

There's something unsettling about dead bodies floating in zero gravity. Maybe it's the way icy blood trails in their path, or how they drowsily spin off on new trajectories after collisions. *Maybe* it's that somewhere there's a murderous space mutant responsible for the slaughter - and he's coming for you.

Our grisly encounter with floating corpses happens while exploring the USG Ishimura, a mining ship adrift in space. As engineer, Isaac, we've been sent in on a repair mission only to discover the crew are dead and the ship is infested with Necromorphs - aliens who use bodies as hosts, stretching cadavers over their spiny exoskeletons like poorly fitting jumpers. It's not a good look. The ship is similarly grim - it's a wrought iron tomb full of foreboding shadows and claustrophobic corridors.

Strive to survive

Despite the atmosphere of creeping menace, this is an action experience.

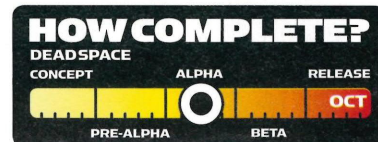
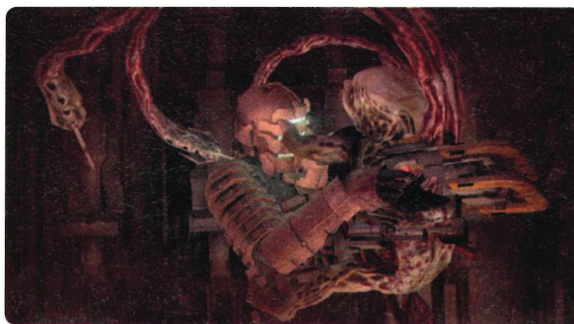
Aliens drop from ceilings and rush around corners. Scant ammo mixed with enemies that survive dismemberment make combat a panicky back-peddling affair, as you retreat from advancing monsters, firing relentlessly. One great touch is that useful info is relayed via the game world rather than a HUD. So holographic labels hover over objects you can interact with, video briefings are projected in front of Isaac's face, while health and power meters glow on the back of his space suit.

The gameplay is nicely responsive. You freeze objects with your stasis



↑ The dead crew have been reanimated as alien zombies


gun, then move them using the Kinesis gun to solve puzzles. Our favourite bit, though, came after restoring the gravity, causing the bodies to crash to the floor. A huge tentacle appeared, grabbing Isaac's ankle and dragging him down the corridor. In true movie style we were forced to blast away at the tendril, dislodging it before we were pulled into a bloody hole torn into the wall. Isaac, one. Giant alien space tentacle, zero.



THE FAMILY WAY

The Cosa Nostra aren't noted for their forgiving nature. Lucky **Mafia II** looks like keeping the Gambinos happy

PUB Take Two DEV 2K Czech ETA TBA WEB 2kgames.com/mafia2

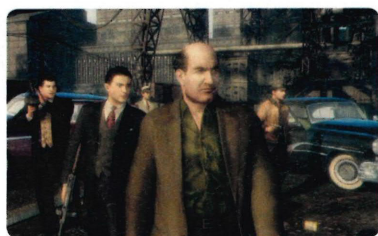
 Moving on from the 1930's setting of the original, this sequel takes place in the '40s and '50s.

And there are early pointers as to what to expect from this GTA-styled mob romp. Like gangs of soldato gathering for an attack, and an AI-controlled partner providing covering fire while you kick open a locked gate.

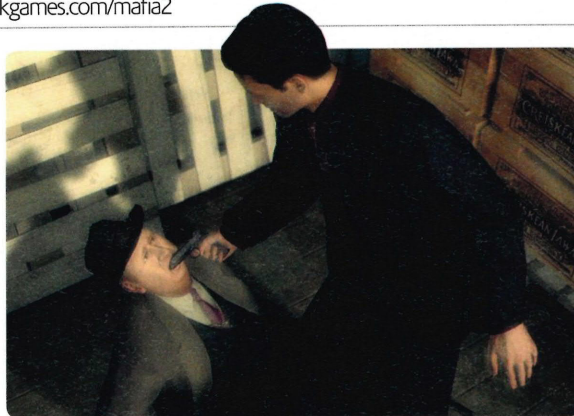
Police and thieves

There's even a Mafia armoury where, if you've got enough dollars, you can access used World War 2 weaponry, fitting neatly with the period setting.

While the game copies GTA's free-

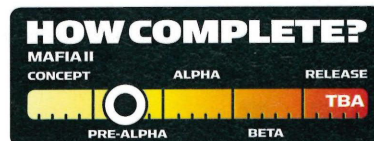


↑ That's a slick looking band of felons



↑ "Mmmfgg... nghhg... mfggh!"
Can't talk with a gun in your gob?

to-choose mission structure, the emphasis is on grit rather than gags. The police will flip the sirens if they catch you running a red light, bumping into other cars or walking around with a weapon drawn. Best leave the Tommy guns in the trunk, then, before you nip out to the spaghetteria.



PS3 TOP 5 CHARTS

The UK's best-selling titles – and that's official!

01
GRANTURISMO 5 PROLOGUE
Publisher Sony
OPS2 Score 7/10

02
CALL OF DUTY 4
Publisher Activision
OPS2 Score 10/10

03
TIME CRISIS 4
Publisher Sony
OPS2 Score Not reviewed


04
RAINBOW SIX VEGAS 2
Publisher Ubisoft
OPS2 Score 8/10

05
UEFA EURO 2008
Publisher EA
OPS2 Score Not reviewed

THE RED MACHINE

Want a good drive without the anal bits? Try **Ferrari Challenge**

PUB System 3 DEV Eutechnyx ETA June WEB system3.com

 What does Ferrari Challenge mean to those of us who'll never actually own one? Or indeed clumsily attempt to touch the thigh of a hot blonde in the passenger seat of one? Well it means the chance to vicariously experience the most iconic sports cars in the world.

Go speed racer

Comparisons to the automotive autism of GT are inevitable, but judging from our hands-on session with the near-finished game, what's remarkable about Ferrari is that it successfully straddles the line between realism and populism, making it far less intimidating than Polyphony's genre-dominating series. And it isn't lacking in features, either.

While GT5P is currently making big



↑ This is the car Ayrton Senna's nephew Bruno drives around

noises about long awaited additions, like an in-car view (with hands!) and 16-player online, Ferrari includes these from the off. You can even shake your fist in frustration in what must be PS3's most intuitive use of Sixaxis motion sensing yet.

