NEW PSP MAGAZINE

GAMES Play the world's best games on the move!

MOVIES Watch the latest films, download movie files

INTERNET Surf the web via Wi-Fi or free from a hotspot

From the makers of PLAY

go>PLAY

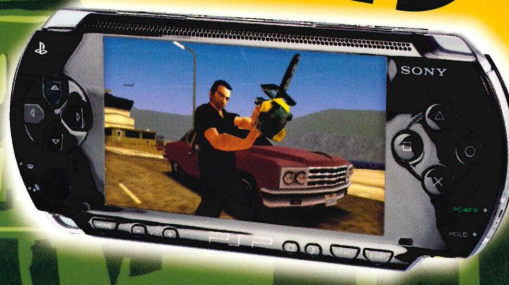
UK's only monthly PSP magazine

SPECIAL LAUNCH ISSUE £3.49

grand theft auto

Liberty City Stories

The definitive review and 18-page solution!



CONNECT FRENZY!
Top 10 downloads
Best emulators
Rip DVDs!

[37 GAMES REVIEWED INCLUDING]

Pursuit Force, FIFA 06, **Marvel Nemesis**, Dead To Rights, **Harry Potter** and **32 more**

Launch issue spectacular!

EVERY PSP GAME RATED!

Comprehensive guide to every release on the world's finest handheld machine

+ **UNCOVERED!** EVERYTHING YOU NEED TO KNOW ABOUT YOUR PSP!

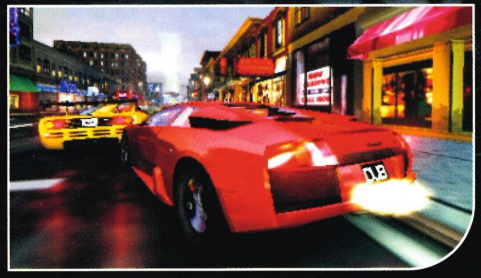
ISSUE 01 £3.49
HIGHBURY 9 771749 433008 01

THE UK'S #1 RACING GAME COMES TO PSP*

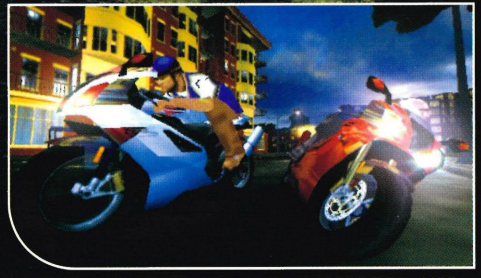
湾岸 MIDNIGHT CLUB 3 DUB edition

OUT NOW ON PSP™

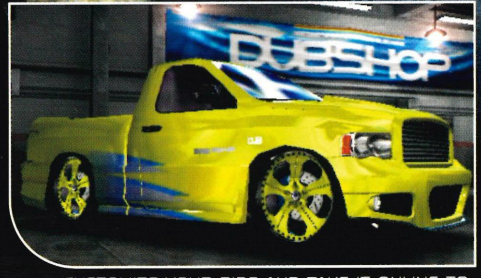
ACTUAL PSP SCREENS.



CHOOSE YOUR PATH TO VICTORY THROUGH THE LIVING, OPEN CITY STREETS OF ATLANTA, SAN DIEGO, AND DETROIT.



RACE AND CRUISE WITH THE HOTTEST REAL LIFE SUVS, TUNERS, MUSCLE CARS, CHOPPERS, STREET BIKES, CONCEPT CARS AND LUXURY RIDES.



CUSTOMIZE YOUR RIDE AND TAKE IT ONLINE TO CHALLENGE UP TO 7 OPPONENTS IN A RANGE OF NEW AND CLASSIC ONLINE MODES.

12+ www.pegi.info

© 2005 Rockstar Games, Inc. Rockstar Games, the R logo, Midnight Club and the Midnight Club logo are trademarks and/or registered trademarks of Take-Two Interactive Software. DUB® and the DUB Edition™ logos are trademarks of DUB Publishing, Inc. "PlayStation" and "PSP" are trademarks or registered trademarks of Sony Corporation. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All other marks and trademarks are properties of their respective owners. All rights reserved.

*Chart-Track Weekly Report, Week 16, 2005



WELCOME TO the first issue of **Go>Play** – already the UK's best-selling monthly PSP magazine. We're proud to say that it's the ultimate PlayStation Portable companion.

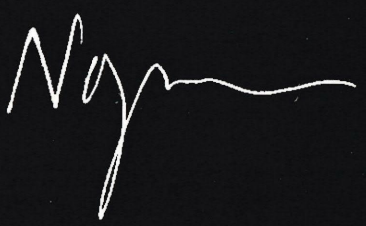
So why call it **Go>Play**? Simple: they're two words that capture the spirit of PSP gaming perfectly. Play on the move: play movies, play music, play games; the PSP is an entertainment centre away from your living room. And although we acknowledge the brilliance of the PSP's multimedia functionality, **Go>Play** is a magazine where the focus is on the gaming.

I'm guessing you fall into one of two camps: you've bought into the PSP dream already or you're giving it some thought. Either way you'll find this first issue of **Go>Play** will suit you down to the ground.

First off, we've got the best buying advice, with reviews of every PSP game released so far, including the astounding *GTA: Liberty City Stories*. Then there's our in-depth (and invaluable) look at the PSP itself. You'll also find some expert guidance on how to get the most out of your PSP's 'extra-curricular' activities. This month we detail the best way to get movies onto your PSP.

So if you're already a part of the PSP revolution, or are about to join up, you've come to the right place...

Enjoy the issue



Nick Jones, Editor

CONTENTS

go>PLAY ISSUE ONE



FEATURE

[06] THE SECRET LIFE OF YOUR PSP

How it works, what it can do (and a few things it can't). If you think you know everything there is to know, then you're plain wrong

REGULARS

[16] Insider

All the latest from PSP land, including:

- *Metal Gear Acid 2* rocks Tokyo: forget *Godzilla*, this game pummels Japan
- New PSP pack on the horizon: 'bloody ace', we're saying
- Plus! Reports from the Far East, the US, release dates, charts, and much more



[28] PSPost

You write, we nod sagely... keep 'em coming

[76] Widescreen

All the latest movies reviewed... because your PSP ain't just a machine for playing games...

[82] Music

... and there's a whole other world of entertainment you can now carry with you (Hurrah!)

[84] Peripherals

It's about time they did an inflatable PSP

[114] Next month

We'll be back. After you've seen this page, you will be too... on December 28!

[86] Solutions

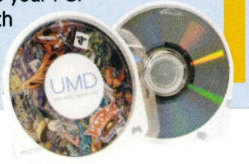
So you're stuck. There's no shame. (Well, perhaps a bit)

- 18 pages on just one game? What can we say? It's worth it when that game is *GTA: Liberty City Stories*
- **PLUS!** Some other tips. (But make no mistake: *Lib*'s the daddy)

[106] Connect

It's like speed dating: your PSP meets a host of possible partners

- How to... rip a DVD to your PSP
- Websites of the month
- Top game downloads

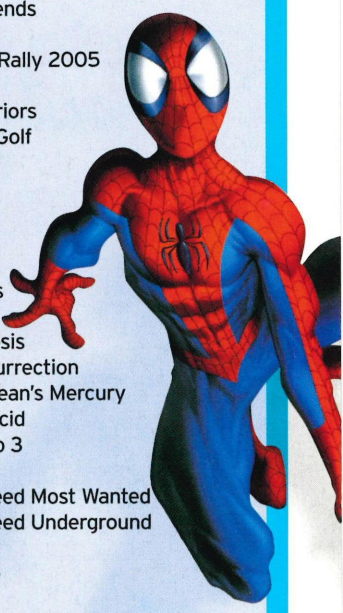


This month's games

Reviews

[46] **GRAND THEFT AUTO: LIBERTY CITY STORIES**
We know you're going to buy it, but this will confirm that this is the biggest thing in handhelds since the suitcase

[62] Ape Academy
[74] Ape Escape
[60] Burnout Legends
[61] Coded Arms
[67] Colin McRae Rally 2005
[75] Darkstalkers
[75] Dynasty Warriors
[68] Everybody's Golf
[61] F1 Grand Prix
[63] FIFA 06
[65] Fired Up
[69] GripShift
[54] Harry Potter
[55] LOTR: Tactics
[72] Lumines
[56] Marvel Nemesis
[61] MediEvil Resurrection
[68] Archer MacLean's Mercury
[72] Metal Gear Acid
[71] Midnight Club 3
[74] NBA Street
[58] Need For Speed Most Wanted
[71] Need For Speed Underground
[74] NFL Street 2
[52] Pursuit Force
[70] Ridge Racer
[65] Spider-Man 2
[62] THUG 2
[73] Toca Racer Driver 2
[62] Untold Legends
[64] Virtua Tennis World Tour
[66] WipEout Pure
[73] World Championship Snooker
[67] WRC
[65] WT Soccer



Coming soon

[32] **STAR WARS BATTLEFRONT II**
You might think that *Star Wars* wouldn't fit into the PSP. Well, think again

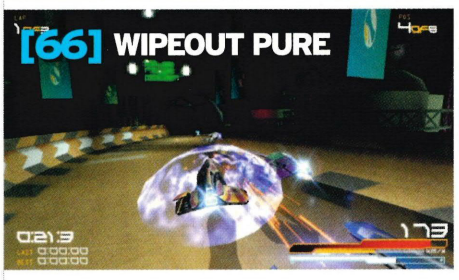
[38] Football Manager 2006
[42] Katamari Damacy
[34] Pro Evolution Soccer 5
[36] SOCOM 3
[40] Street Fighter Alpha 3
[37] Viewtiful Joe
[41] X-Men Legends



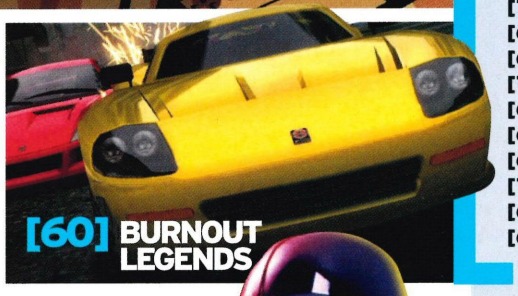
REVIEWS



[46] GTA: LIBERTY CITY STORIES



[66] WIPEOUT PURE



[60] BURNOUT LEGENDS

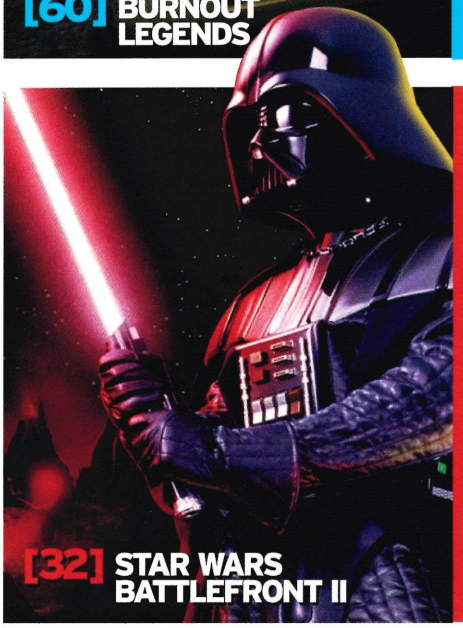
COMING SOON



[36] SOCOM 3



[37] VIEWTIFUL JOE



[32] STAR WARS BATTLEFRONT II

PLAYSTATION POWERHOUSE

Three months after its European launch, Sony's handheld has already become **the fastest-selling console in history.** Over the next nine pages, we look beneath the glossy façade and discover why the PlayStation Portable is on the way to becoming **the most essential lifestyle accessory** of the decade...

There's probably a special word for people who pick the wrong side during a revolution; a label that has to be carried like a boulder of shame for the rest of your life, while you're shunned by the rest of society. This is the divide that the advent of the PSP has brought to the handheld console/portable device market. Anyone who owns one knows they're of a different breed to those who don't. People on the train look at you differently, a kind of fearful respect looming in their face. Local children label you as 'the bloke with the PSP' and stop keying your car in the vain hope that you'll let them touch it one day.

If you've never picked up a PSP, there could be many reasons for your decision. You might be scared of being disappointed; after all, Sony has never let us down before, and how many companies hit three home runs in a row? Maybe you've already got an iPod, or a Game Boy, or both. Perhaps you class yourself as a hardcore gamer and feel Sony has overstepped its bounds by creating such a monstrous hybrid of gaming and lifestyle devices. Style over content? Whatever. If you're one of these people, there's something you need to know.

OF COURSE, NEARLY ALL PSP GAMES TAKE ADVANTAGE OF THE CONSOLE'S WI-FI FUNCTIONALITY

TECHNOLOGICAL DREAM

The moment you switch on a PSP for the first time – see the screen light up and hear that now-familiar twinkle of sound – something shifts inside you. Giddiness sets in and you feel as though you've been asleep for a century. You realise technology is now moving at such a rate that in your hands you're holding something that just a few years ago would have seemed like an insane dream. Moments later, as you pull your first power-slide in Ridge Racer, or see Spider-Man thwippp across NYC for the first time, you feel like a complete fool for having ever doubted it in the first place.

Not only has the revolution begun, it's three viciously successful months into its world campaign, after already conquering Japan and the US. Anyone already conscripted is ordered to feel suitably smug and patriotic. Those of you still sitting on the fence, take heed as you read this feature. The gaming world has changed, and you're missing out on all this...

SONY
POWER
HOLD
5V
START
SELECT
VOL
HOME

OUTSIDE

Grease-loving, thumb-cramping, mugging-inducing beauty in the palm of your hand





SOUND BUTTON

Mutes games or movies, and changes the equalizer settings

SCREEN

The 4.5-inch screen takes up most of the PSP's face and displays photos, games and movies with startling clarity.

SPEAKERS

They're pretty good considering they're so tiny, but it's best to use headphones.

WLAN SWITCH

There's two types of multiplayer gaming, both taking advantage of PSP's Wi-Fi capabilities. One uses a WLAN (Wireless Local Area Network) connection to link up to 16 PSPs, the other enables you to play against people online via a wireless internet connection.

POWER/HOLD SWITCH

Flick to turn on the PSP, and hold to turn off (if you flick it off, it will only send the PSP into sleep mode). If you switch the Power button downwards, it locks all the buttons.

MEMORY STICK

PSP uses Memory Stick Duo or Memory Stick Pro Duo, as used in many mobile phones and digital cameras. Syncing it with a PC or Mac (and using a decent size memory stick) turns it into a multimedia player.

HEADSET CONNECTOR

As well as headphones, the PSP comes with a clip-on remote control to plug in here.

BATTERY

Battery life depends on the game being played and can be extended by reducing the screen brightness and/or volume, although use of Wi-Fi will drain it faster. Datel has also produced an additional battery with double the capacity.

A KEYBOARD IS IN DEVELOPMENT, WHICH WILL MAKE SURFING THE INTERNET MUCH EASIER



DISPLAY BUTTON
There are three settings of screen brightness, which guzzle battery life accordingly.

DV IN 5V CONNECTOR
You recharge the unit through this socket (the power pack comes in the bundle). It takes a couple of hoursto charge fully.

SCREW THREADS
You can screw protective covers or peripherals in here (a keyboard is currently in development).

MEMORY STICK / WI-FI INDICATOR
These lights flash when the PSP is communicating using Wi-Fi or accessing the Memory Stick.

ANALOGUE STICK
The analogue stick is awkward at first because of its size; it's much more sensitive than any control pad. You can also buy a bigger thumbstick for ease of control.

IR PORT
This is an infrared port which will presumably be used by other devices to communicate or enable remote control.

USB 2.0 CONECTOR
Oddly, Sony doesn't include a USB cable in the standard PSP bundle. However, they're a cheap add-on and your PSP will automatically connect to a PC or Mac when you put it into USB mode.

UMD DRIVE
When you open it, it's amazing how fragile the UMD drive looks. The mechanism is basically the same as a MiniDisc player, and the UMDs themselves can hold 1.8 gigabytes.

OPEN LATCH
Slide this, and the UMD drawer opens and the disc pops out with a satisfying click.

L & R BUTTONS
Only one set of shoulder buttons, but they fit in your hand comfortably and are very sensitive.

INSIDE

If the PSP were a person, it would be Hercules. Don't believe us? Just take a look at all the amazing feats it can achieve

It's easy to see what Sony's objective is with the PSP: to claim the lead in the handheld gaming market. And it's succeeding too, by doing for handheld gaming exactly what it did for home consoles – broadening the appeal of gaming into different avenues. No longer are handheld games consoles a standalone, niche market; now they're a pocket-sized media hub, able to perform the broadest range of functions.

The PSP is handheld gaming for adults. It's a portable entertainment unit. It's a photo album. It's an MP3 player. And so very much more. The PSP uses Sony's Memory Stick Duo flash memory technology (standard in other Sony products such as cameras), and you can interchange these paper-thin, thumbnail-sized cards as you wish, accumulating an impressive bank of PSP-compatible files. It doesn't take much to realise that this element alone transforms what would be a single-function machine into one that has multiple uses. The Memory Stick Duo comes in a variety of sizes from 16Mb to 2Gb (ever increasing in size as memory becomes cheaper), and though Sony only bundles a feeble 32Mb Memory Stick with the PSP as standard, this is about to change with the release of a bigger value, 1Gb-carded bundle. Otherwise, a 1Gb Memory Stick Duo will set you back around £100, but you can pay much more (we've seen them go for up to £500). Building a library of files this way could be expensive, but you can always save money by storing files on a PC and then swapping the files you keep on your PSP.



SHOULDER...
There's only one set of shoulder buttons on the PSP, but they fit in your hand comfortably and are very sensitive.

Store MP3s (or Sony's own ATRAC music format) on a Memory Stick and your PSP will become a music player to rival Apple's iPod. MP3s weigh in at roughly 1Mb per minute of music, so a 1Gb card can hold around 15 hours of music. And there's no danger of the iPod battery curse coming back to haunt you – you can simply buy, and slot in yourself, a new PSP battery for a small cost. Incidentally, compare the size of the PSP's screen to the 2.5-inch effort on Apple's new iPod (the 'ooh, it does video' model) and the iPod looks feeble.

Ah yes, the screen. It's certainly the most obviously remarkable aspect of the PSP. Apple shareholders must have loosened their collars the day the PSP was unveiled; MP3s certainly aren't all you can store on Memory Sticks, and not nearly all that the PSP can play.

For instance, you can view picture JPEGs (and convert PDF files to JPEGs); eBooks come in the PDF format; while transferring your JPEG photo album (from, say, iPhoto) onto a Memory Stick will enable you to relive those memories of happy moments wherever you go. You can even use your own favourite picture as a desktop background. Even if you don't, the internal clock will change the colour scheme of the PSP on the first day of each month. This type of attention to detail shows the amount of thought Sony has put into its design and functionality.

MOVIE PLAYER

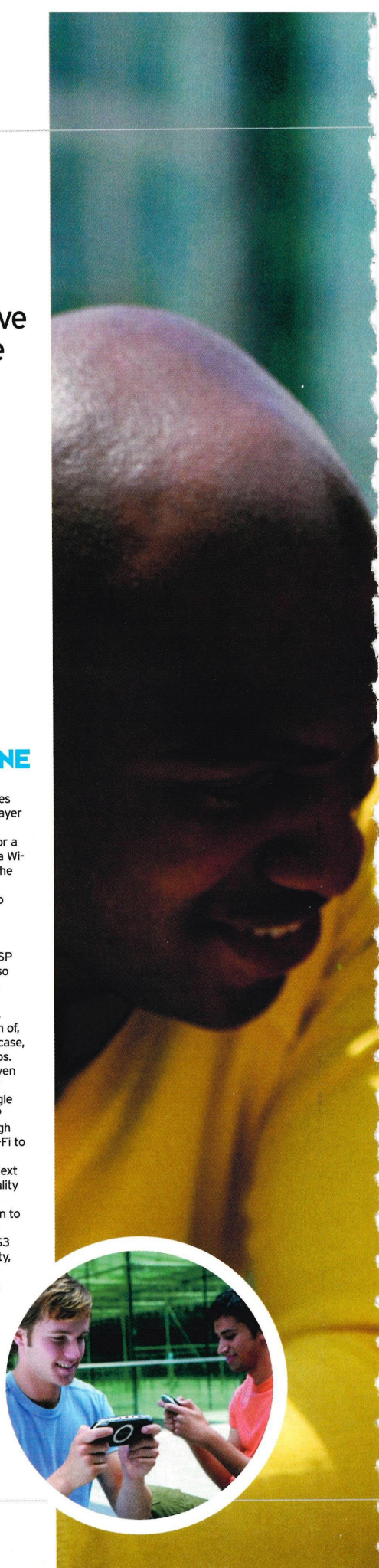
Movies can also be easily converted on a PC or Mac to play on PSP, and you can take any movie on your PC's hard drive and convert it to run on PSP. The format it recognises is MPEG4, a high-quality, high-compression file – so you can easily get two two-hour movies on a 2Gb Memory Stick, or even two on a 1Gb Stick if you don't mind a drop in quality (which can be tailored according to the amount of storage space available). Software packages are available for purchase or download that will do all the work for you and convert your movies into the best quality MPEG4 possible.

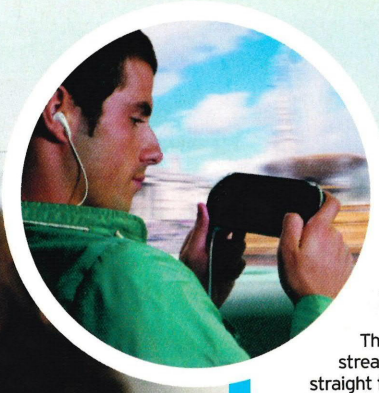
If you want top-notch (almost) DVD-quality movies – and without the legal ambiguity associated with pirating films – then you can already buy dozens of them on UMD, the 1.8Gb optical format specifically developed by Sony for PSP. And it's not just Sony supporting the format, either; independent publishers are also releasing new movies, as well as their back catalogues. Some early releases have slight frame-rate issues resulting in a double-image effect (*Spider-Man 2* loses focus during its most action-packed scenes), and we've been disappointed by the quality of some back-catalogue releases (the seminal *Akira* is

ALONE WITH EVERYONE

Built-in Wi-Fi functionality enables you to play multiplayer against up to 15 opponents locally or a similar number at a Wi-Fi hotspot across the internet, and is incredibly simple to use. Using either a wireless internet connection or by connecting your PSP to a PC you can also download updates, patches and extra content for games. This takes the form of, in *WipEout Pure*'s case, new levels and ships.

Some games even enable multiplayer gaming from a single UMD, with the PSP downloading enough information via Wi-Fi to run the game on another console. Next year, this functionality will also enable wireless connection to the PlayStation3 – interaction with PS3 games is a certainty, while the ability to download any files stored on the PS3's hard drive at a Wi-Fi hotspot is just about the best thing we've ever heard of. So buying a PSP is like buying the first part of a PlayStation3. Kind of.





WIDE LOAD

How long does a journey need to be in order to get a race in?

The PSP streams data straight from the UMD when playing movies, but needs to put a lot more thought into running a game. As a result, a great number of initial PSP releases have suffered from long loading times. Even a masterpiece like *Burnout Legends* isn't excluded; the wait to load Crash Junctions between each attempt at auto-suicide is excruciatingly long when you're staring at an inanimate screen. However, there's a bright side to the story, as developers have already begun to find ways to load their games faster. The American version of Rockstar's *Midnight Club III* famously took 72 seconds to load a so-called Quick Race. By the time the game was released in Europe the loading times had been shortened considerably.

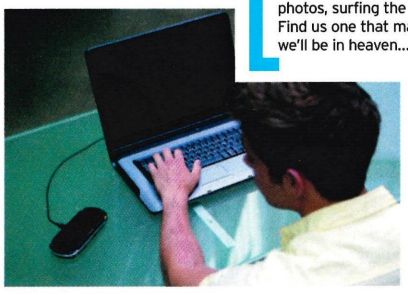
Just thinking about how much better the PS2 is at loading now than it was five years ago – with titles like *GTA: San Andreas* or *Prince Of Persia* hiding their loading behind solid gameplay – we feel even more positive about the future of PSP gaming. Which is good, because as technology improves transport will get faster, and we'll have less time in which to cram in all that mobile gaming.

AH YES, THE SCREEN. IT'S CERTAINLY THE MOST OBVIOUSLY REMARKABLE ASPECT OF THE PSP

particularly weak). But many of the movies available look simply stunning: the quality of the PSP's screen is so high, the image so clear and the colour so crisp, that to complain to Sony about a few bad examples would be like complaining to God that people aren't building very many 'good' churches. Besides, some video rental chains have started stocking UMD movies giving owners the opportunity to test the quality of movies before they buy them. It seems that because of Sony's pedigree, everyone wants to get involved with the PSP's success on the ground floor.

With this world of portable entertainment opening up to you it's easy to forget that the main function of PSP is gaming. As a games console it rivals the PlayStation2 in terms of quality of sound, graphics and in the variety of games out now or coming soon. Graphics-wise, the PSP is as powerful as a PS2. In fact, in some cases the PSP versions of PS2 games are better looking - *WipEout Pure* and *Ridge Racer* not only look better than the PS2 games but also play better. In fact, the European launch line-up was the strongest yet for any console, with such gems as *Virtua Tennis*, *Everybody's Golf* and *Metal Gear Acid* also available from day one. Since then, we've been blessed with *Burnout Legends*, *Pro Evo* and *Grand Theft Auto: Liberty City Stories*, and how many truly outstanding PS2 titles emerged within that console's first three months? Meanwhile, we've got *Gran Turismo Mobile*, *King Kong* and *Tomb Raider Legends* to look forward to, along with many others you'll see appearing in future issues of this very magazine.

Once you've got your PSP hooked up to your PC or Mac it will become the only portable device you'll ever need, playing music and movies, displaying photos, surfing the internet... Find us one that makes tea and we'll be in heaven...



WI-FI REVOLUTION

Of course, nearly all PSP games take advantage of the console's Wi-Fi functionality, making wireless multiplayer gaming a standard of the format. But thanks to a software update added for the European PSP launch you can also browse the internet from Wi-Fi hotspots, with a keyboard becoming available later to save 'typing' with a screen cursor. Many pub chains have already installed Wi-Fi hotspots in every branch, and the Wi-Fi logo is appearing in more places every day. Pretty soon, if you've got a PSP you'll be able to access the web from pretty much anywhere in any major town in the country.

And that sums up the consensus on Sony's new marvel - the company really has thought of everything it could squeeze into a handheld, and stuck to the highest quality at every stage of its design. By all means try before you buy if you still don't believe us. Ask people on the bus if you can look at their PSP; go into a game store and spend 30 seconds on a demo pod.

We'll put good money on even the most hardened PSP cynics changing their mind entirely the moment they see *GTA* or *Burnout Legends* in all their slick glory. But that's the great thing about the PSP revolution: it welcomes anyone who wants to be a part of it. Best of all, it won't even ask you to admit you were wrong in the first place.



THE GREAT WI-FI DISTANCE TEST

OPEN AIR
Playing in a crowded street we stayed in sight of one another and managed to get a best distance of around 50m. This is far shorter than Sony's estimation of 100m-300m.

THROUGH WALLS
Big stone walls seem to be a problem (we couldn't get a connection through the side of a bank) but the dividing walls of a house are fine. We played steadily through one of these at a distance of around ten metres.

THROUGH FLOORS
This one varied greatly. The best we managed was two floors, but the connection seemed best through just one.

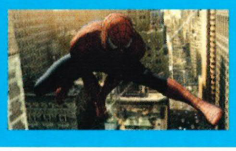
YOU CAN ALREADY BUY DOZENS OF UMD MOVIES, AS WELL AS RENT THEM

JUICE WATCH

Everyone thought the PSP battery was going to last three minutes between charges. We were wrong...

Playing *Ridge Racer* on medium screen brightness and medium volume drains the battery in six hours and three minutes, and this stands as a good average for the amount of time between charges. However, the length of the PSP's battery life very much depends on the settings. Screen brightness is a major factor; the PSP has three different setting for this - the brighter the screen the more power it drains. It also has a power save function so, like on a PC, you can set an inactivity time for the backlight to go off, for it to go to sleep, and an option to save on power when Wi-Fi isn't being used.

WATCHING UMD MOVIES
Conditions: Watching *Spider-Man 2* over and over again. Screen brightness set to maximum.
BATTERY LIFE: 4:51

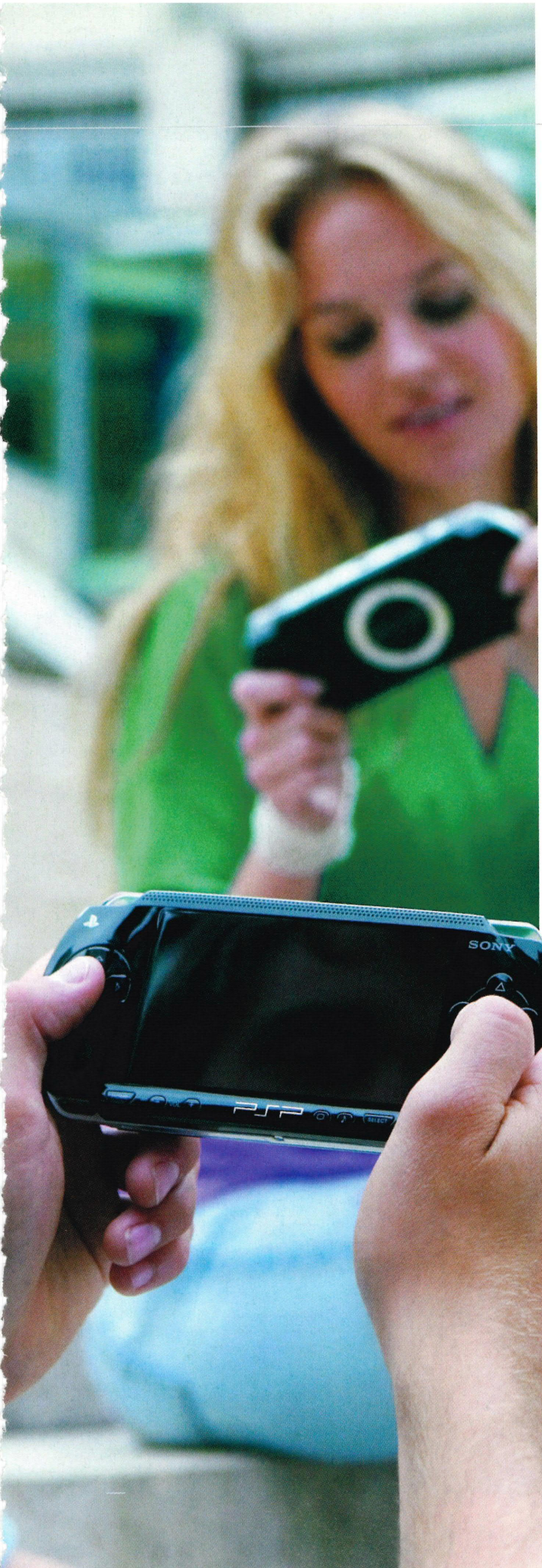


PLAYING *LUMINES*
Conditions: This would put anyone's level of resilience to the test. Playing *Lumines* constantly with a medium screen brightness. When we didn't play we simply put the game into demo mode so it was still loading and running as it would in a real game.
BATTERY LIFE: 5:15

PLAYING *RIDGE RACER* OVER WLAN
The test: Two people, two PSPs, two copies of *Ridge Racer*. Screen brightness set to minimum. How long does the PSP's battery life last when using Wi-Fi?
BATTERY LIFE: 5:04



LISTENING TO MP3S
Conditions: A few hours of MP3s playing on a loop. The screen was set to its lowest brightness level and the backlight-off mode put into its quickest setting. The PSP continues to play MP3s even without the backlight on.
BATTERY LIFE: 5:57



MAGIC NUMBERS

The technical specifications for the PSP, for anyone who speaks nerd

DIMENSIONS

Approx. 170 mm (L) x 74 mm (W) x 23 mm (D) You can fit five PSPs in the same area as a piece of A4 paper. They're not huge.

CPU

MIPS R4000 32-BIT CORE

MIPS32 compatible processors are intended for high-performance, low-power, system-on-a-chip embedded applications. Perfect for handheld devices.

128-BIT BUS

The bigger the bus, the more data that can be transferred at any one time. A bus of this size enables music to be streamed. If it were a real bus, it would look like the one in Harry Potter.

333MHZ (1.2V)

The PS2's 'Emotion Chip' pumps in at a slower 294.912MHz. This figure shouldn't be seen as a direct indication of how fast the machine is because overall performance takes into account more than just clock speed.

32MB MAIN MEMORY (4MB EMBEDDED)

This was upgraded from an original spec of 8Mb – reportedly after games developers asked for it to enable easier conversion of PS2 titles.

2.6GBPS BUS BANDWIDTH

How many bits per second can be handled by the bus. Essentially, this refers to data transfer rates.

FPU, VFPU (2.6 BILLION FLOPS)

Floating Point Operations Per Second. Floating point units are used to express large numbers. 10,000,000 can be expressed as 106, for example.

GRAPHICS CHIP

166MHZ (1.2V)

Faster than the PS2's 147.456MHz Graphics Synthesizer.

512-BIT BUS

This was upgraded from the original 256-bit specification.

2MB EDRAM (VRAM)

Two megabytes of Enhanced Video Random Access Memory.

5.3GBPS BUS BANDWIDTH

A bit is the smallest amount of information a computer can understand. The PSP can handle a staggering 5.3 billion gigabits per second, which is just plain sexy.

664 MILLION PIXELS PER SECOND PIXEL FILL RATE

The PSP's screen has a resolution of 480 x 272 pixels and therefore needs to display 130,530 pixels on screen at any one time. In one second,the PSP can display 664 million pixels, which accounts for how smoothly it runs games and videos.

SUPPORT FOR COMPRESSED TEXTURES, HARDWARE CLIPPING, MORPHING, BONE, TESSELLATION, BEZIER, NON-UNIFORM RATIONAL B-SPLINES (NURBS)

This has everything a game based on 3D graphics needs to display highly detailed characters and environments.

MAXIMUM OF 33 MILLION POLYGONS PER SECOND

The PlayStation2 can kick out 75 million polygons, but then it has to cater for a much, much larger screen display.

24-BIT FULL COLOUR (RGBA)

Red, Green, Blue, Alpha. The Alpha channel is used for blending colours together and relates to opacity.

11MBPS TRANSFER RATE

Average-quality full-screen video requires a 3.5-to-5 megabits per second data transfer for a smooth ride. The PSP boasts fast data access, which facilitates faster loading times.

VME (VIRTUAL MOBILE ENGINE)

Dynamic reconfigurable circuit technology that does not require multiple dedicated circuits for each operation. This technology was originally designed for large-scale data processing communication devices requiring swift specification changes. Now it is being disseminated to handheld devices.

RECONFIGURABLE DSP

Digital Signal Processing. Computer manipulation of an analogue signal that has been converted to digital form

SOUND CHIP

166MHZ (1.2 V) 128-BIT BUS 3D SOUND, 7.1 CHANNEL

Translates as 'like Dolby 7.1 through a pair of headphones'.

CODEC CAPABILITIES

Coder/decoder capabilities allow data types to be swiftly understood and translated. MP3 music requires a CODEC to play, for example.

ATRAC3 PLUS, AAC, MP3 FOR AUDIO

The audio CODEC used by MDLP MiniDisc players and Sony MP3 players. Advanced Audio Coding offers better sound reproduction than standard MP3 even if encoded at a lower rate.

660NM RED LASER DIODE

The laser diode in a standard CD player has a wavelength of 780 nanometres. Similar to those in DVD players, the PSP laser's shorter wavelength enables a UMD to store far more data than a CD, even though it's much smaller.

OTHER SPECIFICATIONS

16:9-FORMAT WIDESCREEN

TFT LCD (480x272 pixels, 24-bit full colour) Easily the most impressive LCD screen we have ever witnessed. Vivid colour, perfect light balancing and a reason why the PSP's overall cost won't be cheap since TFT screens are by far the most expensive to manufacture.

MPEG4 AVC DECODER

Absolutely perfect for decoding the data used to describe DVD movies.

MEMORY STICK DUO / PRO DUO

These tiny cards are used to store all your game data, along with audio and video files. Memory Sticks are available in different sizes, up to 1 gigabyte, though the larger ones are pricey.

LITHIUM ION BATTERY

Apparently, most lithium ion batteries start to wane after 300-500 charges, but at least they're cheap.

AND BEYOND

What treats does the future hold for PSP owners?

Movie
Final Fantasy: Advent Children
We've seen it, it's been available in Japan for a while, and you've got to wait until February to buy it on UMD. But by God, it's beautiful enough to warrant the wait.



Game
Gran Turismo Mobile
March is likely the earliest we'll get to play Sony's flagship driving title on PSP, but we're confident it will surpass all expectations. GTM is expected to be startlingly similar in quality to GT4 on PlayStation2, and will doubtless look even crisper on the PSP's screen.

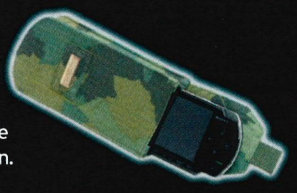


Bundle
PSP Giga Pack
Good old Sony. Just in time for Christmas, it's re-released the PSP in an even better value bundle than the Value bundle. No longer including a strap (maybe Sony heard we never used ours), the pack instead has a clear stand for watching movies and a whopping 1Gb Memory Stick Duo. It's available for £214.99, which by our calculations saves you about £80.



Fashion
Bling-ed-up Apparel
Yes, society has lost all sense of priority these days, but we don't mind as long as people are wasting their time as royally as this. To promote PSP as a cultural signifier for its US launch, Sony had a bunch of designers create accessories to go with it. Results included this gold effort, and a bunch of gauche, gaudy slip cases, bags and pouches you wouldn't want in your home. Expect to see the PSP used as a fashion accessory around the streets of Sheffield very soon.





Game
Talkman
Okay, so it's less a game, more a microphone that attaches to the USB 2.0 port and enables translation between four languages - Chinese, Korean, Japanese and English. From screenshots, it also appears to be compered by a large blue bird, but expect the languages to change to English, French, German and Spanish for its European launch.



Peripheral
Keyboard and stylus
How much easier will surfing the net be when you can actually type with a keyboard? Much easier. So it comes as no surprise that some will be available from the beginning of next year, with one from Logic 3 on the horizon as well as an official Sony unit due sometime after. It's highly likely that word processing, spreadsheet and email packages will soon become available too - some keen hackers have already found evidence to back this up hidden in a Japanese PSP software update - and no doubt the keyboard will be used for these.

Peripheral
TV Gadget
Yes, this really is a gadget that will connect your PSP to a television screen, courtesy of Blaze (www.xploder.net). It's not available just yet, but as soon as it is you'll realise there's no point in owning a PS2 any more. Or maybe not.
We've yet to test this, so it may end up looking like pixel city once the image is stretched to fit a TV screen.

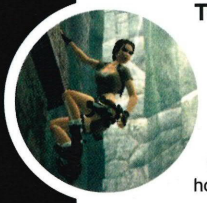


OTHER GAMES WORTH LOOKING OUT FOR

SPLINTER CELL
(March)
Sam Fisher's adventures will look awesome on the PSP screen. Just imagine how crisp the shadows will be.



TOMB RAIDER LEGEND
(March)
As the woman most gamers would want to 'stuff in the pocket', Lara Croft's return to form should find a perfect home on PSP.



KING KONG
(December)
Early word on Jackson's movie: it'll be excellent. Early word on Michel Ancel's game adaptation: best movie tie-in game ever, bar none. Quite possibly.



PRINCE OF PERSIA
Revelations
(December)
Like a souped-up Warrior Within, only with added portability. Should run very smoothly, but require more loading than the PS2 version.



THE SIMS 2
(December)
We love The Sims, and unlike America we don't condemn it as pornographic. A diamond-and-gold cover for your PSP dressed with gold trinkets - now that's what we call pornographic.



LOCO ROCO (TBA)
We're told this is some sort of bizarre puzzle game, and it's 2D. That's how to harness the power of PSP...



STREET FIGHTER ALPHA 3: DOUBLE UPPER (TBA)
How awesomely will Street Fighter run on a machine as powerful as the PSP? And how smoothly will the little 2D heroes spin about the screen? Only time will tell, but we predict 'very' for both.

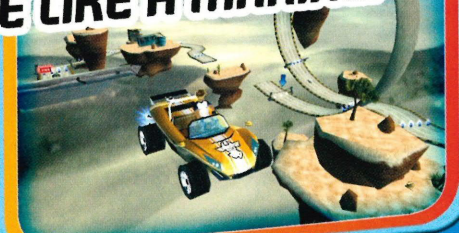


2 games, tons of fun, for a great price!

ONLY £19.99

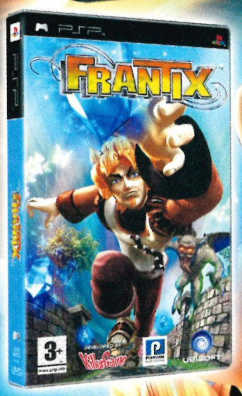
GripShift™

THINK LIKE A BRAINIAC, DRIVE LIKE A MANIAC.



E3 PUZZLE / STRATEGY
IGN'S BEST OF E3 AWARD 2005
E3
IGN'S BEST OF E3 AWARD 2005
GAME OF THE SHOW





FRANTIX™

UNMUZZLE THE PUZZLE



ONLY £19.99

3+ www.pegi.info

FRANTIX IS DEVELOPED BY KillerGame

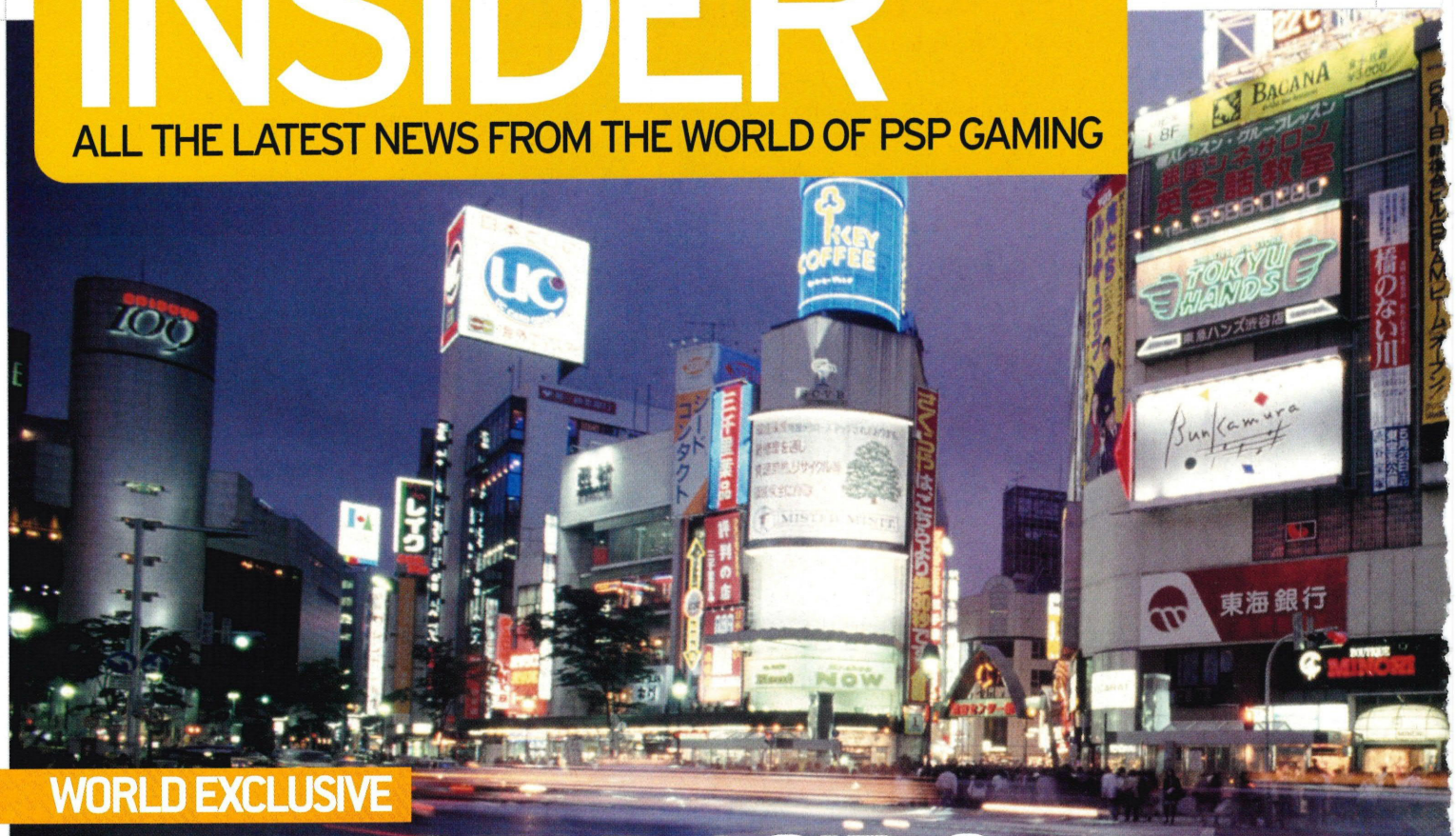
GRIPSHIFT IS DEVELOPED BY SIDHE REDMILE ENTERTAINMENT

PUBLISHED BY PLATFORM PUBLISHING UBISOFT

PSP is a trademark and "Playsatation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.
© 2005 Prodigy Design Limited. GripShift is published under license from Prodigy Design Limited and Red Mile Entertainment, Inc. Red Mile Entertainment and the Red Mile Entertainment logo are trademarks of Red Mile Entertainment, Inc. GripShift and Sidhe are trademarks of Prodigy Design Limited. U.S. Patent Nos. 5,269,687; 5,354,202 and 5,577,913 used under license from Midway Games West Inc. Platform Publishing and the Platform Publishing logo are trademarks of Sony Online Entertainment Inc.

INSIDER

ALL THE LATEST NEWS FROM THE WORLD OF PSP GAMING



WORLD EXCLUSIVE

METAL GEAR ACID 2 INVADES JAPAN

The Japanese fall in love all over again as Metal Gear Acid 2 is unveiled and ICO producers drop PSP hints at the Akihabara Entertainment Festival

Lucky Japanese gamers were the first to try out *Metal Gear Acid 2* at the Akihabara Entertainment Festival. Sony is one of the sponsors of the Festival, which started on 26 October and ran for two weeks alongside the annual Tokyo International Film Festival, and it meant that Sony had a chance to flex its muscles and show off its PSP handheld yet again.

The main attraction for PSP owners was the PlayStation Spot download terminal, which gave PSP owners the chance to download demos for games such as *Metal Gear Acid 2*, *Rockman Rockman* and *LocoRoco*. *Metal Gear Acid 2* got the most interest and so far, it's shaping up nicely. The cel-shaded visuals might initially seem strange but won plenty of fans at the show, while the new gal fighting alongside Snake was revealed to be Venus. Reports from the show floor suggest there could be more action in this sequel too, while the locations are far more varied, from underground train

[It wouldn't be a **Japanese** games show without something **'zany'**]



NEED TO KNOW

The Akihabara Entertainment Festival runs alongside the Tokyo International Film Festival and is aimed at promoting "Japan contents" such as anime and videogames. Cue 120 videogame retailers showing up, Japanese gamers lost in a world of amusement and sweaty women dancing around in Pikachu outfits. You certainly don't get that over here. It must be the weather.





Select your target, aim and shoot! New girl Venus shows how to take down the enemy in style



For important calls, privacy is often required... we're not so sure about talking on the loo though



stations to clichéd science labs. The trailer also suggested a "Many New Bosses" slant but Konami is still keeping that under wraps for now. What we do know is that one barrel-hurling boss will be called Vince, while the boss dangling from the ceiling is known as Chandiel.

Of course, it wouldn't be a games show in Japan without something 'wacky' or 'zany' to write about and sure enough, the Akihabara Entertainment Festival was the first stop for Sony's new PSP mini bus. Yes, that's right, PSP mini bus. PSP gamers can visit the bus and download demos of *Metal Gear Acid 2*, *Bytto Hell*, *Ape Escape Academia 2*, *LocoRoco*, *Portable Resort*, *Rengoku 2* and *Rockman Rockman*.

Ico does PSP?

Colossus director hints about handheld project

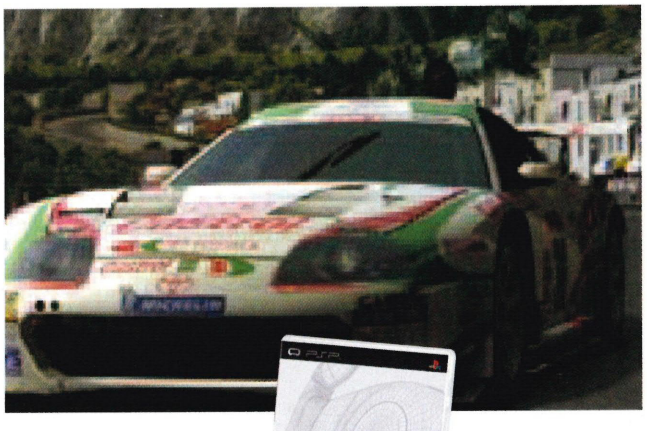
It wasn't just *Metal Gear Acid 2* that set tongues wagging at the Festival. Fumito Ueda, director of recent PlayStation2 game *Shadow Of The Colossus*, was cornered and asked several questions on what he has planned for the future. Ueda says he doesn't have any ideas in mind that he really wants to make into a game but here's the interesting part.

When asked if Ueda wanted to make a PSP game, he replied that yes, he's been wanting to make a PSP game for some time now. He says that along with the Ico team, they're good at creating a realistic approach but he now wants to use a super deformed visual style, with big heads (think *Final Fantasy VII*). This is obviously big, big news for PSP owners, as while this isn't a direct confirmation that the Ico team is hard at work on a PSP game, it shows that it's not far away either. Better yet, Ueda then goes on to say he's looking to shorten development times, meaning this mythical game could be with us sooner than you think... watch this space for more info. Not literally of course, we mean a similar space next month.



GRAN TURISMO PIT STOPS

Sony racer is kept on hold until 2006



Those who love the smell of petrol in the morning look away now – *Gran Turismo 4 Mobile* has been delayed until next year. The delay was accidentally revealed via Sony's Japanese PlayStation website, which had listed the game as a 2005 release but sneakily pushed the official release date back to TBA 2006. While the month hasn't even been confirmed, the expected release date is now April 2006.

It's sad news for *Gran Turismo* fans who have patiently waited for their favourite racer, but the good news is, the delay won't affect the game itself. It's still described as a "Race & Car Life Simulation", which makes it sound similar to *Gran Turismo 4: Prologue* that was released on PlayStation2 last year. The trailer Sony has been showing off is based on the PlayStation2 version of *Gran Turismo 4*, so it is clearly aiming to get its handheld version as close as possible to its older brother. Given the super-high scores this game has already received, that's no bad thing at all.

Sony has a notorious history of delaying its *Gran Turismo* games and holding the release dates back until the fans are literally outside Sony HQ with pitchforks. Then Sony reluctantly relents, releases the game and all is well in the world again. It looks like Sony will have the same attitude towards *Gran Turismo* on PSP, so the news that it has been delayed will shock absolutely no one. In next month's news: the Pope prays! Gordon Ramsay swears a bit!





The standard memory stick holds a few songs, one 30-second film and a few hundred photos, at most. However, 1Gb Memory Sticks can comfortably hold films such as *Batman Begins*. Your call...

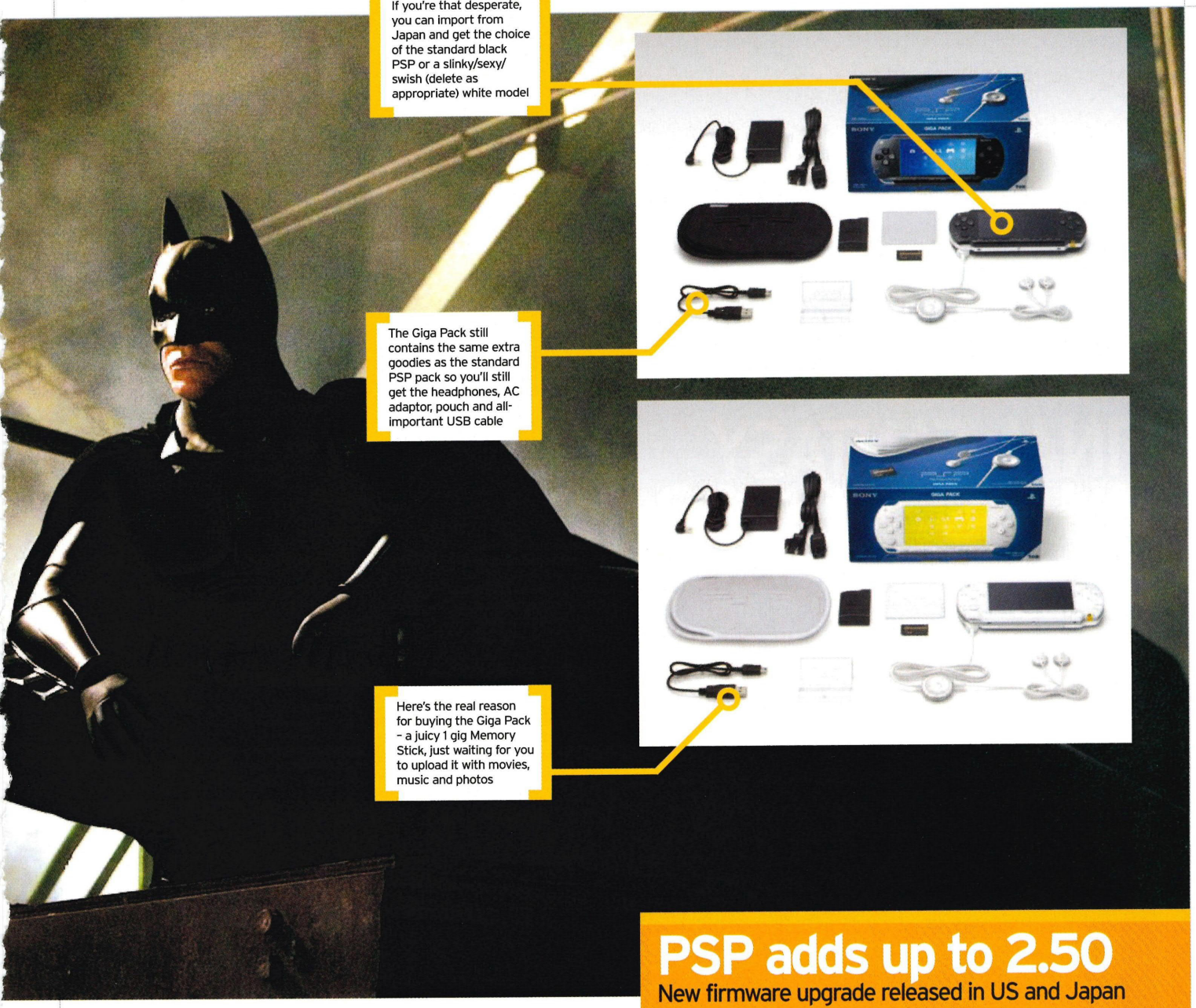
FIRST PICTURES

GIGA PACK CRASH LANDS

New PSP pack stomps into view for dominant worldwide release

Sony will be addressing one of the major complaints about its handheld console when the PSP Giga Pack enjoys a worldwide release later this year. The Giga Pack is every bit as subtle as the name suggests. It will include the PSP hardware, an AC adaptor, standard battery pack, PSP headphones with remote control, PSP pouch, USB cable, stand and cloth to clean the screen. Best of all is the inclusion of a 1 gig Memory Stick. The current Memory Stick bundled with the PSP only packs a feeble 32Mb punch with 1 gig Memory Sticks setting you back a cool £100. This leaves most PSP owners with the option of either ignoring the option to download movies and music or leaving their wallet feeling violated. This new Giga Pack is designed to bring down that cost by bundling everything together. However, Sony has stated that the pack will only be available in limited numbers until the new year, so be prepared to push old ladies out of

> The **Giga Pack** is every bit as **subtle** as the name suggests



If you're that desperate, you can import from Japan and get the choice of the standard black PSP or a slinky/sexy/swish (delete as appropriate) white model

The Giga Pack still contains the same extra goodies as the standard PSP pack so you'll still get the headphones, AC adaptor, pouch and all-important USB cable

Here's the real reason for buying the Giga Pack – a juicy 1 gig Memory Stick, just waiting for you to upload it with movies, music and photos

the way in Gamestation if you want one for Christmas.

