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WELCOME

ⓐ REVIEWS ⓐ PREVIEWS ✕ FEATURES ⓐ ALWAYS FIRST FOR PS2



THE ONLY UK MAG THAT'S DEVOTED TO PS2

If you'd have told me two years ago, when I joined OPS2, that my first issue as Acting Editor would not only include a

potentially great licensed Ferrari game (something that has so far eluded almost every console) but a 10/10 review score for an RPG as well, I'd probably have chortled a little and waved you on as a potential nutter.

But here we are, at the beginning of 2008, with that exact scenario!

Challenging times

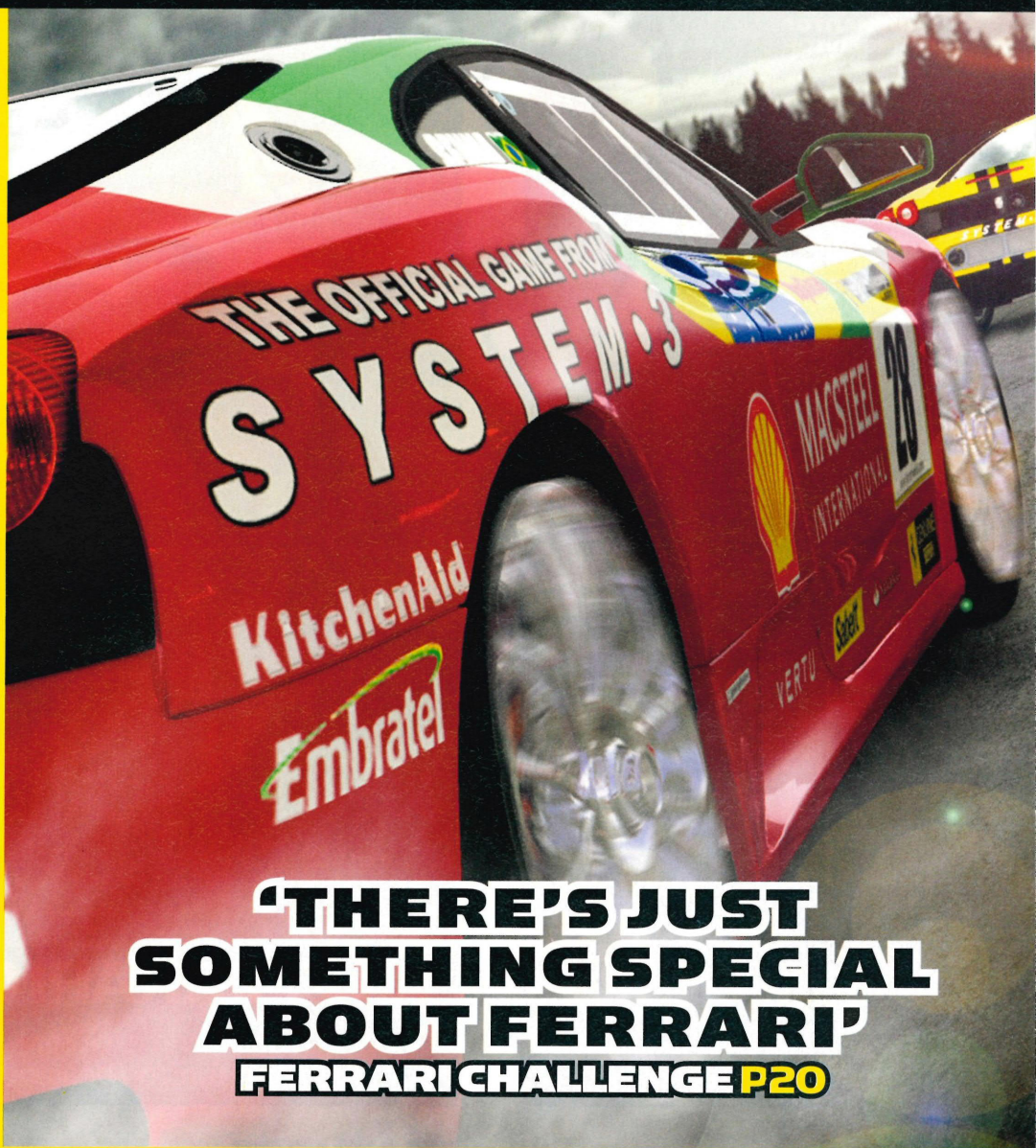
Ferrari Challenge is every bit the dream game for car enthusiasts. It's got the licences, the experts and the technical nous to be a winner.

Likewise, Shin Megami Tensei: Persona 3 is everything a roleplaying game fan could want: gorgeous visuals, sexy characters and a stack of charismatic creatures to battle. And all with a unique twist...

Then we have Destroy All Humans! 3, Sega Superstars Tennis, Rock Band, Mercenaries 2, Lego Batman and stacks more on the way. It all adds up to a rip-roaring start to 2008 for PS2, so stay tuned.

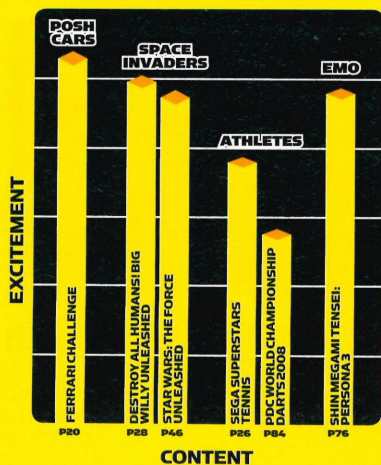
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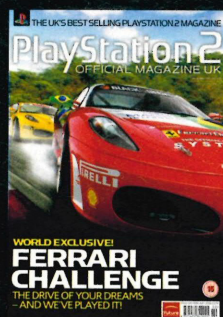


'THERE'S JUST SOMETHING SPECIAL ABOUT FERRARI'
FERRARI CHALLENGE P20

THIS MAG CONTAINS



OPS2 #95 COVER STORIES



P20 FERRARI CHALLENGE Racing royalty pulls up on PS2. We take the game out for a spin

P46 STAR WARS FORCE UNLEASHED Follow Vader's secret apprentice as he stalks the galaxy

P60 THE SILENT HILL FILES It's brown trouser time as we look back at Konami's scary series

P28 DESTROY ALL HUMANS! 3 More on this human-blasting follow up in our final preview

P76 SHIN MEGAMI TENSEI: PERSONA 3 Is this game worth 10/10? Find out in our review

CONTACT OPS2

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(costs 25p plus your usual rate)

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MEET THE TEAM

ANDY HARTUP ACTING EDITOR

On his first day in charge, Andy assured the team that the power wouldn't go to his head. His newly ordered gold throne suggests this attitude may have changed.

PLAYING NOW *Psychonauts*
CAN'T WAIT FOR *Destroy All Humans! 3*



SOPHIE MASON PRODUCTION EDITOR

Fact: during the winter months Sophie is forced to drink her own body weight in tea every day in order to maintain brain function.

PLAYING NOW *CSI: 3 Dimensions of Murder*
CAN'T WAIT FOR *Sega Superstars Tennis*



MIKE STERRY STAFF WRITER

Mike spent most of this month shouting "It's a trap!" in homage to his hero, Star Wars' Admiral Akbar. We think we may be working him too hard.

PLAYING NOW *PDC Darts 2008*
CAN'T WAIT FOR *Alone In The Dark*



KIM RICHARDS EDITORIAL ASSISTANT

It was an emotionally significant month for Kim. Not only did she finally get to review *Persona 3*, she also beat 'Through The Fire And Flames' on *Guitar Hero III*.

PLAYING NOW *Shin Megami Tensei: Persona 3*
CAN'T WAIT FOR *Odin Sphere*



MARK MITCHELL ART EDITOR

Mark's failed experiment with a bottle of 'Just For Men' meant he couldn't bear to show his face in the office all month. Only joking! He was actually on holiday in India. Or was he...?

PLAYING NOW *Truant*
CAN'T WAIT FOR *Manhunt 2*



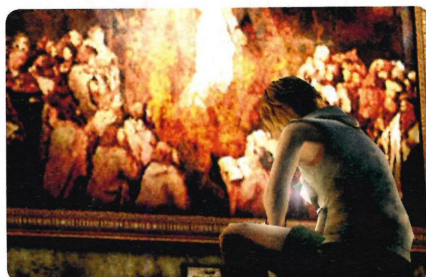
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20 FERRARI CHALLENGE

Check out our world exclusive first impressions of this potential Gran Turismo beater – yes, you read that right!

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60 THE SILENT HILL FILES

We revisit the mysteries of Silent Hill and find out what really goes on in PS2's scariest town



76 SHIN MEGAMI TENSEI: PERSONA 3

The best game of 2008? Already? Could be! Find out why Persona 3 will rock your gaming world

PlayStation 2
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PLAYSTATION MAGS
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Go over to the Dark Side as Darth Vader's secret apprentice in this stellar new Star Wars game

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YEAR IN PLAYSTATION 97
A new millennium, a new era in gaming is born



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Get ready to unleash your Big Willy: Crypto's back and we've got the latest on his upcoming game



17 WIN FAME AND GLORY WITH GUITAR HERO

This month's challenge for you to try in our High Score Heroes competition



54 PS2 GAMES YOU SHOULD OWN

We pay tribute to the mighty Psychonauts in our bargain bin-tastic regular feature

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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!

HIGH SCHOOL MUSICAL: SING IT!

PUB Disney OPS2 SCORE 6/10 WEB tinyurl.com/28wwed



CAN YOU DO THIS?
Get straight As throughout 'Breaking Free'



WHAT IS IT? The game of the singing, dancing franchise that's taking the nation by storm – or at least, the part of it that's female and under 14. Plug in your SingStar mic and warble away to either 'Breaking Free' or 'What Time Is It?', either as a duet with a mate or on your own with the AI filling in the

other part. You can play as either brainy babe Gabriella or basketball dreamboats Troy and Chad, and sing the song in either the auditorium or the Summer Resort.

PERFORMANCE TIPS

Your performance is rated with report cards in the bottom left of the screen, from A down

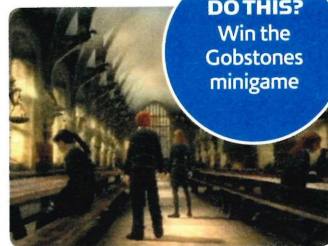
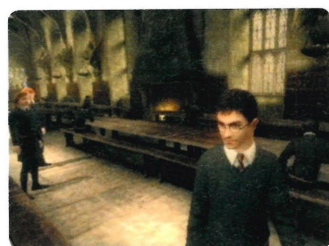
to C. Timing is everything. If you come in late or early, or miss a beat, you'll be penalised.

CONTROLS

- ⓧ Select
 - Ⓜ Back
- Move between options with the D-pad, then plug in a SingStar mic and just 'Sing It'!

HARRY POTTER & THE ORDER OF THE PHOENIX

PUB EA OPS2 SCORE 8/10 WEB masterthemagic.com



CAN YOU DO THIS?
Win the Gobstones minigame

WHAT IS IT? A chance to explore Hogwarts in Harry Potter & The Order of The Phoenix.

PERFORMANCE TIPS

To cast Winguardium Leviosa, push the right thumbstick upwards and then, in the same movement, from right to left. Then you can move it as you like.

CONTROLS

- Ⓛ Target
 - Ⓛ/Ⓡ Change target
- Left thumbstick: Move
Right thumbstick: Cast spells
- Ⓞ Talk
 - Ⓜ Get out/Put away wand
 - Ⓞ Discovery view
 - ⓧ Run

24: THE GAME

PUB Sony OPS2 SCORE 8/10 WEB 24-thegame.com



CAN YOU DO THIS?
Complete the demo without harming any civilians

WHAT IS IT? One of the missions from this top action game: playing as counter-terrorist hardman Jack Bauer, you must get to the roof and rescue Kim before she's helicoptered away by kidnapers!

PERFORMANCE TIPS

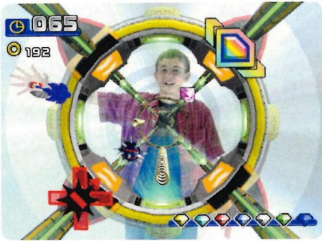
Find the adrenaline in the third floor washroom. If your health bar (top left) starts to drop, you

can use the adrenaline for a temporary health boost.

CONTROLS

- ⓧ Use cover
 - Ⓛ Target
 - Ⓡ Fire
- Left thumbstick: Move
Right thumbstick: Change target
- Ⓞ Search body/Move body
 - Ⓞ Climb/Roll
- Press right thumbstick: Reload

SEGA SUPERSTARS



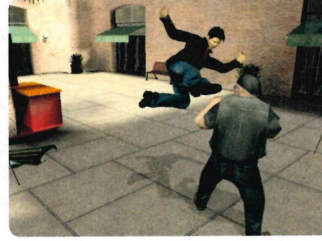
WHAT IS IT? Race Sonic along a trippy tunnel, picking up gold rings: just plug in your EyeToy and get those arms waving!

RATCHET: GLADIATOR



WHAT IS IT? A taste of the singleplayer and multiplayer options in Ratchet's most combat-heavy adventure.

RISE TO HONOR



WHAT IS IT? A dollop of walloping: step into Jet Li's shoes to fight Triads on the streets and rooftops of Hong Kong.

DRAGON QUEST VIII: JOTCK



WHAT IS IT? Set off on the journey of the Cursed King by exploring the town of Farebury or fight beasts on the battlefield.

PRINCE OF PERSIA: SANDS OF TIME



WHAT IS IT? A palace laid waste by the sands of time! Enjoy the exciting fight and exploration systems in the prince's PS2 debut.

SPYRO: A HERO'S TALE



WHAT IS IT? Explore Dragon Village, play Sgt Bird's mini-game or face the Hunter Challenge as purple fire-belcher Spyro.

ALSO ON THE DISC JAK 3

WHAT IS IT? A choice of three levels from this excellent platformer. Either escort a train, explore an eco mine or simply bash metalheads to smithereens!

BROTHERS IN ARMS: EARNED IN BLOOD

WHAT IS IT? Three missions to try, with your AI squad by your side in either solo or multiplayer skirmishes.

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

SEGA SUPERSTARS: HIGHEST SCORE

This month we really want to see those fingers! Plug in your EyeToy, fire up the Sonic game demo and wave your hands in circles to make Sonic collect those gold rings! Get as many rings and Chaos Emeralds as you can for the highest score, but avoid the spikey balls or you'll lose points. The person who beats our paltry score of 14,440 by the biggest margin will win the prizes. In the event of a tie, we'll draw one of the tied entries at random.

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 07738647177.

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: 27 February 2008

For competition rules and full terms and conditions, see p111.



ISSUE 93'S WINNERS

THE CHALLENGE: PDC WORLD CHAMP'SHIP DARTS - LOWEST SCORE

NAME	SCORE
1 Scott Christie, Banff	2
2 Tanzil Shafiq, Doncaster	2
3 Stephen James Williams, Cardiff	5
4 Dominic Blake, Rossendale	17
5 Jason Browne, Yorkshire	19

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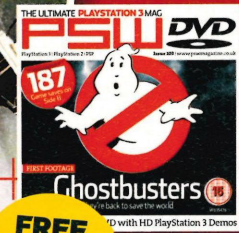
FREE PLAYABLE PS2 DEMO DVD



FREE DOUBLE SIDED DVD



FREE DVD + BONUS GIFTS

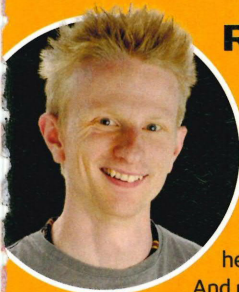


Now THIS is Living



UPFRONT

ⓐ LATEST NEWS ⓐ CULTURE ⓧ OPINION ⓐ EVENTS



ROSES ARE RED, GREEN, YELLOW, BLUE...

Flowers. Cards. Stuffed bears. Chalk-flavoured, heart-shaped sweets.

And now, 1980s band The Romantics have had their lawsuit against the makers of Guitar Hero thrown out. Truly, Valentine's Day is upon us.

How did I celebrate? Well, I took my loved one out for a fine candlelit dinner, where we spent a magical evening reminiscing about all the wonderful times we've had together.

Sure, many of the other diners twitched at my date with barely concealed lust, while others stared at us in scorn – but I cared not.

For I am in love! Deeply in love! Oh, Guitar Hero controller, how I love thee!

Heart-shaped box

Her delicate curves. Her snug strap, intimately cuddled around my shoulder. The plinkity laughter that ensues whenever I tickle her fretboard or twang her whammy bar – verily, there is no greater beauty on earth.

I might dump her once Rock Band comes along, though.

ANDY HARTUP
ACTING EDITOR
ahartup@futurenet.co.uk

PS2 goes PSP port potty

Slew of handheld favourites heading our way

Ports of top PSP games such as Twisted Metal: Head-On and Pursuit Force: Extreme Justice are on their way to PS2.

Yes, although it looked for a while as though PS2's most

successful franchises had packed up and moved to the PS3 for 2008, we've started digging up nuggets of info about impending PSP ports.

Stormy ports

And not just any old PSP ports. We're talking big names; PSP games that started life as part of some of PS2's best and brightest franchises: God of War, Silent Hill, Ratchet &

Clank, Twisted Metal and Pursuit Force among them.

Not all have been officially confirmed – or even released on PSP yet.

But ports of both



Twisted Metal: Head-On and Pursuit Force: Extreme Justice are confirmed and will be shipping to PS2 this year.

Meanwhile, if you were to bet on Ratchet & Clank: Size Matters, Silent Hill Origins and God of War: Chains of Olympus also making their way to PS2, we reckon your money would be pretty safe.

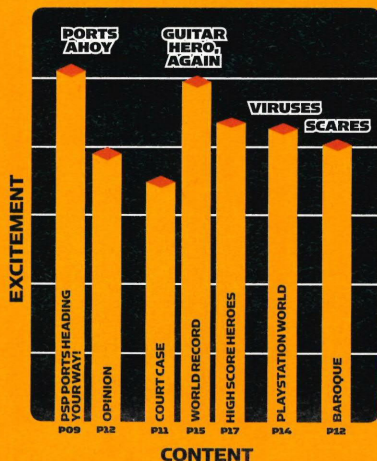
Despite no official word from Sony about their existence, industry product sheets for Size Matters and Silent Hill Origins are being passed around and both are ▶



⬇️ Soon you'll be meting out Extreme Justice on PS2, too



THIS SECTION CONTAINS



PORTS FIELD

The definites, the maybes, the wishes

CONFIRMED

Twisted Metal: Head-On – Extra Twisted Edition
Pursuit Force: Extreme Justice

IN DEVELOPMENT BUT UNCONFIRMED

Silent Hill Origins
Ratchet & Clank: Size Matters

HIGHLY LIKELY

God of War: Chains of Olympus
Daxter

UNLIKELY, BUT WE STILL WISH THEY'D BE PORTED

Metal Gear Solid: Portable Ops
Castlevania: The Dracula X Chronicles
LocoRoco



God of War: Chains of Olympus isn't even out yet on PSP but it's a dead cert for a PS2 port



listed on various online retailers – signs that they're in development.

As for God of War: Chains of Olympus, we confidently expect an eventual PS2 port, despite the fact that the game hasn't even been released on PSP yet.

Why? Well, given the cost of developing an epic PS2-calibre game like Chains of Olympus for the PSP, it doesn't take a Wall Street analyst to tell you that a PS2 conversion makes financial sense. In fact, we'd bet the family goat that it's on shelves in time for Christmas.

Cash and grab

For game publishers (Sony included), turning over these kind of ports is a financial no-brainer.

You need only look at the success of the previous ports such as Grand Theft Auto: Vice City Stories and Syphon Filter: Dark Mirror.

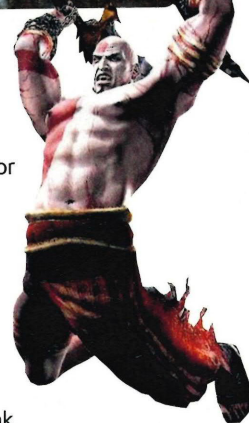
The architecture of the two machines is so similar that coding for the port is a relatively simple task.

What isn't so simple, though, is putting in enough new content to justify a purchase for PS2 owners who already own the PSP version of the game.

In this regard we expect a



Castlevania: Dracula X and MGS: Portable Ops (below) are two PSP titles that deserve PS2 ports

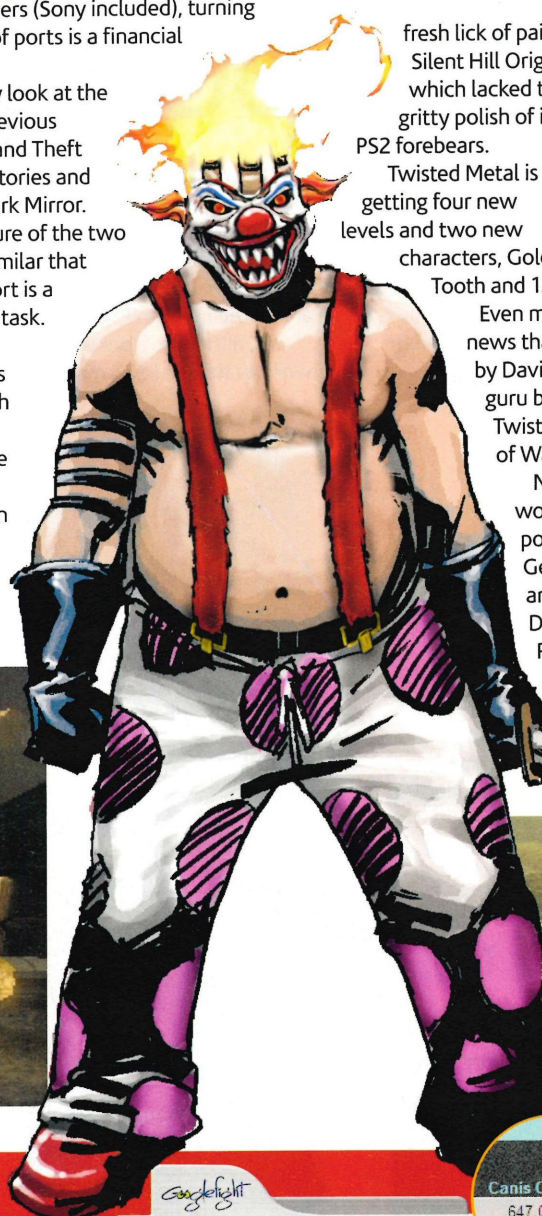


fresh lick of paint for Silent Hill Origins, which lacked the gritty polish of its PS2 forebears.

Twisted Metal is getting four new levels and two new characters, Gold Tooth and 12-Pak.

Even more exciting is the news that it will be overseen by David Jaffe, the gaming guru behind the original Twisted Metal and the God of War series.

Now, if only someone would get around to porting LocoRoco, Metal Gear Solid: Portable Ops and Castlevania: The Dracula X Chronicles for PS2, it would really make our year. But that's just a dream, right?



GOOGLE FIGHT

This Month: Deus Ex vs Canis Canem Edit

There aren't many PS2 games with Latin titles... er, actually, there are only two. So we pitted them together in the ultimate Google Fight: a battlus Latinus! But in a shocking twist, and despite the fact that Canis Canem Edit is only the UK title of the game known otherwise as Bully, Canis takes the crown with nigh-on 300,000 more hits! Excelsior!

Results on Google

Deus Ex	339,000 results
Canis Canem Edit	647,000 results

LOSER Deus Ex

WINNER Canis Canem Edit



Artist's impression of the courtroom, yesterday

Guitar Hero wins copyright lawsuit

Band's 'too-good copy' case dismissed

Remember how that band The Romantics were suing the makers of Guitar Hero: Rock the 80s for unspecified damages?

Remember we told you in issue 94 that it was because they thought the game's cover of their song 'What I Like About You' was "virtually indistinguishable from the authentic version"?

Remember how their lawyer said: "It's a very good imitation and that's our objection. The sales of this game are huge. We're all for good commerce. We just want to share it"?

Flock of paralegals

Well, the case has gone to court, and the judge ruled that there weren't any copyright or image issues and that Guitar Hero publisher Activision had followed the letter of the law when developing the game.



Don't feel too sorry for The Romantics, though. They've already milked 'What I Like About You' for every penny it's worth, having allowed it to be used to advertise the LA Dodgers baseball team, Budweiser, Shrek 2 and Barbie.

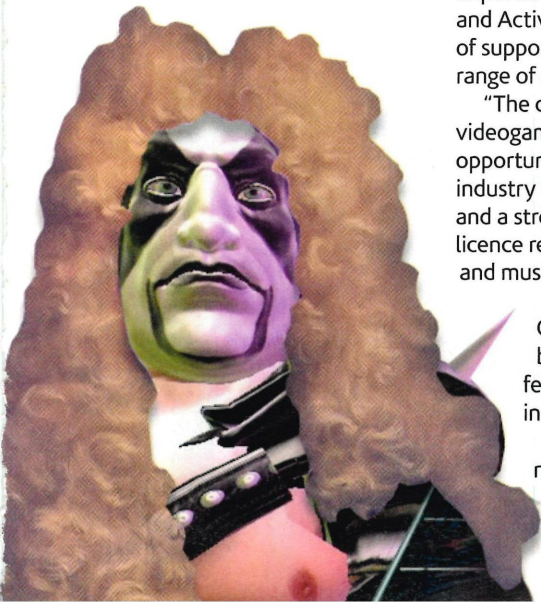
Suits you

After successfully fending off the legal challenge, Activision said: "Respect for all artists is an important value of the company and Activision has a long history of supporting artists from a range of entertainment fields.

"The company believes videogames represent a growing opportunity for the music industry to reach new audiences and a strong source of potential licence revenue for both bands and music publishers."

With evidence of the GH series significantly boosting the sales of its featured artists, we're inclined to agree.

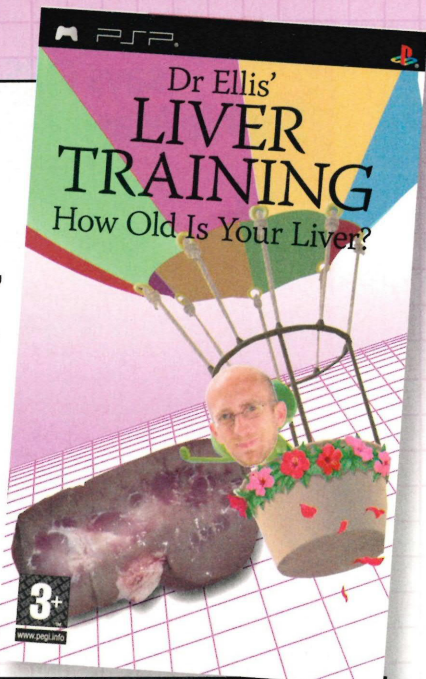
The Romantics have not released any statement about the outcome of the case.



Dr Ellis' LIVER TRAINING

How Old Is Your Liver?

Using scientifically proven techniques that Dr Ellis has spent years developing, Dr Ellis' Liver Training is the perfect way to deduce your Liver Age and then increase it! Train your liver for only minutes a day!



Measure your liver age

Just keep up your **cider drinking** until you're as skilled as me!

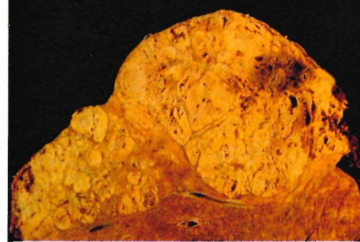


Your liver age is **76**

NEXT

What's your liver age?

See how larger portions of these livers are scarred by cirrhosis?



BACK

MORE

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MOUTH PIECE

'Wii don't want your hand-me-downs' says OPS2's Sophie Mason



Hey! You! Game publisher! Yeah, you in the expensive trainers and designer specs.

Why can't you stop being so damn cheap about making new PS2 games?

I'm talking about all the games that are developed for a different console and then shoved onto PS2 as an afterthought. Can't you bring yourself to cough up the cash for someone to develop a game directly for our PS2?

Tony Hawk's Downhill Jam: made for Wii, dull and awkward on PS2 without the gimmick of the motion-sensitive controller. Spider-Man 3: a fine enough game on PS3; joyless on PS2. And don't get me started on the bland PSP-to-PS2

port of Syphon Filter: Dark Mirror.

Why this obsession with next-gen when it means short-changing us loyal PS2 owners?

Exactly what part of 'world's largest installed customer base' do you

find so hard to understand?

Different strokes

A few of you are getting it right. Take EA's Mercenaries 2, for example: while Pandemic handles the PS3 game, a PS2 version is being developed by Pi Studios to play to our console's strengths. The same goes for Universal's PS2-specific version of the upcoming Ghostbusters.

Even the recent Ratatouille movie tie-in managed to be different on PS2 and PSP. But these titles are the exceptions, not the rule.

Come on, guys, we can't all buy PS3s just because you want us to. So stop insulting your loyal customers with secondhand, second-best goods.



@EMAIL US

Send your comments to psnation@futurenet.co.uk

Get ready to Baroque and role

New title from the makers of Persona 3 is set to be the darkest roleplayer yet

American publisher Atlus is responsible for some of the greatest roleplaying games to date. Case in point: their recent Shin Megami Tensei: Persona 3 has scored 10/10 in this very issue of OPS2.

And now Atlus plans a new RPG for PS2 that promises to be darker than Satan's bellybutton. It's called Baroque.

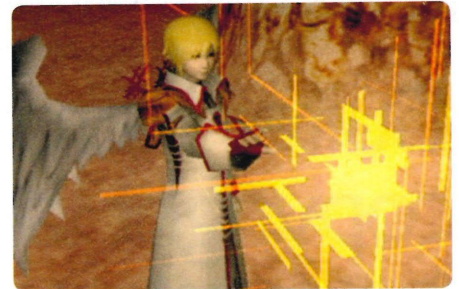
It's set in the year 2032. A catastrophe known as 'The Blaze' has torn through the earth and left only ruins.

To survive, the remaining human inhabitants of this broken land become so wrapped up in their fragmented memories that they mutate into Meta-Beings: monstrous representations of what they once were.

It all sounds very Silent Hill, and indeed early screens of the Meta-Beings do look like they've been ordered from the Silent Hill Monsters catalogue.

To add to the problems, a new evil has been born, raised by False Angels promoting the Order of Malkuth.

Your protagonist, an unnamed man, has been ordered by a mysterious angel to cleanse people of their sins, thus freeing



them from their deluded fantasies. This means entering the Neuro Tower, a structure that contains Meta-Beings and is constantly rearranging its internal structure so that no two floors are ever the same.

If this sounds familiar to you, then you've obviously paid attention to our Shin Megami Tensei: Persona 3 coverage.

Parasiticky

There are in-depth customisation options that will adapt your character's appearance and statistics, as well as shaping the actual game. Interestingly (and disconcertingly), parasites are used to boost stats and can be combined to multiply their power.

Given Atlus' record of out-of-the-ordinary RPGs, we're clearly in for a treat.

It's tipped to hit American shelves any day now, but there's not been any news on a UK release date.

Don't fear, though: Atlus' other gems such as Disgaea, Odin Sphere and the Shin Megami Tensei series have all made it over here, so it's a dead cert Baroque will, too.



↑ The monsters you'll face are twisted versions of people who have survived 'The Blaze'



↑ Judging by the screens, combat looks to be fought in real time



PlayStation 2
OFFICIAL MAGAZINE UK

PS2 UK CHARTS



1 FIFA 08

It's done it! The best FIFA instalment to date has beaten footie rival Pro Evolution Soccer to dominate the PS2 charts!

EA 9/10 ▲ Last month: 5



6 GUITAR HERO III

We can't believe that despite all our boasting, begging, pleading and threatening, GH III is still only at number six. Come on, people!

Activision 9/10 Last month: 6



2 NEED FOR SPEED PROSTREET

Why it's still here, we'll never know, given that it's the weakest link in the NFS chain.

EA 6/10 ▼ Last month: 1



7 THE GOLDEN COMPASS

Movie sales are the only plausible reason why this tragic piece of gaming has made into the charts at all. Damn you, silver screen.

Sega 6/10 New Entry



3 THE SIMPSONS GAME

Proving that they are the most famous family in the world, The Simpsons are still holding onto primetime placements.

EA 8/10 ▼ Last month: 2



8 SIMS 2 CASTAWAY

The castaways will have to wait a little longer before getting rescued, given that plenty of people still want their desert island adventures.

EA 8/10 ▼ Last month: 7



4 PRO EVOLUTION SOCCER 2008

Where there's one, there'll also be the other and PES08 is sticking to fourth place like a British participant in the Olympics.

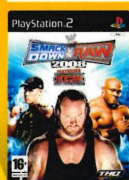
Konami 9/10 Last month: 4



9 BUZZ! THE HOLLYWOOD QUIZ

The spiky-haired host with the most is still hanging on to the lower echelons of popularity. Will he still be here next month?

Sony 8/10 ▼ Last month: 8



5 WWE SMACKDOWN VS RAW 2008

Those big burly men in tight pants are still hanging tough and we get the feeling it'll be a while before they retire to the dressing room.

THQ 8/10 ▼ Last month: 3



10 TRANSFORMERS THE GAME

Why has this weak cinema tie-in resurfaced? We can only imagine it's because the similarly mediocre movie is out on DVD.

Activision 5/10 Re-Entry

PS2 UK SALES TO DATE **9.9 MILLION**

PS2 AMERICA CHARTS



POSITION	GAME	POSITION	GAME
1	▶ Guitar Hero III	6	▲ The Simpsons Game
2	▶ WWE Smackdown vs Raw 2008	7	▲ Phantasy Star Universe AOTI
3	▲ Madden NFL 08	8	▼ Final Fantasy XI: Wings of the Goddess
4	▼ Need for Speed ProStreet	9	▼ College Hoops 2K8
5	▼ Dragon Ball Z: Budokai Tenkaichi	10	NE FIFA 08

PS2 JAPAN CHARTS



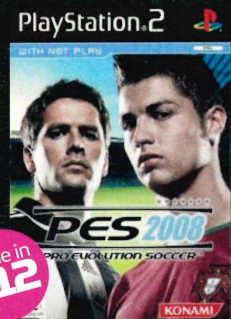
POSITION	GAME	POSITION	GAME
1	NE Naruto: Shippuuden N-Ultimate Accelerator 2	6	NE Pahinko Hissatsu Shigoto-nin III Pachitte Tyonmage Tatsuzin 13
2	NE Higurashi no Naku Koro ni Matsuri: KA	7	RE Ryu ga Gotoku 2
3	NE World Soccer Winning Eleven 2008	8	NE Myself; Yourself
4	NE Powerful Pro Baseball 14: Final Edition	9	NE Sengoku Basara 2 Eiyu Gaiden
5	NE SD Gundam G Generation Spirits	10	RE Grand Theft Auto: Vice City Stories

TRADE IN

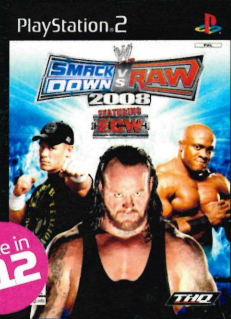
Stuff you could buy if you sold your old games



FIFA 08
Four months old



PES 2008
Three months old



SMACKDOWN 2008
Three months old



RRP
£36



A BOTTLE OF JACQUART BRUT MOSAÏQUE ROSÉ NV

GAME
All trade-in prices with kind permission from GAME and correct at time of going to press



THE WORLD ACCORDING TO PLAYSTATION

Viruses plague the air at these PS2 locations. Avoid at all costs.



6 AREA 51
Nevada, USA

1 OBSCURE II
Fallcreek University, USA

College is the perfect place for teenagers to sleep excessively, drink booze and take drugs. Except of course that drugs are bad and turn you into a cannibalistic mutant – at Fallcreek University, anyway. Talk about a party pooper! And, thanks to the teens having premarital sex, which is dirty and immoral, kids, the sickness is spreading through campus quicker than you can say 'like, ohmigarrd!'. Now there's a health and safety campaign if ever we saw one.

2 RESIDENT EVIL 4
Spain

The world of Resident Evil revolves around viruses, be it T-viruses, G-viruses or the T-G virus. But the scariest of all is the Las Plagas infection: microscopic parasites that grow into organisms attached to a host body's nervous system. Once wrapped round a victim's spinal cord, it can issue intelligent instructions, making its zombie-like host a formidable opponent. They may not want your brains, but god help you if you get in their way.

3 SYPHON FILTER: THE OMEGA STRAIN
Belarus

The Syphon Filter virus is perhaps one of the most troubling infections on PS2. A deadly, next-generation bio-weapon, it targets specific ethnic groups while leaving others unharmed. Developed by mysterious pharmaceutical company Pharcom, the Syphon Filter is now in the hands of terrorists: Chechen forces who are killing cattle workers infected with the virus. If only someone could find a cure...

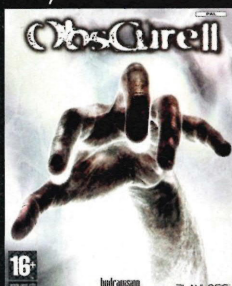
4 .hack//INFECTION
Japan

Mummy always said you shouldn't spend so much time on the computer, because it'll make you square-eyed. Well, cubed optics would be a relief for players of online game The World, because it's putting them all into comas. Key player Kite soon discovers it's because a fictional monster called the Skeith has grown artificial intelligence and is using an illegal ability called Data Drain to attack players. If only they'd stuck to Phantasy Star Universe, eh.

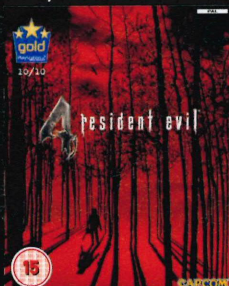
5 SHIN MEGAMI TENSEI: PERSONA 3
Japan

The coastal town of Minatoku is under attack by shadowy beings called, er, Shadows. They appear only in the Dark Hour (an extra hour at night, when most humans turn into coffins) and live in a monstrous tower called Tartarus. At full moon, these nasty beasts escape the tower – and should they meet any human victims, they'll infect them with Apathy Syndrome. It's dangerous. And it's spreading.

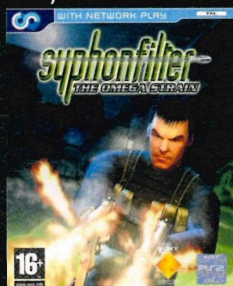
PlayStation 2



PlayStation 2



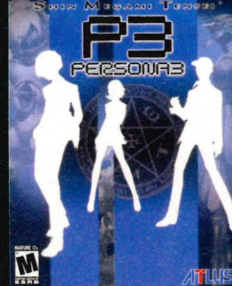
PlayStation 2



PlayStation 2



PlayStation 2



Be a Guitar Hero record breaker!

It's your chance to set the Guitar Hero world record

Just think how it would feel to see your name inside the Guinness World Record book as one of the best Guitar Hero players ever to set foot on amp.

Well, now is your chance to be that immortal legend!

The folks at Guinness World Records have set up a Guitar Hero world record attempt that'll take place on 6 February at the HMV store on Oxford Street, central London.

The event will be two-fold, so there'll be more than one chance for you to noodle your way into the history books. Or at least,

the Guinness book. First off, there'll be a round-the-world Guitar Hero relay.

Rock-ord breakers

The idea is that a line of rockers will play in turn for two hours in one country, then hand over to a group in another, then another and so on.

That'll all add up to a global rock-a-thon, the like of which has never been seen before! As well as the UK, France, South Africa, Australia and the USA are

➔ HMV Oxford Street (probably)

all taking part, so the relay will literally go around the world!

The UK leg will take place between 6pm and 8pm, which is good news for rockers like us who still have day jobs.

And everyone's welcome, whatever their ability – even if you just want to watch.

We'll be there, so you might even be unlucky enough to duet with one of the Team OPS2 Guitar Hero noobs!

Six to the floor

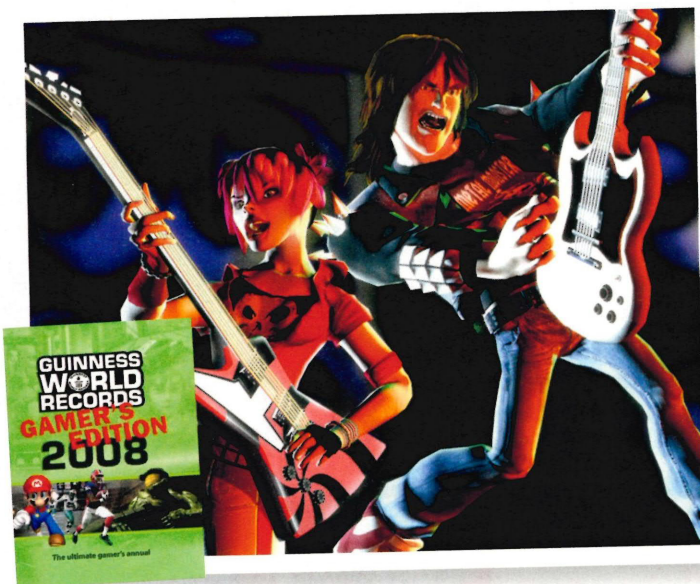
The second part of the event is a six-player song challenge. Six people will use the same guitar to play a certain song from GH III.