And the races? It depends what



↑ In car view - and just look at the detail on that dash. Lovely blowers

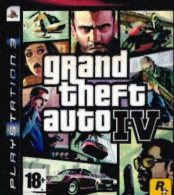
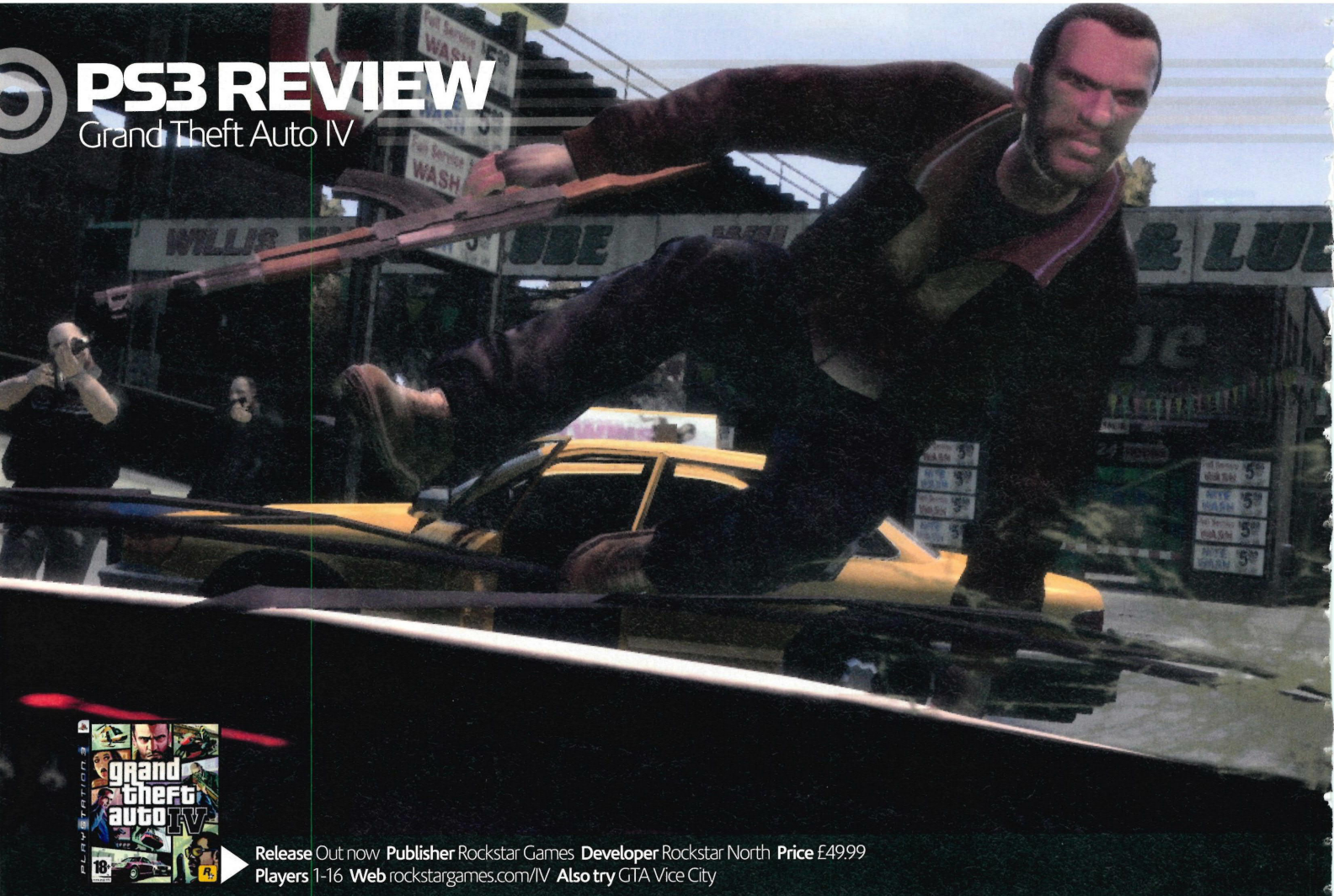
you're driving. The difference between, say, the relatively user friendly F430 and the monstrous F40 is huge, especially in adverse conditions (despite the beautifully considered raindrop animations). The car models aren't quite up to GT5P, but Ferrari Challenge looks set to offer an entry point into PS3 racing for those looking for a serious drive, but put off by Turismo's super obsessive reputation. It's about time.





PS3 REVIEW

Grand Theft Auto IV



Release Out now **Publisher** Rockstar Games **Developer** Rockstar North **Price** £49.99
Players 1-16 **Web** rockstargames.com/IV **Also try** GTA Vice City

GRAND THEFT AUTO IV

You know how good you've heard this is? Well it's better



Niko Bellic might just be the best videogame character ever. Not because he's the toughest, or even the coolest, but because he's a truly human hero. But he's also fearless, funny and loyal to his friends.

This isn't some swaggering psycho, this is a good man gone wrong. Haunted by the horrors of war in Eastern Europe, he drifts into a life of crime because he isn't fit for anything else. Niko arrives in Liberty City lured by the promise of easy cash and easier girls, only to get sucked into his cousin's shuttle crash of a life. And so begins, for our money, best GTA yet.

Eastern promise

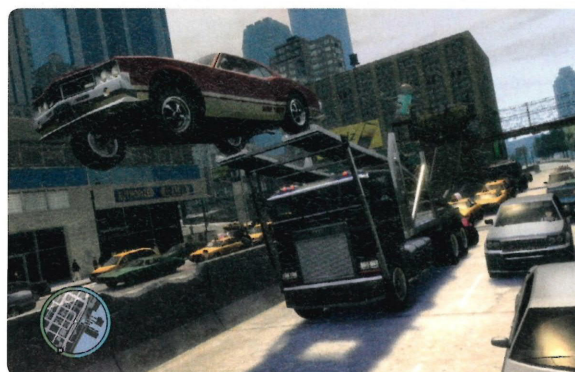
It's the sheer volume of options on offer here that takes the series to the next level. GTA has always been about choice, but now your decisions have sharper consequences. There are several points at which you make life or death decisions about key cast

members, with the story shifting depending on who ends up dead.

The map is still huge, just not as overwhelmingly so as San Andreas - and you're going to want to explore every inch of it. Liberty City is as much the star of GTA IV as Niko is. And it all looks familiar, because even if you've never been to NYC, you've seen it plenty in the movies.

But if you're looking for a single feature that makes this special, it's the

↓ There are few things cooler than nailing a big jump



phone. It's an integral part of the experience, woven through every strand of its DNA. Even when you're not on a mission you'll be fielding texts and calls from your contacts, so it feels like the plot is constantly developing. GTA IV is richer, deeper and more involving than its predecessors - and devilishly funny too.