If the words "worldwide release" are making you smile because we're actually receiving the same gaming treatment as the Japanese, here's something to make you cry again. Japan will be treated to two versions of the Giga Pack, as you can purchase packs that contain a black PSP or white PSP. The white PSP even comes with a white pouch and a light grey cloth. However, the white PSP Giga Pack hasn't been confirmed for the European market. The price has been pencilled in at a tasty 29,800 Yen, which works out to be £145. However, expect it to cost a little bit more than that when it eventually hits these shores.

PSP adds up to 2.50

New firmware upgrade released in US and Japan

Now that everyone has got used to downloading Kristin Kreuk pictures on the go, thanks to the Internet Browser the 2.0 Firmware added to our PSP, Sony has released 2.5 in Japan and the US. There aren't too many advantages to this new firmware, but the main bonus is that it is compatible with Sony's LocationFree Base Station hardware, which in layman's terms means "you can watch TV on your PSP." And guess what? 2.50 hasn't been released in Europe yet! That's the reason Sony has yet to announce whether its Giga Pack will feature 2.0 Firmware or 2.5 Firmware, what with the simultaneous worldwide release for the pack meaning all the PSPs should ideally contain the same firmware.

FIVE STAR

Each month, someone picks their five fave PSP games

Matt Bielby
Consultant Editor



WIPEOUT PURE
For the continuing great design and visuals. And for nostalgic reasons, too.



RIDGE RACER
RR encourages spectacular drifting. For a certain type of thrill, it's hard to beat.



METAL GEAR AC!D
Strat-based gameplay makes a change from my diet of driving and sports games.



VIRTUA TENNIS WORLD TOUR
A fast-paced, arcade-style version of the game.



EVERYBODY'S GOLF
You can pick it up afresh, and within half an hour be playing like a pro.

NEED TO KNOW

The previous film Square, Final Fantasy: Spirit Within, was a financial disaster. It flopped mainly because it didn't capture the mainstream movie audience because it was too confusing and alienated its own fan-base by drifting away from the games. Even the likes of Ving Rhames, Steve Buscemi and Alec Baldwin as voice actors couldn't save it.



BREAKING NEWS

FINAL FANTASY VII HITS 700,000

Advent Children's success marking shift towards UMDs?

Final Fantasy VII: Advent Children has shipped 700,00 units in Japan, marking an interesting shift in videogame films. While shipped means sent to shops rather than actually sold, it's still an impressive achievement given the poor reception of most videogame films and in particular, the poor reception of *Final Fantasy: Spirits Within*.

"We believe that this result is due to the movie getting attention not just from game fans but from many people in general," said Advent Children producer Shinji Hashimoto. "We have high expectations for the upcoming releases in America and Europe. We're aiming for a stronger result with continued sales in Japan."

There was also a limited edition DVD-BOX and special first print edition available, both of which have now sold out. The surprising news is that UMD sales have made up a large chunk of those sales, showing its strength as a format.

The film has yet to be released in North America or Europe and is still being shown as film festivals, so it should comfortably smash the million figure in the months to come. We're still waiting on a European release date to be announced.

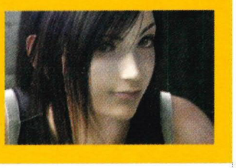
Straight to UMD?

Videogame films might not need the benefit of box office release

It's quite conceivable that videogame films, with their traditional niche audience could well end up side-stepping cinema in future, now they have a double hit of DVD and UMD sales to help cover the loss of box office sales. Uwe Boll's awful videogame films such as *House Of The Dead* and *Alone In The Dark* have received very limited cinema distribution. By the time *Far Cry* and *Hunter: The Reckoning* (2007) are released, UMD will have become an embedded format. Will the phrase 'straight to UMD' catch on?







MUPPET OF THE MONTH

Which member of the team got stuck for the longest on a game? We mock the 'winner'...



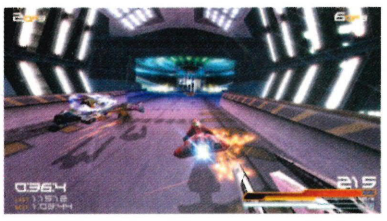
STEVE SAYS: Because the missus hectors me on the way to ASDA, I now can't listen to instructions in *Colin McRae*. Do I pootle at bus speeds or tonk into corners and end up hitting a tree?

WE SAY: **'Steve, you're a shocking case. You're playing a game, not stocking up on your Fancy Dan goat's cheese and French stick. For persistent crap game playing, you truly are our Muppet of the Month.'**

WIPEOUT PURE EXPANDS

Downloadable Classic Pack 3 now up for grabs

WIPEOUT PLAYERS with keen eyes that haven't been melted by the combination of sizzling speed and Haribo colour will have noticed there's a new expansion pack available for Sony's racer. Classic Pack 3 can be downloaded using the in-game option and using your PSP's Wi-Fi capabilities or grabbing the download from official WipEout website itself and using your USB cable to transfer it (wipeoutpure.com). The new content includes a new track, two new songs by in-house team Cold Storage and a new craft.



TAKERU AMAZAWA'S TOKYO TITTLE TATTLE

STREET WRITER 2 TURBO: HYPE WRITING!

An insight into the world of Japanese PSP-ing by our man in Tokyo, Takeru Amazawa



Illustrations by David Semple

Hello, my gorgeouses! My name is Takeru. You may remember me as "BT Amazawa" from the best-selling PLAY magazine. There, I write a column about PS2 games in Japan; here, I'll be writing about PSP games in Japan. Can you feel the excitement yet? I'm not sure if you're suppose to; we're only a few sentences in, after all.

I guess you could say the same thing about the PSP; in the novel of its lifespan, it's only 'a few sentences in'. The folk making games for this thing seem to have some collective writers' block. I'm going to go out on a limb and say that there's really nothing on the system that I've seen fit to scream joy about, so far. I loved *Ghost in the Shell: Stand-Alone Complex*, though I wager my love of it might have been tainted by a thing for manly female cyborgs with American football-shaped breasts. Deepest apologies!

I wonder, though; it's a quality issue. Why not put a lot of high-quality things on the PSP? It was obviously designed from the ground up to be something of an über Game Boy. Everything Nintendo denied us since the original Game Boy's launch in 1989, Sony provided with the PSP. You'd figure that people would be excited about making a lot of games for this thing. Where are they, though? Sure, the remakes of *Tales of Eternia* and *Popolocrois* are splendid. But why hasn't a *Dragon Quest* or *Final Fantasy* title been announced yet? Maybe because Square Enix (I'm talking almost strictly about the Square side, here) is notoriously stingy, and has decided to instead port Final Fantasies *IV*, *V*, and *VI* to Game Boy Advance, just because of that system's huge installed base. You who read this, know one thing: the Japanese business ingenuity that birthed the Walkman has mostly faded. It was a risky move, making a virtuoso product widely available for cheap, just to get the name out there. It's why we (in Japan, at least) respect Sony even now. The little gadget that conquered the world. Americans were buying it; we were thrilled.

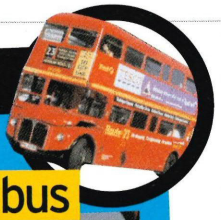
> Everything Nintendo denied us since the **original Gameboy's** launch in 1989, Sony provided with the PSP

Now business is so convoluted and so cautious. Square won't take a chance developing a game unless they know they can meet a certain sales quota. The entrepreneurs of the Japanese 1980s are all either retired or changed men; we won't see a company release a game for a system that hasn't sold so well, confident that it will inspire people to buy the system, because no one wants to take that risk.

I must confess I own several PSP games and no PSP, at the moment. I play my girlfriend's. She is getting ticked off lately that I keep taking it out of the house ("It never leaves this house! It's too shiny! It will get dirty! Someone will steal it!") to play *Winning Eleven 9* on the Ginza Line.

In three months I think I've managed to seduce a whole two perfect strangers into a wireless battle. Everyone knows you wouldn't carry that game on the train if you weren't up for a wireless battle! A sign of things to come?

PLAY AWAY

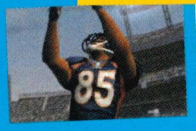


The best PSP games to play... ...on the bus



GTA: Liberty City Stories

1 You're cruising the mean streets of Lib-Cit, looking for trouble when you glance up and slowly wafting past you are the mean streets of Hove, packed with dodgy characters looking to rig an election or purchase some small arms.



Pursuit Force

2 Chances are, your bus rarely gets above 30 miles per hour. What you need as an antidote is some not-so-serious speed, the sort offered Pursuit Force. Maybe you'll come across a bus – and this one will break the built-up-area speed limit.



Twisted Metal Head-On

3 This isn't a great, but it has head-on smashes. Time a smash with excessive braking as your dozy driver realises he's nearly missed a stop, and, well, it'll be like there's some spooky synchronicity between your PSP and the world outside.

SIMPLY DOES IT

Budget tennis and table games hit Japanese PSPs

D3 PUBLISHER has announced the budget Simple 2500 Portable for PSP. The Simple series of games have been available for the PlayStation 2, Game Boy Advance and Nintendo DS in the past and usually consist of cheap, funky Japanese titles.

The first game to be released, *Simple 2500 Series Portable!! Vol.1 The Table Game,* is a selection of Asian table games from mahjong to igo. Not that important you may think, and there's certainly nothing here to warrant a double exclamation mark in the title but it does grant you the option of playing background music straight from your memory stick. Custom soundtracks on the PSP while playing confusing board games? Not bad.

The second title, *Simple 2500 Series Portable!! Vol.2 The Tennis* is no less easier to say but more interesting, featuring one-button controls and a wealth of multiplayer modes and mini-games. It's not a patch on *Virtua Tennis: World Tour* but it's got character design that can only be described as "wacky" and a far funnier title. Both games are released in Japan in December.



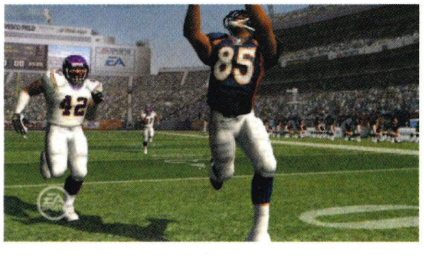
The Simple series of games are generally quirky, one-button affairs featuring a slew of multiplayer options

OH BUG-GER!

Madden 06 plagued by a variety of niggling bugs

EA's *Madden 06* is bugged, the worst of which shuts down the PSP system. This particular bug occurs in the Franchise mode – it can freeze at seemingly random times but sometimes, the PSP unit will switch itself off.

Playing online has been made almost impossible due to a series of connection errors. EA has advised against downloading its online roster updates, which are also crawling with bugs. EA claims that the problem is "not widespread" and only affects a few copies.



BREAKING NEWS

PSP TV

Portable television latest addition for Sony's handheld



As if the growing list of PSP functions wasn't enough, you can now watch TV on your handheld, too! Only Japanese and American PSP owners who update to version 2.5 will get this option, but European gamers can also join the fun when the firmware makes its way to our shores in a few months.

However, getting TV on your PSP is not straightforward. The 2.5 Firmware makes the PSP compatible with Sony's Location Free tuner, with the catchy name LF-PK1. This alone costs an eye-watering £170 in Japan.

> **Play games, surf the internet and then watch TV**

Once you've splashed the cash, the LF-PK1 plugs into TV and so, once the LF-PK1 gets hold of a television signal, it can beam it to your PSP, as long as you're near a wi-fi hotspot.

This brings us to the second stumbling block – you need a high-speed connection to take advantage of this. Sony suggests a fibre optic connection, which about three people in the world have. A speedy broadband connection should be fine but until Sony releases 2.5 firmware over here, no-one's really sure. Hmm.

The good news is, once you've dealt with those two problems, the PSP pretty much does all the leg work for you and sets it up automatically – just choose Location Station Player in the PSP's network menu and off you go.

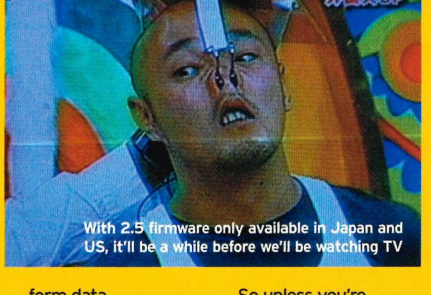
So your PSP can play games, music, videos, display photos, surf the internet and watch TV.

2.5 isn't the Holy Grail

Browser updates in new firmware version

Before you start crying tears of anguish over not having 2.5 firmware, you're not missing out on much. Here's a quick list of the improvements, mainly to the internet browser:

- Ability to save character size and display mode settings in browser
- Options for automatic encoding and Unicode (UTF-8) in browser
- Date/time settings automatically updated through browser
- Brower now saves previously entered form data
- WPA-PSK (AES) Security protocol included in network settings
- Keyboard is now compatible with Korean input



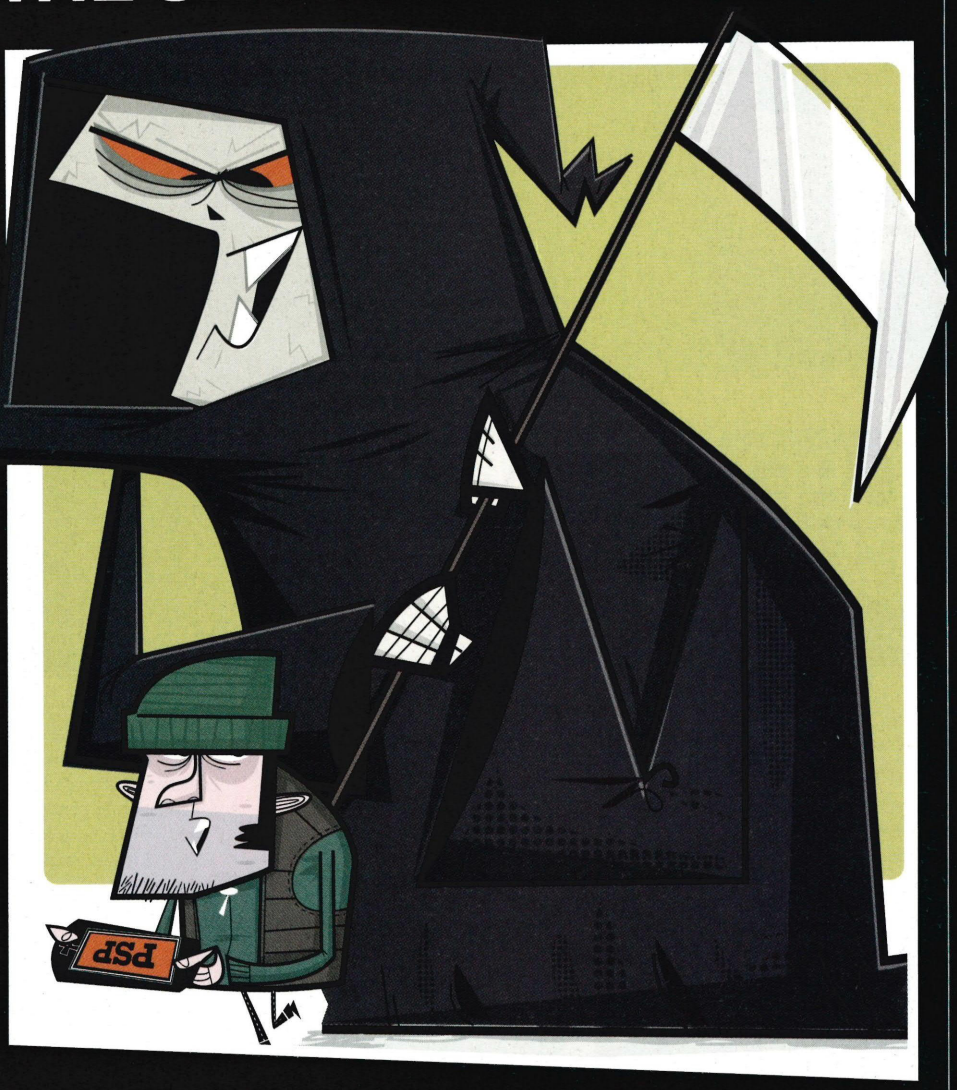
With 2.5 firmware only available in Japan and US, it'll be a while before we'll be watching TV

So unless you're Korean and sick of thinking it's the wrong date, you shouldn't have any problems getting on with 2.0 firmware in the meantime.

OUR MAN ON THE CLAPHAM OMNIBUS

I'M IN FEAR OF MY LIFE... IT'S ALL MY PSP'S FAULT

A fleeting glance at the hairy underbelly of portable PlayStation-ing



It's not the music, it's not the games, and it's definitely not the earphones, which attached to that flimsy circular remote control looks like you're wearing a yard of spaghetti glued to an Extra Strong Mint. No, it's the movies. People desire them...

There I was sitting on the tube, watching *Be Cool* and slowly I noticed eyes starting to swivel in my direction. Within minutes the guy next to me was unashamedly rubber-necking, giggling at the key moments even though he couldn't hear the dialogue. When he departed at Camden Town and was replaced by an attractive female, I offered her one of my earphones, which she gleefully accepted. Imagine a conversation with a stranger on the tube! Maybe I could get her number? Nah... I was busy watching movies.

The next woman was 30 years older, and this time she wasn't glancing, she was glaring. Finally she put down her book.

"Excuse me" she said "Do you have to do that? It's very distracting."

I hit the Pause button on my Extra Strong Mint.

"So's you reading *Harry Potter*." I replied "Oh, and by the way... at the end? Dumbledore dies."

That shut her up, but it did make me realise that in the course of a single journey I had pissed off as many people as I impressed. Why? Because I alone was enjoying the most boring experience known to man - the Northern Line at rush hour - and they simply weren't. It was then I noticed the two teenagers watching me from across the carriage and edging ever closer as my final stop approached. And of course, I started getting paranoid...

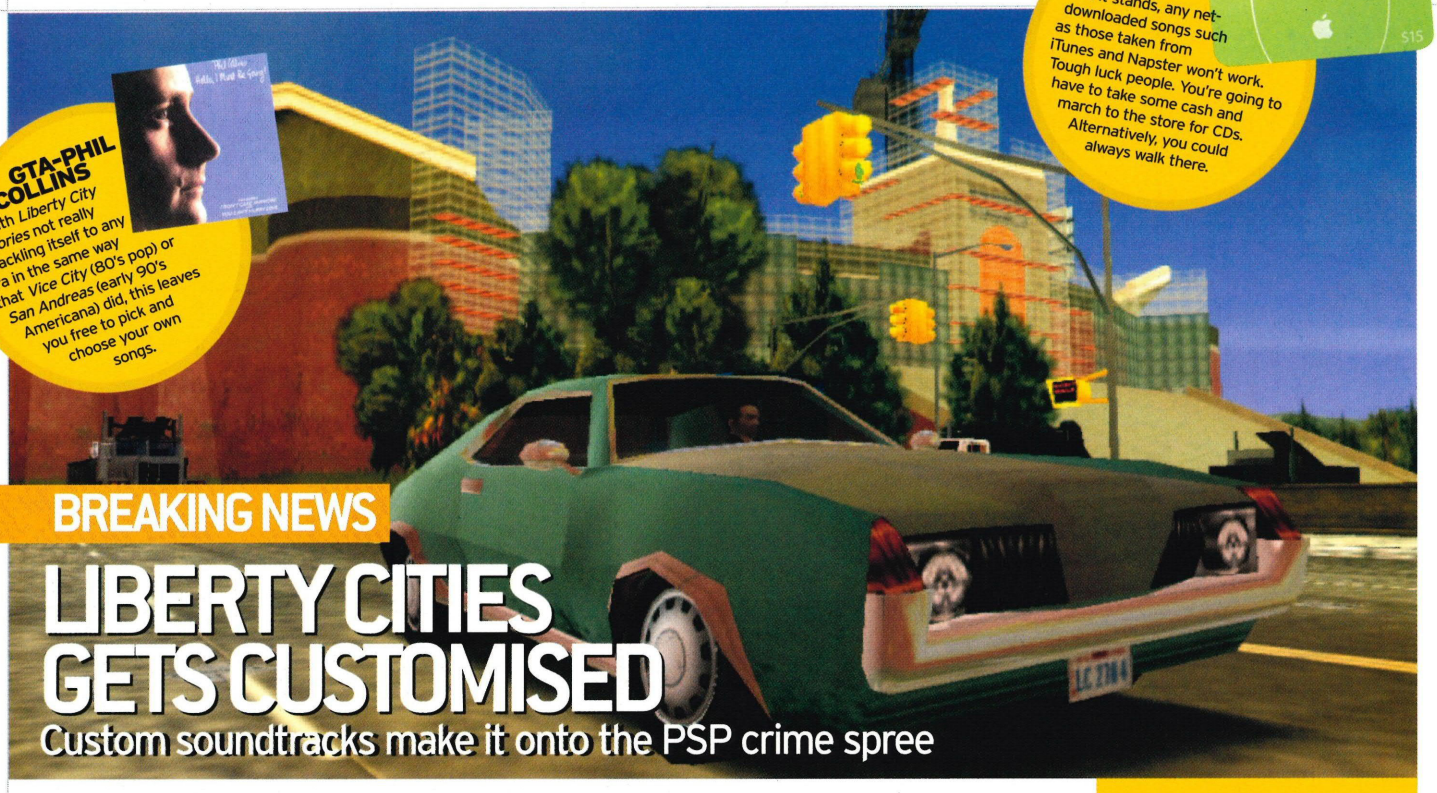
One good tug as the carriage doors opened, that's all it would take, and my box of delights would be gone forever. Turning on a PSP is like having a neon sign above your head that reads 'Mug me - I've got £250 to burn and deserve a good kicking!' By the time I reached my stop, I was sweating like a Muslim on a double-decker bus - guilty or innocent; you just know someone's watching you closely.

Turning on a PSP is like having a neon sign above your head that reads 'Mug me - I've got £250 to burn'

As it transpired, the teenagers turned out to be harmless, and yet the problem still remained; how exactly DO you protect a PSP? Maybe you could get a Pit-Bull, attach the mint to its collar and watch the screen from between its slavering jaws' Hey, that's not a bad idea!

But then I hit upon a better solution... Don't go out. Stay at home, barricade the doors and watch those UMDs where no one else can desire them. Despite what the adverts say, the future's not Orange, it's whatever dreary colour you paint your living room. Once Hollywood embraces digital downloads, cinemas close and inner cities turn into wastelands of car-jacking Chavs, we'll all give thanks to Sony that at least we still have something to watch in our high-rise fortresses.

Me? I'm off to live dangerously with my PSP while I still can.



GTA-PHIL COLLINS

With *Liberty City Stories* not really shackling itself to any era in the same way that *Vice City* (80's pop) or *San Andreas* (early 90's Americana) did, this leaves you free to pick and choose your own songs.

GTA-ITUNES

As it stands, any net-downloaded songs such as those taken from iTunes and Napster won't work. Tough luck people. You're going to have to take some cash and march to the store for CDs. Alternatively, you could always walk there.

BREAKING NEWS

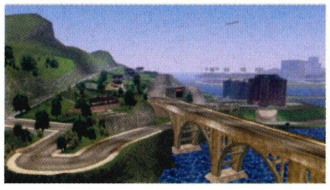
LIBERTY CITIES GETS CUSTOMISED

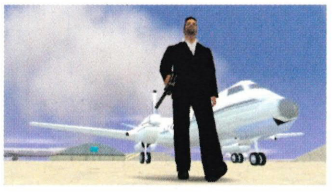
Custom soundtracks make it onto the PSP crime spree

A new surprise lies in store for *Grand Theft Auto: Liberty City Stories* owners. It's been discovered that you can implement custom soundtracks after all. Despite it not being mentioned in any press releases or the manual, Rockstar has announced that a downloadable file for PC will convert songs into the correct audio format for the game. You can find the file for Rockstar Custom Tracks application at this link: www.gtaportable.com/downloads/RCT_Install.zip

Before you go charging off to bring the sweet dulcet tones of Phil Collins to your PSP, there are a few things to bear in mind. You can ONLY use the Rockstar Custom Tracks application to convert the tunes and you can ONLY rip songs from official CDs. No mp3s, legally downloaded Internet tunes, iTunes or Napster songs, nothing – just official songs. Secondly, Mac owners will be left out the fun. This application is PC only. Finally, you need a *Liberty City Stories* save file to enjoy the fun.

If all of the above apply, then off you go. Phil Collins is waiting uzi in hand, naturally.





Bloody heli!

It's not just custom soundtracks that have been discovered in *Liberty City Stories* – it turns out the helicopters are flyable too. During the Calm Before The Storm mission, follow Massimo until the second stop. Use a motorbike to get up the steps to get to the yellow marker and you can get through it, reaching the helicopter.

THE HOURS

WHAT'S BEEN EATING OUR LIVES... AND FOR HOW LONG



JON

TWISTED METAL HEAD ON:

'Played it for two days, then not picked it up since. Pretty limited fun.' 10 hrs

GTA: LIBERTY CITY STORIES:

'I walk to work. If I got the bus or train, I'd be playing this every day. As it is, I walked into a lamp-post once.' 36+ hrs



MIKE

WORLD RALLY CHAMPIONSHIP:

'I can't get *Colin McRae* out of my head when playing this. More specifically, I can't get rid of the feeling that Col beats it in every way. Sorry, *WRC*.' 01 hrs

MIDNIGHT CLUB 3: DUB EDITION:

'This offers the expected brash, boisterous fun. It's just that it isn't as brash or boisterous as *WipEout*. Or *Ridge Racer*.' 02 hrs



NICK

WINNING ELEVEN 9:

'I love football. I love football games. Hence I'll love this, right? Wrong. But I do like it. It's just the AI's too dodgy to win it a place in my heart.' 03 hrs

BURNOUT LEGENDS:

'Now this is what a driving game should be like: extremely fast, and fairly furious. Add a bit more traffic and you've virtually got the perfect game. 24+ hrs



SIMON

CODED ARMS:

'What a load of cobblers. It's pretty, but the gameplay is empty and frustrating. A miss, I'm afraid.' 01 hrs

APE ACADEMY:

'Who doesn't love monkeys. I certainly do: I've got a year pass to Monkey World. So why has this been doing so little for me? I think it's just too basic, too simple. Cute little fellas, mind.' 02 hrs

UK CHARTS

Britain's denizens expect, nay demand an inventory...

CHART POSITION	GAME NAME	WEEKS IN CHART	PUBLISHER	IN THREE SECONDS...
01	**Burnout Legends**	(3)	EA	Demonstrably white knuckle fare. Bring your own (w)reckless abandon.
02	**Virtua Tennis World Tour**	(5)	SEGA	Easy-to-get-into-but-difficult-to-master sim, with four-way LAN option.
03	**Ridge Racer**	(5)	SCEE	58 cars to powerslide across 24 circuits. Happy tenth birthday, *Ridge Racer*.
04	**Lumines**	(5)	Ubisoft	*Tetris*-esque puzzlesome tomfoolery. Delete blocks, listen to tinkly tunes.
05	**Midnight Club 3: DUB Edition**	(5)	Rockstar	Hurtle along the streets of Atlanta, San Diego and Detroit. Pimp it.
06	**Need For Speed Underground: Rivals**	(5)	EA	More foot-depressing-pedal action. But not as good as *Ridge Racer*.
07	**World Tour Soccer: Challenge Edition**	(5)	SCEE	Look, you should probably wait for the release of *Pro Evolution 5*, okay?
08	**Metal Gear Ac!d**	(5)	Konami	Strategic, card-based action, not a conversion of the PS2 sneak 'em up...
09	**Coded Arms**	(4)	Konami	Futuristic first-person shooter, 30 weapons, and four-way multiplayer mode.
10	**Everybody's Golf**	(5)	SCEE	Brilliant cartoon golf game with 13 courses; up to 50 can play online!
11	**WipEout: Pure**	(5)	SCEE	Phenomenal old-skool hover racer with a wealth of downloadable circuits.
12	**TOCA Race Driver 2**	(5)	Codemasters	Tired of Ferraris? Then hop into a saloon. Up to 12 can compete via Wi-Fi.
13	**MediEvil: Resurrection**	(5)	SCEE	Skeletal slash-'em-up with a comedic cast and simple-to-solve puzzles.
14	**Spider-Man 2**	(6)	Activision	Arachnid fellow debuts on PSP but one's Spidey sense suggests "leave it".
15	**Tony Hawk's Underground 2: Remix**	(6)	Activision	You might be getting on, Tony, but you're never too old to skateboard, right?
16	**Untold Legends**	(6)	SCEE	Action-packed medieval hack 'n slasher with wireless options.
17	**F1 Grand Prix**	(3)	SCEE	Authentic, realistic, licenced Formula One racer. Eight-player Wi-Fi option.
18	**Archer MacLean's Mercury**	(5)	Ignition	Legendary snooker coder turns his attention to mercury-steering fare...
19	**World Snooker Challenge 2005**	(5)	SEGA	... but SEGA has grasped the cue by the horns and got the break it deserves.
20	**Fired Up**	(3)	SCEE	Hi-octane racing combat. Not great. Big explosions. Multiplayer options.



Lumines

This is the kind of game that lazy people describe as a "little gem", which roughly translated means "people like it despite the fact the graphics are simple!" Also see: *Bubble Bobble*, *Tetris*, *Zoo Keeper*, variants of *Strip Poker*.



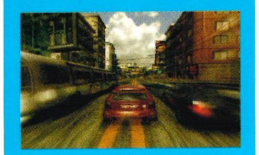
WipEout: Pure

There's a new download available from the *WipEout* team who aren't allowed to work on *WipEout: Pure 2* or download Kristin Kreuk or play office basketball with screwed up paper or whatever it is the original team is now working on.



Fired Up

This will disappear from next month's charts, unless you show some love. By that, we mean buying it, not licking copies of the game instore. That would probably get you arrested. Try it, then write and tell us what happened.



Burnout Legends

This paint peeling racer doesn't actually peel paint, a phrase that implies that it whips by so quickly, the paint actually peels of the cars. This also explains the "so fast it hurts your eyes!" cliché.



Metal Gear Acid

Kojima's anti-hero beefed up with PSP power and thrown into a storyline with a girl who bangs on about butterflies. Winner of this month's Most Popular PSP Game Except For Seven Others award!



Spider-Man 2

The oldest, biggest, bestest (MS Word hates bestest) game on the list, having gone a whole week longer than anyone else. A whole week! Seven days! Hold on... almost there... al... most... 168 hours! Wow, what a headstart!

PLAYSTATION2 DOWNSIZES TO PSP

Japanese magazine finds way to shrink PSP's big brother

PLAYSTATION2 GAMES can run on your PSP, thanks to a weird loophole in the 2.5 Firmware discovered by those cheeky chappies at Japanese gaming magazine at Famitsu. The 2.5 Firmware allows compatibility with Sony-branded digital video recorders. Sony's failed PSX, basically a PS2 combined with a digital video recorder, is therefore recognised as compatible hardware. In theory, this means you can load the game up on your PSX and play it wirelessly on PSP. Famitsu tested this out and it appears that theory is correct.

While this sounds like the greatest news since *Rambo: First Blood* was announced for UMD, there's a big problem with it. We don't just mean that the PSX unit was only released in Japan, nor do we just mean that the necessary 2.5 Firmware hasn't even been released over here yet. No, the problem is lag. There's two to three seconds of lag between pressing a button and seeing the response onscreen, making faster games all but impossible to play. In fact, it rules out almost every game genre with the exception of RPGs, that take an ice age to play through anyway and make a mockery of PSP's battery life. Oh well.



RELEASE LIST

THE HANDHELD HAREM IS BURSTING AT THE SEAMS. DELIGHT AWAITS





OUT THIS MONTH NOVEMBER

Konami's legendary soccer game debuts, and Paperboy's back on his round

FRIDAY 25 NOVEMBER

PRO EVOLUTION SOCCER 5
Konami (£35)
And now, the cries of "I've been jipped by the cheap goal!" can move to the 13:15 train to Torquay.

RECOMMENDED

MIDWAY ARCADE TREASURES: EXTENDED PLAY
Midway (£35)
Includes *Mortal Kombat II, Spyhunter, Defender, Paperboy, Gauntlet* and Joust. Retro men, rejoice!



X-MEN LEGENDS II: RISE OF APOCALYPSE
Activision (£35)
Just thinking about this makes our right 'hit the attack button forever' thumb slightly depressed.

NEED FOR SPEED: MOST WANTED
EA (£35)
You know it'll be shinier than Christmas, you know it will have a weird soundtrack, you know it'll sell well in Essex.

SOCOM: US NAVY SEALS FIRETEAM BRAVO
SCEE (£35)
It's *SOCOM.* You get to shoot other men while wearing cool black Navy SEALs gear. That's all.

SPONGEBOB SQUAREPANTS: THE YELLOW AVENGER
THQ (£35)
Back from his Hasselhoff enhanced DVD of the movie, comes the handheld game complete with weird subtitle.

FRIDAY 2 DECEMBER

ATV OFF ROAD FURY BLAZIN' TRAILS
SCEE (£35)
The clue is in the title. Except for the Fury Blazin' Trails bit, that's just trying to sound cool.

FRANTIX
Sony Online (£35)
Looks interesting enough but will it hold off the bearded challenge of *Lord Of The Rings*?

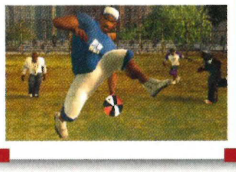
LORD OF THE RINGS TACTICS
EA (£35)
Hopefully, this won't take seven years to complete like it did to watch the films and won't have "save the shire!" nonsense.

PINBALL CLASSICS: THE GOTTLIEB COLLECTION
Play It (£30)
Oh dear. Type "Gottlieb" into google and it will find Gottlieb's Hospital. What's that got to do with pinball? Our heads hurt.

FRIDAY 9 DECEMBER

STAY CLEAR

MADDEN NFL 2006
EA (£35)
American football gives fat men a happy home in the world of sports.



WWE SMACKDOWN! VS RAW 2006
THQ (£35)
The *Smackdown! Vs Raw* series downsizes for the PSP without losing any of the playability that made the PlayStation2 versions such a wonderous joy in the world of grappling. Superstars such as Chris Benoit, Triple H and John Cena all shrink to thumbnail size. Look at Randy Orton! Look how wee he is!

MUST BUY!

DEAD TO RIGHTS RECKONING
Namco (£35)
The console version had all the production values of a sandwich. We're expecting better from the PSP version.



PETER JACKSON'S KING KONG
Ubisoft (£35)
Hairy director meets hairy animal in what should be a hairy adventure.

OUT NEXT MONTH DECEMBER

ATV OFF ROAD FURY BLAZIN' TRAILS
SCEE

BOMBERMAN HARDBALL
Ubisoft

BRAVE
Sony

DEAD TO RIGHTS: RECKONING
Namco

FRANTIX
Sony Online Entertainment

LORD OF THE RINGS TACTICS
EA

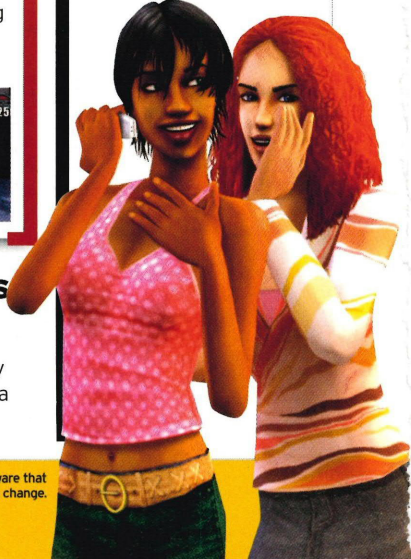
MADDEN NFL 2006
EA

PETER JACKSON'S KING KONG
Ubisoft

PINBALL CLASSICS: THE GOTTLIEB COLLECTION
Play It

THE SIMS 2
EA

WWE SMACKDOWN! VS RAW 2006
THQ



All information correct at time of going to press. Please be aware that release dates and prices are subject to change.

LAWKS! THERE'S MORE! 06

JANUARY

50 CENT BULLETPROOF
Vivendi

SPACE INVADERS EVOLUTION
Atari

FEBRUARY

LEMMINGS
SCEE

THE GODFATHER
EA

MARCH

FOOTBALL MANAGER 2006
Sega

MORTAL KOMBAT DECEPTION
Midway

WORMS
THQ

JULY

PIRATES OF THE CARRIBEAN
Buena Vista

TBA

DAXTER
SCEE

DRAGON BALL 2
TBA

DRIV3R
Atari

GRAN TURISMO 4 MOBILE
SCEE

INFECTED
Majesco

KAO CHALLENGERS
JoWood

KATAMARI DAMACY
Namco

METAL GEAR ACID 2
Konami

MOTO GP
THQ

MOTORSTORM
SCEE

MX VS ATV UNLEASHED
THQ

PAC-MAN WORLD RALLY
Namco

THE CHRONICLES OF NARIA
Buena Vista Games

THE CON
SCEE

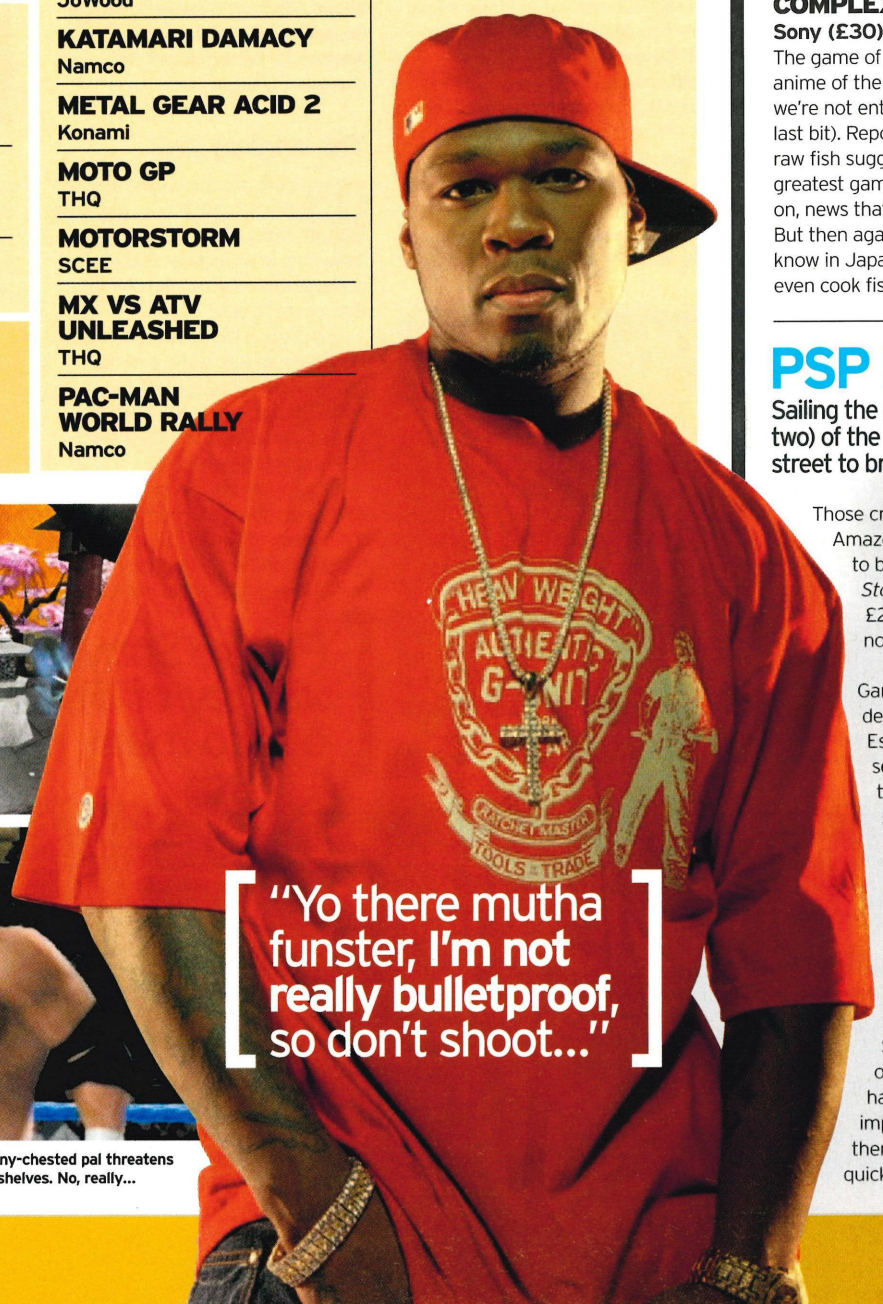
VIEWTIFUL JOE RED HOT RUMBLE
Capcom

WORLD POKER TOUR 2K6
2K Sports

YS: THE ARK OF NAPISHTIM
Konami







"Yo there mutha funster, **I'm not really bulletproof**, so don't shoot..."

Wrestling with the release schedule, our shiny-chested pal threatens to box everything in sight and then hit the shelves. No, really...

Out on Import

The best and latest releases from around the world

GUILTY GEAR XX RELOAD

Sega (£30)

"Heaven or hell... let's rock!" If you don't like *Guilty Gear*, you're probably dead inside. Have a doctor examine that. It's got May, the pirate girl! It's got Axl Low, the Axl Rose rip-off! It's got Bridget, the yo-yo girl who's really a boy! And unlike Darkstalkers, it's got working controls!

GHOST IN THE SHELL STANDALONE COMPLEX

Sony (£30)

The game of the film of the anime of the manga (probably, we're not entirely sure about that last bit). Reports from the land of raw fish suggest this isn't the greatest game we'll ever miss out on, news that will upset fans. But then again, what do they know in Japan, eh? They don't even cook fish!

PSP Pirates

Sailing the seven seas (well, two) of the internet and high street to bring you treasure

Those crafty beggers at Amazon have found a way to bring *GTA: Liberty City Stories* to your home for £29.99, £10 less than normal. It's magic!

GameStation has decided to sell a PSP, Essentials Pack AND a selected PSP game for the paltry sum of £199.99. Idiots! Take advantage before they realise they've made a mistake.

Bomberman Panic Bomber is available on import from yesasia.com for $39.99, which works out to £22. Yesasia hasn't had the Sony import bouncers rough them up yet, so move quickly to take advantage.

PSPOST

WE'D LOVE TO HEAR YOUR THOUGHTS ON THE FIRST ISSUE OF GO>PLAY...

CONTACT US

EMAIL:
goplay@paragon.co.uk

POST: GO>PLAY,
Highbury Entertainment,
Paragon House,
St Peter's Road,
Bournemouth,
Dorset, BH1 2JS

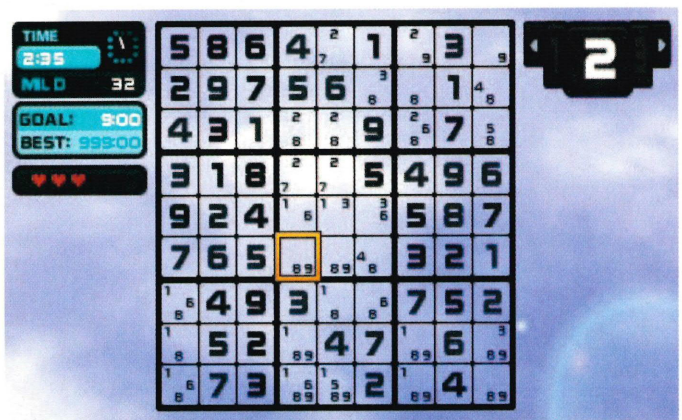
Welcome to the first letters page of **GO>PLAY**. We'd like to thank our sister publication **PLAY** for loaning us their mailbag this month. Of course, we want our own letters, so **tell us what you think of the magazine** and what you'd like to see us covering in future issues...

What's in store?

I've heard (from my mates) that it's almost impossible to get hold of a PSP. If the PSP has sold out everywhere then surely Sony should restock before people start buying nGages and the DS. Could you tell me if this is true and where they might be able to get one from? I can't bear the idea of my friends not having PSPs!

Sarahandtim, via email

At the time of going to press, the only place we knew that still had stock of PSPs was Toys R Us. Eh? What? Sorry, they've run out, too. However, by the time you read this, Sony should have stock back in the shops. The new Giga Pack should be available. Fingers crossed, eh. Anyone for Nintendogs? Grrr... oh, maybe not, then.



Just when you thought eery PSP game released was going to be a a racing game, Sony goes and jumps on the sodoku bandwagon with *Go Sudoku*. Thanks a million

The original sin?

Where are the original games? I've got a PSP but I don't like racing very much - this leaves me in an awkward position, because there's very little on PSP that I want to play.

I can appreciate that *Ridge Racer*, *WipEout* and *Burnout* are all top conversions of PS2 games, but I prefer strategy and RPG titles, the kind of games that I thought that PSP would have lots of. I

It seems that to me that developers are too concerned with the novelty of making 3D games on a handheld and are forgetting what makes a great handheld game.



Originality isn't dead. Taito's *Exit* promises to be weird and good

Just look at *Advance Wars* on Game Boy Advance. Best game ever. So please Sony, make a bigger variety of games and stop putting out so many racing games!

Alex Crofton, Northwich

There have been a lot of racing games in the first few months of the PSP's life. Admittedly, many of them have been excellent: *Burnout*, *WipEout* and *Ridge Racer* are as good as any racing games you'll see on a home console.

But you're right, we'd like to see a bit more variety. It must just be easy to convert racing games to

> Please Sony, **make a bigger variety of titles** - stop putting out so many racing games

F.A.Q.

Mail to: goplay@paragon.co.uk

Putting out the fires of those burning PSP questions

> I'd like to ask you about PS2 and PSP connectivity. Is it true that I connect my PSP and transfer data between games? If so, then which games can I do this with? Thanks.
Gary Arlott, Leeds

It's true - you can connect your PSP with certain games and transfer game saves. The highest profile game that does this so far (and uses the system to best effect is *PES 5*). With it you can play your Master League game anywhere. The next big one to do it will be *Gran Turismo 4 Mobile* next year - so if you have a *GT4* game save on your PS2 then you will be able to use it on the PSP version.

> So dead pixels, eh? Have you had any problems with dead pixels? I have three on my PSP screen and can't stop looking at them. Is there anything I can do to fix the problem?
Trev, via email

The official line from Sony is that you should wait a week or so and if you've still got dead pixels, then it will replace your PSP. However, you should phone the number on your warranty to confirm this that this is the case.

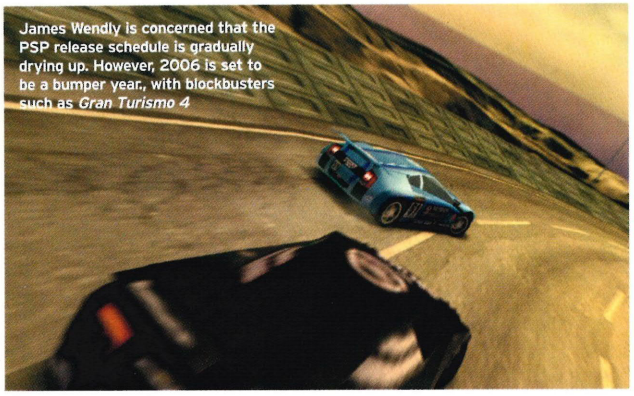
> I was reading in a magazine that you can use your PSP as a remote control for PlayStation3. How does this work?
angelcakes, via email

STAR LETTER

I'M WRITING to tell you about my concern for the future of PSP. Okay, so I bought my PSP in the first week it was out with a bunch of games (*WipEout*, *Metal Gear* and *Ridge Racer*) and was very happy. Now, a few months down the line (and *Burnout Legends* and *Virtua Tennis* later) and the new releases are drying up.

I'm worried that my investment in PSP will be a waste - if Sony can't release any more games surely no one else will be interested in buying one. I mean, you can only play MP3s and movies on it so much. I want more games!

James Wendly, Bucks



James Wendly is concerned that the PSP release schedule is gradually drying up. However, 2006 is set to be a bumper year., with blockbusters such as *Gran Turismo 4*

There has been a lack of huge releases in the Christmas run up. Aside from the amazing *Liberty City Stories* and the superb *Pursuit Force* there's been little to shout about. Things will improve next year with the release of popular games such as *Gran Turismo 4*, *Viewtiful Joe* and *SOCOM*. Still, we're hopeful that games such as *Star Wars Battlefront II* and (of course) *PES 5* will keep things ticking over till then.

PSP - it does have awesome graphics. Maybe we'll start seeing more original games when developers run out of racing game franchises to convert.

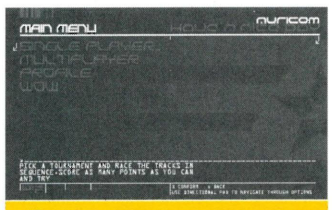
Upping the Dante

I'm longing to see that beautiful grey-haired one on my PSP. You know who - the devilishly handsome, sword-wielding Dante from *Devil May Cry*.

I'd even settle for *Devil May Cry* being converted to PSP. Do you think that this is likely to happen?

Julie, via email

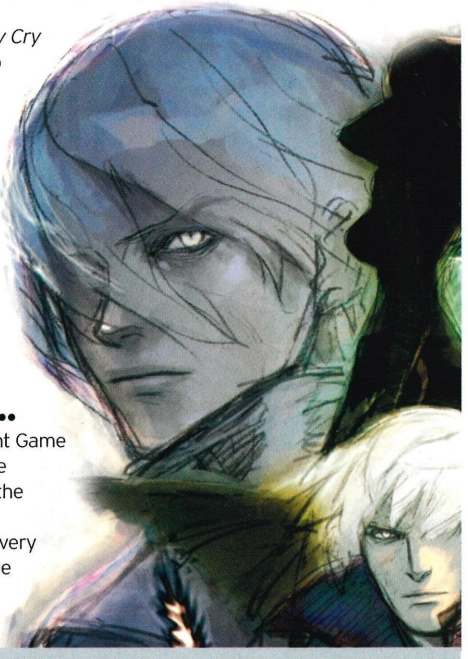
No word on a *Devil May Cry* game on PSP we're afraid. Although it wouldn't be hard to do. Dante will probably be a playable character in the new *Viewtiful Joe* game, though. Does that help?



***WipEout Pure* boasts the best free downloads with tracks and skins**

The king is dead...

I've had four different Game Boys in my time (the original Game Boy, the Pocket, the Color and the Advance) and have loved every one of them. I think with the DS though that Nintendo really lost the plot. >>



Using the built in Wi-Fi in the PSP and PlayStation3, the PSP can act as a remote control - you can even use it as a media viewer and download any compatible files (MP3s, MPEG-4 movies) and view them on the PSP.

What's the best way to transfer movies from PC to PSP? I've seen that there are programs to do this, but are any of them worth it?

Tony Carragher, Chester

For tips on ripping DVDs to your PSP, check out our extensive feature this issue - it starts on page 106.

› Why won't AAC files from iTunes play on my PSP? I thought it was compatible with that file format.

Jamie, via email

All you have to do is change the file extension from .M4A (Apple's extension name for the AAC format) to .MP4 - this is the extension that the PSP recognises. However, this won't work for copyright-protected music you've bought from the iTunes Music Store - you'll need to re-import those to iTunes from a CD first.

› I've been told that you can use PSP with an Xbox 360. How can this possibly be true? What is Sony doing?

Bill Gurney, St Albans

Just like any USB-compatible storage device you can indeed use your >>

HOT TOPIC

What's on everyone's brains this month?



Grand Theft Auto Liberty City Stories on PSP - is it worth all the hype?

It's a shame that *Liberty City* doesn't recreate everything that's possible in *San Andreas*. I've kinda gotten used to the character modification, travelling by air and the control system. Still, wicked game!

skater14, via email

I have to say that I'm disappointed with *Liberty City Stories* - where is the new game? It's essentially a remake of *GTA III* which, admittedly, is good but I've already played that to death!

Carol, Kilkenny, Ireland

I love the fact that it's like returning home after time away. I'm going to play *GTA III* right after I've finished *Liberty City Stories*. Nice one Rockstar!

Adrian Jakes, Aberdeen

Still can't quite believe that I'm seeing a proper *GTA* game on a handheld console - those top-down games on Game Boy were awful and the multiplayer games are amazing.

Terry, via email

The music isn't quite up to the high standards of *Vice City* and *San Andreas* but apart from that Rockstar has done a sterling job.

Mike Richardson, Bournemouth

If this the route Rockstar is taking with *GTA* on PSP then bring it on. Will there be another PSP game but this time set in *Vice City*? That was my favourite *GTA* by far - the music was brilliant.

Jahann Asadi, Salisbury

Let us know what you think of *Liberty City Stories*...



Talkman will not only translate languages but teach you them, too

Well done Sony for producing a great handheld, the true successor to the Game Boy



The PSP's battery life has been a hugely contentious issue. However, with a new, more powerful, battery being released next year this problem should be solved

Every game I've seen on it (not made by Nintendo) simply uses the second screen for a map. What's the point of that? I mean why have a second screen and then just use it in such a pointless way?

That's why I'm so happy that I waited for PSP – I just can't believe how good it is. Great screen, good functionality and some top games. Well done Sony for producing a great handheld. The true successor to Game Boy.

Mark Allen, London

We couldn't agree more. Everyone here at GO>PLAY has been an avid portable game player for quite some time – the sensational PSP has been a breath of fresh air. It really is quite remarkable just how much better it is than current handhelds. Having said that, we can't wait to see how Nintendo responds with the Game Boy Advance 2. Can it ever be as good as the PSP?

Wi-Fi, ho-hum

I'm fascinated by the idea of being able to use my PSP anywhere in the world and transfer files from my PlayStation3. But I can't believe how this is going to work – it all sounds too good to be true. Do you think this might be pie in the sky from Sony, or will it really work as well as it says it will?

Edward Marks, Solihull

Apparently it does work – and why shouldn't it? You're simply transferring data over the internet, after all. The only problems we envision are the speed of the transfer. It'll definitely depend on the speed of your broadband connection at home and that of the connection of the Wi-Fi hotspot.

Mind you, by the time PS3 comes out in the UK the standard broadband speed will probably be around 4Mb – pretty speedy, and plenty to transfer a few MP3 files. We're not too sure about leaving our PS3 on standby mode for two weeks, though. Just think of the electricity bills!



LocationFree is Sony's new PSP-compatible wireless entertainment hub

Next month: we want to know whether you found it difficult getting your hands on a PSP...

» PSP with an Xbox 360. Just like an MP3 player or PocketPC you can use it to transfer and view various files. Just like with your PC.

› I've been reading on various web sites about 'PSP homebrew' and was thinking about downgrading my PSP to system software 1.5 to play it. Should I do this? Will it harm my PSP? Does it effect my warranty?

Alex, via email

This is quite a contentious issue – and a bit too complicated to answer here. By downgrading your PSP's system software you're risking damaging it. Playing homebrew software on it is also risks infecting it with a virus. We'll be running more detailed features on this aspect of PSP gaming in the future. Watch this space.

› I've been using iTunes on my PC to try and transfer MP3s to my PSP. However, when I drag the files across and try to play them (the track names come up on screen) the PSP's MP3 player just quits out. What on earth am I doing wrong?

David Jones, Northampton

You're probably just making shortcuts from a Playlist. Try dragging the MP3s directly from your iTunes music folder into the PSP music folder. That should do it.