No news on what that song will be, but if it isn't 'Through The Fire And Flames' on Expert, we'll eat Pete Doherty's hat.

To book your place in history drop a line to guitarherolondon@guinnessworldrecords.co.uk to tell them you want to take part.

You can of course just turn up with your fingers warmed up and your metal-head screwed on, but the event's bound to be popular so you're advised to book if you want to take part.

All winners will appear in the forthcoming Guinness World Records: Gamer's Edition, copies of which we'll be giving away next month.



YOU COULD ALSO TRY...

Other world records you might like to have a stab at



TURKEY PLUCKING

"What's the fastest anyone has ever plucked a turkey?" we hear you cry. Why, Irishman Vincent Pilkington managed it in one and a half minutes!



PHONE WAR

If your mates are up for it, you could try to beat the record for Largest Gathering of People Dressed as Mobile Phones, which currently stands at 275.



MEALS OF WHEELS

Can you eat more than 900g of metal every day? Then you can take the metal-munching record from Michel 'Monsieur Mange-Tout' Lotito of France.

SPOT THE... BALL

You can't just spot any old ball, though: it's got to be the black ball!

Just when you thought we couldn't get any more cunning, we have. We've removed that all-important black ball from this pool table, thus ruining the point of the game. Tell us where the black ball was, and you could win a PS2 game!

HOW TO ENTER

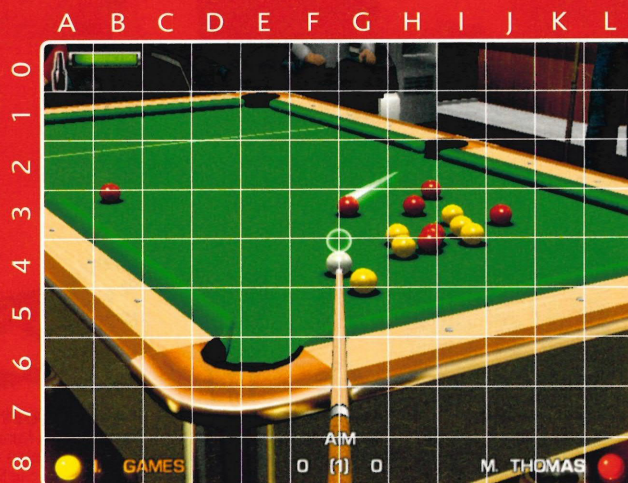
Tell us the grid reference (for example, C8) of the black ball. You can enter by text or email.

EMAIL

Email the grid number and your full name and address to psnation@futurenet.co.uk, subject line OPS2BALL

TEXT

Text OPS2BALL, followed by a space, then your grid number to 87103. Full terms and conditions on p111. Closing date: 27 February.



WHERE WAS IT?

The ham from issue 92

Many of you sent in your answers, but only one of you managed to sniff out the ham that we removed from this Katamari ball! It was on square F3. Congratulations to John Middleton of Croydon: John, your copy of Incredible Hulk is winging its way to you now.



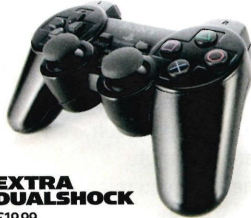
PS2 SYSTEMS CHECK

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 Eyetoys 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.

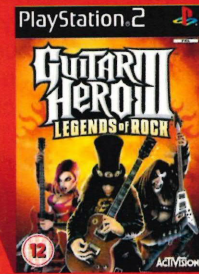


HEADSET £24.99
Use SOCOM 3's headset online to chat, offline to give squaddies orders. Works with Rainbow Six.

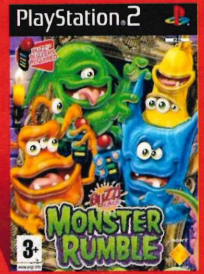


JOYTECH 8INCH LCD PORTABLE SCREEN £109.99
A battery-powered screen for playing games or watching DVDs.

PS2'S LATEST RECOMMENDED GAMES



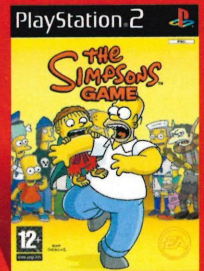
GUITAR HERO III
Rhythm
Wanna rock? Then you need this guitar-toting game in your life.
OP2 Score: 9/10



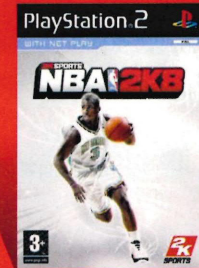
BUZZ! JUNIOR: MONSTER RUMBLE
Party
Great for younger kids.
OP2 Score: 7/10



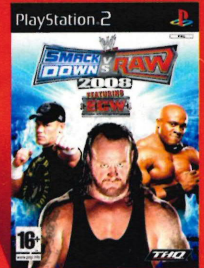
FIFA 08
Sport
The game of the beautiful game, with new Be A Pro mode.
OP2 Score: 9/10



THE SIMPSONS
Adventure
Doh! not miss out on this surprisingly great cartoon tie-in.
OP2 Score: 8/10



NBA 2K8
Sport
The best b-ball available for your PS-tizzle.
OP2 Score: 8/10



SMACKDOWN VS RAW 2008
Fighting
The latest WWE roster plus veteran favourites.
OP2 Score: 8/10

PLUG INS

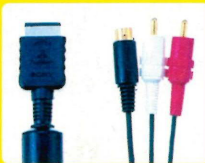
Get the right PS2 cable for your TV



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.

HIGH SCORE HEROES Month 2

IT'S THE SECOND MONTH OF OUR GUITAR HERO READER COMPETITION! WE'RE STILL COMPILING THE SCORES FROM LAST MONTH BUT IN THE MEANTIME...

This Month's Challenge

Strum away to 'Cliffs of Dover' from Guitar Hero III or 'The Beast and the Harlot' from Guitar Hero II for a chance to win your very own OPS2 cover!

THE COMPETITION

HOW IT WORKS Each month we'll give you a choice of two songs to play for the highest score you can get, on whatever difficulty you choose.

We'll name a winner each month for Medium, Hard and Expert. You can only enter a score for one difficulty, and the prizes will be tailored towards each level: so if you possess godly GH prowess, show it off, don't lower yourself to an easier difficulty just so you increase your chances of winning. If you want the Expert prize, you should be playing on Expert.

And yes, we know that some songs are harder than others, so we'll use a complex series of equations based on how close each person came to the song's maximum score to determine the genuine winner each month.

THE PRIZE A personalised, framed OPS2 cover proclaiming your Guitar Hero prowess to the world (just like in the game!). What better way to show off to your mates than this official confirmation of greatness?

HOW TO ENTER

BY POST

Send in photo evidence of your score, followed by your full name, address and e-mail address if possible to the usual address (p33)..

BY EMAIL

Email your score with your full name and address to psnation@futurenet.co.uk, subject line 'High Score Heroes'..

BY MMS

Snap a photo of your high score (make sure your capture your score, song title and difficulty) on your phone, attach it to an MMS and text OPS2HEROES (then a space) followed by your name and address to 07738 647177. Cost: 50p plus your standard network tariff rate.

Closing date: 27 February 2008
For full competition rules and text terms and conditions, see p111.



PlayStation®

Official Magazine - UK



The only magazine with a playable PS3 Blu-ray disc

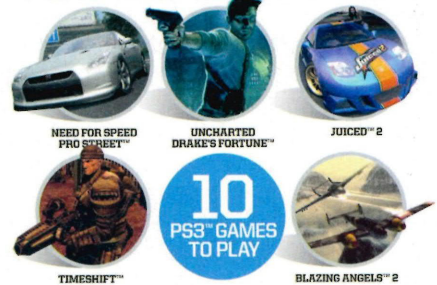
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myfavouritemagazines.co.uk

PS3 Blu-ray disc 10 games to play including Uncharted: Drake's Fortune, Need For Speed Pro Street, Juiced 2, Hot Import Nights, Blazing Angels 2 and Timeshift

PlayStation® Official Magazine - UK

PLAYABLE BLU-RAY DISC



Official PlayStation Magazine - UK



First for PS3, PSP and PS2
 This month: exclusive Tomb Raider Underworld first look, amazing Street Fighter IV shots, Far Cry 2 revealed plus UTIII and GT5 Prologue reviews

WIN A FREE SUBSCRIPTION NOW!

To enter the draw for a free subscription to PlayStation® magazine simply text 87103 within the time specified below with OPMFREE2 followed by your date of birth. Alternatively send your name, address, mobile number, date of birth and the magazine name with issue number to Subs Draw, Future Publishing, Beauford Court, 30 Monmouth Street, Bath BA1 2BW. Entries must be received between 31st January 2008 and 12 March 2008. The winner will be selected at random from all entries received between the relevant dates. The ten winners will be notified within 28 days of the closing date and will need to supply their full address including a UK postcode. Texts will be charged at 25p plus your normal network tariff. Lines are open all day, and you can enter as many times as you like. By entering this competition, you consent to us using your personal details to send you information about products and services of Future Publishing Limited which may be of interest to you. If you do not want to receive this information, please include the word "NO" at the end of your text message or in your postal entry.

By taking part in a Competition, you agree to be bound by the Competition Rules which are summarised below but can be viewed in full at www.futuretcs.com. Late or incomplete entries will be disqualified. Proof of posting (if relevant) shall not be deemed proof of delivery. Entries must be submitted by an individual (not via any agency or similar) and, unless otherwise stated, are limited to one per household. The Company reserves the right in its sole discretion to substitute any prize with cash or a prize of comparable value. Unless otherwise stated, the Competition is open to all GB residents of 18 years and over, except employees of Future Publishing and any party involved in the competition or their households. By entering a Competition you give permission to use your name, likeness and personal information in connection with the Competition and for promotional purposes. All entries will become the property of the Company upon receipt and will not be returned. You warrant that the Competition entry is entirely your own work and not copied or adapted from any other source. If you are a winner, you may have to provide additional information. Details of winners will be available on request within three months of the closing date. If you are a winner, receipt by you of any prize is conditional upon you complying with (amongst other things) the Competition Rules. You acknowledge and agree that neither the Company nor any associated third parties shall have any liability to you in connection with your use and/or possession of your prize.

PREVIEWS

Ⓜ EXCLUSIVES Ⓞ FIRST LOOKS ✕ HANDS-ON PLAY Ⓛ LATEST INFO

SLEEK, SEXY ITALIANS? WHERE DO I SIGN UP?!

'Girls,' a wise man once said, 'don't like boys; girls like cars and money.' Well, personally I wouldn't mind winning a lottery or two but I can't say I give a flying fender about cars – even hot ones like the stars of this month's cover game, Ferrari Challenge.

So, although Mark Walbank seems very revved up about this new racer, I'm far more excited about Sega Superstars Tennis.

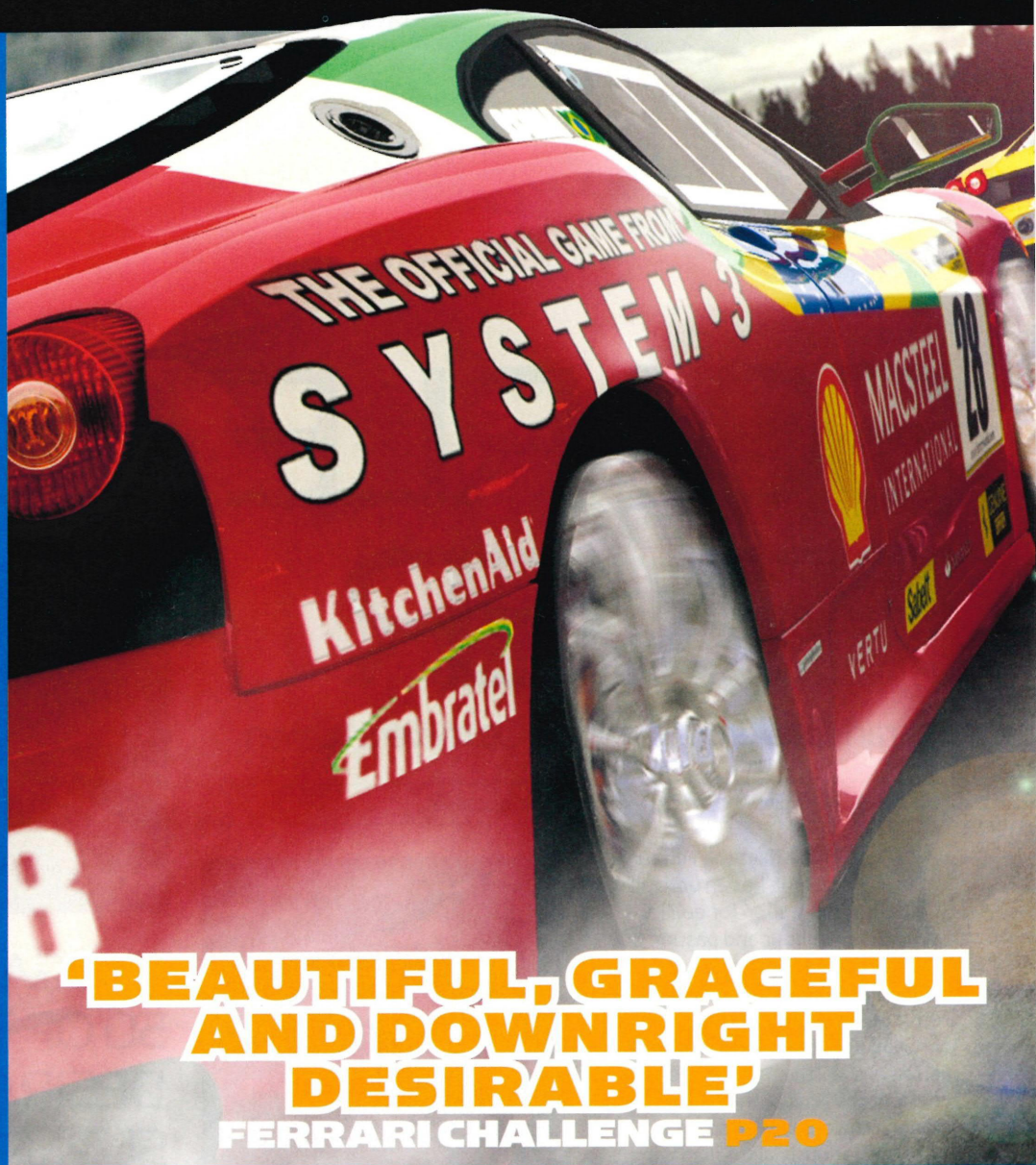
It's, like, all the fun of playing actual tennis but without getting all sweaty and dishevelled (and without the associated health benefits, of course, but hey, I'll pay that price). Plus it's stuffed with plenty of my favourite game characters.

Match making

Whoever thought up the idea of taking the excellent Virtua Tennis engine and sticking Sonic, Ai-ai and Ulala onto it deserves a medal.

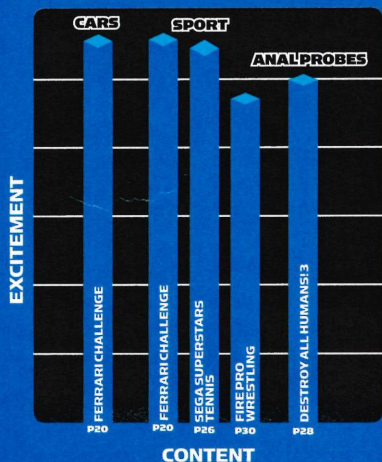
And whichever poor sod in the legal department had to handle negotiations over all the licences to use the characters deserves a medal, a great big cuddle and a holiday...

SOPHIE MASON
PRODUCTION EDITOR
smason@futurenet.co.uk



'BEAUTIFUL, GRACEFUL AND DOWNRIGHT DESIRABLE'
FERRARI CHALLENGE P20

THIS SECTION CONTAINS



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

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!

SONIC RIDERS ZERO GRAVITY	FEB
SPONGEBOB: ATLANTIS SQUAREPANTIS	FEB
WILD ARMS 5	FEB
BUZZ! THE POP QUIZ	MAR
SEGA SUPERSTARS TENNIS	MAR
ALONE IN THE DARK	MAR
DIRT: ORIGIN OF THE SPECIES	2008
LEGO BATMAN	2008
WORLD HEROES ANTHOLOGY	2008

PREVIEW

Ferrari Challenge

THE OFFICIAL GAME FROM
SYSTEM 3

Ferrari Challenge

Trofeo PIRELLI

SCARLET FEVER

Ferrari Challenge is going to be revver's heaven

PUB System 3 DEV Eutechnyx ETA April WEB system3.com/fc



These days the Ferrari marque has an unrivalled reputation for quality, glamour and passion but that hasn't always been the case.

Back in 1962 tractor tycoon Ferruccio Lamborghini was so annoyed about his poorly performing Ferrari 250 GT that he decided to confront the boss of the luxury car manufacturer, Enzo Ferrari.

The notoriously aloof managing director sent the farmer away with a flea in his ear and the rest is history: an enraged Lamborghini set up his own company and the two marques have been competitors ever since.

This story typifies the Ferrari spirit: one of arrogance, passion and stubborn self determination. It also proves how bulletproof the brand is.

Despite some notable low points – the Ferrari Mondial 8 being voted one of the worst cars in history, the company gaining just eight points in the 1980 Formula One constructor championship – the Ferrari name has never lost its sheen.

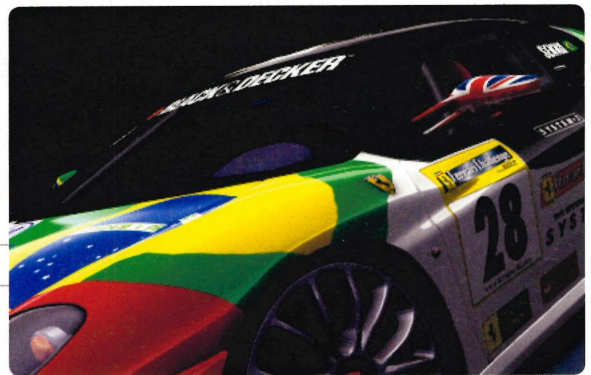


↑ This must be what a traffic jam in Monte Carlo looks like

So why, then, have there been so few Ferrari games? "Because historically Ferrari and other car manufacturers gave their licences to EA," explains Mark Cale, managing director of publisher System 3.

"There was an exception for Sega to do the Ferrari games and when that expired Acclaim jumped in. However, that failed to materialise."

According to Cale the EA licence expired, enabling System 3 to step in. And here we are, some 18 months down the line, on the verge of a publishing phenomenon: a dedicated



THE GAME BOASTS 50 OF THE MOST DESIRABLE SUPERCARS EVER

Ferrari game boasting 50 of the most beautiful, graceful and downright desirable supercars ever made.

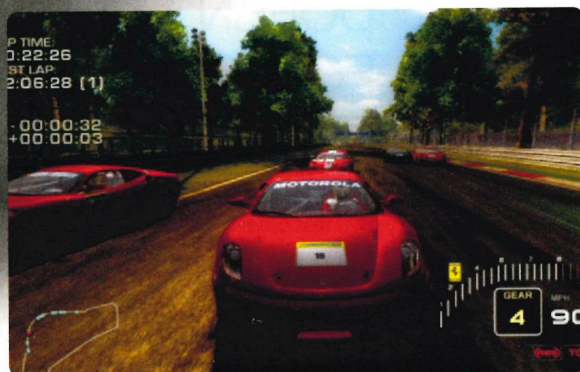
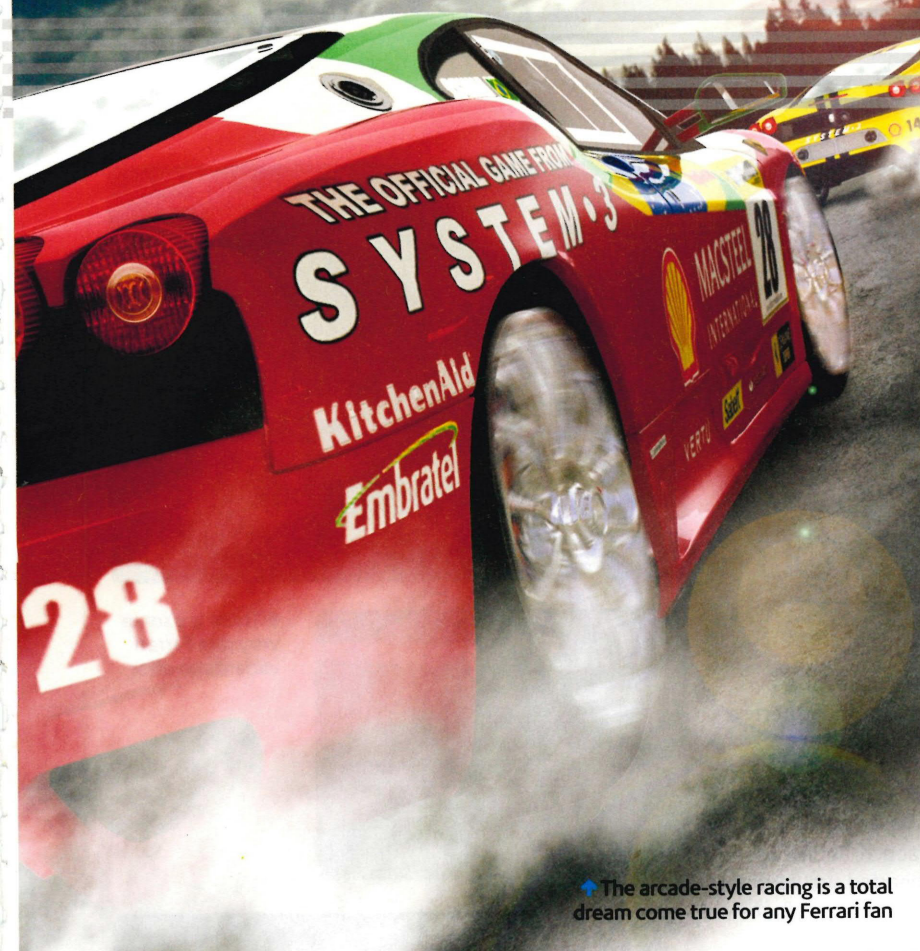
The famous bumper sticker may suggest 'my other car is a Ferrari,' but with this game the motto becomes a nonsense: every car in your garage carries the iconic prancing horse logo.

All systems go

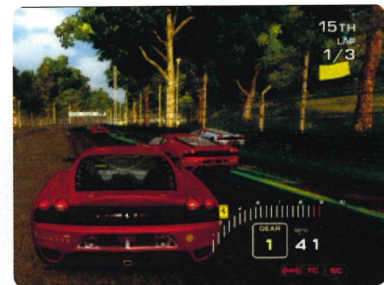
System 3 is a publisher more usually associated with PSP titles like Gottlieb Pinball Classics and Super Fruit Fall. Doesn't that make it kind of an odd match for a brand like Ferrari?

PREVIEW

Ferrari Challenge



↑ The arcade-style racing is a total dream come true for any Ferrari fan



"We are not creating a videogame, we are creating a dream," says Cale. "A lot of people are buying into the dream of Ferrari. You can unlock a lot of the old cars like the 512s, 512m, or 250, GTO 250, 365 GTB and Testarossa, to name just a few."

Meanwhile, the fact that Cale owns several Ferraris, has raced competitively and boasts contacts high up in the Ferrari organisation must have worked in the firm's favour.

When Ferrari Challenge was first announced back in March 2007 there were a few sniggers, but no one's laughing now.

The game that has emerged shows the quality, glamour and passion Ferrari is renowned for. Signing up Eutechnyx – a company with more than 10 years of driving game experience – was a good move, too.

But Ferrari Challenge is even a step up from anything Eutechnyx has done

↑ So what if it's hosing it down? You're in a Ferrari!

before. Is this because they've been given more time on this project?

"It hasn't had more time but more hands-on focus," says Eutechnyx managing director Brian Jobling.

"The nice thing about System 3 is that it's trying to craft perfection.

"One of the biggest challenges we've had is getting the handling spot on. System 3 has its own Ferrari Challenge car and we've been able to get data from those runs."

Wild horses

Out on the virtual track, each of the Ferraris we tested handled beautifully: responsive yet easily tamed.

Enter a corner too aggressively and you'll pay, but ease the vehicle into the apex with some smooth braking and you'll feel the pleasure of accelerating out of the corner so you can hit full revs on the straight.

The crisp, nuanced handling is largely down to the input of one Bruno Senna.

For those unfamiliar with the name, Bruno is a rising star in the race world and nephew to the sadly

PREVIEW

Ferrari Challenge

missed genius that was Ayrton Senna. And he's been advising on this game.

"Bruno and his attitude are great," says Cale. "He's bang into videogames and came to the office to help with the development.

"He's taken out different cars on different circuits for us. Other drivers have played it, too, and said the feel is spot on.

"Bruno went through videos and dialled in the set-ups of the cars. [Developer] Polyphony has offered Bruno stacks of cash to help it set up the vehicles in Gran Turismo on PS3, which he declined because he's an honourable person. So we have our very own test driver."

THE HANDLING DOESN'T PUNISH YOU FOR SMALL ERRORS



↑ There are some very rare Ferrari variants on offer

Fun first

The most telling aspect of the in-game handling is that it doesn't punish you for marginally stepping off the racing line or making small errors.

Let's face it, too many recent driving games have taken the sim path – even Sega's monumental Ferrari 355

Challenge asked the player for a degree of concentration and expertise that alienated many.

By contrast, System 3's Ferrari Challenge is already fun, friendly and frolicsome. That's not to say it doesn't require skill and practice, but it's a far cry from the cold-hearted simulations that have dominated the genre in the past decade.

"It's got a great arcade simulation feel," says Cale. "It feels absolutely right in terms of what a car feels like it

→ In-car views let you look around the cabin and out of windows



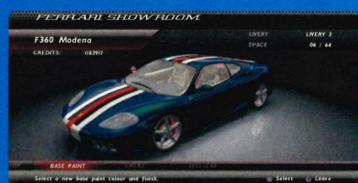
← Track racing gives your cars' horses free rein



↑ With everyone in Ferraris, driving skill really counts

IT'S THE VINYL COUNTDOWN

Ferrari Challenge boasts the most sophisticated vinyl editor yet devised. Here's how it works



COLOURCHART

Ferrari has a specific range of colours deemed suitable for its cars. All are included for discerning petrol heads.



ART ATTACK

With hundreds of shapes, flags and decal designs it's possible to create practically any image you like.



MIRROR, MIRROR...

In a nice touch, your decals can then be grouped and mirrored – a far cry from the fiddly editors we're used to.

→ It's usually a bad idea to admire your car's trim at 120mph

should do, but it's not so hardcore that it doesn't appeal to a broad audience."

Cale is scathing of games such as Forza Motorsport 2 that demand so much concentration.

"I will tell you why [I don't like it]," he says. "Unless you are actually on the line they set out, you won't get round the corner. You can't be smooth with Forza 2, you're always twitching."

"There are two reasons for this. Firstly, Americans don't know how to make racing games because in their world cars only go in straight lines, like drag races.

"Secondly, I believe it was set up so, to play the game properly, you had to play it on the steering wheel."

Ferrari Challenge does support all the major steering wheel peripherals but still feels smooth and immediately playable on the DualShock 2. This really shows in the cut and thrust of



competitive racing where opponents are jostling by you for position.

↑ Doing this in real life will cost you 130 grand

What's the damage?

Surprisingly Ferrari has granted permission for damage to make it into the game, albeit only on a cosmetic ▶

GAME TOUR

This game has...



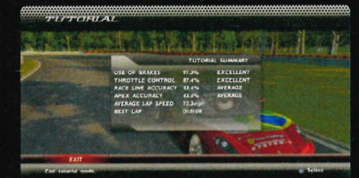
WEATHER EFFECTS

Ferrari Challenge's splashy stuff is beautiful to behold, but expect changing conditions to play havoc with your dry weather tyres.



MULTIPLE VIEWS

Along with a choice of interior and exterior perspectives it's possible to look around your cockpit with a waggle of the analogue stick.



RACING TUITION

Driving expert Tiff Needell delivers valuable tips to help you improve your cornering, braking and race strategy skills in the tuition mode.



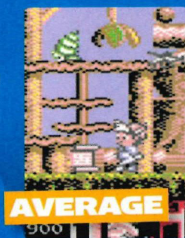
PREVIEW

Ferrari Challenge

TRACK RECORD

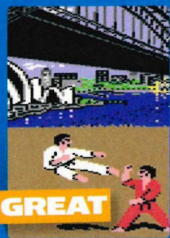
What did System 3 do before Ferrari Challenge?

System 3 was founded in 1984 during the heyday of eight-bit home computing. Here's a look at its illustrious gaming history



AVERAGE

FLIMBO'S QUEST
(1990)



GREAT

INTERNATIONAL KARATE
(1987)



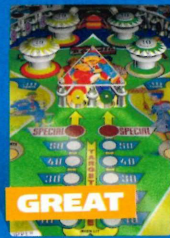
EXCELLENT

THE LAST NINJA
(1987)



OKAY

SILENT BOMBER
(1999)



GREAT

GOTTLIEB PINBALL CLASSICS (2006)



← The handling is spot-on thanks to pro advice from Bruno Senna

level. Indeed, you can play it as a bump-and-grind game like the good old Toca series, with vehicles fiercely jostling for position on every lap.

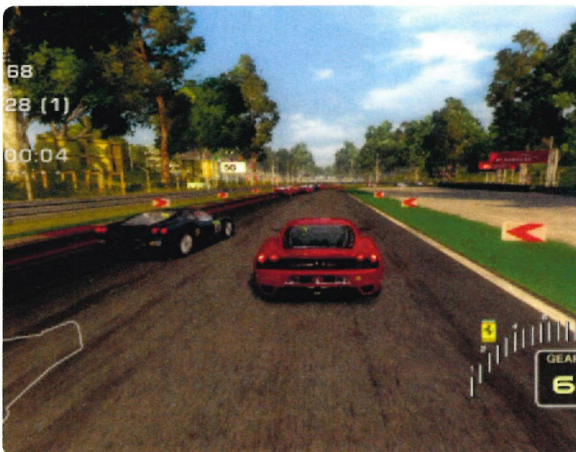
And, encouragingly, the AI drivers don't follow predictable paths around circuits. They will make mistakes and can be seen bashing and challenging each other.

Sure, it could be argued that practically all driving games these days have sophisticated AI, drivers with 'memories' and rivals able to make errors. But Ferrari Challenge has that unpredictable vibe totally nailed.

YOUR AI RIVALS WILL BEAR GRUDGES AND COME AFTER YOU

'aggression factor': a principle that sees rivals bearing grudges and coming after you if you bump them off the road.

The team currently plans to have seven opponents in each race for the PS2 version, although, depending on technical issues, this could rise to 11.



↑ Not a car person? Wait until you're at the wheel of one of these babies

→ "My other car is a Ferrari. And look! There it is right now..."

↓ Unusually for a single-marque racer, Ferrari Challenge's handling won't spank the casual gamer; it's built for fun

On your marques

For us, that's the kind of thing that makes every race feel special and leaves the competition standing. It's not all about pretty visuals.

On top of that Ferrari Challenge will have what Eutechnyx calls the

Cale says Ferrari Challenge will top every other racer on PS2 including the magnificent Gran Turismo 3: A-spec. And while he's obviously going to be talking up the game, being its maker, we can see where he's coming from.

Already, Ferrari Challenge is set to be followed up with a street racing version in a year's time.

What's more, System 3's support for Ferrari Challenge will extend well





beyond the game's release. As well as online play, the publisher is building an internet community via the game's website (system3.com), which it hopes will be a thriving forum for Ferrari fans.

There'll be detailed 3D car renders to explore, diary entries by Bruno Senna and drive-throughs of the game's tracks, plus forums and news. It's a telling indicator of System 3's commitment to its new franchise.

The game certainly encapsulates the raw energy and passion you'd associate with this illustrious marque.

With 50 of the most achingly gorgeous supercars ever designed and refined, beautifully responsive handling, plus all the after-care you could ever need, we reckon the established PS2 racing names do face a real Ferrari challenge. **Mark Walbank**

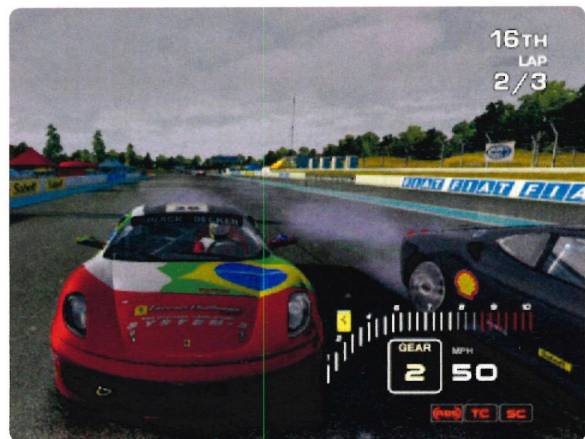
THE RACING HAS THAT UNPREDICTABLE VIBE TOTALLY NAILED

BONUS INFO

"If you think I'm good, just wait until you see my nephew Bruno," said Ayrton Senna back in 1993. Now a successful racing driver in his own right, (he's targeting an F1 seat for 2009) Bruno Senna's expert input has clearly helped give Ferrari Challenge its distinctive seat-of-the-pants handling.



↓ With Ferrari Challenge featuring damage, jostling like this can get ugly



HIT THE DECK

It's a trip to Trump-ton with this inspired bonus minigame



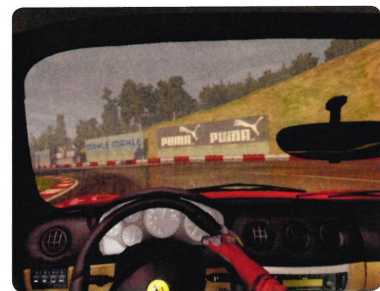
Ferrari Challenge includes one of the best unlockable minigames we've seen in a racing game for a long time.

Essentially it's like Top Trumps but with the focus firmly on Modena's finest exports.

To begin with you build yourself a deck of cards by opening new tracks and winning races.

Then you battle it out, either against the CPU or a human opponent, competing to see whose cards have the highest scores for a particular statistic.

There are 60 cards to collect in all, each displaying the vital stats of the best Ferraris ever designed.



HOW COMPLETE?



PREVIEW

Sega Superstars Tennis



SONIC BOON

Sega Superstars Tennis is very highly seeded for PS2. Here's the latest pre-match info

PUB Sega DEV Sumo Digital ETA March WEB sumo-digital.com/games

On paper, Sega Superstars Tennis seems as if it isn't going to work. Plucky UK developer Sumo Digital, maker of OutRun 2006 Coast 2 Coast, is trying to cram Sega's next-gen Virtua Tennis 3 engine onto the PS2 and make it run smoothly by March.

At the same time, Sumo is having to chase the now-scattered legends of Sega's Japanese development community to get approval to use the publisher's biggest icons in their game. It seems like an impossible task, but astonishingly it looks like they're going to pull it off.

Despite being such an ambitious project, Superstars Tennis is turning out to be a great game. The VT3 engine is adapting nicely to its new home on PS2 and, although the

controls are more simplified than in VT3, on-court action is just as slick and responsive.

During a recent hands-on, where we put some of the players through their paces, we found the famous Sega characters all extremely well animated. Each one looks and feels exactly as you'd imagine they would on a tennis court.

Court of appeal

Jester-like NiGHTS (from 1990s airborne platformer NiGHTS Into Dreams), for example, flies instead of running and takes graceful shots at the ball, while Dr Eggman strides around



GENRE GUIDE

The good, the bad, and the little known of the tennis set

GOOD



SMASH COURT TENNIS PRO TOURNAMENT 2
SONY, 2004 8/10

A serious sim that strikes a neat balance between arcade pace and well-presented realism.

BAD



TOP SPIN
2K GAMES, 2005 6/10

Some games try too hard, and Top Spin is one of them. It's a handsome sim, but plagued by technical issues that drag it down.

OBSCURE



EVERYBODY'S TENNIS
SONY, 2007 8/10

The cartoony characters and lovable art style of Everybody's Tennis have denied it mass-market appeal. What a shame, because it plays a great game of tennis.



Amigo (below) and Dr Eggman (right) are among the confirmed playable characters



the arenas reaching for shots in his own gangly way.

The core gameplay remained the same no matter which Sega icon we picked, but the matches did feel different, thanks to the excellent animations Sumo has designed.

It reminded us of Everybody's Tennis, only with characters we knew and cared about, and set in the kind of bold, colourful environments you just have to coo over and love like you would a basket of kittens.

Regular readers will already know the list of Sega characters confirmed for Superstars Tennis, but if you aren't one of them (shame on you!), you'll spot most of them in the images dotted around these pages.

Sonic the Hedgehog, Amy Rose, Shadow and their nemesis Dr Eggman head up the roster. Ai-Ai and MeeMee from Super Monkey Ball are confirmed, too, and Sega recently announced that Beat from Jet Set Radio and NIGHTS are also in.

Amigo from Samba De Amigo and Ulala from Space Channel 5 complete the list for now, but other iconic



Sonic's Green Hill Zone is just one of the much-loved Sega game locations that will be turned into tennis courts



characters are set to join them.

There will be doubles matches, too, so SST will give you an ideal excuse to give your multitap a break from all the eight-player Pro Evo matches in favour of some cuter sporting action.

Making a racket

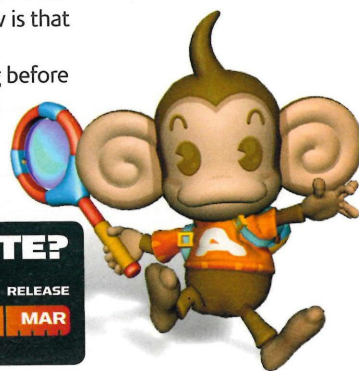
It's not just the players that will be Sega-themed, either. The whole game will draw from the publisher's extensive universe with themed courts and interactive environments.

We've already seen courts in the style of Space Channel 5 and Sonic's Green Hill Zone, and now Sega has announced arenas based on Shibuya Bus Terminal from Jet Set Radio Future and locations from Ecco the Dolphin and Billy Hatcher games. We reckon an OutRun stage is inevitable too.

Sega is still keeping tight-lipped about Superstars Tennis' quirky bonus games, but we expect them to be like the bizarre but addictive ones in VT3. All we know for sure right now is that there'll be a shedload of them.

We won't have to wait long before all is revealed: SST is smashing its way into shops in March and we'll be serving up the review soon. Andy Hartup

Amy Rose: new star of the 'traffic cop' Gaviscon ad?



GAME MYTH

Sonic The Hedgehog has always been called Sonic

TRUE FALSE

At concept stage Sonic was called Mr Needlemouse. Good thing they changed that name, eh?

HOW COMPLETE?
SEGA SUPERSTARS TENNIS

CONCEPT	ALPHA	RELEASE
██████████	██████████	○
PRE-ALPHA	BETA	MAR



PREVIEW

Destroy All Humans! 3



FARCE ATTACKS!

It's Close encounters of the Third Kind with alien threequel **Destroy All Humans! Big Willy Unleashed**

PUB THQ DEV Locomotive Games ETA March WEB destroyallhumansgame.com



Fast food chains. At the best of times, these quick-fix eateries don't exactly have the best of reputations. Criticisms of poor hygiene, minimal nutritional content and miscellaneous meat abound.

Perfect cover for an alien called Cryptosporidium-138 and his human DNA harvesting adventures. After all, how else do you dispose of all those spent bodies?

Big Willy style

It's this secret ingredient that makes alien-owned Big Willy the hottest fast-food franchise in 1970s America. Unfortunately, a rival restaurateur has become aware of Big Willy's special meat and is threatening to expose Crypto and his boss Pox to the world they are trying to conquer.

Time to suit up, Crypto, there are humans that need destroying! The main focus this time around will be on

Fast food mascot Big Willy has laser eyes: perfect for grilling customers



Acerbic aliens Crypto and Pox are out to conquer Earth (again)

the big metal mascot of Pox's fast food chain: Big Willy. And being a vehicle of mass destruction, this big boy is fully equipped with exotic weapons like the Heat Ray, Wind Breaker and Regurge-a-Tron.

But using the big metal man as a mode of transportation isn't compulsory. Crypto's trusty UFO is making a comeback, although it's a little different thanks to an earlier drink-driving accident.

Equipped with the Death Ray, it makes for the perfect airborne destruct-o-mobile, although whether

its vehicle-lifting/human-sucking Abducto beam will return too is yet to be seen.

Schlong time coming

Even without transport, Crypto packs serious heat thanks to his brilliant extraterrestrial arsenal.

As well as his trusty Zap-O-Matic, the gut-trembling Anal probe is also being dusted off (much to the horror of every human within a 50ft radius).

The jet pack is back too, providing Crypto with the means to make a quick escape after brain harvesting.

Sadly, we're not expecting too many fresh gadgets, but one new weapon that does stand out is the Zombie Gun, which turns victims into, well, zombies.

They then shuffle off and bite other humans, creating an undead army for you to command.

With his array of comedy props, and witty one-liners Crypto's set for the mother of all rampages. Kim Richards



ALIEN INVASION

Meet the spaced-out gang



02 ORTHOPOX 13

INFO Somewhat of a twisted father figure to the rebellious Crypto, Orthopox actually died at the end of DAH!, but downloaded his consciousness into a holopod so he could further guide Crypto in his conquest. He's the founder of Big Willy's and made the decision to put human meat in the burgers.