PlayStation 2
Official Magazine UK

VERDICT

- ☺ Massive, fully explorable worlds
- ☺ Intelligently violent
- ☺ Demands your constant attention
- ☹ You'll feel lost when it's all over

The most involving, witty, well-rounded and goddam exciting GTA ever

10

↓ How much more shiny can shiny be? My eyes, my eyes!



Release Out now **Publisher** Sony **Developer** Polyphony Digital **Price** £49.99 **Players** 1-16 **Web** granturismoworld.com **Also try** Ferrari Challenge

GRAN TURISMO 5 PROLOGUE

Do the gorgeous shiny lines of the cars get in the way of the racing experience?

What GT sets out to do, it does with obsessive/compulsive attention to detail. To witness Prologue is to realise the depth of creator Kazunori Yamauchi's love for cars is bottomless. The vehicles are so finely sculpted, so beautifully detailed that they're quite simply as 'real' in the virtual world as real cars are in the real world. And here Yamauchi's has created a digital experience tailored to gawping at them.

Hey good looking

Despite incredible mainstream appeal, what GT does is actually pretty specialist. It looks stunning and has a garage to die for. Everything else, as far as GT is concerned, can go hang. *Everything.* That's why Prologue has a hair-triggered screen saver that essentially recreates GT4's photo mode automatically, but still doesn't have even faintly

believable crashes. We don't mean the longed-for damage modelling, we mean actual *crashes*. You know, the sense of *risk*. While this evolution of familiar physics is sumptuously nuanced, the increase in visual realism only highlights how limited it actually is. Once you lose control it's frigid. It makes no more attempt to calculate what should happen if you prang than the 1997 original did.

The massively larger grids should have worked wonders for the thrills, but they haven't. All racers remain pig-headedly robotic, spreading out like the gaps between stars, with a single unchallenged driver disappearing at the front. But despite its problems, much of GT5P will nevertheless feel special. For looks, presentation and the feel of the road it's exceptional. But its relentlessly narrow focus frustrates as much as the repetitious grind of the racing.



↑ This view of Piccadilly Circus is so detailed it's nigh on offensive

PlayStation 2
Official Magazine UK
VERDICT

Needs to make serious progress if 'Gran' isn't to become an indication of age

7

YAKUZA 3

Fuedal funtime



Release Japanese Import **Publisher** Sega **Developer** Amusement Vision **Price** From £50 **Players** 1 **Web** snipurl.com/220ir **Also try** Learning Japanese before you start

Before you start Googling for an importer capable of procuring a copy of Yakuza 3, there's a sumo-sized caveat you should be aware of. If your fluency in Japanese stalls somewhere around Toyota, tempura and Asahi Super Dry then Yakuza 3's as good as dead to you. While it's playable regardless of your language skills, you'll miss so much of the game's complexity and charm that you're better off simply enjoying the review and petitioning Sega for an English-

language version. It's a massive pity really, as its blizzards of otherwise impenetrable kanji hide easily one of the finest and best told stories yet to appear on the PS3. Anyone want to go halves on some Japanese lessons?

PlayStation 2
Official Magazine UK
VERDICT

Japanese or no, the lush 17th Century looks and stunning sword play will kiss your eyes

8

PlayStation®
Official Magazine - UK



PREVIEWS
Resident Evil 5
Street Fighter IV
Little Big Planet
MotorStorm 2
Wipeout HD
Saints Row 2

REVIEWS
Metal Gear Solid 4
Race Driver: GRID
Echochrome
MLB 08 The Show
Crisis Core: Final Fantasy VII

FEATURES
Prototype
A complete history of Metal Gear Solid

PLAYABLE DEMOS AND MUCH MORE!

ON SALE NOW!

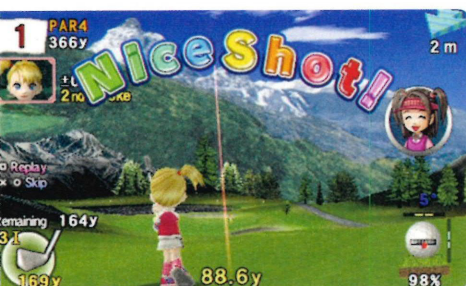
PSP IN OPS2



Your quick guide to the best new games for your handheld friend



↑ How can a game be this cute and so challenging at the same time?



↑ You never tire of being told just how good your golfing skills really are

↓ Don't try and fade it - bounce it off that mountain side



Fairway Hit 78%

× Camera Reset -167y

Remaining 372y



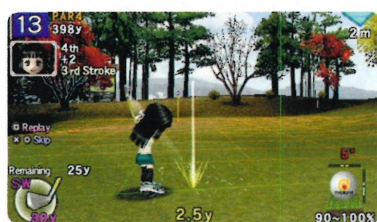
FORE BLIMEY!

Everybody's Golf 2 - possibly the cutest little golf game ever

PUB Sony DEV Clap Hanz ETA June WEB everybodygolfclub.com

Unlike Tiger Woods games with their annual gimmicky updates, the Everybody's Golf series hasn't much changed in the decade since its soaraway debut on the PS1. You shouldn't, after all, alter a winning formula. EG's core ingredients include a simple and accessible control system, pleasing and sharp cartoon visuals, a perfectly weighted difficulty curve and the most charming of personalities. It plays as good a game of golf on its second jaunt around the PSP fairways as it did back in 1998, and unlike Ian Poulter, it doesn't play second fiddle to Tiger.

While the action itself remains fundamentally unchanged, don't go



↑ Look at the slope on that! Did you really want to wedge it, love?

thinking that this is some quick cash in or a lazy sequel, because there's plenty for fans to get excited about and newcomers to look forward to.

Club country

The big draw this time out is the addition of online play. There's a 16 player Infrastructure mode for competing on the global stage, while ad hoc play supports up to eight players. Details of the Infrastructure mode have yet to be announced, but there's a world of possibilities concerning tournaments, match-making and ranking tables.

The main single-player mode has been restructured, and cleverly designed to support the online game. Challenge mode combines both Match and Stroke Play, and you're playing for cards. Collect enough of 'em and you'll play off against a new character. Beat the character and you'll unlock them, plus a new course and a tidy rise in rank. If that all sounds complicated, it really isn't, and it's implemented without you having to worry too much.



↓ Central Golf Square is the fourth to be unlocked

↑ This chirpy little man loves golf!

And while it's cute, it's still tricky. Foolish is he who thinks cartoony graphics equals a game for the under-eights. It looks really sharp on the small screen, and there's a rich variety of themes in course design. The version we've been playing is pretty complete, with only a few minor problems, but we're confident these will be sorted out.



HOW COMPLETE?