GO>PLAY

Highbury Entertainment Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Email: goplay@paragon.co.uk

Customer Services
If you have a query regarding a subscription or back issue, or would like to place an order, please contact the subscription hotline on 01454 642442 or email Highbury@cisubs.co.uk. For all other queries including missing covermounts, please contact our Customer Services department on 01202 200200 or email subs@paragon.co.uk

Magazine team
Group Editor Nick Jones
Operations Editor Charlotte Martyn
Sub Editor Karen Rutherford
Group Art Editors Lisa Johnson, Paul Ridley
Consultant Editor Matt Bielby
Group Senior Editor Steve Bradley
Contributors David Semple, Nick Trent, Andy Mountain, Greg Whitaker, Nicky Glover, Rick Porter, Mike O'Sullivan, Jon Denton, Nick Powell, Martin Mathers, Luke Albigés, Matt Hoddy, Ryan King, Keith Hennessey, Miles Guttery, Kelly MacDonald, Darran Jones, Simon Griffin, Aaron Asadi, Will Johnston

Promotions
Commercial Manager Nick Roberts
Tel: 01202 200242
nick.roberts@highburygroup.com

Advertising
Advertising Director David Dumville
020 7608 6508
david.dumville@highburygroup.com

Group Advertising Manager
Mandy Critchley
020 7608 6515
mandy.critchley@highburygroup.com

Classified Sales Executive
Caroline Sanyare
01202 209308
caroline.sanyare@highburygroup.com

Production Coordinator Jo Spick
Production Controller
Caroline Bradford
Ad Production Coordinator
Lorraine Troughton

Production & Distribution
Production Manager Dave Osborne
Bureau Manager Chris Rees
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

International Licensing
GO>PLAY is available for licensing overseas. For details, please contact:
International Sales Manager Leylah Honeyborne
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
leylah.honeybourne@highburygroup.com

Directors
Publishing Director Dave Taylor
Editorial Director Dan Hutchinson
Creative Director Trevor Gillam
Advertising Director David Dumville
Group Advertising Director Debbie Maclaren
Circulation Director Owen Arnott
Finance Director Tony DeBiase
Director of Procurement John Croucher
Chairman Kelvin MacKenzie

Subscriptions
Subscription Hotline : 01454 642442

Printed by Southernprint (Web Offset) Ltd, 17-21 Factory Road, Upton Industrial Estate, Poole BH16 5SN
Distributed by Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD
Tel: 020 7396 8000

GO>PLAY is fully independent and is in no way an official Sony licensed publication. The views expressed within are not necessarily the opinions of Sony, its software partners or third-party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

©2005 Highbury Entertainment Ltd
Highbury Entertainment Ltd is a wholly owned subsidiary of Highbury House Communications PLC. Registered in England.
Registration Number 2483576. Registered Office: The Publishing House, 1-3 Highbury Station Road, Islington, London, N1 1SE.

"EXCITE, INFORM AND ENTERTAIN"



Championship Manager PSP © Eidos Interactive Limited, 2005. Developed by Gusto Games Limited. Published by Eidos Interactive Limited, 2005. Championship Manager PSP, Championship Manager, the Championship Manager logo, Eidos and the Eidos logo are trademarks of the Eidos Group of Companies. Gusto Games and the Gusto Games logo are trademarks of Gusto Games Limited. All other trademarks are the property of their respective owners. All Rights Reserved.



EXPRESS CHECKOUT
- 4 player Ad Hoc mode
- 3 game modes
- 4 sides to play as
- 4 hour-long Campaign mode
- Vehicles available for battle

Can the PSP handle the Force of Star Wars? Why of course, Master

Star Wars Battlefront II

OUT: 23 DEC

Publisher **Activision** / Developer **Pandemic** / Price **£39.99** / Players **1-4**

The first generation of launch titles for the PSP tended to share the ignominious trait of cramming a PS2 experience onto a smaller screen so that it could be played on the go, without a great deal of thought being applied to whether or not the full game experience was well-suited to gaming on the go or not.

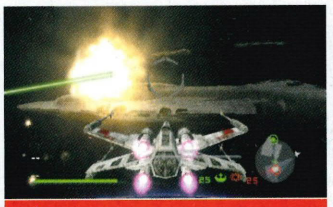
However, now that most publishers have got their lazy conversions out of the way and ensured that the PSP has a back catalogue of games full of instantly recognisable brands and licences, we are starting to see games where more thought is being put into the development of games for Sony's hand-held pride and joy. *Star Wars Battlefront II* is one such title.

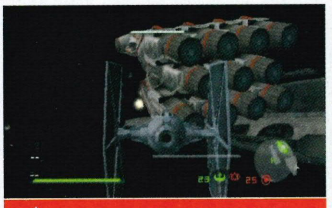
The game has been converted for the PSP by Savage Entertainment, who is working closely with Pandemic, who developed the main game for the bigger consoles. The aim is very much the same - to give players that epic *Star Wars* experience where players can leap in as a member of the Imperial, Rebel, CIS or Clone Troopers forces and battle it out on a wide variety of famous *Star Wars* locations.

However, the PSP is going to receive three exclusive game modes. Rebel Raider charges the player with carrying out rescue missions as part of the Rebel Alliance, finding injured comrades and contraband on the map and getting it back to base. Imperial Enforcer sees the player assuming the role of an Imperial bounty hunter, visiting planets in order to wipe out the indigenous life-forms there. Rogue Assassin sees the player as a mercenary, charged with killing an enemy of a specific rank and eliminating him.

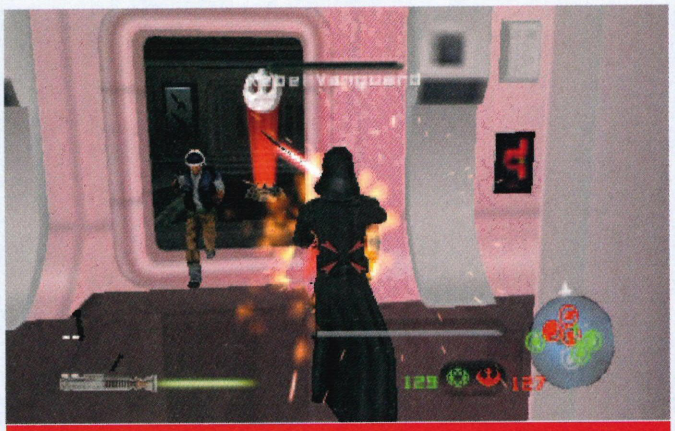
Each of these three exclusive game modes has been designed with the PSP solely in mind, which means that they are going to be perfectly suited for quick gaming - turn on, play for five or 10 minutes, and then turn off again. This wouldn't work on

WHAT IS IT?
The huge scale of *Battlefront*'s universe neatly compressed into bite-sized, friendly chunks.


Swooping on the enemy in an X-Wing. Can life BE any more fun?


Working as a team is essential; there's no room for renegades here


Well-designed maps focus the action at key choke-points



There are three exclusive game modes – in Rebel Raider, you'll be part of the Rebel Alliance and may have to come face to face with the Dark Lord himself



Players can become a member of the Imperial, Rebel, CIS or Clone Troopers forces and battle in many of Star Wars' famous locations

the PS2, but it is shaping up nicely for portable gaming. However, the PSP exclusive modes aren't the only ones where the PSP has been afforded the kind of thought it deserves. The maps are being trimmed down from those that will be found in the PS2 build of the game, keeping the same themes but ensuring that the battles will be fast and furious, rather than allowing long periods of inactivity while the player looks for someone to shoot.

The focus of the PS2 game is being shifted more to multiplayer because, while 32 people will be able to get together online with their PS2s or Xboxes, the odds of 32 PSP owners catching the same bus to work are a little slim. This isn't to say that multiplayer is being ignored completely, but it's simply being slimmed down much like the rest of the game. Four-player Ad-Hoc will be supported, with most of the maps and challenges available for WiFi play in either co-op or competitive mode.

The deepest part of the game on PSP – aimed at the hardcore gamer – will be the Campaign mode. This takes the form of a *Risk*-style world conquest, where the human player moves armies around into territories in a bid to take all the territories on the map. If an army moves into an area containing forces belonging to the computer-controlled opponent, a brief battle takes place – the winner holding onto the territory in question. In total, it is estimated this game will take between three and four hours to complete, meaning that it fulfils the primary aim of not bogging the owner down for weeks in the way that a PS2 game can, but still offers a suitably deep and engrossing challenge. The fact that some of these battles will be based in space with X-wings Vs Tie Fighters is even more exciting...

Battlefront II is certainly shaping up to be one of the first must-have games for the PSP, thanks to the dedication shown to the format by the developers. Hopefully, this is going to be the start of a new wave of PSP launches where developers have really thought about how they can get the most out of the machine, and suit the needs of those who will be playing their games, as opposed to simply 'making a smaller PS2 game'. Fingers crossed. ■ **Mike O'Sullivan**

[Battles will be based in space with X-Wings Vs Tie Fighters]

WE SAY ***Battlefront II*** **looks unmissable on the PSP. It would take a catastrophe for Activision to deliver anything less than perfection come Christmas**



The chance to play as heroes such as Leia is a welcome one



The space battles are what really makes this game stand out



EXPRESS CHECKOUT

- 136 Club teams
- 57 national teams
- Wi-Fi multiplayer
- Data transfer to and from PS2 version
- Derived from the best footy game ever!

Please, no more Peter Brackley and Trevor Brooking!

Pro Evolution Soccer 5

OUT: DECEMBER

Publisher **Konami** / Developer **Konami** / Price **£34.99** / Players **1-2**

Everyone's got a dream - to travel, to meet someone famous, to play *Pro Evolution Soccer* on the move. One of these is far bigger than the others, and by coincidence it's also the one easiest to make come true. With *Liberty City Stories*, the first wave of killer titles are starting to arrive on Sony's impressive machine, and none more so than the mighty *Pro Evo*. This is the football game of choice for the purist. It doesn't have the all the presentation brouhaha of *FIFA*, but as a football simulation it's unsurpassed and seemingly unsurpassable.

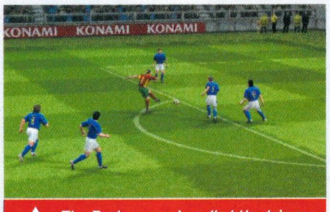
This will be no cut down version of its big brother either, with all the teams and cup tournaments from the home console versions included, but whereas authentic teams and kits have always been the primary selling point of *FIFA*, in *Pro Evo* they are very much secondary to the gameplay. It's an old cliché now, but in this case at least it's true. Konami has honed and fine-tuned its sporting *piece de resistance* over the course of the last five years and in that time it has been become much more than a game. It's an obsession and an institution.

WiFi will enable you to play multiplayer, with the game storing results and stats so you'll be able to keep track of how you're doing against individual opponents. There'll also be the option to transfer data to and from the PS2 version, and you'll even be able to download your own custom teams from the PS2 version to take on the road with the PSP.

The only concern is that you'll really need to find a PSP-owning travelling buddy to play with. *Pro Evo* in all its guises has always been a vastly inferior experience in single player mode, where the poor league format and inability to customise competitions sticking out like a sore thumb. Aside from that, it's just nowhere near as much fun playing against the computer. Still, you know this is gonna be an essential buy, so start saving those pennies now. ■ **Miles Guttery**

WHAT IS IT?

The greatest football sim in the history of ever. What more do you need to know?



The Portugeezer's pulled the trigger, but does the bag bulge? Paolo?



Sir, I have no intention of asking you for, nor giving you, any quarter



Go on, have a crack. You don't buy a ticket, you don't win the raffle

WE SAY **It won't play identically to the PS2 game, but even with some of the flashier moves removed, *Pro Evo* is still the daddy, and don't forget it.**

Tales of Eternia™

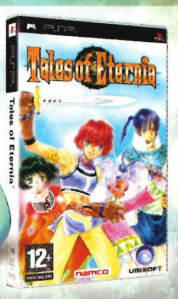
Only you can change the destiny of their worlds





Follow the amazing adventures of Reid, Farah and Meredy, as they fight to avoid a deadly collision between their two planets.

- Dynamic real-time combats where you can combine hundreds of powerful spells and enchanted weapons
- Discover the Eternia universe, where two worlds meet, in breathtaking 2D graphics
- 60 hours of game play & tons of mini-games



12+ ™

www.pegi.info

PSP™

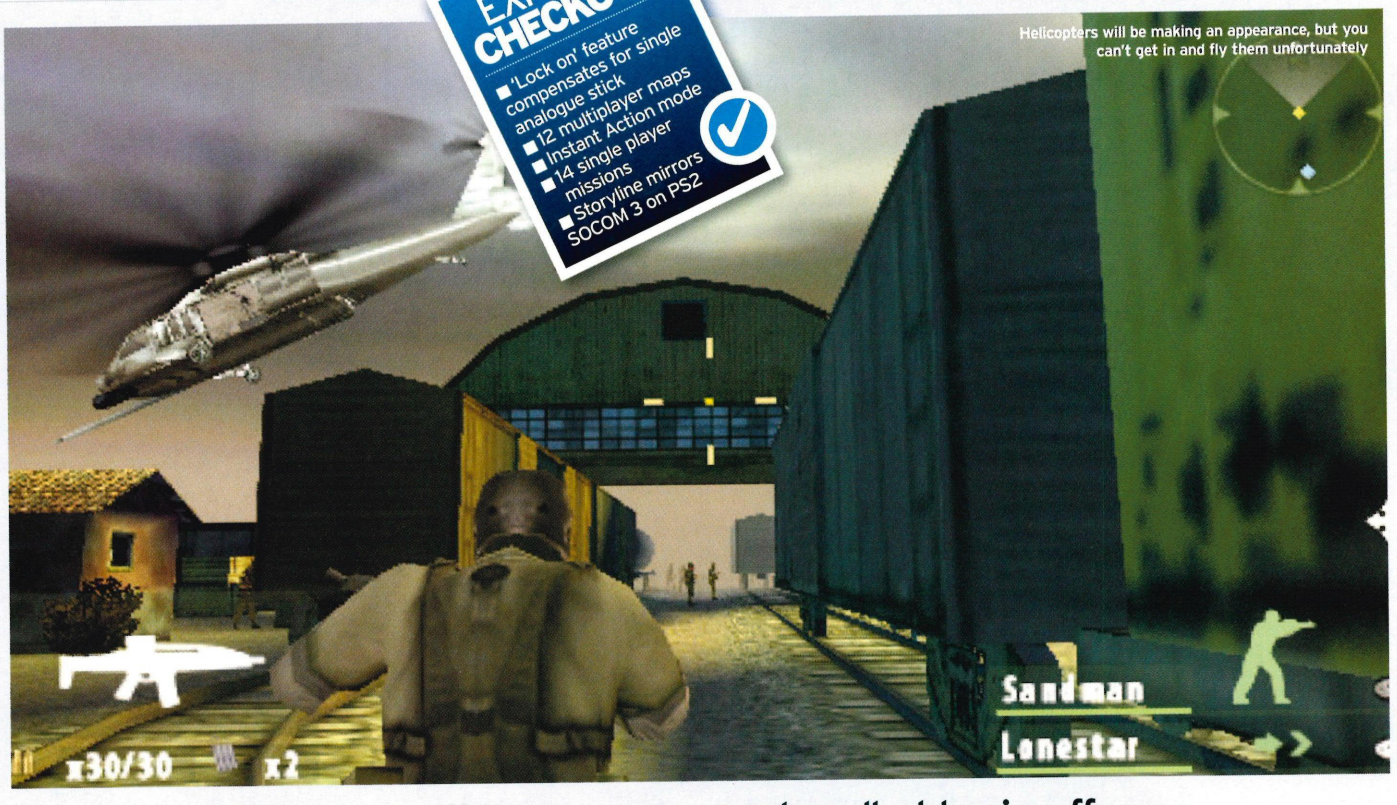
namco®

UBISOFT

"PlayStation", "PSP", "UMD" and "△ ○ × □" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.
Tales of Eternia™ & © 2000 2004 NAMCO LTD., ALL RIGHTS RESERVED. ©MUTSUMI INOMATA. Developed by NAMCO LTD. Published and distributed by UBISOFT Entertainment under license from NAMCO LTD. "PlayStation" and the "PS" Family logo are registered trademarks and PSP is a trademark of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are properties of their respective owners. All rights reserved.

EXPRESS CHECKOUT

- 'Lock on' feature compensates for single analogue stick
- 12 multiplayer maps
- Instant Action mode
- 14 single player missions
- Storyline mirrors SOCOM 3 on PS2



Helicopters will be making an appearance, but you can't get in and fly them unfortunately

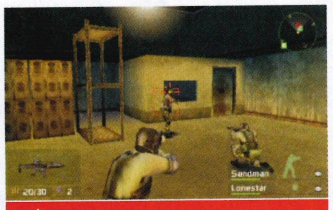
One of the PS2's favourite sons spawns a handheld spin-off

SOCOM US Navy Seals Fireteam Bravo

OUT: TBC

Publisher **Sony** / Developer **Zipper** / Players **1-16**

WHAT IS IT?
Modern day military warfare with single-player mode and 16-strong multiplayer battles.



In a team of two, your partner is vitally important

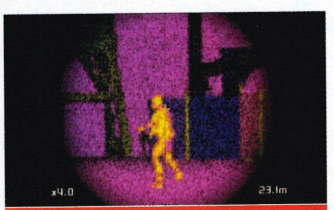
When *SOCOM* arrived on the PS2, it was seen as the online multiplayer game that would enable the PS2 to take on Xbox Live and win. That it failed to do so is not an indictment of *SOCOM*, but more of Sony's inability to follow it with more hits in a similar vein.

On the PSP, *SOCOM* has been trimmed down and simplified - the machine simply isn't as powerful as the PS2, and has less buttons. However, don't take that as a sign that Sony is settling for second best on its handheld console, because *SOCOM* is shaping up to be a corker.

The emphasis is firmly on multi-player, with 16 players supported via Ad Hoc and Infrastructure modes. What's more, you can head into battle on 12 different multiplayer maps. Impressed? You should be. The level of detail is truly impressive, with customisable weapons that look capable of putting a few bigger home consoles to shame.

A 14-mission campaign will be included for those who like to play alone. Interestingly, the plot for this will intertwine with that of *SOCOM 3* on PS2, with the stories mirroring each other and giving a sense of a bigger picture.

Unlike *SOCOM 3*, *Fireteam Bravo* is not squad-based. Instead, it focuses the player's attention onto a single squadmate, and it is through working in this pair that the core gameplay dynamic relies.



Different vision modes are available to pinpoint enemy locations. Sweet

All things considered, *Fireteam Bravo* is looking like another exceptional title, adding further ammunition to Sony's impressive arsenal on the PSP.

> **The core gameplay dynamic relies on working as a pair**

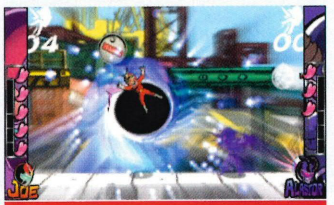
Designed for PSP from the ground up, this might just 'fit' perfectly. Watch this space to find out if it does. ■ **Mike O'Sullivan**

WE SAY ***Fireteam Bravo*** **looks set to be a fine example of a well thought-out conversion. Fingers crossed that it delivers on its undoubted promise.**

Time to go head to head with the Viewtiful people

Viewtiful Joe
Red Hot Rumble





Up to four people can do battle via the game's Wi-Fi option

OUT: JAN 06

Publisher **Capcom** / Developer **Clover Studios** / Players **1-4**

WHAT IS IT?

A one-on-one fighter set inside the Viewtiful Joe universe. Beautiful toon shaded visuals.

We're big fans of complex, deep character driven storylines in our videogames. We like nothing more than examining the relationship between protagonist and antagonist, reading between the lines and delving into subtextual analysis with a game's narrative.

This is why we were over the moon to hear that *Red Hot Rumble*'s story is a fight between a bunch of random, made up superheroes to see who will be the star of Captain Blue's latest movie. It's reminiscent of *21 Grams*. And *Pulp Fiction*.

Stupid storyline or not, there's no doubting that the diminutive legend that is Joe is perfectly suited to some PSP battling. He's small, slick and very cool. It just makes sense to us. And to Capcom, obviously, as VJ is going to VFX-ing his way across that stunning screen as early as January next year.

However, *Red Hot Rumble* is not the usual side-scrolling fare we have come to expect from the *VJ* series. No, instead, it's an out-and-out scrapper - one-on-one battles are the order of the day, here. Unlike the usual 2D fighting fare though, you'll have access to all of Joe's VFX powers. Slowing down time, speeding it up, zooming right in to find enemies' weak points... it's all here.

Quite how it will all fit into a hectic match up, we're not too sure. It is possible that there will be power ups that you can collect to access the VFX powers, or some sort of bar system akin to the *Street Fighter* games. Capcom is keeping its cards very close to its chest about this aspect, but we remain hopeful that it will be implemented with all the skill and flair we have come to expect from the *Viewtiful Joe* series.

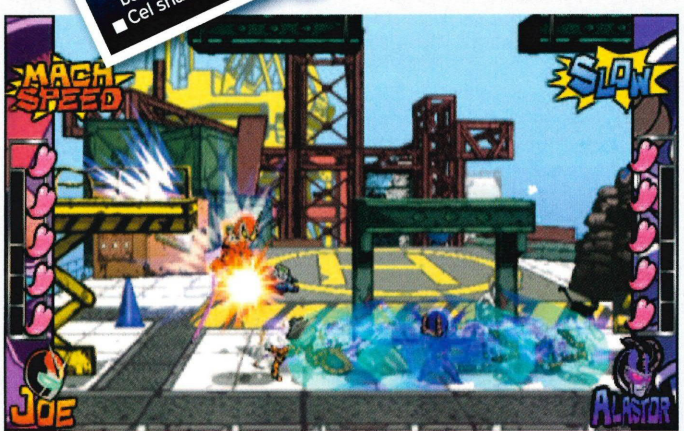
[The diminutive Joe is ideally suited to some PSP battling]

With only a few more months to go before Joe battles his way onto PSP, we await information with bated breath. The promise of a four player Wi-Fi function could be enough to ensure that it's an essential purchase come next year. ■ **Jon Denton**

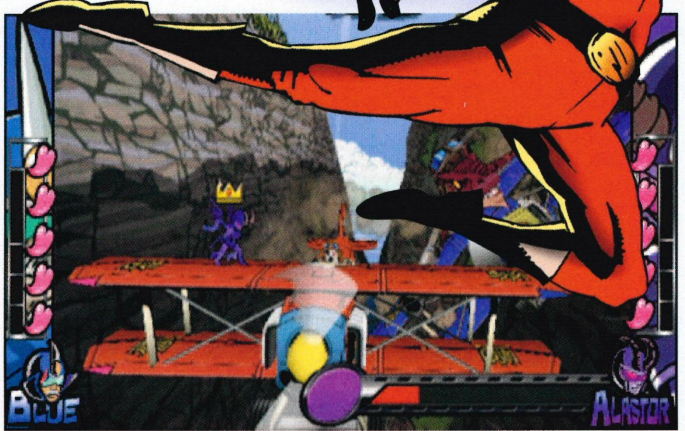
EXPRESS CHECKOUT

- Third in the series
- Clover Studios' first PSP project
- 4 player Wi-Fi battling
- Interactive backgrounds
- Cel shaded look

WE SAY **If everything falls into place, *Red Hot Rumble* should be a tasty prospect. Those after a bit of fast-paced fighting action... commence licking lips now.**



Viewtiful Joe has beautiful, stylistic cel-shaded visuals, very much in keeping with the cartoon style of the series



The developer promises that the scenery will be interactive, so you can grab anything to hand and use it against your opponent

COMING SOON



Are you the special one?

Football Manager 2006

OUT: 2006

Publisher **SEGA** / Developer **Sports Interactive** / Players **1**

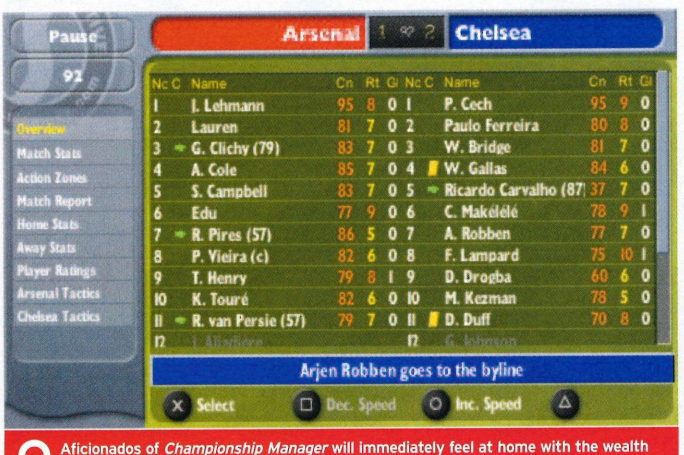
WHAT IS IT?
The most lovingly detailed and complex football management simulation ever constructed.

There are many games that worm their way into your heart. Fondly remembered experiences that we carry with us and serve as a reminder of the joy games can bring on the odd occasion you go out and drop 40 notes on a complete turkey. For days you'll find yourself looking forward to going home and playing such games, and the palpable satisfaction of reaching the end and watching the credits roll. Not many games last you for years, though. Even fewer occupy most of your waking time, even when you're nowhere near a PC. That was *Championship Manager*.

When you weren't playing it you were thinking about it. 'Should I start playing five at the back? Why can't that striker I blew £5m on hit a cow's backside with a banjo? There's a 16-year-old kid in the reserves who looks awesome, but do I risk him the first team yet? Can't believe my goalie got injured on international duty and is now going to be out for three weeks, missing the big play-off clincher in the process.'

These are the things you thought about. Great games interfere with life... *Championship Manager* took it over, ended relationships and ensured no-one in its vice-like grip ever went to bed before 3am, even on school nights.

Sports Interactive's split from Eidos has seen a change to the name, but those in the know, know, and *Football Manager* not only



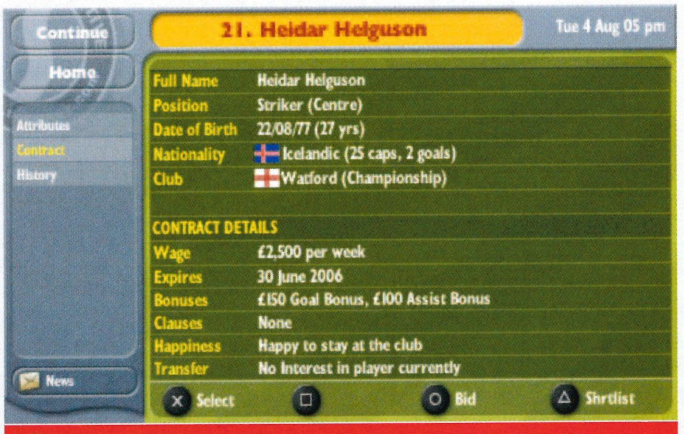
Aficionados of *Championship Manager* will immediately feel at home with the wealth of statistics and tactical options present in the vast interface



£70 a week? Rio Ferdinand will be turning in his dual-gated driveway



Keep a beady eye out for unscrupulous agents, for they are wont to try and 'half inch' your best players. It's a murky business, this football management game...



As the manager it's your duty to keep the whole squad content, and that includes setting bonuses and putting clauses in players' contracts

continued *CM*'s tradition of phenomenal depth and complexity, but also resurrected the name of the game that started it all.

But how can you cram all that made the PC version so mind-boggling immersive into the more limited confines of the PSP? Well, you can't, but let's be honest about something for a second – *Football Manager* has got a little too complicated for its own good. That might sound sacrilegious to some, but writing as dedicated and passionate fan of the *CM* series, from the original Amiga version right up to *CM4*, the truth of the matter is that less is sometimes more. *Football Manager* on PC is not an entry level game and, unless you grew up with the series, it's an incredibly daunting beast to get your head around.

The PSP version will feature six national leagues to choose from and a vast database of players, as is SI's forte. How many exactly we don't yet know, but with reserves and randomly generated players added to the database you can be sure it'll be more than you'll ever need.

Again, if you've never been bitten by the *CM* bug you won't know just how compelling it can be to pore over screen after screen of player stats, weighing up whether to put in a bid or not. And soon you'll be able to do it on the bus!

[It's compelling to pore over screen after screen of stats]

All the major European competitions will be included, along with world rankings and complete freedom to develop your own formation and tactics. You'll be able to have up to a maximum of 30 players in your squad, each with accurate career histories, realistic stats and personalities. You'll have to watch out for dodgy agents trying to unsettle your stars and use your man management skills to keep everyone happy. Either that or flog any dirty trouble makers at the first hint of dissent in the ranks. Actually, better still, let 'em rot in the reserves. Ha!

You'll also have to deal with the media, comment on performance and generally keep up-to-date with what's happening in the rest of the world via the game's highly developed news feed system.

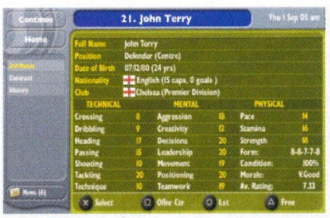
The bottom line is that *Football Manager* could well be the cause of a lot of missed appointments. This is a game you won't want to stop playing, even if it means staying on the bus and missing your stop.

At least with cumbersome PCs you were forced to leave the darned thing alone once in a while. Now you'll never have to be without it, and that's a thought that fills us with unhealthy joy. ■ **Miles Guttery**





WE SAY **Prepare yourselves for potentially the most consuming and engrossing handheld game of all time. *Football Manager* might change your life...**



Every player and team imaginable are included in the huge database



Supporters of the Blades will undoubtedly wish to take issue with the position their team finds itself in the league table. Perhaps it's time to 'Go On Holiday'



You follow the live action using a series of commentaries

The handheld world warrior

Street Fighter Alpha 3 Double Upper

EXPRESS CHECKOUT
- Four new characters
- Tag-team mode
- Multiplayer Wi-fi battling
- Still got Dirty Ken in it
- It's *Street Fighter*.. in your hand



fireball needs to be an instant replay

OUT: TBC

Publisher **Capcom** / Developer **In-house** / Players **1-2**

There have been countless pretenders to the throne over the years, but there is no doubting that the king of the 2D fighting genre is still *Street Fighter*. The combination of superbly balanced combat gameplay and larger than life characters has never lost its appeal, so it's with great pleasure that we can confirm that *Street Fighter Alpha 3* will be making an appearance on the PSP next year.

Subtitled *Double Upper*, it features all the characters from the original, plus four new additions. Fresh from their time in the world of *Street Fighter 3*, Eagle, Maki and Yun are all set to make an appearance. They are joined by the dancing crazy that is Ingrid from the ill-fated *Capcom Fighting Jam*.

The *Double Upper* moniker is not just a stupid name to amuse the filthy minded, either. It refers to the brand new tag team option that Capcom has included. Like the *Marvel vs Capcom* titles, you can now switch between two characters at the touch of a button, lending strategy and tactics to each battle.

Graphically, the game is looking suitably shiny and colourful, displayed in true widescreen (unlike *Darkstalkers*' stretched images), but there's no denying that the sprites are starting to look a little dated compared to *Guilty Gear XX*'s hi-res equivalents. *Street Fighter* games have never been about graphics though, and if you are interested in this version, it's likely that the visuals will be an afterthought.

What might be more prevalent in your mind are control issues, however. There's no escaping the fact that the PSP's D-pad is not best suited to fighting games. Throwing a fireball needs to be an instant replay event, and any time spent struggling with controls is time spent getting duffed up. However, we will reserve judgment until the final code drops on our door mat.



The thought of taking on potential opponents anywhere at any time over Wi-Fi is an extremely appealing prospect – it's time to prove who the real World Warrior is. With the versus mode, and four new characters, 2D fighting fans will be keen to *Double Up* next year. ■ **Jon Denton**

WHAT IS IT?
The ultimate one-on-one fighting experience in the palm of your hand? Could well be...



> **Street Fighter games have never been about graphics**

WE SAY **If the Wi-Fi battling proves to be as smooth as the single player mode, then *SFA* should be a vital part of any PSP gamer's collection.**



Although the visuals might look a little dated, the proof of the pudding is in the fighting, and here the *Street Fighter* games have never been found wanting



The prospect of taking on all-comers in *Street Fighter* via the PSP's Wi-Fi mode is already ready getting fans of the series hot under the collar

EXPRESS CHECKOUT

- 20 playable characters
- 10 individualised superpowers
- Over 100 enemies
- Upgradable costumes and attributes
- 70 fight zones



X-Men has a wealth of **Marvel characters** on show

'Four-on-four hardcore action' used to mean adults only

X-Men Legends II Rise of Apocalypse

OUT: 2006

Publisher **Activision** / Developer **Activision/Raven** / Players **1-4**

WHAT IS IT?
A beat-'em-up with more familiar faces than ITV's 50th anniversary celebrations.

Unlike *Marvel Nemesis* (check out the review on page 56), *X-Men Legends* is all Marvel, a veritable orgy of well-honed villains queuing up to do battle with everyone's favourite mutant team.

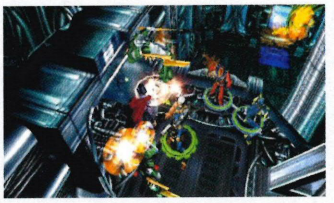
Top of the bad-list is Apocalypse, a time-travelling powerhouse whose proclivity for exotic locations has you charging across the globe, from Egypt to the South Pole.

We're promised fully destructible scenery too, but the overhead perspective seems a poor way of showing it off.

Your task is to control a tag team of four characters plucked either from Mutant Heroes (both regular X-Men and notable guest stars such as Cable or Bishop) or The Brotherhood, who used to be known as 'The Brotherhood of Evil Mutants' but presumably twigged it was getting them barred from better hotels and restaurants!

Better still, this PSP version will feature four extra playable characters not found on other versions - bringing the total to 20!

But there's more to this than just fighting. There's a proper story mode too, with video cut-scenes devised by Oscar-nominated Blur Studios, and around 70 free-roaming 'zones' such as the X-Men's Danger Room, where you can stock up on new equipment, complete unfinished missions or solve puzzles.



Finally, both online and offline multiplayer modes are promised, and these days we demand Wi-Fi options, or else! ■ **Mike Andereisz**



Here you can see Magneto and... er... some other dudes in spandex



The guy in the middle is Cable, X-Man of the future and one supercool hero

WE SAY **If Activision can come up with gameplay that avoids confusion and easy button bashing, Marvel fight fans won't be complaining.**



EXPRESS CHECKOUT

- Digital control replicates analogue sticks
- Out this month in Japan
- Best game soundtrack ever?
- Roll up anything in the game...
- But only once you're big enough

Namco's roll-'em-up is **original** and **really refreshing**

Not the kind of rollin' Fred Durst was talking about

Katamari Damacy

OUT: Q1 '06

Publisher **TBC** / Developer **Namco** / Players **1**

WHAT IS IT?
Roll a ball around to collect stuff. Games don't come much simpler. Or much better.

While the UK has been bombarded with drivel like *FIFA Street*, anyone with an eye on the import scene will be familiar with Namco's ingenious roll-'em-up *Katamari Damacy*. Conceptually, the series couldn't be simpler – roll a sticky ball around and collect everything in sight. Sounds straightforward, right? That's because it is. But the difficulty comes when larger obstacles present themselves – you'll start out scurrying away from people, cats and even mice for fear of losing some of your stuff, but as the ball grows there's nothing you won't be able to collect. From paperclips to tower blocks, everything is fair game.

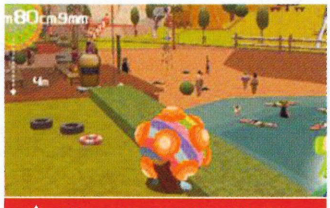
If you're worried about the simplicity of the whole thing, don't be – there's a surprising amount of variety in the objectives. While many goals will simply be to make a clump of ultimate girth, you'll also be asked to roll up specific targets or be given a single chance to get the biggest variant on a theme possible. If you're asked to get just one cow, for example, you'll need to be careful to get exclusively non-bovine tat until your ball is big enough to pick up something larger than a little toy cow or a bottle of milk. Words really can't do justice to just how quirky and playable *Katamari* is.

Better still is the game's unique style. Simple visuals mean that the game can be much bigger in scale, enabling areas to be built out of hundreds of thousands of elements that can be picked up individually. The best example of this is in the recent PS2 sequel, *We Love Katamari*, where one level contains a gingerbread house made up of countless sweets that can all be rolled up.

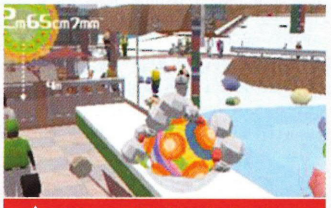
Characters are awesome too – the King Of All Cosmos must be one of gaming's greatest creations – and dialogue is also suitably crazy. But the highest praise for the series has gone to its music, a great selection of quirky tunes that span pretty much every genre and ooze quality.

Without the dual analogue controls of the PS2 versions, it would be easy to dismiss a PSP *Katamari*, but via some clever mapping to the D-pad and face buttons, it will be just as playable in miniature. If you've ever bemoaned the lack of originality in gaming, you need to sample the joys of *Katamari Damacy*. It'll be more than worth it. ■ **Luke Albigés**

WE SAY **While the controls could be unfamiliar, the short levels and pick-up-and-play gameplay are perfect for a portable game. *Katamari* should be a delight.**



This garden is ideal for collecting stuff. Look at all the things!

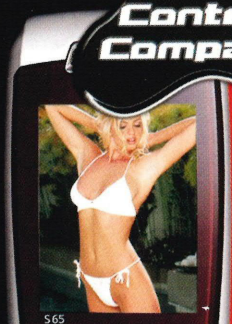


Take your ball of stuff around a range of pick-uppable neighbourhoods

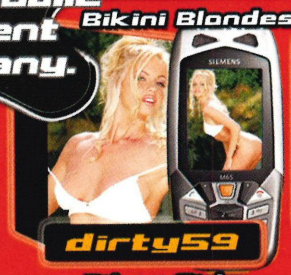
The only Specialist Adult Mobile Content Company.

mobilesexshop

Top UK Mobile Videos

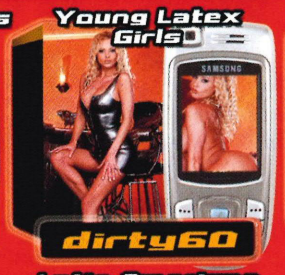


VIDEOS COST £1.50 Each



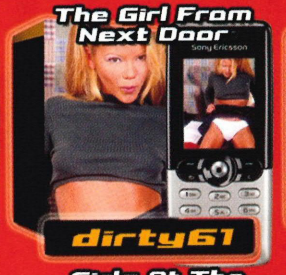
Bikini Blondes

dirty59



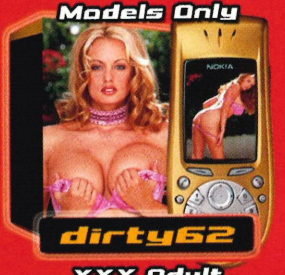
Young Latex Girls

dirty60



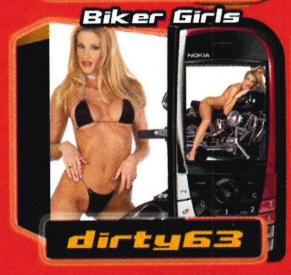
The Girl From Next Door

dirty61



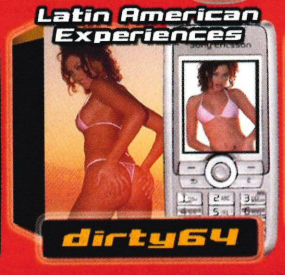
Models Only

dirty62



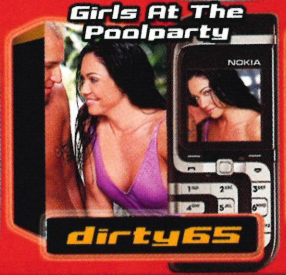
Biker Girls

dirty63



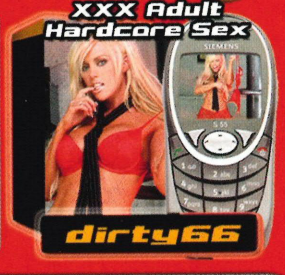
Latin American Experiences

dirty64



Girls At The Poolparty

dirty65



XXX Adult Hardcore Sex

dirty66

To subscribe text your video choice to 89095 eg. text dirty66 to 89095

If you experience problems with content lock on your phone, please text to 81313

To check if your phone is compatible, we send you a preview video for NO CHARGE

If you experience any problems with content barring please text xvid to 81313

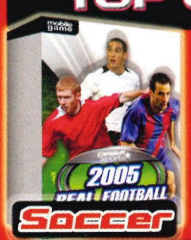
To subscribe to the video club text xvid to 89095



To subscribe to the hot girls gallery text sexy to 81313

TOP GAMING ACTION FOR YOUR MOBILE

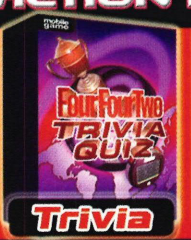
powered by gameloft 4.50 each



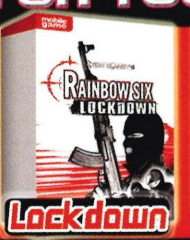
Soccer



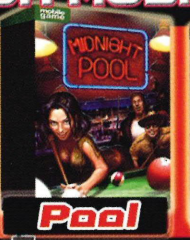
Solitaire



Trivia



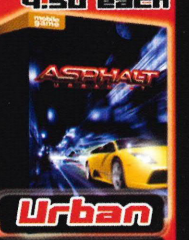
Lockdown



Pool



Poker



Urban

To subscribe to the game club, just text the name to 60111 e.g for Sexy Poker text POKER to 60111

Manga Girls

Join the SEXY Manga Girls club now! To subscribe text ANIME to 83535



£1.50 Each

To order a manga girl animation just text anime to 83535

Lapdancing



Join the Lap Dancing Club & let our sexy girls entertain you

To Subscr POLE to 89095

If you experience any problems with content barring please text Pole to 81313

£1.50 each

Need Help? Call our Helpdesk on 0870 855 4194 Monday - Friday 10am-5pm

You must be 18 years old or over to use these services. By selecting any item you are agreeing to download and view that item. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Standard GPRS or GMS data transfer costs apply. No liability is accepted for any delay omissions or damage or loss of data incurred by any party. Xvid & sexy services *1 wallpaper or video is sent at no charge to customer to check compatibility. Subsequent images or videos cost £1.50 each. You receive 3 videos or wallpapers/week. Text xvid stop or sexy stop or stop to opt out. The Top 10 XXX vids service is a subscription service costing £4.50/week. You get 3 videos/week. To opt out text the same keyword you used to opt in followed by stop or just send stop. The Manga girls service is a subscription service. Each animation costs £1.50. You receive 3 animations/week. To opt out text anime stop or stop. The Pole dancing service is a subscription service. Each dance costs £1.50. You receive 3 dances/week. To opt out text pole stop or stop. The game club is a subscription service. Each game costs £4.50. You receive 1 game/week. Further games can be ordered via menu. To opt out at any time text back the name you ordered with followed by stop eg poker stop or send stop. Games provider Gameloft

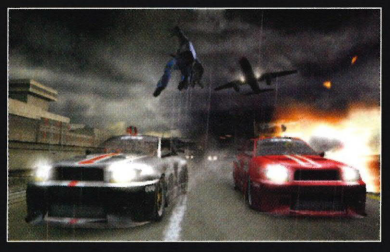
REVIEWED

WE PLAY 'EM, WE RATE 'EM, YOU BUY 'EM

HIGHLIGHTS

"Pressing choices have to be made at **100mph** – do you go all **John Woo on the enemies**, or save up your meter for when you're really in **need of health**?"

Good question. The answer's in our **PURSUIT FORCE** review, page 52



"Something doesn't feel quite right: maybe it's the **twitchy controls**, the lack of draw distance that makes **avoiding traffic** difficult, or the huge loading times between races."

Can BURNOUT LEGENDS be saved? Find out on page 60

"If you're **lacking in the mates** department, then fortunately the **single-player tennis experience** is also **fantastic**..."

Not something that can always be said for sports games, **so hurrah for VIRTUA TENNIS WORLD TOUR, eh?** Page 64

REVIEWER OF THE MONTH

(As picked by us. Out of a hat)

REVIEWER: Nick Jones
SUBJECT: What's in his head?

1 Y'know, *WipEout* was bloody good on regular PlayStation. And that recently-made-available downloadable extra content is ace. Man, those old tracks were hard...

2 Maybe mum's right: paying £27.50 for a bottle of champagne in the local boozer is not justifiable. Ever. And it makes you look like a dick.

3 There's a surprisingly fine selection of cheeses in that once-ridiculed budget hypermarket and haberdashery that is Lidl. Those Europeans sure do live life cheaply and comfortably.

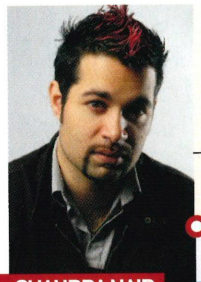
4 I'm scared how proud I am that I won that dance-off the other night – even though I never even knew I was taking part.

5 Hmm. Just how good is playing with the custom soundtracks feature in *Liberty City Stories*? Would it be fair to say it turns it from a game into the best MP3 visualiser ever? I reckon so...

6 My Fantasy Football campaign is going tits up. Bloody Frank Lampard continues to single-handedly save Chelsea (and, by association, **GO>PLAY**'s Nick Powell's fantasy team from relegation).

CHAMP OR CHUMP?

A month in the life of the hard-drivin', fast-talkin', junk food-scoffin' **GO>PLAY** review crew



CHANDRA NAIR

CHUMP

20 October Discovered the limitations of my Takemine electro acoustic. And have decided to write songs on the piano for a few months.

31 October Dressed up as a *Resident Evil* S.T.A.R.S. member for Halloween. And the girls loved it.

23 October Gave in to the fact that I can't extend the life of my socks. I'm just going to have to buy new ones sometime.

12 October Lost the entire contents of the System and Documents Folder on my G5. Basically, I'm screwed.

30 October Experience a real-life low when, for the first time in ages, it was dark when I left the office.



RYAN KING

CHAMP

CHUMP

23 October Went to London for the Trueplayaz gaming day and finished runner-up in the *Burnout: Revenge* tournament. And I never even played it before!

39 October Marvelled at the stupid names of Canadian sweets including Oh Henry, Smarties Eh? and Mr Big. The Smarties box read 'Eat the red ones last, eh?'. Canadians, eh?

10 October Bought *Street Fighter Alpha 3* on PSone in prep for the PSP version. Relearned all of Karin's combos but forgot them after dinner.

26 October My beloved Barnet lose 4-1 to Manchester United. I blame the ref...

27 October Went to Vancouver at Halloween. Nearly got into a fight with someone dressed as the Jolly Green Giant.

31 October Bought *Pitch Black* on UMD. The unrated director's cut! Which seems the same as the regular cut...



MILES GUTTERY

CHAMP

CHUMP

11 October Completed *GUN*. And felt like an awesome cowboy.

29 October Two good results and I thought Wolves were going to romp the Championship. After which I felt foolish.

16 October Went shopping for bathroom tiles with the girlfriend. Felt terribly middle-aged.

27 October Parents came to stay for a week and fussed around, causing me to feel about eight years old.

31 October Ran out of bog roll and had to resort to abrasive kitchen towel. As you might expect, this was followed by a deep sensation of regret.



AARON ASADI

CHAMP

CHUMP

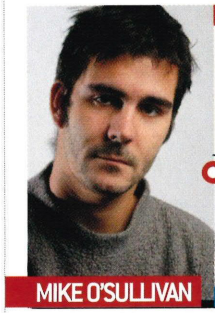
10 October Best day ever. My girlfriend decides not to go to Australia making her The Best Thing Ever.

31 October *FIFA 06* on PSP: AC Milan vs Juve. I was 2-0 down and lost Maldini to a red card. Won it 2-3. God bless Kaka's boots.

24 October The Eurostar back from Paris. After seeing the Parisian sights for the third time, you realise something: you don't like Paris.

1 November Doughnut Wednesdays. The best thing about Doughnut Wednesdays is when they happen on a Tuesday. Mmm... caramel doughnuts.

19 October Uncle Robbie's 50th birthday. After having a bit of a strop about it, my uncle turned up three hours late to his own party.



MIKE O'SULLIVAN

CHAMP

CHUMP

31 October Fell down stairs in eagerness to answer the door to trick or treaters. Found I had no sweets and had to disappoint a group of seven-year-olds. Hey ho...

27 October Did some work at home and saved it onto a memory stick to transfer between computers. I lost the memory stick and had to re-write the work.

5 November My football side were 2-0 down at half time in an important match. Forty-five minutes later, 3-2 up.

8 November Had to prepare a presentation for my new boss, which involved getting to work an hour early. I wasn't called in until midday. Arse biscuits.

28 October Having handed in rewritten work, I found the memory stick. In my pocket.

Reviewed this month

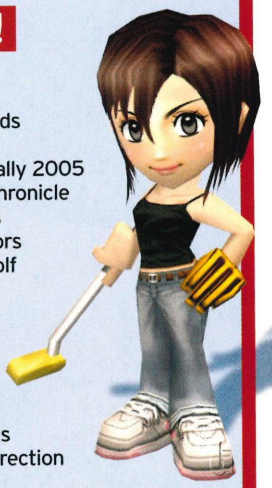
Reviews

[46] GRAND THEFT AUTO LIBERTY CITY STORIES

Let us be so bold as to suggest that you may well be looking at **the PSP's 'system seller'**

To find out why, just flip the page...

PLUS ALL THIS!



[62] Ape Academy
[74] Ape Escape
[60] Burnout Legends
[61] Coded Arms
[67] Colin McRae Rally 2005
[75] Darkstalkers Chronicle
[54] Dead To Rights
[75] Dynasty Warriors
[68] Everybody's Golf
[61] F1 Grand Prix
[63] FIFA 06
[65] Fired Up
[69] Gripshift
[55] Harry Potter
[72] Lumines
[56] Marvel Nemesis
[61] MediEvil Resurrection
[68] Mercury
[72] Metal Gear Ac!d
[71] Midnight Club 3
[74] NBA Street
[58] Need For Speed Most Wanted
[74] NFL Street 2
[71] Need For Speed Underground Rivals
[52] Pursuit Force
[70] Ridge Racer
[65] Spider-Man 2
[62] Tony Hawk's Underground 2
[73] TOCA Race Driver 2
[62] Untold Legends
[64] Virtua Tennis World Tour
[66] WipEout Pure
[73] World Championship Snooker
[65] World Tour Soccer: Challenge Edition
[67] WRC

How we review

The Big Question

Even the fairest-minded reviewer makes assumptions. How good have the developer's other games been? How good are the games this is up against? We outline The Big Questions...



Percentage Score

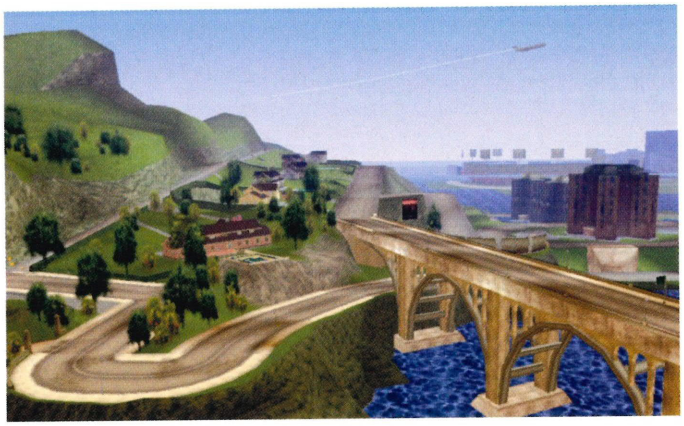
It's a games mag tradition to score out of 100%, and who are we to break with tradition? Chances are you know how these work, but in case you don't:

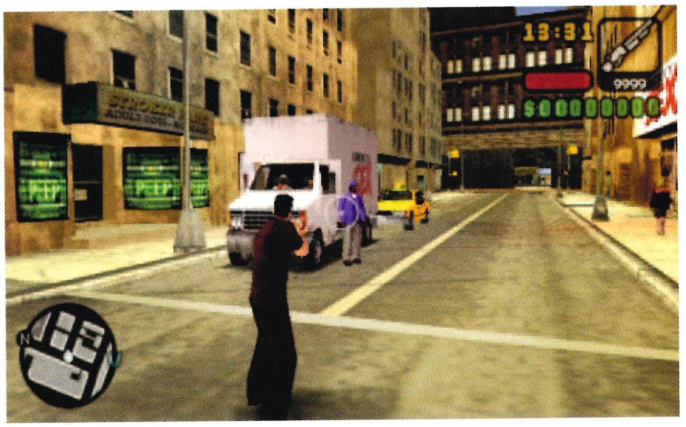
Under 30% = atrocious
Under 60% = pretty damn poor
Around 70% = now we're interested
Around 80% = well worth buying
Around 90% = fantastic. Sell your gran to get it

Summing-Up Line

The whole game boiled down to 15 or so words.


grand theft auto
Liberty City Stories





We ❤ Liberty City

GTA: LIBERTY CITY STORIES

OUT: NOW

Publisher **Rockstar** / Developer **Leeds/Rockstar North** / Price **£34.99** / Players **1-6** / Supports **Wi-Fi LAN multiplayer**

THE BIG QUESTIONS

Loading times. They're slow like a mutha, right?
You couldn't be more wrong. While the majority of racing games out there might have convinced us that 40-second-plus loading times was the best we could hope for, *Liberty City Stories* never takes more than 20 seconds to load. Incredible.

Aren't I going to be disappointed with this after *San Andreas*?
We're betting that if you loved *San Andreas* you love all things *GTA*. And *Liberty City Stories* is packed full of classic *GTA* moments. Okay, so there's no jetpack, or aircraft, but once you've got over that it's all gravy.

Imagine your typical *GTA* scenario – say a brazen gangster or mentalist Triad is quickly making a beeline for your location. A deft press of the R button and you've got your weapon of choice, or perhaps we might suggest a shotgun locked on his strutting form. A quick tap of the Circle button and a Cockney might call him a 'bleeder'. Ooh, it's exciting. But this is *GTA*, remember, and criminals move in packs. Another batch of goons is never far behind. Sure, you could trust the shotgun – the bloom of shrapnel it pumps out has a nasty habit of tearing flesh asunder, but you can't guarantee your victim's peers aren't armed to the teeth with more serious hardware.

No matter. This is *Grand Theft Auto* (emphasis on the auto); a garage forecourt or busy junction is never far away. It hurts to get run over, but that's their problem. So in the pursuit of vehicular manslaughter do you opt for a saloon (manoeuvrable, reliable, if a little dull) or nice little convertible? Sure, someone might accuse you of being a hairdresser, but then he'll be spread thinly between chassis and tarmac. Nope, that hairdresser jibe smarts. Definitely a truck, or a motorbike. Hell, the saloon will do.

So anyway, that batch of goons are now tearing round the corner. But a decision has been reached and the weapon, or rather vehicle, of choice is the jet-black Sentinel. Ignore the adverts for Rails, the breakfast cereal you snort from the Colombian Cereal Company. There's no time for bloody hilarious, if rather juvenile humour – there are enemies to squish. Tyres squeal and bonnet

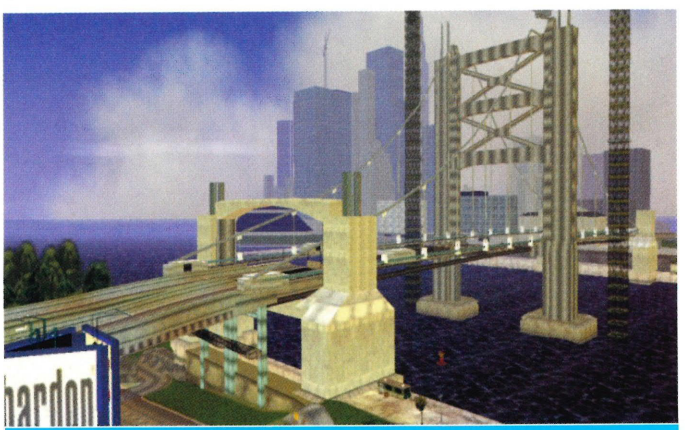
Music to kill goons by

Personally we prefer opera

Liberty City Stories boasts ten radio stations, packed with licensed music. Our favourites have to be Double Cleff FM (home to a bit of opera), drum and bass-fest MSX 98 and Radio Del Mundo – steal a van near Triad territory and it's guaranteed to be tuned into Del Mundo for a little world music. The only letdown is the lack of K-Rose – there's nothing like ripping up a city to some classic rock riffs and K-Rose's omission is a real shame.