01 CRYPTO

INFO Crypto is actually a clone of a long-dead alien. Sent to Earth on a mission to harvest DNA to regenerate his race, he's unique because, unlike the usually genitalia-free Furons he has a 'Package'. Burning with hatred for humans, his Jack Nicholson-style wisecracks and deadpan one liners are a trademark of DAH!'s comic genius.



03 BIG WILLY

INFO Towering mascot Big Willy is the leading man behind Pox's fast-food franchise. He also doubles as Crypto's new mode of transport, and makes an inspired vehicle for world domination. Big Willy comes with fully functional stompy feet and laser eyes. He's powered by human brain stems.



04 COLONEL KLUKEN

INFO Not representative of an existing fast food figurehead in any way, shape or form, Colonel Kluken owns a rival chain of fried chicken restaurants. He's recently discovered just what goes into Big Willy's meat, and is using this knowledge against his alien rivals to put them out of business and thus dominate the market.

05 PATTY WURST

INFO Actress and millionaire Patty Wurst has recently gone missing, presumed abducted, only to appear in a pirate TV broadcast with a desperate message about how the Big Willy fast food chain's meat is not only unsanitary, but is also mostly human. Such a shame that Crypto has to stop her, then, as he does have a soft spot for pretty ladies.

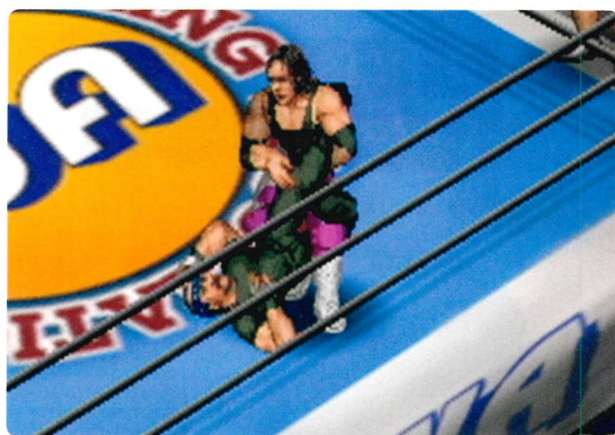


PREVIEW

Fire Pro Wrestling Returns

GET IN THE RING

Fire Pro Wrestling Returns... but can it force WWE Smackdown to tap out?



PUB 505 Games DEV Agetec ETA 19 February WEB agetec.com

Remember Wrestle War? WWE WrestleFest? Royal Rumble? No? Well, if you were born after 1980, fair play. And if you're not into wrestling, you're also excused.

If neither of the above apply, then shame on you: those eight-bit faves shaped grapple gaming throughout the 1990s. Or at least they did, until THQ revolutionised things with the Smackdown series.

But that was a decade ago and Smackdown's become stale, the result of too many years spent rehashing the same engine.

So we've discovered a retrospective fondness for those older grap titles because they kept everything so simple: press one button to strike, another to perform a move and another to run.

And that's why Fire Pro Wrestling Returns is so clever. It takes that most simple of control schemes and turns it into something beautifully deep.

It is, in essence, Wrestle War's older, wiser cousin. To pull off moves you

lock up with an opponent, then have to press a button before your opponent does.

Try to action big slams early and they'll be reversed. Yep, you actually have to respect the psychology of a wrestling match to get good at this.

Rope springs eternal

Top-rope moves and spectacular leaps to the outside are here, but you need to learn the basics to grasp when to use them. Just like in the real thing.

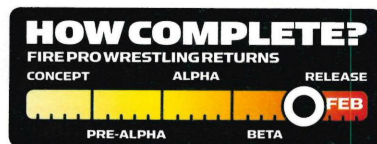
Choose a player from among 500 wrestling stars of past and present



The game comes with more than 500 stars from around the globe, including past WWE greats such as Bret Hart and Andre The Giant.

Plus it's fully customisable: you can create 500 (yes, five hundred!) grapplers as well as fashioning your own rings, belts, and referees.

We've been playing this non-stop for two weeks and loving every second, so expect plaudits to pour forth in next issue's review. Ben Wilson



GAME LAW

THINGS THAT ARE TRUE IN FIRE PRO WRESTLING RETURNS

- 1 Mash the buttons and you will lose.
- 2 You can be the Rock, Stone Cold and more.
- 3 You'll hate it for the first half hour.
- 4 You'll love it after that.
- 5 Smackdown should be doing an 'uh-oh' face right about now.



POWER UP

08.02.08

GUINNESS WORLD RECORDS



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2008



The ultimate gamer's annual

THE ULTIMATE GUIDE

To the World's greatest computer and videogame facts & feats

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HUGE 2008 PREVIEW!

157 new PS3, PS2 & PSP games, plus hot insider gossip

WORLD-FIRST REVIEW!

DEVIL MAY CRY 4

Swords. Sex. Insanity. PS3's hardest game kicks our ass

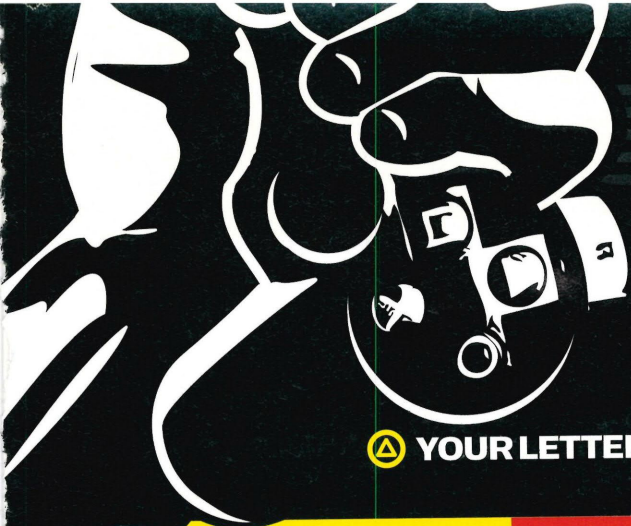
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PLAYSTATION NATION

ⓐ YOUR LETTERS ⓐ YOUR REVIEWS ⊗ TIPS & SECRETS ⓐ STUFF



A BEAST OF A FEAST FROM THE FAR EAST

Gong Xi Fat Cai! Just when you thought all the festivities were over and there's nothing fun to look forward to until the spring bank holidays, Chinese New Year is upon us!

Falling on 7 February, it will usher in the year of the Rat. So anyone born in 1948, 1960, 1972 or 1984 – that'll be me, then – rejoice! The year is ours!

Be sure to celebrate by eating lots of food and sharing happiness (and, maybe, the food) with others.

Rats off to you

Celebrating aside, there's been a real mixed bag of reader delights to pick through. Many of you are still reminiscing about last year, with a bevy of New Year, Christmas and even Halloween goods.

But if there was one word to sum up this selection of letters, it'd be: philosophical. "What if developers got together?", "Do you fear the internet?" and "What if there was a climbing game?" are just some of the questions on your lips.

Dive inside for the full scoop. And have a happy Chinese New Year!

KIM RICHARDS
EDITORIAL ASSISTANT
psnation@futurenet.co.uk

WHAT'S GOT YOU TALKING THIS MONTH

CEREBRAL MELTDOWN

BLOODBOILING

BURNOUT

PASSIONATE RAVING

SERIOUS INTEREST

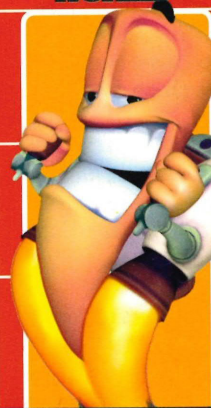
RAISED EYEBROWS

TOTAL APATHY



WORMS

CARD CAPTOR



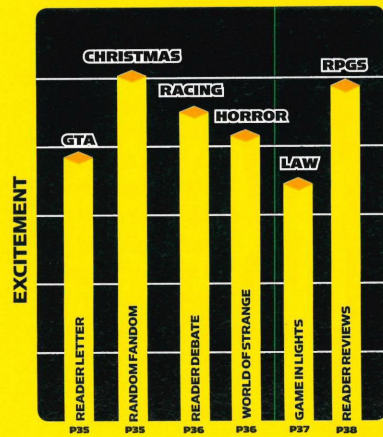
CHEATING



'NOW ALL I HAVE ARE MEMORIES'

ALEX JONATHAN KINGSLAND P36

THIS SECTION CONTAINS



SEND US STUFF LIKE THIS



↑ **SCARY STUFF**
We still want to see your Halloween and New Year madness! Keep sending those photos in!



↑ **YOUR GAME IN LIGHTS**
Got a great idea for a game? Draw it up and mail it over!



↑ **SEXY CHEATS**
Cheats are great for many things, so if you have a sexy or salacious one, tell us about it!

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FAST PSNATION@FUTURENET.CO.UK

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

DOT COM CULTURE



What makes people still buy print magazines? In the current time of the internet being in almost every household and next-gen consoles offering to download demos directly to the console, there is no actual unique content provided by magazines.

Personally, I buy OPS2 because of the articles. I mainly enjoy reading the reviews, previews and also letters from other people.

But all of that is something provided on the internet as well. So, do you see the internet and downloadable demos as a threat? Or do you think that 'videogames' as a magazine genre is not going to die?

KRISTINA ROTHE LEAMINGTON SPA
A thought-provoking question, Kristina, but – and this may not surprise you! – we strongly believe that magazines still have a lot to offer.

Firstly, there's plenty of unique content in mags: this month's exclusive cover feature is just one example!

And magazines have the edge in design terms. For example, a website can't do proper justice to artwork such as that in last month's 'The Art of God of War' feature; it'll be limited by download speed, screen size, resolution and so on.

Paper is also a better medium for more in-depth articles: you will rarely



↑ Kristina Roche reads OPS2 as well as using websites

WIN THIS!

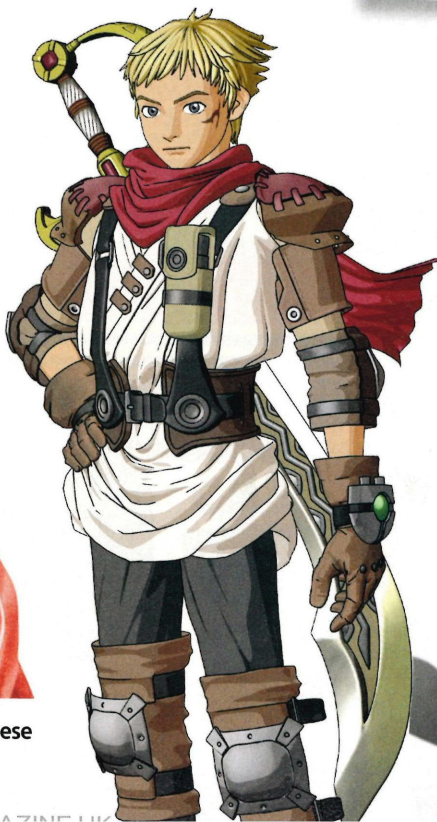


STAR LETTER

This month, all letters published in the main body of this section will receive a top PS2 game. The writer of the Star Letter gets four games!



↑ Thomas Berkin thinks the makers of these games should cooperate, not compete



find a 3000 or 4000-word feature on a website because anything more than bite-sized chunks of text is hard on the eyes when read on a screen.

There's something more personal, too, about holding a magazine in your hands than staring at a screen – and it's easier than lugging around a laptop and finding a WiFi spot! Plus, seeing your name or letter in print on paper is a lot more tangible and long-lasting than seeing it on a website or forum, where what you've written could disappear overnight. Magazines don't crash, don't send you spam emails and don't go slow when your little brother is playing World of Warcraft! As for downloadable demos, they don't bother us because PS2 doesn't have them.



DEV WAR

Why do game developers have to work so hard to beat each other at sales? The obvious answer is money, but why not make a brilliant game together and split the massive sales that would surely follow?

Developers should contribute to a big game using the things they are good at. Level 5 could contribute roleplaying elements due to their mass RPG success with Rogue Galaxy.

Pandemic can add a destructive-fun nature à la Destroy All Humans!

EA Sports could add a few minigames to do with sports games. EA can add a bit of humour, Capcom could add a creepy edge. It'd be great.

THOMAS BERKIN VIA EMAIL

Working together for the benefit of customers rather than shareholders?! Thomas, we'll hear no more of these commie pinko ideas!

FUTURE PROOF

After reading the emails in issue 91 about the future of Grand Theft Auto I

↑ Grand Theft Auto's CJ: what's his future? Michael Richardson isn't sure

thought: "How the hell are you supposed to steal a car if someone else is driving it?". Don't get me wrong, it's a good idea, but seriously.

I then thought: "What guns will you have and where would the path be? Plus, what will the missions be like?". Being a criminal will be hard if you're just floating in a hover car all day.

MICHAEL RICHARDSON

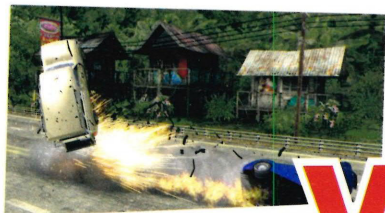
BLACKPOOL

Well, you wouldn't have to stay in the hover car all the time. As for weapons: in the future, it's all about lasers.

BURNOUT OUTRAGE

Why do you all like Burnout Revenge more than Burnout 3? It's third on your list of top 100 games but Burnout 3 is not even on it. But Burnout 3 is a much better game than Revenge because:

1. It's got about 70% races and 30% crashes, while Revenge has 30% races and 70% crash. Crashes are fun but ▶



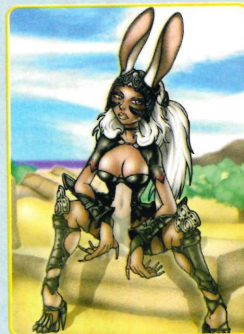
VS



↑ Burnout Revenge or Burnout 3? Tell us what you think!

RANDOM FANDOM

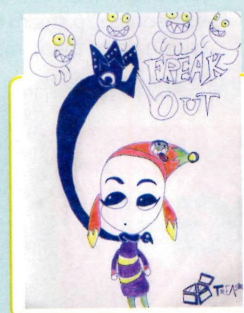
The good, the bad and everything else in the world of PS2



LOVELY LADIES

Artistic genius Dave Wilkinson has drawn these two sultry pictures of the leading ladies from Final Fantasy XII.

DAVE WILKINSON
STROUD



FREAK OUT

Such a fan is Chris of cutesy adventure game Freak Out, that he drew this natty picture to celebrate.

CHRIS ALEXANDER
LONDON



RARE BLOOMS

Still remembering OPS2 #87's feature on rare games, Ronnie McCulloch has rounded his up to show them off to the world. Nice!

RONNIE MCCULLOGH
EMAIL



RIPPIN' REAPER

This customised React Reaper Guitar Hero controller rocks our world. And, unbelievably, you can get one on Ebay for about a tenner, although you'll have to pay postage from the USA.

GOLDSTAR_GAMING
EBAY

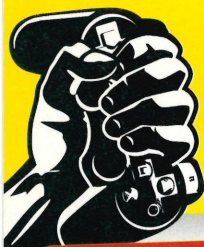


MAG IT UP

Thanks to our Facebookers for pointing out this bargain on Ebay: someone in Wales is selling the first 92 issues of OPS2, plus demo discs and 12 special issues, for just £55!

SHOW US YOURS!

Send your art and photos to Fandom at the address opposite or email your JPEGs to psnation@futurenet.co.uk
Sorry, we can't return any of the stuff you send



DEBATEBOX

Last month we asked you...

'RACING GAMES: ARCADE OR SIMULATION?'

It sparked rage and ranting aplenty. Here are the hottest replies:

95% ARCADE

My friend mocked me for preferring 'arcadey' games and questioned my manhood, but I just find them more fun. I'd much prefer a game of Burnout over Gran Turismo.

CHRIS OSBORNE WALES

I kinda like both racing varieties but if I had to pick one it would have to be more

towards the arcade racers. Nothing beats weaving through traffic at 150mph and then power-sliding round a corner using the side of a bus to stop you careening into a wall in an arcade racer. But on the flipside, it's pure jubilation when you use someones slip steam to go cruising past them, making

sure not to nudge them cos you know there are still another 15 laps to go and you could get disqualified.

DAVID RILEY LONDON

Who wants to drive round and round on boring tracks when you could be smashing stuff up?

TOM ROSE BRISTOL

5% SIM

Simulation is far superior as it brings a real sense of racing adrenaline. Arcade racers are far too unrealistic and too kiddy.

RACHAEL GURR MILTON KEYNES

NEXT MONTH'S DEBATE

PS2 OR PS3 - WHICH IS BETTER?
EMAIL PSNATION@FUTURENET.CO.UK OR JOIN IN ON OUR FACEBOOK GROUP (SEE P3)

WORLD OF STRANGE

Ew. Just ew.

What joy to come into work on a Monday morning, still blinking the sleep out of our eyes, and find this leaping out from our inbox. Thanks, Wayne Grove of Swansea, it's just what we needed to snap us out of our hangovers.



up the idea of it really quickly but mastering it takes hours and hours of practice. Worms should be at least in the top 20.

SARAH MAYFAIR COVENTRY

Your passionate ravings have been taken into consideration, Josh and Sarah! The Top 100 is an ever-changing beast, so if anyone else has thoughts on what is or isn't in it, let us know!

CHEAT YOUR FILL

About your cheats debate in issue 93 ('Quit or Retry?'), I am somewhere in

◀ 'To cheat or not to cheat?' is the question for Adam Lawrence

- ▶ get extremely boring when that is all you are doing!
- 2. **Burnout 3 is a challenge.** You have to time your movements to avoid traffic while in Revenge you can smash everything out the way! So when you win a race it doesn't feel rewarding.
- 3. It's way cheaper!!!!

JOSH MARCHANT NORWICH

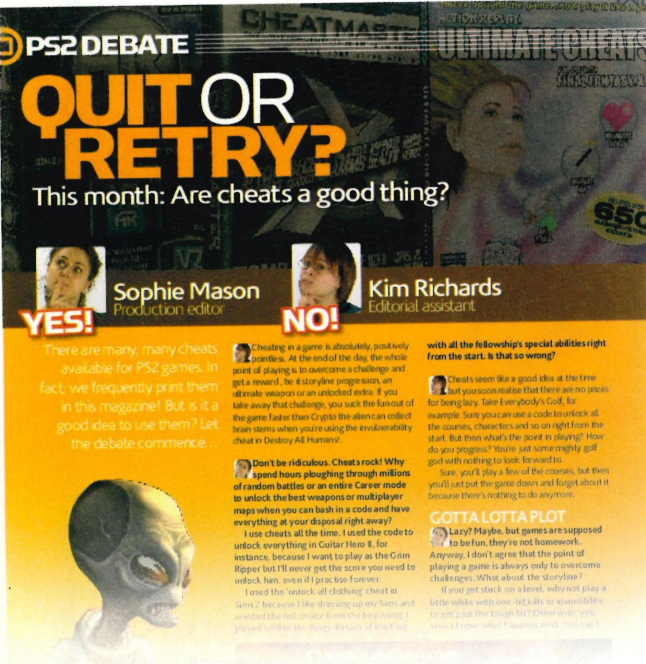
WORM WHOLE

I was looking through your Top 100 and I couldn't find a single Worms game in there at all! This is a travesty.

Worms is awesome, the weapons are really funny. My favourites are the Homing Pigeon and the Rhino. And the game is great because anyone can pick



▶ As lovely as she is, Sakura won't come to the West - sorry, Jonathan Kingsland!



CONTACT OPS2 MMS
TEXT PSNATION, THEN A SPACE,
THEN YOUR PIC TO 07738 647177



↑ Could Brendan Hickman's idea take Spiderman to new heights?

the middle. I agree that they do alter the experience of gaming, but I also admit to using them.

Sometimes for me it is physically impossible to complete sections of certain games due to my limited physicality. So I turn on cheats that enable me to complete the section, then switch them off and play the rest of the game as normally as possible.
ADAM LAWRENCE WEST MIDLANDS
This does seem to be the general consensus, so we reckon its okay to admit you're an occasional cheater.

CARD CAPTOR

I heard there was a **Cardcaptors** game for PS2 but it was only released in Japan. Do you have any information on it? I loved the TV show but that was cancelled and now all I have are memories.
JONATHAN KINGSLAND EMAIL
Sorry, Jonathan, Cardcaptors is strictly a Japan-only game. Shame.

CLIMB-ACTIC

I just thought of an amazing type of game that I've never heard of or seen! It's a climbing game! **L1** and **R1** are your arms. **L2** and **R2** are your legs. But you don't control them like that.

As a pro climber you can control two limbs at once, so your primary limb is the left stick and the secondary is the right stick.

It would take a lot of skill and timing to really ace a wall/mountain face. And it would be nice and competitive (easy to time). You could even have a multiplayer option!

BRENDAN HICKMAN VIA EMAIL
'High' (arf! arf!) ideas indeed, Brendan.



↑ Our Top 100 would have Worms if Sarah Mayfair had her way

PLAYSTATION PROFILE



DAVE SIMONS IS...

WISHING HE COULD UNLOCK THE LAST MEDALS IN URBAN CHAOS

BIRTH DATE 29/08/68
HOMETOWN LONDON
FIRST GAME KILLZONE



MY FRIENDS



RICHARD



TARA



JEFF



ANDREW

FAVE GAMES

PlayStation 2



URBAN CHAOS: RIOT RESPONSE

PlayStation 2



SNIPER ELITE

PlayStation 2



KILLZONE

FAVE CHARACTERS



NICK MASON (URBAN CHAOS)



KUNGLAO (MORTAL KOMBAT)



JAN TEMPLAR (KILLZONE)

WHAT I'M PLAYING NOW

PlayStation 2



MORTAL KOMBAT: SHAOLIN MONKS

Excellent fighting controls and cooperative mode make this an enjoyable play... Toasty.

MY BEST MOMENT IN A GAME...

SNIPER ELITE



Shooting the top off a Russian soldier's head from a well-hidden vantage point. Nice.

MY RATING

0 10

MY LOCAL GAME SHOP

GAME, OXFORD STREET, LONDON



GAME PET

Agro from Shadow of the Colossus. A trusty steed, indeed.



MI TUNES

WHAT I LISTEN TO WHILE I'M GAMING



WHATEVER'S PLAYING ON THE GAME SOUNDTRACK. 'MOLDSCHOOL.

MY LIFE

INTERESTS

PLAYING GUITAR; WRITING/RECORDING SONGS; SETTING UP A RECORD LABEL.

MUSIC

DAVY GRAHAM, MARTIN SIMPSON, LAU, GILLIAN WELCH, THE CARTER FAMILY, JOHNNY CASH.

FILMS

FIGHT CLUB, WHO DARES WINS, NARC, OLDBOY, INFERNAL AFFAIRS.

BOOKS/COMICS

ACOUSTIC MAGAZINE, FROOTS

GAME CHARACTER MOST LIKE ME...

THE KING OF ALL COSMOS

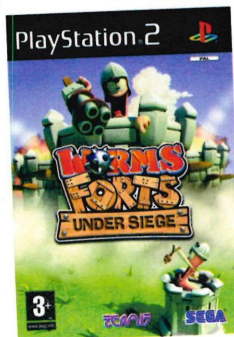
A guitar player with style and elegance!



THE SHORT ANSWER

Is Kingdom Hearts 2: Final Mix coming out in the UK?
WILLIAM UNDERWOOD NOTTINGHAM

No announcements have been made... yet.





READER REVIEWS



The writer of the star review gets a top PS2 game! Email psnation@futurenet.co.uk

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

BEYOND GOOD & EVIL

REVIEWED BY **NAOMI CROWDER, VIA EMAIL**
WE GAVE IT **8/10** IN OPS2 #40



Opening with an epic cutscene, within minutes you are plunged straight into the action of the first battle. These fast-paced fights are abundant throughout the whole of Beyond Good & Evil. One task requires you to jump and dodge across rooftops while you are fired at.

The journey starts off at a lighthouse on the planet Hillys, but works its way through a mysterious factory and an old slaughterhouse with a secret, finally requiring you to repair a ship and fly to the moon to fight evil DomZ aliens and soldiers they control.

However, the main mission is but one of the highlights of this game, because the heroine of the story, Jade, must also

take photographs of her planet's animals to earn money and Pearls.

Pearls are the only way to upgrade your hovercraft, so you often have to do seemingly pointless tasks such as chasing looters through winding caves to be able to cross over into new areas.

The story is a twist-filled tale of rebellion and corruption, drawing players into it and making you want to see it through to its stunning conclusion, which requires fast reflexes and the ability to fight even when

the controls are reversed!

The only problem I had was that some puzzles were almost too hard to figure out

without the help of internet guides and pure guesswork. But other than that, this is an excellent game with lots to do.

8/10



STAR OCEAN TILL THE END OF TIME

REVIEWED BY **BEN LESLIE, VIA EMAIL**
WE GAVE IT **7/10** IN OPS2 #52



In a SCI-Universe a young man called Fayt Leingod, his family and his best friend Sophia are on holiday, but it's brutally cut short when a mysterious military force attacks the planet.

Fayt is separated from his loved ones and sets out on an emotional quest to be reunited with them.

You meet other characters that will help you on your quest, such as Cliff who is a fighter, Nel (a female ninja/knight), Roger (an Elicoorian) and many more.

The gameplay is really fun; the battle system is a challenging mix of action, tactics and breathtaking spells.

Press **△** to choose what tactics you can use on the enemies, press **⊗** or **⊙**

READER SECRETS

Check out these Easter Egg secrets sent in by fellow readers.



ROAST SQUIRREL IN PSYCHONAUTS

Once you unlock the Pyrokinesis ability, find some squirrels and set them on fire! They leave behind Squirrel Roast pickups which act as a health boost.

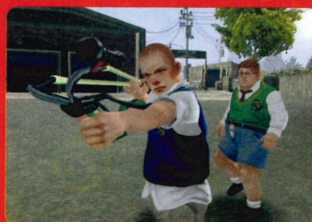
MATT JONES
LONDON



OGGLING LADIES IN GRAND THEFT AUTO: SAN ANDREAS

If you leave CJ alone for a couple of minutes, he starts watching the ladies as they pass by.

ANNA SMITH
HULL



ALL WEAPONS IN CANIS CANEM EDIT

You must input this on a Player 2 controller pad. While playing the game hold **□** and press **↑, ↑, ↑**.

BEN OGDEN
VIA EMAIL



ALL HOBO FIGHTING MOVES IN CANIS CANEM EDIT

On a Player 2 controller, while playing hold **□** and press **↑, ←, ↓, →, ⊙, ⊙, ⊙**. It won't appear on the stats screen.

BEN OGDEN
VIA EMAIL

SEND US YOURS

We want your PS2 Easter Eggs. Email psnation@futurenet.co.uk with your secret, how you found it, and a pic if you can!

CONTACT OPS2 SMS
TEXT PSNATION, THEN A SPACE,
THEN YOUR MESSAGE TO 87103



to fight. You can use tactical skills, Symbology or you can escape battles.

After battling through monsters and baddies you can upgrade your characters and customisable weapons.

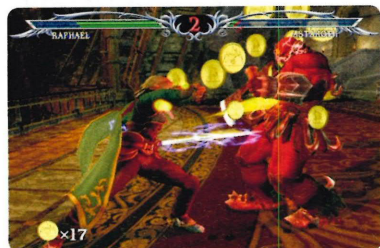
There are a lot of class jobs such as Alchemist, Blacksmith, Writer and many more when you're inventing items. The movie cutscenes are really well done, the graphics look great and the music in the game is great to listen to.

Once again Square-Enix has made a great roleplaying for fans or anyone else who's looking for a challenge.

9/10

SOUL CALIBUR III

REVIEWED BY **TOMBERKIN**
WE GAVE IT **9/10** IN OPS2 #66



The bulk of the game is split into two parts: Chronicles of the Sword mode and Tales of Souls mode. I hate Chronicles of the Sword mode. You have to position units to avoid losing while you have one-on-one battles.

It feels like one giant dungeon from Soul Calibur II's Weapon Master mode. You just trek along, not losing if you have half-decent skill, before, after a few hours, finishing the game.

You are forced to use a created character fighting created characters broken up by very few real Soul Calibur fights. It does not feel epic.

But now onto my comments of good. Tales of Souls mode is a mode and a half: incomparable battles added onto a main story but viewed from different characters' perspectives.

There are also choices to make, plus how well you play influences the battles you fight and whether you unlock certain people and weapons. Fight a few battles without losing and you play a bonus fight.

The endings in SCII used to be massively disappointing text sequences, but now we have cutscenes that appear to be a single ending for a character but are, in fact, multiple, because each requires a button input to select which ending you get.

These range from taking as much time as you want to select ← or → to having two seconds to press the button as a fight goes on. Some endings can

only be obtained by not losing a single battle and by picking the right choices.

Add the brilliant gameplay and graphics to the wealth of unlockable character creation parts and you get one spectacular game.

9.5/10

CANIS CANEM EDIT

REVIEWED BY **DAN GAY, KIDDERMINSTER**
WE GAVE IT **9/10** IN OPS2 #79



Settle down now, class... settle down! Today we're going to talk about the PS2 game Canis Canem Edit. Now, who can tell me a little about the controversy surrounding this game?

Hopkins? Yes, that's right, it is indeed misunderstood. Its critics said it encouraged bullying and delinquent behaviour, whereas actually the protagonist's main aim is to stamp out bullying and to bring order and peace to his school – okay, so there's a little bit of fighting and standing up to authority along the way, but his heart is in the right place.

So who can tell me how our young hero achieves his noble aims? Yes, that's right, Spencer, he ingratiate himself with the various factions of the school, doing them favours, pacifying their enemies, thus acquiring respect and good standing among fellow pupils and the local town in general.

Finally, why is Canis Canem Edit worth 9/10? I'll write the answers as bullet points on the board as you call them out... An involving, interesting and thoughtful plot; great dialogue and responsive AI; free-roaming structure, with lots to do, but not too much.

And the negatives? The dodgy camera and simplistic fighting? Not worth mentioning? Okay then, I won't mention them.

Don't forget your homework!

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).

YOUR GAME IN LIGHTS!

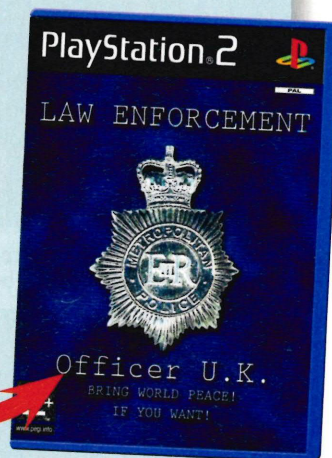
Got a great idea for a game? Share it with the world here!

LAW ENFORCEMENT OFFICER UK

DESIGNER
WILLIAM MESTON, DURHAM

THE PITCH

Free-roam around the UK and interrogate criminals, run SWAT teams, solve murder mysteries, break up fights and join in car chases. Weapons include stun guns, shot guns, hand guns and tranquilisers. You can accept bribes from gangs, or just clean up the streets.



OPS2 VERDICT

The added description of 'it's like Grand Theft Auto, but completely the opposite' is what has us hooked. We love the idea of cleaning up the streets rather than being a gang leader, and bringing it home to the UK automatically ups the appeal factor.

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

SLIM



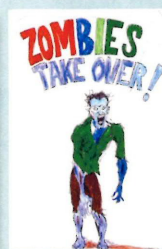
REAL

DEAL OR NO DEAL?
DEAL!
CHANCES OF LEO UK
BEING THE NUMBER
ONE GAME AT
CHRISTMAS.

BEST OF THE REST



STICK MAN MADNESS EMO EDITION
RYAN MURRAY,
PETERBOROUGH
Joe is on the hunt for his dad's killer, but he just kills everyone!



ZOMBIES TAKE OVER!
MELLERBECK,
SURREY
Set in Victorian England, you must avoid sufferers of the Black Death.



FIGHT OVER THE PLANET TO THE DEATH
SAM FAYERS,
SURREY
Choose good or evil superheroes and fight over Planet Earth!

SEE YOURSELF HERE

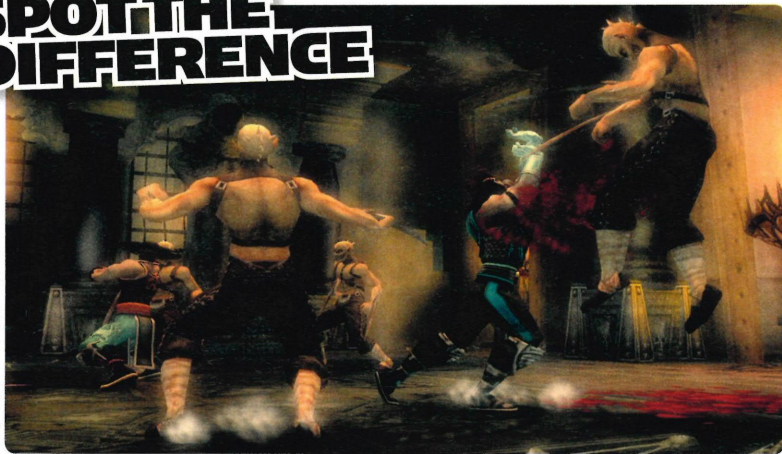
Post your pictures and game ideas to Your Game In Lights, OPS2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW or email psnation@futurenet.co.uk



THE BRAINDRAIN

Exercise your brain, reap the rewards! We've set the difficulty to maximum...

SPOT THE DIFFERENCE



X There's only one difference to find, but it's a toughie! Text **OPS2SPOT** then a single space followed by your name and answers to **87103**.



ANDY'S CRAP DRAWING OF THE MONTH

★ No, it's not a Picasso, it's a drawing by OPS2's Andy of a well-known PS2 character. If you can tell who or what it is, see below for details of how to enter, because this is one of the seven star prize questions and that means top prizes!



HOW TO ENTER



STAR PRIZE

For your chance to win the star prize, you must answer ALL SEVEN questions that are marked with a **★**. To enter by SMS, text **OPS2STAR**, then a space, then your name and answers to 87103. Or email your answers to psnation@futurenet.co.uk with **OPS2STAR** as the subject.

NAME THOSE GAMES

★ They're games without their names! Do you know what the real titles are? This is one of the seven star prize questions, so see below for how to enter.



PS2 MATCH MAKER

★ Match the character to the game. This is one of the seven star prize questions, so see below for details of how to enter.



MULTIPLE CHOICE

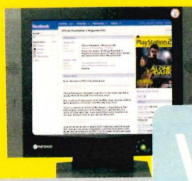
ⓐ Answer the three questions and text **OPS2CHOICE** then a single space followed by your name and answers to **87103**.

- 1 What was the first Burnout game to let you hit traffic without crashing?
A Burnout 2 **B** Burnout: Takedown **C** Burnout Revenge
- 2 Which was the first Burnout to be published by EA?
A Burnout 2 **B** Burnout: Takedown **C** Burnout Revenge
- 3 Which is the only Burnout to feature Pursuit races?
A Burnout 2 **B** Burnout: Takedown **C** Burnout Revenge

OTHER PRIZES

To win one of the four single-question prize bundles, match the prize on the right-hand page to the PlayStation symbol on the question and follow the instructions given to enter by text or email.

All texts charged at 25p plus your standard network tariff rate
Closing date: 27 February 2008
For full competition rules and text terms and conditions, see p111



VIDEOGAME MATHS



Do the Playstation sum below and send us the number you come up with. This is one of the seven star prize questions so see below left for details of how to enter.

The star of Hitman	Ubisoft's cel-shaded shooter	This issue of OPS2	Number of games featuring Sonic the Hedgehog that are currently available on PS2	TOTAL
\times	$+$	$-$	$=$	

WORD FINDER

Answer the questions, decipher the game-related anagram highlighted in red and that's the answer. A star prize question: see below for entry details.

- God Of War's angry hero
- Full Spectrum Warrior sequel: Ten...
- ...Zero. Spooky shutterbug game
- The third game in a popular getaway series

WHO'S YA BADDIE?



This bunch look pretty evil and nasty but only one of them is an actual baddie. Tell us which one. Text **OPS2BADDIE** then a space, then your name and A, B or C to **87103**.



IMAGE ZOOM

Here's a little bit of scenery from a much bigger game. Do you know which one? If so, text **OPS2ZOOM** then a single space followed by your name and answer to **87103**.

VIDEOGAME PICTO-PUZZLE

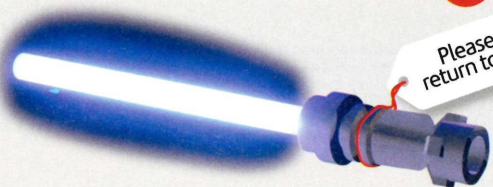
These pictures are clues to the name of a game. But what is it? This is one of the seven star prize questions so see opposite for details of how to enter.



PRIVATE PROPERTY



Do you know who this belongs to? This is a star prize question, so see opposite for details of how to enter.



Please return to...?

WIN ALL THIS! THE PRIZES

Match the question symbols to the prizes, and you could win goodies!



WIN A DVD PLAYER AND TWO GREAT PS2 GAMES!

You must enter all seven star prize questions correctly to be in with a chance to win this sweet prize bundle: a Sony DVD player, a copy of Guitar Hero III (solus) and a copy of Boogie.

PRIZE BUNDLE #01

A SOCOM hoodie and a giant Grand Theft Auto: San Andreas sticker.



Email your answer to psnaton@futurenet.co.uk
Subject line OPS2SPOT

PRIZE BUNDLE #02

A copy of Fantastic Four: Rise of the Silver Surfer, a copy of Spartan Total Warrior and all the OPS2 Magazine stickers you'll ever need!



Email your answer to psnaton@futurenet.co.uk
Subject line OPS2CHOICE

PRIZE BUNDLE #03

A limited-edition Crash Bandicoot pencil tin, a copy of Alvin and The Chipmunks and a busload* of OPS2 stickers.



*May not literally fill a bus.

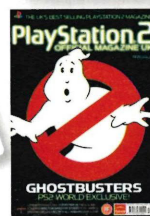
Email your answer to psnaton@futurenet.co.uk
Subject line OPS2BADDIE

PRIZE BUNDLE #04

A copy of CSI: 3 Dimensions of Murder, a copy of Guitar Hero III (solus) and a fat wad of OPS2 Magazine stickers.



Email your answer to psnaton@futurenet.co.uk
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ISSUE 93 WINNERS

Star prize: Allan Algonquin, Berks
Spot the Difference: Forbes Steel
Multiple Choice: Jason Ling, Kent
Who's Your Baddie?: Tanzil Shafiq, Doncaster
Image Zoom: Stephen Craig, Falkirk

Final Fantasy Tactics and slim PSP: Andrew Kemp, Jersey



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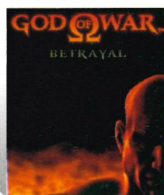
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**THIS MONTH'S GAME
GOD OF WAR: BETRAYAL**

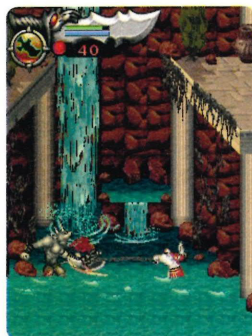


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This month, our choice is God of War: Betrayal. Based on the hit PS2 game, this original story sees Kratos fighting through foes, puzzles and minigames to regain the favour of the gods and his position as God of War.

The devastating combat includes combo attacks with Athena's Blades and the Blades of Artemis, plus the Army of Hades and Medusa's Gaze magic attacks.

The 10 side-scrolling levels have cutting-edge visuals and rich interactive environments. This is the smallest god yet, but it's no less mighty!



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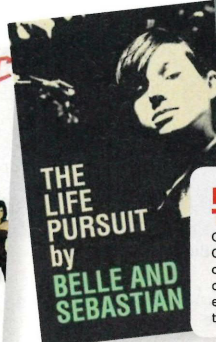
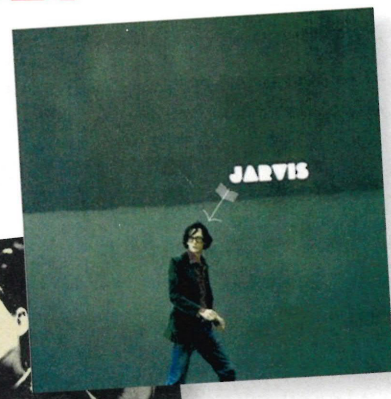
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The screenshot shows the PlayStation 2 website's mobile phone section. It features a navigation bar with 'Home - Best Offers', 'Handset/Deal Search', and 'Search by Network'. A prominent banner advertises a 'RED HOT SUMMER SALE' with '12 MONTHS FREE' and 'FREE SAMSUNG E900'. Below the banner, there are several product listings for various mobile phones, including Nokia N95, Sony Eric W900i, and Samsung E900. Each listing includes the phone's name, a small image, and details about the offer, such as '12 Months £1.99' or '10 Months £1.99'. A table at the bottom of the page lists different phone models and their prices, with columns for 'Phone Price', 'Per Month', 'Offer', 'Contract Length', 'Min. Term', and 'Max. Term'.