EVERYBODY'S GOLF 2
CONCEPT ALPHA RELEASE
PRE-ALPHA BETA JUNE

BOT, JAMES BOT

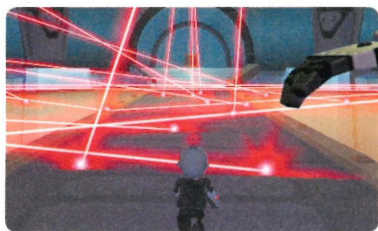
Finally a starring role for **Secret Agent Clank**

PUB Sony DEV High Impact Games ETA June WEB <http://tinyurl.com/6dxvux>

Our favourite saviours of the galaxy, Ratchet & Clank return this Summer for a second small screen adventure. As the title suggests, this time out it's the pint-sized half of the duo who takes centre stage. Ratchet has got himself banged up in a maximum security prison for a crime he didn't commit. So it's Clank that has to come to the rescue.

Clanky doodle

Assuming his TV star persona, Secret Agent Clank dons his finest James Bond garb and primes up the gadgets to battle those responsible for framing his imprisoned partner.



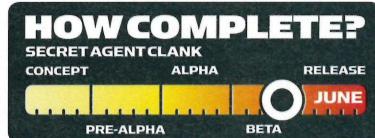
↑ That laser field looks harder to beat than the one in the Resident Evil film



↓ Clank's gadgets are an effective wonder to behold



Where Clank has been a puzzle-solving side-kick in previous outings, he's been bumped up in the control and battling stakes for SAC, with an array of nifty gizmos and swanky vehicles to use and enjoy. We're more than happy to see Clank finally taking the lead. It's a refreshing turn for the series and we can't wait to play it.



PSP TOP 5 CHARTS

Big sales on a little console! The biggest right now are...



01

PRO EVOLUTION SOCCER 2008

Publisher Konami
OPS2 score 8/10



02

GOD OF WAR: COO

Publisher Sony
OPS2 score 10/10



03

FIFA 08

Publisher EA
OPS2 score 8/10



04

FOOTBALL MANAGER 2008

Publisher Sega
Score 8/10



05

THE SIMPSONS GAME

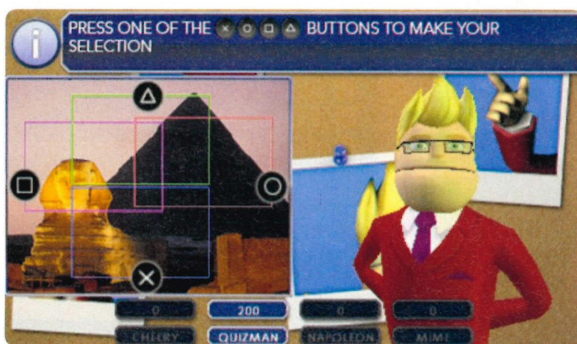
Publisher EA
OPS2 Score 8/10

BRAIN TRAINING

Polish up your braincells and settle down in a comfortable leather chair - **Buzz! Master Quiz** is about to begin

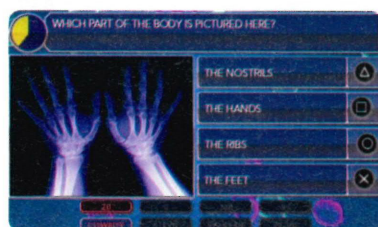
PUB Sony DEV Sony ETA July WEB <http://tinyurl.com/47hlyu>

Sony has spent a lot of time getting this right. Rather than just nipping and tucking the legendary quiz series to make it fit, they've started from the ground up and built a game that plays to the PSP's strengths.



Hosted by the Jason Donovan-voiced Buzz, this is a quiz in the old style, where you answer as many of the increasingly tricky questions as you go along. But where single player Buzz! on PS2 is a fairly hollow experience, on PSP it offers 15 different challenges to play through, and at the end of each one you're awarded either a bronze,

↓ If you don't get this one right you don't deserve to play another game ever!



silver or gold medal, depending on how awesome your skills are. You can even host multiplayer sessions and be the boss of your own quiz.

So, your next starter for ten: with all these new features, and the prospect of over 5000 new questions covering a wide variety of categories, like sport, entertainment, general knowledge and music, will Buzz! Master Quiz be a great game? No conferring please, we need an answer...oh come on, it's a no brainer: this is going to be fantastic on PSP!

HOW COMPLETE?



PSP REVIEW

Crisis Core: Final Fantasy VII

↓ Octaslash is Sephiroth's signature move, and it will decimate you



Release June 20 Publisher Square Enix Developer Square Enix Price £29.99
Wi-Fi No Web crisiscore.com Also try Final Fantasy II

CRISIS CORE: FFFVII

Discover the tearjerking backstory to Final Fantasy VII

C Final Fantasy VII. Say these three words and you've uttered the name of the most important RPG in gaming. It may have been released over ten years ago, but people still rave about a spiky-haired youngster called Cloud. Such is FFFVII's legacy that Square Enix embarked on a five-part compilation to expand its legacy further. Crisis Core is the last part of said series, and focuses on Zack Fair, who briefly features in VII, and plays a crucial role in Cloud's life.

It's set before VII, when global megacorp Shinra is starting to prosper, thanks to its success in building Mako reactors. Shinra operates an elite fighting unit called SOLDIER and Zack begins as a willing rookie. At first you'll be taken out on training and exploration missions, but the action kicks off when his mate goes AWOL after being wounded sparring.

Crisis Core is unique among Final Fantasy storylines simply because the world isn't ending, and for once the



lead character isn't an orphan with a mysterious past. Instead Crisis Core follows Zack's rise through the ranks of SOLDIER and his developing friendships with those he meets.

Zack attack

For the first time in FF history you won't have a party of people to control - just Zack. While this feels a bit foreign at first, it fits in with the narrative direction. The story is presented in chapters, where Zack is placed at a set location.

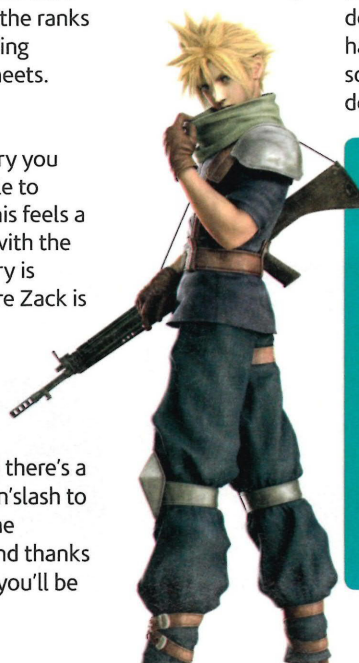
The fighting system is a mix of old and new. You'll explore areas until battles are randomly triggered and fought in real time, and there's a weirdly brilliant air of hack'n'slash to the action. It makes for some realistically fluid fighting, and thanks to the emotive soundtrack you'll be

↑ What's this?
Chocobo bowling?

more than happy to grind away for hours, levelling up your character.