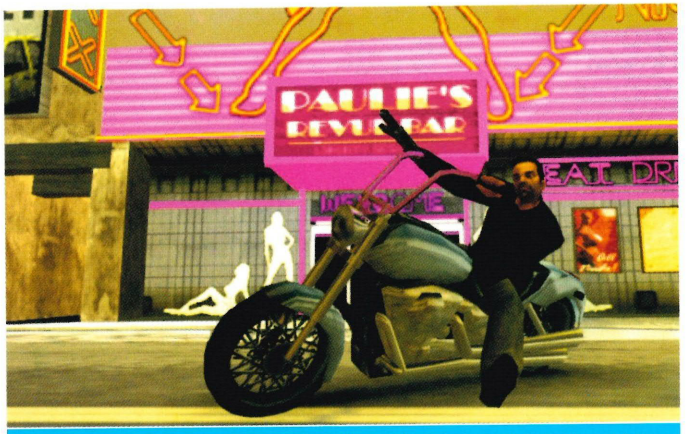
No, it's not very subtle, but there's a certain something about wielding a chainsaw which means you just have to do it once in a while...



How do you illustrate a boxout on music? With a bridge, of course. In music a bridge is the bit between the verse and chorus. It's also known as a middle eight. Genius.



No, there isn't a jetpack in *Liberty City Stories*, but we figured this mean little speedboat might just make up for that



Being a lowdown, grimy kind of a place, Liberty City clearly needs at least one 'high-class establishment' where you can watch naked women shake their thangs



hits shins with a force that bone was never designed to resist. Human pancake anyone? A quick doughnut (of the car-spinning variety) later and human pancake has been flattened once more – you know, just to make sure. But some cheeky blighter has decided to broadside the Sentinel. And it isn't even yours!

A little "to me, to you" exchange of violent vehicular body checks later (the kind you'd get if The Chuckle Brothers starred in *The Fast And The Furious*) and we're smelling smoke. Of course, we're not smelling smoke at all – *Liberty City Stories* isn't presented in smello-vision, but it all looks so good you can imagine it. So anyway, the smoke. It's billowing from the under the bonnet. Which means it's about to get hot in here. And the answer this time isn't "So take off all your clothes". It's to hammer the escape button as if you're playing *Track & Field*. 'Boom' goes the first. 'Boom' copies the second, and the driver's toast.

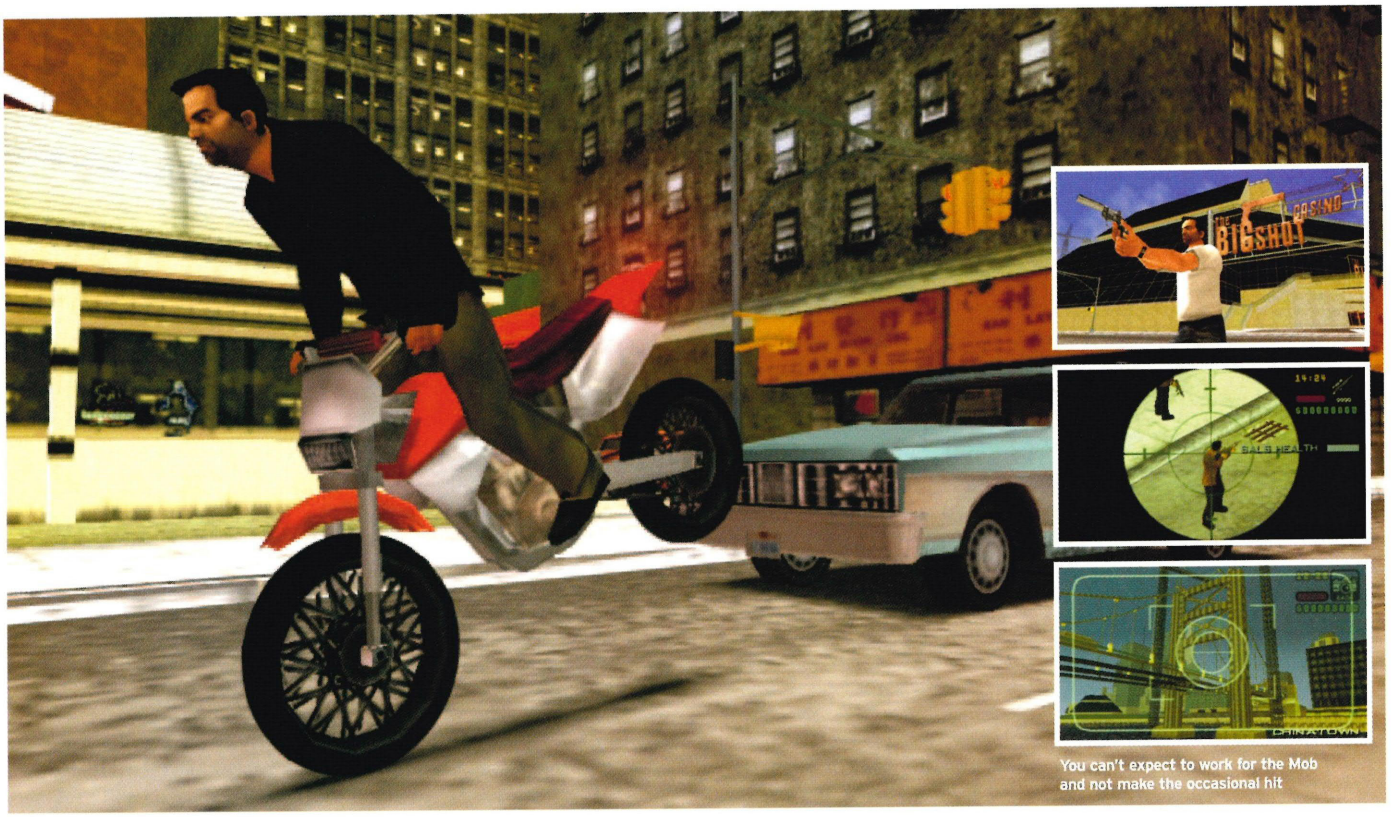
You escape with barely the skin on your behind, and trot away, feeling all smug when 'crack', you're dead. You didn't see the sniper on the rooftop across the street and a voice from just beside your left ear goads – "Got you, you twat". That was multiplayer. You weren't just owned by a crafty bit of computer AI, or a faceless digital goon, but a friend, family member, or whoever the hell else you happen to be connected to. And you thought we were talking about single player... welcome back to Liberty City – you're not the only badass on its streets.

[Though it revisits the setting of GTA III, this is no rehash]

As you'll probably recall, Liberty City was the setting for *Grand Theft Auto III* – the game that really put the series, and its developer, Rockstar, on the map. If the news that we're revisiting Liberty City



Okay, so you can't always find the greatest set of wheels to roll around in, but then where would be the satisfaction of working your way up?



You can't expect to work for the Mob and not make the occasional hit

makes you suspicious, let us allay your fears – this is no rehash. For a start, *Liberty City Stories* is the better looking of the two – there are weather effects, reflective surfaces and, incredibly, less pop-up this time around. In fact, if you're looking for corners cut there are none – there are fully functioning radio stations (with radio shows with plain mental listener phone-ins and colourful DJs), and there's a licensed soundtrack (see page 47 for details), though apart from a few bombastic opera tracks and a lovely slice of drum and bass it doesn't grab our attention half as much as *Vice City*'s or *San Andreas*'. Still, we'll get over it.

It's also surprising how quickly you'll get over the loss of *San Andreas* staples such as the barbers or the gym. Sure, it means you'll never see Toni walking around with a Mohawk; he'll always suck at hand-to-hand fighting and will never know the joys of attaining a physique like a heavyweight boxer, but you won't miss it because *Liberty City Stories* is a very different beast. The PSP is, after all, a *handheld* – there are certain things to take into account. Not so much grunt under the hood – we've already established the PSP can 'do' a mean *GTA* – but constraints on time. And sky-high expectations.

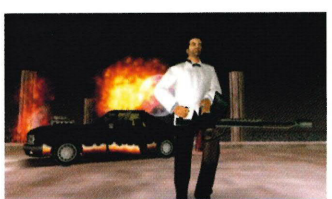
San Andreas was more open-ended than most RPGs – lead character CJ could take over a whole state. But imagine getting half way across the game world and having to put your PSP down because the lights have turned green and it's difficult to play on your PSP *and* change gear (we in no way condone driving and playing the PSP at the same time) or, equally plausible, not playing your PSP for a few weeks because you like to save it for long journeys. Remembering exactly what's going on across an entire state is not going to happen. You don't want a whole slab of beef, you want bite-sized steaks. And that's exactly what *Liberty City Stories* provides. And *San Andreas* never had multiplayer (no, the girlfriend missions don't count.)

It's about time we introduced Toni

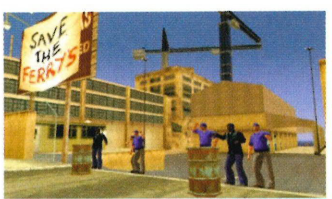
Tools of the trade

If killing is indeed a trade

Melee weapons might seem limited at first, but the new hockey stick is great for carrying without attracting too much attention, whereas the katana and chainsaw are satisfyingly messy. There are two varieties of sub-machine gun available, as well two shotguns and a sniper rifle. However it's the RPG, flamethrower and mini-gun that are the stars – using them is so compelling. To paraphrase *American Psycho* "You'll just have to kill a lot of people".



The flamethrower: the ultimate accessory for every dinner jacket



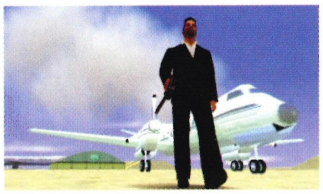
You're sent to take out the dockers for their poor spelling. Not really...

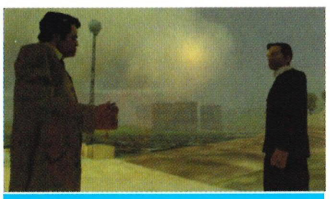


Apparently the flamethrower was invented in 675 by Callinicus for use in the defence of Byzantium. Fascinating. Don't say we never tell you anything...









Some of the scenes are classic gangster-film material

– *Liberty City Stories*' anti-hero. After all, it's his fate that you'll literally be taking into your hands, unless you're playing multiplayer, in which case you can choose from a host of people including a granny or a hooker with a heart of gold. But back to Toni, Toni Cipriani. Think of him as like Frankie Dettori but even smaller (he's only a few pixels tall) and without his own range of frozen pizzas. He returns from exile served for murdering a made man to find he has a whole lot of work ahead of him if he wants to become more than a common shmuck on the streets of Liberty City. Rival Mob factions have moved in and the Triads are up to no good.

Toni starts out paying his dues by working for an even bigger shmuck, Vincenzo Chili, though it's not long before he becomes the right-hand man of the one and only Don Salvatore Leone. And that's where the fun really begins... At this point the stabilisers are taken off and *Liberty City Stories* starts dishing out the sort of missions that'll have you chasing down another mission marker as soon as you've finished the last. There are stake-outs and surveillance missions (and occasionally stealing back hostages from the boots of cars before they're crushed) or paparazzi missions, our favourite being one where Toni must take some Polaroids of a grown man enjoying the services of two hookers while dressed in a babygrow. Yes, *GTA* hasn't lost its taste for the bawdy in its move to a handheld.

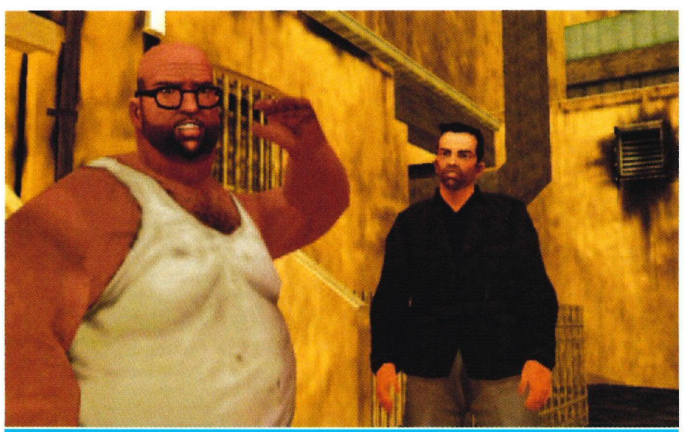
So what has it lost? Well, as we mentioned before you can't give Toni braids or cornrows, give him a six pack or teach him karate. Many of the more exotic vehicles from *San Andreas* have gone too – there's no jetpack or any kind of aircraft for that matter. We also shed a small tear when we realised that there are no BMX bikes in the game – but can you imagine how ridiculous an Italian American in a suit would look on a pushbike? Damn! We want them even more now. But we're 'glass half full' guys here at *Go>Play* and *Liberty City Stories* maintains the same glorious sensation experienced when you're breaking every law you can think of in the pursuit of an enemy or fleeing from the police as in every other *GTA* title.

And you'll be breaking the law in style. Whether it's sniping at rival Mafia goons from a secluded rooftop, running down Triads on a Harley and then carving them up with a katana, stealing a tank from under their noses, breaking out a mini-gun for over 1,000 rounds per minute of joyous destruction or peppering speed boats with a machine gun from the back of your own craft, *Liberty City Stories* reminds you that

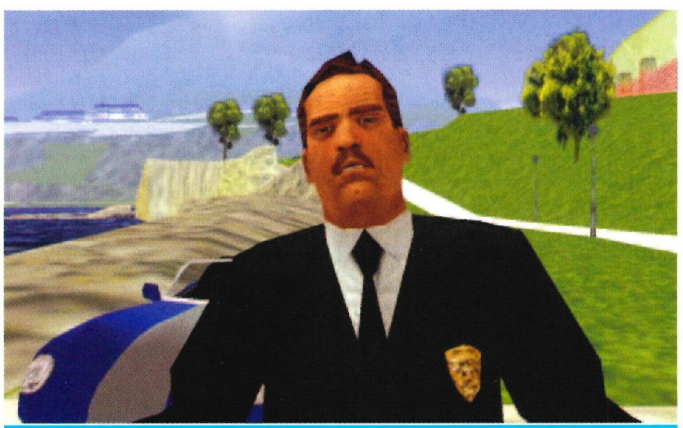
Rogues gallery

Every crime caper needs a great cast

We've already mentioned Toni but every mob needs a Don, and Liberty City's is Salvatore Leone. You'll want to stay on his good side, and that of his woman, Maria Latore. She takes a shine to our anti-hero ,taking him on a shopping trip that turns into a crime spree. And she's not the only one with sex on her mind. JD O'Toole is Liberty City's resident pervert and owner of an adult club. He's a source of missions, and as you can imagine, they're never dull.



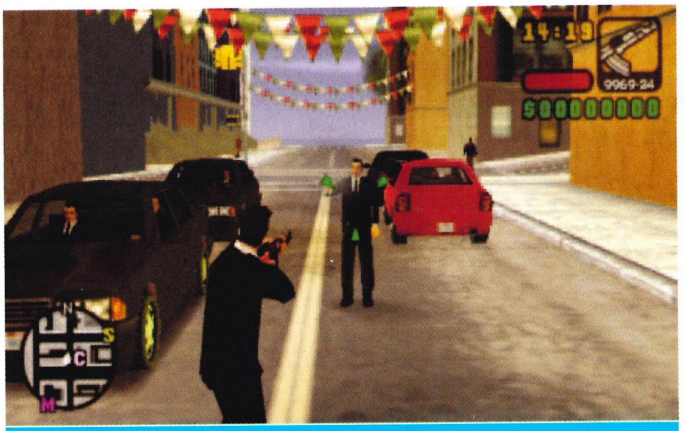
Hey, if you want to tell him you think he could do with losing a few pounds then go ahead. Good luck extracting your face from the pavement afterwards...



All cities need a bent cop. Liberty City's is Detective Leon McAffrey. Let's face it, being bent is the only way he'd be able to afford such a nice car.



They may look like the Kray twins but there are no comedy Cockney accents here. Think *Goodfellas* rather than *EastEnders*...



There's nothing like a bit of bunting to make a gangland killing a bit more cheery. Perhaps you could wear a party hat for the next one

you're playing another bona fide classic in this legendary series.

But this time it's packing multiplayer. Sensational six-player Wi-Fi multiplayer. Seven modes are available, each one a *GTA* twist on a classic multiplayer game: Liberty City Survivor (deathmatch), Protection Racket (defend the base), Get Stretch (capture the flag), Tanks For The Memories (turn-based tank survival), The Hit List (turn-based survival), Street Rage (checkpoint race) and The Wedding List (car collection).

Players choose from a cast of characters taken from the game, each equal in terms of health allocation, agility and the like, meaning that even the most geriatric granny can wield automatic weaponry with the same impunity as an angry mobster in the prime of his life. Once into the game each character is represented by a small icon appearing on a map in the corner of the screen, meaning that players will be hunting each other out from the get-go (thus successfully eliminating any potential needle-in-a-haystack-style searches for someone to run over). However, acutely aware of this, Rockstar has incorporated a power-up that removes a player's icon from the map, allowing for sneak attacks and dastardly sniping potential.

As you can tell from the multiplayer scenario we described in the opening paragraph, things get intense – it's not just bullets and rockets that rain down on your position, but trucks, cars and motorbikes too. So be alert. Particularly for the life-saving – or, more accurately, death-postponing – armour. Much like in a game such as *Doom* or *Quake*, armour is of paramount importance as being run down by a vehicle or having a few rounds emptied into your chest will deplete your energy bar in an instant. Armour is your friend.

As are Molotov cocktails, rocket launchers and remote detonation bombs, especially when the name of the game is Protection Racket, *Liberty City Stories*' 'defend the base' game, best played with two groups of three. Three chaps must defend a garage forecourt of four stretch limousines, the other three fellows reduce the cars to smouldering wrecks. Molotov cocktails, rocket launchers and remote detonation bombs are rather good at ruining a nice paintjob. Of course, with six people careening round a city with ideas of their own – their own unique strategies, personalities and arsenals – the potential for bedlam is staggering and all manner of ad hoc strategies present themselves, whether it's for taking out the limos, racing checkpoints, collecting cars or just killing as many people as you can.

[May we suggest that this is the PSP's 'system seller'?]

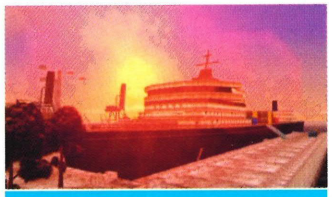
Unsurprisingly, it's one of the most compelling multiplayer experiences available and, indeed, conceivable on PSP. Some hacks totally lacking in imagination might call it the 'icing on the cake' but that's nonsense – it's more the top tier of a resplendent wedding cake. It's more than a bolted on extra – it's a fundamental part of the experience.

It's fair to say that *Liberty City Stories* is a technical marvel. Not only has Rockstar managed to incorporate the whole *GTA III* playing area, even improving on it in many ways, and then subjected it to the wanton carnage of its six-player Wi-Fi mode, it also manages to maintain all the character and nuances. It's not just *GTA* remixed, or rehashed on PSP, but a worthy successor to previous titles squeezed onto PSP.

People are wont to talk about 'system sellers' and 'killer apps' (not to be confused with killer abs). Let us be so bold as to suggest that you're looking at the PSP's. The *GTA* series' notoriety and embodiment of modern gaming qualities ensures the PSP will receive a great deal of attention when this game is out. When people see *GTA* on a 'mere handheld' they're guaranteed to see the PSP for the amazing piece of kit that it is. ■ **Nick Powell**

It's *Grand Theft Auto* on UMD – and it's pretty freakin' good, okay? **97%**





It's violent, atmospheric *and* it looks gorgeous. We love Liberty City.





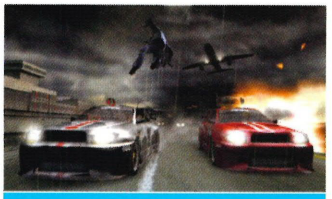
Sony dishes out some four-wheeled justice

PURSUIT FORCE

OUT: NOW

Publisher **Sony** / Developer **In-house** / Price **£29.99** / Players **1** / Supports **None**

What was it about *Chase HQ* that made it so enjoyable? In essence, you had a racing game where the objective was not to overtake your rival but to break all racing game rules and crash into him. Whether it was this uniquely rebellious concept or the game's sheer simplicity and accessibility, the fact remains that to this day, the concept hasn't really seen that much use – *Burnout 2*'s insanely good Pursuit mode (and the direction the series has taken since then) obviously took inspiration from the Taito arcade classic, but before Sony threw *Pursuit Force* our way, that was pretty much it. But if taking down a target is the whole idea of the game, surely it'll just get too simple in no time at all? Think again, rookie...



Acrobatic skills are just as important as your talents behind the wheel

Pursuit Force is anything but easy. Granted, a lot of missions allow you to commandeer enemy or even civilian vehicles with a death-defying car-to-car leap across the road when your ride starts looking like it might explode any minute. But when your mission involves keeping a certain vehicle intact until the end, things get a hell of a lot tougher.

Aside from some seriously sick skills (possibly with a 'z' where the second 's' should be to convey a sense of extremity), the only thing that will keep you alive here is your ability to revitalise both character and vehicle by filling the Justice Meter and reaching for the Triangle button. Naturally, as the game progresses, things get harder still and extra vehicles become harder to come by so again you'll be relying on taking down criminals in *Pursuit Force*'s trademark heavy-handed manner to fill the meter and suddenly be healthy again.

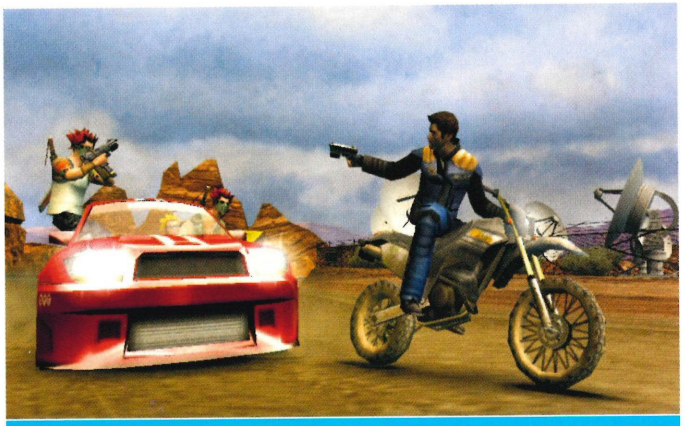
But that's not all the fancy gauge does. As well as being rewarded for upholding the law, you'll also be penalised for unlawful conduct – send a stray bullet into a bus or nudge a driver who's simply trying to get to work and watch that hard-earned special meter plummet.

Once the meter's full, you're able to pull off even more spectacular dives towards enemy vehicles, unloading whatever weapon you have in slow motion while in mid-air to kill any foes in the target vehicle. This balance makes for some pressing choices that have to be made at 100mph – do you go all John Woo on the enemies or save up your meter for when you desperately need health? This kind of decision making raises *Pursuit Force* above the no-brainer it initially appears to be and you'll need to be damn good and make all the right choices if you

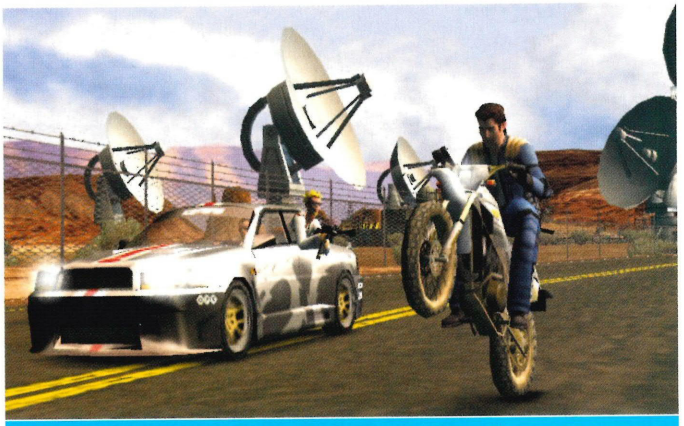
THE BIG QUESTIONS

How many missions are there?
The official count is over 30. That's a hell of a lot of justice for one man to hand out...

Doesn't it get dull?
Not at all. You'll even find yourself going back to replay older missions many times over. It's the thrill of the chase, y'see.



It's not just one-on-one - you'll be up against gangs of thugs, some of whom appear to have stepped straight out of a Japanese RPG. Love the hair, guys



Take to two wheels if you think it'll help you get the job done. There are trucks and a range of cars for you to use and abuse as well

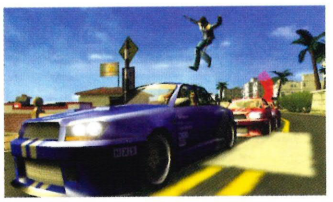
want to see the game through.

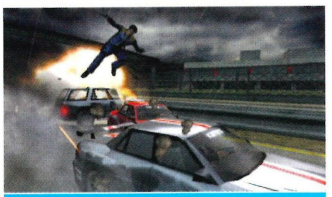
While most of *Pursuit Force* is vehicle based, there are some other sections thrown in there to break it up and stop it getting dull. On-foot sections are passable and usually short enough so as not to frustrate with their clunkiness while other set pieces see you controlling mounted guns or even taking to the water in a speedboat. But it's the car sections that will undoubtedly provide most thrills, and even within this area of the game there's plenty of variety in the missions already. Taking a truck to lure out thieves before switching to a car and taking on the gang leader's helicopter; stealing a number of military vehicles loaded with toxic materials (which means you won't be able to use your guns); avoiding missile blasts from an attack helicopter on a busy highway... There's always plenty going on in *Pursuit Force* but you might be surprised to hear that your biggest enemy isn't always the waves of bad guys in hot rods; more often than not, it's time.

With increasingly strict time limits hurrying you from A to B, you'll need to take out most bad guys at full speed. Slow down to think about what you're doing and while you'll probably get away with fewer injuries, you'll more than likely see the checkpoint just on the horizon as the timer hits zero. Again, this is a great juggling element, forcing the player to strike a balance between speed and precision or face retrying the mission.

[A beautiful and enjoyable way to show off a new platform]

Aside from its difficulty, there's very little wrong with *Pursuit Force*. Visually, the game is stunning, Sony joining BigBig in showing what the PSP can do if developers talk to it nicely, and even the voice-overs and soundtrack work really well in context. Sure, on-foot sections could be smoother and the game could probably do with a few more missions, but as a beautiful and truly enjoyable way to show off a new platform, *Pursuit Force* is a unique and rock-solid title. ■ **Luke Albigés**





You broke your car? That's fine - just jump onto the nearest vehicle

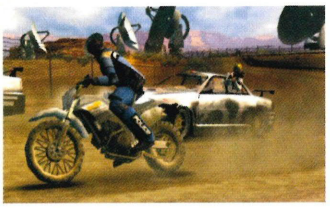
High-speed hi-jinx that really show off the PSP **89%**

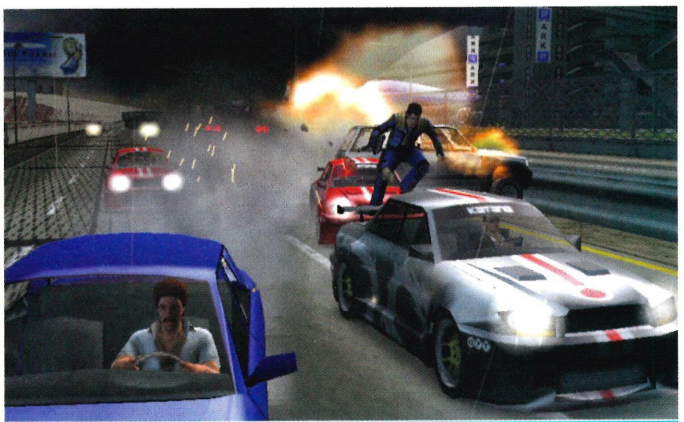
Wanna be in my gang?

Like Gary Glitter but without the, er, bad things

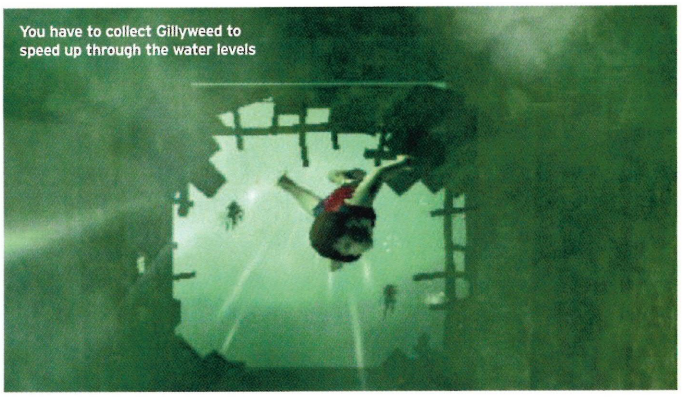
Day-to-day life isn't easy for the Pursuit Force. How can such a small group possibly hope to deal with all the usual crime that goes on, let alone the many gangs that keep cropping up time and time again during the game? Whether it's the lovely Vixens or the frankly not-so-lovely Killer 66, you can pretty much guarantee that you'll be outnumbered from the moment you hop into your car. Don't think that means that you can't win, though...







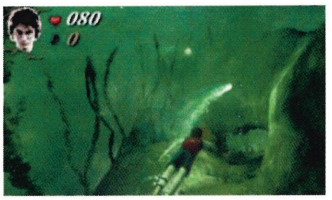
It's an unconventional way to go round busting perps but then we doubt that standing by the road with a speed gun would be quite so much fun


You have to collect Gillyweed to speed up through the water levels



The latest spin-off from the Harry Potter moneymaking beast

HARRY POTTER AND THE GOBLET OF FIRE




Our three heroes combine their power. That's teamwork!

OUT: NOW

Publisher **EA Games** / Developer **In-house** / Price **£34.99** / Players **1-3** / Supports **Wi-Fi LAN multiplayer**

THE BIG QUESTIONS

Are movie licences ever going to be good games in their own right?
No, not on this evidence. Without the *Potter* licence (and that of the movie stars' likenesses), *The Goblet Of Fire* would be a pretty bland platformer.

So why bother to make it then?
That's part of the fun of it, isn't it? Controlling your heroes' moves, living out the tale right by their side – especially if you've read the book too. That's exactly why these things sell as well as they do.

Let's be fair to JK Rowling – she's hardly put a foot wrong with dishing up the *Harry Potter* rights. It would have been pretty easy for her to sign away anything and everything associated with the gazillion-selling books and we could be living in a world with the Harry Potter® Toilet Wand™ or the Harry Potter® Official Quidditch Broom™. But no – we've got the movies, and then most of the merchandising has been from this one source including this – *The Goblet Of Fire* – based upon the upcoming movie.

Let's be totally clear about this though - *The Goblet Of Fire* on PSP is hardly the game to convert people to either a) the movie licence game or indeed b) the universe of *Harry Potter* itself.

Like previous *Potter* games, *The Goblet Of Fire* is essentially a series of mini-games rather than one cohesive adventure. You can, at least, enable you to increase your fledgling wizards' powers.

One of the main complaints we have is with regard to the controls. We know that Harry and friends call on Harry's friends to help out when something heavy needs to be shifted or when you're up against a nasty set of dubogs. And like the books suggest, working in a team is always far more successful than working alone. For much of the game though, we're on familiar ground – collecting Bertie Bott's Beans will replenish health and magic power and (when you've acquired enough of them) can be traded for Collector's Cards which both give you access to stills from the movie as well as aren't the most experienced magicians, but they *are* in year 11 now and should be fairly competent. If we get to play as Harry and Hermione, we'd like to feel that we're in control of an unusually talented schoolie magic maker; instead, the urchins react to a request to Jinx, Cast or Move a couple of seconds after you've issued your command, making you feel a little disconnected from the characters.

> **As an accompaniment to the film, it's really rather good**

If *The Goblet Of Fire* were a standalone game then there would be little here to recommend it, but as an accompaniment to the film, it's really rather good. Neither too taxing nor too complicated, it will enable you to enjoy the *Potter* universe in a different, portable way. But it goes without saying – this is for *Harry Potter* fans only. n

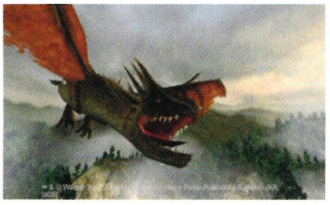
Nick Jones

There's no 'I' in wizard

Oh no, wait a minute...

Combined casts work well when you play in single-player. Rather than making the sections individually accessible to one of the playable characters, you play as one of the three main heroes while the other two accompany you. At times you need to team up to levitate a heavy object or dispel a set of salamanders. The other two know what you're up to and will conjure the same spell or lift a creature so that you can Jinx it to make the little critter disappear.






Beans to collect, pillars to avoid... all in a day's work for wizard-boy

The latest *Potter* game will entertain fans but few else **70%**

"They shall break upon these walls like waves on the rocks!"

THE LORD OF THE RINGS TACTICS

OUT: NOW

Publisher **EA** / Developer **In-house** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

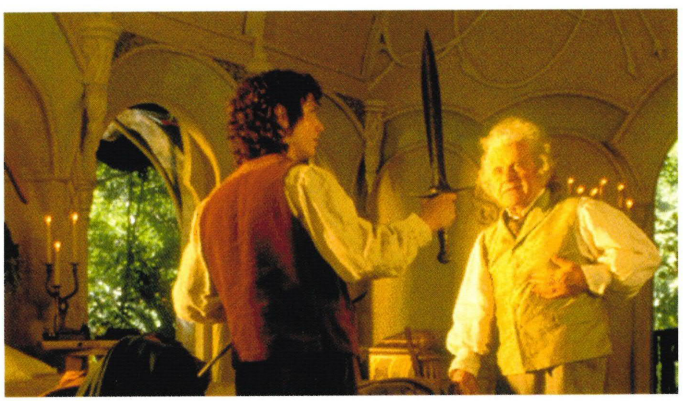
THE BIG QUESTIONS

I'm pretty sick of playing racing games on PSP – is this the kind of thing I'd like?
Possibly – this kind of turn-based game is certainly more suited to portable gaming than racing. It would certainly make a change...

I'm a huge fan of the movies – how true does *LOTR Tactics* stay to them?
Well, it does chronicle all three films, although it does this in rather a concise way. You could say that it's *LOTR*-lite.

One thing that EA has been particularly adept at with its *Lord Of The Rings* licence is taking an existing genre and shoehorning Frodo, Gandalf, Aragorn et al into it. This approach has led to some acceptable, if not exactly spectacular, videogame experiences. The latest genre to receive this slightly cold-hearted approach to game design is the tactics RPG.

Beloved by fans of fruity Japanese games, the tactics RPG is defined by being turn-based, strategic and character developed through the usual RPG system of experience points. It's a genre of gaming that players really have to think about to succeed in, and these games are often overlooked by us Westerners. This is partly due to the way that these games look (almost always 2D) and partly due to the zealously fruity character design. However, the look of these games really does belie a depth and strategic nous that many, more serious, strategy games tend to lack. *LOTR Tactics* allays two of these fears, however, by firstly making the game fully (and often beautifully) 3D and secondly by populating the world (of course) with Peter Jackson's well-known and well-loved movie characters.



In *LOTR Tactics* you take control of the Fellowship – so that's Frodo, Sam, Aragorn, Gimli et al. Each level chronicles different events from the movies – the first level, for example, takes place in the ruins of Weathertop and later you'll get the chance to re-enact the fight with the Urik-hai after Boromir's betrayal and escape from the Balrog in the Mines of Morior.

Although objectives do vary slightly – the main objective remains the same for each and every battle: defeat all enemies while ensuring that key members of the Fellowship stay alive. It's okay, for example, that someone like Boromir takes it in the neck on the appropriate level, as long as ultimately the key members survive to continue the story. It all has to follow the plot of the films, you see?

Magic and physical attacks are the main stay of the game's play – and as such, it's actually very reminiscent of *Metal Gear Acid*. It's a real shame then that some of the consistency with the films is lost when Urik-hai start using health potions to, well, heal themselves. We certainly don't remember this happening in the films – surely they should be behaving a bit more like animals, shouldn't they?

So *LOTR Tactics* makes a decent stab at assimilating and reinventing a genre for a Western audience, but unfortunately it fails to reach its potential and capture the depth of the Japanese games it was originally inspired by. Having said that though, it's exactly the kind of game we'd really like to see a bit more of on PSP – something that's a bit more slow-paced and where thinking about your strategy, rather than reacting to the kinks in the road of a breakneck 3D racer, is the name of the game. n

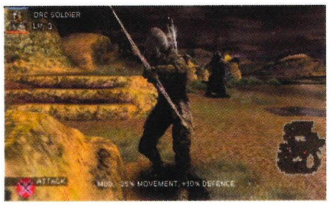
Nick Jones

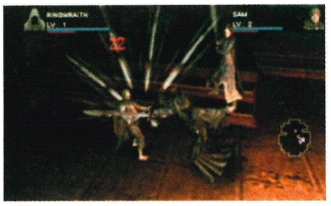
Square Enix-inspired game that falls short of its potential **74%**

Now it's your turn

So how does this turn-based tactics thing work?

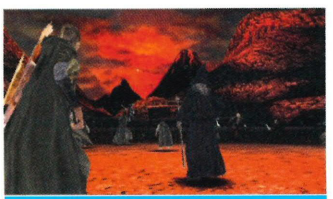
Each character on the battle map has a turn – the speed of which is dictated by character abilities. First off you choose where to move – again the distance is dictated by each character's stats. You can then choose an action, such as attacking a foe – at range with a bow and arrow or close combat style if you're close up. Once the actions are decided, the game will run through them with the camera panning around to give some excellent viewpoints.







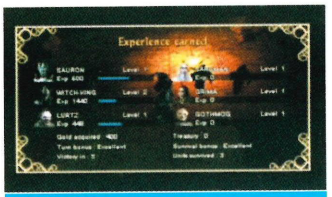
The distance you move is dictated by the character's skills and abilities



As you continue playing, you'll get to fight in the fires of Mordor



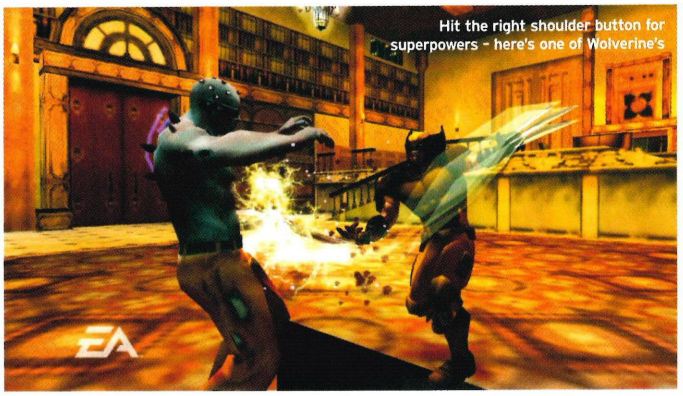
This may look fancy but it's just an icon to show you whose go it is next



Levelling up the Fellowship gives the game some depth but it is limited



Frodo battles the Nazgul in a scene from the first movie


Hit the right shoulder button for superpowers – here's one of Wolverine's



After a lukewarm reception on the PS2, can the PSP do better?

MARVEL NEMESIS RISE OF THE IMPERFECTS

OUT: OUT NOW

Publisher **EA** / Developer **EA** / Price **£34.99** / Players **1-2** / Supports **Wi-Fi LAN**

THE BIG QUESTIONS

Are the characters the same as in other versions?
Not entirely. Daredevil and the Human Torch have been replaced by Dr Doom and Captain America, both lesser options in our opinion. However, there are still 18 playable characters in all, which is plenty of variety even if half of those are also-rans.

Pick a card? Ouch – mind me poker face will you?
Instead of the online component of other versions of the game, there's an Inventive Card system, which grants you special powers (say to instantly generate your health meter) upon completing levels. This works especially well in the multiplayer mode.

With the removal of the single-player story line from previous versions, *Nemesis* plunges you straight into one-on-one fighting from the outset, starting with a choice of only two characters that unlock scenarios and heroes till a massive 180 rounds are revealed.

The addition of a lock-on button that doubles as the 'block' move makes pulling off combos easier, but also draws attention to the fact that the gameplay still relies on hitting one or two buttons repeatedly and often at random. *Soul Calibur* it is not, especially now that finishing fatality moves have been removed from the mix – perhaps a blessing, as waiting for some animations to finish often causes interference.

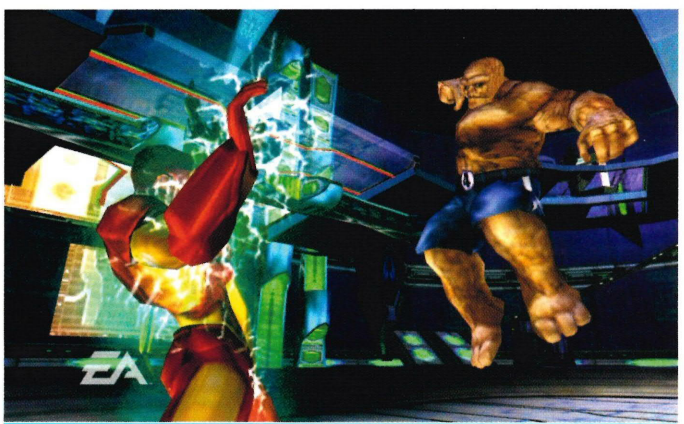
Graphically, *Nemesis* has eye candy to spare, hardly surprising given EA was smart enough to poach a top comic talent like Jae Lee to draw it. In addition to the characters and animation, there are some spectacular free-roaming locations and plenty of movable objects to pick and hurl at your enemies.

> **Nemesis plunges you straight into one-on-one fighting**

Yet despite all this, *Nemesis* is some way off a classic beat-'em-up for a couple of key reasons. The first is the very premise of a team of hardened Marvel veterans facing off against a cast of villains (The Imperfects) designed by EA themselves. Given Marvel have had the best part of 50 years to hone their characters, playing as 'The Wink' or 'Brigade' feels decidedly lightweight in comparison. Yes, we gave them a shot for curiosity value alone, but within minutes we were back raising hell as The Thing or Iron Man, and it's likely most gamers will take a similar approach. Oh, and in addition to the single player Campaign mode there's Quickplay and W-LAN Multiplayer modes, too.

The second, more fundamental problem is that old analogue 'nipple', which is used exclusively for movement, with directional keys only available for playing power cards (see below). Why an alternative control option isn't offered is anyone's guess, but it makes playing *Nemesis* for any length of time sheer bloody torture on the thumb! ■ **Mike Anderiesz**

A big old scrapfest where the oldies come out on top **73%**


In the ring we have The Thing Vs some other guy – have a guess at which one we're playing! Marvellous fun

Marvel's multiplayer mayhem

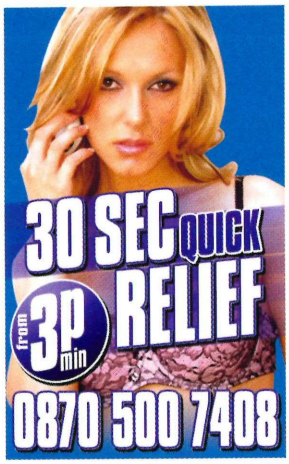
It's in the genes, you see...

Marvel Superheroes and beat-'em-ups have always gone hand in hand, way before *Spider-Man*, *X-Men* and the *Fantastic Four* ever hit the big screen. The reason being the comic books themselves, with the likes of *The Avengers* and the two *Secret Wars* mini-series featuring plenty of extended battles.

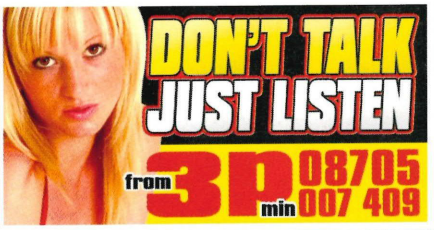
Even solo heroes had multiplayer foes right from the outset. The very first X-game set the mould for the multiplayer scrapfests that followed.

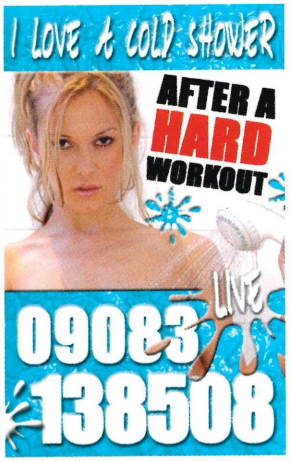












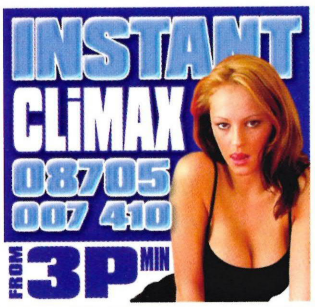












































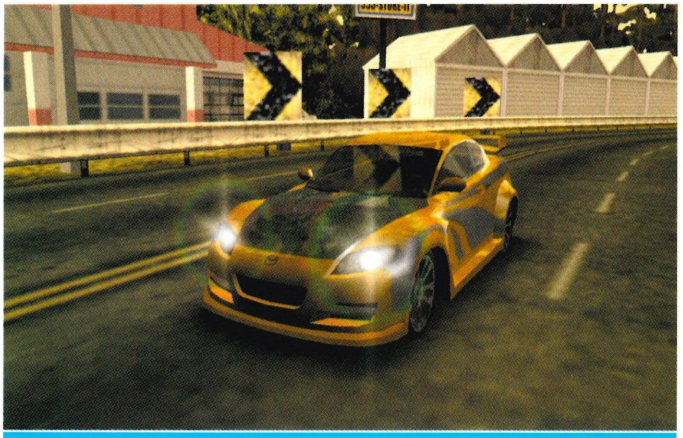




the chaos network

Chaos Network Helpline 08704 541 000 (national rate).To send messages standard network operator rates apply. T&C's www.thechaosnetwork.com. Over 18 bill payers only. 00 56 terminate Chile,Int call rates apply. Credit Card calls £2.99/min (national rate). 0870 calls £2.99/min (local rate) Live calls recorded. 09068 £0.60/min. 090655 £1/min. 090650 £1.50/min. 09097 £1.50/min Chaos Network PO BOX 384, CB2 5LR

the chaos network



You have to agree that this is pretty damn fancy-looking for a 'mere' handheld game. But don't get distracted by the paintwork - eyes on the road, please



You get stopped by the police a lot in *Most Wanted*. Well, we did anyway. Look elsewhere on this page for more hilarious 'we got caught again' screenshots.

'I want' doesn't necessarily get

NEED FOR SPEED MOST WANTED

OUT: NOW

Publisher **EA** / Developer **In-house** / Price **£29.99** / Players **1-4** / Supports **WLAN/Online multiplayer**

THE Big QUESTIONS

Better than *NFSU Rivals*?
You bet. This is far better suited to the PSP with its shorter races and swift pursuits. And it looks nicer.

Is the series getting into a rut?
There isn't a lot of really fresh stuff here but there have been plenty of enhancements to the *NFS* formula.

Across the world, Christmas stands for many different things. Of course, there's the classic 'better to give than receive' debate that's been making us feel guilty for at least ten years now, and in some cases religion often dictates the finer details of the event. There are, however, some things that are the same no matter what higher power you believe in. For as long as we can remember (that's the last two years) a *Need For Speed* game has sat fairy-like atop the Christmas multiformat game charts. And it's a tradition that it seems EA doesn't want to break with this year.

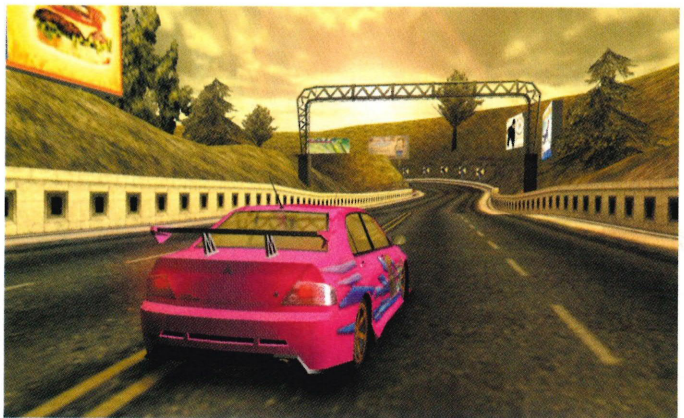
Thanks to the individuals who are in charge of marketing at EA, by the time you're reading this the latest *Need For Speed* title, *Most Wanted*, will already be on the shelves. These shelves are likely to have car-shaped balloons tied to them and you will have to use a pair of *Need For Speed* scissors to cut them off before you can buy a copy. Also, in all likelihood, the bus you travel home on will have *NFS Most Wanted* on the side...

Not that we'd credit the series' high sales to good promotion, of course. The *Underground* titles that managed chart domination were decent games. They were visually pleasing and provided epic customisation options without sacrificing the racing experience that titles in the genre need to survive. Thankfully, these things have all been carried over into *Most Wanted* and it all works far better than it did in the first PSP *NFS* offering, *Rivals*.

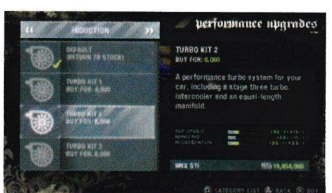
The game is a mixture of styles. Having managed to get your car taken from you by a 'Blacklister', you've then had to watch him enter your ride in races and become the number one 'Blacklister' in the city. It's now up to you to take a stock car, work your way through the ranks and take him down. A classic tale of revenge, you could say.

Each of the 15 rivals you come up against will insist you win a group of set races before you can issue a formal challenge to them. These can take many forms, but will usually involve you winning a race and not being caught by the police.

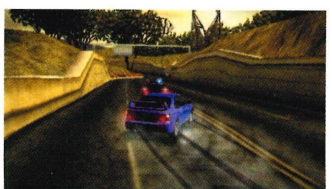
It's the introduction of the police that marks the big difference. *Most*



Cars deserve to be pink. If you haven't sprayed your car - virtual or otherwise - a glorious shade of pink yet, you're doing it a disservice. Shame on you



There's a fair bit of tweaking to be done to make your ride the best



Look, we got caught by the police again. We love it when that happens


We're willing to bet real money that the cops are just around that corner...

Wanted is far more hectic than any of the *Underground* titles thanks to the chases. When racing, your Heat level will rise and the rozzers will take an interest in you – interest that takes the form of driving super-fast cars at you and setting up road blocks. This is a blessing and a curse. While it certainly adds excitement to the races, you can't help but feel cheated when you're taken out on the last lap by an inescapable copper who's somehow managed to keep up with your million-dollar vehicle for half the race. It's a good idea, it could just do with being more balanced.

Also new is the Speedbreaker ability. We've said Speedbreaker once now, so we'll now call it by its real name: bullet-time – the ability that famously doesn't work in racing games. Actually, that's not entirely true. It works in that it slows down time and makes otherwise skill-testing corners really easy but it's just unnecessary, and because it constantly recharges, you've always got an ace up your sleeve when it come to cop evasion and nearly missed short-cuts. Special moves have their place, and it's not in an arcade racer of this type.

NFS Most Wanted shows what NFSU Rivals should have been

NFS Most Wanted is a nice package. It looks good, has an aggressive soundtrack that provides all we've come to expect from EA Trax, and shows what *NFS Rivals* should have been. The vehicle control isn't always as responsive as you'd like and it certainly starts off a little slow, but these problems address themselves as you progress and build up your car's performance. Also, the customisation options are nowhere near as involving as in *Rivals*, but they still provide a decent distraction from the races. Although it's true that you're still likely to find us dabbling with *WipEout Pure* or *Burnout Legends* before this, *Need For Speed Most Wanted* is certainly worth a play if you're a fan of the series, and – as the charts have told us – there's certainly a lot of fans out there. ■

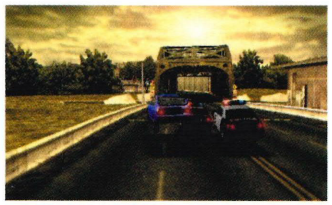
Rick Porter

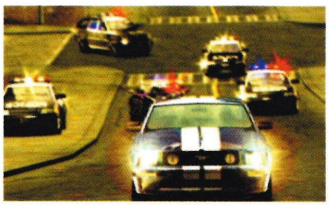
Not the greatest but still a perfectly adequate racer **68%**

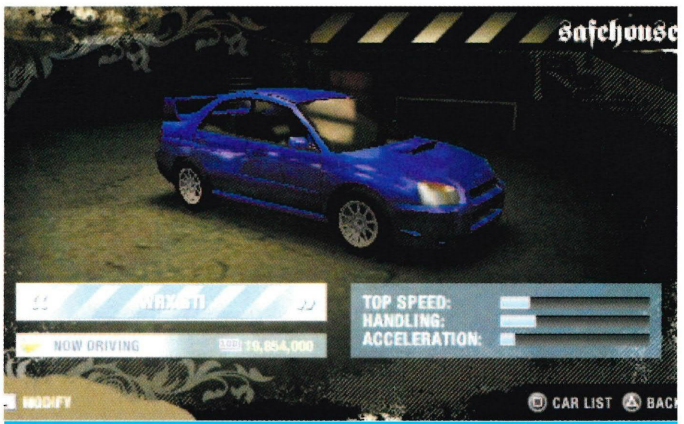
Chase me, chase me

I fought the law, and the law won

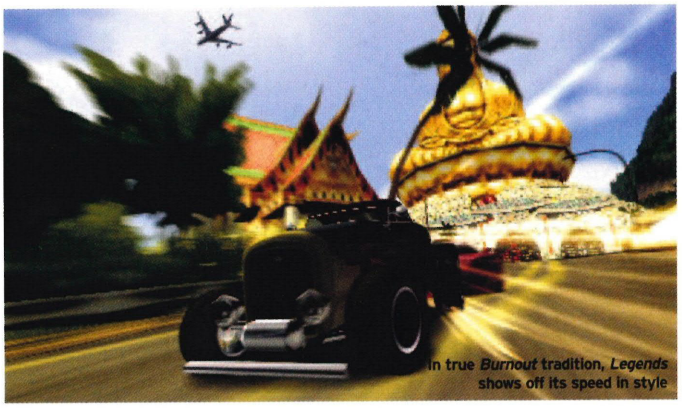
It's not all about the street racing. Well, it is mostly, but *Most Wanted* also features a mode that allows you to play the role of the cops that are trying to put an end to the fun. This takes the form a race against time to see how many souped-up dream machines you can bring down before the timer runs out. Each car you stop will reward you with bonus time with which you can make more arrests. It's a simple but enjoyable escape from the regular challenges.



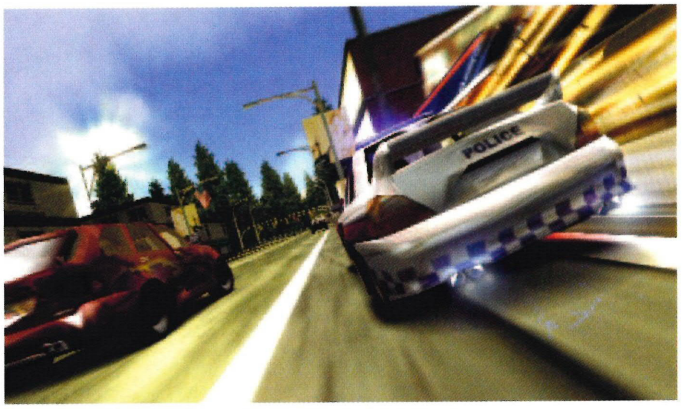




Thanks to the Safehouse feature you can make your car look as silly or as awesome as you want. We're trying for awesome here, but you should see the silly ones...



In true *Burnout* tradition, *Legends* shows off its speed in style



Time to burn some handheld rubber

BURNOUT LEGENDS

OUT: NOW

Publisher **Electronic Arts** / Developer **Criterion Software** / Price **£34.99** / Players **1-6** / Supports **Wi-Fi LAN multiplayer, Game Share**

We admit it – we're big *Burnout* fans. Huge even. So it should go without saying that if we loved the first two *Burnout* games and adored the direction that EA has taken the series with both *Takedown* and *Revenge*, we should be head over heels with *Legends*... shouldn't we? In theory, yes; but then we were always more fond of the practical anyway, even if it was disappointing.

And so it is with heavy hearts that we have to deliver some bad news: *Burnout Legends* isn't great. Good, certainly, but nowhere near as great as it should have been. However, why that is exactly isn't as clear cut as you might expect. After all, it's certainly fast enough to warrant carrying the *Burnout* name and has enough crash-related shenanigans to keep even the most takedown-happy gamer satisfied. But there's something that doesn't feel quite right; maybe it's the overly-twitchy controls (thanks mainly to the PSP's not-so-perfect 'analogue' stick), the lack of draw distance that makes avoiding oncoming traffic – the whole point of the game – incredibly difficult, or the extensive loading times between races. Or maybe, just maybe, it just feels like a massive step backwards for the entire series.