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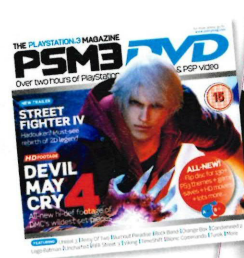
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DARK FORCE

RISING

PS2 turns to the Dark Side this spring with **Star Wars: The Force Unleashed**. Here we introduce its insidious cast...

It's tough being a Star Wars fan at the moment. The upcoming television show looks like it'll be more The OC than AT-ST and the likelihood of any more films is nil (well, at least until Star Wars creator George Lucas is either dead or desperate for cash, neither of which is going to happen any time soon).

What hope is there? Well, there's the videogames. As anyone who's played *Knights of the Old Republic* on the original Xbox can tell you, if you're looking for the natural evolution of

the Star Wars brand, you'll find it on your nearest console.

And now the franchise is set to build on its recent gaming successes (*KOTOR*, *Lego Star Wars*, *Star Wars: Battlefront*) with *Star Wars: The Force Unleashed*. In fact, LucasArts claims this will be remembered as the greatest Star Wars game ever.

It does indeed look very promising. Made with George Lucas' own input, *The Force Unleashed* is the latest cross-media endeavour from LucasFilm (see 'A Star Wars Film without the Film' overleaf).

In one of the coolest twists in a Star Wars game yet, you won't be playing as some unknown Jedi wannabe (Kyle Katarn-who?), but none other than the secret apprentice Darth Vader took between Episodes III and IV. Woah.

Jedi, die

The game is a perfect bridge between the two trilogies. We'll be treated to important revelations about the final stages of the Jedi Purge, the development of the Empire and the further corruption of Darth Vader. ▶

What kind of problems do you face while playing as Darth Vader's secret protégé? Well, for a start, you can't be leaving any witnesses, so mass murder is the order of the day.

Even stormtroopers loyal to Vader will need to be dispatched if they see you going about your nefarious deeds.

And if your quest of non-detection has to extend to – as some of the concept art released so far implies – pulling a Star Destroyer from the sky using the Force, so be it.

Sabering stuff

The Force Unleashed's number-one gimmick is a flashy physics engine, developed explicitly for some hot Force-powered action. Think Psi-Ops with lightsabers and Rancors and you'll be pretty near the mark.

And while the physics porn will naturally be pared down a degree on PS2 compared to the next-gen versions, you can still expect to realistically chuck your foes about with telekinesis, Force Choke them and boil their blood with a wave of Force Lightning.

We're told that a key theme of the game will be 'redemption'. So we can expect that the young apprentice's dalliance with the Dark Side might not



last the entire game, particularly given LucasArts' propensity for ending all their videogames with a conformist, 'Light Side' ending.

Still, the game will feature multiple endings based on the decisions you make as the Secret Apprentice, so those retching at the prospect of the series' first truly Dark Side playable character going gooey at the tail end of the adventure needn't worry.

And now, thanks to some recently leaked information, we can reveal for the first time key details about the game's characters and plot. So let us feel the power of the Dark Side...



A STAR WARS FILM WITHOUT THE FILM

How Star Wars: Shadows of the Empire paved the way for The Force Unleashed

Toys. Games. Graphic novels. Trading cards. A fully orchestrated soundtrack. To the casual observer strolling around a shopping centre back in 1996, it would seem as though a new Star Wars film had been released.

But there hadn't been. Star Wars: Shadows of the Empire was a fully fledged, cross-media Star Wars event, but without an attached film.

Now LucasFilms hopes to replicate that success

with a new multimedia event, The Force Unleashed. After all, movies and books aren't the only ways to tell a story these days.



FALLEN HERO

THE SECRET APPRENTICE

The Force Unleashed reveals one of the greatest secrets in the Star Wars canon: after the events of Episode III, Darth Vader took an apprentice. But because of The Rule of Two that all Sith are meant to obey – that there can only be two Sith practitioners at a time – Vader must keep his dark charge hidden, particularly from The Emperor, whom Vader seeks to overthrow with the aid of his ally. You'll be playing as The Secret Apprentice for the course of Force Unleashed. He's talented in telekinesis and Force Lightning, but LucasArts is keeping schtum about his name. And that, of course, leads us to suspect that he'll have an important connection to a character we already know. Hmm!

HE'S A BIT LIKE...



DARTH REVAN
STAR WARS:
KNIGHTS OF THE
OLD REPUBLIC

Knights of the Old Republic is the best Star Wars game made, bar none. So it's exciting that The Secret Apprentice recalls, in both garb and deed, one of the greatest Sith Lords ever to appear in Star Wars.



LUKE SKYWALKER
EPISODE VI:
RETURN OF THE JEDI

Young, slightly gawky, and highly Force-capable, The Secret Apprentice is the Dark Side version of Luke Skywalker. Why, he's like the son Darth Vader doesn't know he has!

IMPERIAL LEATHER

JUNO ECLIPSE

At the age of the 14, Juno Eclipse was the youngest recruit to be accepted into the Imperial Academy. Originally commander of Darth Vader's personal Black Squadron TIE Fighter unit, she was then promoted to pilot the Rogue Shadow, the Secret Apprentice's personal transport.

When Vader assigns Juno to his apprentice he is fully aware of their mutual attraction, and we'd put money on a passionate romance between foxy Juno and the young Sith being key to the game's plot. Will this be what pushes the Apprentice towards the Light Side?



SHE'S A BIT LIKE...



GRAND MOFF TARKIN

EPISODE IV: A NEW HOPE

Old sour-puss Tarkin brought callous, Nazi-like efficiency to the Imperial military before he was flash-fried in the Death Star explosion. We reckon Aryan ice queen Juno might, ahem, have a bit of Nazi in her, too.



HANDMAIDEN KNIGHTS OF THE OLD REPUBLIC II: THE SITH LORDS

The Handmaiden was an impressionable lass whose love for the main character of The Sith Lords sent her careening over to the Dark Side or scaling the heights of the Light Side, depending on how you played the game.

SAMURAI JEDI

GENERAL RAHM KOTA

One of the few Jedi to survive the destruction of the Jedi under Order 66, Rahm Kota escaped to the Outer Rim territories. He later returned to capture a TIE Fighter construction yard orbiting Nar Shaddaa. Vader dispatches the Secret Apprentice to deal with him, but during their encounter, Rahm tells the Apprentice that he has a much larger role in the galaxy than just being Vader's lackey.

HE'S A BIT LIKE...



QUI-GON JINN EPISODE I: THE PHANTOM MENACE

The character of Rahm Kota was originally going to be Jedi Master Qui-Gon Jinn's Force Ghost, so it makes sense that some of the dead Jedi's characteristics would carry over into this new, grizzled Clone Wars veteran.



GENERAL ROKUROTA MAKABE THE HIDDEN FORTRESS

The Hidden Fortress is a 1958 film that, like all its director Akira Kurosawa's work, heavily inspired George Lucas in writing Star Wars. We reckon Samurai Jedi Kota is an homage to it.



DOPPELGÄNGER DROID

PROXY

With C-3PO becoming part of the burgeoning Rebel Alliance, Darth Vader lost his long-time droid companion. So he built himself a new one: PROXY.

When Vader recruited his Secret Apprentice, he assigned PROXY to the lad – supposedly to aid him, but secretly to watch over him.

A holodroid, PROXY is able to disguise himself as his masters see fit, and is a valuable asset to the Secret Apprentice's mission of rooting out and destroying the remnants of the Jedi Order. We don't yet know whether he's camp as tent full of Graham Nortons, though.

HE'S A BIT LIKE...



C-3PO
EPISODE I: THE PHANTOM MENACE

Remember when C-3PO was all naked in The Phantom Menace? Well, if you think PROXY looks a bit like that, it's because Darth Vader built both of them. But PROXY would sooner assassinate you than have a hissy fit about protocol.

HK-47
STAR WARS: KNIGHTS OF THE OLD REPUBLIC

A wisecracking assassin droid, HK-47, like PROXY, is not strictly evil, although he does mete out murder at the behest of his master. Only following orders, you see.



FOE-FICKLING

MARIS BROOD

A Zabrak Jedi, Maris Brood was busy training aboard the starship Gray Pilgrim during the events of the Clone Wars and thus was at a safe distance when the Jedi Purge began. But her master was not so fortunate. His death sent Maris towards the Dark Side, until she was redeemed by Jedi Master Shaak Ti. She wields two tonfa-style lightsabers during her encounters with the Secret Apprentice, but his success during their battles only serves to push Maris back towards the Dark Side...

SHE'S A BIT LIKE...



DARTH MAUL
EPISODE I: THE PHANTOM MENACE

Both members of the Zabrak race, Darth Maul and Maris Brood share one common trait: horniness. As in, they have horns on their heads. Get your minds out of the Mos Eisley gutter, people.

JUHANI
STAR WARS: KNIGHTS OF THE OLD REPUBLIC

Easily the most forgettable character in KOTOR was Juhani, a Cathar Jedi who fell to the Dark Side like a piece of burnt toast.



THE LEVEL

We celebrate a classic sequence in **Dark Chronicle**

THE STORY SO FAR...

Having learned of Emperor Griffin's wicked plot to mess with the space-time continuum and alter the past, present and future, our intrepid young hero Max leaves his home of Palm Brinks in order to stop him. First stop, Sindain...



↑ You're on the Blackstone railroad, chuffing off to the big wide world. But what's this? An evil clown is attacking the train with machine-gun fire!



↑ It's Monica! She dumps the clown on his backside and joins your party. Further down the line is a blockage. Handily, it's right where you need to be.

↑ Wandering into Sindain you find the home of some Firbits. Their leader, Conga, tells a tale of woe relating to a missing lady. You agree to help.



↑ Scouting the area further, you meet a creature called Master Utan. He's sick from eating poison apples but does tell you about the 'Holy One'. Huh?

↑ It transpires that the holy one is a fish. So, using your new rod, you cast off into the lake to see if you can get a bite. Yep! The waters churn and...



↑ Their help is the Capenterion, a machine that can clean up any mess and build anything, providing you have the materials and the correct 'Geostone'.

↑ To collect Geostones, you go back to the forest. Utan is feeling better and clears a path to the next level for you – then promptly puts his back out.



↑ More trawling through dungeons for Geostones and materials lets you build more houses and move more people into them.

↑ In the future you find your actions in the present have restored a giant tree-being called Jurak. He gives you a special seed, but to help it grow...



↑ You add Sundrops to the sprout and: whoooosh! The Lafrescia instantly grows to full size. You use one of its tentacles to get up top to investigate.

↑ And lo, the beautiful butterfly! Trouble is, it isn't being very friendly and you're not tough enough to fight it. Some lateral thinking is required.



↑ Once you've hit each of them in the right order, the butterflies merge into one to reveal... Holly! The woman you promised the Firbits you'd find! Eh?

↑ Holly thanks you for freeing her from a curse and explains she took human form to visit the Firbits to thank them for saving her when she was young.

VOTE FOR YOUR FAVOURITE LEVEL AND WE'LL FEATURE THE WINNER! **TEXT 'LEVEL' THEN A SPACE, THEN THE KEYWORD TO 87103**



TEXT JOE

The sub from Viewtiful Joe



TEXT WARLORD

The Keep from Onimusha: Warlords



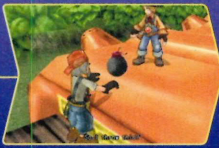
TEXT TOMB

Midas' Palace from Tomb Raider

See p111 for text charges and full terms and conditions. Lines close 27 February 2008. You can also vote for your favourite level by email to psnation@futurenet.co.uk (put LEVEL in the subject line).



It's up onto the roof to defend the choo-choo. Your mate Cedric has a supply of bombs for you to lob: choose the moment of detonation carefully!

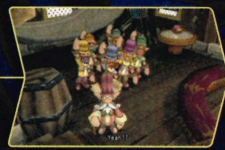


Damnit, the clown won't give in. He threatens to blow himself up, taking the train out, too! But a young girl with a big sword suddenly appears...



And so your battle begins. Max smashes away with his battle wrench while Monica cuts the forest creatures down to size with her sword.

After a few hours of scrapping, you meet more Firbits. This lot set out to find Holly, the missing lady, but got waylaid. Still, one gives you a fishing rod!



... a giant, very camp, fish surfaces. It's the Holy One. He reveals that the Firbits are under his spell but he'll free them if you catch him a special fish.

With the fish caught, the Firbits are free. Back in Sindain they promise to help restore the village, which Griffin had wiped from history.



It's time to restore the village using the Carpenterion. You have to make everything from rivers to houses plus two Eye Trees and a Nose Tree. Odd.

With houses built, it's time to move their occupants in. So you go to Palm Brinks and do tasks for the townsfolk to entice them into your new world.



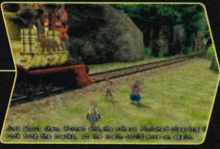
... you need Sundrops, for which you need to find a Himarra beast. To talk to the beast, Monica must turn you into one using a special Monster Badge.

At last you reach the final level in Rainbow Butterfly Wood, where you can plant the Lafrescia seed, which should attract the Rainbow Butterfly itself.



It turns out that by attacking the plant's tentacles you can trap the giant butterfly and split it into mini-butterflies. Bet Alan Titchmarsh can't do that.

Tackling the little butterflies is not as easy as it first appears. You have to approach them sneakily and attack them in order of a rainbow's colours.



Holly gives you a letter for the Firbits before returning to her original (and now non-evil form). Time to quiz Jurak about Griffon some more.

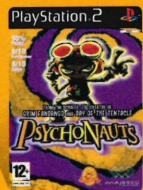
And with that, the chapter closes. The track has been cleared so you hop back onto the train and set off to continue a truly amazing adventure.



THE PS2 GAMES YOU SHOULD OWN #06

As bizarre as it is funny, **Psychonauts** will scramble your brain and split your sides

KNOW THIS



Publisher
THQ

Developer
Double Fine

Genre
Platformer

Score
9/10 OPS2 #65

WE SAID...
'Hugely inventive, charming and funny.'

NOW WE SAY...
Hilariously off the wall and massively entertaining

P sychonauts is incredible. Yes, we've said it before, but oddly, no matter how much we shout and wave our arms to attract your attention on its behalf, this remains one of the most commercially underachieving games ever brought to PS2. And we still can't understand why.

Psychonauts follows the story of Raz (he's the guy with the goggles). A boy gifted with special psychic abilities, he runs away from home to join the Whispering Rock Psychic Summer Camp in the hope of learning to use his powers to fight evil as a Psychonaut.

Soon after he arrives at Whispering Rock, his fellow campers start to change from normal kids (well, 'normal'

apart from their psychic powers) into brainless zombies. Raz decides to find out why before it happens to him.

What follows is a cornucopia of fantastically mad gameplay that goes far beyond the standard platformer template.

Raz can do all the standard platform stuff such as double-jumping, chatting to people and interacting with the environment, but on top of that he can use his range of mind-bending abilities.

Psi-five

These include levitation, pyrokinesis, invisibility and clairvoyance. And the way you use them to fight through the game's weird and wonderful levels is what really sets

Psychonauts apart from the crowd.

When it comes to environments there really is no other game like this.

The hub world, Whispering Rock, is a regular (if super-deformed) summer camp complete with a boating lake, a log cabin and a forest area.

It's quite normal, in a cute way. Oh yeah, there are invisible cougars and bears that can set you on fire with their mind, but apart from that, as we say, comparatively normal.

Where it all goes bizarre and brilliant is when Raz jacks into the mind of the game's other inhabitants and explores their unconscious. Each character has his or her own unique world, according to their personality.



↑ It's a whole world of wrong inside Boyd Cooper's paranoid mind...

↓ One of your powers is the ability to spawn a bubble and float around on it



For example Boyd, the paranoid schizophrenic security guard, has a gut-botheringly twisted psyche, chock-full of shadowy government agents and spy cameras, which sprawls and corkscrews like spaghetti.

But Agent Nein, a scientist, has a mind shaped like a cube: tidy, clean and technologically advanced.

The other thing that separates Psychonauts from the gaming chaff is

its humour. Videogame comedy is usually cheesier than Wallace and Gromit's lunch boxes, but Psychonauts is genuinely laugh-out-loud funny.

Raz odyssey

Sometimes it's the dialogue, other times it's the ridiculously off-the-wall situations.

How many other games have levels set inside the belly of a giant lungfish called Linda? Or have characters like Boyd, whose split personality is a milkman that firebombs houses? How many other games have legions of squirrels that wage a war of paranoia



TOP FACT

Psychonauts was originally an Xbox exclusive before publisher Microsoft dropped the game. This allowed Double Fine to bring it to PS2. Yay!

3 REASONS TO OWN IT

Psycho-naughty but nice



01 IT IS HILARIOUS

Games are usually either funny, or great fun to play. Psychonauts is one of the rare few that is both.



02 THERE'S NOTHING LIKE IT

The levels are very weird, but in a wonderful way. The puzzles and boss fights really call for thought.



03 YOU CAN BURN SQUIRRELS

...and seagulls, crows, bears – if it's cute and fluffy you can barbecue it with your pyrokinesis ability.

with children? We haven't checked, but we're confident the answer is 'not a lot'.

If all this hasn't convinced you to rush out and snap up a copy of Psychonauts, well, we feel sorry for you. It's the best game you've never played, and you're missing out on some seriously crazy fun. Andy Hartup

↓ Raz collects Figments of Imagination to level up



IN THE MIX

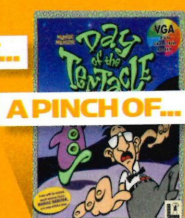
What goes into a Psychonauts pie?



Jak & Daxter's off-the-wall platforming.



Crazy mind powers like in Psi-Ops



The creative genius of Tim Schaefer, game writer and director



CUTEST! still dreaming?

Kairi and Sora

Kingdom Hearts, 2002

Although their love is more of a friendship, they are soulmates, and Sora gives Kairi his heart to save her.



King Kong and Ann

King Kong, 2006

Theirs was the kind of cross-species love that was never going to last. Despite the great ape's protective stance over Ann, in the end, it's beauty that kills the beast.



Han and Leia

Lego Star Wars II: The Original Trilogy, 2006

The sexual tension between Han Solo and Princess Leia sizzles as much in Lego-vision as it does on the big screen.



Farah and the Prince

The Prince of Persia: The Two Thrones, 2005

Farah's love purges the Prince of his dark side, proving that yes, girls, it is possible to change a man if you really work at it.



Kratos and Mrs Kratos

God of War, 2005

Ares tricked Kratos into killing his wife, and that's why Kratos missed his anger management classes.



CO-DEPENDENT!

Yorda and Ico

Ico, 2002

Love is patient, love is kind, and nothing is kinder than Ico's patience with Yorda as he helps her escape from a cursed castle filled with fiendish puzzles and shadow beasts.



SEXIEST!

Tidus and Yuna

Final Fantasy X, 2001

A passionate tale of love that puts Romeo and Juliet to shame, Tidus and Yuna fall for each other as soon as they meet. But their fight for survival ends in tragedy.



Pox and Natalya

Destroy All Humans! 2, 2006

In true Bond style, Pox spends as much time trying to get Natalya into bed as saving the world. And his dedication pays off in the end.

SPOILER-IFFIC!

GREAT LOVES

Valentine's Day is making us all Towers, so here are 24 affairs

Love. Everyone feels it. In fact, it's all you need, according to The Beatles anyway, and they should know. Yes, if there wasn't love in the world of gaming, then frankly, there wouldn't be anything. No raging vendettas, no tragic stories, no causes to fight for, no loved ones to rescue.

And videogames have some of the most passionate, fiery and furious romances ever imagined. Unfortunately, like many of popular culture's greatest love stories, many of them end in painful tragedy, leaving behind shattered hearts and the opportunity for vengeful sequels.

Just the PS2 of us

If anyone thinks videogames are all about soulless, mindless killing and violence, a mere glance at these two pages proves them wrong.

Many a game reveals a sensitive side, pierced by the arrow of love. Even Kratos, PS2's angriest man, would not be such a mardy git if it were



Lady and Dante

Devil May Cry 3, 2006

It's tough love between Lady and Dante, given that they spend most of their time trying to kill each other. But Lady comforts Dante in the end, when he's grieving for his brother.



Wander and Mono

Shadow of the Colossus, 2006

There never was a tale of more woe, than this of Wander and his Mono. His epic quest to fight Colossi is all for her sake, but he never gets to see her come back to life. Or does he? See above re: Ico...



Tony Montana and The Ladies

Scarface: The World is Yours, 2006

What's the point in being a gang leader if you're not going to get the molls in between drug deals?



Tamon and Yoriko

Forbidden Siren, 2004

Student-teacher relationships are normally a no-no, but when you're stuck on a haunted island filled with murderous ghosts, it's okay. Especially when student Yoriko saves Tamon from a horrific death.



Yuri and Alice

Shadow Hearts, 2002

Alice is the fire that melts Yuri's icy heart, giving him a reason to believe in life again. Then she gives up her soul to save him. Sniff.



Eike and Dana

Shadow of Memories, 2001

Eike can time-travel, which could explain why Dana loves him even though he's technically dead.



You and Your Punters

Thrillville: Off The Rails, 2007

What better way to get people to come to your theme park than by seducing them? It's a powerful skill, so use it wisely.



Jimmy and the Girls of Bullworth Academy

Canis Canem Edit, 2006

School wouldn't be school without classroom crushes. And in Jimmy's case, girls are so impressed by his nerd-defending actions that they give him health-replenishing kisses.

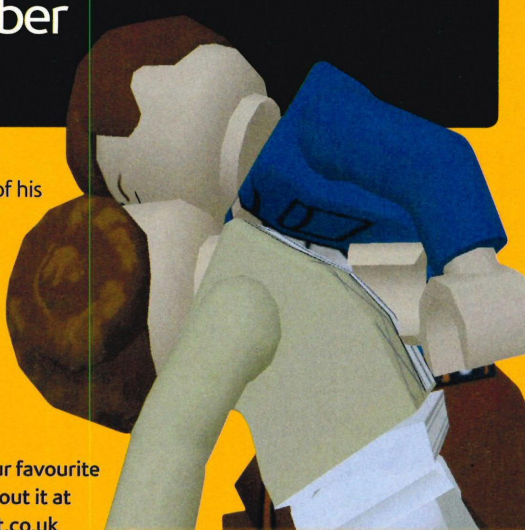
EST PS2 TORIES

go a bit mushy here at OPS2 to remember

not for his sense of despair at the loss of his beautiful lady.

So get your hankies ready and dive with us into the greatest love stories ever to steam up the PS2. Kim Richards

Did we miss out your favourite romance? Tell us about it at psnation@futurenet.co.uk



Jak, Ashelin and Keira

Jak X: Combat Racing, 2005

A love triangle at its fieriest, Jak and Keira were the ultimate couple (even sharing a few hot coffee moments) until Ashelin sashayed into their lives. Meow!



You and Your Car

Juiced 2, 2007

Oh, the hours you spend buying her modifiers, buffing her bonnet, revving her engine... right up until the moment you lose her in a pink slip race. The moral of the story: never gamble with love.



Rose and Raiden

Metal Gear Solid 2: Sons of Liberty, 2002

Just when Raiden thinks all's going well with his missus-cum-mission controller, it turns out she's actually an AI construct beamed into his head. Way to dump a guy, eh.



WEIRDEST!

PaRappa the Rapper and Sunny Funny

PaRappa the Rapper 2, 2002

If it weren't for Sunny Funny, PaRappa wouldn't spend his life trying to improve himself through rhythm-action rapping.



COSMIC!

The King and Queen of All Cosmos

We ♥ Katamari, 2005

These two cosmic beings knew they were meant to be together when the quiff of the King's hair paired up with the Queen's half-eaten bread loaf to form a heart. Awww!



Spider-Man and Mary Jane, 2004

Spider-Man 2

Proof that geeky guys can get really hot chicks - if they have strapping superhero alter egos, that is.



Your Sims

Sims 2 Castaway, 2007

Anyone who's watched Celebrity Love Island or Shipwrecked will tell you it's true: when people are marooned on a desert island, nature will take its course.



Maria and James

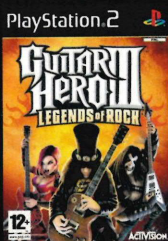
Silent Hill 2, 2001

Maria bears a striking resemblance to James' dead wife, Mary, but more sexy. Unfortunately, Maria turns out to be a huge, man-eating monster.

UNsung HERO

#666

In Guitar Hero, everyone is a star. But none shines quite so brightly as the legend of rock that is **Lars Umlaut**



PlayStation 2

From Syd Barrett to Brian Wilson, the world of rock has many reclusive and enigmatic geniuses.

But there are few figures so shrouded in mystery, so riddled

with riddles, so wreathed in the smoke of secrecy (or is it dry ice? This too is unknown), so unfathomably inscrutable as Lars Umlaut.

Who is he? Where did he learn to breathe fire? Is he even human at all or did he leap, fully formed, axe-shaped guitar in hand, from the icy fjords of Valhalla, to be carried on the wings of Valkyries to his destined place at the helm of the great Viking warship that we know as... Metal?

Certainly the ability to levitate his guitar after a triumphant performance in Guitar Hero III hints that he may be more than a mere mortal.

And it is surely a cheaper way to celebrate than his previous habit of throwing the instrument into the audience – unless, of course, he's already smashed it during a stretch of Star Power.

Mystery tour

The answers to all these questions, and more, are shrouded in the mists of mystery (or, again, it may be the dry ice).

For although Umlaut's face has graced the front pages of illustrious publications ranging from the Daily Dose to the Flaming Pick, he does not give interviews.

Indeed, his only recorded public statement is to describe himself as 'a

force for you to be doing the reckoning with'.

The official biography lists Norwegian-born Umlaut's 'likes' as 'mortality, blood explosions, the reckoning and abrupt tempo changes' and his 'dislikes' as 'big dogs'.

It also mentions his desire to 'reverse the effects of global warming', indicating that Umlaut, like many musicians, cares deeply about climate change. But beyond these facts, one is forced to sift through a muddy mire of rock anecdotes.

Musical maver-rock

Umlaut has performed tirelessly with literally millions of bands in living rooms the world over, playing lead, rhythm or bass with equal confidence and style.

He shot to fame in GH II in what his management describe as an 'overwhelmingly warm debut'.

But then he failed to turn up for a scheduled appearance in Rocks The 80s. The official line is that 'he needed time to cool off' but rumour has it that he was on a week-long bender with Animal from the Muppets and Iron Maiden's Eddie the 'Ead.

Now, his triumphant comeback in Guitar Hero III has cemented his status both as a rock god and as an unsung hero of PS2. **Sophie Mason**



YOUR HEROES!

Do you have a favourite PS2 character who doesn't get the respect he, she or it deserves? Nominate them to be an OPS2 Unsung Hero! Each month we celebrate one of the console's lesser-known stars; vote for your choice by emailing psnation@futurenet.co.uk

Music, Movies, Games, Nokia N81 does it all



The new Nokia N81 could be the only media device you'll ever need...

These days, your mobile device isn't just for communicating, it's an extension of your personality, a fashion statement and, with the Nokia N81, the next episode in mobile entertainment. 8Gb of internal flash memory provides room for 6000 songs, hundreds of movie clips and even feature-length films in the palm of your hand.

Nokia's N-Gage platform heralds a new gaming horizon for mobile fraggers. With a powerful graphics processor under the hood and instant access to dozens of leading titles, the N81 is as much about gaming as it is music and movies. Dedicated gaming keys morph this device into a fully-fledged entertainment gadget, while any game can be tried out before downloading – all on the fly. In

true 21st century style, join the online N-Gage community to compare, connect and compete with friends across the globe.

But it doesn't stop there. The N81 and accompanying software works just like a standalone MP3 player, synchronising with Windows Media Player, ripping audio CDs straight to your pocket and controlling playback with sleek buttons and an innovative navi-wheel. Just plug in your headphones or connect a compatible Bluetooth speaker for a quick ticket to audio nirvana.

Bored of your current playlist? Jump onto the brand new Nokia Music Store to discover, preview and download new music straight to the N81. Artists, albums and genres can be browsed on the move while favourite tunes can be added to a

wish list and bought at a later date. What's more, anything bought via a PC using the Nokia Music Store will be automatically synced to the N81. It's like having a back catalogue in your back pocket.

The 2.4in QVGA screen delivers a pin-sharp 320 x 240 pixel resolution and 16.7 million colours that add an extra edge of realism to photos and movies. Take on-the-spot snaps with the integrated 2mp camera and share or print via e-mail, Bluetooth and MMS using Nokia's XpressShare and XpressPrint technology.

And don't think all this wizardry means a compromise in size, the N81 measures just 10cm tall and less than 2cm wide.

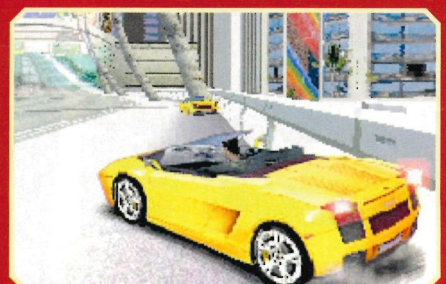
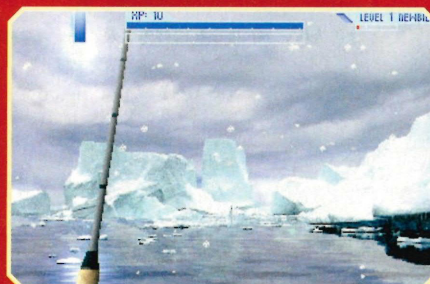
In short, the Nokia N81 is a pocket rocket for today's multimedia heroes.

DOWNLOAD...

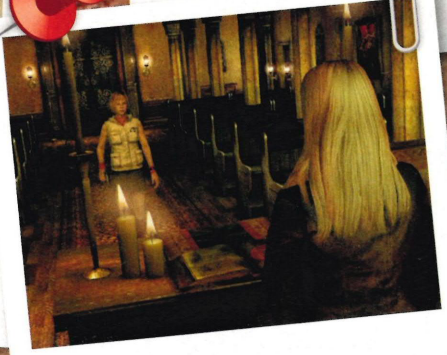
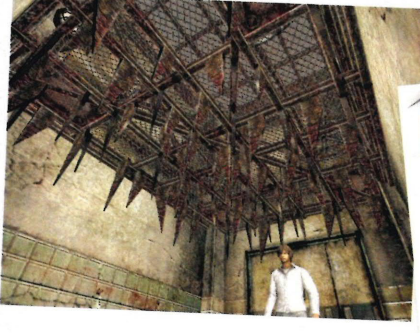
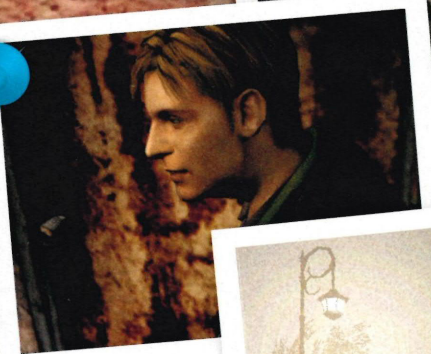
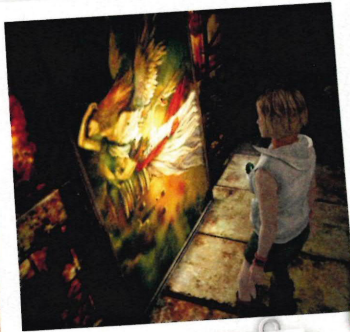
New music from the Nokia Music Store

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SILENT HILL FEATURE





THE SILENT HILL FILES

As Silent Hill Origins heads to PS2, we delve into the archives of the series' horrifying history

The Silent Hill series is famous for being trouser-ruiningly creepy and tummy-turningly violent. But these games are smarter than the average scare, involving characters that are rich with emotional depth amid a mess of barking, foaming madness. If you're looking for a dark adventure game that goes beyond the guns and gore of most survival horror titles, then look no further.

And now we have an unconfirmed but undoubtedly true rumour that the most recent instalment, Silent Hill Origins, is to make the jump from PSP to PS2 later this year. Hooray! To get you in the mood, we've trawled through the civic archives of this most terrifying of towns, to bring you a taste (and a few spoilers, so be warned) of the adventures that already await you in Silent Hill 2, 3 and 4...



JAMES' MEDICAL



Silent Hill 2

2001

Rated by many players as the best in the series, thanks to its heartbreaking themes and the way you help to define the nature of the mild-mannered lead character.

James Sunderland, star of Silent Hill 2: is he insane, or really fighting zombies? It's all in his doctor's file...

MEDICAL REPORT

Patient #26541, Brookhaven Hospital, Silent Hill

Name: James Sunderland
Sex: Male
Age: Unknown
Occupation: Star of Silent Hill 2
Known traumas: Extreme guilt, repressed memories, psychotropic violence

Case history: Claims to have received a handwritten letter from his wife Mary, who'd been dead for three years, asking him to meet her in their 'special place' within Silent Hill, the Lakeview Hotel. Sunderland recalls waking in a restroom just outside the town before braving the fog and jogging a hiker's path into Silent Hill.

Patient soon descends into delusion, telling a harrowing tale of encountering potentially non-existent schizophrenic characters (see: 'Accomplices', opposite) and civic buildings (a school, prison, even this hospital) turning into twisted gateways to hell roamed by zombie nurses and pyramid-headed freaks.

He refers frequently to 'Maria', a woman who works at the Heaven's Night bar in town. Patient claims Maria resembles his deceased wife in more than name. Hugely flirtatious towards Sunderland - in a manner he perhaps wished of his wife - Maria may be the key to deciphering the patient's trauma (see: 'Suggested treatments' opposite). Sunderland also reports witnessing Maria being 'murdered' several times.

Current analysis suggests Maria is a manifestation of the patient's crushing guilt about having killed his wife, out of mercy, to relieve her suffering from a terminal illness.

Bubble-head nurse

Reanimated nurses with bulging, twitching heads and revealing outfits. Patient claims to have met them during a 'visit' to this hospital. Doctor's note: given the night staff employed here, this claim is possible.



Mandarin

Monkey-like deformities with long, meaty arms. They swing from ceilings or from gratings that Sunderland walks upon, allowing them to attack him through the floor unless he watches his step.



Pyramid Head

Most powerful of the apparitions that haunt the patient, Pyramid Head is a lumbering butcher wielding a large knife. His head is obscured by a rusty helmet and he wears a robe of human skin. Appears at many key moments throughout Sunderland's story - often murdering Maria. May hold the key to understanding his fears.



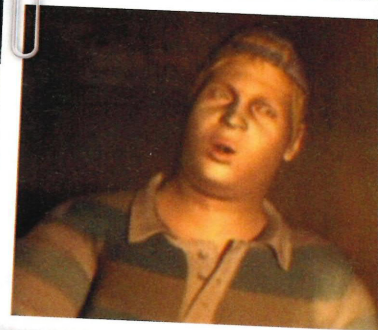
REPORT

ACCOMPLICES:

SUNDERLAND'S DEMONS

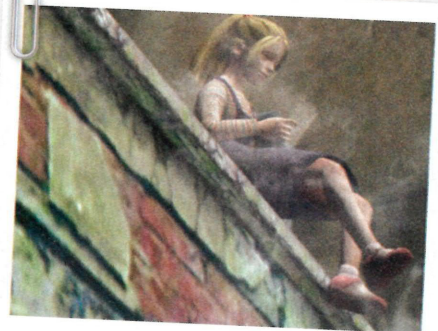
Angela Orosco

A woman with a history of abuse whom the patient met several times. At one point he confronted a monstrous creature identified as her 'father' – before seeing her vanish up a flaming staircase.



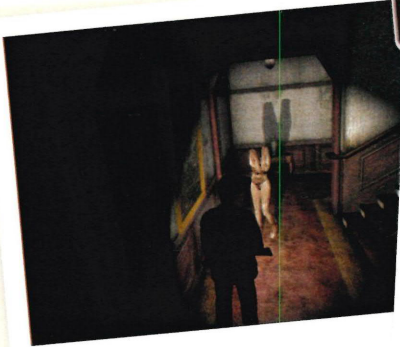
Eddie Dombrowski

An imbalanced, bullied and bullying child whom Sunderland claims to have killed in self-defence when assaulted in a meat storage locker. No body was found.



Mannequin

Disturbing dummies, crafted from a pair of legs stacked onto another pair of legs. Have a habit of remaining still – and thus avoiding Sunderland's radiostatic 'radar' – until he wanders within range.



Laura

This eight-year-old girl was a friend of Sunderland's wife in hospital and a friend to Eddie. Sunderland ran into Laura several times, but she treated him with disrespect, including leaving him trapped in a room filled with horrific mutants. Got even angrier with Sunderland when she found out he killed Mary.



Lying figure

Shambling humanoids trapped in a jacket of their own flesh, these puke horrid black acid when in range. They also scuttle around on the floor like chattering insects, and can ambush from beneath a car.

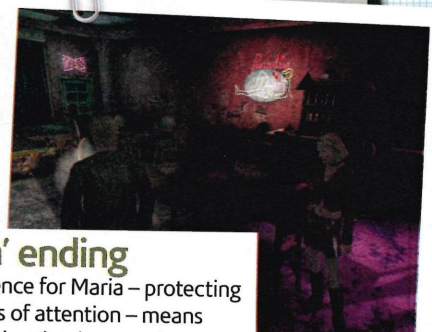
CONCLUSIONS:

Sunderland's confessions point to a number of possible outcomes for his psychotic episode, as follows:



The 'leave' ending

By showing contempt for Maria (and so affirming his love for Mary) Sunderland gets to meet his wife Mary and finally confess his guilt. She forgives him, and he leaves town to start a new life with Laura.

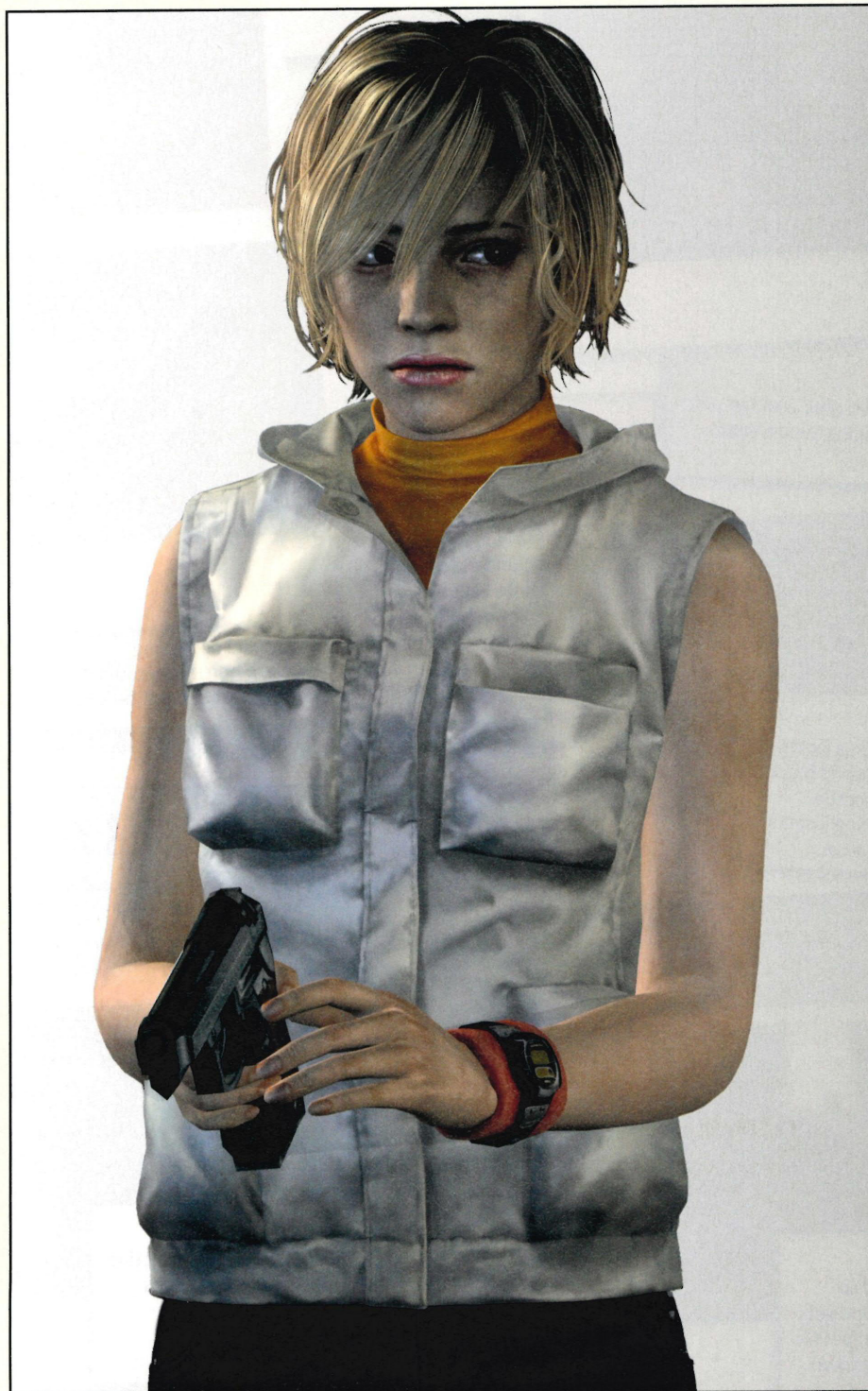


The 'Maria' ending

Showing a preference for Maria – protecting her, and giving lots of attention – means Sunderland must slay the demons that represent his wife's lack of forgiveness, before leaving town with Maria in tow.