There are lots of little moments that will make FF fans hug themselves with glee. For example, you get to see how Aerith gets her infamous pink ribbon, how Tifa's bar gets named and how Cloud ends up in a SOLDIER uniform. At times though the strict chapter structure will leave you feeling that you're not playing the game, it's playing you, and leading you through the story. But what a story it is.

It's been too long now since Shinra and the original FFFVII crew have had a decent gaming resurrection. It may have its pros and cons, but its pros are so wonderfully abundant that it really doesn't matter. A fine, fine game.



PlayStation 2
Official Magazine UK

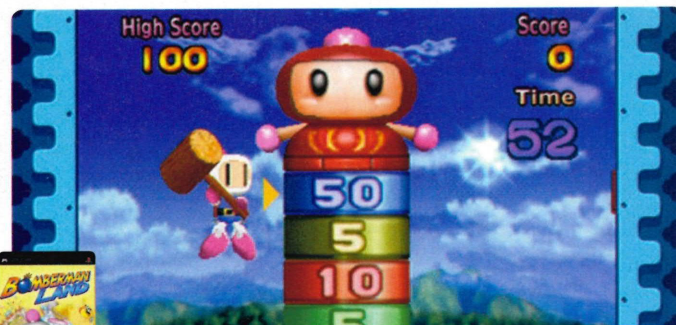
VERDICT

- 😊 A chance to fill in some FFFVII gaps
- 😊 Stunning visuals
- 😊 A unique FF perspective
- 😊 The DMV system is too random

FFVII convinced many people to buy a PS1, and Crisis Core is the game that will spur you on to buy a PSP

9

BOMBERMAN LAND



Release Out now **Publisher** Rising Star Games **Developer** Hudson Soft **Price** £17.99 **Wi-fi** Yes **Web** <http://hudsonent.com/bml> **Also try** Ape Academy

It's all gone a bit wrong in Bomberman Land. Up to now the franchise has never centred on plots, and this hackneyed effort is far from convincing us it should. While it offers some hit and miss minigames, you have to trudge through the excruciating story mode to unlock them all.

And at times you really won't want to bother. Mercifully Bomberman Land still packs the original death-match mode where you plant bombs and try to kill your opponent. But even

this feels worn and dated.

The truth is, there just isn't room in our hearts for Bomberman any more. And no matter how you try to sell him, once a fuse has gone out, it's impossible to find the spark.

PlayStation 2
Official Magazine UK
VERDICT

Although once a trusty friend, Bomberman is too old and tired to compete on PSP

4



Release Out now **Publisher** Konami **Developer** CREAT Studio **Price** £29.99 **Wi-fi** Yes **Web** <http://tinyurl.com/6yng7r> **Also try** Medal of Honor: Heroes

CODED ARMS: CONTAGION

Like the Matrix, only with more guns and less Keanu

Somebody needs to tell the military to stay away from technology. If Skynet from Terminator or WOPR from Wargames have taught us anything it's that army + computers = disaster. So building an entire virtual reality training facility to prepare soldiers has to be bad news. It's not much of a surprise then when cyber terrorists invade, overrunning the Matrix-like boot camp in order to hack government secrets.

Cyber shandy

Cue Major Grant, a special agent who jacks into the mess to locate missing troops and rout out the villains. Of course what that really means is shooting. Lots of shooting. While PSP's lack of a second analogue stick usually causes strife for FPS games, Contagion uses an auto lock system to help get around the problem. You still have to aim in the bad guy's direction, but being able to fix a bead on your foes as you run around keeps the action fast and smooth. Even in pitched battles with multiple



opponents combat is speedy and confident as you strafe, dodge and return fire with ease. Perversely, it does make some of the one-on-one boss battles a bit pointless as you simply lock on and let rip.

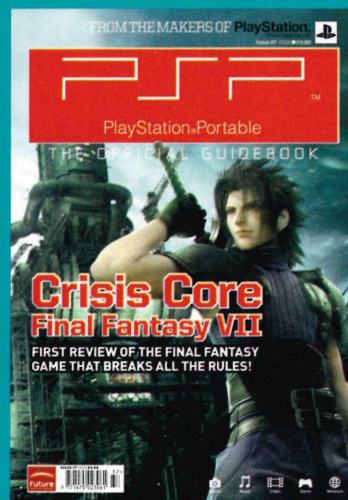
Switching between weapons can be a pain, as you can only cycle through them in one direction, making changes under pressure tricky. So it's easiest to just pick a fave and stick with it. For every good point it has, there's a bad one cancelling it out. It's sharp to look at, but spoiled by murky brown hues. Likewise, while enemies come in different sizes, they never feel different to fight.

As a brief mindless diversion it's hard to beat. See bad thing. Shoot bad thing. It's only during extended plays that Coded Arms' shortcomings begin to grate.

PlayStation 2
Official Magazine UK
VERDICT

Simple, repetitive gaming, that offers immediate fun, but very little real substance

6



PREVIEWS

Everybody's Golf 2
Buzz! Master Quiz
Secret Agent Clank
Tom Clancy's End War
Lego Indiana Jones
R-Type Command
Diabolik: The Original Sin
N+

REVIEWS

Crisis Core: Final Fantasy VII
Coded Arms: Contagion
Warriors Orochi
Bomberman Land
Boulder Dash Rocks!
Need For Speed: ProStreet

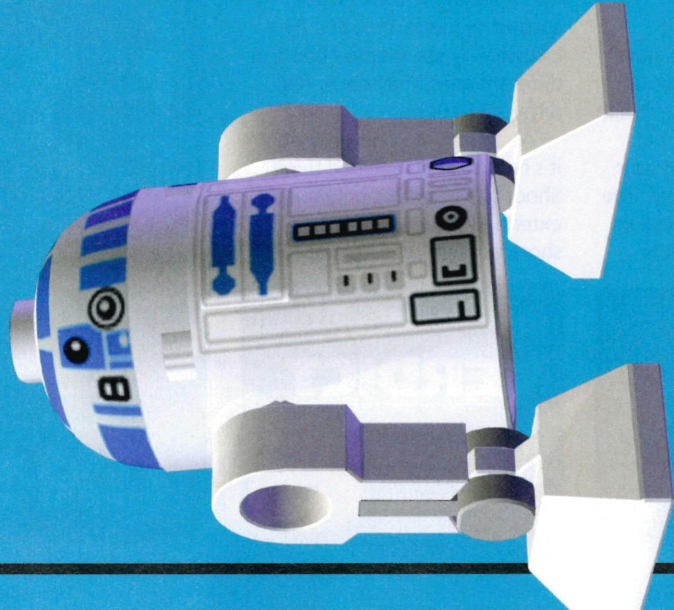
FEATURE

21 Reasons Why You Need A PSP This Summer

ON SALE NOW!