Yes, for some unknown reason, *Burnout Legends*' attempts to relive the best moments of the previous highlights of the series just don't work as well as *Ridge Racer* proved that it could. Even the addition of classic modes like Pursuit doesn't help, because they just don't feel as great as we remember them (especially when combined with the takedown style of gameplay). Put simply, *Burnout Legends*' déjà vu feels less of a trip down memory lane and more of a chore; it's just not as fresh and interesting, which brings the whole game down a peg or two.

Sure, so you'll certainly get some enjoyment out of the game despite all the niggling flaws, but why Criterion decided to leave out all the improvements made in *Revenge* from this handheld version – certainly a case of adding insult to takedown injuries – is a mystery. Nevertheless, the truth is crystal clear: this version of *Burnout* is some way behind the rest of the pack, when it really should have led from the off. ■

Martin Mathers

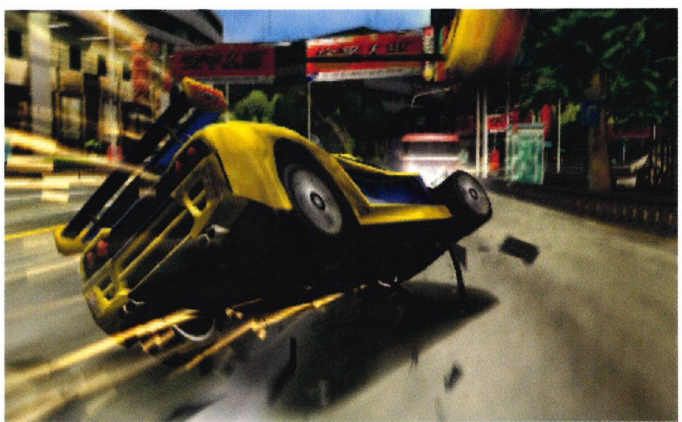
> **Crash-related shenanigans will keep most gamers satisfied**

Enjoyable, but not as good as it might have been **71%**

THE BIG QUESTIONS

So, if it's just like *Burnout 3*, why the lower score?
Probably because compared to *Burnout Revenge*, the game feels like a monumental step backwards – too much déjà vu, not enough new material.

Anything else we should know?
Legends does have frustrating aspects. For a game that requires you to avoid oncoming traffic, it doesn't really help that you can't see them until the second before you crash...

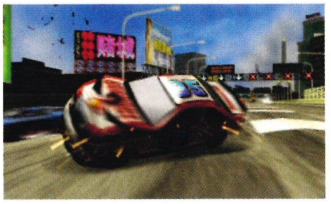


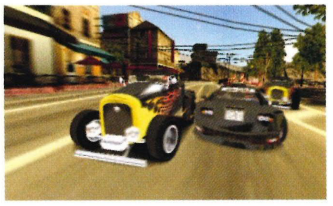
Crashing's still a big part of *Burnout*, but unfortunately because of the lack of draw distance on other vehicles, you'll be doing it more often than you might like

A long and winding road

Why celebrate what you're trying to forget?

Perhaps one of the most disappointing elements of *Burnout Legends* is that, while it gives the impression of being a celebration of all things *Burnout*, it actually only pays lip service to its ancestors. Tracks from earlier games lent themselves to the original 'dodge through traffic' game mechanics – not the new violence approach offered by *Takedown* or *Revenge*. It's a shame, because it shouldn't have been like this. We can only hope for more from the next game.

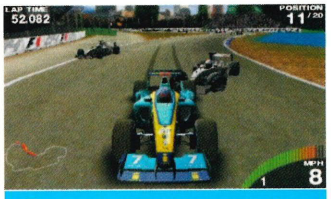




Sony sticks with its winning Formula

F1 GRAND PRIX





If you're feeling brave you could always plump for a Minardi

OUT: NOW

Publisher **SCEE** / Developer **In-house** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi Lan multiplayer**

THE Big QUESTIONS

How many cars are burning up the track?
You can have up to 20 cars tearing around at once and up to eight players can compete simultaneously via the Wi-Fi option.

Okay so that's the cars, what about the races?
F1 features all 18 races from the Formula 1 season and all 10 teams, so if fancy a challenge, opt for one of the lower spec cars.

Following in the tyre marks left by its PS2 predecessors *F1* has just about everything you could want from a Formula One title. It's got the official this and perfectly recreated that, but it all boils down to authenticity, and that's what ultimately makes or breaks your racing experience.

If you're a hardened Formula One follower and want the kind of realism only this series can provide, then this is an essential purchase; you can tinker with your car, master every turn and invest some serious time into the World Championship mode.

However, if you're looking to shunt people off the tarmac, drift around corners or exploit any other kind of arcade racing move then leave *F1* well alone. If you try to bash your way to the front then you'll end up damaging your car as well as your PSP when you hurl it against the wall in frustration.

Nonetheless, with an exhaustive array of modes, cars and circuits, *F1 Grand Prix* provides more than enough to keep fans happy until next year's inevitable sequel. **Kelly MacDonald**

A great racer, worthy of a top spot on the gaming grid **81%**



Hardcore F1 fans will delight in the fearsome World Championship option



Realistically realised circuits and authentic car handling are two of the ingredients that ensure the success of *F1 Grand Prix*. So don't try and powerslide...



OUT: NOW

Konami invites you to 'jack' the code...

CODED ARMS

Publisher **Konami** / Developer **In-house** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi Lan multiplayer**

CODED ARMS is the first FPS for the PSP to make it out of the traps, but it certainly won't be taking home the gold medal.

Borrowing heavily from other sci-fi outings, you play the role of a hacker who wanders cyberspace in search of secret files that yield big bucks, but while 'jacked' into the system you come across a government file full of 'bugs'.

Ostensibly this is a nice concept, as the various corrupt environments are randomly generated before you, adding an element of surprise.

However, this sense of unpredictability is soon quashed when you discover that every level is built around similar bland rooms and corridors. With no real storyline to enrich proceedings you simply end up gunning down hordes of mindless mechs. There's a few good weapons and multiplayer modes on offer, but nothing to make *Coded Arms* standout as a PSP top gun. **KM**

A decent, if not innovative, effort **64%**



OUT: NOW

If your name's not Dan you're not coming in

MEDIEVIL RESURRECTION

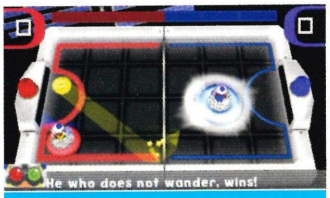
Publisher **SCEE** / Developer **Cambridge Studios** / Price **£34.99** / Players **1** / Supports **Wi-Fi Lan multiplayer**

SIR DAN Fortesque is a cowardly soldier resurrected to face the same evil sorcerer who sent him to his grave.

Dan's revenge mainly involves him hacking and slashing his way through the land of Gallowmere, upgrading weapons and felling boss bad guys. Those who have fond memories of the PSone version will be pleased to see the skeletal slash-'em up making a strong comeback, but won't be so pleased to hear that the gameplay hasn't come on a great deal since then.

Despite retaining a sense of humour and great cast of characters it simply doesn't challenge the player on any level, from the rudimentary combat to the simple puzzles. Anyone who has picked up a pad in the last few years will be seeing the credits roll far sooner than they should. **KM**

Big on personality if not on gameplay **67%**



Like much of the game, the aim here is simple: score as many times as you can



Wash that car in record time - if only it could be done that quickly in real life

"Listen up, you lazy monkeys!"

APE ACADEMY

OUT: NOW

Publisher **SCEE** / Developer **In-house** / Price **£29.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

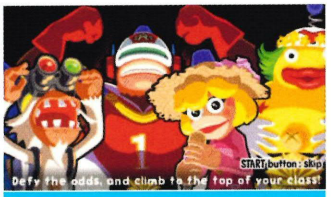
THE Big QUESTIONS

But I don't like monkeys...
Stop being wrong. Monkeys are awesome. Still, even if you're not so keen on them, the games themselves should be strong enough to hold your attention anyway.

Which are the best mini-games?
The rhythm action ones are a good laugh, but it's the stellar Paper Scissors Stone battle that really has the power to float our banana boat. Play it now!

Combining the joys of monkeys and multiplayer mini-games, *Ape Academy* is nothing if not unique. While the single-player modes are slightly short-lived, it's when you throw more than one player into the mix that it really picks up.

The increasingly tricky and bizarre mini-games - from guiding a stack of wobbly monkeys across a wonky landscape to playing giant Paper Scissors Stone in space - are almost all enjoyable, but it's the potential for cramming your mates around the PSP that produces most laughs. The



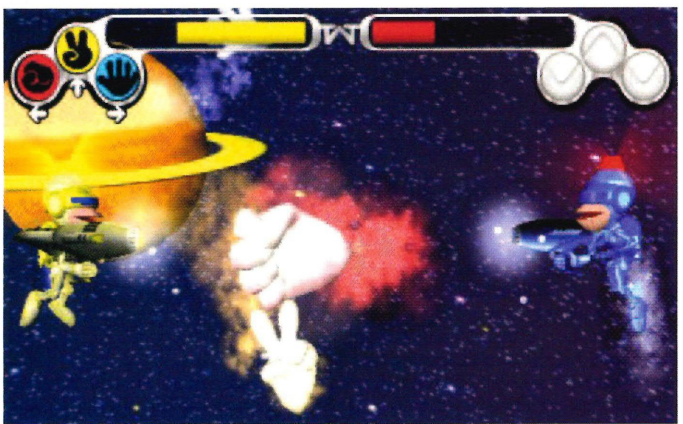
Become the star pupil of *Ape Academy* - school's never been so much fun

One Metre Dash, for instance, is a simple reaction test where each player simply has to push their assigned button first. Which exemplifies the game as a whole, really - a massively simple but massively enjoyable party game. *Ape Academy* was launch highlight and is just as good now. ■ **Luke Albigés**

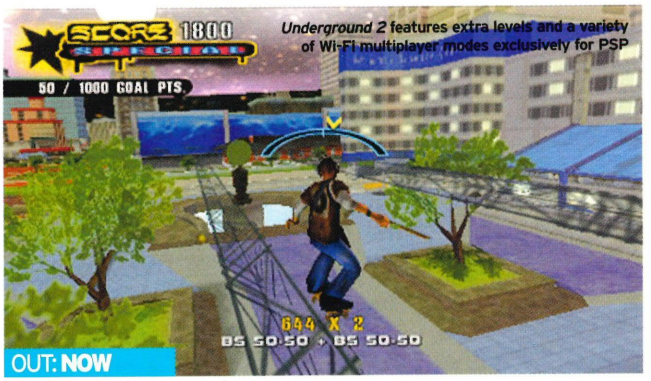
Simian silliness of the highest order **85%**



On your marks, get set go! The One Metre Dash is full of high drama



Playing giant Paper Scissors Stone in space with your mates will have you in stitches. It really is the most fun you can have with monkeys... as far as we know



Underground 2 features extra levels and a variety of Wi-Fi multiplayer modes exclusively for PSP

OUT: NOW

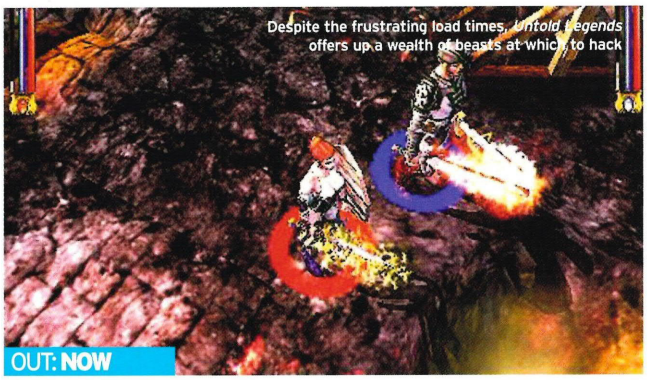
Now playable on the Underground, too

TONY HAWK'S UNDERGROUND 2 REMIX

Publisher **Activision** / Developer **Neversoft** / Price **£29.99** / Players **1-6** / Supports **Wi-Fi LAN multiplayer**

ANYONE WHO has tried playing a *Tony Hawk* game on anything other than a Dual Shock 2 will tell you that it's like trying to play *Devil May Cry 3* with an EyeToy. And even though the PSP is clearly modelled on the same button layout, there's just something uncomfortable and unwieldy about trying to bust massive combos on the handheld. That coupled with the clumsy camera controls means that both usual high score objectives and collectathon missions can be a chore. Extra levels exclusively for PSP and a variety of Wi-Fi multiplayer modes are a bonus, but ultimately *THUG2* isn't designed to be played on such a device. Still a great game but it is just too hard to play at any half-decent level on the PSP. We say stick to the home version. ■ **Luke Albigés**

Controls let down this solid game **70%**



OUT: NOW

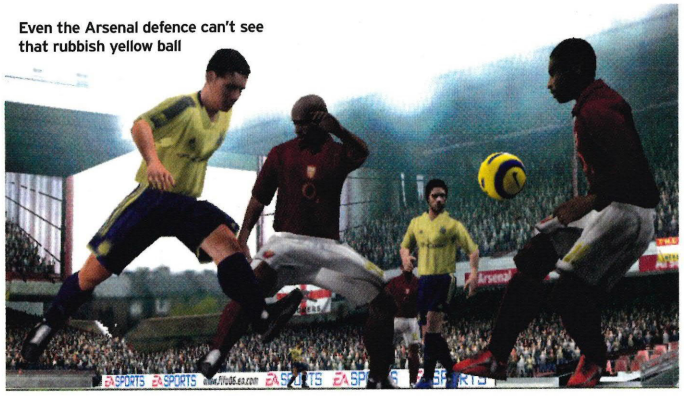
Shrunken hack 'n' slash tomfoolery

UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE

Publisher **SCEE** / Developer **Sony Online Entertainment** / Price **£29.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

AS BASIC and similar as they all are, games like *Baldur's Gate Dark Alliance, Champions Of Norrath* and indeed *Untold Legends* do have quite the devout following. There's just something satisfying and empowering about slaying hundreds of enemies in a kind of next-gen *Gauntlet*. Only good. Well, usually anyway. *Untold Legends* is riddled with little annoyances that become frustrating, such as crazy and frequent load times, cluttered controls and a technically weak Wi-Fi multiplayer mode. However, It's still a good laugh if you can cope with these, with some great hulking boss monsters to slay. A fair first attempt on PSP. ■ **Luke Albigés**

A semi-decent action RPG **73%**



Even the Arsenal defence can't see that rubbish yellow ball



Putting the 'fun' into the funny ol' game

FIFA 06

OUT: OUT NOW

Publisher **Electronic Arts** / Developer **In-house** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer, Wi-Fi internet multiplayer, downloadable content**

THE BIG QUESTIONS

The single player mode is all well and good but I've actually got some mates. What's the multiplayer like? You'll be pleased to know that you and all of these supposed mates of yours are in for a treat as *FIFA 06* offers both Ad-Hoc and online play that's almost entirely lag free.

What's all this about challenges? Didn't *World Tour Soccer* cover that? Yep, but this has 40 Comeback and Rout challenges based on real games. Success earns unlockable swag like new kits, stadiums and music tracks.

The glory, the glamour and the goals... when you get down to it there isn't much the beautiful game doesn't have. If we had our way we'd play it wherever and whenever we could and, thanks to EA, we're one step closer to that football fantasy with the arrival of *FIFA 06* on PSP, a game predictably based on the console version currently selling by the skip load in stores nationwide.

However, given the quick play nature of the PSP this version isn't blessed with the extensive range of modes and options of its console counterpart, but when you get into the game and realise just how impressive it is, the slimmed down options become less of a concern.

What *FIFA 06* does offer is a nice blend of challenges and cup competitions for you to play through, as well as a season mode to add a little more depth. On the pitch both *FIFA* veterans and noobs alike will quickly master the arcade style of play, with flicks and tricks easy to execute after the first 90 minutes.

While these party pieces are impressive, the most pleasing aspect is the AI; not only do the opposing team think and react quicker to your plays but your team-mates are much more inclined to surge forward and chain together passes, making for a high-tempo and realistic game.

> **Team-mates are inclined to surge forward at high tempo**

However, although attacking is very rewarding, defending can be a frustrating affair; when the tackle button is held down your defender is happy to simply track the opposing player and shepherd them out of play, never threatening to make a challenge until they are head on. This only tempts you to steam in with a bone-crunching sliding tackle – resulting in your players seeing more cards than a Clinton employee. Nevertheless, the situation does improve somewhat with practise as you learn to telegraph your opponents' offensive moves.

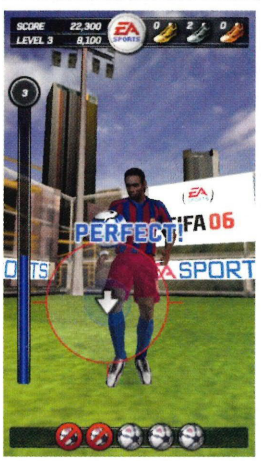
Presentation-wise *FIFA 06* delivers exactly what you'd expect from the franchise. The animation is excellent and the world's top boys look instantly recognisable; this is coupled with an impressive range of stadiums and a crowd that really helps sell the experience.

For some perplexing reason EA has chosen to make the ball yellow, making it difficult to keep track of the ball when it's pinging around the pitch. A small gripe, but it impinges on what is, on the whole, a very accomplished game and one that has enough to keep players occupied all season long. ■ **Keith Hennessey**

The best football game on the PSP but competition is scarce **76%**



Use the L Trigger to bring out the skills and flummox the opposition... especially if you're playing a against a stranger on a train

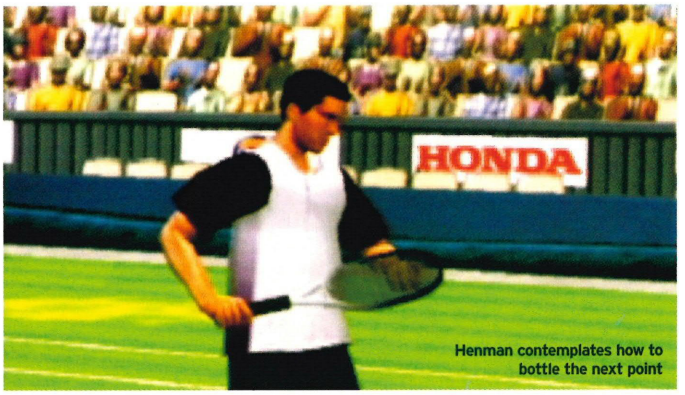


Juggling balls

FIFA gets an addictive addition to the squad...

Given the PSP's already legendary catalogue of mini games *FIFA* doesn't turn up to the party empty handed. *06* includes a quirky, rhythm-based juggling game. This involves turning the machine 90 degrees anti-clockwise and then using the D-Pad to play keepy-uppy. It's a great chance to see your favourite players up close and personal, and to keep you occupied when you haven't the time or the passion to play a full game... failing that you could always let the girlfriend have a go... they love that kind of stuff, really they do...





Henman contemplates how to bottle the next point

Does SEGA smash an ace or hit the net?

VIRTUA TENNIS WORLD TOUR

OUT: NOW

Publisher **SEGA** / Developer **Sumo Digital** / Price **£34.99** / Players **1-4** / Supports **Supports Wi-Fi LAN multiplayer**

THE Big QUESTIONS

Isn't this just another lazy port of a PS2 game?
While it's true to say that this is pretty similar to its bigger cousin, *Virtua Tennis World Tour* isn't a carbon copy. For instance, the rather lovely Maria Sharapova is now in the line-up - sweet, like strawberries and cream.

The detail must have taken a dive on the PSP?
Obviously it doesn't look as good as it does on home console versions, but the graphics are still amazingly crisp and smooth so the game itself doesn't really suffer. It just makes you marvel at what can actually be achieved.

While not the most technically accomplished tennis sim on the PS2, *Virtua Tennis* was more renowned for its fast, fun and addictive arcade gameplay. This suits the nature of the PSP perfectly and lends itself to a quick burst of play when you have a spare five minutes.

Fans of the series will immediately find themselves in familiar territory, as gameplay-wise very little has changed since *Virtua Tennis 2*. The Quick Match, Tournament, Exhibition and World Tour modes are all present, along with multiplayer for up to four players via Wi-Fi. Tennis games are always great fun with more than one player and *Virtua Tennis* doesn't break with tradition. As long as both players are of a similar skill then you'll be hard-pressed to find a more compelling or enjoyable multiplayer game on the PSP at the moment. If you are somewhat lacking in the mates - or at least rich mates - department, then fortunately the single player experience is also a fantastic one.

If you want any sort of longevity from the game then you'll need to create yourself a player and crack on with the World Tour, but if you don't have time for that sort of commitment then the other modes will keep you more than satisfied, with enough players and surfaces to keep everything feeling fresh.

Hardcore tennis fans may gripe about the lack of full match lengths, but until *Top Spin* or *Smash Court Tennis* make their PSP debuts, you'll have to make do. Despite the fact that you can only play one set, that time will be filled with more than enough tennis action, as *Virtua Tennis* isn't a difficult game to pick up. It is tougher to master, however, and learning all the skills rather than just hitting the ball as hard as you can is where the true satisfaction comes from. No matter how hard you try, though, hitting an ace will still be nigh on impossible.

> It isn't difficult to pick up, but it is **much tougher** to master

While this is another shrunken version of a PS2 game, unlike many of the others available, *Virtua Tennis* is not only more than welcome on the PSP, it's also pretty much an essential title. ■ **Simon Griffin**

One of the most addictive multiplayer games so far **90%**

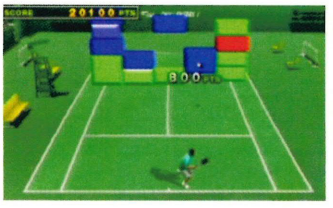


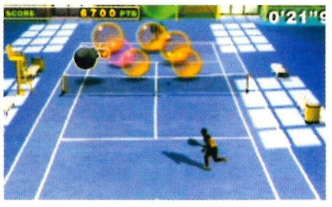
Henmania on Henman Hill is just out of shot - come on, Tim, the whole nation is behind you! No pressure, of course...

Mini-game bonanza

Virtua Tennis mini-games - now in miniature!

Should we call them mini-mini-games now? No probably not, that would just be silly. These exercises, while looking like fun, actually have a specific purpose and each one will teach you a different skill that will help you perform better. They may look innocent, but under that cute exterior they incite pure rage, as you fail to flip all the discs in the disc shooter for the hundredth time. New Ball Games mode also throws up a brand new set of strangely compelling annoyances.





With so many tiny opponents you too can feel like Peter Crouch

WORLD TOUR SOCCER: CHALLENGE EDITION

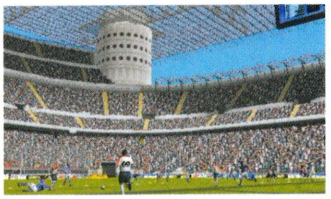
OUT: NOW

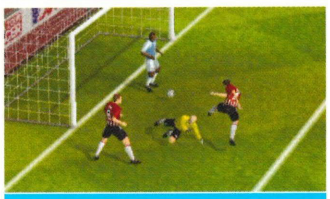
Publisher **EA** / Developer **EA Sports BIG** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

THE Big QUESTIONS

Why haven't I heard about this franchise before?
The *World Tour Soccer* branding is really just there to appease those footy-fearing Yanks. It actually comes from the same development house as the *This Is Football* series.

What's the two-player mode like?
It's surprisingly solid and suffers from very little lag, although the load times are longer than they should be.





He missed the ball but nearly took the keeper's head clean off

Seeing as how the prospect of watching England play football is about as alluring as taking a shot in the nads right now, it's a good job we have so many ways of recreating the action the way it should happen. We can play the real thing, dust off Subbuteo or opt for a game of *World Tour Soccer*. It's pretty comprehensive and offers almost everything you want from a quick kick-about; it's accessible, enjoyable and has a good mix of modes.

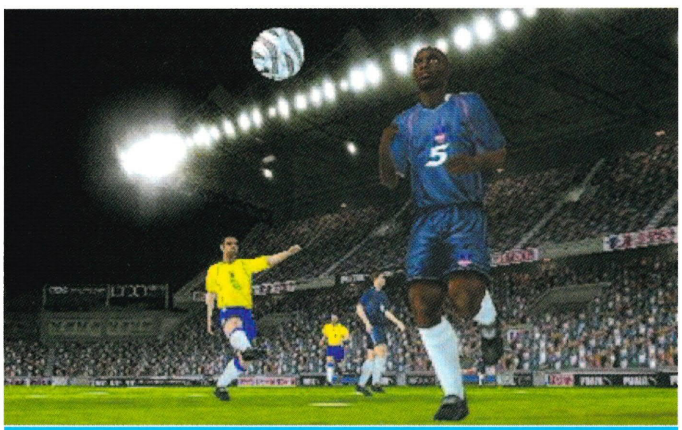
From simple exhibition matches to international tournaments, success on the pitch unlocks extra content such as classic teams and new stadiums, though it's a pain to see even the beautiful game's high flyers locked up at the start of play. That said, if you want to unlock things fast you can play the titular Challenge mode, which is more about showing skills than bagging goals.

But no matter how good this may be we can't help but feel it's the Wigan of football titles – a confident newcomer but one that can't compete against the big guns of *FIFA* and *Pro Evo*. **Keith Hennessey**

A decent soccer title worthy of Premier League status. **71%**



Two minutes gone and Chelsea still goalless? Something's gone wrong



We know Challenge mode is all about showboating, but we're really not sure about the zebra-print ball. A nice paisley would have been better...



It's not stylish but it sure cuts through the morning traffic

OUT: NOW

Get yourself fired and join the rebellion

FIRED UP

Publisher **Sony** / Developer **London Studio** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi LAN multiplayer, downloadable content**

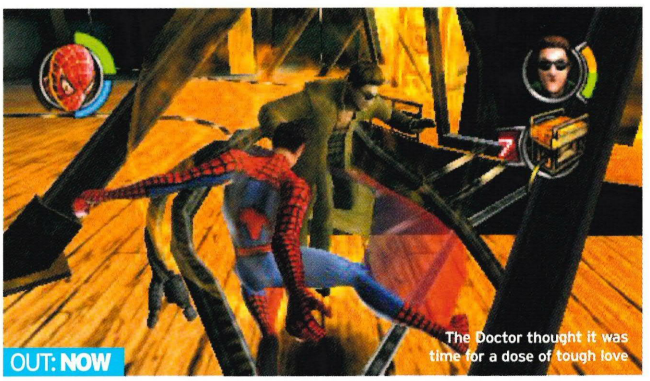
WHEN FACED with a pesky enemy we like to do things the old-fashioned way: jump in a vehicle, attach a load of guns and keep firing until everything in sight is reduced to rubble. This is the premise of *Fired Up*, a game split into different types of vehicle combat and explosive antics.

The Story mode takes place in open combat areas with free-roaming missions to play through, with objectives such as racing challenges, item retrieval and search and destroy missions.

However, while the environments are big, they're virtually deserted. The mission types are also a cause for concern, as most of them simply require you to collect tokens, take photos or go in search of crates.

The multiplayer mode is better, as gamers can blow their mates' bonnets off on a selection of sizeable maps. It's just a shame that those without PSP-owning pals needn't get 'fired up' about this one. **KH**

Okay car-nage but not great. **59%**



The Doctor thought it was time for a dose of tough love

OUT: NOW

Marvel's king of swing gets a mini adventure

SPIDER-MAN 2

Publisher **Activision** / Developer **Vicarious Visions** / Price **£29.99** / Players **1** / Supports **None**

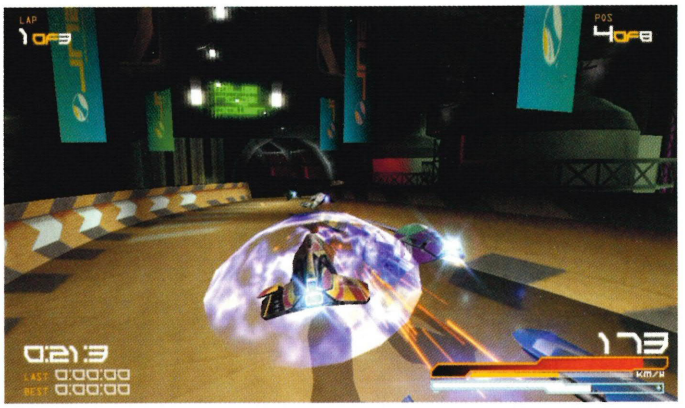
AS PETER Parker often reminds us, "with great power comes great responsibility". But in this case the responsibility to make the most of the Spidey licence has been shirked. Activision's *Spider-Man 2* for the PS2 was pretty good, but this PSP version is sorely lacking.

While it may look great this isn't a patch on its PS2 forefather. The city isn't nearly as expansive, the missions are short-lived and the camera is a much greater enemy to the gamer than Doc Ock could ever be.

The intuitive web-slinging system has been replaced by the unresponsive sky-sticking folly of previous outings, leaving us with just another superhero title built around combo-based combat, switch-flicking and boss battles. Use your Spidey sense and leave this alone. **KH**

A poor port that's just too dull. **47%**





Mind-blowing racing in its purest form

WIPEOUT PURE

OUT: NOW

Publisher **Sony** / Developer **Sony Studios Liverpool** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi LAN, Downloadable content**

Out of all the PSP's launch titles *WipEout Pure* is the one that worries us the most. Not because we're concerned about the quality of the game, but because the draw of the *WipEout* series has always been the exhilarating speed and the audio-visual experience. Can that experience be realised in the palm of your hand? Well, yes and no.

Over the years, the futuristic anti-gravity racing series has had its ups and downs, but most recently, *WipEout Fusion* was most definitely an up. *WipEout Pure* comes from the very same team – Studio Liverpool – so the experience is very pleasing. For those unacquainted with *WipEout*, you control antigravity racers with a deadly arsenal of weaponry, in what is supposed to be the F1 of the 22nd century. The controls are simple: accelerate, fire and two airbrakes on the shoulder buttons. The handling has always been a love/hate thing for most people. On first play the controls seem very unnatural, but after extended play, they become second nature.

All in all, *WipEout Pure* represents a new high. Studio Liverpool has learned its lesson and brought us something that *WipEout* fans will instantly fall in love with. The gameplay is perfect, the graphics are stunning and the music is as adrenaline-pumping as it always has been. However, there's something missing from the experience: the lack of a big screen and a phat stereo system. As technically perfect as it is we can't help but think that it would be so much better had it been launched on the PS2. It's a great achievement and a great game, but the series' potential will never be fully realised on a handheld. ■ **Chandra Nair**

> **Gameplay is perfect and the music is adrenaline-pumping**

The ships feature energy bars, and the important addition for this game comes in the form of the removal of the pit lanes. Instead, players can absorb unwanted weapons and power-ups to replenish their energy bars. Another rather useful addition is the ability to gain a boost out of jumps by barrel rolling (tap left, right, left or right, left, right as soon as you launch off a ramp).

Insane futuristic racer that belongs on the big screen **88%**

THE BIG QUESTIONS

What's the quality of the music and speech like?
Surprisingly it all sounds fantastic. There's a tiny bit of compression in places but nothing very noticeable.

Do the extra downloads cost money?
Nope. The whole point of it is that it's all free of charge. Whoever said the best things in life aren't free?



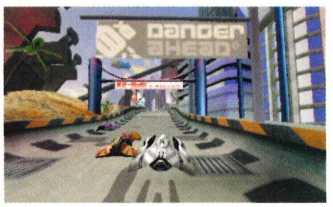
The mixture of colours and use of light make the graphics in WipEout Pure absolutely stunning. We can't help feeling that they're somewhat wasted on the PSP though

Download frenzy

Make the most of your money

You'll be pleased to hear that the development team isn't resting on its laurels just because the game is finished. If you visit **www.wipeoutpure.com** you can already download new ships, new audio tracks, four new courses and new skins for existing ships. We don't expect this kind of post-launch support to continue forever, but it's a nice touch to have anything at all, and certainly comforting to know you're getting your money's worth.





The rallying master arrives on the PSP

COLIN MCRAE 2005

OUT: NOW

Publisher **Codemasters** / Developer **Codemasters** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi LAN multiplayer**





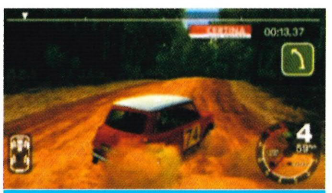
You can move between different viewpoints as required

Another day, another dollar. PS2 developers the world over must have been rubbing their hands with absolute glee when Sony unveiled the diminutive PSP to the industry. A handheld machine with remarkably similar architecture to the PlayStation2, but lacking in a back catalogue? That spells 'nice easy port' to most games developers/publishers, and lo! So it has happened.

Colin McRae 2005 does exactly what it says on the tin - it's a cut-down version of the PS2 game. Now, with our cynical heads on, we'd like to bang on for a while about lazy publishers earning money for old rope and bemoaning the lack of originality in the games industry. However, space is at a premium, so just take that as read, okay? Because the reality is that *CM2005* is actually top-notch rallying fun on the PSP, so we can't get quite as het up about the cynicism of it all as we would like. Don't you just hate it when that happens?

There are tracks in nine countries included as (seven less than in *WRC*, fact-fans) and the controls are smooth and responsive - although adapting to using the PSP's analogue stick can take a while. A full Career mode is coupled with quick races - ideal for playing on the bus - and the smooth slick visuals ensure that this is a bobby-dazzler. ■ **Mike O'Sullivan**

Like the PS2 version, but littler. Ideal PSP fodder, then **83%**



Team McRae's budget restrictions were really starting to bite

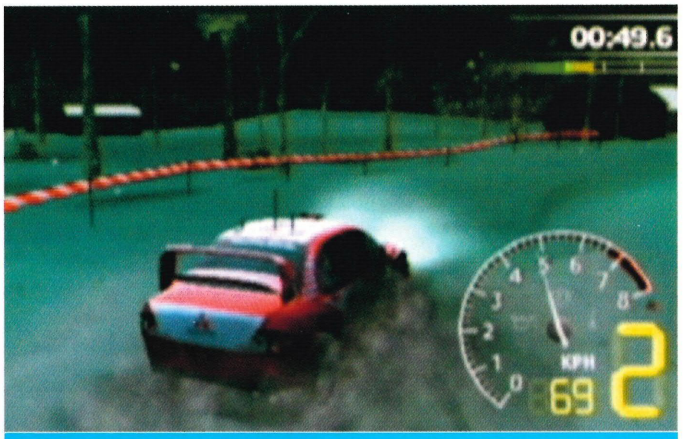
Vroom with a view

Having power is great, but it needs to look nice too

As well as racing well, *Colin McRae 2005* looks fabulous, even on the small screen. The shadows and reflections on the cars look stunning, and the damage and mud that accumulates as the rallies progress really add to the feeling of realism, especially when coupled with the crowds and scenery that whizz past at a great rate of knots. If you want to impress your mates with what the PSP is capable of, you could do a lot worse than this...







The attention to detail is so great in *WRC* that at night time the headlights actually come on. Now that's quality for you

This had the potential to be rally, rally good, so why isn't it?

WRC

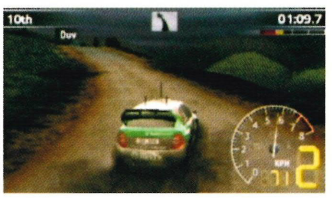
OUT: 14 OCT

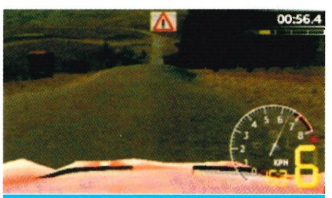
Publisher **Sony** / Developer **Traveller's Tales** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi LAN multiplayer**

THE BIG QUESTIONS

***WRC* on the PS2 is as good as *McRae*. What's gone wrong on the PSP?**
The problem is really the handling of the car. It will take players ages to get accustomed to the extremely sensitive nature of it.

Is that really such a bad thing?
It would be less of a problem on the PS2, but with a handheld format, it's all about pick-up-and-play fun. With *WRC*, it takes ages to re-acquaint yourself with the handling,





This sign means you're about to hit a jump and lose control of the car

Let's cut to the chase. Very few people are going to splash out on both *WRC* AND *Colin McRae 2005* for their PSP. So you're reading this tome to discover which of the two you should go out and buy, right? We'd be failing as journalists if we didn't tell you in this review, so you probably just want us to spit it out early doors. Okay. Buy *Colin McRae*. *WRC* is, quite simply, nowhere near as good as Codemaster's far-superior effort. Review over. Whaddya mean that only takes up half the space? Oh, alright then...



The twitchy steering makes powersliding tricky

WRC does have the edge on *McRae* in terms of the number of countries included (16 compared to *CM*'s 9) but unfortunately, it comes in a mud-splattered second in just about every other department. Visually, the cars look both dull and flat, especially when compared to the glistening behemoths of *McRae*, and the backgrounds are a tad on the insipid side, complemented by weedy sound effects - no throaty growls here.

The biggest sin, however, is the game's handling - the cars feel far too twitchy and unconnected to the road, leaving players generally careering from one side of the track to the other. We may be being a tad harsh on what is otherwise a fairly solid game, but *Colin McRae* has just set the benchmark and sadly *WRC* has failed to live up to it. ■ **Mike O'Sullivan**

There's only one rallying game worth buying. This isn't it **65%**

How can a poisonous liquid metal be so addictive?

ARCHER MACLEAN'S MERCURY

OUT: NOW

Publisher **Atari** / Developer **Awesome Studios** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN**

THE BIG QUESTIONS

What's 'split your blob up'?
By catching it on sharp corners or other edges, you can break your blob down – this allows you to hit multiple switches, blend colours and more.

So how is it addictive?
Whenever you make a mistake, it's down to you being rubbish – not because the game cheats you. Cue plenty of cursing, swearing and trying again...





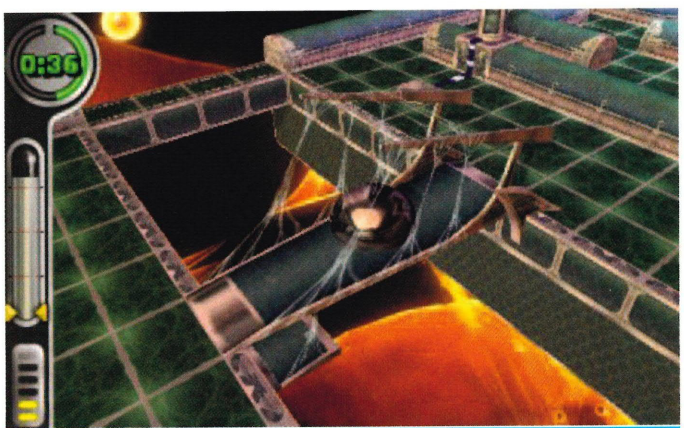
You'll need to scout around each level initially to get an idea of what to do

Liquid metal's a tricky thing, you know – all slippy-slidy and difficult to control, especially when let loose in a non-confined space. Exactly why anyone at Awesome Studios, particularly legendary game creator Archer Maclean, thought that this would translate into an enjoyable videogame is anyone's guess... but it works. Indeed, we'd almost go so far as to say that *Mercury*'s the most addictive-yet-frustrating game on the PSP yet – the kind that makes you fear for your PSP's safety, in case you throw it down in anger.

The premise is simple: you guide your blob of mercury around each stage by 'tipping' the floor with the analogue stick, avoiding obstacles and solving puzzles to reach the finish line. Of course, it's not that easy. Losing parts of your blob over the edge of a level, having to split it up in order to hit switches simultaneously, dodging past enemies... these are the things that make *Mercury* hard. And it is hard – bloody hard. But then, the fact that every stage is always possible and there are ways to 'cheat' the system is what gives the game that 'just one more go' appeal.

Like we said though, wrapping your PSP in padding might be a good suggestion... ■ **Martin Mathers**

As difficult as they come, but still horribly addictive **82%**



The weight of your mercury blob can be used to activate things like this drawbridge; but if you've lost too much of it, you won't be able to get across



It may be arcade-style golf, but that doesn't mean you don't have to judge your shots. Approach shots in particular can be tricky on fast greens...

EVERYBODY'S GOLF

The best way to spoil a nice walk

OUT: NOW

Publisher **SCEE** / Developer **Clap Hanz** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi LAN**

Yes, that's right – it's golf. Just golf. And yes, we've given it a significantly high score. Are we mad? Well, no... it's just that we know a good game when we see it. *Everybody's Golf* might not represent the most exciting sport in the world, but there's no denying that it's one of the best games on the PSP so far.

Going against the grain of more realistic sports titles, *Everybody's Golf* is all about arcade action; outrageously stereotyped characters, ridiculous power shots and courses that range from lush green forests and sandy beaches to arid deserts and beyond. And it's all the better for that, if only because it's so accessible. The easy-to-use control system and extensive single-player mode offering a wide variety of customisation items to unlock is incredibly simple to get into and yet can keep you hooked for hours on end, while the Wi-Fi multiplayer means that the game really does live up to its name: it's for everyone.

While many will point to more action-orientated titles as the best that the PSP has to offer, the facts are clear – this has been the most played game on our PSPs since we bought them. ■ **Martin Mathers**

Easily the longest lasting and accessible PSP title to date **91%**

Slice and dice

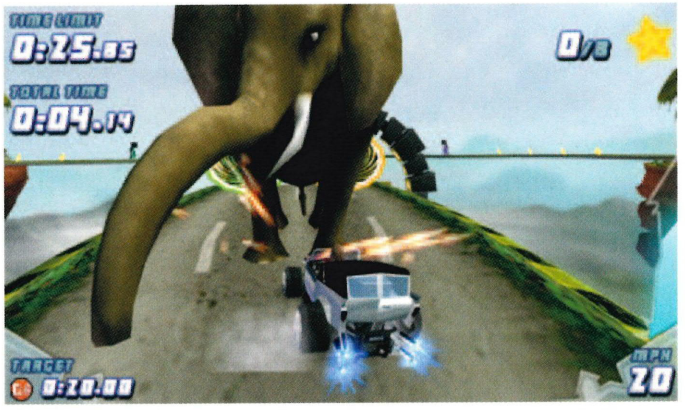
Hidden tricks for the genuine pros

There are plenty of shots that you can use to get ahead of the competition. These focus on 'super' versions of shots that employ enhanced amounts of forward, back and side spin to push the ball in the right direction. The trick is to aim correctly, start the shot and hold a direction relevant to the desired spin on the D-pad; as you select the power, hold in the opposite direction and then get the accuracy marker precisely on target at the bottom.









It's a racer, it's a puzzler, it's a platform game...

GRIPSHIFT

OUT: NOW

Publisher **Ubisoft** / Developer **Sidhe** / Price **£34.99** / Players **1-2** / Supports **Wi-Fi LAN**

GripShift is certainly a tricky game to pin down, partly because there's an awful lot of it (over 100 levels in Challenge mode) but mainly because it suffers from multiple personalities.

At first none of this will be noticeable because it looks totally great, with trippy 3D graphics and funky music that put many PSP racers to shame. The closest we can get to describing the visual style is the classic cartoon series *Wacky Races* (the one where Penelope Pitstop tries to escape the clutches of Dick Dastardly & Muttley).

With roads that twist and turn between perilous falls and spooky floating islands, navigating for even a few seconds without hitting the brake button is nigh on impossible. Treat it like an obstacle course set against a strict time limit, with bonus icons to be collected for maximum points or speed boosts, and you're not far off the mark.

But wait, there's more... If you want to get a gold medal for a particular level (high scores unlock extra content, cars and paint-jobs) you'll have to track down the Gripshift logo, which is hidden, usually way off the racing line, requiring a leap of faith into scenery – something it takes real guts to do with such tight time limits and demanding courses.

There's also a track editor; a great plus for those who like to devise their own devilish courses and make them available for their buddies.

Ah yes, the multiplayer mode – this is another strange anomaly, given you can't compete against buddies for the main Campaign mode races, only individual levels and 'some' of the eight mini-games, which include Soccer and Bomb Pool, but not the very amusing Penguin Bowling.

To compensate, there's two multiplay-only options: Deathmatch and Reverse Tag, both great fun.

> There are **more than 100 levels in the Challenge mode**

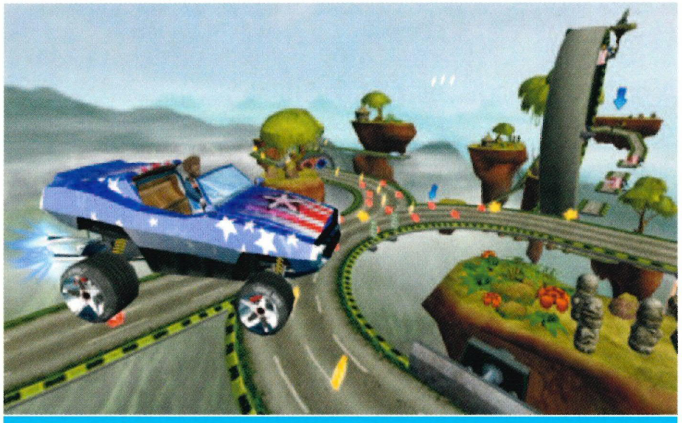
But the real problem with *GripShift* is the stop/start nature of the action. Most levels last around 30 seconds – which is a great incentive to restart for scoring maximum points, but frustrating if you want to get stuck into some serious racing. ■ **Mike Anderiesz**

Visually distinctive – if only there was more racing. **69%**

THE Big QUESTIONS

So who's going to like this game?
Just about everyone will find a little something in *Gripshift* they enjoy, as there's so many styles to choose from. However, the downside is that very few will find enough to keep them totally satisfied. The phrase 'Jack of all Trades' definitely applies in spades.

What about the Track Editor?
It works from a series of drop-down menus. Each track section costs money – so when you run out of cash you must delete something less essential. You can do a trial run, either from the start grid or the current cursor location, before making it available for others.

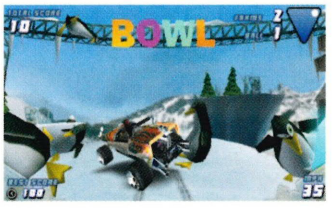


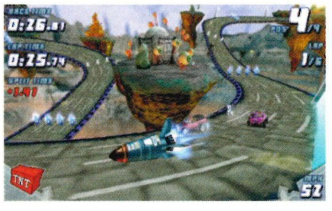
Searching for hidden logos requires some nifty platform jumping and, as you can see, the lad is certainly giving it 110 per cent in terms of air...

Let's get physical

Try not to slide into the endless abyss...

The big problem with *GripShift* is not the controls but the weird physics. Keeping your car on the road takes constant braking and turning to prevent slipping off the track into the endless abyss. Then there's the fact that you can accelerate or even brake in mid air, not a worry in this cartoon world, but against such a tight time limit you have to memorise every course and then choose which objective or bonus icon to go for; there's rarely time to get them all.









Nuff speed to make your eyes bleed

RIDGE RACER

OUT: NOW

Publisher **Sony** / Developer **Namco Bandai** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi LAN multiplayer**

Throughout the PlayStation's history, one thing has remained constant: there has always been a *Ridge Racer* game available at the launch of every new machine. First we had *Ridge Racer*, then we had *Ridge Racer Type 4* and now we have *Ridge Racer PSP*.

Basing itself around the elements of arcade gameplay and the perfect drift, purists will tell you that it offers countless thrills that tedious simulations such as *Gran Turismo* can only dream of. Well, now everyone can experience the very best of the series, and all for less than the price of a PS2 game, and that's got to be good.

Ridge Racer PSP is essentially a best-of, with a few extras thrown in for good measure. You have tracks, car types and music from *Ridge Racer*, *RR Revolution*, *Rave Racer* and *Ridge Racer Type 4*. There are 54 unlockable cars on offer, including the usual suspects, such as the Angelus and the Pac-Man car. You should note, however, that half of these cars are tuned-up versions, which make their little brothers obsolete once you've unlocked them. There are 24 tracks available: two are brand new, 10 are taken from the rest of the series... oh, and of course all 12 are available in Mirror mode.

Still, what you all really want to know about is the handling. Fans of the series will be ecstatic to hear that this game really does see a return to form. The handling borrows elements from all the games, and the result is pure perfection. You don't get the instant kick out of a perfect slide like you would from *RR* or *RRR*, but other than that, it's the perfect combination of those two games with a touch of solidity from *Rave* and *RRT4*. The icing on the cake is the new Nitrous system (see 'Speed demons' below).

> **54 cars, 24 tracks... and the handling is pure perfection**

Ridge Racer PSP is nigh on perfect. The only real downside is that for the pros among you, there is unfortunately no challenge whatsoever until over halfway through the game, which will be a little frustrating. Once you get there though, it's back to the old-school! A must-buy. ■ **Chandra Nair**

Drift-racing perfection from the masters of the genre **92%**

THE BIG QUESTIONS

So, do the cars handle just like real cars?
The physics are quite unrealistic, but that's not a bad thing – it's what makes this series what it is.

How nice are the graphics given that this is a PSP?
Absolutely gorgeous. Sure there are cutbacks, but you could never tell because the screen's so small.



The title that ushered in 32bit gaming on the PSone 10 years ago translates beautifully to Sony's pocket marvel

Speed demons

A drifter's dream... with added nitro

Each car has three Nitrous Canisters. The faster the drift, the faster these gauges will fill, so for experts the idea is to use your Nitrous on a straight to get up to a ridiculous speed. As soon as the Nitrous ends you perform a drift. If you're on a high from a Nitrous and perform a decent length drift, you can actually fill up another canister straight away. Tips from the masters for you. You'd have to pay for that kind of information anywhere else...



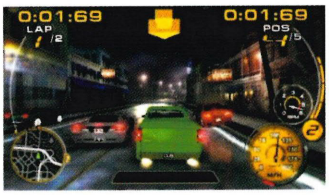


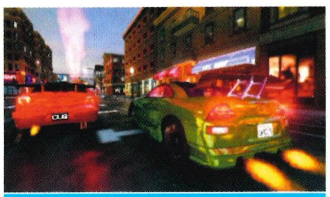
Who's gonna drive you home?

MIDNIGHT CLUB 3 DUB EDITION

OUT: NOW

Publisher **Rockstar** / Developer **In-house** / Price **£34.99** / Players **1-6** / Supports **Wi-Fi LAN multiplayer and Wi-Fi internet multiplayer**





It's quite impressive seeing all this detail on such a cute little machine

The PSP seems to be built for racing titles. There are already so many to choose from, there's little chance of you picking up your first batch of games without a racer hiding in there somewhere. *Midnight Club 3* adds to the pack here and, at a glance, seems an attractive package. If you dabbled with the PS2 version of the game a few months ago, chances are you found it enjoyable enough. This is essentially more of the same.

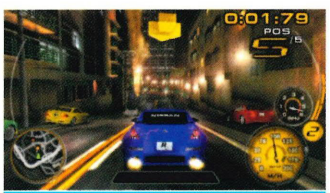
The huge maps, numerous vehicles and varied arrow-ridden tracks have all been squashed down and presented in a familiar way, ensuring *MC3* is an enjoyable way to while away a bus ride.

Unfortunately, many of the mild niggles that were present in the console version have also been dragged along for the ride. Special moves and near-indestructible vehicles take away from the actual racing experience, and attempting to customise a car, when every touch of the D-Pad triggers a fair lump of loading whirs, is a painful experience.

On the whole, with street racing being so 'down' at the moment, this is what's in demand and *Midnight Club 3* is the best there is on offer on the PSP at the moment. However, if proper racing is what you're after, then go for *WipEout Pure*. ■

Rick Porter

One of the best ways to 'pimp' on a handheld **70%**

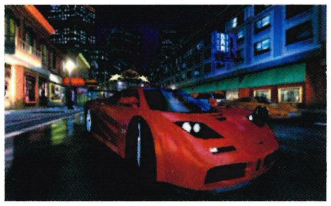


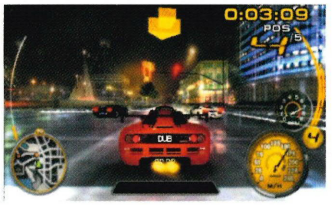
Winning isn't everything you know. No, hang on, it is. You need to win

Ready to join the Dub club?

Another year, another Midnight Club

The *Midnight Club* series has been showing us how to street race for many a moon. By not restricting play to cars, and introducing bikes and heavier vehicles, Rockstar has managed to deliver decent racing experiences, plus games that display variety within the genre. This latest game is the first to introduce a proper customisation option to rival the likes of *NFSU* and *Juiced*, and it has to be said that it's one of the most impressive we've seen.





Anyone ever noticed that you never go beneath the ground?

NEED FOR SPEED UNDERGROUND RIVALS

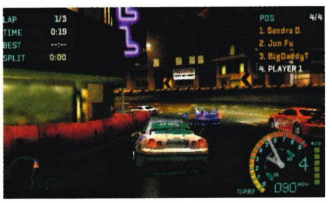
OUT: NOW

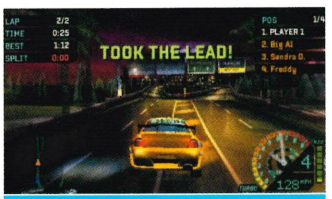
Publisher **EA** / Developer **In-house** / Price **£34.99** / Players **1-6** / Supports **Wi-Fi LAN multiplayer and Wi-Fi internet multiplayer**

THE BIG QUESTIONS

Is all the pimping still there?
Of course it is. All the fun of nailing an aptly named spoiler to the back of your vehicle is yours once again. We dunno, the youth of today, eh?

So, how does it improve on the other games?
Erm, it doesn't really – but this isn't necessarily a down point as all the games have provided a good racing experience.





A clear indication that hitting around 130mph will get you clear of the pack

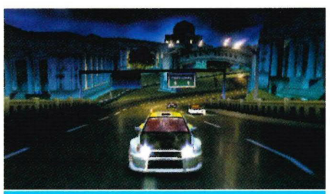
Basically, *Rivals* is a mix of *Underground 1* and *2*. All the customisation options and events that featured in the second have made it in, but gone is the large, sprawling hub world and instead, the simple race-after-race action of the first game has been slotted in.

As you can probably imagine, this makes loading times far less of an issue and things tend to run a little smoother thanks to that, but *Rivals* just doesn't have the 'oh wow' visuals that we're already expecting from PSP titles. It looks decent enough, but once you've rubbed your eyes over *WipEout Pure*, it's tough not to sneer a little.

On the plus side, it features the same racing action that's featured in the previous games. Admittedly, the best of it doesn't start until you are a fair way into the game, but upgrades quickly ensure that you reach some impressive speeds and provide many a tense race. But hey, good and bad points don't really matter. This is *Need For Speed Underground* after all – you're all going to buy it anyway, right? The charts last Christmas say you will. ■

Rick Porter

Not essential, but an enjoyable title all the same **61%**



Anyone familiar with the series will feel immediately at home, here



It's certainly true that all cars look absolutely rubbish until they've been 'pimped'. Isn't that right? Er, no...



It's tough using grenades because they have to be well timed. Just like real life! Probably. Maybe. Okay, so we're guessing...

METAL GEAR ACID

Play your cards right or get burned

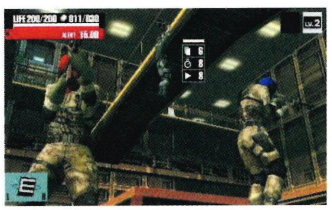
OUT: NOW

Publisher **Konami** / Developer **Konami** / Price **£34.99** / Players **1-2** / Supports **Wi-Fi LAN multiplayer**

THE Big QUESTIONS

It looks rather different to the old *Metal Gear*!
Yes, and it also plays sufficiently differently, too. But who else other than Kojima could write a storyline around two psychopathic dolls taking over a plane?

So is it really that difficult to learn how to play?
Yup. The first few hours aren't fun at all. However, once you buckle up and learn the ropes, you'll find that building your deck is stupidly addictive.