HEATHER MASON'S YEARBOOK 2003

As the main character in Silent Hill 3, Heather's high school memories are unhappier than most. . .



Name: Heather Mason

Class: Heroine

Majors: Hitting demons with pipes; sarcasm; exploring hellish otherworlds; being the only female lead in a Silent Hill game

Voted most likely to: Fall asleep in a mall cafe and suffer nightmarish visions before stumbling into a world of choking darkness and nerve-scraping horror

Heather roams the town of Silent Hill trying to return home to see her dad. You see Heather, bless her, doesn't realise that she's the daughter of a high priestess within the cult that's caused Silent Hill to become such a hellhole.

Among the other things of which Heather (or 'Cheryl', as is her true name) is not initially aware is that she's the birth vessel for the cult's god, which wasn't the kind of graduation she was expecting.

The fact that her 'father' is Harry Mason, the star of the original game, should really be a clue that something is up, though.

So, although her trek through Silent Hill isn't her fault, she'll be damned if she's just going to be a sacrifice for the nutso freaks that rule the place.



Silent Hill 3

2003

More of a road trip than Silent Hill 2's soul-seeking journey, this game fits a similar shocking mould but allows players to see lots of new areas within the town and to encounter some fantastic new enemies.



Name: Douglas Cartland

Class: Goodie

Majors: Dressing a bit too obviously like a private detective

A private eye hired by The Order (Silent Hill's cult) to keep tabs on Heather. At first he's a pain in the neck, and Heather's bid to escape him only pushes her deeper into trouble. But ultimately, he's on her side.



Name: Claudia Wolf

Class: Baddie

Majors: Never getting laid, ever

A priestess within The Order, Claudia's goal is to see the evil 'god' within Heather born safely, so a new world order can be kicked into gear. Of course, she has nothing but the cult's own best interests at heart.



Name: Father Vincent

Class: Goodie (ish)

Majors: Opposing Claudia; waistcoats

Vincent's heavily involved with The Order, but he's at loggerheads with Claudia. He's key to helping Heather thwart the cult's plans but, being a clichéd turncoat, don't expect him to see him survive.

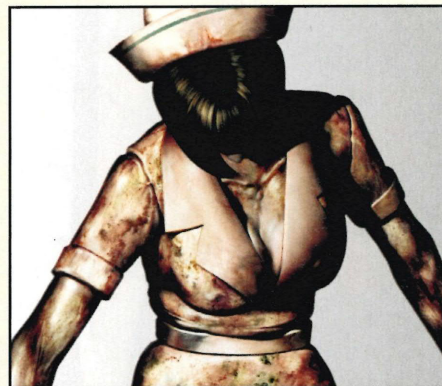


Name: Insane Cancer

Class: Enemy

Majors: Looking repulsive

Bloated, bumbling quarterbacks-from-hell, these guys can sometimes rush Heather and send her flying. They shrivel like a soggy balloon when defeated, and have one of the best names of any videogame enemy, ever.

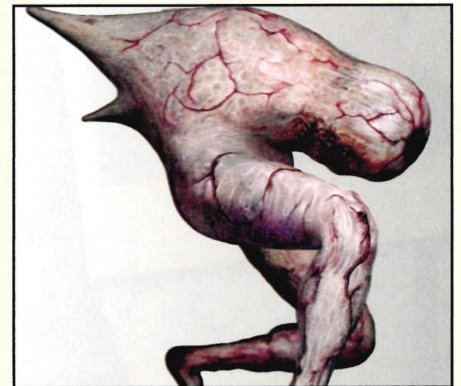


Name: Nurse

Class: Enemy

Majors: Shambling, stumbling, groaning

The iconic Silent Hill zombie nurses appear, as you'd expect, within the hospital area. As well as brandishing pipes, some also come packing handguns. Despite having melted faces, they're still crack shots.

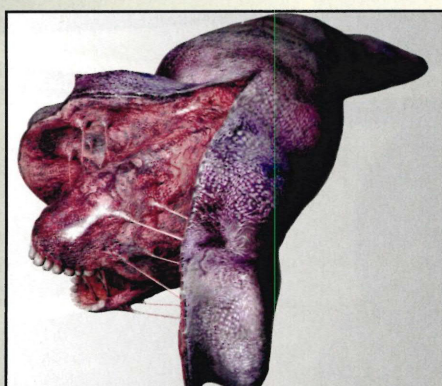


Name: Walker

Class: Enemy (crappy)

Majors: Irritation, harassing in packs

An eyeball, on short-arse legs, with a fin. Not the most harrowing of opponents Heather faces, but can still annoy when they flock her. Just bludgeon them to the ground, and put the boot in.

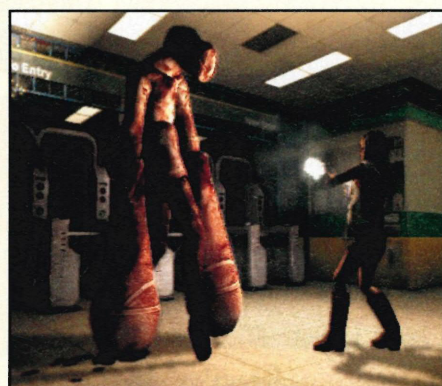


Name: Split Worm

Class: Boss

Majors: Slithering in and out of crevices; having no eyes but lots of teeth

The first boss character that Heather faces, beneath the shopping mall where Silent Hill 3 begins. It's not much hassle – just pummel it until its head peels back to reveal its face, then give it a good stoving.

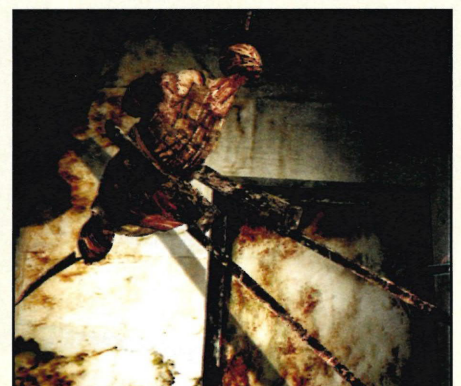


Name: Closer

Class: Enemy

Majors: Looking like a kebab shop reject

Enormous meaty arms make Closers appear far more dangerous than they really are. They'll be schlepping around the mall at the start of the game, but their attacks are so slow that they're not of major concern.



Name: Scrapper

Class: Enemy

Majors: Scary noises

The gaming equivalent of someone dragging their nails down a blackboard, these rusty freaks are worth taking down just to silence the teeth-grating noise of them scraping their blade-arms together. It's a nervous habit, indeed.

WALTER: PORTRAIT OF A SERIAL KILLER



Silent Hill 4: The Room

2004

A bit of a departure, this one centres on an apartment that you explore in first person, and the playable character isn't a haunted nutjob, just a regular guy who's in a very wrong place at the wrong time.

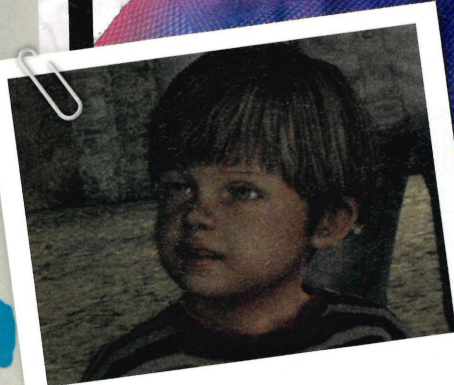
He's not the 'hero' of Silent Hill 4: The Room, but Walter Sullivan is certainly its star turn...

MEET WALTER SULLIVAN

Walter Sullivan is one of the most prolific murderers in the entire Silent Hill series. Raised in an orphanage, this sick bunny is obsessed with the room in which he was born - room 302 of the South Ashfield Heights apartment block.

He has devoted himself to rituals to bring it back to 'life'. These involved killing 10 people in 10 days, scooping out their hearts and etching numbers on their bodies.

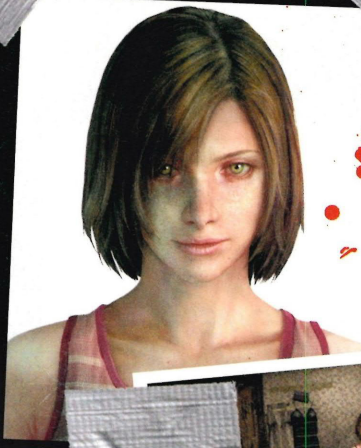
After supposedly committing suicide upon capture, everyone thought he was dead and buried, but a new spate of deaths are emerging that are awfully reminiscent of Walter's style...



YOUNG WALTER

The 'young' manifestation of Walter Sullivan usually appears before his victims. They have little idea, of course, that this little boy is the spirit of a monster, and one who's usually spotted on the scene of a murder while the victims are sputtering their last breath. But he's not all bad.

INTENDED VICTIMS



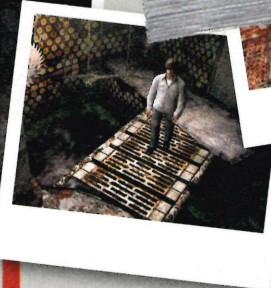
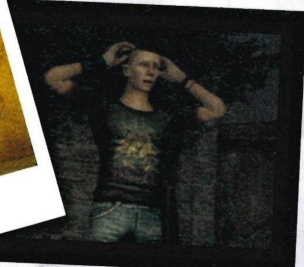
Eileen Galvin

Next-door neighbour to the game's hero Henry Townshend, Eileen survives Walter's initial attempt at murder. In fact, she is the only intended victim that Henry can save; then he has to drag her - hobbling, bloody and bandaged - through the entire spirit realm, in order to get to the heart of Walter's twisted scheme.



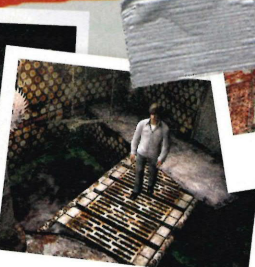
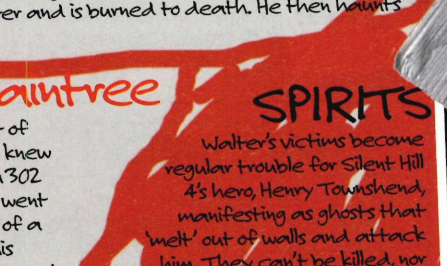
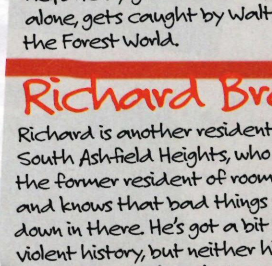
Cynthia Velasquez

Meets Henry in the subway, which she later haunts. She assumes her warped situation is a dream, and so flirts heavily with Henry, who helps her escape the underground... directly into Walter's path. Whoopsie! Cynthia is viciously stabbed to death in the staff room next to the turnstiles.



Jasper Gein

Slow-witted, stuttering Jasper is drawn to The Wish House, the orphanage where Walter was raised after being abandoned by his parents. Jasper helps Henry get into the orphanage, but meets his end when he runs off alone, gets caught by Walter and is burned to death. He then haunts the Forest World.



Richard Braintree

Richard is another resident of South Ashfield Heights, who knew the former resident of room 302 and knows that bad things went down in there. He's got a bit of a violent history, but neither his handgun or his knowledge prevent him from being gruesomely electrocuted by Walter. After death, Richard haunts the Building World.

SPIRITS

Walter's victims become regular trouble for Silent Hill 4's hero, Henry Townshend, manifesting as ghosts that 'melt' out of walls and attack him. They can't be killed, nor shot, except with silver bullets. However, once downed, they can be pinned to the floor by a special sword and incapacitated.



Andrew Desalvo

The Water Prison is a dirty, imposing tower where misbehaving Wish House orphans were sent for punishment. A former guard and abuser at the prison, Andrew is locked away in one of the cells when Henry finds him. He meets with a drowning at Walter's hands and then haunts the Prison World.

THE HERO

Henry Townshend lives in room 302, Walter's 'special place'. He can't leave because the front door is plastered with heavy chains and locks. Henry begins to have a series of nightmares connected to Walter, then a hole appears in his bathroom and he has no choice but to escape into it. It transports him to a selection of otherworlds, roamed by five of Walter's next victims; trying to help them and unravel his limbo, he ends up being an accidental accomplice in their deaths. But where will this journey take him? Is Henry himself one of the intended victims?

To kill a dead man?



Walter can only be taken out by Henry, and their showdown takes place deep within Walter's demented soul. Naturally, it's guarded by his shadow form and an enormous, grotesque demon.

As well as his own life being at stake, Henry must save Eileen Galvin. Under Walter's spell, she slowly wades through a pool of blood, into the mouth of a vicious, whirring machine made from jagged rings.

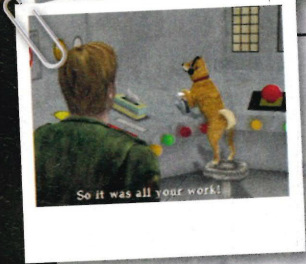
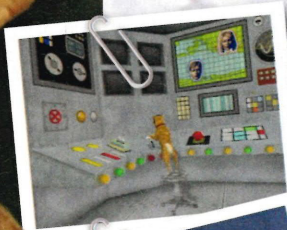
Even if he fails to save Eileen, Henry can still kill Walter. But if he fails on both counts, we're all in serious trouble: Henry is the final victim needed to complete Walter's shocking scheme.

Confiscated!

An evidence folder of bizarre stuff that proves Silent Hill is madder than a bee in a teapot

DOG END 1

Where? Silent Hill 2
What? James discovers that, secretly, the whole of Silent Hill 2 was being piloted by a dog! Then he breaks down, utters something in Japanese, and gets sniffed. Then you get some bonkers credits.
How? Complete the game with all three endings, or just the 'Rebirth' ending. Then start a new game and pick up the key from the doghouse just after meeting Maria. Use it in the hotel, on the observation room, after watching the videotape.



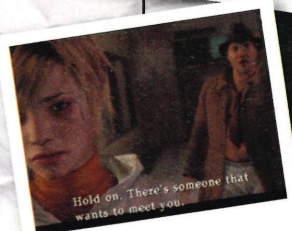
2 SHOOT HER UP

Where? Silent Hill 3
What? The Heather Beam and Sexy Beam: two daft but admittedly entertaining special attacks that you can unlock. They shoot powerful lasers and globs of energy out of Heather's eyes and face.
How? To get the Heather Beam, you must kill a total of 333 enemies, but not necessarily in one playthrough. To get the Sexy Beam, you must do the above, then finish 'Extra New Game' mode to get the Transform costume. Equip it, and off you go. Zap!



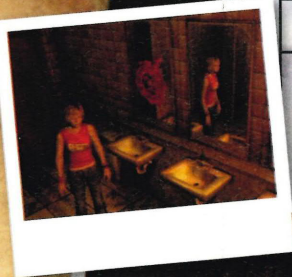
3 THE MINGING DETECTIVE

Where? Silent Hill 3
What? There's a cheat that makes Detective Douglas, who'll pop up in the story from time to time, appear without his trousers or shirt on. He's still rocking his tie, foxy boxers and flasher's trenchcoat, though.
How? Complete the game to get the option of 'Extra New Game' mode. Select it from the title screen, then press ↑, ↓, ←, →, ⊙, ⊗.



4 QUICK CHANGE

Where? Silent Hill 3
What? Heather has some two dozen secret costumes to unlock. A girl's got to look her best when plumbing the dark depths of her own psyche, you know.
How? All can be unlocked by fulfilling certain conditions when playing through the game (sometimes multiple playthroughs are needed). For example, to get a 'Don't Touch' T-shirt, read a magazine in the locker room during an Extra New Game, or to unlock a golden rooster shirt, get a 10-star rating.



5 HACK DADDY

Where? Silent Hill 2 and 4
What? A chainsaw! A ludicrously noisy and messy melee weapon, that makes a mockery of the iron bar you're usually lumped with.
How? In Silent Hill 2, finish the game, then start a new one and you'll spot it in a pile of logs at the bottom of the hill. In Silent Hill 4, finish the game, start a new one and you'll find the chainsaw next to a cut tree trunk in Forest World.



6 FLYING TONIGHT

Where? Silent Hill 2
What? An in-joke bonus for dedicated fans: UFO ending sequences that depict the lead characters' encounters with aliens. They're rendered in a quirky B-movie style, to boot.
How? It's only available in the platinum re-release containing the Maria sub-game scenario. Complete that, start an Extra game and find the blue gem in the toilets at the beginning. Use it after the fight with the hanging men, then in front of the rowing boat at the dock and then in room 312 before watching the tape.



Other worlds

The evil of Silent Hill has crept out elsewhere, through a number of cracks in our reality...

1. Silent Hill: Origins

2007, PSP

A prequel that explores the beginnings of Silent Hill itself. A big job for such an ickle format, but it's a fine addition to the family. Will it come to PS2? We reckon so! The UK developer behind the game (Climax) recently put a job ad on its website that sounds suspiciously like it's after people to take care of such a conversion. How long before the announcement squeaks out, we wonder?

2. Silent Hill: The Arcade

2007, Japanese arcades

The worst aspect of Silent Hill games is always the combat, so Konami riffed on Sega's zombie-blasting lightgun franchise House of the Dead to produce a much less creepy but action-heavy outing.

3. The Silent Hill Experience

2006, PSP

Not a game, more a fan-pleasing side-dish to accompany the Silent Hill movie. Contains comics, movies, trailers, interviews and music videos. Basically, a bonus DVD (in UMD format) to go with the series.

4. Silent Hill: The Movie

2006

This was a personal project for director Christopher Gans, inspired by his love for the games. As videogame films go, it's definitely one of the best around and includes a fine rendition of Pyramid Head.

5. Silent Hill V

Due in 2008, PS3

Starring war vet Alex Shepherd, this will shunt the franchise onto a new generation of hardware. It's being developed by The Collective, who did graffiti game Marc Ecko's Getting Up.

6. Silent Hill

1999, PS1

This is where it all began – foggy streets, lumpen combat, horrifying enemies and unrelenting psycho-trauma. It took Resident Evil's survival horror template and twisted it into full-on terror.

7. Silent Hill: Orphan

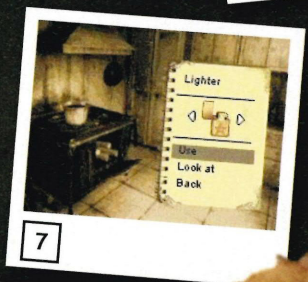
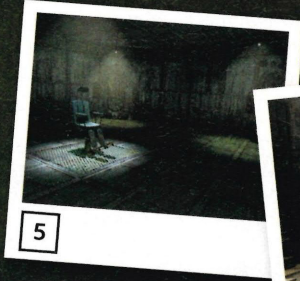
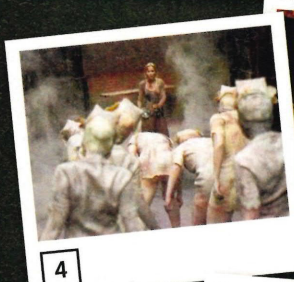
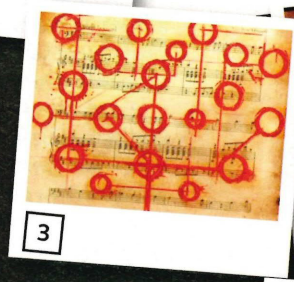
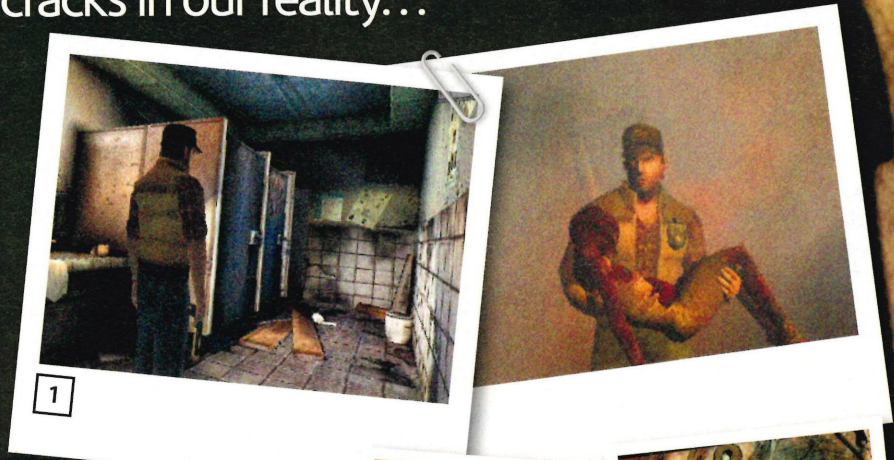
2007, mobile phones

A surprisingly great mobile instalment, rendered in first person via a point-and-click (point-and-press?) style that has you solving puzzles within a spooky orphanage. A sequel is already planned that will use motion-sensing technology found in camera phones.

8. The Silent Hill Collection

2006, PS2

All three PS2 Silent Hill games, in one meaty package! This is exceptional value for money – as good as the Hitman and Prince of Persia triple packs – if you can find a copy, that is.



QUIT OR RETRY?

Can games be considered art?



Mike Sterry
Staff writer

Videogames are generally not taken as seriously by non-gamers as books, music and film. But should they be?



Sophie Mason
Production editor

NO! Are games art? It's a tricky question. A similar brouhaha over film still rages among academics, although movies get taken more seriously with each passing year despite the American Pie series.

Nowadays videogames are the whipping boy of traditionalists – short-sighted people who think gaming is no more than some kind of interactive pornography.

They seem to think the day games get the same consideration as any other work of art will be the start of a cultural apocalypse.

The games I feel comfortable describing as 'art' do two things. Firstly, they show an awareness of other fields of established art, such as the way Okami's art style (even its chief game mechanic) is based on traditional Japanese painting.

Secondly, and most importantly, they create an emotional reaction in the player; empathy with fictional characters.

Eliciting emotion is the fundamental thing that defines a 'work of art', and to say it doesn't happen in modern videogames is simply wrong.

NO! The problem with these 'are they art' discussions is that anything at all can be described as art if someone can make up some intellectual-sounding blurb to back it up.

That's why a dude in a bear suit can win the Turner prize, one of the art world's most important awards, because 'the bear represents Berlin'... obviously.

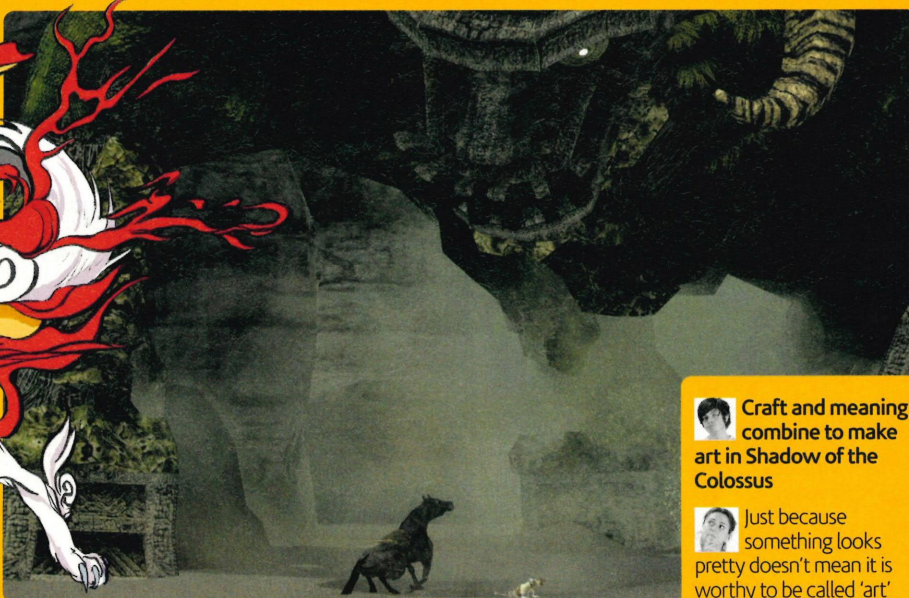
So anyone could get pretentious and call Resident Evil 4 a comment on EU agricultural policy that exposes the grip farmers have on the Union, but it would be a load of, ahem, manure.

It doesn't stop the game being good fun, though, so why get poncey about things?

ART ATTACK


The problem with that is you're taking this manipulative tack that the likes of the Young British Artists love to exploit – that anything can be rendered 'art' by a paragraph of supporting academic wankery.

Artists of yore such as Hogarth, Caravaggio and Goya lived in simpler times where symbolism and being nice to look at were art's chief accomplishments.



NO! Craft and meaning combine to make art in Shadow of the Colossus


Just because something looks pretty doesn't mean it is worthy to be called 'art'

 Your other point was that games are art because they stimulate an emotional response, but is this really enough?

If it was, rollercoasters, stubbing your toe, bad parking and tickling are all art – these things can all change emotions in an instant.

Also, using established art is no guarantee of making games art. For example, few would argue that *Godfather* the film isn't a work of art, but few would even suggest that *Godfather* the game was art despite it using the same style, music and similar themes.

PICTURE PERFECT?


 Your issue with my definition of art just shows that it's you who is misguided. Rollercoasters, wonky parking and tickling can all be said to be made by human beings, granted, but they're not produced with the intention of communing something sublime between artist and recipient.

Not all games are, either. Many games are simply representational: *Call of Duty*, *Just Cause*, *Guitar Hero*, to name a few.

Sure, nobody is making games at the moment where you can outright say "level two represents an existential crisis of self".

But games that are beautiful, breathtaking and moving? We're surrounded by them.

What I'm saying is that there are games – *Ico*, *Shadow of the Colossus*, even *Metal Gear Solid 3* – that could be hung in an art gallery.

 So the argument should be changed from 'are games art?' to 'are *some* games art?' Or perhaps 'is there art in videogames?'

Otherwise if you want to have games – the whole medium – as art you're going to have to drag all them with you.

At the moment you're picking out games with obviously artistic qualities such as stylish graphics and complex story themes.

Sure, you can hang *Ico* in a gallery but you'll have to do so alongside others, such as *Gran Turismo* and *Pro Evolution Soccer*, that aim to replicate reality, not reflect it or comment on it.



 **Okami's use of traditional Japanese art styles was a triumph for games**

 It's going to take more than relying on established forms of art for games to be art




Anything can be called 'art' if you get poncey about things
Games elicit emotion and that's what defines 'art'



If not then you are going to have to say why these, accepted as among the best games around, aren't up to the standards of 'art'.

I would say that they are not art because their primary reason for existing is not to be a display, a performance or something else we look at rather than being involved in. Their reason for existence is to be a fun challenge.


If videogames as a medium are to become 'art' then there must be some unique quality that games can offer, rather than concentrating on aspects such as storytelling and design that are already done perfectly well, if not better, by established types of art.


 Just because there aren't any agreed terms – yet – for discussing games as art doesn't mean we shouldn't do it. It has to start somewhere and the fact we're discussing it here shows people are doing so.

And the fact that not all games are 'works of art' doesn't mean we mustn't call games an 'art form'.

Not every play wins a Tony Award, but theatre is still considered an art form. Not every film wins an Oscar, but cinema is still considered an art form. All I want is for videogames to be taken as seriously as those.



 I'm sure some boys get a strong emotional response from looking at *BMX XXX*

 But it's not trying to say anything more than 'Here are some tits riding a BMX'

QUIT OR RETRY



Some games are truly beautiful

They elicit emotion

They are finely crafted



Emotion isn't enough to make games 'art'

They are not displays or performances

THE VERDICT

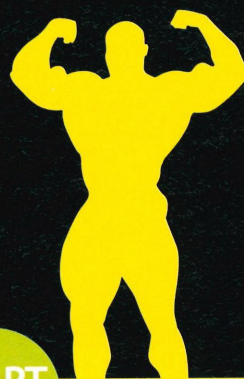
Games have come a long way in the art debate, but as the PS2's finest prove, games are fast becoming a true art form.

I admit that there is art in some games but that doesn't mean you can classify the whole medium of games as an art form.

@ 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.

OFFICIAL PLAYSTATION 2 HUNK-O-METER

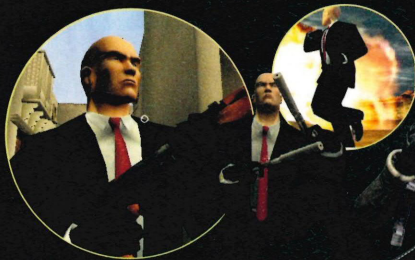


After last month's babe-o-meter, Kim and Sophie insisted we pay tribute to PS2's men, too. So here goes, from duff to buff...

START
HERE

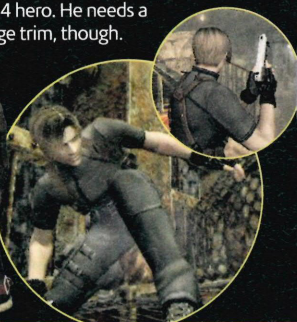
AGENT 47

Okay, he's bald, and programmed from birth to kill, but every girl's crazy about a sharp-dressed man.



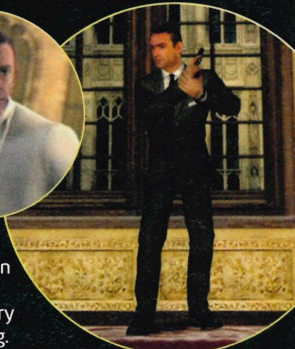
LEON

A career of zombie-killing has buffed up the Resident Evil 4 hero. He needs a fringe trim, though.



JAMES BOND

Men want to be him, women want to be with him. Sadly, though, this cartoon Connery is no half-naked Daniel Craig.



BALD

EMO

EYEBROW

WOLVERINE

We all love a wild animal and X-Men's Wolverine is the ideal, with his burly physique and hairy jowls. Grrr!



DANTE

The demon-walloper from Devil May Cry 3 has a body to dream about and leather trousers to match.

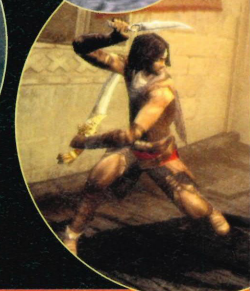
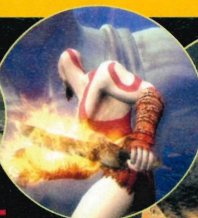
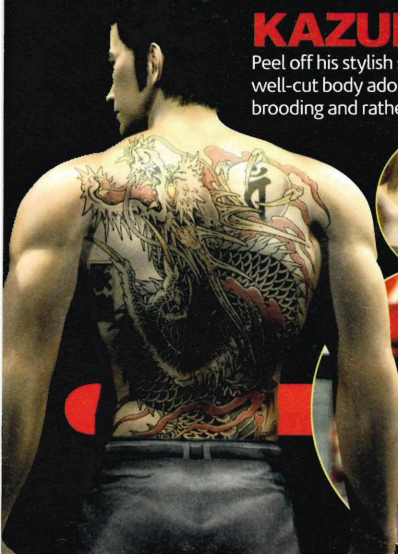


BEAST

DEVILISH

KAZUMA KIRYU

Peel off his stylish suits, and the star of Yakuza has a well-cut body adorned with a hot tattoo. Powerful, brooding and rather dangerous: Tokyo-yes, yes, yes!



KRATOS

Few men work a skirt as well as God of War's Kratos. And with that fresh-from-the-fight physique, the more skin he shows, the better.

DANGEROUS

ANGRY



WWE SUPERSTARS

Bulging, shaven masses of men covered in baby oil: not appealing in any language.

SWEATY



GABE LOGAN

The international man of mystery from the Syphon Filter series looks okay, but he's kind of dull.



STEALTHY



SOLID SNAKE

With the manly beard/bandanna look he sported in MGS2: Sons of Liberty, Snake could charm his way out of any sticky situation and into any heart.



SERPENTINE

ZEGRAM

Brooding eyes, rippling pecs and flouncy shirts ahoj! If this cad from Rogue Galaxy asked, who wouldn't say 'yarr'?



PIRATE



JACK BAUER

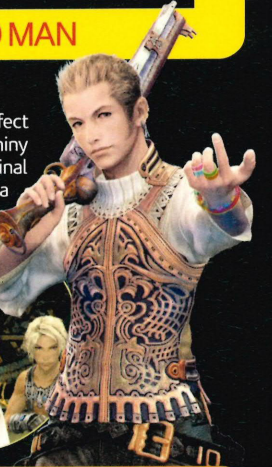
A tough guy who doesn't break under pressure, Jack Bauer from 24: The Game has a certain something, but not enough time.



HARD MAN

BALTHIER

From the tips of his perfect hair to the toes of his shiny shoes via a fine body, Final Fantasy XII's Balthier is a slamin' hottie.



ANOTHER PIRATE

THE PRINCE OF PERSIA

All those wall-runs give a man perfectly bulging thighs, it seems. The sultry face is just a bonus.



RAMIREZ

The guy from Total Overdose: buff, tough and dangerous to know, he pulls all kinds of triggers...

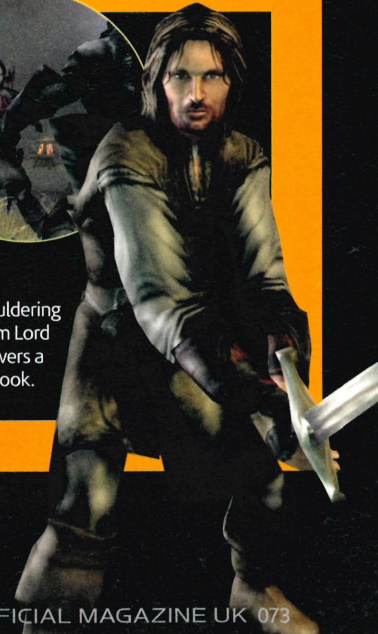
LATINO HEAT



ARAGORN

Craggy features and smouldering eyes make the ranger from Lord of the Rings: The Two Towers a king in anyone's bed. Er, book.

RUGGED





COMPUTER AND
VIDEO GAMES...
Established 1981



REVIEWS

⊕ LATEST GAMES ⊖ TESTED ⊗ BUYING ADVICE ⊞ KICKINGS



THE CLASH OF THE MOOGLE LOVERS

Kim is our resident roleplaying game guru; that's taken as gospel at OPS2 Towers. We defer to her on all matters moogle and magic. But some of the rest of us had been eying up Jap RPG gems Shin Megami Tensei: Persona 3 and Odin Sphere for some time.

I begged Andy to let me review Persona 3, I really did. I even let him beat me at TimeSplitters.

But he stamped his oaken staff of office and decreed that Kim had the proverbial dibs on it, while I got PDC World Championship Darts 2008.

Kim-possible

So I did what any sane man would; I set a trap of sharp sticks under her desk, dripped rat poison into her tea and built a giant, rotating saw blade that would decapitate her the minute she switched on her computer.

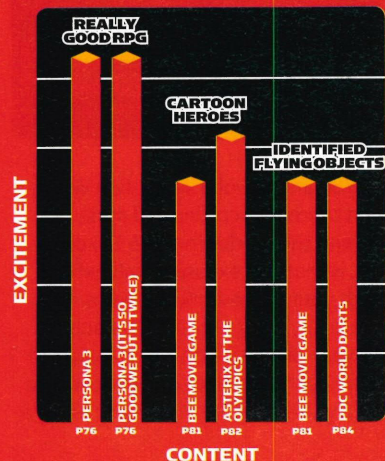
But after facing all these trials all she did was quaff a health potion and cast Fire 3 on me. You can learn a lot from videogames, it seems.

MIKE STERRY
STAFF WRITER
msterry@futurenet.co.uk



'EVERYTHING A GOOD RPG SHOULD BE'
SHIN MEGAMI TENSEI: PERSONA 3 P76

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



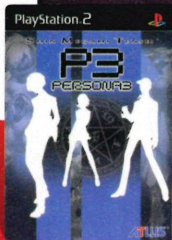
AWARDS

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

Shin Megami Tensei: Persona 3

↓ Fight evil beings as part of the Specialised Extracurricular Execution Squad




Release 29 February Publisher Koei Developer Atlus Price £29.99
Players 1 Web atlus.com/persona3 Also try Shin Megami Tensei: Digital Devil Saga 2

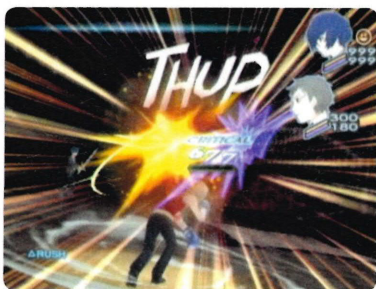
SHIN MEGAMI TENSEI PERSONA 3



With demon-killing on the curriculum, going to school has never been so exciting

 School books by day and demon-slaying by night; yes, it's as wonderfully weird as it sounds. Shin Megami Tensei: Persona 3 beautifully merges a world of realism and surrealism into one addictive package.

Consider yourself warned: if you even touch this game, you will be



← You can pick whom you take into fights from a party of up to four

hooked, thanks to its endless depth and wealth of unique features.

The addiction begins with a storyline more enticing than Hayden Panettiere's boudoir. It's the core reason why this game stands out from the Japanese-roleplayer crowd.

Your aim is to save the city of Minatoku from evil beings called Shadows. But in the meantime, you've still got to attend school in the daytime. It's fantastically bizarre.

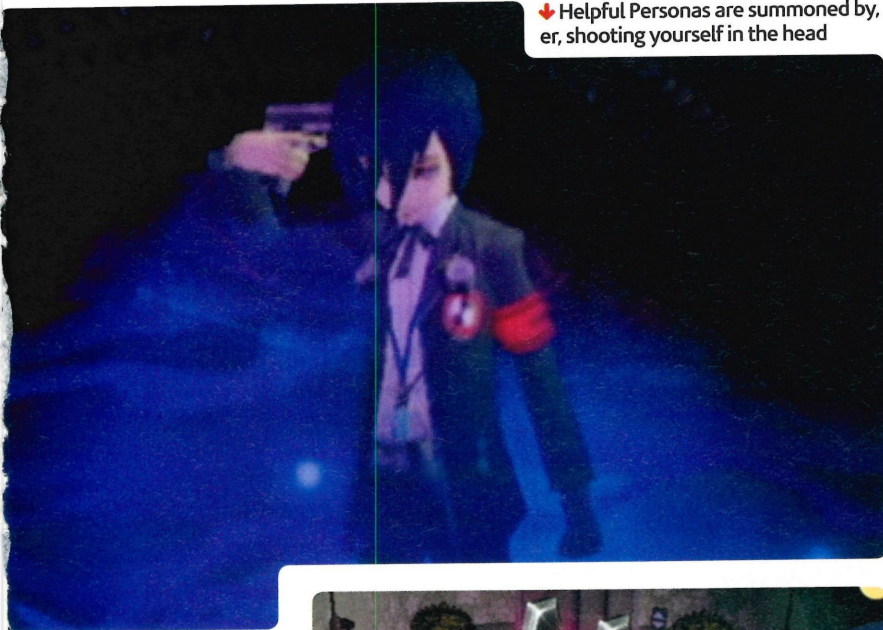
When midnight comes, the Dark Hour begins – an extra hour in which most humans turn into coffins and a mysterious tower called Tartarus filled with Shadows rises from the ground.

Every full moon, they gain enough strength to enter the real world and infect people with Apathy Syndrome.



You are one of a select few who don't turn into coffins and must defend the world from the Shadows. But is that any excuse to fall behind with your homework? It seems not.

Luckily, your playable character, a 17-year-old lad who's just transferred to a new high school in Minatoku, is a pretty sharp fellow. As well as being a



↓ Helpful Personas are summoned by, er, shooting yourself in the head



↑ You can fuse Personas together to make new ones in the Velvet Room

→ You are one of a few people who don't turn into coffins at night



HE CAN SUMMON POWERFUL BEINGS CALLED PERSONAS TO KICK ASS WITH HIM

master of the emo fringe-dangle, he can summon powerful beings called Personas to kick ass with him.

Because of his abilities our hero is placed in a special dorm and recruited into the Specialised Extracurricular Execution Squad, a teenage team formed to fight the Shadows.

Dramatis Personae

The way the game unfolds feels incredibly natural. It's ruled by the



school calendar, and each day is split into several time periods where different events happen.

At first, you're wrapped up in the business of starting at a new school: finding where your classes are, making friends, and joining after-school clubs that don't involve waving your sword at Shadows.

You soon settle into a routine, although you'll become inundated with social invitations – evidently the nameless geezer is pretty popular.

As the year progresses, you'll sit exams, have summer holidays, see new stores open in the town... everything that happens in real life. But this isn't real life.



LUST LIST

Our top three favourite Personas and what they do



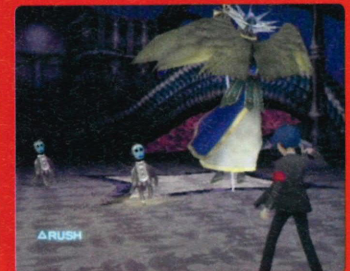
ORPHEUS

The first Persona you can summon, Orpheus will blast your enemies with fire and pulls a classic rock pose while doing so. Awesome.