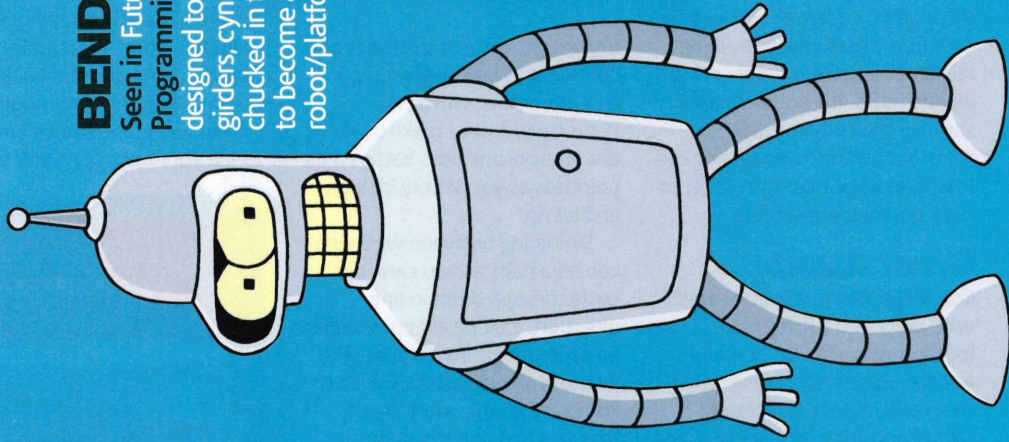
#18 ROBOTS

They build our cars, vacuum our floors, even defuse bombs for us – and on PS2, robots are our friends, too...



R2-D2

Seen in *Lego Star Wars* (2005)
Programming A bit of a Swiss-Army-knife robot, R2 is all things to all people. A bin, a screwdriver, even a handy receptacle for multicoloured studs: he does it all.



BENDER

Seen in *Futurama* (2005)
Programming Originally designed to bend girders, cynical Bender chucked in the day job to become a delivery robot/platformer star.



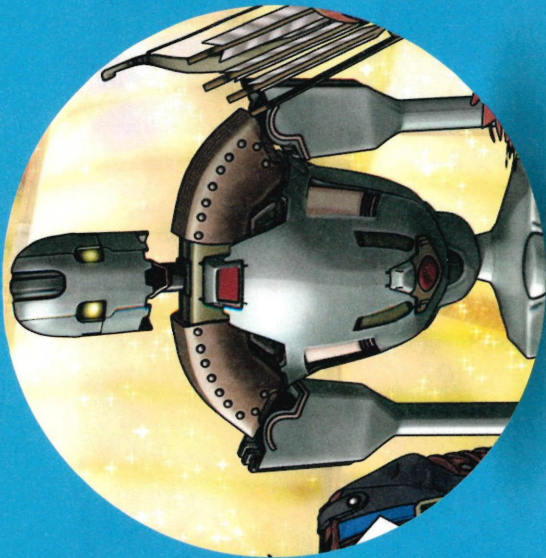
OPTIMUS PRIME

Seen in *Transformers* (2007)
Programming Hero-bot
Optimus is here to save Earth by slapping the Decepticons about and turning into a truck.



CLANK

Seen in Ratchet & Clank: Size Matters (2008)
Programming Ratchet's buddy-cum-backpack, Clank comes in handy for opening doors and helping his owner clear big jumps.



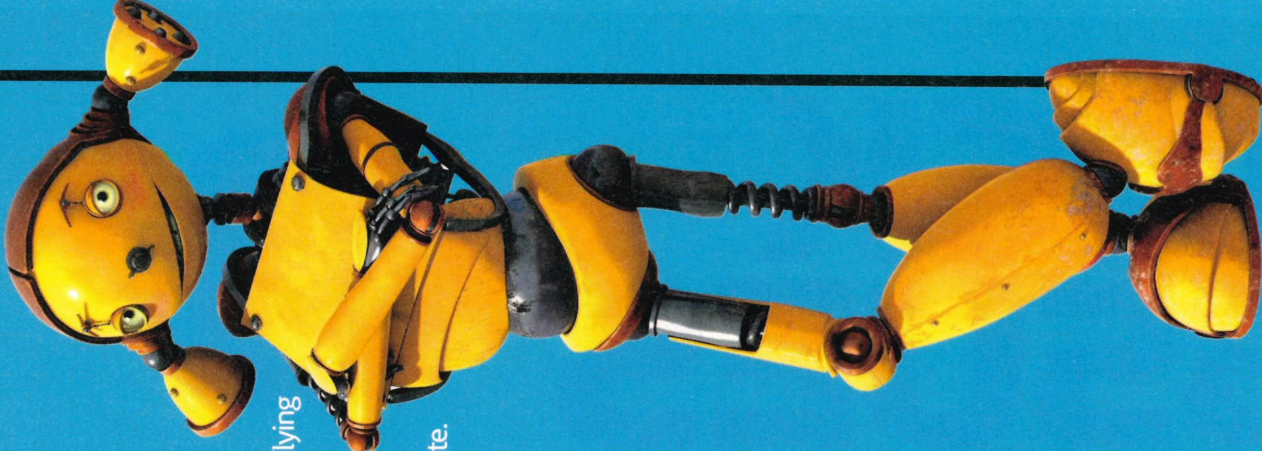
STEVE

Seen in Rogue Galaxy (2007)
Programming A member of the Dorgenark's pirate crew, Steve is the robotic equivalent of Jack Sparrow.



GRETAL MK2

Seen in TimeSplitters 2 (2002)
Programming A fun-loving maniac-bot, Gretal enjoys nothing more than a rampage with a laser gun before picking the kids up from school.



CAPPY

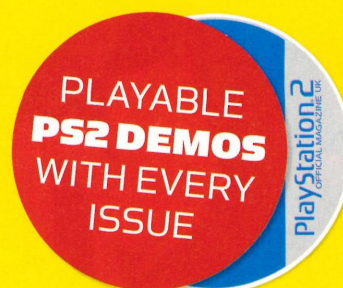
As seen in Robots (2005)
Programming Perky fem-bot Cappy is a high-flying businesswoman programmed for hostile takeovers and looking oddly cute.