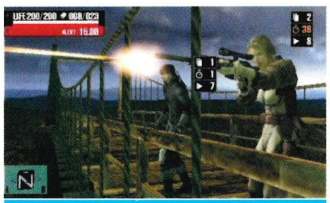




Everything is turn-based, so this shot really isn't as exciting as it looks

Cards aren't fun. Not unless they involve poker with your attractive neighbour, a bottle of tequila and the word 'strip' involved somewhere. *Metal Gear Acid* is also a card game, but rather than having Solid Snake peel off his codpiece because he lost to a pair of Kings, it sees Kojima's anti-hero taking turns with guards to sneak past enemies, disable security cameras, fight to safeguard Metal Gear and cover his ears when someone screams "SNAAAAKE!"

And surprise surprise, it works rather well. The emphasis is still on stealth, but the key here is forward planning rather than reactions. Each level is split into grids that Snake can move around, so you have to mentally map out your route for each level and then watch as your plan falls apart. It's a bitch to learn but it's still classic *Metal Gear* and something different for your PSP to chew on. You certainly don't need tequila to enjoy this. ■ **Ryan King**



Snipe rifles let you shoot all the way across the grid-based battlefield

Tough to learn but a real treat for *Metal Gear* fans **82%**

Illuminesing your life

LUMINES

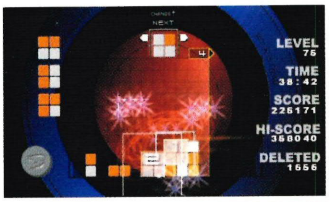
OUT: NOW

Publisher **Ubisoft** / Developer **Q** / Price **£34.99** / Players **1-2** / Supports **Wi-Fi LAN multiplayer**

THE Big QUESTIONS

What kind of music can we look forward to?
The music in *Lumines* is broadly techno, but it ranges from straight-forward Euro cheese to Japanese-influenced twanging.

Twanging? Is that even a word? That sounds awful!
Oh ye of little faith, the music is perfectly suited to the game and constantly changes to reflect the background.





Explosions! Fireworks! Glittery stuff! It's like a camp night out in Brighton

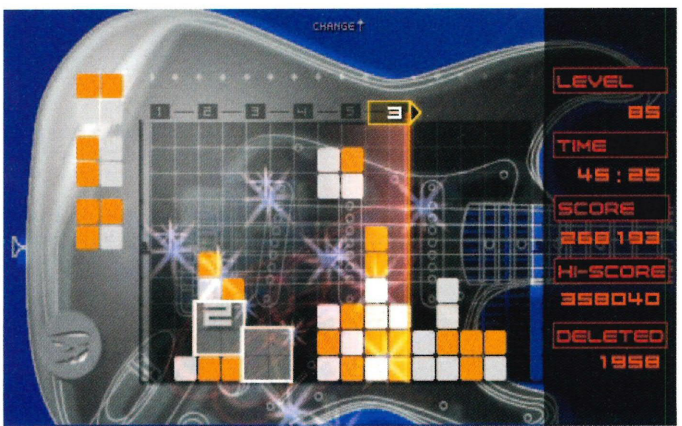
Most people just don't 'get' *Lumines*. The idea is easy to understand – line up four blocks of the same colour together and they disappear, but it seems too simple. "Is there something I'm missing?" they ask, scratching their heads like an inquisitive jungle animal. You're not required to think three, four or five moves ahead of what's happening like in most puzzles. There's a scrolling music line moving through the blocks and whenever it passes over a group of coloured blocks, they disappear. So instead you're frantically working against time, trying to line up patterns before the scrolling music line gets there.

Lumines works because it involves reactions and quick thinking as much as it does laboured planning. Plus it looks fantastic. Puzzle games don't have to look nice, just as you wouldn't expect the chip shop girl to do anything more than have awful bleached hair and gold hoop earrings, but *Lumines* really does lick your eyes with its high-resolution loveliness. The shimmering explosions and cute design combine perfectly with the puzzling and, at the risk of sounding a little pretentious, it just *feels* right. If most people don't 'get' *Lumines*, then most people are 'idiots'. ■ **Ryan King**

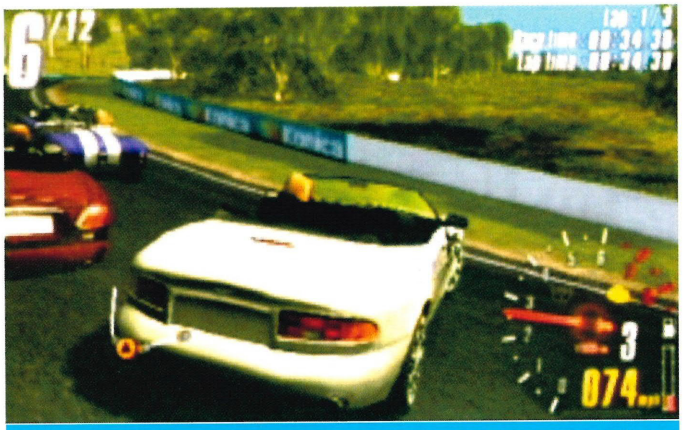
Chilled-out yet frantic – a delight for the eyes and ears **88%**



It's hard to tell how nice this is with high resolution stroking your eyes



Pink and red, the colours of the future! Or the colours of camp but either way, it works well enough for *Lumines*



It's a good idea to face the same way as everyone else or, funnily enough, you might not win the race. Turn wheel anti clockwise and depress accelerator forthwith

The ultimate driving simulator gets a miniature makeover

TOCA RACE DRIVER 2

OUT: NOW

Publisher **Codemasters** / Developer **Sumo Digital** / Price **£34.99** / Players **1-12** / Supports **Wi-Fi LAN multiplayer**

THE BIG QUESTIONS

I've already got the PS2 version, do I really need this? Apart from the Custom Soundtracks and the ability to play on the bus there really is very little between the two.

Have any vehicle set-up options been removed? Nope, it's all still there so you can tinker with the brakes, gears or suspension as much or as little as you see fit.

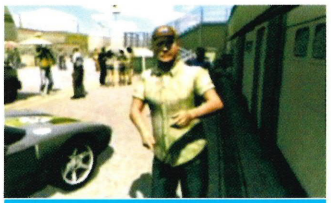


Your car may look nice and shiny now but it won't last

In yet another shock move a PS2 game has been brought to the PSP – how terribly original. *TOCA Race Driver 2* was a quality title on the PS2 and all that fast-paced racing action has been squeezed onto a UMD. Rather than follow the normal driving game formula, the 'Race Driver' moniker refers to the career mode, which sees you in the shoes of a professional driver looking to conquer the world of motor sport.

None of the speed has been lost in the transition and even the damage is still present. Obviously the detail has been toned down somewhat, but the visuals still manage to impress, even next to the likes of *Ridge Racer* and *Wipeout*. This is no arcade racer and controlling your vehicle can be tough; it requires maximum concentration, which isn't ideal for a portable game. On the up side, one of the best features is the 12-player wireless multiplayer, if you can find enough people to take part, that is.

As much as we'd like to berate this for being another PS2 port, it would be unfair to put down what is a solid racer, though perhaps not best suited to handheld gaming. ■ **Simon Griffin**



This jolly fellow offers you race advice and also does the 'robot' if you ask

An impressive effort that racing fans should warm to **81%**

Are you snooker loopy for your PSP?

WORLD SNOOKER CHALLENGE 2005

OUT: NOW

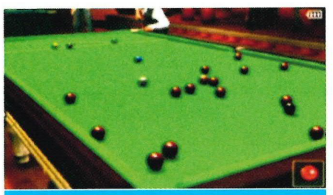
Publisher **SEGA** / Developer **Blade** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

When the first wave of PSP games was announced, to be honest, Blade's snooker franchise wasn't quite what we expected to see on the list.

While its titles have been consistently good on both the PSone and the PS2, it was assumed that shrinking the game would also have the effect of dumbing it down too. However, in reality this couldn't be further from the truth and the game has made a truly fantastic transition to the handheld machine. With 100 players faithfully recreated there has been no skimping on the quality or content of the game whatsoever.

The analog cue control is a surprising and welcome addition, ensuring that this is as close to the real thing as possible, despite the constraints of a portable machine. *World Snooker Challenge* is no walk in the park and will take some time to master. It's not a totally po-faced sim, however, and you can take a break from snooker with a game of pool, billiards or even try a fancy trickshot if you've got the skills. Multiplayer hasn't been forgotten, either, and you can link up with any friends who want to challenge your snooker crown.

If you want a break from the abundance of racing games that the PSP currently has on the market, then this is definitely a title you should take a look at and, don't worry, you don't have to be a fan of the real sport, either. ■ **Simon Griffin**



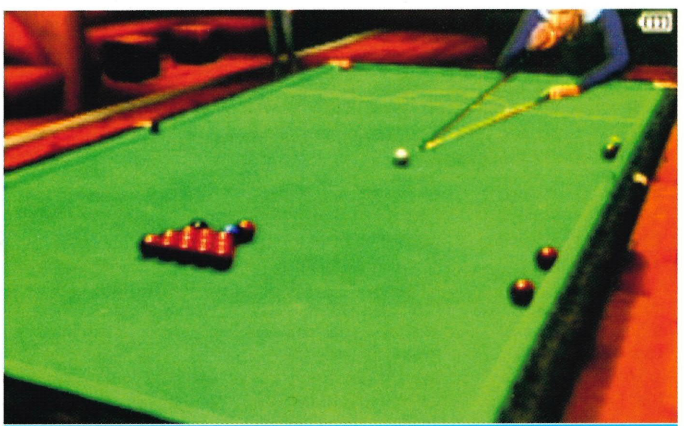
Just look at how polished those balls are – beautiful

Packed with content and great fun to play **89%**

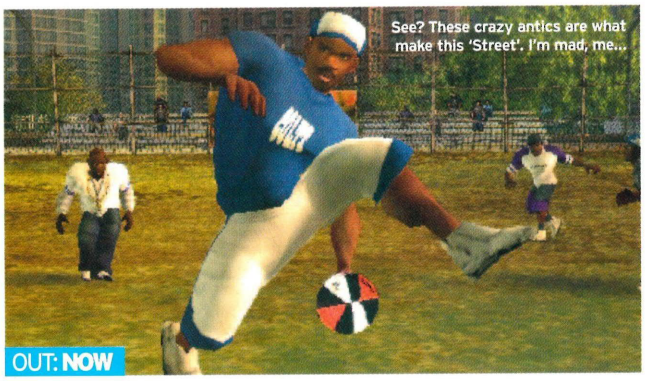
Trick or Treat

Now you can do a trickshot and wherever you like

Trickshots are a great distraction from the main game and are especially handy if you don't have long to play and are out to impress. If you're a bottler then you'll watch the demonstration first before unleashing your mad skills on the table. For an added test the Trickshot Challenge is unlocked once all the trickshots are completed. This has you doing them all again in sequence with limited assistance and only a handful of continues – hardcore.



You'll definitely impress the person sat next to you on the bus, but sadly this trick doesn't require you to pot all of those balls



Pimp your PSP with X to the Z (sorry)

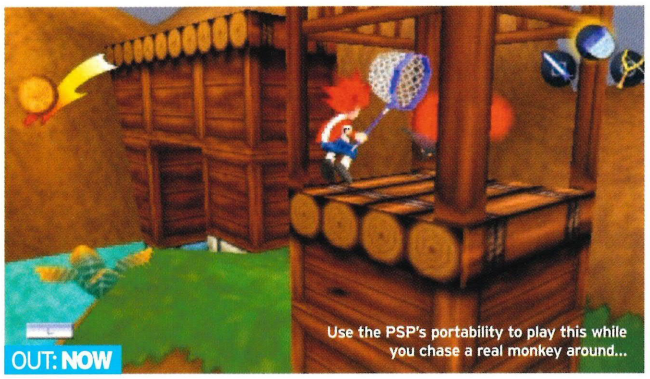
NFL STREET 2: UNLEASHED

Publisher **EA** / Developer **EA Sports BIG** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

YOU KNOW what you're in for when Xzibit appears in a game's training mode. Anyone expecting a full, *Madden*-like simulation of American football should look elsewhere because *NFL Street 2* offers pimped-out, ultra hard-hitting football for those a little less tactically minded. This doesn't mean it's a bad game, however. Those who've played the console version will feel right at home and, aside from a little dip in resolution, it's near indistinguishable from its big brother.

Unfortunately, this means it also has the original's problems as well as its successes. *NFL Street 2* strikes a curious balance between 'play' choosing and outlandish 'street' manoeuvres; a mix between all-out action and tactical decision-making that never quite chisels out its own identity. However, American football fans demanding a quick fix need look no further. ■ **Jon Denton**

Fun but unfocused gridiron action **76%**



Where's Snake when you need him?

APE ESCAPE: ON THE LOOSE

Publisher **Sony** / Developer **In-House** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

YOU HAVE to wonder why Sony chose *Ape Escape* to launch with the PSP. It's a conversion of the PSone game famed for its use of the (then) new DualShock twin analogue sticks. The PSP has one analogue stick. You do the maths.

Control is an issue but it works better than you might expect, and for the first couple of hours it's a good romp. Those monkeys never fail to be hilarious and catching them is as fun as ever. It's only after reasonably extended play that *On The Loose's* failings become apparent. Level design is dated, and the game becomes incredibly repetitive – monkey chasing sadly turns into a chore.

If you're after a PSP platformer this is still your best bet, but there are plenty of better games out there to be spending your pennies on. ■ **Jon Denton**

Briefly fun but ultimately shallow **62%**

Know what 'crazy hops' means? Take a look at this...

NBA STREET SHOWDOWN

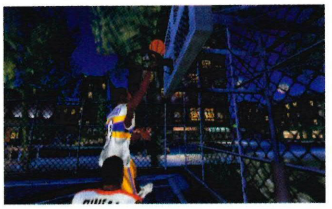
OUT: NOW

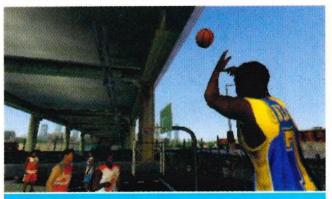
Publisher **EA** / Developer **EA Sports BIG** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multiplayer**

THE BIG QUESTIONS

Can I still create my own team?
You betcha, homes. Create yourself, build a team and take over the streets. Safe, yo.

I'm assuming there's all manner of tripped-out dunking going on...
You would assume correctly. Make your opponent weep by dunking straight through his very soul. Pure power.



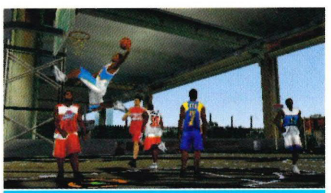


Ingredients for street basketball: one basketball, one street. Simple

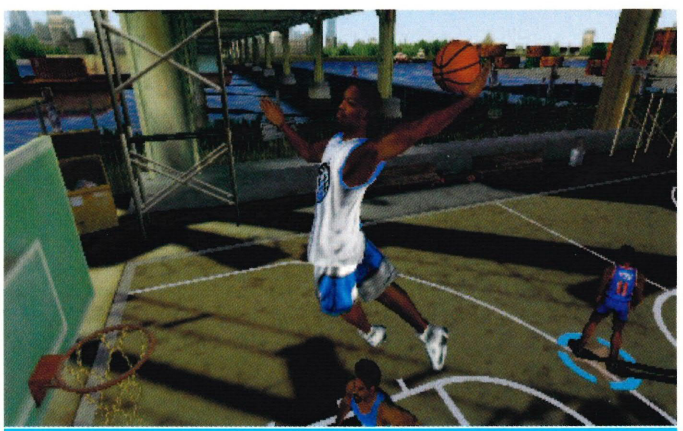
Street basketball is a very different kettle of fish to its professional cousin. It's all about attitude, one-upmanship, trash talking and style. This is why it's so good. The *NBA Street* series has always done well in capturing the urban aggression of street b-ball, and this new handheld conversion loses nothing in translation. It's all about style – how cool you look when scoring the bucket. There are myriad tricks and fakeouts possible and skilful players will make their opponents look like Emile Heskey on ice as they trip over their own ankles trying to keep up with your dazzling crossovers.

Only a tiny bit of slowdown and a few minor graphical glitches drop *Showdown* below classic status, but none of that will matter when you've just beaten your mate from the other side of the pub. ■ **Jon Denton**

A cracking conversion of a great game. Superb package **87%**



For a real 'street' vibe you could play your PSP in an underpass. Or not



This guy clearly has all the moves. Don't try to make him do more than one at once, mind, else he'll put his back out



We'll admit that this is a hugely impressive-looking game, but once you've slashed your way through one marauding army you've slashed through them all

Anyone for miniaturised punishment?

DYNASTY WARRIORS

OUT: NOW

Publisher **Koei** / Developer **Omega Force** / Price **£29.99** / Players **1** / Supports **None**

THE Big QUESTIONS

How many people will I get to kill?
Lots. Millions, probably. Few games can boast a body count that rivals the *Dynasty Warriors* series. You'll just have to do it in smaller massacres than usual, is all.

Is there much strategy to it?
A surprising amount, actually. Choose which areas to attack and you'll be confronted with different rules and opponents. You'll find you need to use your brain as well as your brawn.





It seems that hacking people up isn't more fun on a small scale. Shame

If you were to ask us which games we'd like to see ported to the PSP, *Dynasty Warriors* probably wouldn't be one of them. Don't get us wrong – we like Koei's hack-and-slash titles, but when even the PS2 versions tend to be a wash of fogging and pop-up in order to attain a sense of scale in close-quarter battles, how can a slightly less powerful handheld be expected to keep up?



The developer has made a good fist of shrinking the gaming environment

To be fair, Koei has done a superb job of shrinking maps down into bite-size chunks and joining them with a tactical map screen. Indeed, even the game's visuals are above and beyond what you might expect. But without its trademark crowds of enemies queuing up to get punished, *Dynasty Warriors* just isn't the same. There's little else like it out there and for what it is it works fairly well, but if you go in expecting a traditional version of the game, you'll be back at the shop, receipt in hand, within a few hours. ■ **Luke Albigés**

Fun for a while but gets even more repetitive than usual **70%**

Keeping the 2D dream alive. Sort of...

DARKSTALKERS CHRONICLE: THE CHAOS TOWER

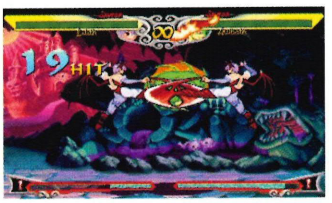
OUT: NOW

Publisher **Capcom** / Developer **In-House** / Price **£29.99** / Players **1-2** / Supports **Wi-Fi LAN Multiplayer**

THE Big QUESTIONS

Is it as rubbish as it looks?
What the hell are you talking about? There's no sense in slamming a game just because it's 2D - fighting games tend to work better when simplified in this way.

No online play then?
Unfortunately not. *Darkstalkers* was one of the first PSP games out in Japan and as such preceded the whole online gaming aspect by a good few months. Shame, though.





These 2D sprites look gorgeous, even if you're a 3D junkie

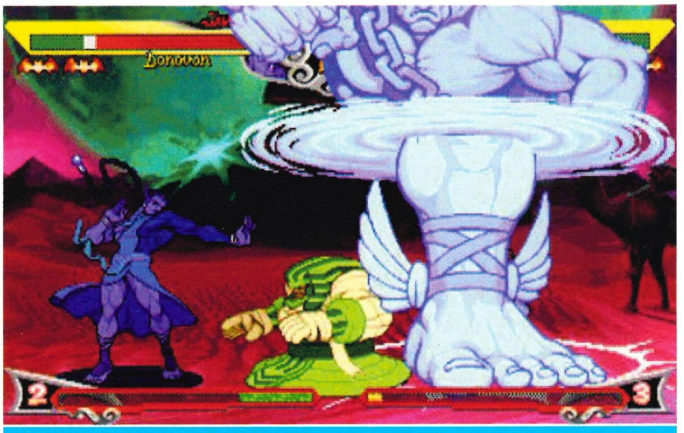
It doesn't take a genius to work out that most modern controllers are far from practical for the majority of sprite-based fighting games. Since most - including *Darkstalkers* - use a six-button set-up (three punches, three kicks), you're often called upon to use shoulder buttons for two of these, which always feels rather unnatural. Sure enough, the same problem is present with this PSP brawler.

A greatest hits-type collection from Capcom' s *Darkstalkers* series, *Chaos Tower* features a decent spread of characters and backdrops as well as new content and Wi-Fi play. More seasoned campaigners will be familiar with characters like Felicia, Anakaris and Morrigan from the *Versus* series, but it's with the lesser-known fighters like Sasquatch and J. Talbain that the real retro joy is to be had.

Wi-Fi play is great fun, showing no signs of the lag that even Xbox Live uses to ruin your timing, and punishing your friends with a screen each is pretty damn cool.

It's just a real shame something so simple as control issues should prevent *Darkstalkers* from getting as much play as the core game itself really deserves. ■ **Luke Albigés**

Great collection, good port but tough to control **79%**



Create your own *Monty Python* moment with the old 'giant stomping foot' routine. Sadly, it's not possible to unlock the Spanish Inquisition (but nobody expects that)

WIDESCREEN

AARON ASADI CHECKS OUT THIS MONTH'S HOTTEST UMD MOVIES



CONTENTS

Your UMD guide at a glance...

★★★★★ Excellent
★★★★ Must Buy
★★★ Average
★★ Fair
★ Don't Bother

UMD's

[76] Fantastic Four
[77] Mr & Mrs Smith
[78] 28 Days Later
[79] The Fifth Element
[79] Kiss Of The Dragon
[79] Austin Powers: Goldmember
[80] Welcome To The Jungle
[80] Herbie: Fully Loaded
[80] Dark Water
[80] Garfield
[81] Stuart Little
[81] Stuart Little 2
[81] Species
[81] Bad Santa
[81] Mike Bassett: England Manager
[81] Phantom Of The Opera
[81] Labyrinth

Music

[82] Marilyn Manson
[83] The Making Of The Dark Side Of The Moon
[83] Tupac: Live At The House Of Blues
[83] The Up In Smoke Tour

They may be fantastic, but what about the film?

FANTASTIC FOUR

OUT: TBC

Director: **Tim Story** / Starring: **Ioan Gruffudd, Jessica Alba, Michael Chiklis** / Price: **£24.99**

★★

The Human Torch is a knob. It's true. He's a smarmy, arrogant, Backstreet Boy with all the depth of a matchstick. He's been like that since 1964 when Stan Lee made him that way. Now this cash-pumped blockbuster doesn't get much right, but we'll be damned if we've seen a more accurate representation of any comic-book character in the history of movies. Yeah, that's right: any.

Whichever way you smoke it, that's a fact. Doesn't work half as well as Bale's Dark Knight or Jackman's Wolverine, but in terms of accuracy, it's a cut above. And that's really the main problem with *Fantastic Four* as a whole: it's more like a mainstream comic than any other comic book film around, and mainstream comics are... drum roll please... cack.

Yeah we've enjoyed what Bendis has done with the Ultimate series as much as anyone, and the President Lex Luthor story arc is still the best commentary on the Bush administration of them all, but just because we love them doesn't mean they're not cack. They're shallow, showy, immature, silly, trash. A family of scientists get hit by cosmic radiation in outer space and all develop special powers as a result? Really, that's just bloody stupid.

Unlike in *Batman Begins*, *Spider-Man* or *X-Men*, though, there's been no effort here to drag the thin characters, ridiculous circumstances, and panto bad guy (Dr Doom!!!) into the more believable realm films have to exist in. It's far too respectful to the source, almost cowardly so, and consequently is so light on substance and imagination, it may as well not exist.

Scenes where rubble-man Thing finds it difficult to come to terms with his appearance have been played out since the Sixties, and we're really not that interested in



FANATICAL These Burger King lovers were after a truly flame-grilled feeling

SHOCK FACT!
A one-minute sequence in which Johnny Storm morphs into a ball of flames took four months to create



seeing them again, or at least not in such an obvious fashion. Naturally, with talents like Chiklis and McMahon (a superb villain) playing the parts, there is a slight hint of a third dimension, but in truth it's a script more concerned with Jessica Alba's ability to look snug in a blue tracksuit than it is anything else.

Of course, there are some perks to being just like a comic: comics can be funny, and there are a few laughs to be had in the first half here; comics can be striking, and there are some booming shots in the first half... but in that case, you could just go and read the comics – at least then you wouldn't be left with a third act that's just realised that the two preceding parts not only used up all the budget for special effects, but were just origin pap for a supergroup that everyone knows the origin of anyway. ■

Marriage can be a killer, literally...

MR & MRS SMITH

OUT: TBC

Director: **Doug Liman** / Starring: **Brad Pitt, Angelina Jolie, Vince Vaughn** / Price: **£19.99**

★★★

Two kinds of men in this world: those that like Angelina Jolie and those that like Jennifer Aniston. Brad's very much the first kind as it turns out. This reviewer isn't, and has had to dig deep to ensure his journalistic integrity remains intact and that this review is fair and just. Brad Pitt is the worst actor ever and he's ugly. This film is crap.

There is, of course, a serious point to all of this, kind of. When watching *Mr And Mrs Smith*, it's nearly impossible to settle completely into the film, so high was the intensity of the media coverage of the two leads' relationship. It's one of the potential pitfalls of having such megastars headline your movie. All it takes is one *Enquirer*-loving gran to catch a glimpse of the screen and before you know it, you're stuck in the middle of a Pitt-Aniston discussion.

Strangely though, this attention displacement works wonders for the movie, as it takes you exactly where the director Liman wants you to be – far away enough not to take the ridiculous contrivances of a plot surrounding married assassins too seriously.

It's this tone that also means the plain-silly arsenal and over-the-top action sequences actually work well. Scenes where Pitt is beating the boobs off Jolie followed by her bashing his pretty boy looks in should do enough to tickle you, again all aided by the tongue-through-cheek mood of it.



HIS 'N HERS Anything you can do I can do better baby... oh, but can we make sure we're always co-ordinated? I can't have Posh 'n Becks outdo us

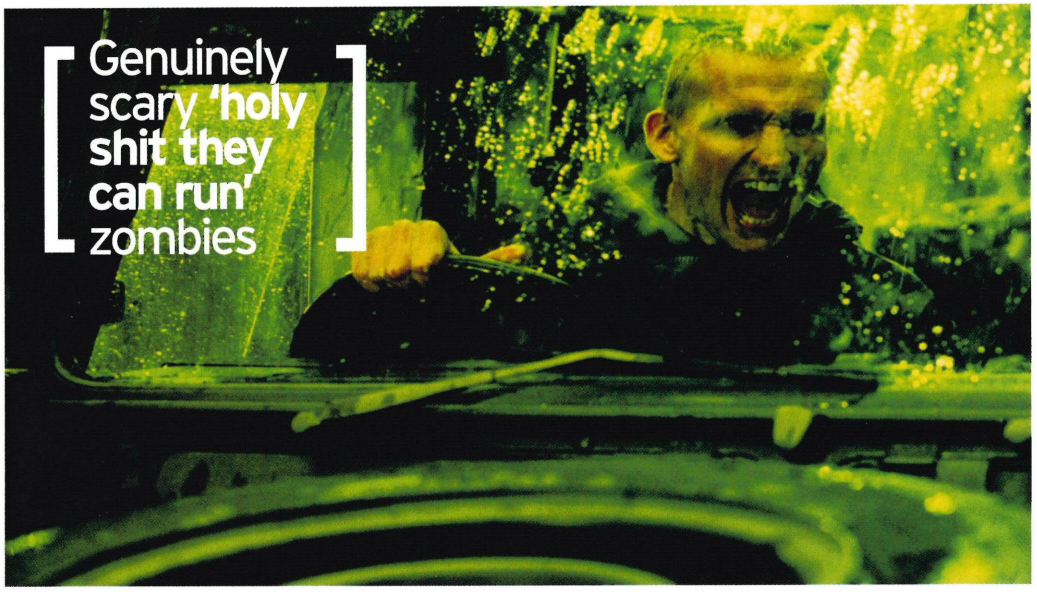
On some level, the film sees itself as a commentary on the mundanity of typical wedded bliss (it's bookended with a cliché marriage counsellor scene), to which we say 'shut up and get on with the shooting', and to its credit, the film often does do this. It may not be as clever as it thinks it is though, and it may never quite get you to forget the stupidity of the 'first they don't know about each other's cold-blooded career, now they must kill each other' story, but it is rather good fun all the same. Not bad for a crap film that stars the world's worst actor. ■

> Not bad for a crap film that stars the world's worst actor





SHOCK FACT!
Nicole Kidman was originally cast as Mrs Smith and Gwen Stefani was considered for her replacement



The army arrives and it's a film of two halves

28 DAYS LATER

OUT: TBC

Director: **Danny Boyle** / Starring: **Cillian Murphy, Brendan Gleeson, Naomie Harris** / Price: **£19.99**

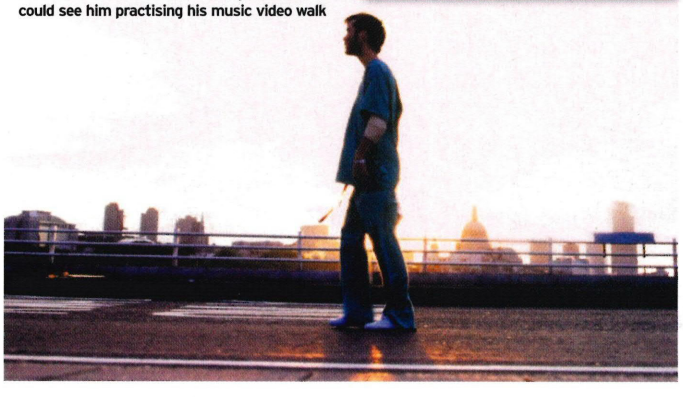
★★★

So you're out with your mates on a Saturday night, your aftershave smells good and you might be in with a chance of a liplock with a lady. Then some squaddie comes along and smashes an ashtray against your teeth. Squaddies are good at ruining things, and curiously, the same rule applies to Danny Boyle's Brit zombie flick, *28 Days Later*.

Even with the striking opening shots of an empty London, the perfectly believable and well-judged performances from the entire cast, led by Cillian Murphy, and genuinely scary, 'holy shit, they can run' zombies, the thing you'll talk about immediately after seeing the film is the way it somehow descended into a farce. It's honestly quite amazing how distracted the script gets by its oddly forced military-centric ending.

It feels as though there just wasn't enough confidence in the refreshingly considered pace of the first hour or so, and a decision was made to drastically alter the direction of what could have been one of the better zombie movies of the past two or three decades.

SHOCK FACT!
28 Days Later featured as number 100 in Bravo's *The 100 Scariest Movie Moments* TV series



POP STAR WANNABE He thought no one could see him practising his music video walk



BEST OF FRIENDS As long as he had his bat, nothing would faze him

Nonsense really, as it's this same sixty minutes that ensures this is recommended, regardless of its forgettable final reel.

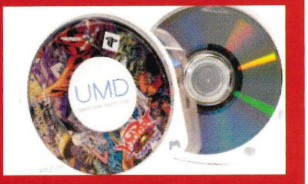
From the engagingly disorienting hospital-set start through to a satisfying trip in a supermarket and a taxi ride up to Manchester, Boyle manages to keep a sense of real dread and terror constant, and the set pieces are executed well enough to warrant said sense. The shift to digital for the filming itself is also a welcome one, with the lack of polish and surplus of grit proving useful in helping to create the atmosphere these horrors are so reliant on.

Having enjoyed decent business Stateside - for such a small production at least - there are rumours suggesting a sequel, *28 Weeks Later*, is on its way. Were it to avoid any entirely unnecessary squaddie-bating climaxes and stick firmly to the low-key style of this one, then there's every chance that we'd get excited about it. ■

5 THINGS YOU MUST KNOW ABOUT UMDS

[1] WHAT THE BLAZES IS A 'UMD'?

It's a platform that Sony has produced specifically for the PlayStation Portable. UMD stands for Universal Media Disc - it's a bit like a DVD, only physically much smaller.



[2] IS IT BIG ENOUGH TO STORE MOVIES?

You betcha! Although it's only 60mm, this optical disc stores up to 1.8Gb worth of 'stuff' in a cartridge. It's easy to manufacture and has low media costs. Oh, and you can stack loads of 'em on the shelves, too!

[3] WHAT ABOUT THE QUALITY?

Although the quality of UMD is not quite DVD standard, it's pretty damned close. It basically means you can watch the latest movies on your PSP's satisfyingly large screen, and you won't miss a thing.



[4] ARE THERE MANY UMD MOVIES OUT?

More than 300! Given that Sony owns Columbia, Tristar Pictures and MGM, the PSP is not short of movie support, and with a rapidly expanding installed base, there will be loads more blockbusters released next year.

[5] WILL THE BATTERY LAST WHEN I'M WATCHING FILMS?

Surely. We racked up the screen to its brightest level possible and we were able to watch *Spider-Man 2* over and over for nearly five hours...



Bruce Willis goes back to the future

THE FIFTH ELEMENT

OUT: TBC

Director: **Luc Besson** / Starring: **Bruce Willis, Gary Oldman, Chris Tucker** / Price: **£19.99**

★★★



Apparently shooting on *Die Hard 4* will start soon. Although that's not to say that it will be the fourth film with John McClane in it. Que?

Well such is Willis' range, *Armageddon* was basically 'John McClane in space', *The Last Boy Scout* was basically 'John McClane does a merry f*cking jig' and *Unbreakable* was basically 'John McClane with powers'. Here we have 'John McClane in the future look at, from the flying taxis to the zany dungarees – hell, it even gives Chris Tucker a look that's as flamboyant as his mouth. It's not afraid to be bright as well, which is certainly a commendable and welcome attitude in today's leather coat-heavy sci-fi genre. There's plenty of imagination in the plot department too, as the enjoyably silly story sits extremely well with the eccentricities of the sets and the performances, with Gary Oldman in particular, on fine form with regards to the latter.

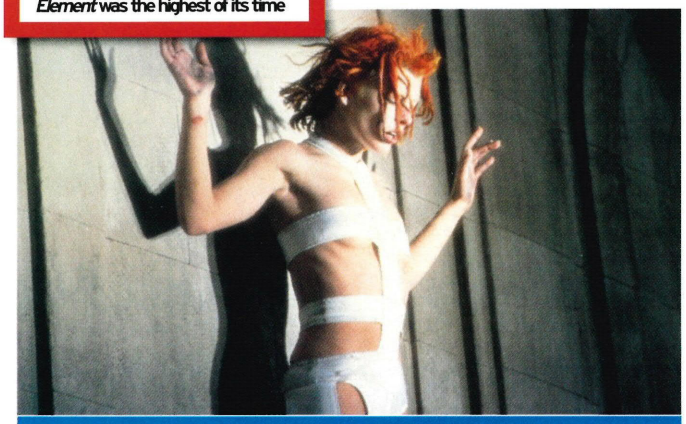
> **A film that is welcome in today's leather coat-heavy sci-fi genre**

working as a taxi driver/special agent who gets caught up in some mystical goings-on with Milla Jovovich whilst being surrounded by high fashion'. It's as nearly very good as it sounds.

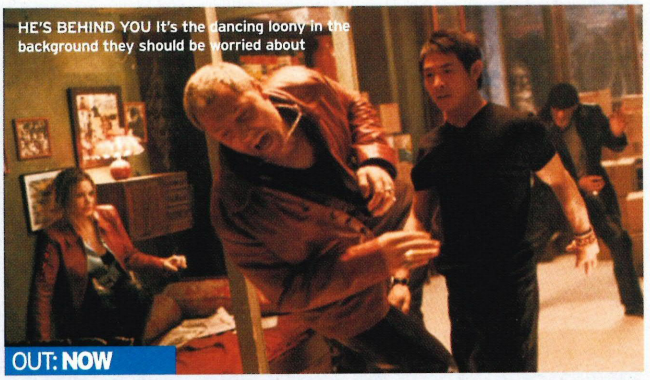
Right from the starting blocks, *The Fifth Element* is stunning to

SHOCK FACT!
At a huge $80 million, the special effects budget for *The Fifth Element* was the highest of its time

The problems start to occur when it begins to become clear that the only way to put an end to the film's riotous creativity (well, certainly for blockbuster standards anyway, less so for anything involving a bit of thought) is to fall back to that same old path of injecting cliché after cliché. Annoying, but hey, it's got John McClane in it. ■



SLIMFAST Although she was doubtful at first, when she lost two stone in a week, she swore by her new slimming method and didn't go a day without practising it.



HE'S BEHIND YOU It's the dancing loony in the background they should be worried about

OUT: NOW

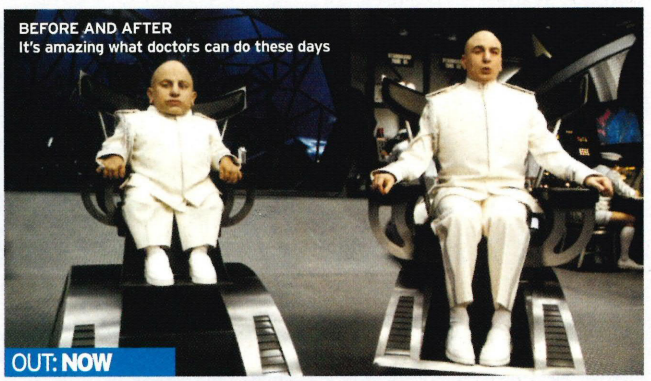
KISS OF THE DRAGON

Director: **Chris Nahon** / Starring: **Jet Li, Bridget Fonda, Ric Young** / Price: **£19.99** ★★★

FACT: ANY film that features its badass star facing off against a room full to the brim of black belts is inevitably going to be at least okay. When the film also includes Jet Li volleying a snooker ball into some villain's skull, you've got to ask yourself one question: could *Kiss Of The Dragon* be the best film ever?

No is the predictable answer. Whose fault is this? Well, possibly the script writers for complicating the issue by introducing a prostitute (played by Bridget Fonda) and something about her daughter being held captive by the same policeman our man Jet is on the run from/trying to get. It's all needless stuff and makes you wonder whether martial arts films ever really need a story at all. Maybe a tournament on an island or something, but not this.

Still, let's hear it for acupuncture kung-fu and rue the fact that Jet Li has definitely wasted his chance to be mentioned in the same sentence as. Bruce Lee. ■



BEFORE AND AFTER
It's amazing what doctors can do these days

OUT: NOW

AUSTIN POWERS: GOLDMEMBER

Director: **Jay Roach** / Starring: **Mike Myers, Beyoncé Knowles, Michael Caine** / Price: **£19.99** ★★

ONCE YOU'VE seen a pre-credits sequence with Tom Cruise dressed as a secret agent man with bad teeth followed by Spielberg cartwheeling off the screen, you're pretty much left with two problems: celebrity cameos will never be funny again, and, in all likelihood, nothing in the next 90 minutes is going to be as funny as the opening.

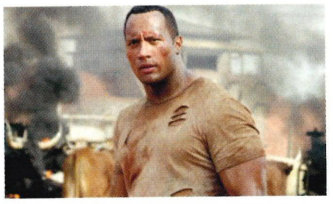
This episode of the increasingly annoying Powers series revolves around Austin finding his daddy (Michael Caine) and the awesome Beyoncé helping him pull the plug on Dr Evil and Goldmember's plans.

It's cute stuff with plenty of in-jokes and more rehashed stuff than you'd think possible to smirk at. But its just not a film. *Goldmember* plays more like a sketch show, and worse still, one that used its best sketch at the start. A shame, but you can't get too mad at it, such is the charisma of Mike 'will I ever do anything new again?' Myers. ■



COUNTRY LOVING They said they didn't mind getting their hands dirty, but they weren't ready for the cows





OUT: **NOW**

Pimp your PSP with X to the Z (sorry)

WELCOME TO THE JUNGLE

OUT: **TBC**

Director: **Peter Berg** / Starring: **The Rock, Seann William Scott, Christopher Walken** / Price: **£19.99**

★

The last time we watched WWE, Rick Flair was back in it and the Raw lot had just come in to face off the Smackdown! lot. Stonecold also seemed to be amid a comeback, so it could have turned out alright. Fact is though, The Rock's not in it, and he was the most electrifying man in sports entertainment, so no matter how big an organisation you are, you're going to miss him.

And where is The Rock? In Hollywood it seems, trying to find a place to fit both his biceps and his eyebrows - and if this action pap is anything to go by, he's not having much luck either. With a plot revolving around our charismatic thug being paid to retrieve a rich man's son (Stifler William Scott), *Welcome To The Jungle* promises little and delivers exactly that. The opening bar-room brawl is unfortunately a case of huge over-achievement by the film, and you can't help but feel that if only it went in a direction that didn't involve secret artefacts, villainous capitalists and Stifler embarrassing himself with some hideous attempts at humour, we might have had something bearable. As it is, The Rock is just letting Vin '*XXX*' Diesel runaway with the 'next Arnie' title, which pretty much says it all... ■



HERBIE: FULLY LOADED

Director: **Angela Robinson** / Starring: **Lindsay Lohan, Matt Dillon, Michael Keaton** / Price: **£19.99**

★★

DID YOU see the trailer for this? It was probably on before you sat down to watch *Star Wars* or *Batman Begins* at your multiplex this summer. Well, curiously, it's even worse than how that made it seem. Lindsay Lohan tries to win her brother's dignity back by racing around in a VW Beetle that can do all the things it used to do in the movies of your childhood, and now even more because it's in CGI. Speaking of dignity, Matt Dillon stars in this flop and we hope that he gets embarrassed by it enough to take it off all shelves everywhere before you get a chance to even think about it. ■



DARK WATER

Director: **Walter Salles** / Starring: **Jennifer Connelly, John C Reilly, Tim Roth** / Price: **£19.99**

★★

THE RING did well in Japan and then got made again in America with a pretty white woman in the lead. It was called *The Ring* and did well all over the world. *Dark Water*, another horror, did well in Japan and then got made again in America with a pretty white woman in the lead. It was called *Dark Water* and flopped. It's either a mystery, or just indicative of the fact that audiences are getting bored of the incredibly atmospheric, cold horrors that aren't as scary as much as they are a good excuse for decent cinematography and possible sequels. ■



GARFIELD

Director: **Peter Hewitt** / Starring: **Bill Murray, Breckin Meyer, Jennifer Love Hewitt** / Price: **£19.99**

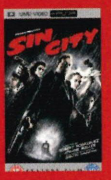
★

SOME CRAZY things have happened in our time, but not much crazier than this: the guy that voiced *Garfield* in the cartoon, also voiced Peter Venkman in *The Real Ghost Busters*, and now the new *CG Garfield* is voiced by Bill Murray who played Venkman in the *Ghost Busters* films! Insane! Of course, it's not that crazy at all, but it's difficult to get excited about anything else in this less than lazy live-action version of the famous comic strip about the fat orange cat. It should say it all that the makers saw fit to CG the cat but have the film feature a real-life dog to play Fido. It's a mess of bad lines and silly subplots, and a waste of one of the most genuinely funny characters of 20th Century comic strips. ■

TOP FIVE BEST-SELLERS



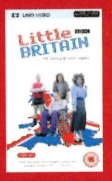
[1] ROBOTS
The Fox animation hits the number one spot despite being ridiculously mediocre and nothing to get excited about. Pixar this ain't.



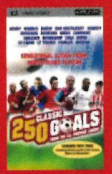
[2] SIN CITY
Not as cool as it tries so hard to be and nowhere as flawless as some pretend it is at the same time. Still, apparently it's worth the bucks.



[3] FANTASTIC FOUR
This has made it in to the top five just on pre-orders alone. Sadly, this speaks cosmic volumes for the world we live in.



[4] LITTLE BRITAIN
Let's be honest: it's just a catchphrase show that does nothing new or exciting. Not that it stops it from being popular.



[5] 250 GOALS FROM THE FA PREMIER LEAGUE
This clarifies the prime UMD audience for PSP. Or maybe not - football is for everyone.

ALSO RELEASED THIS MONTH

NEXT FRIDAY
Release Date: **November 21**
Ice Cube stars in a comedy about life in the suburbs when you're from the ghetto

CONSTANTINE
Release Date: **November 25**
Keanu Reeves plays a detective who has literally been to hell and back

MATRIX
Release Date: **November 25**
It's Keanu again in what's got to be one of his best-known films to date

RICKY GERVAIS' EXTRAS
Release Date: **November 28**
Episodes 1-6 of Gervais' latest hit series - watch out for the cameos

JACKASS – THE MOVIE
Release Date: **November 28**
Johnny Knoxville and co perform a variety of stunts and gross-out gags



STUART LITTLE

Director: **Rob Minkoff** / Starring: **Michael J Fox, Nathan Lane, Hugh Laurie** / Price: **£19.99**

★★

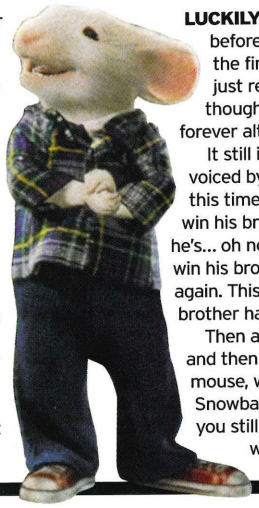
THIS WOULD have been our review before we found out what we've just found out: A son wants a younger brother and so his parents get him a mouse voiced by Michael J Fox. They don't get on, but by the end of it they do. There's also much silliness involving a cat voiced by Nathan Lane, which would delight kids, but you're not going to lend them your PSP so that's irrelevant. This is our review now we've found out that it's written by M Night Shyamalan: this is the weirdest film we've ever seen and believe it will haunt our dreams. ■



STUART LITTLE 2

Director: **Rob Minkoff** / Starring: **Michael J Fox, Nathan Lane, Hugh Laurie** / Price: **£19.99**

★★



LUCKILY WE saw this sequel before the revelation of the first one, so we shall just remember our thoughts before they were forever altered.

It still involves a mouse voiced by Michael J Fox but this time instead of trying to win his brother's affections he's... oh no, wait, he is trying to win his brother's affections again. This time it's because his brother has a new friend.

Then a canary moves in and then gets lost, so the mouse, with his buddy cat Snowball, try to find him. Are you still reading this? What's wrong with you? ■



SPECIES

Director: **Roger Donaldson** / Starring: **Natasha Henstridge, Michael Madsen, Ben Kingsley** / Price: **£19.99**

★

OH COME on, when you were a teenager this is the sort of film you'd thank the Lord for putting on TV the night your parents were out. It's got tits in it, and that's all it needed.

Now we've had sex and it needs more. Turns out all it's got is the worst evil-alien-must-screw storyline we could imagine and all with a laughably straight face. If we didn't know better we'd say it was all an excuse for tits.

SHOCK FACT!
During the filming of *Bad Santa*, Billy Bob Thornton admitted he was genuinely intoxicated

The sort of film that makes you want to go back in time and punch your teenage self in the balls for watching it. ■



BAD SANTA

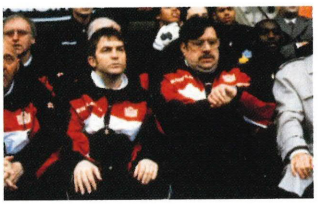
Director: **Terry Zwigoff** / Starring: **Billy Bob Thornton, Bernie Mac, Lorna Scott** / Price: **£19.99**

★★★★

WHEN THIS first came out cynics (aka people too cool to smile) really liked it because it was a Christmas movie that featured a swearing Billy Bob Thornton making ends meet as a shopping centre Santa.

Now everyone else likes it, the cynics (aka people paid not to smile) are not so keen because now they've decided, what's so special about a Christmas movie that features a swearing Billy Bob Thornton making ends meet as a shopping centre Santa anyway?

Whatever. It's a Christmas movie that isn't *Santa Claus: The Movie* and features drinking and swearing with absolutely no pretence or super-duper lupers. That sells it to us. ■



MIKE BASSETT: ENGLAND MANAGER

Director: **Steve Barron** / Starring: **Ricky Tomlinson, Bradley Walsh, Amanda Redman** / Price: **£19.99**

★★

AN ODD film in the way that it's really for those who were most enamoured with the England of the late Eighties and early Nineties, and so most of the humour is wasted on those more used to ruing the fact that one of the best squads in the world loses to Northern Ireland.

There's still one or two laughs to be had, notably at the press conference where Bassett announces his decision to play 4-4-2, but they don't come thick or fast enough to warrant a viewing and certainly not a purchase. It's nice to have a sports movie that doesn't revolve around last second heroics, but it'd be nicer to have one that was just plain good rather than not bad. ■



THE PHANTOM OF THE OPERA

Director: **Joel Schumacher** / Starring: **Minnie Driver, Gerard Butler, Miranda Richardson** / Price: **£19.99**

★★★

THE LAST time that Joel Schumacher dealt with a masked protagonist, *Batman* fans wanted to kick his face in. This time he does a much better job, helped no doubt by the fact that it's a rather straightforward adaptation of the well-trusted Andrew Lloyd Webber musical. Perfect for Schumacher's predilection for the garish campness of grand theatre, *The Phantom Of The Opera* is very much a case of a director finding material that really does suit his own individual style. The music is reliably well done and the decadence is amped up accordingly, although it must be said that it just seems far too mechanical a transition from stage to screen and lacks any real personality of its own. ■

SHOCK FACT!
To ensure realism, the theatre fire scene in *The Phantom Of The Opera* was an actual fire



LABYRINTH

Director: **Jim Henson** / Starring: **Jennifer Connelly, David Bowie, Toby Froud** / Price: **£19.99**

★★

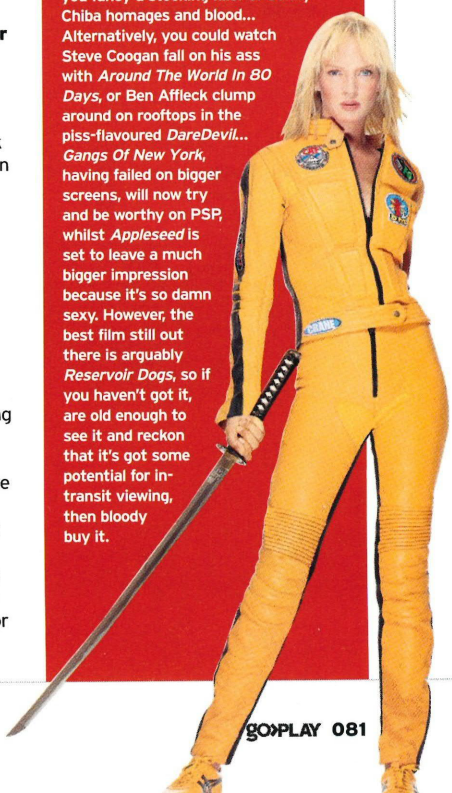
THERE AREN'T many films that look just as Bowie's music sounds, and even less that feature the former Ziggy Stardust himself. In fact, there's only one, and this is it.

That was meant as a compliment and it will stay a compliment, but let the record show that it's hard to be quite as excited about the film when we watch it today now that we're no longer eight years old.

Parts are still wonderful to watch, and the characters that Sarah (a young Jennifer Connolly) meets along the way are as endearing as ever. There's also plenty that still seems imaginative – the fantastically named Bog of Eternal Stench for one – but like most children's films of the era, the magic has begun to wither. What this means is that we're left with a film too dated for its original audience and too old for a new one. ■

STILL OUT THERE...

October's heatwave may be long gone, but you've still got a chance to be reminded of it with the effects bonanza that is *The Day After Tomorrow... Kill Bill* Volumes 1 and 2 are ready for y'all if you fancy a stocking filler of Sonny Chiba homages and blood... Alternatively, you could watch Steve Coogan fall on his ass with *Around The World In 80 Days*, or Ben Affleck clump around on rooftops in the piss-flavoured *DareDevil... Gangs Of New York*, having failed on bigger screens, will now try and be worthy on PSP, whilst *Appleseed* is set to leave a much bigger impression because it's so damn sexy. However, the best film still out there is arguably *Reservoir Dogs*, so if you haven't got it, are old enough to see it and reckon that it's got some potential for in-transit viewing, then bloody buy it.





MARILYN MANSON

Satanic verses and naughty curses

Brian combined Marilyn Monroe and Charles Manson to get his name

OUT: TBC

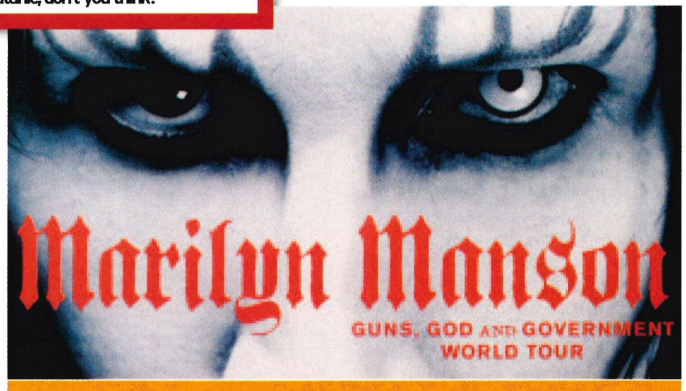
Price: **£12.99** / Rating: **18** / Price **TBC**

★★★★

SHOCK FACT!
Manson's real name is Brian Warner, which is far more Satanic, don't you think?

Welcome to 2002 and some fairly traditional (not very positive) rock baited with a healthy dose of hatred, loathing and posturing that's no different to how it was on stage in 1992 and therefore one tenth as shocking to everybody but fundamentalist Christians. You could say it was classic, you could say it was traditional, but the fact is that Manson has been around in the same guise for so long that you've got used to him like you've got used that stuffed owl your mum keeps putting back in your bedroom.

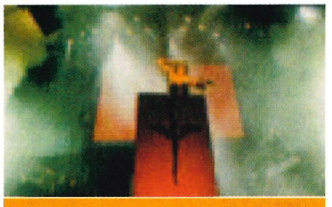
This is as slickly edited a collection of 23 tracks as MTV has ever seen, with a sound quality to match. The band themselves do a fine job of providing plenty of on-stage rockutainment with their Alice Cooper post-Nine Inch Nails gig, and angry music makes many chances for the editor's razor to have fun because they got to cut together footage from so many performances.



Can you think of a suitable female pop icon name, doubled with that of a serial killer? Go on, give it a try... what about Dido Sutcliffe? How about Britney Shipman?



The ripped US flag is a metaphor for... look, just watch the film, okay?



Will Manson's industrial, neo-glam metal be seeping from your PSP?

It's not really live, you see. It's a series of pop video montages based on a tour covering Japan, the US, Europe and Russia. Well-produced. MTV artificial.

Extra features include the chance to see what happens backstage, in which the highlights include Manson having a gash in his knee stitched, all fattened with extensive shots of fans screaming their adoration, protesting Christians protesting and more live footage of a stage show in full adolescent growl. It certainly captures the tour, and a lack of chat makes it a decent hard noise live album. ■ **Will Johnston**

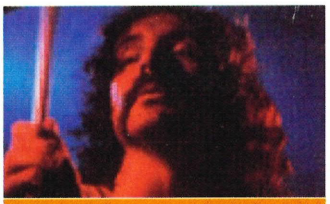
Trouble sleeping during long journeys?

THE MAKING OF THE DARK SIDE OF THE MOON

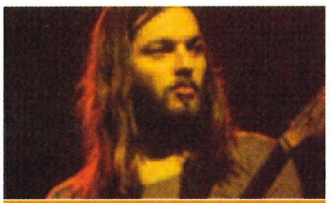
OUT: TBC

Price: **£12.99** / Rating: **Exempt** / Price **TBC**

★★



Drummer Nick Mason is almost as well known for his car collection



Here's David Gilmour, back in the day when his barnet really flowed

Seen in context of when the seminal *Dark Side Of The Moon* was made, Floyd (or The Floyd if you want) are far more revolutionary than their sixth-form lyrics belied. Seen now, right now, on a UMD where you are treated to old men (legends, admittedly) talking about a classic album exactly like old men have always talked about anything (including church organs and ships in bottles) it can be seen as being part of the furniture.

It's as comfy and settled in its status as an all-time great and they're damned comfy in talking about it, with only a slight glint in their eyes that might make you feel like they've been apprehended in a bar by a stranger. It makes for a gentle radio documentary, so you can listen to it while not even needing to see the screen, but as with many comfy things it comes at a price: you've heard it before. This isn't to say that it isn't worth watching, just that its position on UMD is limiting unless you have a specific journey in mind for the one time you'll want to watch it.