VALKYRIE

Fearsome and deadly, Valkyrie masters all elemental magic spells, making her a formidable foe indeed. Happily, she's on your side.



PRINCIPALITY

Standing for Truth, Justice, and Mum's Apple Pie, Principality uses light-based attacks that can often kill a baddie in one strike.



REVIEW

Shin Megami Tensei: Persona 3



To summon them, fighters must use an 'Evoker'; this is basically a gun that they use to shoot themselves in the head. It's disconcerting to watch, and has caused not a little controversy, but it's making a philosophical point and fits in with the dark mood of the game.



SCENE STEALER

WHEN YOUR CHARACTER IS UNDER ATTACK AND SUMMONS THE ALMIGHTY THANATOS



↑ After-school activities such as the Art Club are vital to success

It wouldn't be a Shin Megami Tensei game if there wasn't any demon summoning, and Persona 3 certainly doesn't disappoint.

This time, the demons come from within the SEES members and represent their psyches.

↓ Dealing with the opposite sex is an important part of school life

Saint minions

You collect Personas as you go, by successfully drawing their card from the bonus 'Shuffle Time' mini-game that crops up randomly at the end of a battle. But it doesn't end there.

You can fuse together existing Persona to create stronger new ones. And if you equip two compatible Personas at once, they may combine powers to launch a super-attack.

You must look after your Personas, because your personal statistics such as strength, magic and agility are dictated by which Persona you equip.

This makes you tactically manage your summons, bringing challenge and depth to proceedings. This is not a game in which everything is handed to you on a plate, and it's all the more enjoyable for it.

To make your Personas stronger, you must make connections with other characters using the game's Social Link system. As the game goes on, you form connections with



↓ Thanatos is your hero's strongest (and coolest-looking) summon



EBAY GOLD Mitsuru Figurine

This 8in-high statuette sums up Mitsuru in all her sultry, commanding glory. Posable Mitsuru comes with seven accessories and can be made to assume many a threatening position. Expect to pay £18.



RARITY VALUE

NEON IN TOKYO

CHIP SHOPS IN TOKYO



people: school friends, shopkeepers, teachers, even a strange little girl who hangs out at a shrine.

Different people boost particular types of Persona, and the more friendly you get, the more effect they have. But of course, this isn't spelled out: you must work out for yourself which links are doing what and how to improve them.

And this is where Persona 3 truly gets you, hook, line and sinker. Every character's story is so touching and interesting that you'll be sorry there are only seven days in a week for you to get lost in their worlds.

As well as developing social links, it's important to boost your personal stats (academics, charm and courage). You might do this by studying, going to a café or helping a friend at school.



If this is all starting to sound a bit too much like The Sims, remember that you need to balance all this socialising with some hardcore monster-killing.

Heights of adventure

Battling the Shadows mostly takes place in the tower, Tartarus, which appears on the school grounds during Dark Hour. Upon entry, each floor is randomly generated, so no two levels have the same design.

↑ Killing a major boss will unlock new areas of the tower



REVIEW

Shin Megami Tensei: Persona 3

IN THE BRAIN OF... THE HERO

No name but lots to muse on



- 1 Are there devils inside me?
- 2 Yukari is pretty cute...
- 3 ... so is Mitsuru.
- 4 Are my academic stats high enough to pass the maths test?
- 5 How much more fringe do I need to be the biggest emo ever?



↓ This mega attack is the result of careful planning using knock-down tactics



TOP TIP

KNOCK DOWN

If you're overwhelmed by multiple enemies, find one's weakness and use that against it to knock it down. You'll gain a turn from this, so attack a different enemy and knock it down. Repeat until all are down, then you'll trigger a powerful All-Out Attack and it's bye-bye, beasties!

← Enemies are colourful and charismatic

↓ Eating at fast food joints increases your Courage stat

The aim is to battle your way up through the tower and break past the guardians who live on particular floors. Each floor has a portal back to the lobby, so if the action gets too tough, you can pull back to recuperate and consider your strategy.

Battles are turn-based and you have up to four people in your party although you can only control the floppy-haired protagonist.

You can only set a general tactic for each (such as 'target X', 'heal Y', or 'knock down Z'). But the AI is, we're glad to say, competent enough to take intelligent actions.

Dead's up

One thing that does annoy is that if your character's struck by an ailment such as Charm or Paralyse, no one seems to have the ability to cure you. You have to wait for the effect to wear off, watching the AI fight itself.

And if Mr Emo dies, it's Game Over, even if there are other party members still alive who could, you would think, make the effort to revive him.

But the upside of this is that it does force you to work quickly and cleverly to dominate the battle from the off.

There's a real focus on exploiting enemy weaknesses. Hit an enemy's weak spot, and you knock them off balance and get an extra turn.

Knock them all down, and you can launch a powerful All-Out Attack. In fact there are so many aspects to the intelligent fighting system in Persona, we reckon grinding will become your new favourite hobby. It is ours.

Meanwhile, from the fights to the school to the town, the game is

absolutely beautiful. Art director Shigenori Soejima (whose work includes Stella Deus and Shin Megami Tensei: Nocturne) has taken it in a very strong anime direction, which brings out both the childhood fun of the world and its dramatically darker side.

The emotive cutscenes make you feel you're watching a film. And the attention to detail is astounding.

All the school kids have different uniforms for the changing seasons; cutscenes and important dialogue are perfectly voice acted and everything has a polished sheen. It's a work of art.

Composer Shoji Meguro's score blends genres from hip-hop to J-pop to rock to classical arias, enhancing every emotion that bubbles up as you travel through the fascinating tale.

'Unique' is a word we don't get to use much in reviews these days. But Persona 3, is just that. It's everything a good RPG should be: profound, clever, original, emotional and deep. An absolute triumph. Kim Richards

PlayStation 2
Official Magazine UK

VERDICT

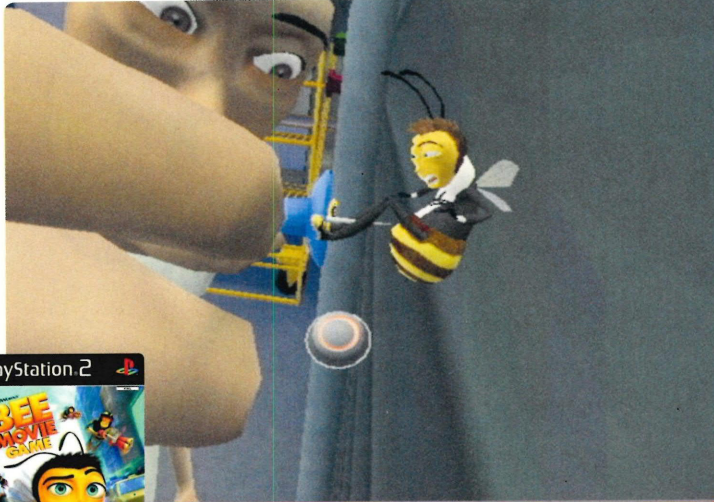


- 😊 Beautiful graphics and music
- 😊 Original, invigorating storyline
- 😊 Plenty to battle through
- 😊 Your team can't resurrect you

Spellbinding stuff with lashings of imagination: well worth top marks!

10

↓ The over-long boss battles pit your bee's wits against an insect's many larger foes



Release Out now Publisher Activision Developer Beenox Price £29.99
Players 1-2 Web beemoviegame.com Also try Ratatouille

↓ Challenges include pollen collecting and scooter-riding



BEE MOVIE GAME

The bee-all and end-all of movie tie-ins?



Apparently, stand-up comic Jerry Seinfeld came up with the idea for *Bee Movie* while he was having dinner with Steven Spielberg.

The story goes that it all began with the quip 'soon someone will call a movie *B-Movie* and make it about bees!' Steve called his people, Jerry called his people and a successful movie was in development. Just like Larry Levy says in *The Player*, you really can find a story anywhere.

You can also find a tie-in game just about anywhere, but this one isn't just a bog-standard platformer. No, it's as busy as its insect subject matter.



↓ The 'annoying humans' bits are more annoying for the player

As in the film, the action is centred upon Barry B Benson (a bee), voiced by the ever-recognisable Jerry.

Barry is keen to escape a life of making honey, so he tries his hand at number of different jobs.

This all takes place in the hive-hub where you can have a go at taxi driving, race-car driving and factory work. They're all minigames from which you can earn money to spend on new costumes and cars.

Staying a-hive

The other part of the game is more story-driven, with Barry exploring the outside world and avoiding the dangers that raindrops, wasps and cars bring.

So with pollen-collecting, flight sequences and hive-based activities, *Bee Movie* is rich in variety. But unfortunately it also varies in quality.

For instance, the combat sequences where you must irritate humans into swiping at you are merely tests of patience rather than skill.

The same goes for the clunky pollen-collecting sections. Ultimately, the game flops just as much as it flies.

You could hold up the 'it's just for kids' card, sure. But with a little more care and attention this could have been much better. **Dave Harrison**



GAME MYTH

Bees can only sting once

TRUE FALSE

If the victim is a mammal the stinger sticks in the skin and tears the bee's abdomen away, killing it. But if the victim is another insect (for which the stinger is actually designed) the bee can safely sting many timeszzzzzz.

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Fun minigames
- 😊 Exploring the hive is enjoyable
- 😞 Controls are sometimes dodgy
- 😞 Week-long, weak-ass boss fights

An interesting blend of mini-games and bee-based action that's undermined by poorly thought-out challenges.

6



REVIEW

Asterix at the Olympic Games

↓ Minigames such as tug of war break up a mostly platforming title




There's a competitor to beat and no mistake.

Release Out now Publisher Atari Developer Étranges Libellules Price £29.99
Players 1-4 Web atari.com/asterix/AsterixjeuxOlympiques.php Also try Ratchet & Clank 3

ASTERIX AT THE OLYMPIC GAMES

Just marginally better than a kick in the Gauls

 One simple problem has ruined this latest outing for Asterix and Obelix: the developer has focused on the wrong genre.

Étranges Libellules has laid out Asterix at the Olympic Games as a pretty average platformer.

But hidden away between the layers of leaping, switch-flicking and Roman-bashing is a set of minigames that are grossly misused.

As a result, the pint-sized Gaul's latest effort stinks more than a necklace of freshly peeled onions.

At the beginning, Asterix: ATOG seems quite promising. You wander about duffing up wild boar and learning to double jump (⊗ twice, unusually) via a condescending, yet mercifully short, tutorial with the promise of heading to the ancient Olympic Games as soon as it's done.

We presumed the preamble served



MINIGAMES OFFER LIGHT RELIEF FROM THE MAIN GRIND

as filler and we'd soon be competing in loads of minigames in the manner of eight-bit classic Track and Field, but sadly this wasn't the case.

There is a host of mini-games, ranging from sprint races (alternately tapping ⊗ and ⊙ to run) to bizarre challenges where you kick inflated toads over a net.

But these feel tacked on rather than integral to the action.

This wouldn't be such a big deal if the rest of the game held any sort of sustained excitement.

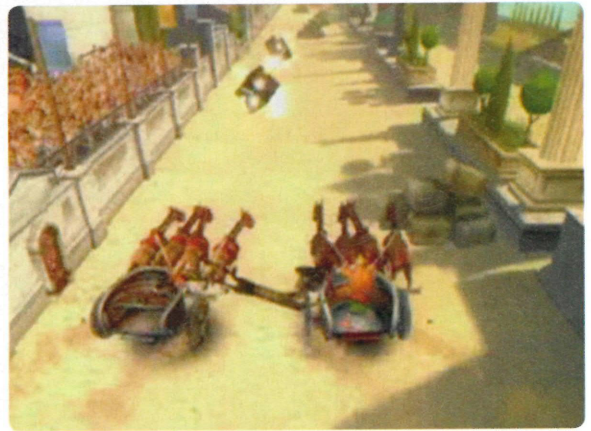
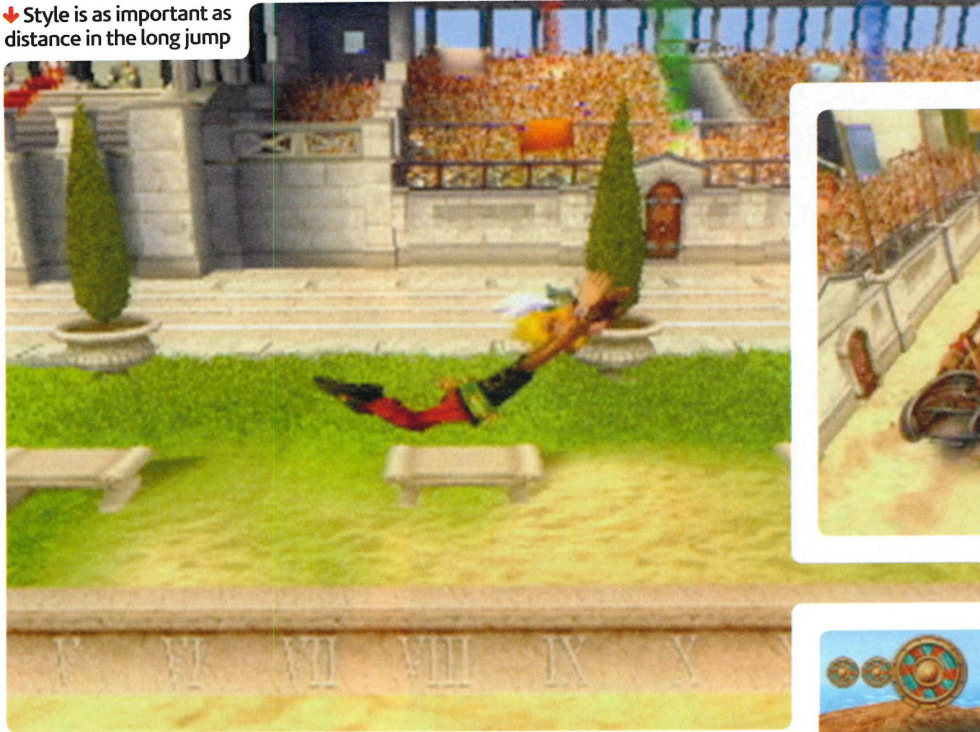
The Prince of Persia-style leaping is hindered by the twitchiness of the controls and a camera that doesn't appear to care if you can see your landing point or not.

This can be super-frustrating especially during the bits when you have to solve huge, complex puzzles



← The controls test skill, stamina and patience, too

↘ Style is as important as distance in the long jump



↗ Don't expect to see chariot racing in the Beijing Olympics (more's the pity)



THINGS THAT ARE TRUE IN ASTERIX: ATOG

GAME LAW

- 1 The tiny Dogmatix knows exactly where you should be heading towards and barks at the next checkpoint to tell you where it is.
- 2 Asterix and Obelix love nothing more than biffing up Roman soldiers.
- 3 'Gauls' sounds sufficiently like 'balls' to be funny.

that involve finding and pressing a variety of switches that are not only high up, but also far away.

The puzzles themselves are usually overly drawn-out affairs. And they mostly involve either throwing Romans at targets, punching a set number of Romans or – and this is the worst of the lot – knocking out differently coloured Romans to match the coloured notes of a mechanical lute player.

Athle-ticked off

So those minigames do offer light relief from the main platforming grind. They remind us of those hoary old 1980s athletics games and the upcoming The Official Game of the Beijing 2008 Olympics, in that you combine button-bashing with careful aiming to win events.

The long jump, for example, asks you to perform mid-air poses using the DualShock's face buttons to match on-screen prompts before you land in the sand.

There's even a hammer-throw event, like in the real Olympics, only you're aiming to bang a giant nail in place rather than going for distance.

It's a real shame that the developer didn't concentrate more on these diverting minigames: they would have made for a much more enjoyable title.

Sure, Asterix: ATOG isn't the worst game you'll ever play but there are so many established names out there (Jak, Ratchet & Clank, even God of War) that do this kind of action platforming much better.

Asterix doesn't try hard enough as either a platformer or an athletics sim. Hardcore Asterix fans may find a few laughs, but overall it fails to win a spot on the podium. **Nathan Irvine**



↘ Black armour is so in right now



↘ At its best the game reminds us of eight-bit classic Track & Field

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Fun athletics minigames
- 😊 All the well-loved characters
- 😞 Doesn't use the Olympic theme well
- 😞 Platforming sections are poor

Should have stuck with the athletics minigames, because next to other platformers this takes the wooden spoon

5



REVIEW

PDC Darts 2008

↓ The 16 playable dart-chuckers are chosen from the world's top competitors

Checkout	Exhibition	Sets	Legs
	Taylor	0	0 337
D19	v.Barneveld	0	0 38


PlayStation 2

Release Out now Publisher Oxygen Developer Mere Mortals Price £29.99
 Players 1-4 Web planetdarts.tv Also try A real dartboard, which is cheaper



PDC DARTS 2008

Wuuuunnhundredneigh-ty! ... is not what this game scored

 Darts isn't sexy. It's the sporting equivalent of an ungarished ham sandwich. It's what you play at the pub when you realise that you and your mates haven't had anything new to say to each other since 1996, and that you're better off throwing weighted spikes at a cork board than talking about your newly discovered cyst.

So it's a credit to the young PDC World Championship Darts series that it manages to inject a modicum of fun into an otherwise thrill-lite game.

And yeah, we're being unfair to darts. It's paid its dues, has finally been recognised as a sport, and its top players get more money and women in a year than we will in a lifetime although we wouldn't recognise them if we saw them in Asda.

All those top players are here, too. PDC Darts 2008's main selling point is

THE CAREER MODE IS THOROUGH AND WILL TAKE AN AGE TO FINISH

that it features 16 of the top darts players in the world.

Bull sigh

But as darts games go, there's only so many boxes to tick. To its credit, PDC Darts 2008 hits them all.

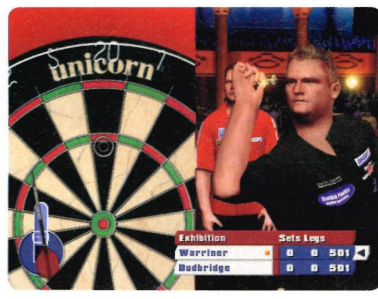
By far the most important thing to get right is the play mechanics, so



we'll start there. You chuck your arrows like this: you select your target by moving a constantly wobbling cursor across the board (it's like your nervously shaking hand, you see).

Then you pull the right analogue stick back until you've reached the zone of maximum accuracy on your meter, and then thrust the stick forward to toss the dart.

Push forward too early, too late, or in a slightly skew-whiff direction, and you'll fudge your throw.

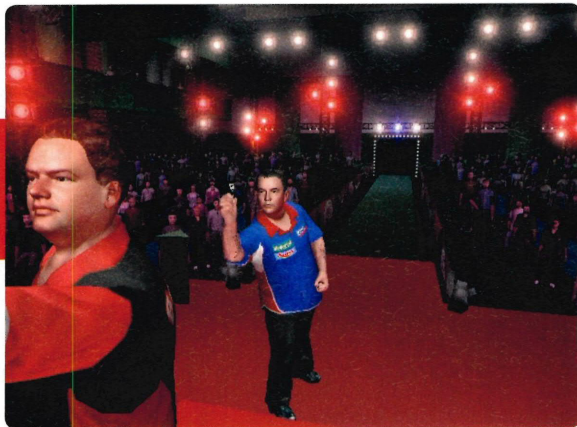


← When you get closer to 180, the controller will start vibrating



↑ Each player's pies-and-pints sheen is realistically modelled

Exhibition Sets Legs
Lloyd 441



→ Time to die my friend. And no witnesses either. Brilliant!

OPS2 BOARD OF CLASSIFICATION



PDC World Championship Darts 2008 is suitable for

- ✓ Darts players
- ✓ People who like darts
- ✓ Darts lovers
- ✓ Javelin athletes short on space



Exhibition Sets Legs
Mardis 0 441
Part 501

↑ Landing 180 here is a lot easier than in real life



EBAY GOLD Finger Wax

Darts keep slipping out of your hand and pinning your feet to the floor? Well, help is at, er, hand! Pick up a bar of Finger Wax on eBay for about £2.50, and you can stop rummaging around in your earholes.



RARITY VALUE

FATDARTS PLAYERS

THIN DARTS PLAYERS

It's a bit like Everybody's Golf, in fact, only without the saucer-eyed child-women flashing their knickers.

Above the Amateur difficulty level you have no access to this meter, though, and have to negotiate the toss by feel. It's as tricky as it sounds.

In fact, at the higher difficulty levels you're likely to conclude that

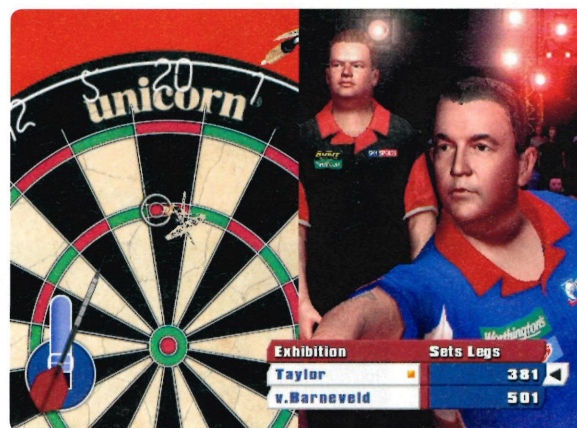
you're better off getting a dartboard and playing the real thing.

Splitting feathers

From commentator Sid Waddell's pearls of 'wisdom' to the accurately modelled stages, the game recreates the world of darts well.

Sadly, it's a world chiefly populated by pint-fattened men with faces like smacked bulldogs, so this is one game where graphical realism has its drawbacks. Mind you, if the faces on this page don't appeal to you (and if they do, c'mon honey, set your sights

↓ This is Phil Taylor. He's dead famous, he is



Exhibition Sets Legs
Taylor 381
v. Barneveld 501

higher), you can use the rudimentary create-a-character mode and forge your own barrel-bellied dartist.

You can even play as a woman, although the sole character animation sees her sashaying girlishly from oche to board like a cartoon French maid.

Career mode is thorough and will take an age to complete. Aside from that there's a mass of multiplayer modes, including pub classics Around the Clock and Killer. So if armchair darts is your thing, you can't get more comprehensive than this. Mike Sterry

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Everything a darts game should be
- 😊 Mechanics work
- 😊 Realistic player likenesses
- 😊 Pre-game loading times are long

It's as close to perfect as a darts game can be but, thanks to the nature of darts, that means it's still a bit dull, really

6

gamesradar.
presents

top 7 sexiest cheats



the most
dangerous
people in the
games industry



and one of them
is your girlfriend



The 10 worst game characters ever!

Plus

- The goriest gaming moments – in video
- Ultra-rare game merchandise

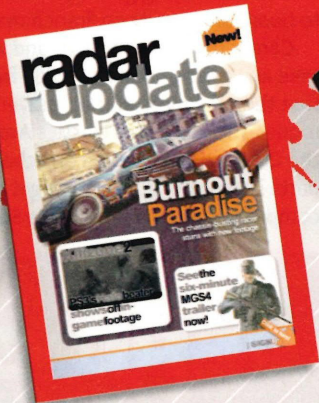
And of course ○ all gaming news ○ previews ○ reviews ○ interviews ○ cheats ○ videos

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HALL OF FAME

Ⓐ PS2'S 100 GREATEST Ⓞ BEST GAMES EVER ✕ CLASSICS □ HISTORY



WELCOME TO THE OPS2 HALL OF FAME

Some games are all about 'vroom vroom'. Some are all about 'bangbangbang!'. But there are also some that

are about curling up on the sofa and having a good chin-scratch.

Ico is that kind of game. It's the story of a boy and a girl imprisoned in a huge, bleakly atmospheric castle built entirely of fiendishly difficult environmental puzzles.

Your job is to solve the puzzles – push a block here, pull a chandelier there – and get them out.

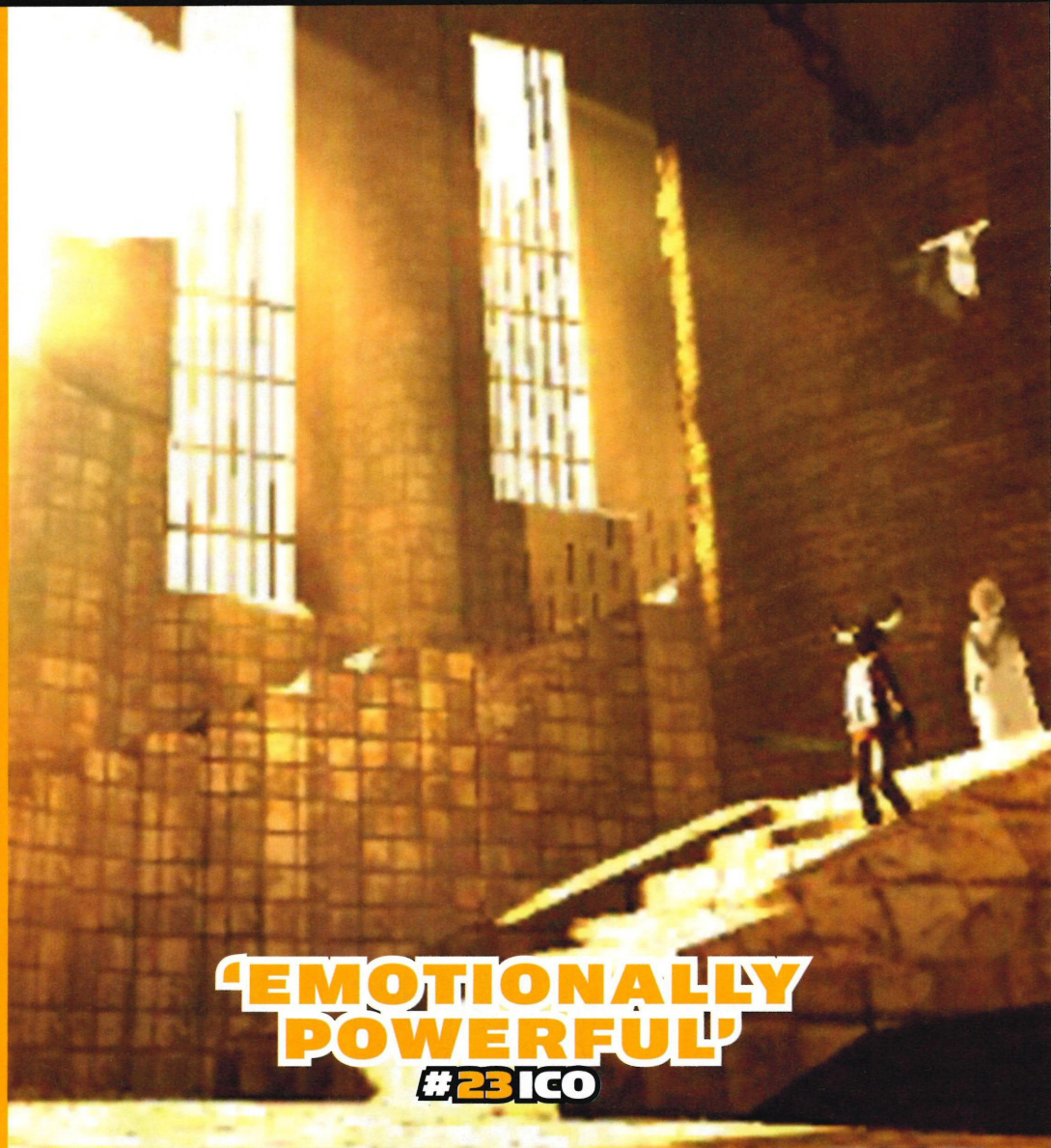
Wall's well

It's not a fast or urgent game, and that's the best thing about it. Now and then you have to hit some spindly blob-beasts, but otherwise the closest you get to an adrenaline rush is when you finally figure out a puzzle and the next room opens.

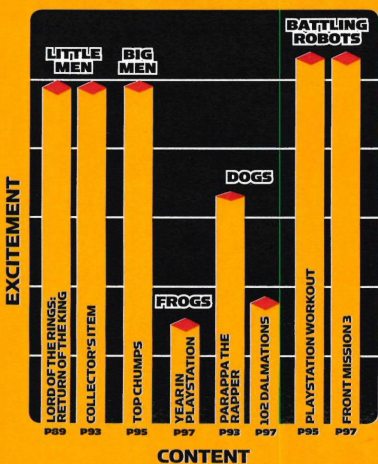
It's relaxing like a crossword is relaxing. There are no orbs to collect; no stats to level; no funny one-liners.

There's just you, the howling wind and two tiny people who say nothing but who compel you to solve the mystery of their bizarre prison.

SOPHIE MASON
PRODUCTION EDITOR
smason@futurenet.co.uk



THIS SECTION CONTAINS



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

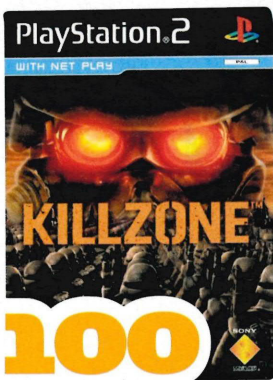
Scores for games listed in the Hall Of Fame are those that were awarded when the game was first reviewed in OPS2. Times change and technology evolves, so some of the games released early in the PS2's life, while still great, may not have the same polish as more recent titles.

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.

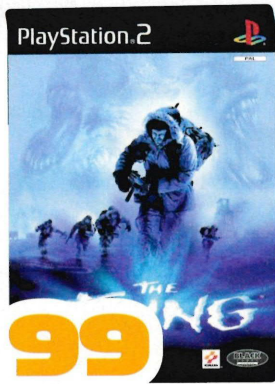


OPS2 HALL OF FAME



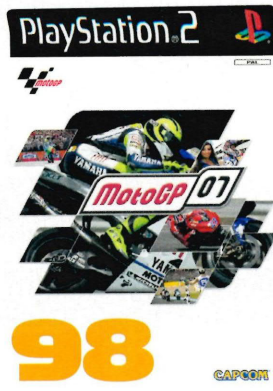
100

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



99

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



98

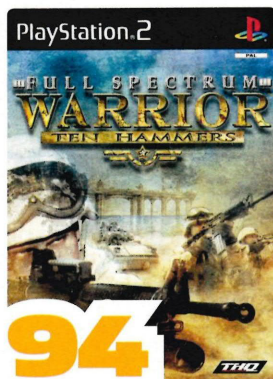
MOTO GP 07
Sony, 2007 **Racing**
A superbike sim that's as accessible as it is technically impressive. Truly brings the sport to life for fans and newcomers. **Buy it if...** you want unsurpassed racing realism with all the names and licences.
OPS2 #91 **8/10**
■ PLAYED IT ■ OWN IT



TOP FACT
Dim-witted do-gooder Captain Gordon is a parody of pulp heroes such as Flash Gordon and Buck Rogers.

97

DISGAEA: HOUR OF DARKNESS
KOEI, 2004 **RPG**
Strategic RPG with more depth than the Marianas Trench and it's 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



94

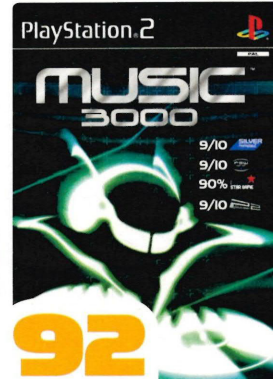
FULL SPECTRUM WARRIOR: TEN HAMMERS
THQ, 2006 **Tactical shooter**
Hardcore, squad-based tactical sim used by the US Army to help train new recruits. **Buy it if...** you failed your Territorial Army recruitment physical.
OPS2 #72 **8/10**
■ PLAYED IT ■ OWN IT



TOP FACT
Red Dead Revolver's plot is very loosely based on the Russell Crowe flick *The Quick and the Dead*.

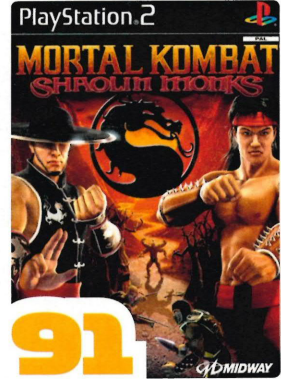
93

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



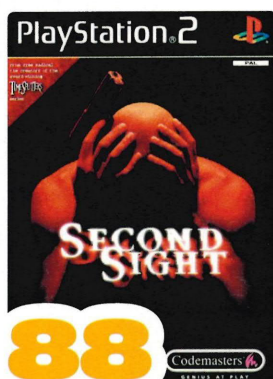
92

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



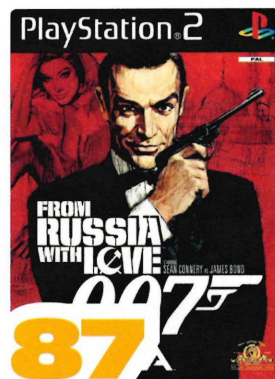
91

MORTAL KOMBAT: SHAOLIN MONKS
Midway, 2005 **Fighting**
A fast-paced beat-'em-up with loads of colour, class and claret. **Buy it if...** your first words as an infant were: "Finish him!"
OPS2 #65 **8/10**
■ PLAYED IT ■ OWN IT



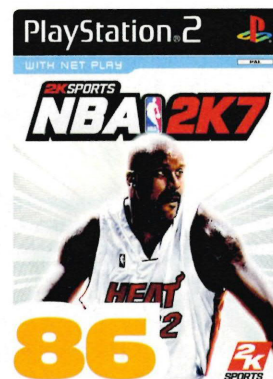
88

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



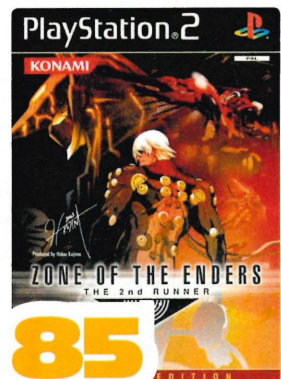
87

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



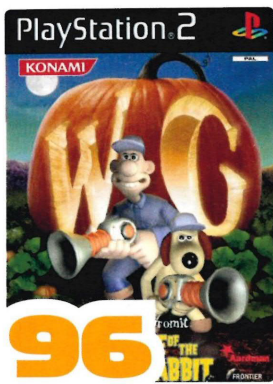
86

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



85

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

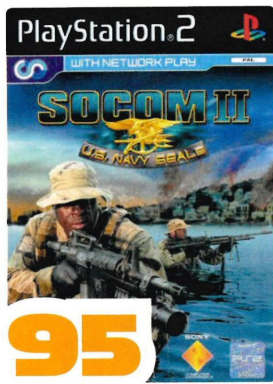
WALLACE AND GROMIT: THE CURSE OF THE WERE-RABBIT

Konami, 2005 Platformer
Well-crafted, with pleasing graphics that do justice to the original characters.

Buy it if... you wear the wrong trousers.

OP2S #65 8/10

■ PLAYED IT ■ OWN IT



95

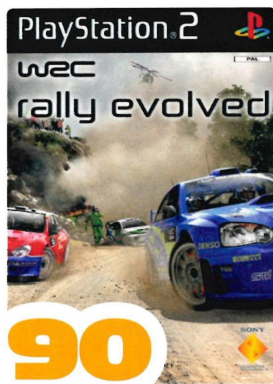
SOCOM II: US NAVY SEALs

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.

OP2S #43 8/10

■ PLAYED IT ■ OWN IT



90

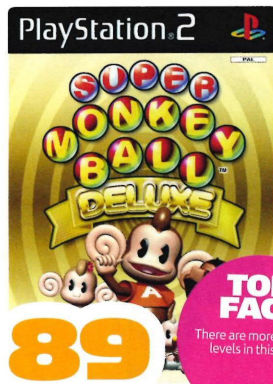
WRC RALLY EVOLVED

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.

OP2S #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.

OP2S #59 8/10

■ PLAYED IT ■ OWN IT

TOP FACT
There are more than 300 levels in this game!



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.

OP2S #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.

OP2S #87 8/10

■ PLAYED IT ■ OWN IT

SECRETS ARCHIVE

Cheats, easter eggs and hidden goodies from some of the PS2's forgotten classics

CHEATS EXTRAVAGANZA!



THE LORD OF THE RINGS: THE RETURN OF THE KING

Complete the game to get access to all cheats. Then pause the game, hold **△**, **□**, **○** and **△** and enter: **↑**, **↓**, **○**, **△** (all upgrades); **○**, **↑**, **○**, **↓** (always devastating); **○**, **○**, **○**, **↑** (invulnerable); **○**, **↓**, **○**, **△** (perfect mode).

DRESSUP!

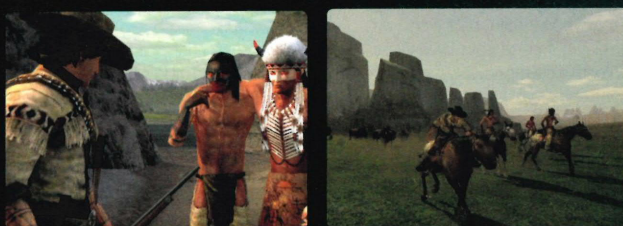


ROGUE GALAXY

Here's how to unlock Jaster's outfits. Pirate's Outfit (pictured left): defeat Gaynemedis on Alistia. Captain's Uniform (centre): complete the Ghost Ship. Jungle Coat (right): in a chest on the Path to the Altar on Juraika.

AMMO-A-GO-GO!

GUN



To get yourself unlimited ammunition, use the TNT found in the Badlands Mine to blow up the chimney of the abandoned house in the Badlands (near the buffalo).

@ SHOW US YOUR EASTER EGGS!
Email your game tips to psnaton@futurenet.co.uk

SCENE STEALER



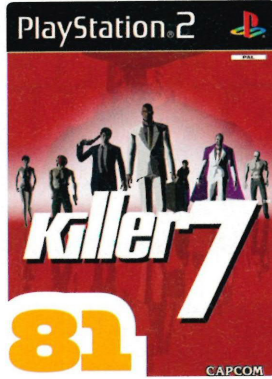
Chutin' the breeze

Just Cause
Eidos, 2006
It would take a real hard-hearted gamer to not feel a rush of exhilaration the first time you take to the skies in Rico's impossible collapsible parachute – which allows you to take in the whole of beautiful San Esperito while raining hot death upon your enemies.