NEXT
MONTH
GADGETS



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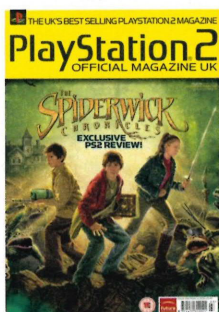
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- Lego Indiana Jones
- Silent Hill Origins
- Yakuza 2
- Driving demos special



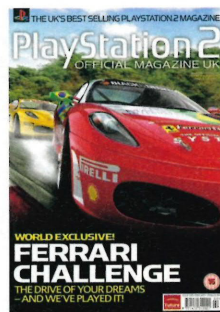
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- Ratchet & Clank
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- Odin Sphere
- Fantasy demos special



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- PS1 treasures
- PlayStation heroes demos



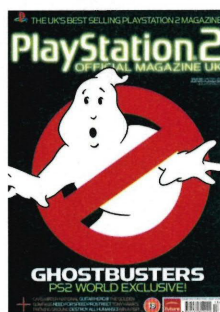
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- Ferrari Challenge
- Star Wars: Force Unleashed
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- High School Musical demo



OPS2 #94

- Alone In The Dark
- The art of God of War
- RealPlay reviews
- Asterix Olympics demo



OPS2 #93

- Ghostbusters
- Best and worst of 2007
- Guitar Hero III review
- Best of 2007 demos



OPS2 #92

- Sega Superstars Tennis
- Sims 2 Castaway
- Ratchet & Clank weapons
- PES 2008 demo



OPS2 #91

- Crash of the Titans
- Godzilla: Unleashed
- SmackDown vs Raw
- Stuntman: Ignition demo



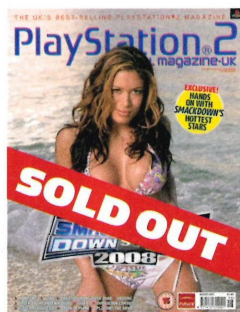
OPS2 #90

- The Simpsons
- Mercenaries 2
- 20 years of Metal Gear
- Crash Of The Titans demo



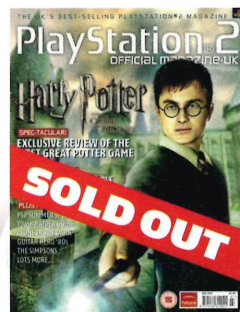
OPS2 #89

- Syphon Filter: Dark Mirror
- SingStar
- Star Wars: Force Unleashed
- Rogue Galaxy demo



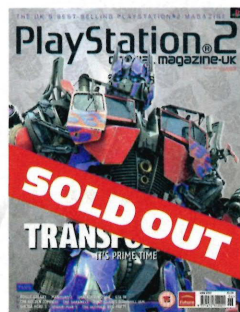
OPS2 #88

- SmackDown vs Raw 2008
- Guitar Hero: Rocks the 80s
- Harry Potter Walkthrough
- 10 playable demos



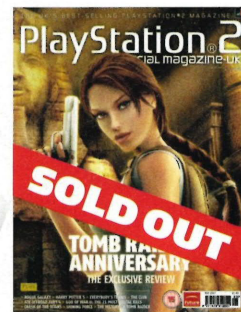
OPS2 #87

- Order of the Phoenix
- Tomb Raider walkthrough
- Top 100 PSP games
- ObsCure II demo



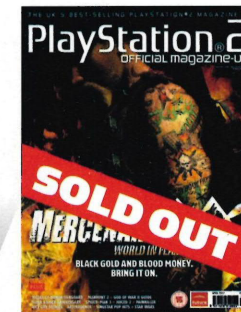
OPS2 #86

- Transformers: The Game
- Rogue Galaxy review
- The Golden Compass
- Everybody's Tennis demo



OPS2 #85

- Tomb Raider: Anniversary
- Lara Croft Special
- Vice City Stories cheats
- God of War II demo



OPS2 #84

- Mercenaries 2
- Medal of Honor Vanguard
- God of War II walkthrough
- Brian Lara 2007 demo

TEAM OPS2
ACTING EDITOR Andy Hartup
ART EDITOR Mark Mitchell
EDITORIAL ASSISTANT Kim Richards

CONTRIBUTORS
Nick Aspell, Ziggi Baker, Stacey Black, Shaun Curnow, Roy Delaney, Paul Fitzpatrick, Mike Gapper, Dave Harrison, Phil Haycraft, Cormac Jordan, Ian Lloyd-Edwards, Sophie Mason, John Meadowcroft, Mike Sterry

PRODUCTION COORDINATOR Lee Thomas
PRODUCTION MANAGER Rose Griffiths

ADVERTISING
TEL 0207 042 4000 FAX 0207 042 4159
AD SALES DIRECTOR Malcolm Stoodley
AD MANAGER—PRESS Emma Cull
AD MANAGER—ONLINE Andrew Church
SENIOR SALES EXECUTIVES Dan Lessons, Sarah Holland
SALES EXECUTIVES Alistair Williams, Mark Woodbridge
AD DIRECTOR—CENTRAL AGENCY TEAM Jude Daniels

MANAGERIAL & MARKETING
MARKETING CAMPAIGN MANAGER Tom Acton
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PUBLISHING DIRECTOR James Binns
GROUP PUBLISHER Richard Keith

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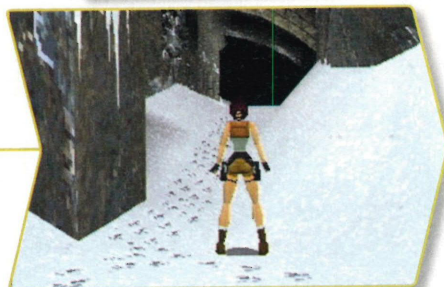
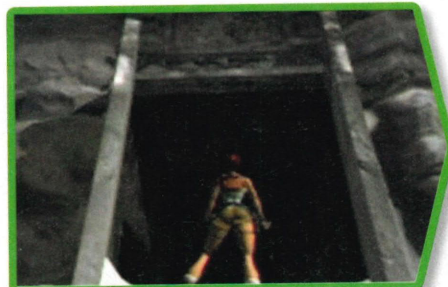
SPLIT SCREEN

One classic game, two incarnations. This month: Tomb Raider

METHOD 1 TOMB RAIDER

MISSION START

Lara Croft and her exceptional first Tomb Raider outing set the gaming world on fire back in 1996. She was a beautiful devil-may-care adventurer for whom danger meant nothing when she had her eyes on the prize. And this, my friends, is where it all began.