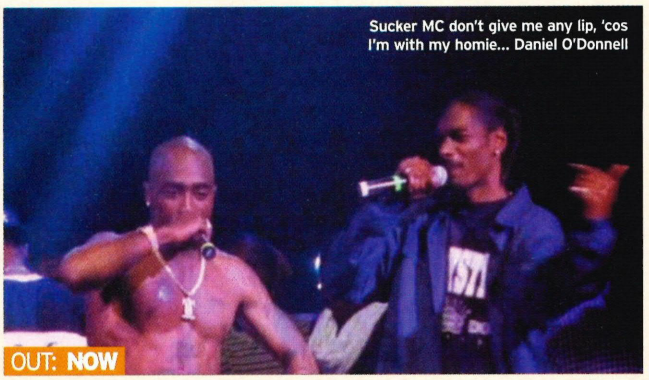
It's a fine documentary with track-by-track deconstructions by glowing critics and band members alike, but the UMD's lack of features sings its short-term worth like a 10 minute drum solo. **Will Johnston**

SHOCK FACT!

Pink Floyd's name came from bluesmen Pink Anderson and Floyd Council...



Released in 1973, *Dark Side Of The Moon* has sold more than 30 million copies and it continues to sell more than 250,000 every year. And that was *before* Live 8



Sucker MC don't give me any lip, 'cos I'm with my homie... Daniel O'Donnell

OUT: NOW

TUPAC: LIVE AT THE HOUSE OF BLUES

Price: **£12.99** / Rating: **18** ★★★

EXACTLY TEN times anything your local hip-hop venue can produce for two quid on the door before 11 o'clock: not many wide shots of the small crowd and certainly lyrics that mention Biggy Smalls' execution. The House Of Blues was not Wembley and with that comes a more personal atmosphere that makes knowledge of Shakur's subsequent demise help you make you feel nostalgic.

It probably wasn't such a good idea to namecheck the other dead rapper, but hindsight is 20-20 vision and once you accept that the man on stage is acting in a suicidal mode, and this is his last performance the event feels more important than it was.

This recording comes with the performed tracks nicely cut up for individual listening as well as a selection of music videos, some of which involve him getting shot. Again, with hindsight... What is distressing is how you can't play all the videos or individual live tracks in succession. No, you have to select one and play it. Select one and play it. Limited. **WJ**



The garden was out of control again. Who said "too many weeds?"

OUT: NOW

THE UP IN SMOKE TOUR

Price: **£12.99** / Rating: **18** ★★★

ICE CUBE asks if any of the crowd saw him in *Next Friday*. Hey, the tour was in 2000 so that's fine. What we have here is a hip-hop package compromising Dr. Dre, Snoop Dogg, Eminem and the guy who played Craig Jones in *Next Friday*.

If Marshall Mathers ends up getting killed by a member or fan of Insane Clown Posse then this could be used in evidence for provocation, but that's just funny because no one believes Insane Clown Posse fans can do anything. No, despite loose attitudes to drugs and some nudity there's little but smiles backstage and some excellent live renditions of some of their more popular tracks. Tracks that you can only play if you want to hear shout-outs and occasional scuffles before the music starts and so you can never just listen to the music. However, you might even get to see Eminem taking drugs. Possibly. He's well crazy, y'know. **WJ**

EXPAND

SHOW YOUR PSP YOU LOVE IT WITH THE BEST GAMING GEAR

With **so many add-ons** promising **improved PSP functionality** it's hard to know **what's good and what's not.** Each month we'll be sifting the wheat from the chaff so you don't end up with a PSP that looks less like a Ferrari and more like a Citroen Saxo VTR with UV lights and bucket seats. That wouldn't be nice, would it?



Datel Media Kit £34.99

This Media Kit reportedly contains everything that you need to turn your PSP into a multimedia centre: a USB cable for connecting the PSP to a PC and software that will, among other things, help you burn DVDs and a wide range of video formats onto your PSP. The only flaw is that it comes with a meagre 128Mb Memory Stick – hardly enough to store a couple of episodes of *The Simpsons*, let alone the *Lord Of The Rings* trilogy. Close, but no cigar. **SCORE:** ★★★

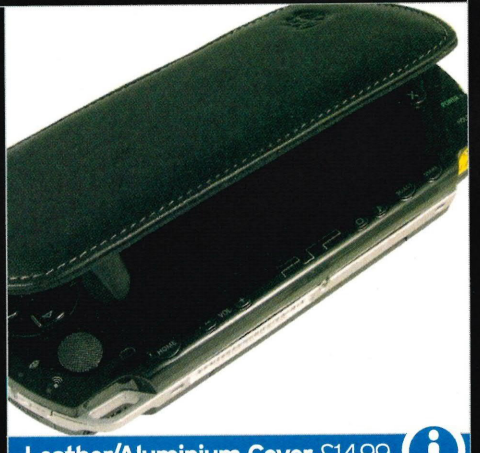
For more details: www.codejunkies.com



Joytech Transit Pack £14.99

The Transit Pack is a collection of peripherals designed for the PSP gamer on the move. It contains a good-quality hard case for the PSP with ample room to store a few UMDs and Memory Sticks, a USB connector (that also lets you charge the PSP off USB), a headphone splitter so two people can watch movies/listen to music simultaneously and an adapter that enables you to charge your PSP off a car battery. All this and at a reasonable price – a good buy. **SCORE:** ★★★★

For more details: www.joytech.net



Leather/Aluminium Cover £14.99

For when you simply must customise an already sexy piece of kit, there's this leather and aluminium cover for your PSP. Actually, compared to many other similar products on the market, Proporta's offering is stylish and hardwearing and doesn't interfere with your gaming by screwing in neatly to the holes next to the USB port on the PSP's top. It therefore suits the PSP very well. It's a bit pricey but should last the lifetime of your PSP. **SCORE:** ★★★

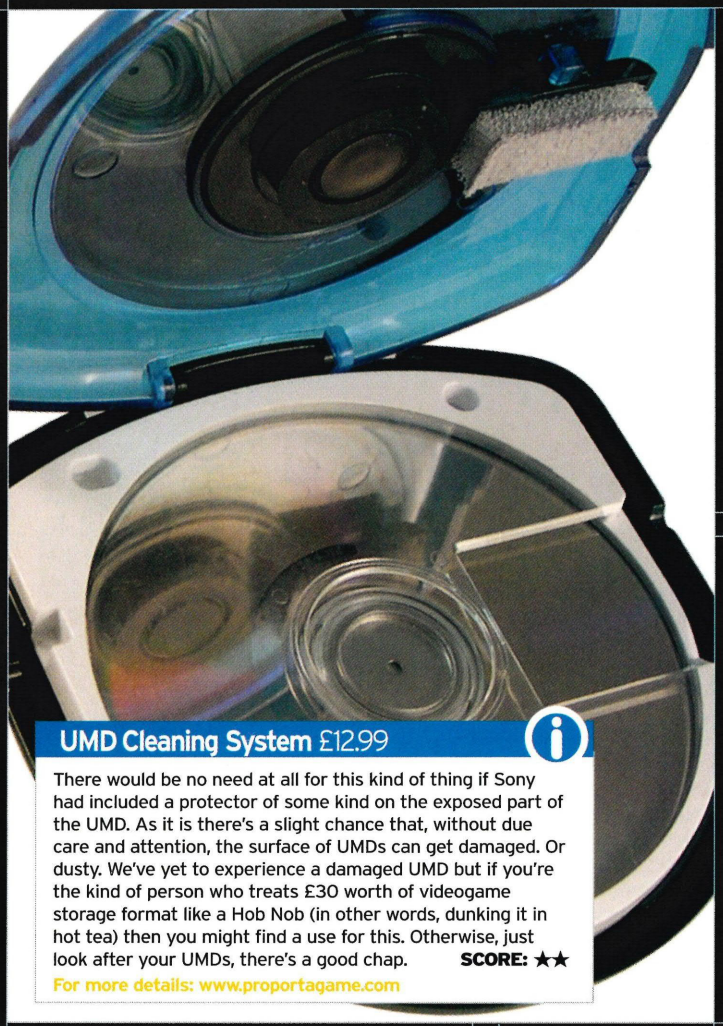
For more details: www.proportagame.com



Joytech PSP Media Amp £29.99

Pretty much bargain of the month, the Joytech Media Amp's aim is to turn your PSP into a viable (and portable) movie and music station. Okay, the PSP has these functions anyway but by slotting your console neatly onto the rig you can watch movies without the inconvenience of holding the thing or propping it up against something. The sound quality is decent enough too, especially when you consider the price. **SCORE:** ★★★★

For more details: www.joytech.net



UMD Cleaning System £12.99

There would be no need at all for this kind of thing if Sony had included a protector of some kind on the exposed part of the UMD. As it is there's a slight chance that, without due care and attention, the surface of UMDs can get damaged. Or dusty. We've yet to experience a damaged UMD but if you're the kind of person who treats £30 worth of videogame storage format like a Hob Nob (in other words, dunking it in hot tea) then you might find a use for this. Otherwise, just look after your UMDs, there's a good chap. **SCORE: ★★**

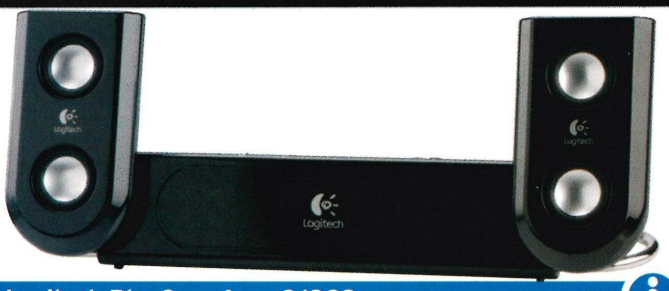
For more details: www.proportagame.com



Logic 3 Sound Grip £19.99

Combining two awesome features – improved external speaker sound quality *and* gripability – the Logic 3 Sound Grip somehow fails to do either very well. To be honest, the PSP is hardly the most difficult thing to hold onto and most of the time when you're playing it (while holding it) you'll be using headphones. Which kind of renders this pretty superfluous. **SCORE: ★★**

For more details: www.spectravideo.com



Logitech PlayGear Amp £49.99

So you like the functionality of the Media Amp (on the facing page) but you have a few more coppers in your pocket and you want something with a bit more oomph. Well, you could do a lot worse than Logitech's PlayGear Amp. Offering hands-free movie and music functionality, the sound quality belies the PlayGear Amp's price and easily trounces Joytech's equivalent. It's close but if we had to make a choice, then this is the one we'd plump for. **SCORE: ★★★★**

For more details: www.logitech.com



Datel Max Power Battery £24.99

If there's one thing that the PSP has been criticised for it's its battery life – or lack thereof. You'll get five to six hours of play off one charge of the battery provided but what happens when you're on a long plane journey and there's nowt but Martin Lawrence movies on the in-flight entertainment? You could do worse than invest in the Max Power Battery which provides a charge that's double that of the PSP's original battery. It also comes in silver. **SCORE: ★★★★★**

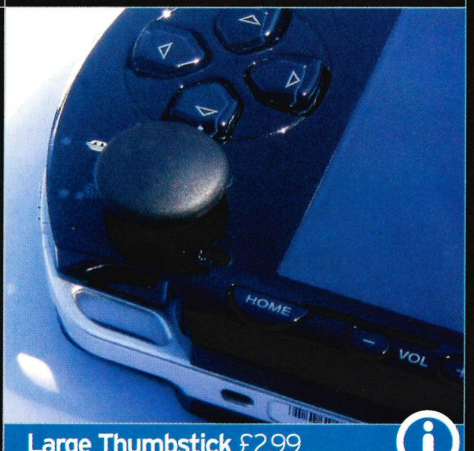
For more details: www.codejunkies.com



Joytech Battery Pack £15.99

This external pack may double the battery life of your PSP but is as unsightly as it is unnecessary. With Datel's internal battery (which boasts twice the lifespan of the PSP's original battery) already out and with an official (and much improved) Sony battery just around the corner, there really is no need to invest in such a nasty-looking device. The Joytech Battery Pack is the outside lavatory to the PSP's villa in the south of France. **SCORE: ★**

For more details: www.joytech.net



Large Thumbstick £2.99

Amazing. Just when you thought that the PSP's only design flaw was its analogue 'nub', along comes a company with the perfect (and simple) solution. Proporta's Large Replacement Thumbstick (catchy name, huh?) screws into the place vacated by the nub when you (ahem) unscrew it. The result is a control stick that's comfortable and which allows for far more accuracy than the original. Inexpensive and damn near essential for those prolonged analogue racing game sessions. **SCORE: ★★★★★**

For more details: www.proportagame.com

SOLUTION

GTA: LIBERTY CITY STORIES

YOU WANNA MAKE IT TO THE TOP? YOU SHOULD LISTEN TO US...

PORTLAND

Take your first steps on the road to running Liberty City

Home Sweet Home

Once you've had a chat with Salvatore, Vincenzo will lead you outside to the car. You need to drive over to your safehouse, so hop into the driver's seat and head down the driveway to the main road. Go west down the street opposite then turn right at the bottom, then right again and into the alley on the right. Stop at the yellow marker and walk over to the door. Once upstairs, walk into the clothes icon to change then go back down to the car. Get back in and reverse back out into the road. You now need to take Vincenzo over to his place at Atlantic Quays. Head south and follow the marker on the radar to drop Vincenzo off. Now he will be available for jobs.

REWARD: $500

VINCENZO'S MISSIONS

Slacker

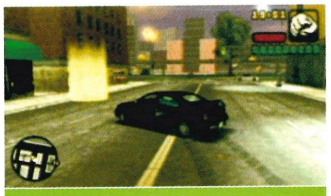
Vincenzo has a dealer who isn't pulling his weight and he wants you to tell him to get working. Jump into a car and drive over to Saint Mark's to find the dealer. After a quick chat he'll get into the car with you. Now you need to drive him over to Chinatown so he can deal. Stop at the yellow marker to let him out and complete the mission.

REWARD: $100

Dealing Revenge

The Sindaccos have whacked that dealer you dropped off in Chinatown so Vincenzo wants you to get over there and take revenge. Drive to Chinatown and stop at the yellow marker. Now you'll experience your first bit of hand-to-hand combat. Beat the crap out of the Sindacco dealer in the alley then head back to the road.

On the other side of the street you'll see another dealer to the northeast, so go over to him and punch him to the floor. There is one last dealer around the corner to the southwest. You'll pass your car on the way so you can simply hop in, drive round the corner and run him down - if you don't mind taking out a few innocent bystanders in the process.

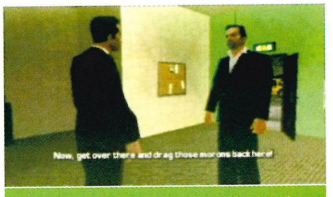


Don't forget that your car can be used as a weapon to run people down.

REWARD: $500

Snuff

JD O'Toole is running a Sindacco-controlled strip club but he wants to join the Leone family. Before he can do that, you need to get rid of some Sindacco goons who are leaning on him. Grab a car outside Vincenzo's place and drive north to the Ammu-Nation in the Red Light District. Head inside to pick up your free Pistol then get back into the car. Drive northwest to the construction site in Hepburn Heights and stop at the yellow marker. You're now on foot so shoot the two Sindaccos ahead and move into the tunnel. Kill another two goons on the other side then head left to the car. Your main target is behind it so move round and take him out. Once he is down, pick up his cellphone and answer it. JD is on the other end and tells you to take the car, which is a rather rare Hellenbach GT, as a deposit for the money he owes you.



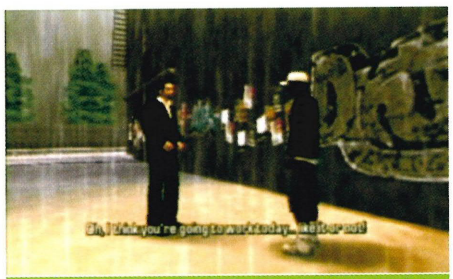
Sheesh - some people can't break the law without getting caught...

Get in the car and drive forward and up the ramp in front of you. Once on the road, drive to the Pay 'n' Spray on the left to get the car re-sprayed and complete the mission. JD O'Toole will now have some missions for you.

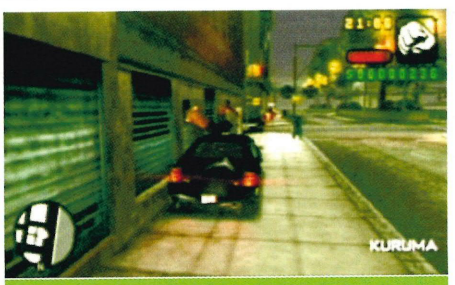
REWARD: $500

Smash And Grab

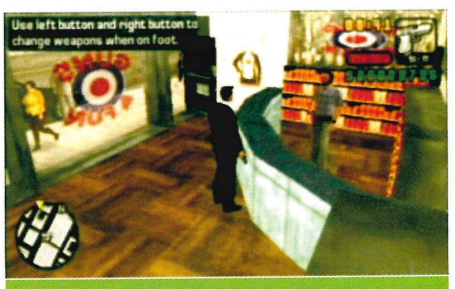
Some Leone boys have botched a raid across town and are pinned down by the cops. Vincenzo wants you to rescue the morons and bring them to his place. Get yourself a four-



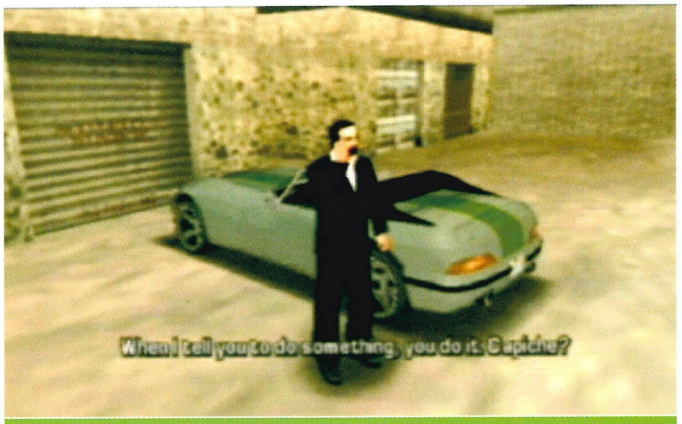
Don't you hate it when your dealers bunk off? Pay this guy a visit to remind him to go to work



If a Sindacco kills one of your dealers, you kill one of his. Well, two. And some innocent passers by...



The handily named Ammu-Nation will be able to kit you out with your firearms



It's a nice car – just a shame about the stash of drugs in the boot. Perhaps you should take a trip to the car crusher to teach Vincenzo a lesson, eh?

seater car, preferably something with reasonable speed – the Kuruma parked outside should do. Now head north to the gas station in Saint Mark's and drive up to the Leone boys, which will immediately give you a three-star Wanted rating. Once they are all aboard, barge your way back out onto the road and head right. Look out for spike strips as you follow the road to the Pay 'n' Spray in the Red Light District. Get the car re-sprayed to lose your w Wanted rating then head back to Vincenzo's place in Atlantic Quays to complete the mission.

REWARD: $1,000

Hot Wheels

Vincenzo needs you to move a car full of drugs for him. The car is parked a short drive away in Trenton, so get over there and get behind the wheel. As you drive off, the cops will arrive – Vinnie set you up! Barge your way past the police and head to the Pay 'n' Spray in the Red Light District to lose your Wanted rating. You shouldn't have a problem outrunning the cops in the Banshee but try not to crash, as it's not a particularly sturdy vehicle. Once the cops are off your tail, drive the car to Vincenzo's lock-up in Saint Mark's, just up the street from your safehouse.

Before you can drive it into the garage Vinnie will give you a call, which ends with Toni quitting his job. Now you need to teach Vincenzo not to mess with you again, so take a short drive down the road to the car crusher and stop in the yellow marker to get the car crushed, which will complete the mission. Ma Cipriani will now give you a call on the cellphone and become available for missions.

REWARD: NONE

VINCENZO'S MISSIONS **CONTINUED**



JD O'TOOLE'S MISSIONS

Bone Voyeur!

Before you attempt this mission, make sure you aren't wearing your Leone suit, otherwise JD won't speak to you.

JD is getting ripped off so he wants a lift around the Red Light District to get the $700 he is owed by his girls. Get in the van and drive around the nearby area to find the girls. Some will just be standing on the pavement so drive up and they'll hand over the cash. You may find some 'servicing' clients in their cars in alleyways, so honk your horn to get their attention and they will pay up. Others may be handing over their takings to a pimp so kill the pimp and take his money. The quickest way to do this is to simply run him over – but if you miss, just jump out and shoot him. You don't have all night so don't hang around. Once you have collected all of the $700, return JD to the club to end the mission.

REWARD: $500

Don In 60 Seconds

The cops are about to raid the strip club and the Don is paying some of the girls a 'special' visit. You need to get him out before he's busted. He's waiting in the back of a Leone Sentinel parked in front of the club, so hop in as the cops arrive. You need to get to the Pay 'n' Spray, which is just behind you, but the road is blocked. Drive forward and head right then right again round the block, back to the Pay 'n' Spray. This way will take longer but you'll have fewer problems with the police. Once the car is re-sprayed, take Salvatore back to his house in Portland Beach. When this mission is complete, Salvatore will be available for missions.

REWARD: $1,000

A Volatile Situation

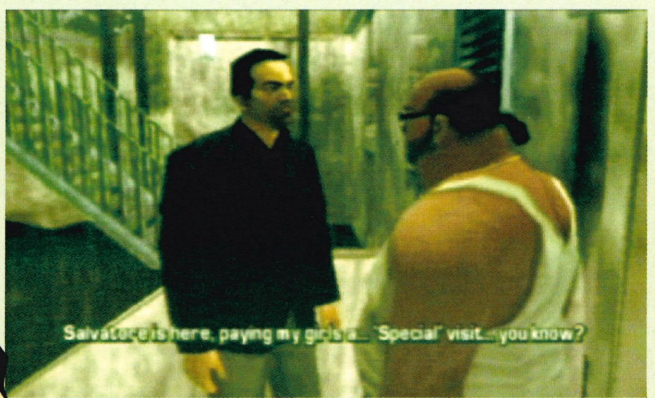
JD has heard that the Sindaccos are planning to hit the Leone casino in Saint Mark's. Drive over there and stop at the yellow marker. JD will call to let you know that some Sindacco goons are on their way, so get ready for a firefight. When the first Sindacco car arrives, kill the occupants quickly then take their weapons.

Another car will arrive shortly with more goons inside, some of whom have sub-machine guns. Kill them quickly then take their guns. One more Sindacco car will now arrive so take out the attackers. In one last attempt to destroy the casino, the Sindaccos have rigged a truck-bomb, which is on its way to you. Get in a car and intercept it then do drive-bys to destroy it. If you fail to stop the truck before it reaches the casino the Sindaccos will park it outside and jam it in low gear. You only have a few

JD O'TOOLE'S MISSIONS **CONTINUED**



Another day, another firefight with those Sindacco goons



Salvatore may not appreciate being dragged away in the middle of such, er, important business, but it's for his own good



A car that size is going to hide a fair amount of explosives. Make sure you're well away when that lot goes up...

JD O'TOOLE'S MISSIONS

CONTINUED

precious seconds and the truck will only move very slowly so quickly climb aboard and drive it away from the casino until the meter says you are at a safe distance. Then jump out and get clear before it blows. If the casino survives the blast then the mission is complete.

REWARD: $1,000

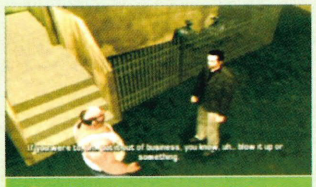
Blow Up 'Dolls'

JD suggests you blow up The Doll's House, a Sindacco establishment, which is key to their set-up. You need a car bomb and a suitable car to put it in. There's a Sindacco Argento handily parked outside the club, so get in that and head north to 8-Ball's Bomb Shop in Saint Mark's to get it rigged with some explosives.

Now drive carefully to The Doll's House in the Red Light District. There are Sindaccos guarding the entrance but as you are driving a Sindacco Argento they will let you in. Park it in the garage then leg it to the road and detonate the bomb to bring the place down and complete the mission.

REWARD: $1,500

JD O'TOOLE'S MISSIONS CONTINUED



JD wants you to visit The Doll's House - but not in a good way



Don't worry about the guards, you've got the right motor



Who would have thought that detonating all those explosives under a building would have made such a mess?

MA CIPRIANI'S MISSIONS

Ma will give you a call when you complete the mission 'Hot Wheels'

Snappy Dresser

You need to prove to Ma that you're a better man than the pervert Giovanni Casa by taking some compromising photos of him. Head back to your apartment in Saint Mark's to get a camera then drive to Giovanni's deli in Chinatown. He will come out and get into his van so tail him, but don't get too close or you'll be spotted. Follow Casa around Chinatown until he stops to pick up a couple of prostitutes. Now he'll drive to a secluded area in Callahan Point, so stick close until he stops the van. He'll now show his perverted side, so jump out of your car and move in close enough (but not too close) so you can get a clear shot with the camera. You only have three shots so make sure at least one of them shows Casa in all his diaper glory. Once you have a decent photo, drive back to Ma's to show her.

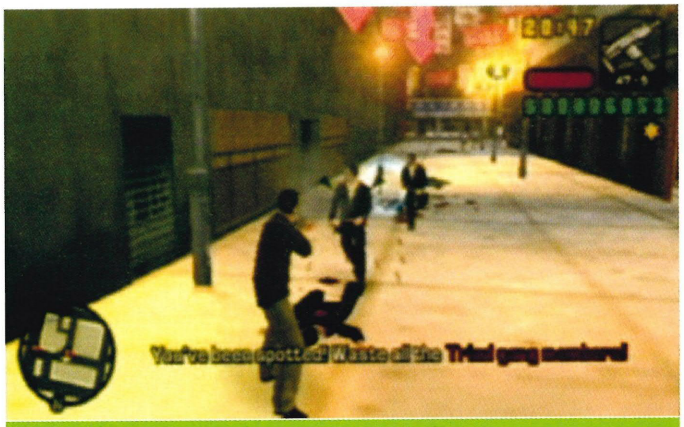
REWARD: $100



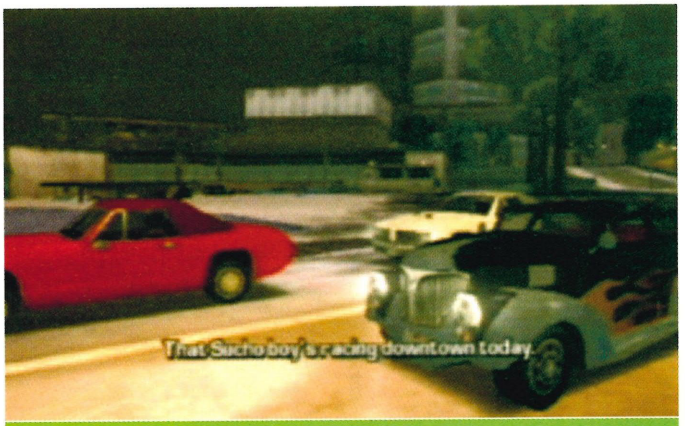
So Giovanni Casa likes to dress up like a baby, eh? Ma's gonna love that

Big Rumble In Little China

Ma thinks you're running scared of the Triads in Chinatown. You need to take some out to prove that you're not. Drive over to Chinatown and stop at the bollards of the pedestrian area. Walk over to the group of Triads and kill them then run back to the road and steal a sturdy vehicle. The last couple of Triads you need to take out are in a bulletproof fish van,



That Ma Cipriani sure is demanding. Kill all these Triads to prove you're not a scaredy cat. Remember, they're probably more frightened of you...



Borrow the Leone Sentinel to show Sucho who's king of the road. Then when you've shown him, take him out. And we don't mean for dinner...

which you need to ram off the road. Keep on the tail of the van and ram it until the occupants jump out. When they do, run them over if you can or get out of your car and gun them down to complete the mission.

REWARD: NONE

Grease Sucho

Ma still doesn't think you're a real man, so you need to prove yourself once again. Sucho is taking part in a race down in Trenton and Ma wants you to win the race and whack Sucho. You need a reasonably fast car and the Leone Sentinel parked outside Ma's place should suffice. Drive over to Trenton and stop in the yellow marker at the start line. This is a pretty easy race as long as you pay attention to which way the arrows are pointing in the markers and follow them. If you're struggling, try ramming opponents into oncoming traffic or stationary objects. Try not to beat up your car too much though, as you don't want to stop mid race to find a new one. Once you win the race, you'll need to kill Sucho so give chase and ram him. He'll soon jump out and make a run for it, so run him over or get out and shoot him to complete the mission. Now that you've made a name for yourself on the underground street-racing circuit, challengers will contact you via payphones. Sucho's Thunder-Rodd will also spawn in the car park next to Callahan Bridge.

> [Ma doesn't think you're a **real man, so prove youself**]

REWARD: $1000

Dead Meat

Since you took those compromising pictures of him, Casa has been refusing to pay his protection money – he needs to be taught a lesson. Drive to his deli in Chinatown to pick him up, then drive to the factory in Trenton. Go through the gate then stop in the yellow marker outside the building. Once inside, Casa will realise you want to kill him and he'll make a run for it. He'll stay inside, though, so chase him round the factory floor. You only have an axe to hand so you need to get up-close and personal to finish the job. To do this you need to wait for Casa to stop and kneel down. When he does, target him then walk towards him from behind, swinging the axe when you get close enough. A few blows will take him down and now it's time to deliver his remains back to the deli.

However, you'll now have a two-star Wanted rating and the cops will be on your tail. Jump in the van and barge through the cops outside the gate, then head for the Pay 'n' Spray in the Red Light District. Be careful with the van on the way, as it's easy to tip over. Once the heat is off, go back to the deli to drop off the special meat and complete the mission.

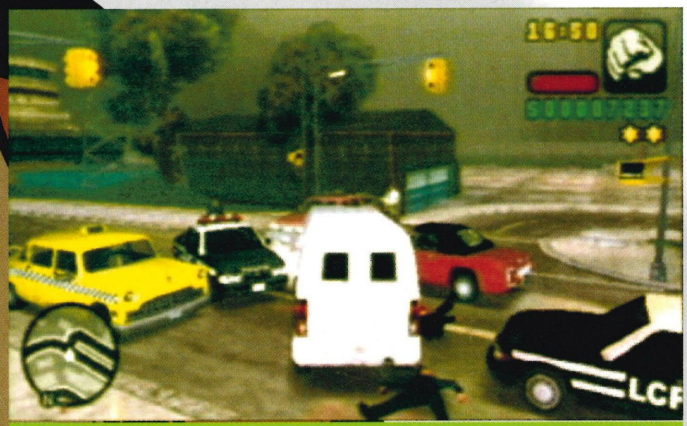
REWARD: $500

No Son Of Mine

Ma has had enough of you embarrassing her and has called a hit on you. Pick up the shotgun in front of you and head down the stairs to find the first group of hitmen. Take them out quickly, grabbing the health on the left if you need it. More waves of hitmen will arrive, so keep blasting away with the shotgun to take them out. If there is a group next to a car then aim at it and shoot until it explodes to take them all out in one go.

Despite the large number of enemies, this a reasonably easy mission as none of them have firepower that can compete with the shotgun. The hitmen won't rest even when this mission is complete, so you'll need to keep an eye out for them coming after you during the rest of the game.

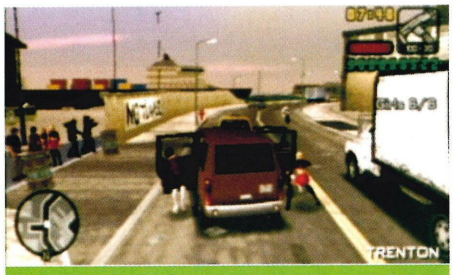
REWARD: NONE



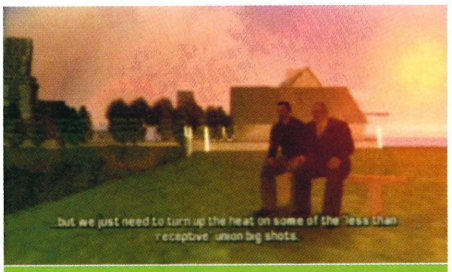
Don't worry about the roadblock outside the factory – just barge through the cops and get back to the delicatessen with your special delivery



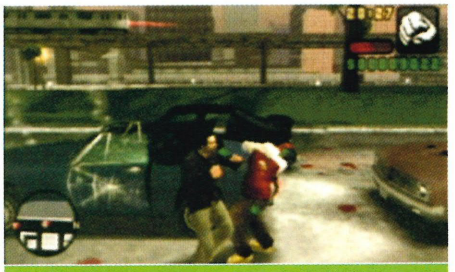
How does Ma show her gratitude for all your hard work? Sends a team of hitmen after you. Ungrateful old bat...



What is it that striking workers want most? More pay? Better hours? Hell no - they want girls!



Unions causing trouble? Don't suggest a round of talks - beat them up instead



Try not to kill the union bosses - just rough them up a little bit

SALVATORE LEONE'S MISSIONS

The Offer

A union boss is demanding some money from Salvatore so he wants you to give her what she wants and request a meeting. Get a vehicle, drive down to Trenton and stop in the yellow marker. Once your brief meeting with Jane Hopper is over she will set her workers on you. You are immediately surrounded so your best bet is to run and get some distance between you and your attackers.

Head west towards the road, as once you reach it you will be safe and the mission is over. Your enemies don't have any firearms and mainly carry knives and bats but some have Molotov Cocktails and aren't afraid to use them. Try to lose them among the buildings, keeping that ⊗ button depressed at all times and only stop to shoot if you can do so without being overwhelmed.

REWARD: $500

Ho Selecta!

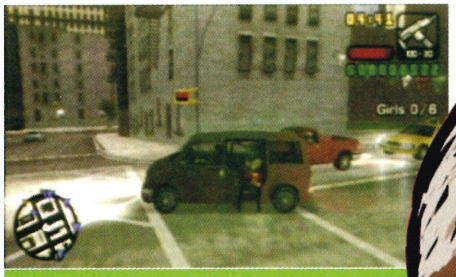
If Sal can't get the union boss to play ball he's going to make sure her workforce do. He wants you to round up six girls and take them to the picket line in Trenton to show the picketers a good time. Get a four-seater vehicle and follow the blue blips on the map to find the girls. Most will simply be walking the streets but you may encounter one or two with clients.

Those guys don't want to give up their girls so you'll have to persuade them with your fists. Obviously you'll have to make two trips to deliver all the girls and you only have until the picket line changes shift so don't take forever.



You may have a hard time separating a girl and her client

REWARD: $500



Use the map to find the local hookers. Just like a seedy *A To Z*...

> Salvatore wants you to 'persuade' the union

Frighteners

Some of the union bosses still aren't seeing things Salvatore's way so he wants you to 'persuade' them. There are three of them who need scaring and all of them are currently driving around the city.

Get a reasonably speedy but sturdy car and catch up to the first one. Ram and do drive-bys until he stops and gets out of the vehicle. Now punch him until he agrees to do as he is told. Don't get too overzealous, as you don't want to kill the union bosses, just scare them.



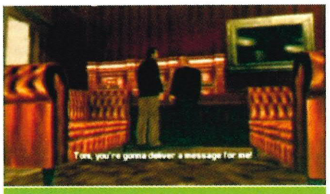
Very kindly, the game will let you kill one of the union bosses and still pass this mission. That may get the police on your tail, though

However, you can kill one and still pass the mission. Once the first has been scared seek out the other two and do as before until all three have come round to Salvatore's way of thinking. You may well catch the attention of the police as you do this mission so if it becomes a problem find a bribe or go to the Pay 'n' Spray.

REWARD: $1000

Rollercoaster Ride

Jane Hopper is still being defiant so she needs to be scared into submission. Head over to the radio station in Harwood before she leaves and take out her chauffeur.



Your equal opportunities boss wants you to scare a woman this time

Now in disguise, get into the Stretch and wait for her to come out. Once she's in the vehicle you need to fill the scare meter by driving fast, crashing and jumping. Speed and jumps are your best bet, as too much damage will set the Stretch on fire. You can just drive up and down the road if you want but the motocross course to the northwest of the radio station will provide you with lots of jumping opportunities, which will quickly scare Hopper. Once she is suitably terrified drive her to the Harwood Ferry Station to complete the mission.

REWARD: $1000

SALVATORE'S MISSIONS **CONTINUED**



Ah, the old 'dress up as the chauffeur' trick. Works every time



Once you've taken Jane Hopper on a hair-raising ride through the city she should be more amenable to Salvatore's way of thinking...

MARIA'S MISSIONS

Maria will give you a call after you complete the mission 'Ho Selecta!'

Shop 'Til You Strop

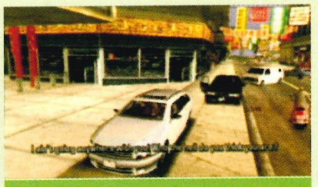
Maria wants to go shopping and needs you to drive her. The first place she wants to go is to the south in Chinatown. Stop in the yellow marker and wait while Maria enters the shop. Things never go smoothly in the world of *GTA* and Maria runs out after trying to shoplift. You will now have a one-star Wanted rating so head down the street until you lose it (this shouldn't be too difficult unless you run into any cops).

Maria now wants to go to another shop to the west. She will try shoplifting from here too and this time the shop assistant will chase her out with a shotgun. He will fire, popping one of your tyres and you will now have a three-star Wanted rating. You can go to the Pay 'n' Spray if you want but it's about the same distance to Maria's place so you might as well just take her home. Try to avoid the cops that are chasing you and look out for spike strips that they will throw across the road.

REWARD: $100

Taken For A Ride

Maria needs to pay a visit to her dealer in Chinatown and wants a ride. Make sure you have a fast, sturdy car like a Leone Sentinel for this mission, as you'll need it. Once



That Maria's more trouble than she's worth sometimes

you reach the yellow marker pull in behind the Sindacco Argento, making sure you are facing the same way.

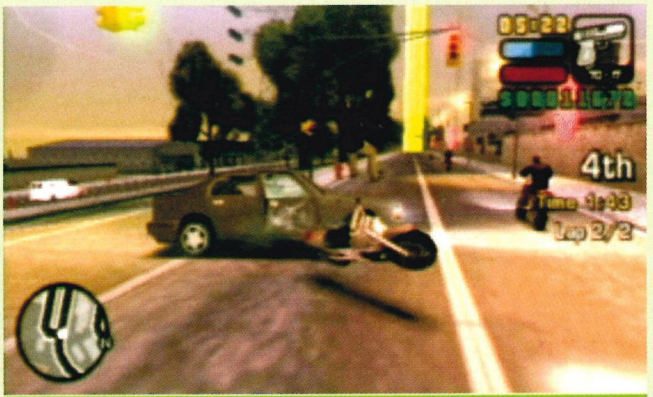
Maria will get in the Sindacco car and they will kidnap her. Now you need to get her back so give chase and ram the car. You don't want to flip the car over or destroy it, as that will kill Maria, so don't bother with drive-bys, just ram it as hard as you can until the Sindaccos stop and jump out. Get out of your car and shoot them then take Maria back to her place, stopping at the Pay 'n' Spray on the way if you catch the attention of the police.

REWARD: $500

Booby Prize

Maria has put herself up for first prize in a street-race. She's now regretting the decision, as she wants Toni to win it for her. You'll need a bike, preferably a Sanchez, so cruise around until you find one and steal it. If you have trouble getting your hands on one you might find one in the car park near the starting grid. Once you have the correct transport get to the start line in Chinatown near the Callahan Bridge. You can't shoot the other racers, as the race will be called off and the mission will be failed so you'll have to race fair.

MARIA'S MISSIONS **CONTINUED**



Sorry - guns aren't a good idea in this race so it looks like you'll just have to race to the finish line honestly. If you don't get run over first...



You have your moments of morality - head off to a Chinatown alley to hand out some justice to the guy who hit Maria

MARIA'S MISSIONS

CONTINUED

Follow the yellow markers, look out for traffic and try not to crash too much. Complete two laps and come first to complete the mission. As with the car race you will now be contacted via payphones and invited to more bike races.

REWARD: NONE

Biker Heat

Wayne, the biker that Maria has been hanging out with, has hit her. You're not going to stand for that so go to the alley in Chinatown where he's dealing. Walk into the red marker and after a short confrontation he will flee on a bike, leaving his biker buddies to deal with you. Pump a few rounds into them then jump on the nearest bike and go after Wayne. He moves pretty quickly on his PCJ-600 so try not to crash or you'll never catch him. Try to get close to him on a straight stretch of road and fire over the handlebars to take him out and complete the mission.

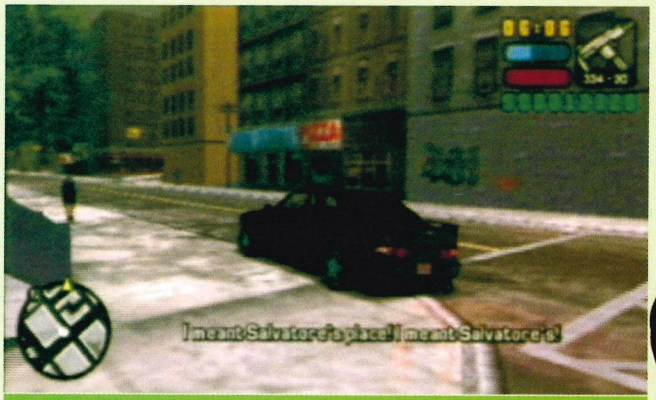
REWARD: $1500

Overdose Of Trouble

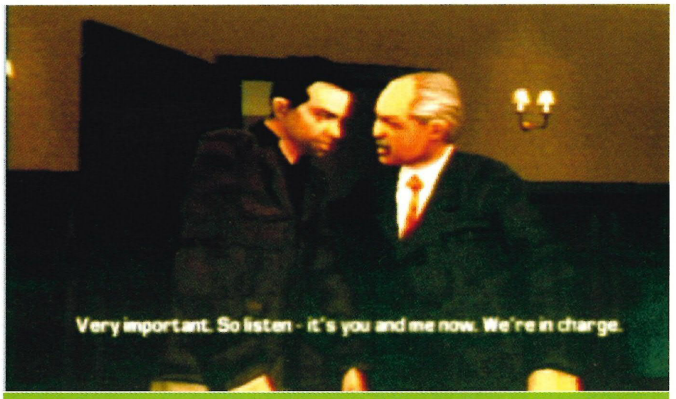
Maria is OD'ing and needs some zap to help her feel better. She thinks she left some in the diner at Callahan Point so head over there. Unfortunately, she got it wrong and you've now caught the attention of the late Wayne's biker friends, who will give chase. Maria now thinks she stashed some zap in Hepburn Heights so go there. As long as you have a reasonably speedy car the bikers should cause few problems so don't worry about them.

There's no zap in Hepburn Heights either and Maria now thinks she left it in her apartment so go back to where you started. She's wrong again and says she meant Salvatore's place so take the short trip there to drop Maria off and complete the mission.

REWARD: NONE



Maria's a lovely girl, bless her, but a bit scatty - one whiff of illicit substances and her memory's gone to, er, pot...

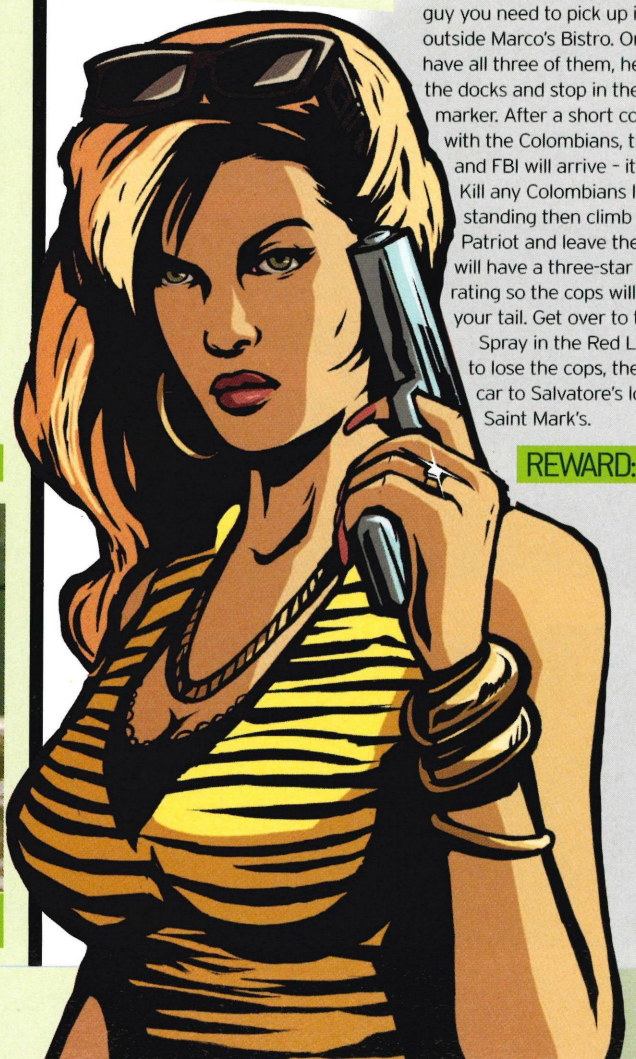


Salvatore thinks you're his ideal right-hand guy - which is, er, why he sent you into the middle of an FBI shoot-out at the docks, isn't it?

SALVATORE LEONE'S MISSIONS

CONTINUED

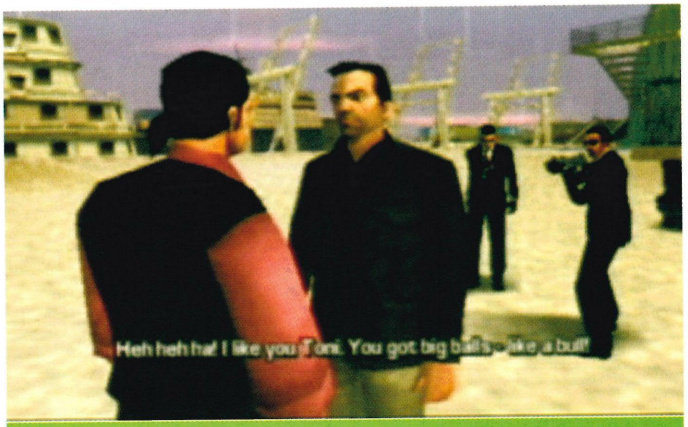
Salvatore will give you a call and offer more jobs after you complete Maria's mission 'Booby Prize'



Contra-Banned

There's a deal going down in Portland Docks and Salvatore wants you to handle it. You can't go alone and need to get some back-up, so get yourself a four-seater car - the Leone Sentinel parked outside Sal's will suffice. The nearest wiseguy you need to pick up is in Saint Mark's near Capital Autos. The next can be found in the opposite direction outside the Leone casino. The final guy you need to pick up is waiting outside Marco's Bistro. Once you have all three of them, head down to the docks and stop in the yellow marker. After a short conversation with the Colombians, the cops and FBI will arrive - it's a set-up! Kill any Colombians left standing then climb aboard the Patriot and leave the docks. You will have a three-star Wanted rating so the cops will be on your tail. Get over to the Pay 'n' Spray in the Red Light District to lose the cops, then take the car to Salvatore's lock-up in Saint Mark's.

REWARD: $1000



Nice to see that in among all the shooting and violence, there's time for a little male bonding. Like a bull, you say? That's might impressive



Head up to the roof to make sure you can keep an eye on Salvatore and protect him from gangs of marauding Sindaccos



Get to the Pay 'n' Spray to cover your tracks after the shoot-out



Track down the men who took Salvatore and follow their car

JD O'TOOLE'S MISSIONS

CONTINUED

JD will give you a call and offer more jobs after you complete the mission 'Contra-Banned'

Salvatore's Salvation

Salvatore has been kidnapped from JD's club by the Sindaccos. As you are leaving the club, one of the perpetrators will drive past, so quickly grab a car and follow him. Don't get too close as you follow him to Trenton. The Sindaccos have Sal in the trunk of a car, so you'll need to stop it. You can't shoot, as you might hit Salvatore, so you'll just have to ram them off the road. Don't be too aggressive and flip the car over, or Sal will perish when it explodes. Eventually they'll stop and get out of the car, so quickly gun them down and get behind the wheel. Drive the car back to Salvatore's place to rescue him and complete the mission.

REWARD: $1500

The Guns Of Leone

Salvatore has gone crazy and is on his way down to the Red Light District to kill every Sindacco he sees. JD has placed a sniper rifle on the roof of the building opposite the club and wants you to ensure that no harm comes to Sal.

Head into the alleyway and up the stairs, then pick up the rifle when you reach the top. Stand in the yellow marker and wait for Sal to arrive. When he does, the first group of Sindaccos will be over to the northeast, so zoom in and take them out before they cause too much harm to Salvatore (as indicated on his health meter). Sal and his men will now walk up the street. As they do, more Sindaccos will come from the alleyway opposite, so get them as they appear.

As Sal reaches the end of the street, more Sindaccos will arrive in vans so take them out. You'll now have to change position in order to continue protecting Salvatore. Move west along the rooftop, grab the adrenaline then go up the slope and look down into the street to the north. Kill the lone Sindacco then turn your attention to more coming from the south. To get a clear shot you'll have to hop up onto the ledge (just press ⊙ and Toni should perform a small jump up onto it). Look to the south and take out more Sindaccos then kill the cops who arrive too.

Once the street is clear of both Sindaccos and cops, Salvatore will make a run for the club and the mission will be complete.

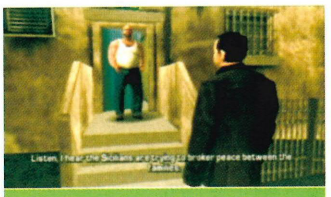
REWARD: $3000

Calm Before The Storm

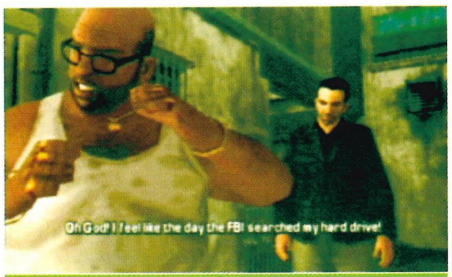
Sal has a big-shot Sicilian, Massimo, at his house trying to negotiate peace between the families. However, Sal doesn't trust him and wants you to follow him once he leaves. Get a car and head over to Salvatore's place before Massimo leaves. He's travelling in a chopper, but it's easy to keep up with and it doesn't matter how close you stay to it so just keep an eye on the radar. The first place he arrives at is the construction site in Hepburn Heights where he has a meeting with the Diablos.

Suddenly the cops and the FBI arrive – it's a set-up!

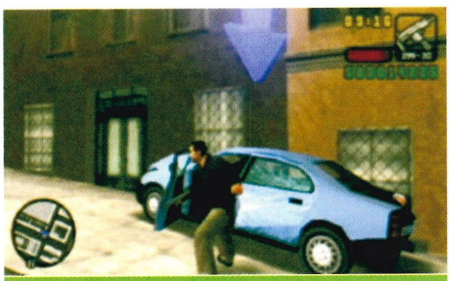
Once that's over he'll take off once again and head for Chinatown. He'll land on a roof when he reaches his destination, so you'll need to get



Peace with the Sicilians? That's a tall order...



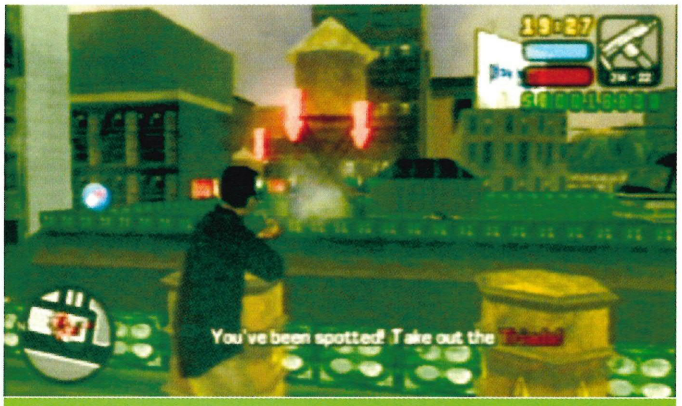
Salvatore was kidnapped from JD's club. You don't want to know what he was doing there...



Follow the kidnappers' car until it comes to a halt, then wait for them to get out to wreak revenge



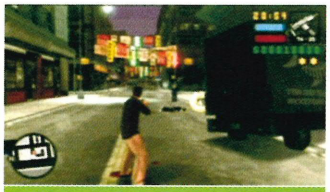
Don't worry that Massimo gets around in a helicopter - you can still track him



Sneaking down off the roof isn't an option, unfortunately. Looks like you're going to have to do a little sharp-shooting first



Driving round with a body in the front seat is going to attract a bit of attention, so be prepared to take out anyone who wants to ask questions...



Take your gun battle onto the streets to clear things up



Birthdays, Cup Final day and getting made - the best days of a man's life

closer to hear what he's discussing with the Triads. Head down the alley and up the stairs to the yellow marker. After you've heard a little of their conversation, a Triad will spot you. Now you've got to shoot your way off the roof. There are a few Triads opposite so take them out first then head right and take out another on the opposite side of the roof. Take out any remaining Triads up here then make your way back to the stairs.

There are more Triads on the ground so try to take them out from up on the roof if you can, then go back down the stairs to confront them head on. They arrived in a couple of trucks so blow them up to kill some of them out in the explosions, then finish the rest off with whatever gun you have to hand. The cops may also show up, so take out them if they pose a threat to you too.

Salvatore doesn't trust JD and wants him dead

REWARD: $1000

The Made Man

JD is going to be 'made', so drive him and Mickey to the scrap yard in Harwood. On the way some Sindaccos will attack, so perform a drive-by to take them out. Continue to Harwood and stop in the yellow marker. Unfortunately, it seems that Salvatore doesn't trust JD and has ordered Mickey to whack him. Now JD is dead in the front seat, the police will come after you if they see him.

Mickey wants a ride home to Portland View. The cops will probably be on your tail by now so you can head over to the Pay 'n' Spray in the Red Light District if you want - however, be aware that this will only temporarily get them off your tail and they'll give chase as soon as they see you so it's not really worth bothering. Instead put your foot down and head for Callahan Bridge. The bridge isn't finished yet so there's a handy gap that drops straight down to the water. Keep to the right-hand side, otherwise the car won't go over; and as you reach the edge, press △ to leap out. If you've done it right, the car should sail over the edge and plunge into the water below, completing the mission.

REWARD: $1500

VINCENZO'S MISSIONS

CONTINUED

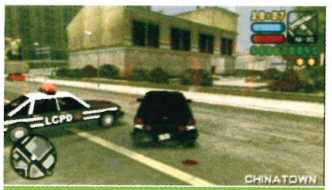
Vincenzo will give you a call after you complete the mission 'The Made Man'

The Portland Chainsaw Masquerade

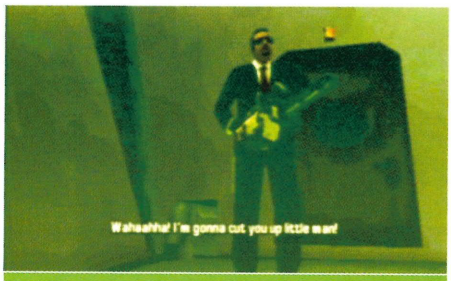
Before you start this mission, you need to make sure you have a shotgun and a supply of about 30 rounds. Some armour is also wise but not essential. If you want to top up your shotgun rounds, get into as many police cars as you can: each time you do, you'll get five rounds.

You're faced with chainsaw-wielding goons...

Vincenzo wants you to meet him on the cargo ship just east of his place. Get to the yellow marker to enter the ship then move forward and down the stairs on the left to the hold. Halfway down the stairs is some armour so grab it if you need to, then continue to the bottom. It's a trap and you are shut in the hold with a bunch of chainsaw-wielding goons. This is where the shotgun comes in handy - take aim and



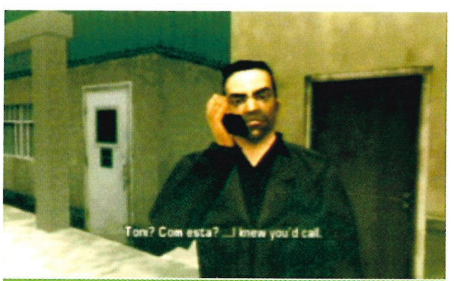
Anyone would think the cops had something personal against you...