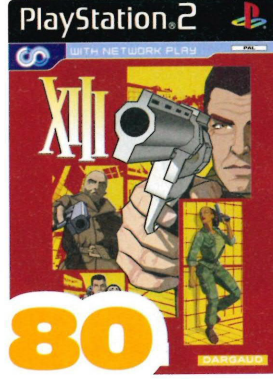
OPS2 HALL OF FAME



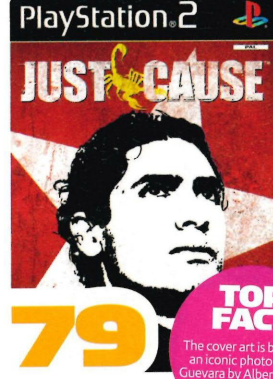
82
RATCHET & CLANK
 Sony, 2002 **Platformer**
 One of the finest games of the PS2's early years, the original R&C is still one of the most entertaining, inventive romps you can buy, even after three sequels.
Buy it if... you haven't played it already!
 OPS2 #26 **9/10**
 PLAYED IT OWN IT



81
KILLER 7
 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

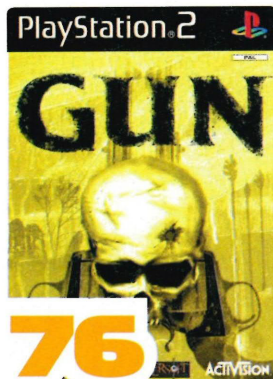


80
XIII
 Ubisoft, 2004 **Shooter**
 Highly original shooter starring a special-forces agent with amnesia who must crack a global conspiracy. Presented just like the cult comic book it's based on.
Buy it if... you love graphic novels.
 OPS2 #40 **8/10**
 PLAYED IT OWN IT



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

TOP FACT
 The cover art is based on an iconic photo of Che Guevara by Alberto Korda

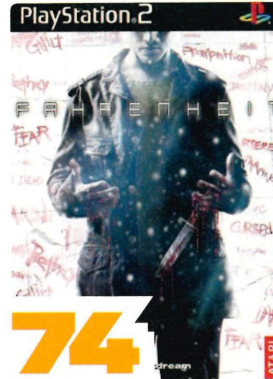


76
GUN
 Activision, 2005 **Shooter**
 Gun-totin', horse-ridin', baccy-chewin', poker-playin', free-roamin' Wild West action with a classic cowboys'n'injuns storyline and great voice acting.
Buy it if... you're an outlaw.
 OPS2 #67 **9/10**
 PLAYED IT OWN IT

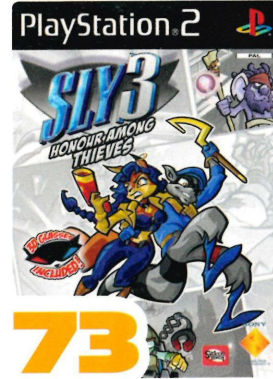


75
ACE COMBAT: SQUADRON LEADER
 Sony, 2005 **Shooter**
 An unashamedly arcade flight sim with tons to do and all kinds of aerial combat.
Buy it if... you failed your eye test for the RAF.
 OPS2 #56 **8/10**
 PLAYED IT OWN IT

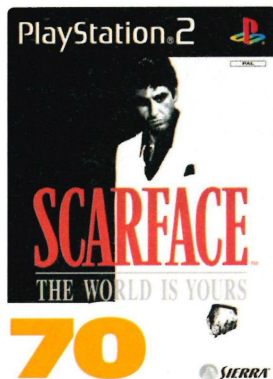
TOP CHEAT
 You can find a Pac-Man ghost on grid position 5D in mission 16A



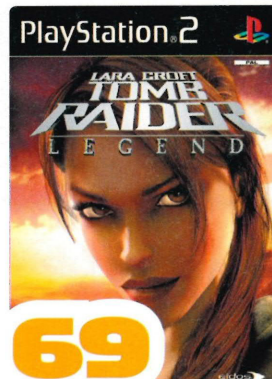
74
FAHRENHEIT
 Atari, 2005 **Adventure**
 Ambitious and engrossing, this plays like an interactive movie. You must find out how you were made to commit a murder before the police catch up with you.
Buy it if... you like messing up your mind.
 OPS2 #64 **8/10**
 PLAYED IT OWN IT



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



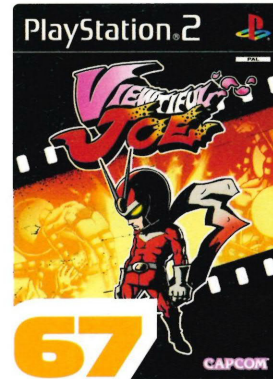
70
SCARFACE: THE WORLD IS YOURS
 Vivendi, 2006 **Action**
 A GTA-inspired swear-a-thon that has you guiding Tony Montana from death's door to top of the Miami underworld.
Buy it if... you wanna play rough.
 OPS2 #78 **8/10**
 PLAYED IT OWN IT



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

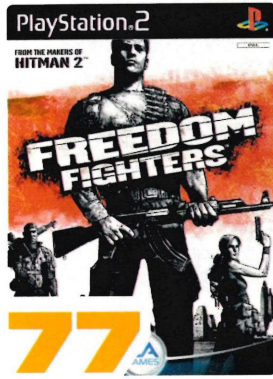


67
VIEWTIFUL JOE
 Capcom, 2004 **Fighting**
 A sexy marriage of snazzy, comic-book visuals and a retro-tastic difficulty level, this loves to be hard but is hard not to love.
Buy it if... the words 'challenging' and 'retro' quicken your pulse.
 OPS2 #52 **8/10**
 PLAYED IT OWN IT



78
CRICKET 07
 EA, 2006 **Sport**
 The definitive sim of the ultimate real-time strategy game, it's more demanding than the Brian Lara games but also far superior.
Buy it if... you know your square cut from your Square-Enix.
 OPS2 #80 **8/10**

■ PLAYED IT ■ OWN IT



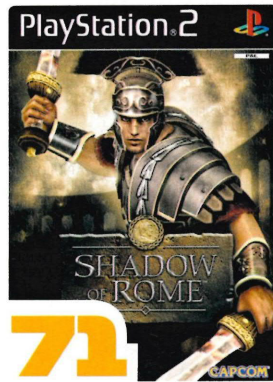
77
FREEDOM FIGHTERS
 EA, 2003 **Shooter**
 Insanely addictive strategic and tactical shoot-'em-up set in a bleak New York overrun by Communist Russians.
Buy it if... you wonder what it would've been like if Russia had invaded the USA.
 OPS2 #37 **9/10**

■ PLAYED IT ■ OWN IT



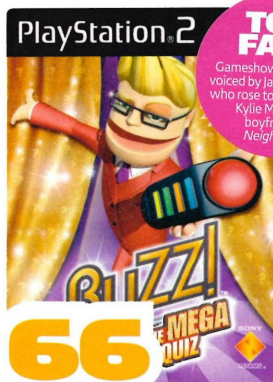
72
AMPLITUDE
 Sony, 2003 **Music**
 Vastly under-rated rhythm action: perform, mix and remix your way through classic tunes from the likes of David Bowie, Slipknot, BT, Pink and Run DMC.
Buy it if... you're a bedroom DJ.
 OPS2 #38 **8/10**

■ PLAYED IT ■ OWN IT



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 *The 300* are your favourite films.
 OPS2 #56 **8/10**

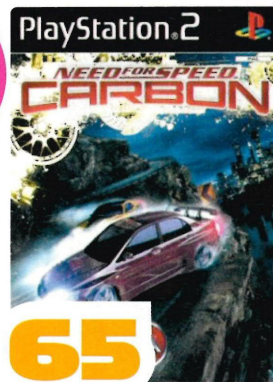
■ PLAYED IT ■ OWN IT



TOP FACT
 Gameshow host Buzz is voiced by Jason Donovan, who rose to fame playing Kylie Minogue's boyfriend in *Neighbours*.

66
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



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... RESIDENT EVIL

A world without Resi is like a world awash with undead: a nightmare too horrible to contemplate

1996



RESIDENT EVIL

It looks basic now, but at the time, Resident Evil was the scariest game ever made. It ushered in the era of survival horror and a boom-time for underwear manufacturers worldwide. You'll never, ever forget meeting that first zombie.

2001



RESIDENT EVIL CODE: VERONICA X

The first Resi game to feature fully 3D backgrounds, a cross-dressing, Norman Bates-style nutter and the zombie-bothering ability to dual-wield weapons.

2003



RESIDENT EVIL: DEAD AIM

Fourth in the Gun Survivor spin-off series of substandard light-gun games. Its lack of critical success taught Capcom an important lesson: stick to what you know best.

2004



RESIDENT EVIL: OUTBREAK

It sounded like a brilliant idea at the time: playing a Resi game online with your mates. Only one problem: Capcom offered no online support in Europe or Australia. No loss, though; it was really laggy anyway.

2005

THE BEST!



RESIDENT EVIL 4

Just when the Resi series looked to be losing its way, Capcom came up trumps with this, one of the greatest games of all time. Resi 4 reinvigorated the series and, by extension, put some pepper back into the whole survival horror genre.

COLLECTOR'S ITEM

20th Anniversary MGS Kubrick Set

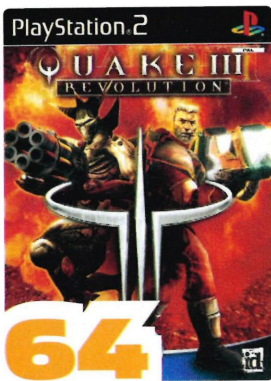
Like Metal Gear Solid? Like little plastic men? Then toy designer Kubrick has a treat for you: The Metal Gear Solid 20th Anniversary Kubrick Set! Now, the thing about Kubrick is that once a product's limited run is sold out, they won't make any more, so it's pretty hard to track these down.



RARITY VALUE

A SOLID SNAKE

A LIQUID SNAKE



64

QUAKE III REVOLUTION

EA, 2001 **Shooter**

Old as the hills it may be, but Quake's

only appearance on PS2 remains a solidly

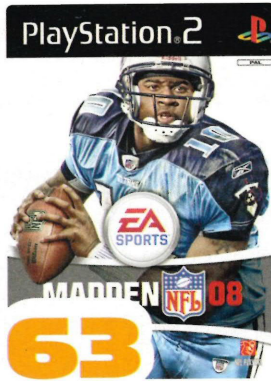
enjoyable, stress-relieving blastathon.

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

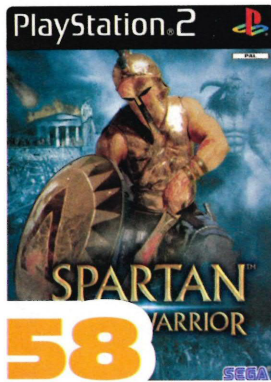
in this addictive, funny adventure that is

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

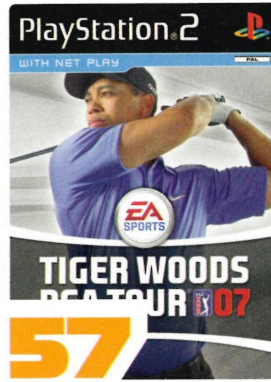
mythological with swords and sorcery to

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

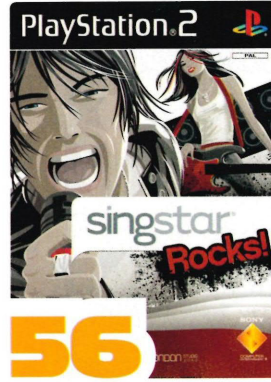
licences and customisation options, this is

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

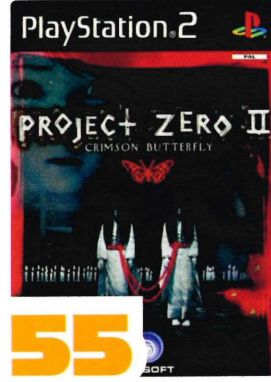
Rolling Stones and Keane on the tracklist.

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

EVERYBODY'S GOLF

Sony, 2005 **Sport**

If you're not bothered about official PGA

licences and don't mind the cute, cartoony

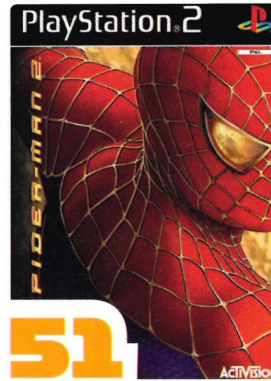
looks, you'll find this to be the finest and

friendliest golf game of all time.

Buy it if... you can live without Tiger.

OPS2 #65 **8/10**

■ PLAYED IT ■ OWN IT



51

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



50

STAR WARS BATTLEFRONT II

Activision, 2005 **Shooter**

Offers both tactical and arcade gameplay

options plus all your favourite characters,

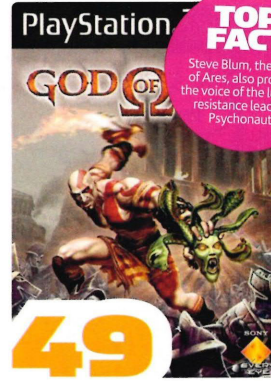
vehicles and locales.

Buy it if... you can feel a disturbance in

the Force.

OPS2 #66 **8/10**

■ PLAYED IT ■ OWN IT



49

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.

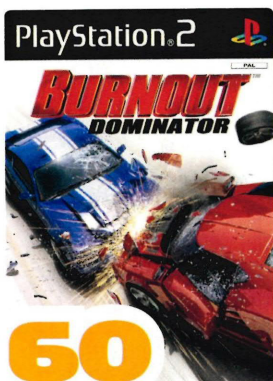
Buy it if... you want to stick the knife in.

OPS2 #60 **9/10**

■ PLAYED IT ■ OWN IT

TOP FACT
The infamous Rez Trance
Vibrator is also compatible
with Space Channel 5:
Part 2. Ooh-la-la!

TOP FACT
Steve Blum, the voice
of Ares, also provides
the voice of the lungfish
resistance leader in
Psychonauts.



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.

OP2 #83 **8/10**

■ PLAYED IT ■ OWN IT



59

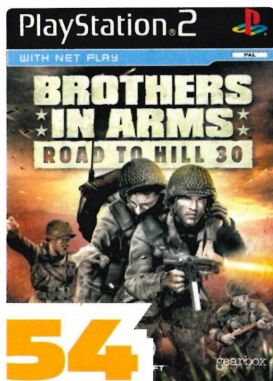
EYETOY PLAY 2

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.

OP2 #53 **8/10**

■ PLAYED IT ■ OWN IT



54

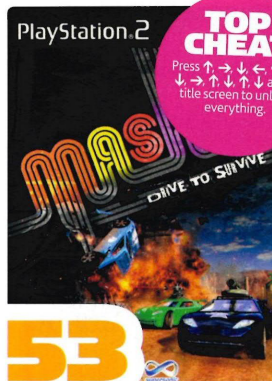
BROTHERS IN ARMS: ROAD TO HILL 30

Ubisoft, 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.

OP2 #58 **8/10**

■ PLAYED IT ■ OWN IT



53

MASHED

Empire, 2004 **Racing**
Birds-eye view driving with weapons that just screams to be played with three mates via multitar. The definitive party racer.

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

OP2 #48 **9/10**

■ PLAYED IT ■ OWN IT



48

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 humankind for all the ET-blasting games.

Buy it if... you hate the human race.

OP2 #78 **8/10**

■ PLAYED IT ■ OWN IT



47

PRINCE OF PERSIA: SANDS OF TIME

Ubisoft, 2003 **Adventure**
This slick remake of the classic platformer introduced us to both the wall run and the ability to rewind time. And neat beards.

Buy it if... you've a good sense of balance.

OP2 #40 **8/10**

■ PLAYED IT ■ OWN IT

GREAT GAME INGREDIENTS
PRINCE OF PERSIA

What gives this series its lasting appeal?

A SCHIZOPHRENIC PRINCE



He started as a wisecracking Aladdin-type in Sands of Time. Then he was an inked-up nu-metal dude in Warrior Within and finally, his personality split in The Two Thrones, turning him into the Dark Prince when enraged.

HUGE PUZZLES



TIME JAPERY



The combat's flashy, sure, but the Prince of Persia series is at its best when it's throwing palace-sized head-scratchers at you.

And if you fall to your death during one of those puzzles? Don't worry, you can reverse time and un-break all your bones.

BABES



The Prince is all about the honeys. Sadly, he's often too busy avoiding death to, er, do anything about it.

ACRO-BATTY



Part and parcel of POP puzzles is the need to traverse them via wall-running, rope-swinging and pole-hopping.

FUGLY FOES



Unleashing the Sands of Time is worse than Chernobyl, it seems, breeding all manner of sand-infused monsters.



DO YOU LOVE PRINCE OF PERSIA?
Send us your memories: psnation@futurenet.co.uk

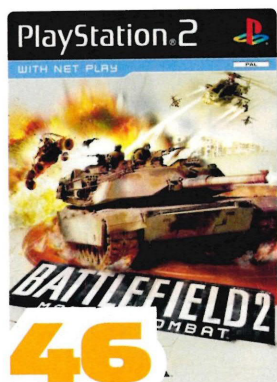
TOP 10
Hippy games

- 10 Beyond Good & Evil
- 9 Everblue 2
- 8 Destroy All Humans! 2
- 7 Psychonauts
- 6 PaRappa the Rapper 2
- 5 Rez
- 4 Okami
- 3 We ♥ Katamari
- 2 Kingdom Hearts



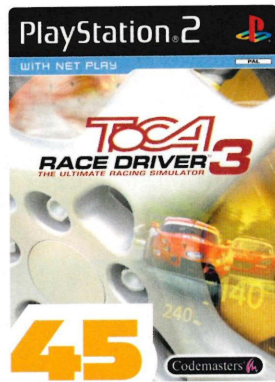
#01
Ecco the Dolphin
He's a telepathic, time-travelling sea mammal!

OPS2 HALL OF FAME



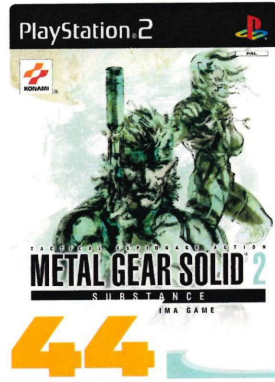
BATTLEFIELD 2: MODERN COMBAT
EA, 2005 **Shooter**
A superb modern warfare shooter that lets you switch between soldiers at the touch of a button. Great in multiplayer, too.
Buy it if... you're an armchair general.
OPS2 #65 **9/10**

PLAYED IT OWN IT



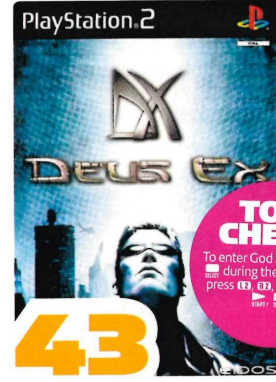
TOCA RACE DRIVER 3
Codemasters, 2006 **Racing**
Variety is the spice of life and with all sorts of wheels on offer this multi-disciplined racer is a potent feast for petrol-heads.
Buy it if... you love motorsports but can't choose a favourite.
OPS2 #69 **9/10**

PLAYED IT OWN IT



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



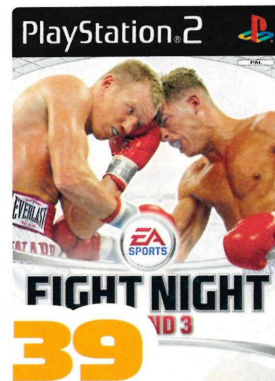
DEUS EX
Eidos, 2002 **RPG**
PC gamers: they think they're all that. Well, they ain't. PS2 owners have one of their greatest games in the shape of Deus Ex.
Buy it if... you suspect you may actually be a nanotech-enhanced superhuman.
OPS2 #20 **9/10**

PLAYED IT OWN IT



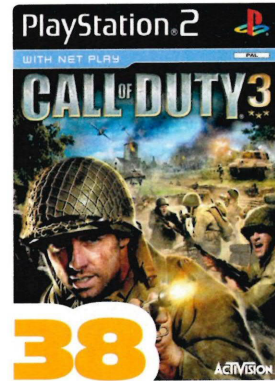
FIFA 08
EA, 2007 **Sport**
The best season yet for the veteran football sim, a plethora of licences combined with striking gameplay. The awesome Be A Pro mode is worth the price in itself.
Buy it if... you want to keep it official.
OPS2 #91 **9/10**

PLAYED IT OWN IT



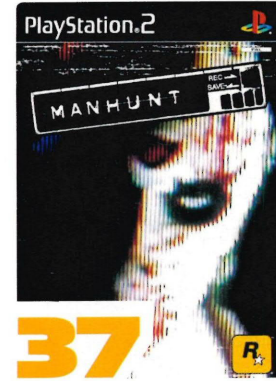
FIGHT NIGHT ROUND 3
EA, 2006 **Sport**
There's nothing quite like punching a man in the chin and watching as sweat and blood flies off in slow-mo.
Buy it if... you need a legal outlet for your anger-management issues.
OPS2 #71 **9/10**

PLAYED IT OWN IT



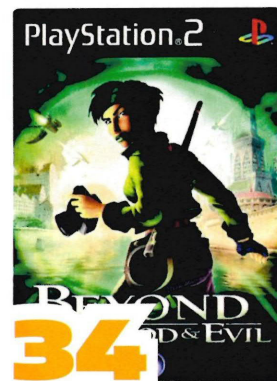
CALL OF DUTY 3
Activision, 2006 **Shooter**
There are roughly one million WWII games out there, but this is by far the best of them thanks to some intense action and great multiplayer.
Buy it if... you hate Nazis.
OPS2 #80 **8/10**

PLAYED IT OWN IT



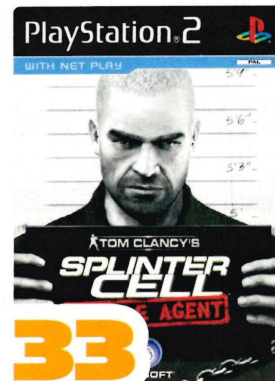
MANHUNT
Rockstar, 2004 **Stealth**
The grisliest game ever to find its way onto PS2, this sinister stealthier drips with atmosphere and twisted tension.
Buy it if... you have a lust for gore and are looking for a sicko storyline.
OPS2 #42 **9/10**

PLAYED IT OWN IT



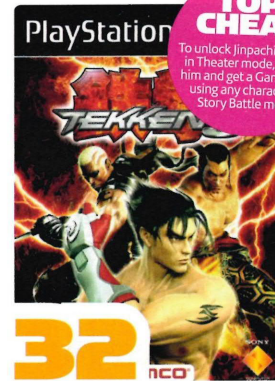
BEYOND GOOD & EVIL
Ubisoft, 2003 **Adventure**
Under-appreciated weirdness starring a female photo journalist and her piggy uncle fighting off an alien menace.
Buy it if... you've got an eye for a photo and a penchant for green eyeshadow.
OPS2 #40 **8/10**

PLAYED IT OWN IT



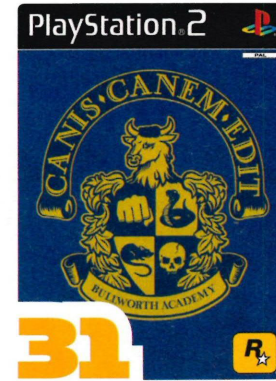
SPLINTER CELL: DOUBLE AGENT
Ubisoft, 2006 **Stealth**
Pinnacle of the futuristic stealth series on PS2, this has moral dilemmas to get to grips with as well as nailbiting action.
Buy it if... you can think as well as sneak.
OPS2 #79 **8/10**

PLAYED IT OWN IT



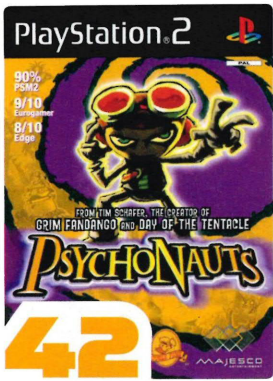
TEKKEN 5
Sony, 2005 **Fighting**
The King Of Iron Fist Tournament returns with more fighters and fancier settings than ever. The quintessential 'easy to play, hard to master' scrapper.
Buy it if... you heed the call.
OPS2 #61 **8/10**

PLAYED IT OWN IT



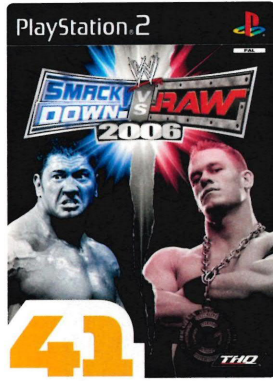
CANIS CANEM EDIT
Rockstar, 2006 **Action**
Grand Theft Auto meets Grange Hill for free-roaming adventure fun set in an American private school.
Buy it if... you like melting Jelly Babies in test tubes.
OPS2 #79 **9/10**

PLAYED IT OWN IT



42
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



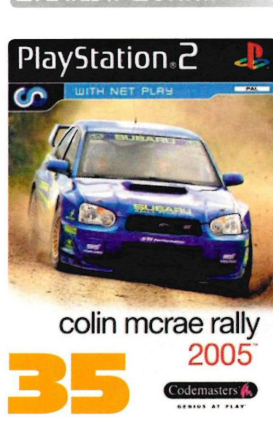
41
WWE SMACKDOWN! VS RAW 2006
 THQ, 2005 **Fighting**
 It's not the most recent in the franchise but pound for pound, SmackDown! Vs Raw 2006 is the best wrestler out there.
Buy it if... you're a wrestling fan.
 OPS2 #66 **9/10**

■ PLAYED IT ■ OWN IT



36
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.
 OPS2 #71 **9/10**

■ PLAYED IT ■ OWN IT



35
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.
 OPS2 #51 **9/10**

■ PLAYED IT ■ OWN IT



30
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.
 OPS2 #78 **8/10**

■ PLAYED IT ■ OWN IT



29
JAK 3
 Sony, 2004 **Platformer**
 Second only to Ratchet & Clank in the PS2's platformer-cum-shooter stakes, Jak and Dexter's third outing has variety and charm in brightly coloured spades.
Buy it if... you're a jak of all trades.
 OPS2 #53 **8/10**

■ PLAYED IT ■ OWN IT

PLAYSTATION WORKOUT

Mike Sterry gets his hop'n'bop on and guides you through the platform genre in four jumps

WEEK 01

EASY

LEGO STAR WARS II: THE ORIGINAL TRILOGY

Start easily with the colourful, child-friendly Lego Star Wars. The definitive platformer, it has lots of jumps, oodles of things to collect (studs, in this case) and loads of secrets. It's also impossible to die.

- GET 'TRUE JEDI' RANKING ON EPISODE IV
- MUST SEE LEGO PRINCESS LEIA IN HER SLAVE OUTFIT. MEOW!

WEEK 02

MEDIUM

RATCHET & CLANK 3

More combat-heavy than your average platformer, but that's okay – it's better to plasma-whip your foe's face than simply jump on its bonce. As platformers go, it's very funny too, almost as funny as...

- GET CLANK'S CHARACTER TROPHY
- MUST SEE THE CAPTAIN QWARK VIDCOMIC MINIGAME

WEEK 03

HARD

PSYCHONAUTS

The pure platforming sections are a little fiddly but when it comes to the sheer thrill of exploration, there's no better playground than the barmy psychedelic mindscapes that form this game's levels.

- COLLECT EVERY ITEM IN LUNGFISHOPOLIS
- MUST MEET THE MILKMAN. HIS MILK IS DELICIOUS

WEEK 04

KILLER

PRINCE OF PERSIA: WARRIOR WITHIN

Sure, you can reverse time to save the prince from death, but the stadium-sized puzzles will tax even a genius gamer. And the final battle with the Dahaka? One of the hardest boss fights, ever.

- GET THE WATER SWORD, AND KILL THE DAHAKA WITH IT
- MUST SEE SHAHDEE'S IMPOSSIBLE IRON THONG

TOP CHUMPS

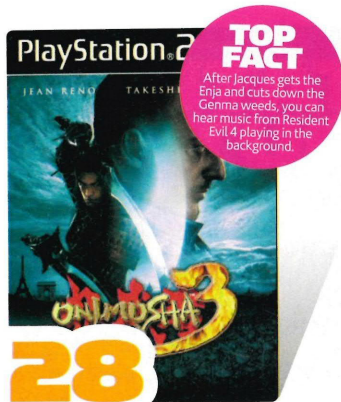
The Unknown Spartan

Cooked human flesh smells like bacon

So, you're a Spartan warrior sent to investigate a dungeon. But it doesn't go well and you end up in a cage. Weeks later, a fellow Spartan turns up. Yay! But – why is he pushing your cage towards those flames? Why is he muttering about a sacrifice? Why does he... ARGGGHHH! See him in *God of War* (2005)



OPS2 HALL OF FAME



TOP FACT
After Jacques gets the Enja and cuts down the Genma weeds, you can hear music from Resident Evil 4 playing in the background.

28

ONIMUSHA 3

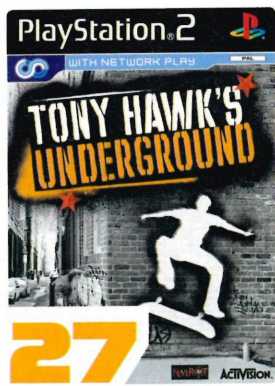
Capcom, 2004 **Action**

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

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.

OPS2 #40 **9/10**

■ PLAYED IT ■ OWN IT



26

HITMAN TRIPLE PACK

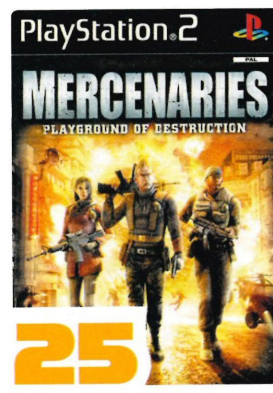
Eidos, 2007 **Stealth**

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

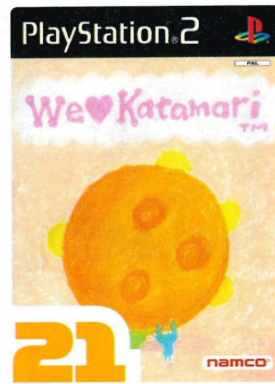
Activision, 2006 **Adventure**

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

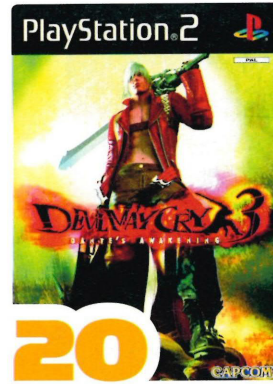
EA, 2006 **Puzzle**

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



TOP CHEAT
To unlock Cudmore the Cow, enter 'milkemdaisy' on the Cheats screen.

19

SSX 3

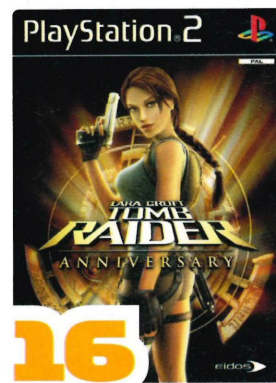
EA, 2003 **Sport**

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



16

TOMB RAIDER: ANNIVERSARY

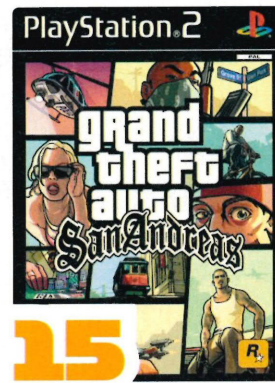
Eidos, 2007 **Adventure**

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

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



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

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



24
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



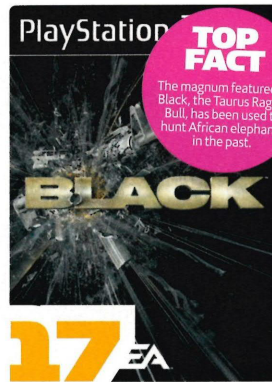
23
ICO
 Sony, 2002 **Adventure**
 Visually stunning, intensely atmospheric puzzler with simple combat. Reminds you how emotionally powerful games can be.
Buy it if... the puzzles in Tomb Raider were a bit easy for you.
 OPS2 #69 **9/10**

■ PLAYED IT ■ OWN IT



18
THE 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



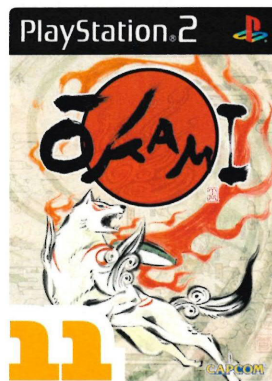
17
BLACK
 EA, 2006 **Shooter**
 The makers of Burnout set their sights on the shooter genre with delightfully destructive results. As fine a gun's n' ammo game as you could wish for
Buy it if... you love to blow shit up!
 OPS2 #69 **10/10**

■ PLAYED IT ■ OWN IT



12
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



11
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 2000

The dawn of a new millennium brought more gaming goodness from the PS1.

THE BEST



RESIDENT EVIL 3: NEMESIS
 Capcom, Horror
 The difference between Resi 2 and 3? Massive! Enemies can now climb stairs! You can make your own ammunition! It's even scarier!

THE WORST



FROGGER 2: SWAMPY'S REVENGE
 Hasbro Interactive, Platformer
 If you got bought a game with a title like Frogger 2: Swampy's Revenge, you deserve all you get.

UNDER-RATED



VAGRANT STORY
 Square, RPG
 With unique rhythm-action combat and direction from Final Fantasy XII's Yasumi Matsuno, this is an under-appreciated gem.

OVER-HYPED



TOMB RAIDER: CHRONICLES
 Eidos, Adventure
 Poor Lara, still stuck with the same engine that powered the original Raider. Lacklustre puzzles, ugly levels and painful dialogue.

FORGOTTEN



FRONT MISSION 3
 Square, RPG
 The Front Mission sci-fi series blended turn-based combat and mech-building into something truly compelling.

NEVER AGAIN!



102 DALMATIANS: PUPPIES TO THE RESCUE
 Eidos, Platformer
 Sadly, this diabolical tie-in lacked a put-them-in-a-sack-and-drown-them-in-the-canal minigame.

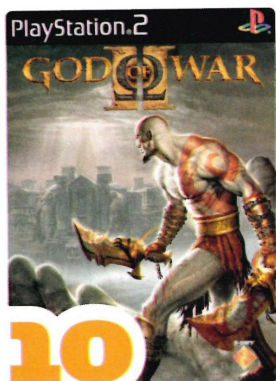
TOP 100 STATS

Age ratings

The Top 100 isn't just for adults



OPS2 HALL OF FAME



10

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



09

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.

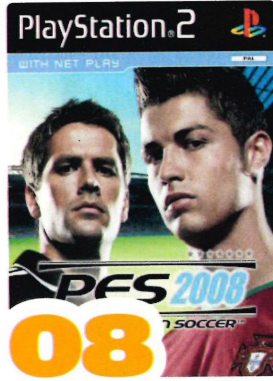
Buy it if... you're on a quest to find the apex of sword and sorcery adventuring.

OPS2 #81 **10/10**

■ PLAYED IT ■ OWN IT

TOP FACT

Bobby Edner, the voice of Vaan, was the kid who did the Michael Jackson dance in the Alien Ant Farm 'Smooth Criminal' video.



08

PRO EVOLUTION SOCCER 2008

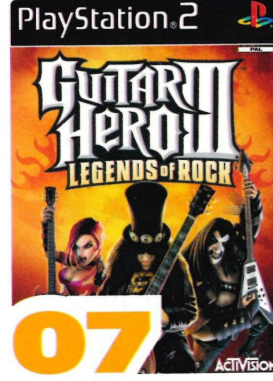
Konami, 2006 **Sport**

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



07

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.

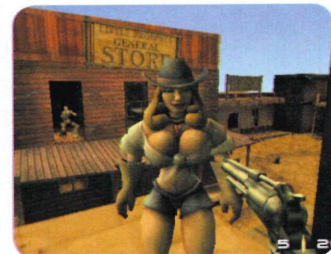
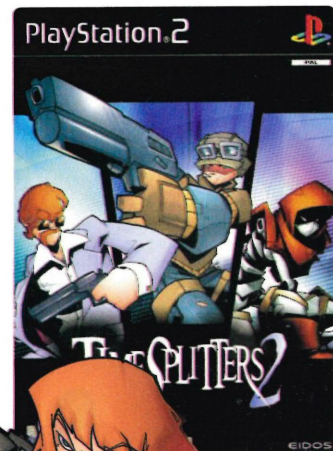
OPS2 #93 **9/10**

■ PLAYED IT ■ OWN IT



RUNNER-UP!

04



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.

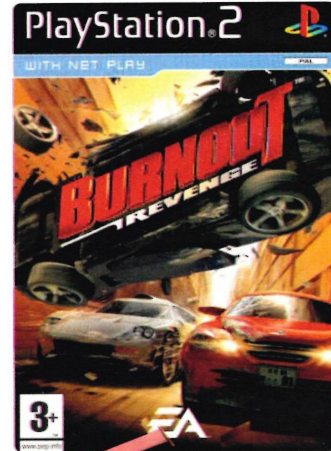
OPS2 #25 **10/10**

■ PLAYED IT ■ OWN IT



ON THE PODIUM!

03



BURNOUT: REVENGE

EA, 2005 **Racing**

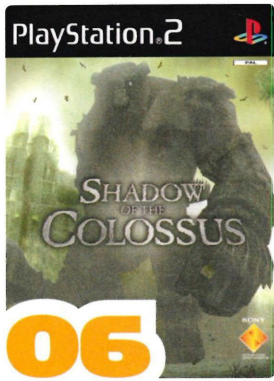
Insanely chaotic race'n'crash action – speed through rush-hour traffic, shoving ultra-aggressive opponents off the road, then watch slow-mo replays of the massive explosions that result. Great online multiplayer, too. All the Burnouts are classics, but Revenge is the definitive version.

Buy it if... VROOM! SMASH! and BOOM! are your favourite words.

OPS2 #64 **10/10**

■ PLAYED IT ■ OWN IT





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 sneaky 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

TOP CHEAT

When fighting The End, press ↑↑↓↓←→ on the map screen to find him.



TOP CHEAT

Press →, □, ↑, □, □, → during the game to play as everyone's favourite loser, Ken Rosenberg.

01
WINNER!

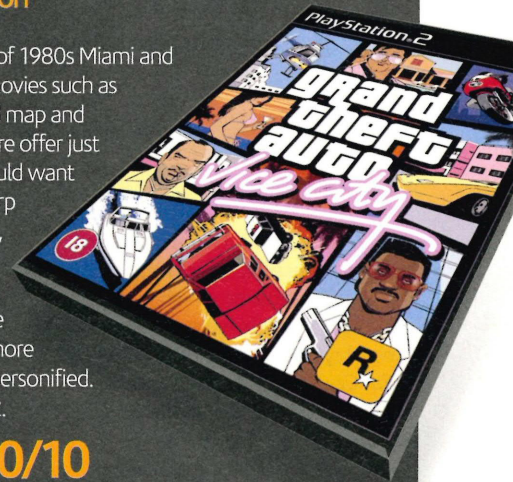
GRAND THEFT AUTO: VICE CITY

Rockstar, 2004 **Action**

Set in Rockstar's version of 1980s Miami and taking inspiration from movies such as *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.

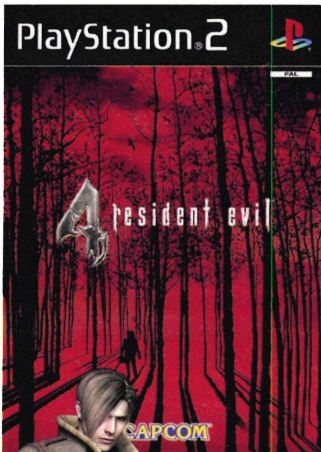
OPS2 #27 **10/10**

■ PLAYED IT ■ OWN IT



SO CLOSE...

02



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



HALL OF FAME FEEDBACK FORM

O! YOU'RE WRONG!

Dear OPS2, I disagree with your Top 100 in the following respects:

GAMENAME	OPS2 NO.	MY NO.

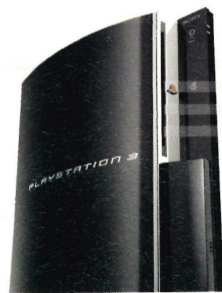
I am right, you are wrong, so change the list immediately. Thankyou.

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



THE CRYING GAME

Far Cry 2 looks so good, we're welling up

PUB Ubisoft DEV Ubisoft Montreal ETA March WEB farcry.uk.ubi.com

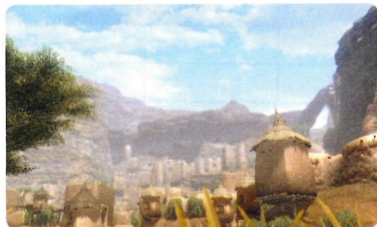
 Grass is the new water. It used to be sun-dappled pools by which games' visuals were measured.

These days it's all about the greenery.

Far Cry 2's grass isn't just lovely. Modelled so that individual blades react to surrounding forces, it's the Sistine Chapel ceiling of foliage, and speaks volumes about Ubisoft's extraordinary attention to detail.

Blades of glory

Sexily wafting grass, however, makes up only a fraction of the game's 50km² of fictional African state. Love and attention has been lavished on every



↑ Far Cry 2 swaps the first game's lush tropical island for dry African savannah

inch of it, from the lush riverside jungle to the arid savannah.

Every stream, pebble and clump of dirt has been created to convince you that you're leathering around the cradle of humanity.

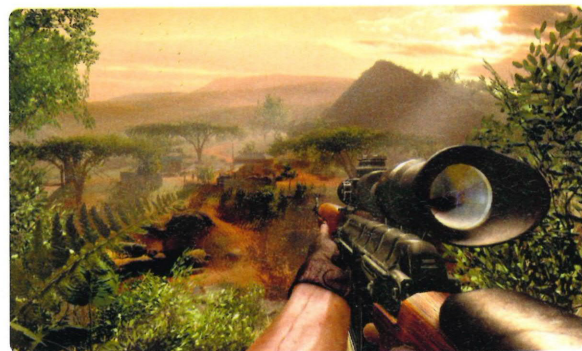
Then there's you, a mercenary dropped into this wilderness and caught between two warring factions. Your mission: to assassinate an arms dealer fuelling the conflict.

Finding the location of your target will require playing one side against another to get close to leaders and people with crucial info.

This can be done by strategically weakening either side. For example, you can detonate fuel dumps or clear out troop strongholds.

There is also the opportunity to physically weaken both factions by undermining crops of the herb Artemisia, which is used to control the symptoms of malaria in the real world.

The disease is rife in Far Cry 2 and even your character must continually self-medicate to stave off debilitating feverish attacks.



↑ Ahh, the humbling majesty of Africa... now let's pop some mercenary heads

Cleverly, once you've chosen a playable character from a pool of 12 mercenaries the ones you don't pick then turn up in the game as AI allies.

PS3 is by no means short of intelligent first-person shooters. But Far Cry 2's approach to simulation and realism and the way it manages to combine an open world, ripe for exploration, with truly staggering graphics certainly make it stand out.

HOW COMPLETE?



GOLDEN OLDIE

Snake may be getting a bit wrinkly, but our hands-on with **Metal Gear Solid 4** shows the series is still full of fresh ideas

PUB Konami DEV Kojima Productions ETA Spring WEB konami.jp/gs/game/mgs4/en

C Snake's days of sneaking through L-shaped rooms are over. Metal Gear Solid 4: Guns Of The Patriots plonks you in an open-plan battlefield and expects you to get on with it.

The section we're playing is in the Medina Red Zone in the Middle East, its criss-crossing streets and ruined buildings creating multiple paths.

We stumble into a fight between rebel troops and mercenaries that's blocking Snake's route to a safe house.

A loud cawing sound tears the air, heralding the arrival of Raging Raven, one of MGS4's bio-mech death machines. Two black mech birds



↑ Help rebels take this beast down and they'll help you later on

flanking Raven soar overhead and a building crumbles to the ground under their bombardment.