⬆ After scaling the heights of Peru, Lara enters the ancient tomb of Qualopec. Animal tracks mark the snow, and adventure is in the air...



⬆ It's not long before Lara disturbs the local wildlife and is beset by wolves and bats. But with her trusty dual pistols, they're easily offed.



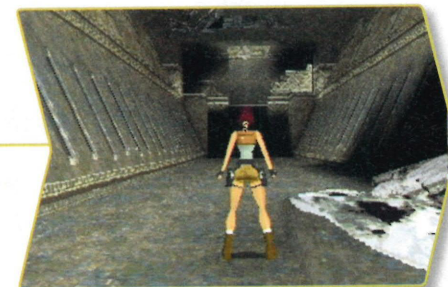
⬆ It takes a strange thought process to build rope bridges indoors. One wonders just who used to reside in these here hills.



⬆ Ah, turns out the residents aren't quite a cheery lot. Niches are filled with ancient mummified bodies and walls of skulls.



⬆ A fatal misstep and Lara plunges into a pit, only to get set upon by a bear. How a bear made it up here, we don't know.



⬆ Puzzle time. The door at the end of this ominous corridor is locked. Some nimble footwork should uncover a handy switch...



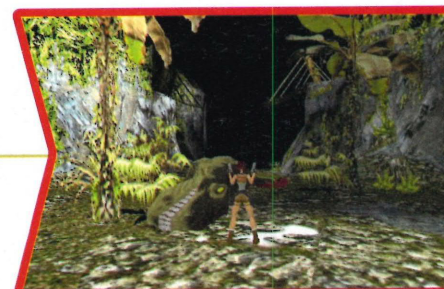
⬆ Behind the door is the city of Vilcabamba. Simplistic on the surface, but when Lara goes for a dive, she discovers a new underwater world.



⬆ Suddenly, it's all gone a bit Jurassic Park. Raptors have sprung out of nowhere... and what's that ominous thundering sound?



⬆ Good Lord, it's a T-Rex! Run like there's no tomorrow, load up the shotgun, and break out a fresh pair of skimpy shorts.



MISSION COMPLETE

Some well placed shot gun shells later and Barney's big brother is toast, leaving you free to explore the rest of the valley. Will there be more bears? More raptors? A perverse puzzle or two? Of course, you silly sausage. Now, off you go Lara: it's time to get that Scion.

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Call On Me.....	158670	157684
Children.....	158970	157842

T&Cs: 80155 & 57856 is for aged 16+. *Txt Alerts, Classic Dance Tracks, Wallpapers & Stupid Videos cost £4.50 (€6). Bestselling Games & Game of the Month cost £6 (€8). EA The Sims Collection Games cost £7.50 (€10). CANT FIND WHAT UR LOOKING 4? WAPSITE: A network charge maybe incurred from your provider during connection. All requests to 80155 are charged at 25p. Wap/ GPRS Required. All videos are in excess of 500k. GAME COMPATIBILITY: Please contact us on +44 (0)871 200 3193 to check game compatibility. TXT ALERTS & RINGTONES: produced by impressionists, all sounds do not carry the approval or endorsement of the personality involved or any broadcasting institution. MCPS & PRS payments paid. K2 Media or its associated companies may contact you by SMS with the latest promotions & products. dbm is a Trade Mark of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Support line +44 (0)871 200 3193.
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SPLIT SCREEN

One classic game, two incarnations. This month: **Tomb Raider**

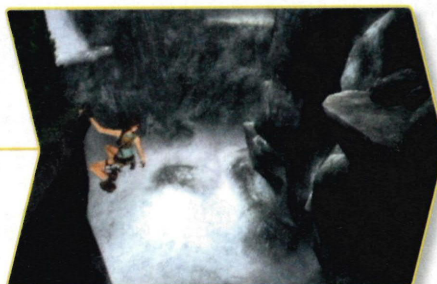
MISSION START

Ten years since her first visit to the treacherous heights of Peru, the queen of adventure is back and looking better than ever. But will she still be able to navigate the craggy cliffs and tricky traps with all that extra breast-weight? Time to find out...

METHOD 2 TOMB RAIDER: ANNIVERSARY



↑ After fending off a pack of hungry wolves, Lara steps into the gloom of Qualopec. It all just seems quiet... too quiet...



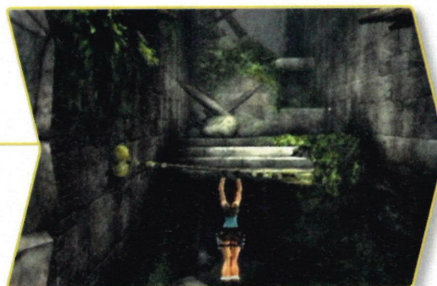
↑ Straightaway, Lara's affronted by sheer rock faces and dizzying drops. But she throws herself straight at the nearest handhold.



↑ After arriving at the rope bridges, there are more wolves. But Lara's perfected her backflips: these mutts don't know what's hit 'em.



↑ Annoyingly, years of neglect have made these bridges weak, snapping as Lara walks over them. Lord Brunel would be most displeased.



↑ This temple is like Monkey Island: full of poles to swing off, walls to climb and things to generally hang on. Perfect for Lara's biceps.



↑ This door is going to take more than a switch hitting: Ms Croft needs to use her full acrobatic skills to unlock the bolts.



↑ After all that action, Lara takes a dip in the waterways of Vilcabamba. Unfortunately, she's come across a blocked exit...



↑ Gasping Lara surfaces in the Lost Valley, but no sooner has she drawn breath than these hungry raptors set upon her.



↑ Oh, Jiminy Cricket, that T-Rex is still here, and he's even angrier than before. Simply shooting him won't take him down this time around.



MISSION COMPLETE

Thankfully, Lara is an inventive girl and she manages to manoeuvre the Rex onto some spikey rocks for the killer blow. Dammit Croft, you just wiped out an endangered species. Oh well, don't let him go to waste - you could make a nice handbag with all that dino-skin.

MISSION SELECT

Have you got a favourite mission you'd like us to feature here? Tell us about it! Email psnation@futurenet.co.uk or write to Split Screen, OPS2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

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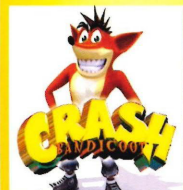
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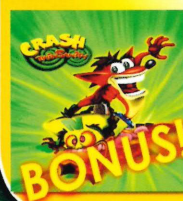
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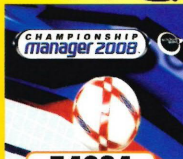


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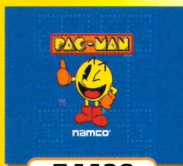
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