Show over, we slip through a door and up some stairs to an impromptu reunion with Meryl Silverburgh, Snake's love interest from MGS. Let's hope Meryl digs silver hair, eh?



↑ MGS4 emphasises combat more than previous games, but stealth still rules



PS3 TOP 5 CHARTS

The UK's best-selling titles – and that's official!



01
ASSASSIN'S CREED

Publisher Ubisoft
OPS2 Score 8/10



02
COD4: MODERN WARFARE

Publisher Activision
OPS2 Score 10/10



03
UNCHARTED: DRAKE'S FORTUNE

Publisher Sony
OPS2 Score 9/10



04
FIFA 08

Publisher EA
OPS2 Score Not reviewed



05
PRO EVOLUTION SOCCER 2008

Publisher Konami
OPS2 Score 8/10

SPINNING AROUND

How **Top Spin 3** will make tennis next autumn's sport

PUB 2K Games DEV Pam Development ETA Autumn WEB topspin3thegame.com

X No one cares about Top Spin. Not with Virtua Tennis already on PS3 and Sega Superstars Tennis on the way. But you should care, because the game's focus on proper simulation gives it a very different feel to the more arcadey racketeers.

The focus is on ball control. Unlike the stupidly forgiving Virtua, timing and positioning are everything.

Each face button corresponds to a type of shot, and pressing one makes you swing. Release the button as the ball passes to return it successfully. Let go too late or too early, mind, and you'll spank the ball wide, long, into the net or – our speciality – just miss.

Love match

If that doesn't sound very different to other tennis efforts, try this: by



↑ Don't expect forgiving play: Top Spin takes real skill to master

holding down **L1** while playing a stroke, your player will try to aim as close to the lines as possible, while holding **R1** will make them crack the ball back as hard as they can.

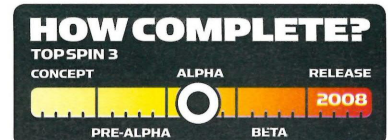
It's a finely tuned risk/reward strategy, but it'll make a welcome change from Virtua's mollycoddling.



↑ There's a wealth of shot options, but decide quickly – those serves are fast

The full player roster is still to be confirmed, but we know Federer, Nalbandian, Roddick, Montfils, Berdych, Sharapova, Mouresco and Henin are in.

So are 40 locations, all with variable weather effects. We're most excited about the chance to play on a beach in Rio and the top floor of a plush Dubai hotel. Online play is also confirmed, so we'll be perfecting our smashes in readiness for the autumn.



PS3 REVIEW

Unreal Tournament III



Release Out now Publisher Midway Developer Epic Games Price £49.99
Players 1-16 Web unrealtournament3.com Also try Team Fortress 2

UNREAL TOURNAMENT III

A future shooter that's stuck in the past

We're hanging off the back of a rocket, piloted by a comrade in arms, wearing a hoverboard and gripping the enemy's flag. This is what sci-fi dreams are made of.

It's hard to argue with any game that makes you feel like a superhero. And at full pelt, Unreal Tournament III does much more: it makes you feel like a rocket-launching god.

Yet at its core, UTIII is a simple arena shooter. Up to 16 players fire plasma bolts at each other until they explode in a shower of offal. Then they respawn and do it all over again.

The usual complications come in the form of vehicles, flags and orbs. Capture the flag is as you'd expect, while in Warfare the ultimate goal is to destroy a power core inside the enemy's base. To reach it, you have to first capture energy nodes in between, by dragging glowing orbs into them.

Larger maps in both modes are littered with deadly vehicles, which enable you (and your enemies) to zip around, ferrying flags and orbs home.

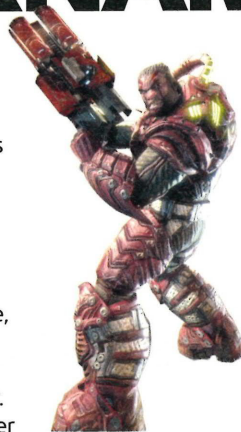
And it looks great. UTIII is a showcase for what PS3 can do. The

technology behind it, the Unreal engine, will form the basis for dozens of games in the coming year.

Very old-school

Sadly, graphics aside, UTIII is dated. Modern shooters are extraordinary packages. Call Of Duty 4, for example, has a brilliantly deep and affecting singleplayer mode that you devour first, before touching any multiplayer.

UTIII can't compete. Its singleplayer package is laughable: a series of arena matches against bots, which try to tell a story. Badly. And the AI is poor, too. Meanwhile the simple, one-off



↓ Forget about plot – this all about relentless plasma carnage

multiplayer matches just don't offer enough motivation to keep playing. The trend in online shooters is to produce huge communities driven by rankings, unlockables, and skill-based matchmaking. With your heroism in one game of UTIII making no difference to the next, why bother?

There is still an audience for UTIII, for twitch-shooters offering frenzied, throwaway fragging, but with every purchase of the sublimely nuanced COD4 it grows smaller and smaller.



PlayStation 2
Official Magazine UK

VERDICT

- 😊 Looks and plays amazingly
- 😊 Matches are a joy with a good team
- 😞 Multiplayer gets boring quickly
- 😞 Singleplayer offers very little

Technically very accomplished and graphically gorgeous, but ultimately unsatisfying, even in online multiplayer.

7

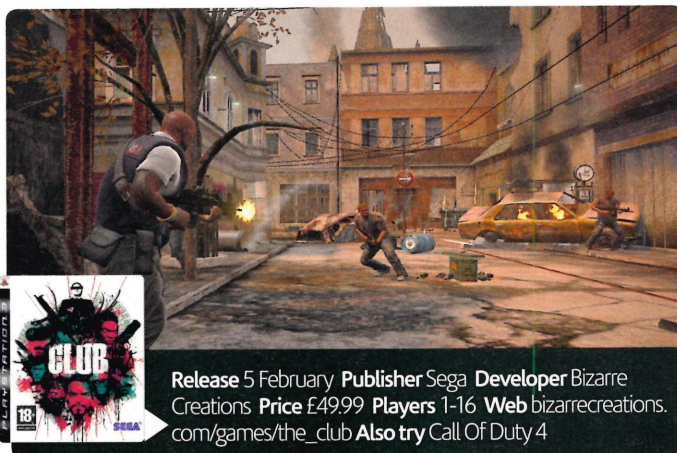


↓ With Prologue, GT comes to London for the first time

Release Spring **Publisher** Sony **Developer** Polyphony Digital **Price** TBA **Players** 1-16 **Web** gran-turismo.com
Also try Need For Speed Pro Street

THE CLUB

Forget the glowsticks, just bring your shotgun



Release 5 February **Publisher** Sega **Developer** Bizarre Creations **Price** £49.99 **Players** 1-16 **Web** bizarrecreations.com/games/the_club **Also try** Call Of Duty 4

GT5 PROLOGUE

Our man in Japan roadtests the new Gran Turismo 5 taster



Gran Turismo 5 Prologue is a tasty appetiser before the main course of GT5, which is taking ages to arrive.

There are five tracks – Suzuka, Fuji, London, Eiger Nordwand and Daytona – giving a decent spread of driving challenges, and a few dozen cars to drive.

The format relies on GT's tested formula of monetary reward for success on the track, with some events requiring specific cars, which you'll need to buy from dealers. And so, you'll want to race to win, and win to race.

Competing in a field of 16 cars feels completely different to GT's previous limit of six, and we were happy to notice some human fallibility in the other drivers' AI.

You'll sometimes see rivals mess up and skid across rumble strips into 'gravel hell', while on the Daytona circuit other drivers use slipstreaming techniques as they attempt to overtake you, instead of politely dropping back

to the hard shoulder like the Sunday drivers of previous GTs.

So while there's still some way to go before GT's AI can be classed as aggressive, at least it now has some poke about it.

The feedback and handling of each car feels almost perfect, and the differences in response between a Subaru Impreza, say, and a Ferrari F430 have never felt more pronounced.

Gears and tears

But there are elements here that will cause wrinkled brows. The cock-rock in-race music is ugly; and the game does suffer from intermittent screen-tearing (a noticeable horizontal break in the picture as it updates).

There's severe slowdown on occasions, too, for example when eight VW Golfs are filing through the first bend at Suzuka.

Still, GT5 Prologue is the best evidence yet that the franchise's next instalment could well be amazing. It's just a pity the full game is still such a long way off.



↑ 'In-cabin' view is new for GT5 and means no on-screen furniture



Some games make you feel like a hero, but frenetic combo-racking shooter The Club makes you feel like a killing machine stuck in top gear.

There are several game types to keep boredom at arm's length, yet the 58 different 'routes', or levels, are well-trod gaming clichés, and the weapons rarely fire with anything approaching a satisfying sense of weight.

The offline multiplayer game is also a disappointment – it's all split-screen matches in empty locations, with the lack of AI

opponents making for long chases as you hunt your increasingly bored buddies.

Online fares much better, with enough modes to keep you playing long after you've mastered the singleplayer games.

PlayStation 2 Official Magazine UK

VERDICT

Straight arcade action with no depth; play for points, though, and you'll relish it.

7

PlayStation®

Official Magazine - UK



PREVIEWS

Dark Sector
 Patapon
 FlatOut Head On
 Rainbow Six Vegas 2
 Alone In The Dark

REVIEWS

Time Crisis 4
 Pain
 Soldier Of Fortune: Payback
 Everyday Shooter
 Toy Home

FEATURES

Game Of The Year 2007
 Tomb Raider: Underworld

PLAYABLE DEMOS

Uncharted: Drake's Fortune
 Timeshift
 Need For Speed ProStreet

PlayStation 2 Official Magazine UK

VERDICT

A very welcome, tantalising glimpse of what's to come from this iconic racing franchise.

8

ON SALE NOW!

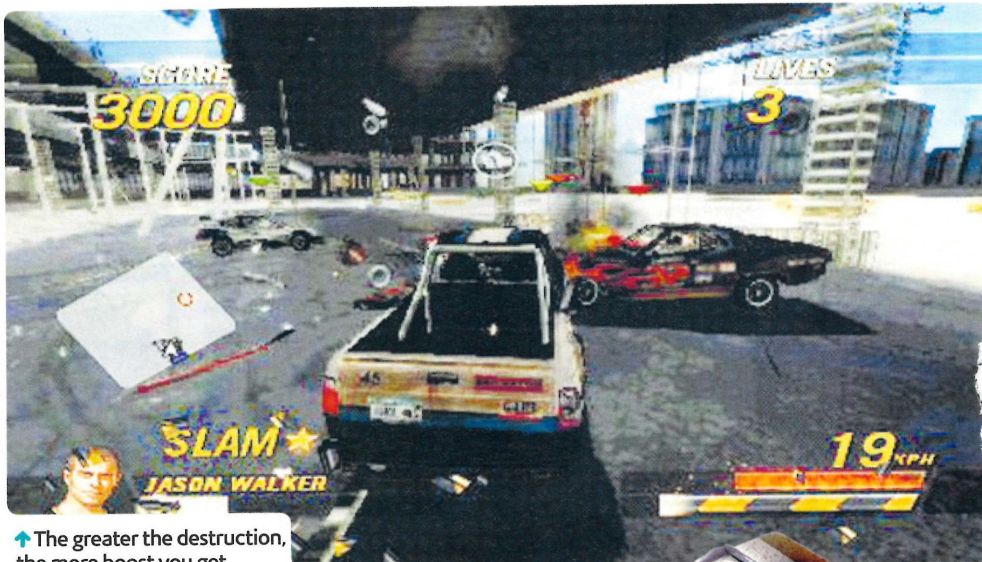
PSP IN OPS2



Your quick guide to the best new games for your handheld friend



↑ Subtlety is not Flatout's strong suit



↑ The greater the destruction, the more boost you get

WACKY RACES ARE HERE AGAIN



FlatOut: Head On will put PSP driving back on track

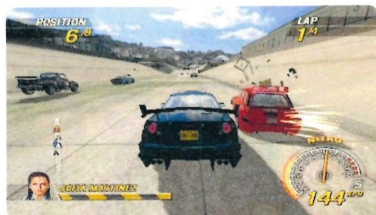
PUB Empire Interactive DEV Bugbear Entertainment ETA March WEB bugbear.fi

Games have a lot to teach the world. For instance, there's a lot of talk about how to make Formula One racing more interesting. But it seems Bugbear, developer of FlatOut: Head On has figured out the solution.

It's this: fire the grim-faced lawyers and accountants who currently make the decisions and put the Dukes of Hazzard in charge.

Flatout: Head On will be the series' first appearance on any handheld and it's a pitch-perfect remake of the next-gen Flatout: Ultimate Carnage.

The premise is simple: race, smash or hurl your driver through the windscreen to victory, with zero thought for the safety of others.



If your car comes to a sudden stop (against a concrete pillar for example), you'll be treated to sight of your driver being launched like a fleshy, screaming javelin through the windscreen, possibly to be then flattened by an overtaking opponent.

Every smash into a rival's car earns a nitrous boost, while completely obliterating the other vehicle bags you the maximum charge.

Circuit city

Flatout's generous helping of tracks include dry canal beds, cityscapes and dense offroad forests. And you'll have to plough a path through the remains of telegraph poles, overhead gantries and chain link fences to secure wins.

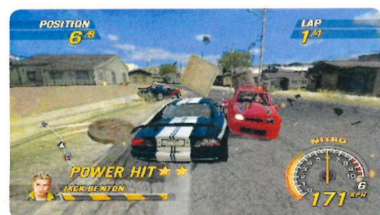
But while the action often gets messy, the graphics can be beautiful,



↑ Here's the 'drive through the flaming hoops' minigame

not least during sunset races. And throughout this, the game is welded to a slick 30fps: it's a superb technical achievement for PSP.

Flatout: Head On is shaping up to be a truly exciting mix of low-fi banger racing, rock-solid production values and speed.



↑ Racing and smashing cars to crumpled lumps: does life get any better than this?

HOW COMPLETE?
 FLATOUT: HEAD ON
 CONCEPT ALPHA RELEASE
 PRE-ALPHA BETA 2008

JUMP AROUND

Get yourself a new air style with **MX vs ATV: Untamed**

PUB THQ DEV Rainbow Studios ETA March WEB rainbowstudios.com

A Steep hills, dirt bikes and practically zero gravity. What more could you want? Rainbow Studios has long been perfecting its hugely fun Rhythm Racing technology, but bouncy physics is not all MX vs ATV: Untamed has to offer.

For a start, it's not just dirt bikes and ATVs. There are snowmobiles, buggies, even monster trucks; eight types in all, and they fly like birds. Big metal birds.

Bomb the basics

But it's the control you have in the air that makes it such fun. The tricks you can pull off are super-stylish, and crisp controls mean it all feels just right.



↑ 'Preloading' enables you to get the biggest air and therefore the best tricks



↓ Untamed is at its best when you're airborne

The challenge is finely judged too, especially as you need to 'preload' jumps to get the biggest air.

'Preloading' involves leaning back as you go up a jump, then ramming the stick forward just before take-off. This crushes the suspension into the ramp for massive extra spring. It's the icing on the cake; and MX vs ATV: Untamed is looking to be a very tasty mud pie.



COME FLY WITH ME

'Copter caper **Super Hind** takes a classic 1992 game as its inspiration and is set to be even more fun

PUB Virgin Play DEV Mountain Sheep ETA May WEB mountainsheep.net

X At first we thought we were looking at just another 'copter game. But then Kimmo Vihola, head of the dev behind Super Hind, said this: "The game has one clear goal: to make the genre fun again." Fair enough, we thought. But it was the next thing he

↓ The Hind is 39 years old but it's hard as nails and dripping with weaponry



↓ Super HIND is inspired by ace chopper game Desert Strike

said that really got our attention. "That's what I think we've all been missing since Desert Strike."

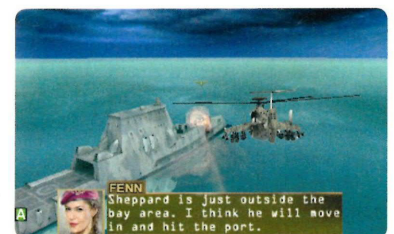
Desert Strike! That came out in 1992 and was brilliant; an endearing mix of flying, strategy, combat and



PSP TOP 5 CHARTS

Big sales on a little console! The biggest right now are...

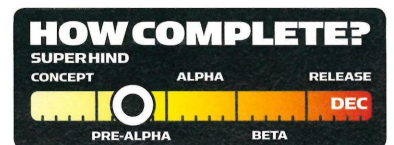
- 01 FIFA 08**
Publisher EA
Score 8/10
- 02 THE SIMPSONS GAME**
Publisher EA
Score 8/10
- 03 MEDAL OF HONOR: HEROES 2**
Publisher EA
Score 8/10
- 04 SONIC RIVALS 2**
Publisher Sega
Score 7/10
- 05 FOOTBALL MANAGER 2008**
Publisher Sega
Score 8/10



adventure. So it's a very good sign indeed that Mountain Sheep are taking this as their inspiration.

In the new game, which may have a different name on release, you play as a pilot whose weapon against warring rebel groups is a massive chopper bristling with rockets and guns. Cool.

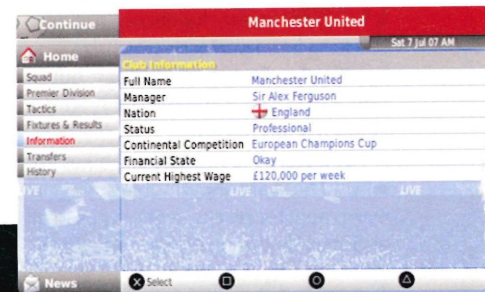
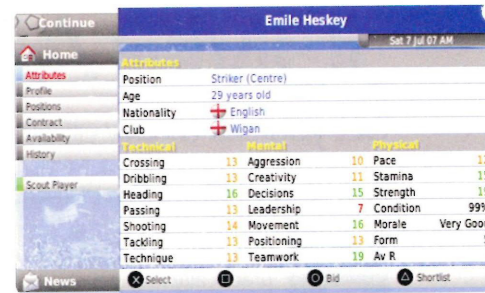
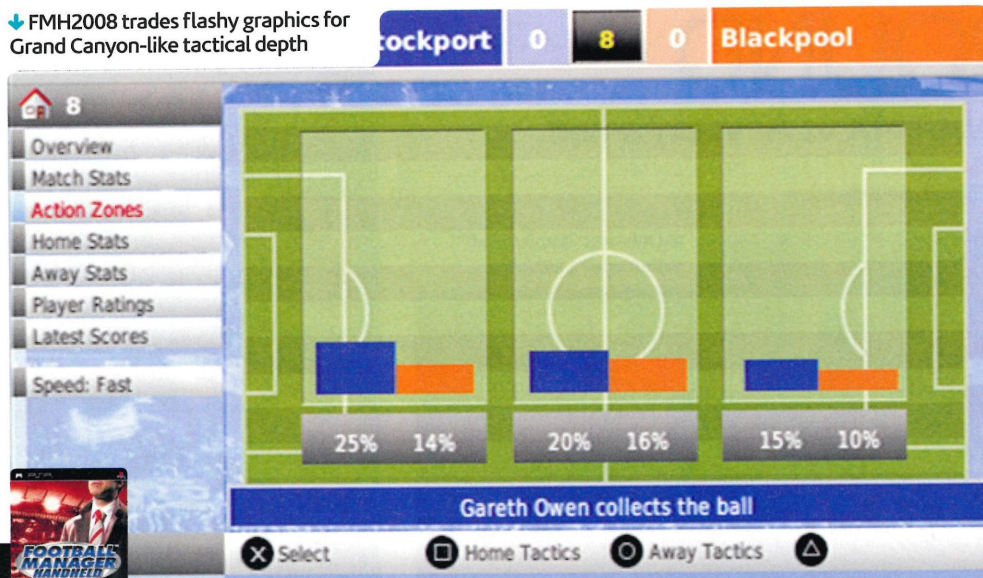
Mountain Sheep is hinting at giving PSP pilots the freedom to perpetrate either good or evil deeds. Flying through the air dripping with missiles, you'll have awesome power, but what will you do with it? Yeah, us too...



PSP REVIEW

Football Manager Handheld 2008

FMH2008 trades flashy graphics for Grand Canyon-like tactical depth



Release Out now Publisher Sega Developer Sports Interactive Price £29.99
Wi-fi Yes Web tinyurl.com/2s87r Also try Pro Evolution Soccer 2008

FOOTBALL MANAGER 2008

Show Steve McClaren how it's done in Football Manager Handheld 2008

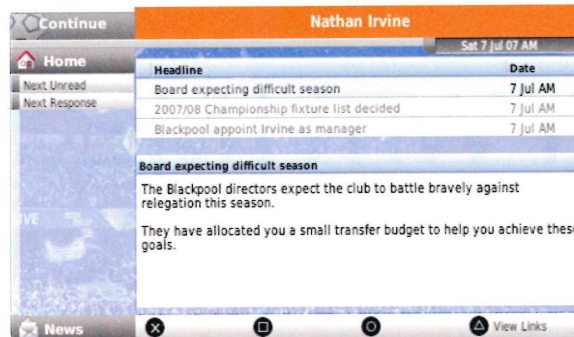
This spreadsheet-heavy sim isn't going to be everybody's cup of tea. Many people dismiss Football Manager Handheld as spoddy nonsense – but they're wrong. This is not only a sequel to Sega's much lauded original, but a roleplaying game of epic proportions.

Here are all the thrills and spills of managing a football team, without actually controlling your players.

You dabble in the transfer market, hire, fire and generally feel the stress and jubilation of this peculiar career.

Euro 2008

This season, FMH2008 has a sleek new interface for easy navigation, more European sides to steer to victory and a key new element that allows you to tinker with your team's tactics before saving them to share with a mate.



Being able to direct player's runs and intricately shuffle the positions of your starting 11 may not seem like a big deal, but after being left on the bench for FMH2007 you'll really feel the benefits. It gives you more control, letting you stamp your unique style on the team.

It's all done with minimum fuss, and while you don't actually see it happen in a match-day pitch representation you'll swell with pride when the word 'GOAL' flashes across the screen as your players follow orders to a tee.

Apart from the increased teams and subtle changes to the menus, FMH2008 doesn't really have anything new apart from wi-fi multiplayer

↑ 'Small transfer budget'? Get me Abramovic on the blower!

(which is, sadly, disappointing) and club chairmen who are even more ruthless with the pointy finger of blame, stapling a P45 to your forehead at the first whiff of failure.

Action fiction

Regardless, FMH2008 is about as addictive as a game can get. It may not be pretty, or come with clever new extras, but it's perfect for creating those grandiose dreams of glory as you think up stories to marry with the unseen action. Not too shabby for a spreadsheet, eh?



PlayStation 2
Official Magazine UK

VERDICT

- 😊 Challenges your tactical thinking
- 😊 Masses of teams and players
- 😊 Welcomes micro-management
- 😞 Woeful multiplayer

Engrossing, in-depth and exciting, this is the closest you'll ever get to being José Mourinho (unless you already are José Mourinho)

8



Old-school graphics but the gameplay is unmistakably FF



Release 29 February Publisher Square-Enix
 Developer Square-Enix Price £34.99 Wi-fi No
 Web square-enix.com Also try Ultimate Ghosts 'N Goblins

FINAL FANTASY

Actually the first one, not the final one



Iconic roleplaying game Final Fantasy was first released in 1987 and has since been on the NES, PS1, Gameboy Advance and now the PSP. And it's a shame it's taken so long to get here because the glamour has worn away with time.

The PSP version absorbs the video sequences and fun bestiary from the PS1 version, and the art gallery (full of Yoshitaka Amano sketches) and bonus dungeon from the GBA outing.

For PSP you also get a brand new dungeon called the Labyrinth of Time (in which your health ebbs away constantly).

The first reality

So while there's not a huge amount of new material for FF completists, if you've never played the original game, this UMD will show you what it's all about: for better or for worse.

The problem is that, while this kick-started a classic series, 21 years on the storyline is pretty weak. It begins with you rescuing Princess Sarah from evil knight Garland, then your four-strong



It's just as Lukahn's prophecy foretold: "When darkness veils the world, four Warriors of Light shall come."

squad is free to roam continents, seeking four elemental crystals that need reactivating. And this is where it gets a bit... loose.

Lightly fantastic

You wander around the map, triggering random battle after random battle, not really knowing where you're supposed to be going. There's no map or marked target, you see.

Character classes remain intact (warrior, monk, white mage, black mage, red mage and thief), and each is upgraded as you progress. Mages must buy spells at shops and equip them before they can cast – a nice touch.

The graphics are nostalgically retro (if we're being polite), but they're sharp and bright.

Perhaps it's just too little too late: as an RPG history lesson it's great; as a game, it's merely okay.

SONIC RIVALRS 2

Breakneck 'hog racing Sega-style



Release Out now Publisher Sega Developer Sega
 Price £34.99 Wi-fi Yes Web tinyurl.com/2hpo6p
 Also try WipEout Pulse



At its core, Sonic Rivals 2 is a one-on-one racer. You pick from multiple routes to get to the finish quicker than your opponent. It's very much in the spirit of the original games.

Along the way you can swing on poles, slide down rails and use power-ups (or good old-fashioned cartoon violence) to gain the edge.

This aspect of the game is the strongest, and if Sega had just stuck to it, everything would be fine and dandy. But it seems the developer just couldn't leave it

alone and had to add a mess of other nonsense: weak battles and annoying boss fights.

In multiplayer, Rivals 2 is fantastic, though, and shonky combat aside, this is solid enough to justify shelling out £35.

PlayStation 2 Official Magazine UK VERDICT

Basically good but let down by annoying and compulsory combat sections



Maddest. Game. Ever.

First they made LocoRoco. But you've never seen anything like Patapon. Find out why inside!



PREVIEWS

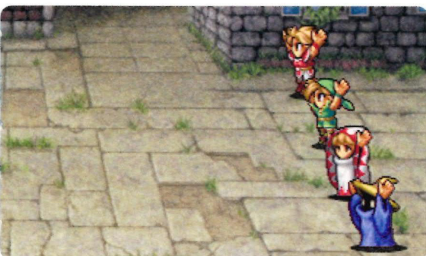
Patapon
 Iron Man
 Dungeon Explorer:
 Warriors of Ancient Arts
 Blokus Portable:
 Steambot Championship
 Ultimate Board Games
 Fading Shadows
 The Fast & The Furious

REVIEWS

NBA Live 08
 The Golden Compass
 Warhammer 40,000:
 Squad Command
 Dragoner's Aria
 International
 Cricket Captain III
 Spider-Man 3

... and much more!

ON SALE NOW!



PlayStation 2 Official Magazine UK

VERDICT

Buy it if you didn't play it the first time, but otherwise prepare to be disappointed.

PLAYSTATION EDUCATION

#14 THE MILITARY

Looking to take over a small country? Want to build the ultimate fighting force? Perhaps we can help...



THE COMMANDER

Name: Juno Eclipse
Seen in: Star Wars: The Force Unleashed (2008)
Tactical advantage: Just look at the woman! We'd storm a Jedi enclave armed with just a butter-knife if it pleased her.

THE COMMANDO

Name: Scarface
As seen in: Predator: Concrete Jungle (2005)
Tactical advantage: He's invisible. Oh, and skinning stray soldiers alive and hanging them from a tree might have a slight impact on enemy morale.



THE TROOPER

Name: Nick Stryker
As seen in: Psi-Ops (2004)
Tactical advantage: Telekinetic, so can pull the pins on an enemy squad's grenades with but a thought.



THE PMC

Name Christopher Jacobs
As seen in *Mercenaries* (2005)
Tactical advantage Private military contractors like Chris are all the rage these days, mostly because they don't have to follow the rules of engagement or that pesky 'morality' thing.



THE INSURGENT

Name Chris Stone,
aka The Freedom Phantom
As seen in *Freedom Fighters* (2003)
Tactical advantage To incite a revolt within enemy territory, you need a charismatic everyman to talk the yokels round. Think Tom Hanks with an assault rifle.

THE SNIPER

Name Karl Fairburne
As seen in *Sniper Elite* (2005)
Tactical advantage Extremely efficient at hiding the corpses he creates. Once he dressed one up as Santa and hid it in a shopping centre.



AIR SUPPORT

Name Eurofighter Typhoon squadron
As seen in *Ace Combat: The Belkan War* (2006)
Tactical advantage The real-life Eurofighter can be piloted via voice commands for everything but weapons launch.



PLAYSTATION EDUCATION

#15 THE ELDERLY

Old people. They're just like us, with needs and goals. And there are plenty with amazing roles on PS2.

BAUSTROPE

SHAMLETSHINE

THE COOPER

MRS GANDY

HARRYMAN SMITH

PROFESSOR FAIRBURNER

GANDOLF

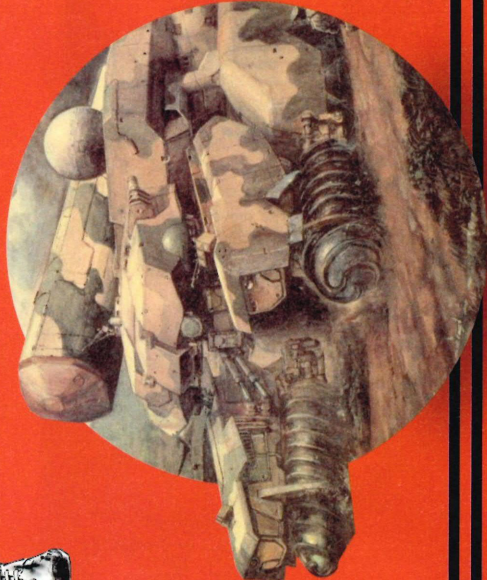
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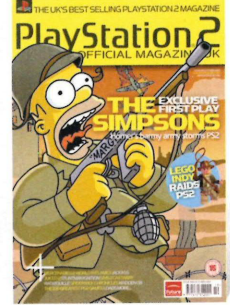
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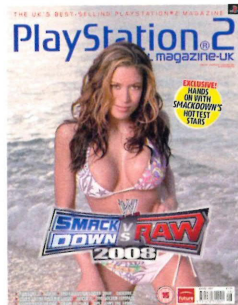
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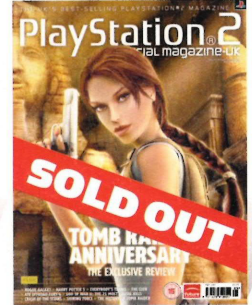
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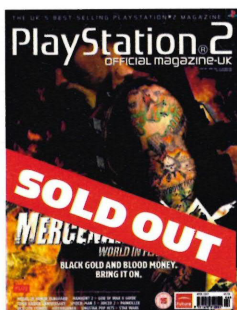
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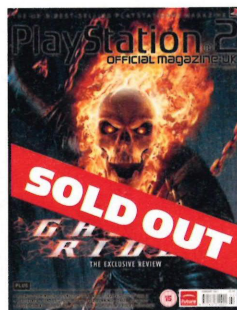
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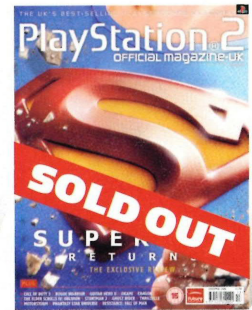
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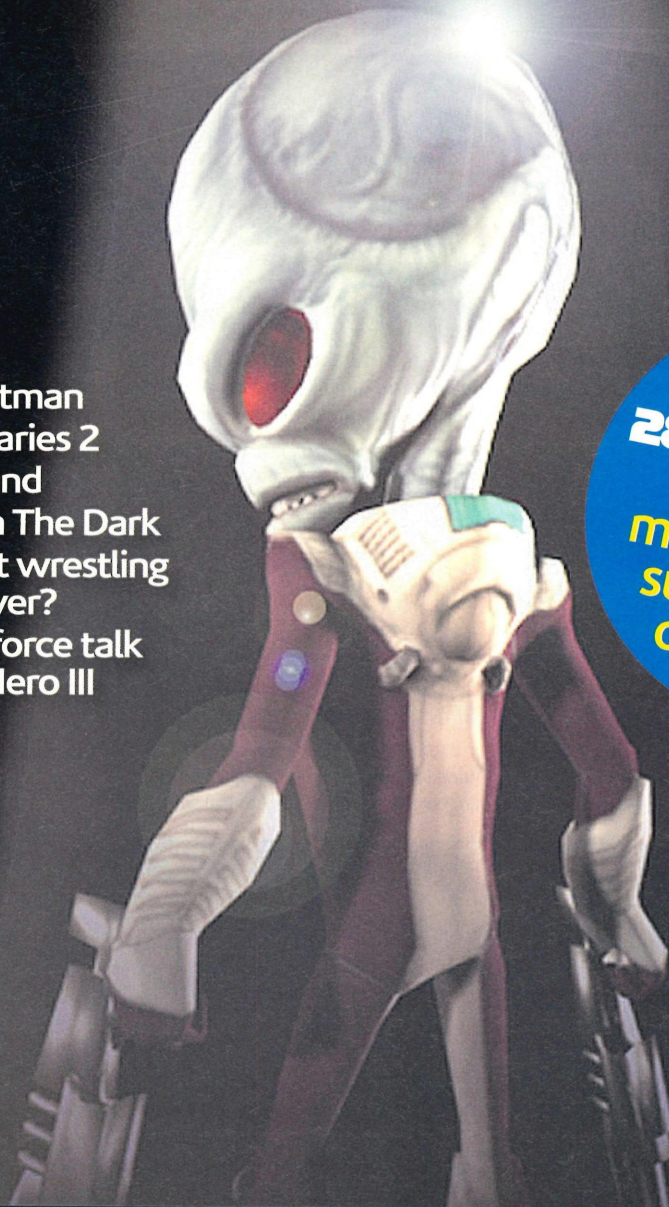
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SPLIT SCREEN

One classic level, two ways to complete it. This month: PES 2008

METHOD 1 DARING

MISSION START

Taking England to glory in the World Cup (or International Cup, as it's known in Pro Evolution Soccer 2008) is easy with an accommodating level setting and the default team. But how about on Expert with some bold squad decisions and a tournament full of the world's best teams?



⚡ First, solve the Lampard/Gerrard issue and replace the one that's out of form with a holding player, then add Young and Agbonlahor.



⚡ Things don't start well as England fail to pick up Zanetti's run from deep and concede early in the key group stage match against Argentina.



⚡ England fight back by pushing Lampard up and using his middle shooting stat. Then Young scores the winner with a bottom-corner finisher.



⚡ England's good form continues with a 2-0 win over Portugal, Owen benefiting from a rest in the last group game to nod in the opener.



⚡ By switching to a 4-3-3 system with Rooney wide left and Lennon or Agbonlahor right, England carve their way to the semi-final.



⚡ Facing the mighty Brazil, they nullify the threat of Kaka with Hargreaves, then win in the final minutes with a curled effort from Joe Cole.



⚡ The final is against Argentina, who overcame a group stage defeat. England go with wide men to stretch their opponents' 3-5-2 formation.



⚡ Rooney breaks the deadlock, slamming in the ball on the half volley as Argentina fail to clear properly from a Beckham corner.



⚡ Tightening to a 4-5-1 formation, England play on the counter with Rooney adding a second. England then kick Argentina off the park.



MISSION COMPLETE

And there we are, a sight we're unlikely ever to see in reality: a grinning John Terry lifting the World Cup aloft as England celebrate being the best in the world. Rio Ferdinand's organised the post match party, though, so there's still time for it all to end in tragedy.

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SPLIT SCREEN

One classic level, two ways to complete it. This month: PES 2008

METHOD 2 FANCY DRESS

MISSION START

We're taking the default team this time and listening to the PES-brain when it comes to selection. So it's Gerrard and Lampard in the middle in the flattest middle four you've ever seen. It even manages to find a place for Stuart Downing on the left. A boring start, but let's see...



It's a disastrous start for England as they get spanked by Trinidad and Tobago. Worse follows as Rooney goes grey and Beckham goes limp.



Only inspired goalkeeping and some very lucky results enable England to advance past the group stages, as the nation turns on the team.



Something needs to change and new coach Fabio Capello takes a bold approach – he gets the team's key players to wear giant dog heads.



It's a controversial move but it seems to do the trick with Ashley Cole now biting into tackles and doggedly defending the left flank.



Gerrard is transformed, swapping his handdog expression for that of a Basset Hound and peppering the opposition with long-range shots.



The dog-head tactics work wonders and get England to the final – only for Capello to switch at the last second and put the team on ostriches!



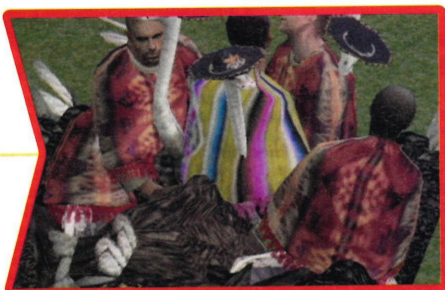
The extra height doesn't help England's defence and Tevez gives Argentina an early lead, but England don't bury their heads in the sand.



England charge forward, piling the pressure on Argentina. Ayala hacks down Rooney in the penalty area and Lampard slots it home.



It comes down to penalties, which England win when James and his bird hurl themselves to their left to claw out Veron's spot kick.



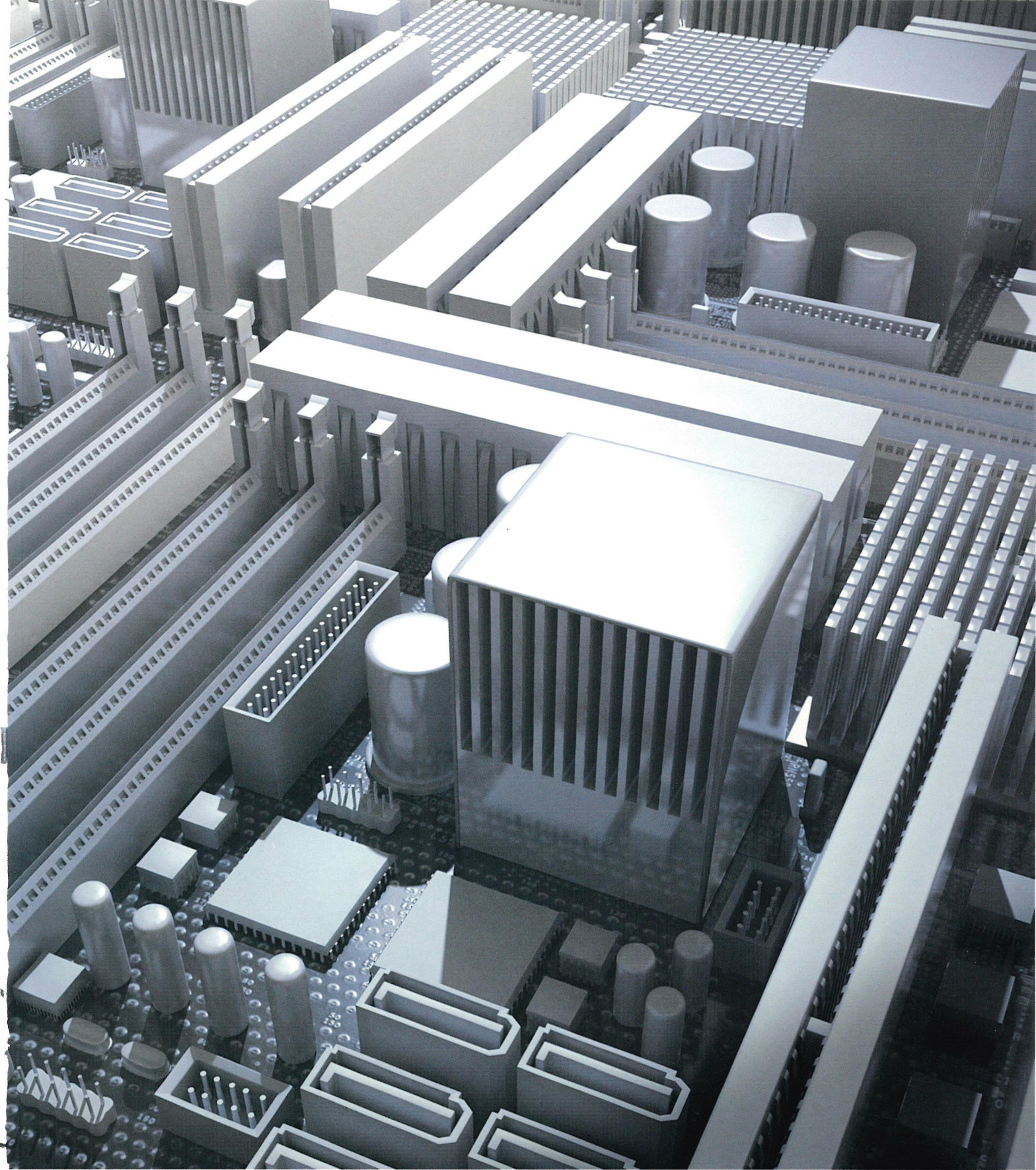
MISSION COMPLETE

The nation rejoices as 11 brave men and 11 noble birds bring the World Cup home for the first time since 1966. Capello has revolutionised football with his fancy-dress approach. Man United start the new season as Disney characters with Rio Ferdinand as Goofy.

MISSION SELECT

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