Trapped on a cargo ship is bad. Trapped with a chainsaw-wielding nutter is worse



If you will go hanging around the docks you have to expect the occasional gangland mishap



You know whenever a call comes through that someone's going to end up dead

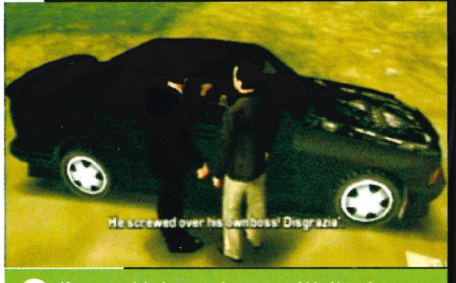


You know what they say about how you should always bring a gun to a knife fight? The same applies to a chainsaw fight

shoot a couple of the wiseguys coming towards you then start running. No matter how close they get to you, the goons have to stop moving before they take a swing with the chainsaw.

Once you've gained a reasonable distance, turn around and fire to take out one or two of the enemies. Quickly get moving again before they catch up and repeat the process. If you do take any hits from a chainsaw, there are a couple of health pick-ups in the room that you can collect. Once the room is clear of enemies, Vincenzo will appear and start firing. Simply pump shotgun rounds into him until he's dead.

REWARD: $3000



If you want to be a made man you'd better show some respect to all the right people

SALVATORE LEONE'S MISSIONS

CONTINUED

Salvatore will give you a call and offer more jobs after you complete the mission 'The Portland Chainsaw Masquerade'

Sindacco Sabotage

The Diablos have waged war on the Leones and a battle is going on in Hepburn Heights. The Leone numbers are dwindling, so you need to get over there and turn the tide. Sal has left some armour and a weapon in the garage at his place, so grab them then get a car and drive to Hepburn Heights.

When you get there, it can be easier and quicker to run some of the Diablos over instead of shooting them. This will conserve your ammo and health - just make sure you get out and run if the car catches fire. Also, make sure you don't accidentally run over any Leone guys. Once you get out, use a weapon with plenty of stopping power, like a Python or Shotgun, to take the Diablos down quickly. Check the radar to see where reinforcements are coming from so you don't get caught off guard. Once the Diablo bar is empty, the mission is complete - but if the Leone bar is emptied, you will fail. If at any point you get low on health, there are two health pick-ups in the area plus some armour.



Rather than shoot Sindaccos it's easier to just run them over



Tsk - those pesky Triads have blown up Sal's cash

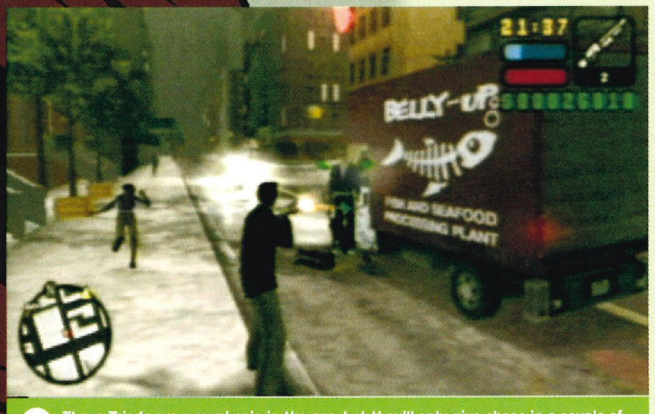
REWARD: $1500

The Trouble With Triads

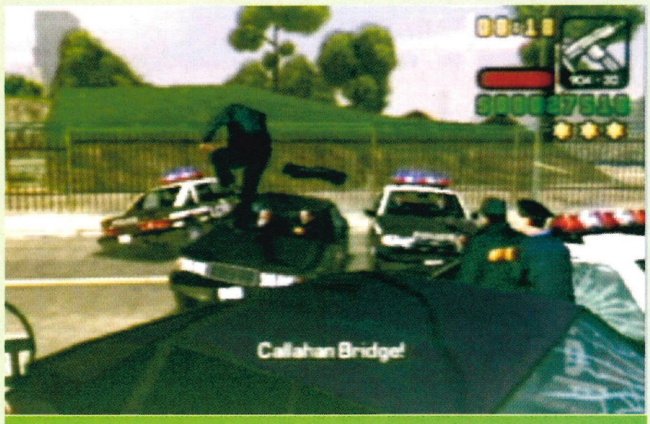
Salvatore has a load of money in a Callahan Point warehouse that he wants you to pick up. Get a car and head over there then drive in through the gate. The Triads are after that money too and blow up the warehouse. You must now fight your way through the flaming rubble to collect what money is left, with a time limit of 4:30. Look out for fire as you go searching for the money and prepare to shoot any Triads you encounter.

Fortunately, because there are still a few walls of the warehouse standing, you'll probably never encounter more than one or two Triads at a time, making them easy to pick off. Once you have all the money, jump into the nearest car and head back to Salvatore's place. The Triads will give chase but only in slow-moving trucks - so as long as you don't stop, they shouldn't cause too many problems.

REWARD: $1500



Those Triads are a royal pain in the ass, but they'll only give chase in a couple of trucks which your car can easily outrun



Salvatore needs you to drive him out of the city. The ferry terminal is full of cops so go to Callahan Bridge. Don't forget you've got a three-star Wanted rating

SALVATORE LEONE'S MISSIONS

Driving Mr Leone

Salvatore is getting blamed for everything bad that's happening in the city. He needs to make a quick exit and needs you to drive him. Jump in the Leone Sentinel and head to the ferry terminal in Harwood. When you get there, it's crawling with cops so do a U-turn and head for the Callahan Bridge across town. You've now got a three-star Wanted rating so the cops will be on your tail.

You can stop at the Pay 'n' Spray but it won't keep the heat off for long, although it's a good idea to pay it a visit anyway if your car is getting trashed. If you come across any police bribes on the way, pick them up as they'll lessen the ferocity with which the lawmen come after you.

When you reach the base of Callahan Bridge, head up the right side as fast as you can. There's a ramp ahead so hit it head-on as fast as possible to sail over to Staunton Island. Sal will now tell you about a safehouse in Newport, so head over there and drive into the yellow marker to complete the mission.

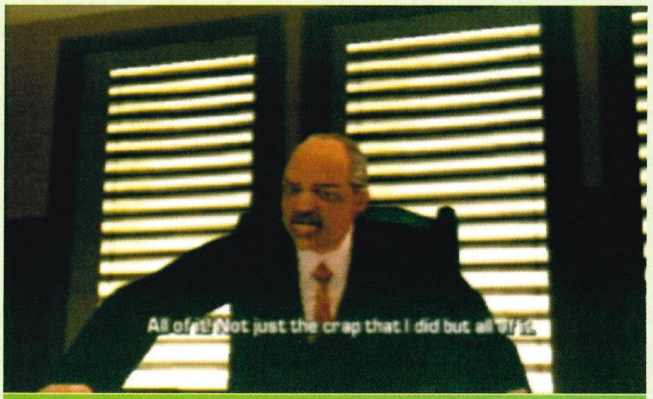
REWARD: $4000



Stop at the Pay 'n' Spray to fool the cops - for a while, anyway



If you come across any police bribes on the way, pick them up



Follow Sal's instructions and you'll be rewarded with $4000. Once you get to Staunton Island he'll tell you about a safehouse in Newport where you can go

STAUNTON ISLAND

Out of the city for some island fun... and plenty more missions too

SALVATORE LEONE'S MISSIONS

A Walk In The Park

Salvatore wants the Mayor rubbed out and now is the perfect opportunity, as he's taking a jog through Belleville Park. Obviously he's not alone and is surrounded by secret service and police. If you enter the park, the alarm will immediately be raised and the Mayor is certain to make a run for it. This isn't necessarily a bad thing, as you can simply ram his car off the road but once again his car will not be alone. Get yourself a sniper rifle and a PCJ-600 then stand outside one of the park entrances. The Mayor does a circuit of pretty much the whole park and stops every once in a while to catch his breath.

Eventually he will pass through your sights so when he stops take him out. This will obviously alert the Secret Service and cops to your location so jump on your bike and race to the Mayor's location so you can pick up his phone, which Salvatore wants.

You'll inevitably take a few hits when you get off the bike, but if you're quick you should be back on it and away before you come to any serious harm. It's not a long drive back to your safe house so you won't have to avoid the cops for too long.

REWARD: $1500



Salvatore wants the Mayor dead so go to the park where he's jogging

Making Toni

Salvatore sends Mickey and the boys round to pick you up. They tell you to drive over to the alley in Bedford Point to meet Sal. Everything looks a little suspicious at first and reminiscent of when JD was whacked. However, Salvatore has good news and Toni is now a 'made' man. After the ceremony you will be dropped



At the park, equip yourself with a sniper rifle and a PCJ-600 and then stand outside one of the park entrances. You're sure to see him as he's doing one of his circuits



Fire at the Secret Service while Sal is at the wheel of the boat

back at your safehouse. Ma will give you a call to congratulate you and will now call off her hit on you – how generous of her.

REWARD: $2000

Caught In The Act

Sal wants to have a little chat to the Mayor's assistant about Franco Forelli. The assistant's fishing and is kidnapped from his boat. Once he's on board the Secret Service will be out in force and on your tail. Sal is at the wheel of the boat while you must fire at the pursuers. Their main method of attack is by boat so simply fire at the crafts until they explode.

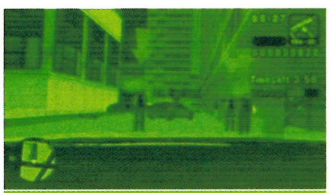
Agents will also be positioned on jetties that you pass. Keep an eye out for barrels that you can shoot to take out multiple targets. Eventually the Secret Service will attack by helicopter so quickly shoot the four agents firing down at you then take down the chopper itself. Sal will now return you to a jetty in Newport.

REWARD: $2000

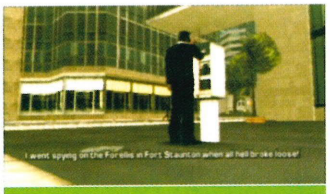
Sal will give you a call to meet him at the jetty after you complete 'The Morgue Party Candidate' for Donald Love

Search And Rescue

The Forellis and Sindaccos have gone to war and Sal is in Fort Staunton, caught in the middle of a firefight. Some armour will help out in this mission so pick some up in the alley behind Ammu-Nation on the way to pick up Salvatore's bullet-proof limo from the car park in Newport. Now head to Fort Staunton



Take control of Paulie's car from inside your van via a camera feed



Sal will give you your orders over the phone at Liberty Campus

and stop in the yellow marker. The alley will fill with enemies so use the limo as cover while you take them out with a sniper rifle. This will get you a Wanted rating so grab the police bribe from the alley behind you and then get back in the limo and drive it round to the other end of the alley, as this is a much shorter distance from Sal, making it easier to rescue him.

Get out and head down the alley to Salvatore's location and take out the two Forelli goons shooting at him. Move to his position and he will start to follow you so head back to the limo, taking out the goons that stand in your way as you do. You'll no doubt have a Wanted rating again by now, so look out for cops as you drive the short distance to Salvatore's place in Newport. Deliver him safely and the mission will be complete.

REWARD: $2000

Taking The Peace

The Forellis and Sindaccos are trying to make a truce and Sal wants you to mess up the meet. After you speak to him on the phone at Liberty Campus, head north across the road to the van parked in front of the hospital. Get inside and Sal will explain that he's rigged Paulie Sindacco's car and you will be able to take control of it from inside the van. You will now see Paulie's car on the way to the meet and all you need to do is press ⊗ to take control and see the road ahead via a camera feed. You don't have to do this straight away and you can wait until he is about to arrive.

Whenever you take control you have five minutes to get to the meet and kill the Forellis before Paulie regains control. The meet isn't too far



Once you've gained control, shoot all the Forellis to complete your mission



Pick up armour in the alley, but take cover as enemies are everywhere

away so just follow the blip on the radar. Once you get there just drive up and down running over the Forelli goons. There is a slight delay on the controls so turn early to compensate. Keep an eye on the damage meter and be as quick as you can, taking them all out so they can't shoot the car too much. Once all the Forellis are dead the mission is complete.

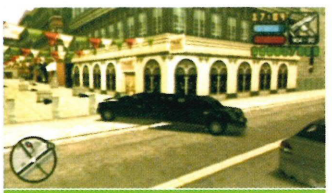
REWARD: $2500

Shoot The Messenger

One of the Forellis has found out that it's the Sicilians that have turned the families against each other. He is on his way to tell Franco Forelli in an effort to end the war. Salvatore would prefer the war continued so the families wipe each other out. He has left a boat for you by the pier in Bedford Point. Climb aboard and head towards the wiseguys' boat, which is the red blip on the radar. To stop the boat you'll need to perform a drive-by, which if you're lucky will kill the wiseguy and complete the mission very quickly. If not, then the boat requires a great number of hits in order to destroy it and all the while the Forellis will be shooting back at you.

If you don't manage to destroy the boat before it reaches the jetty in Aspatria then it will dock and the wiseguy will make a run for it. All you need to do now is give chase and gun him down. Alternatively, if you have a sniper rifle, just stay where you are and take him out with one shot – this can be risky if you're not a good shot though.

REWARD: $3000



It's a good job Sal's limo is bullet-proof with all those Forellis around

DONALD LOVE'S MISSIONS

The Morgue Party Candidate

For some reason, Donald wants a body that is on its way to the pathology labs. Get a car and head to the blue blip, which is a hearse containing the body that Love wants so badly. Ram it and the driver should eventually jump out, leaving you free to steal it. You will immediately get a three-star Wanted rating so your first priority is to get the car over to the Pay 'n' Spray in Newport so you lose the heat. Once the cops are off your back, head to Donald Love's building and park the hearse in his underground garage.

REWARD: $1000

Steering The Vote

The voting for Mayor is getting close and Donald wants you to get on the campaign trail to win some votes. Get into the Campaign Rumpo parked outside the building and head to the yellow markers. Each time you pass through one of them, the vote in that area will swing to Donald Love. Once you hold a couple of areas O'Donovan will send out his own campaign vans. These will try to win back areas from Donald and you only have a limited time to get them back.

To secure the vote you need to hold five areas at once so try to go for the yellow blips that are close together so O'Donovan's vans have less time to win areas. It's easier to go back to Bedford Point to the first yellow markers you encounter, as they are close together and O'Donovan's vans will have to turn around to win them back. Once you hold five areas you will have to destroy O'Donovan's campaign vans so just perform drive-bys until they blow up, which shouldn't take long.

REWARD: $1500

Cam-Pain

Donald wants you to cripple O'Donovan's campaign further by killing some of his campaign workers within the next four hours. He'll kindly give you some armour

DONALD'S MISSIONS **CONTINUED**



Stealing a hearse and its contents? Hey, politicians will do anything to get ahead. And it's more imaginative than kissing babies and shaking hands



Donald's campaigning methods are a little underhand, but when the other guy's up to the same tricks it's not so bad... is it?

for this mission, so don't worry about picking any up before you go.

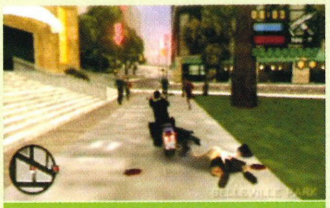
The first group he wants dead are in a building just down the street from Donald's place. They're a couple of floors up so use the stairs to find them. Your targets are the people with red arrows above their heads but Forelli goons are protecting them, so as soon as you start shooting so will they. Wipe them all out and grab the armour up here before making your way back down to the street. You will have attracted the attention of the cops so do your best to avoid them and grab a vehicle, preferably a bike.

Now head to Newport and the next set of campaign workers, who are out in the open. A quick and easy way to take them out is to drive towards them, shooting over the handlebars, as this enables you to make a quick escape before the cops arrive. The final group is in Liberty Campus, but this isn't easily accessible by bike so you'll need to do it on foot. Head up the steps to their locations and gun the Forellis and the campaign workers down to complete the mission.

REWARD: $1500

Friggin' The Riggin'

The Forellis have been printing fake ballots so O'Donovan can win the election. They must be destroyed so Donald has paid for a flamethrower at Phil Cassidy's Fully Cocked gun shop. Head north to its location and go inside to pick up the weapon and continue to the Forelli warehouse in Fort Staunton.



Ride towards the campaign workers, shooting at them as you go

When you get there kill the two Forellis in the entrance and then pick up the grenades on the left. Enter the warehouse and kill a couple more Forelli goons, then start to torch the stacks of fake ballot papers. There are also two printing machines in here which also need to be destroyed and that's where the grenades come in handy. As you're doing all this, more Forellis will enter the warehouse to try and stop you so kill them as they arrive. If you get low on health you will find some on the raised section in the corner.

Some Forellis will arrive in a van that they will park just inside the entrance and while it is tempting to simply blow it up, you should try to leave it intact. Once everything in the warehouse is destroyed the Forellis will flee with the last of the fake ballots in the two vans parked outside. Quickly get into the van that you hopefully left in one piece or use the Sanchez, which should be parked outside. Chase the two vans and use drive-bys to destroy them both. An alternative way to complete this mission is to destroy the two vans parked outside before you enter the warehouse, then you won't have to chase them and all you need to do complete the mission is leave the area - the choice is yours.

REWARD: $1500

Love & Bullets

Donald has to make a public appearance but is convinced that the Forellis will try to whack him, so you're coming along for the ride. Of course, Donald is absolutely right and the Forellis ambush the limo. You need to take them out with the sniper rifle in the trunk before the car is destroyed and Donald is killed.

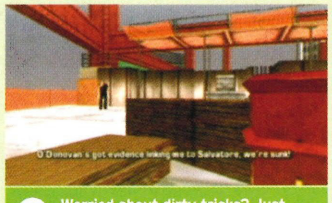
There's no need to move, as the Forellis are concentrating on the car, so simply take aim and shoot all of them quickly. Once the threat is gone get into the driver's seat of the limo and head south back to Donald's building. On the way, Forellis in Bobcats will attack but as long as you put your foot down the Stretch can easily outrun them. Stop in the yellow marker to complete this relatively easy mission.

REWARD: $2000

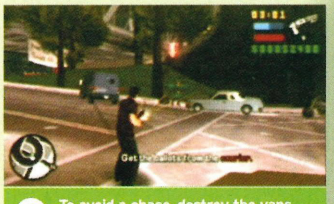
Counterfeit Count

The voting is neck and neck so Donald needs you to go and steal some of the uncounted ballot papers so they can be replaced with rigged ones. Follow the blue blip on the radar to find the ballot van and wait until it stops at the corner of Belleville Park.

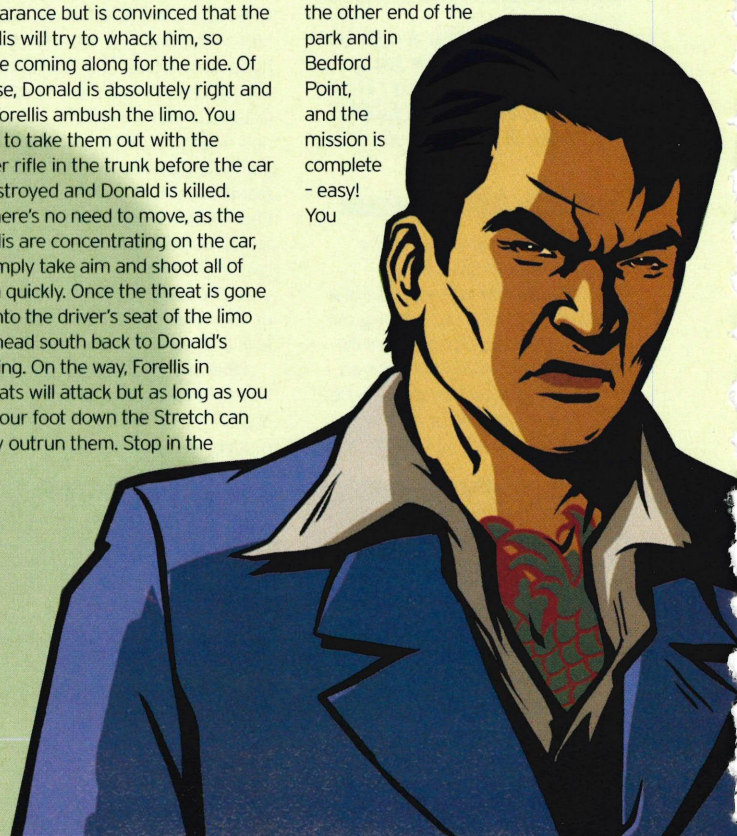
A courier will now collect some ballot papers from the van so kill him when he has them, pick up the package, return to your vehicle and follow the van again. All you need to do now is repeat this process twice more with another two couriers, at the other end of the park and in Bedford Point, and the mission is complete - easy! You

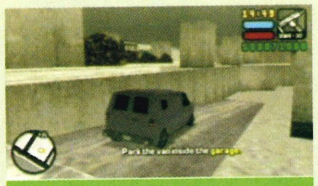


Worried about dirty tricks? Just make sure your tricks are dirtier



To avoid a chase, destroy the vans before you enter the warehouse





Make off with the van containing all that incriminating evidence

may well attract the attention of the police during this mission but you shouldn't get any more than a one-star Wanted rating unless you start gunning the cops down.

REWARD: $2500

Donald will give you a call and another mission once you complete the Church Confessional mission 'False Idols' and 'Munitions Dump' for Leon McAffrey

Love On The Rocks

Before you attempt this mission make sure you have full health and armour plus a sniper rifle and rocket launcher. O'Donovan has evidence that links Donald to Salvatore and he needs you to get rid of it. One of his men knows the location of the van holding this evidence, so head to the area under the overpass in Newport to find him.

Get in the car and he will tell you that the van is just down the street but is heavily guarded. Leave the contact's car and head south down the road. Take out your rocket launcher and fire at the vans and car blocking the road ahead. Some enemies will now start shooting at you so remain at this safe distance and use the sniper rifle to take them out. Move forward cautiously looking out for more enemies, shooting them as they appear. As you approach the van go over to the trailers on the left to find some health and armour to pick up if you need it.

Jump into the van and head back the way you came back to Donald's place. The cops and O'Donovan's men will be on your tail so drive fast and try to avoid crashing. Park the van in the underground garage in order to complete the mission.

REWARD: NONE

CHURCH CONFESSIONAL MISSIONS

The Church Confessional will be available once you complete 'The Morgue Party Candidate' for Donald Love

L.C. Confidential

The Father says there's a guy about to give a fabricated report about athletes taking drugs to the FBI. He wants you to stop this happening and save their innocent careers. First you need an FBI Cruiser and you can find one at a crime scene on the Newport flyover, so get over there quickly as you don't have long. Smash through the cop cars and steal it, then head south to the meeting with the informant.

He soon discovers that you're not an FBI agent when some more FBI guys show up. He will make a run for it so jump out of the car and shoot the FBI agents, then chase after the informant in the car or on foot and kill him. Pick up the report he drops and drive to the Liberty Tree in Bedford Point and stop in the yellow marker to complete the mission. You will probably pick up a two-star Wanted rating during this mission so look out for cops on your tail.

REWARD: $1500

The Passion Of The Heist

The Father knows the location of some stolen diamonds that he wants you to get your hands on so he can return them. Go to the ferry terminal in Rockford and you'll see that a veritable army of guys and a helicopter protects the diamonds.

Stop a good distance away from them and get out of your vehicle. Pick your most powerful weapon and take aim at the helicopter, shooting until it catches fire. Enemies will start coming towards you across the road so quickly turn your attention to them, using your car for cover. A few guys will remain in the area across the street so take out your sniper rifle if you still have one and finish off the remaining enemies.

Now grab the briefcase containing the diamonds and get into the nearest vehicle, which is probably the Stretch. You will now have a three-star Wanted rating so you'll need to put your foot down and head south to the Liberty Tree offices in Bedford Point. Stop in the yellow marker to complete the mission.



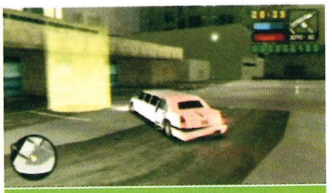
Steal the fire truck and cause as much destruction as you can

REWARD: $1500

Karmageddon

The Father wants you to teach the pollution-spewing drivers of Liberty City a lesson. Head to the fire station in Belleville Park and steal the fire truck. You now have four game hours to cause as much destruction and mayhem on the roads as possible until you fill the meter. The best thing to do is stick to the road that you're already on, as it's wide and reasonably straight.

Head right and plough into any traffic you see. The most points are given for multiple car pile-ups so keep your eyes open for groups of vehicles. Rolling cars over or spinning them round also gives lots of points. Basically, anything that causes damage to other vehicles will help you complete this mission. If you get as far as the end of the road you're on, simply turn around and go back the way you came. You'll no doubt pick up a Wanted rating so look out for cops who will try to ram you from the road, which is dangerous when there's water on one side. When the meter is full you need to destroy the fire truck to get rid of the evidence. As the road you are on is right next to the water, simply drive straight for it and dive out just before the fire truck plunges into the drink.



Fire a rocket from the gun shop at Black Lightman's limo to destroy it

REWARD: $1500

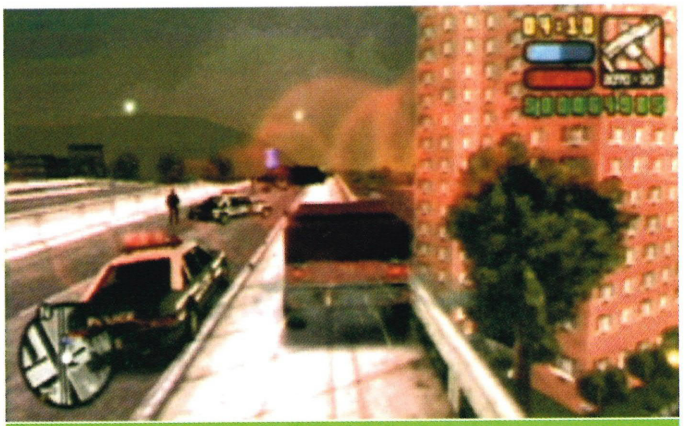
False Idols

Father Ned thinks the cult of celebrity has gone too far and wants you to kill three actors on their way into the city for a radio interview. Black Lightman is travelling by limo, DB-P is coming in by boat then transferring to a bullet-proof Patriot and Faith W is arriving by helicopter.

The Father has paid for a rocket launcher at Cassidy's gun shop so go there and pick it up. The first target you should go for is Black Lightman, as his limo isn't far away. Catch up with it then fire a rocket to destroy it. By now DP-B should be ashore in his Patriot so chase that down too and fire another rocket. Faith W won't be far from her destination so quickly get to her location and fire a rocket at her chopper to bring it down.

You may attract some police attention during this mission but nothing that should cause any problems. All you need to do now is get back to the church and tell Father Ned you've completed the mission.

REWARD: $1500



Stealing a fire truck and damaging other vehicles on the road will undoubtedly give you a Wanted rating, so watch out for cops who'll try to ram you off the road

LEON MCAFFREY'S MISSIONS

Leon will be available for missions once you complete 'Caught In The Act' for Salvatore Leone



When the police start asking favours you might as well get away with what you can

Sayonara Sindaccos

McAffrey wants to help you take over the whole city and to start with he wants to hit some Sindaccos. Get in his car and drive over to their territory in Torrington. Leon will drop you off and give you an M4 with instructions to kill a few Sindaccos to get their attention. There are only six of them here so you should have no problem taking them all down quickly with the powerful M4.

Once they're dead Leon will pick you up and the Sindaccos will give chase in Bobcats and on PCJ-600s. Destroy the Sindacco vehicles quickly before Leon's car takes too much damage. Leon will shout out where the Sindaccos are coming from but you're better off relying on the radar, as he is often wrong. In a final attempt to kill you the Sindaccos will attack by helicopter, so quickly kill the two goons firing down at you then destroy the helicopter itself to complete the mission.

REWARD: $1500

The Whole 9 Yardies

The Yardies have their eye on the Forelli turf in Newport so McAffrey wants you to lure some Forellis to Rockford where the Yardies are waiting to take them out. Get over to the blue blip at Bedford Point and you will see a group of Forelli bikers. Don't kill any of them but steal one of the bikes and head north. Put your foot down and try not to crash, as the Forellis will be right behind just waiting for an opportunity to kill you.

Follow this road all the way round to where the Yardies are lying in wait in Rockford and head through the yellow marker. Now you must help the Yardies kill the Forellis. There are only four of them, so a quick burst from your M4 (if you still have it) should take them all down in double-quick time.

REWARD: $2000

Crazy '69'

This mission sees you assisting the Yakuza in taking over the Forelli-controlled Belleville Park by killing 20 goons with only a katana in four hours. Head over to the park and enter it to see your first Forelli target ahead. All the Forellis are armed with cleavers so you don't need to worry about them shooting you. Just run at them swinging your katana to make mincemeat out of them.

The only time you really need to worry is if you get surrounded. All you need to do in that situation is run away until the group has split up. Obviously running around the park lopping heads off will get you a Wanted rating so pick up the bribe on the bridge if you need to. Once you've killed 20 Forellis the mission is complete.

REWARD: $2000

Night Of The Livid Dreads

The Sindaccos are trying to take back their turf in Newport from the Yardies. McAffrey wants you to get over there and help fight the Sindaccos off. The shoot-out is happening in the alley behind Ammu-Nation so grab a vehicle and get over there. Grab the shotgun in front of you then blast the three Sindaccos ahead, making sure you don't hit the Yardies by mistake. One of the Yardies needs an ambulance so while their leader goes to get one you need to clear a path to the other end of the alley. Shoot four more Sindaccos who come at you from the alley ahead then turn around and follow the Yardies. Kill another two Sindaccos then move forward cautiously and kill another round the corner to the right.

Grab the grenades here then head down the alley on the left. As you reach the end a Sindacco will run in front of you so blast him as he moves. Now head right into the alley and shoot any Sindaccos you can who are up ahead before ducking into the alcove on the left to find some armour. A Sindacco on a Sanchez will now drive past this alcove so shoot him as he does. Now those grenades you picked up will come in useful.

There are lots of Sindaccos at the end of the alley so lob a few grenades until it looks like most of them are dead. Move forward, shotgun in hand, and take out any who are left. As you move towards the road a few more will appear from inside the van across the street. Take out all of them then step into the yellow marker that appears. The Yardie will arrive with an ambulance - the mission is complete.

REWARD: $2000

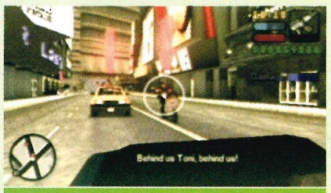
Munitions Dump

The Forellis have two trucks filled with guns that they're moving to Fort Staunton. You need to intercept and destroy these trucks. Grab the Sanchez and head towards the red blips. The closest one should be around Bedford Point by now so come up behind it and start firing over the handlebars.

The truck has a couple of Forelli goons on board who will fire back but you should be able to take them out pretty quickly. What you should be more concerned about is the back-up that arrives when you start shooting at the truck. The Forellis will chase you and if you're not careful will knock you off the bike. If they do, you'll quickly be surrounded. Try your best to evade these cars and stay on your bike, shooting at the truck all the while.

Once the truck catches fire turn around and head towards the second truck, which should be somewhere around Torrington by now. Do the same again, looking out for the back-up once again. The cops will probably be on your tail by now too so your skills with a bike need to be good. You can attempt this mission in a car but it's a much easier target for the goons on the back of the trucks to hit, so you'll have to keep swapping vehicles.

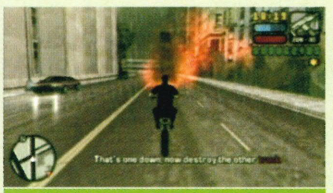
REWARD: $2500



The Sindacco hits are metaphorical warning shots to the gang



Have a bit of fun playing the Yardies off against the Forellis



It looks so pretty when you blow up a lorry full of guns...

SHORTSIDE VALE

It's time to play with the big boys over in Shortside Vale...

SALVATORE LEONE'S MISSIONS

Rough Justice

If you go to the yellow marker outside the police station to start this mission you will be told you need the lawyer's outfit. Mr. Benz will now appear on the map, so head over there and get the appropriate attire.

Go back to the police station and start this mission. Sal wants revenge on the Forellis for helping to put him behind bars. He tells you to get some help from the Hoods so get a four-door vehicle and head over to Cedar Grove. Pick up the Hoods then continue down the hill to the red blips in Wichita Gardens.

Each blip is a Forelli car, which you need to damage in order to get their attention. Pick a car and ram it then jump out of the vehicle and kill all the Forellis who appear. Now move on to the second vehicle and do the same again, wiping out all the Forellis you see to complete the mission.

REWARD: $2500

Dead Reckoning

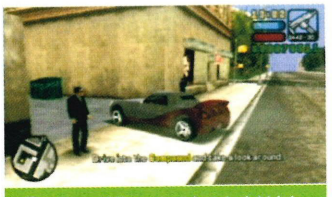
Now it's the turn of the Sindaccos to feel Sal's wrath. Paulie Sindacco is trying to make his escape by boat from the Cochrane Dam Power House so get over there. Before you stop in the yellow marker go over to the building to find a rocket launcher next to it then return to the yellow marker. Paulie spots you and sets his guys on you while he flees in a boat. Ignore the goons and drive up the road until you're a reasonable distance ahead of him. Get out of your car and run over to the shoreline. Take aim with the rocket launcher and hit Paulie's boat twice as it comes towards you. With the boat sunk the mission is complete.

REWARD: $3000

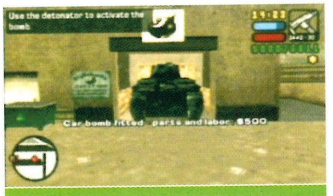
Shogun Showdown

Salvatore has told you that the Yakuza have a stockpile of weapons over in Aspatria so you need to head over there and change that. Cross the bridge back to Staunton Island and cruise the streets looking for a Yakuza Stinger to jack, as without one you cannot continue this mission. If you can't find one head over to the docks at Newport and you should find one parked outside an apartment block near the water (not far from where that van full of evidence was in Donald Love's mission 'Love On The Rocks').

Once you have the required vehicle drive to the Yakuza compound in Aspatria and the gate will open for you. Drive in, taking care not to run over any Yakuza by accident. The Yakuza have a tank so drive over and park close enough to it that you can just hop from your car to the Rhino quickly. The moment you exit your car the Yakuza are alerted so put your foot down in the Rhino and leave the compound.



Use a Stinger to drive straight into the Yakuza compound



A tank with a bomb attached is going to make a hell of a mess

You're pretty much indestructible now and the only thing that can stop you is being pulled from the vehicle or plunging into the water. You don't have far to go so try not to let either of those things happen. You need to destroy the tank but even a rocket launcher is pretty much useless against a Rhino so head to 8-Ball's Bomb Shop a few blocks away to get it rigged with explosives. Once it is get out and move a safe distance back before detonating it to complete the mission.

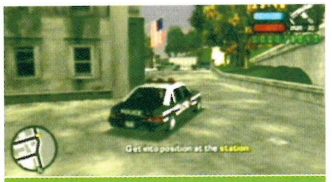
Salvatore will give you a call once you complete 'Love On The Run' for Donald Love

The Shoreside Redemption

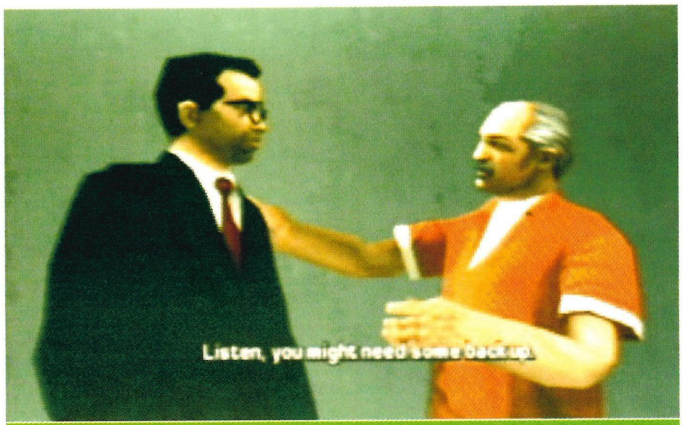
Sal is getting out but he thinks someone will try to whack him on the way to court so you need to make sure that doesn't happen. Get a police car from behind the police station then move the car into position in the yellow marker. You must now escort the security van to its destination. The convoy starts by heading up over Cochrane Dam but the Sicilians have blocked the road. The van will make a U-turn so follow it and stick close. The Sicilians have set up more roadblocks along the van's route. When you see one overtake the van and ram through it.

Some Sicilian Stingers will chase the van so ram and perform drive-bys on them to protect Sal. Keep an eye on the van's damage meter and protect it as you head across the bridge onto Staunton Island. Once you reach Staunton there's only one more roadblock before the van gets to its destination so ram through it then fight off any Stingers that

SALVATORE'S MISSIONS CONTINUED



Follow Sal in a cop car to make sure he doesn't get whacked



Dress yourself up as a lawyer so you can talk to Sal. Try not to get your nice suit grubby while you're killing Forellis, though



Nothing wrong with a bit of fancy driving, but if you stick to the wrong side of the road you may be able to shake off any pursuers

SALVATORE LEONE'S MISSIONS

CONTINUED

attack. Once the van arrives at the courthouse south of Belleville Park the mission is complete.

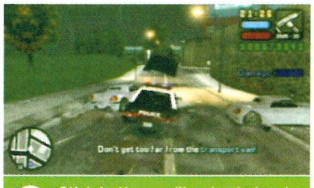
REWARD: $4000

FINAL MISSION! Come back here when you've completed the rest

The Sicilian Gambit

Sal wants to pay the mayor a visit but he has a feeling that the Sicilians are on their way there too. Get a car and drive Sal to City Hall on Staunton Island, looking out for Sicilian Stingers on the way. When you reach City Hall Sal wil look for the mayor while you must deal with the four Sicilian wiseguys. Kill them and Sal will return to tell you that the Sicilians already have the mayor and have taken him to the pier in Newport.

Head over there and stop in the yellow marker to see the Sicilians take him away in a boat. Kill the goon down on the pier and you will board a boat with Sal. He will take the wheel while you man the gun. Some Sicilian boats will give chase so use the mini-gun to destroy them. A chopper will join the chase after a while so shoot it out of the sky. Continue to destroy the pursuing boats until you finally reach the lighthouse to the east of Portland Island.



Stick to the van like glue to break out Salvatore

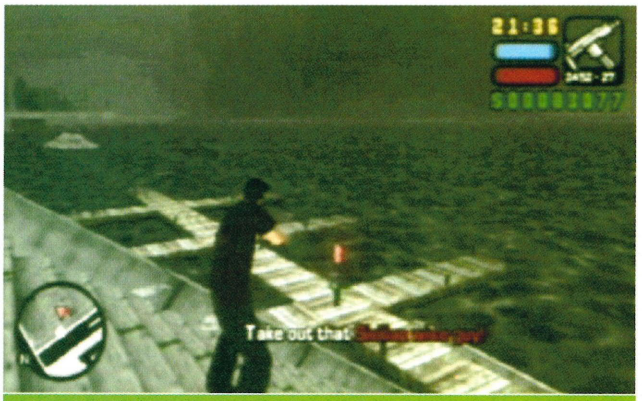


Three hits is all you need to bring down the helicopter

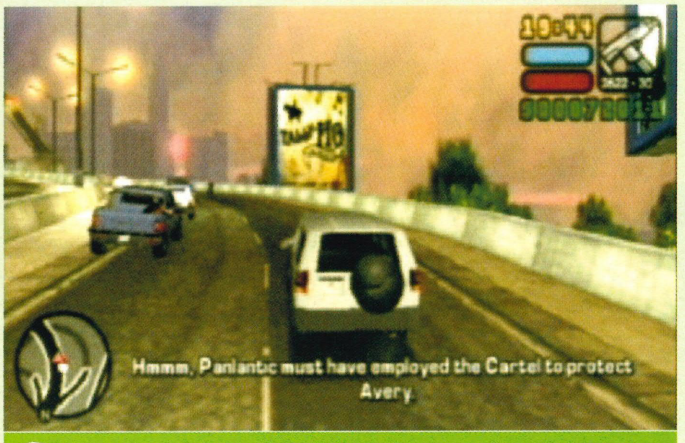
Kill the Sicilians on the jetty by blowing up the boat then proceed up the stairs, killing a couple of Sicilians up on the left. When you reach the gate use a rocket, if you have plenty, to kill the Sicilian hiding behind the boxes. Continue up the stairs and use the a sniper rifle to take out one more Sicilian at the top by the yellow marker then walk into it. Massimo has the mayor but releases him and runs off to his chopper. Grab the armour if you need it then take out your rocket launcher.

The chopper needs three hits to take it down so wait until it comes down low and fire. Run around the top of the lighthouse to avoid the gunfire from the chopper but keep away from Sal and the mayor, as the chopper will only target you. If you run out of rockets use the M4 that you can pick up to finish it off. Down the chopper to finish the story missions - sit back and watch the credits roll.

REWARD: $5000000



The Sicilians are swarming over the jetty so it's time to break out the weaponry and do your worst. Or your best, of course...



Chase Avery but don't run his car off the road. If the car is destroyed then Donald's plans will go up in smoke. Feel free to kill Avery, mind...

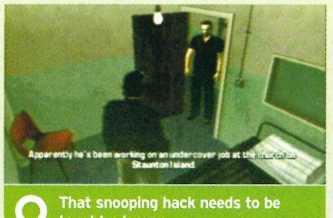
DONALD LOVE'S MISSIONS

Donald will give you a call with more missions when you complete 'Dead Reckoning' for Salvatore Leone

Panlantic Land Grab

Donald has a plan to get himself back on his feet and it involves his old mentor Avery Carrington. Drive Donald over to the airport and stop in the yellow marker. Watch as Avery appears and gets into his car, then follow him. He will head across the bridge to Staunton Island and is protected by two Cartel Cruisers.

Shoot the rear Cartel Cruiser first and the lead car will turn around, leaving Avery unprotected. Don't worry about destroying the Colombian vehicles, as they won't put much effort into chasing you. Catch up with Avery and proceed to ram and shoot at his car. Don't be too aggressive, as the plans that Donald wants will be lost if the car is destroyed while Avery is still in it. Eventually Avery will jump out and seek a new mode of transport, so quickly jump out and shoot him then pick up the plans. Now all you need to do is take Donald back to his place in Shoreside Vale.



That snooping hack needs to be taught a lesson



Never try to run from Toni - he always gets his man

REWARD: $3000

Stop The Press

A reporter, Ned, has photos of you and Donald killing Avery. He's at the church in Bedford Point on Staunton Island, so head over there. Walk into the yellow marker to enter the graveyard and find Ned. Target him with your gun until he's scared enough to tell you where the photos are. Head back to your car with Ned and drive down the block to his lock-up behind the Liberty Tree offices.

While Toni is distracted by the camera Ned makes a run for it on a Faggio. There's another Faggio right next to you that you can chase him on but it's much easier to catch him if you take the vehicle you came in or another bike. A bike is preferable as you can shoot over the handlebars and Ned takes some narrow alleyways as he makes his escape. Whatever mode of transport you pick don't let Ned get too far away. Stay close and shoot him when you get the chance



Some people find drink livens up a party, others prefer Twister. Then there are those types who get their kicks stealing a hearse with a body in it...

until he eventually falls off his bike and the mission is complete.

REWARD: $2000

Morgue Party Resurrection

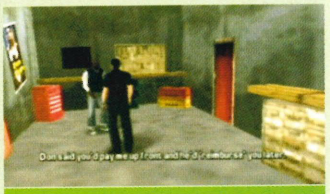
Donald is back on his feet and wants another morgue party to celebrate. The bodies of two of your recent victims, Avery and Ned, are available to steal. First take Donald to Wichita Gardens, where you will find the ambulance carrying Avery's body. Don't hang about as you only have eight and a half game hours to complete this mission. Ram and shoot (though only lightly) the ambulance until the driver abandons it. Now head over to the airport via the quickest route, which is the tunnel if you're anywhere near the entrance. Drive the ambulance into the hanger and stop in the yellow marker.

Now hop on the Freeway that is parked in here and head across the bridge to Staunton Island. Continue to the church to find the hearse containing Ned's coffin parked outside. Steal it and you'll immediately get a two-star Wanted rating. Floor it back towards the bridge and quickly make a right turn as you pass under the bridge. There's a police bribe here that should stop the cops from being too aggressive as you head back to Shoreside Vale across the bridge. The police bribe is only temporary and if you're spotted you'll get your Wanted rating back again. As you head into the airport there's another bribe on the left so grab that one too. Park the hearse in the hangar and Donald can start his party - fortunately, you're not invited.

REWARD: $2000

No Money, Mo' Problems

This isn't really a mission but more of an errand. Once you complete 'Morgue Party Resurrection' Donald will give you a call. He wants you to go and see 8-Ball in Pike Creek and arrange some explosives. Step into the yellow marker outside the bomb shop and



Think of this explosives-buying exercise as more of an odd-job

8-Ball explains that it will cost you $20,000 and he will call you when the explosives are ready. As long as you have the cash and have completed the mission 'Cashing In Kazuki's Chips' for Toshiko then 8-Ball will call you almost immediately. Step into the yellow marker again and the next mission will start.

REWARD: NONE

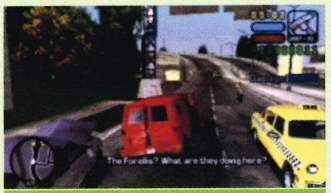
Bringing The House Down

8-Ball has finished preparing the explosives and they are in a Rumpo. Get into the van and head to one of the Porter Road Tunnel entrances, the nearest of which is next to the airport so head there. Drive carefully on the way, as too much damage will set off the bomb.

The Forellis will ambush you on the way but won't shoot and will only try to ram you. Do your best to avoid them and head into the left-hand tunnel so you're driving against the flow of traffic. This sounds dangerous - and it is if your driving skills are lacking - but it makes it much easier to lose the Forellis, as they will plough straight into the oncoming cars in their efforts to ram you. Follow the tunnel to the newly opened section, which leads to Staunton Island. The Forellis should be off your case for now so concentrate on avoiding the piles of rubble on each side of the tunnel.

Follow the tunnel to where it emerges into a subway tunnel in Fort Staunton and run over or shoot the two workers you see so there aren't any witnesses. Head right down the subway tunnel and stop at the yellow marker. Watch as Toni places some of the explosives then return to the van and turn around. The timer has now started and you have three minutes so drive to the yellow marker at the other end of the tunnel and turn left. Follow this tunnel, taking care as you drive over the mounds of rubble to a station and your second bomb location.

Once the bomb is placed, quickly kill the worker then return to the van and continue down the tunnel to the final location. Now all the bombs are placed you must escape through the subway entrance. Take the Bobcat so you don't have to worry about turning around and head back down the tunnel. You'll see that the Forellis have blocked the exit so reverse then drive up on to the platform and smash through the gate on the left. Now sit back and watch the fireworks.



The Forellis will be on your tail throughout this mission



Try to avoid being in the same place as the explosives when they go off...

REWARD: $5000

Love On The Run

Donald has the Colombians after him now so he needs your help once again. As you leave the house the Colombians will start coming through the gate so pick them off with an M4 or something similar. They will keep on coming so don't let up and also look out for some entering the grounds in Cartel Cruisers. If you need more health and armour you will find it in the bushes near the house and there's also some armour in the garage where Donald is cowering.

If you need some cover then hiding in the pool is a good idea, as the Colombians have trouble hitting you when you're in it. Keep the Colombians away from Donald and eventually they will stop coming. Now get a vehicle and head over to the airport. Surprisingly, no one will bother you on the way so simply drop Donald off at Avery's jet to complete the mission.

REWARD: $6000

TOSHIKO KASEN'S MISSIONS

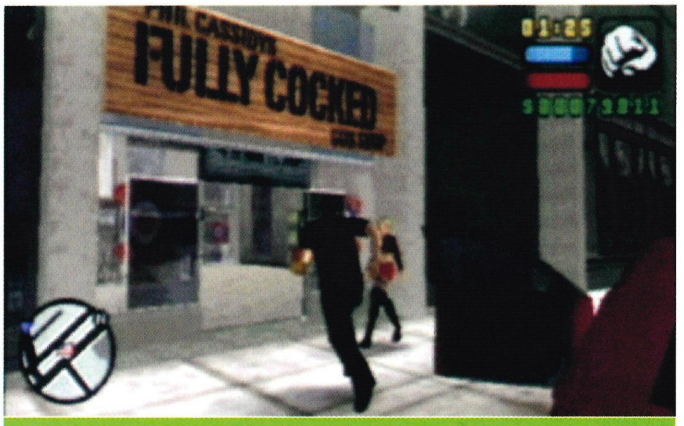
Toshiko will give you a call and offer some missions when you complete 'Shogun Showdown' for Salvatore Leone

More Deadly Than The Male

Toshiko wants to destroy her husband's criminal empire and needs your help to do it. Kazuki has more munitions coming in and Toshiko wants you to steal them. Head off towards the pier at Bedford Point, stopping at Phil Cassidy's gun shop on the way to buy a rocket launcher if you don't already have one (another will be available for free in a minute if you're short of cash).

Once you reach the pier you'll see there are some Yakuza guarding the path leading down to it. Use an M4 or something similar to take them out as you make your way to the bottom. Once the area at the bottom is clear of Yakuza grab the rocket launcher and armour and make your way along the pier. The munitions are in the boat on the right but before you steal it use rockets to destroy the two Yakuza boats nearby. Once in the boat, head north up the coast. More Yakuza boats will appear but as long as you keep moving they shouldn't pose a major threat. After a short while you will see the yellow marker at the ferry terminal so head over to it to complete the mission.

REWARD: $2000



Drop in here for a rocket launcher in case you haven't managed to pick one up already. We never leave the house without one...

Cash Clash

Toshiko wants you to destroy the cash that her husband is moving from his casino. The cash is already on the move in three security vans and you only have until they reach the Yakuza compound in Aspatria. They will pass right by the building you're in so quickly grab a vehicle and give chase.

The easiest thing to do is get ahead of the vans then stop and use a rocket launcher to destroy them. The moment the first one is destroyed you'll get a three-star Wanted rating so you'll want to destroy the other two quickly. The remaining vans will speed up in an effort to escape so be quick with your firing. If one slips through go after it and do drive-bys to finish it off.

REWARD: $3000

A Date With Death

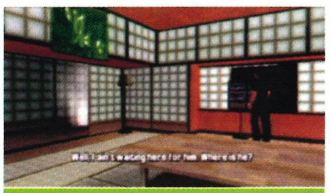
Toshiko wants to enrage her husband further by going to the opera with Toni. Head round the corner to pick up the Stretch and drive it round to the front to pick up Toshiko – don't hang around, you only have three game-hours to get to the performance. When Toshiko is aboard drive to Mr. Benz in Bedford Point to pick up your tuxedo. Now head across town to the yellow marker in Fort Staunton and you will have arrived at the opera.

After the performance the Forellis will ambush you so take them out and make sure Toshiko isn't killed. Once they're all dead get back into the limo and return Toshiko to her apartment in Torrington. You will probably have attracted the attention of the police so look out for them as well as more attacks from the Forellis on the way. If it looks like the car won't make it then pay a visit to the Pay 'n' Spray if you can.

REWARD: $2000

Cash In Kazuki's Chips

Kazuki finally knows that it's you who has been disrupting his organisation and is preparing to come and kill you. You need to beat him to it so drive to his place at the north end of Belleville Park and stop in the yellow marker. Toni will walk up to the lift and it will open, revealing some Yakuza. Kill them then turn around to take on the Yakuza who arrived by car behind you. There aren't many so deal with them quickly then watch as Kazuki flees by helicopter.



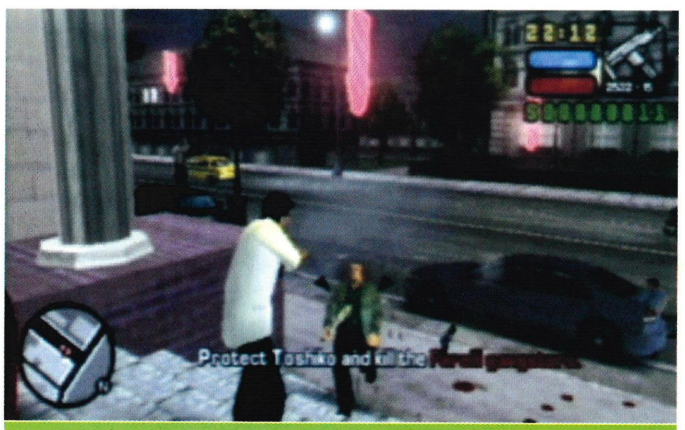
Are you going to fight Kazuki honourably? Hell no...

Grab the armour in the alley if you need to then steal one of the Yakuza Stingers and follow Kazuki to the casino. More Yakuza will attack you on the way so put your foot down and try not to crash. When you reach the casino more Yakuza will be waiting so use your most powerful gun to take them out. Head up the stairs (there's some health under them if you need it), killing more Yakuza as you go until you reach the yellow marker on the roof.

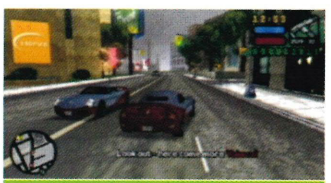
Kazuki wants to kill you himself and takes out a katana. He expects you to fight honourably with a katana or other melee weapon – forget that! Floor him with a powerful weapon, or even your fists, then kill his two bodyguards who are standing in the corners of the roof (Kazuki will order them to fire on you eventually whether you fight honourably or not so you might as well rid yourself of the problem now).

Once Kazuki is up again he will immediately start running at you again. Run to put some distance between you, grabbing the armour as you do, then turn and fire again. Keep doing this until he is eventually killed. Now you need to take Kazuki's sword back to Toshiko to prove that he is dead. The cops will probably be on your case but her apartment is only one block away so you should be able to get over there without any problems.

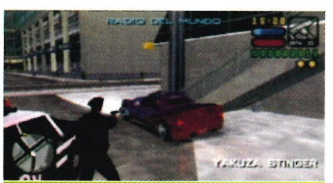
REWARD: $4000



Bloody Forellis – you have a civilised evening at the opera and then these goons turn up afterwards to spoil the mood. Some people...



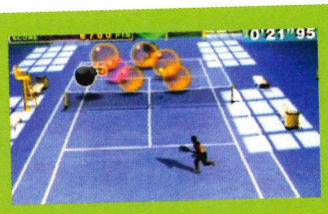
First the Triads, now the Yakuza – everyone wants a piece of you



Steal one of the Yakuza Stingers then put your foot down

Beat the world, but don't tell them how you did it...

CHEATS & TIPS



Virtua Tennis: World Tour

CHEAT CODES

On the main menu, hold L while entering the following codes. A noise will confirm correct entry. Re-enter a code to disable it.

All racquets and clothing available (on Home screen)
→, ←, → x2, ↑ x3

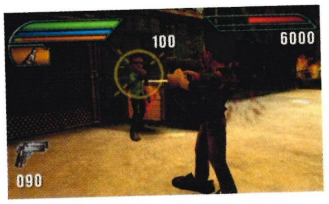
Begin World Tour mode with $1,000,000
↑, ↓, ←, ↓, △ x3

Earn $2,000 every week in World Tour mode
↑, ↓, →, ↓, △, □, △

Sepia mode
↑, ↓, ←, →, ← x3

Unlock all stadiums
↑, ↓, ←, →, □ x3

Unlock the King and Queen players
↑, ↓, ↑, ↓, □, △, □



Dead To Rights: Reckoning

To unlock everything (including all the levels and cheats), go to Edit Profile and enter your name as **DoggieStyle** (case-sensitive and with no extra spaces afterwards).

CHEAT CODES

Pause the game, then hold L+R while entering these codes.
A sound will confirm correct entry.

Assist Extender
↑ x2, ↓ x2, △ x2, ⊗ x2, △ x2.

Big Heads
△, ⊙, ⊗, □, △, ↑, →, ↓, ←, ↑

Big Scythe
△, □, ⊗, ⊙, △, ↑, ←, ↓, →, ↑

Bullet Holes Become Pictures
↑, →, ↓, ←, ↑, △, ⊙, ⊗, □, △

Differently Coloured Monsters
↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗

Differently Named Attacks
↑ x2, ↓, ←, △ x2, □, ⊗, ⊙, □

Differently Named Weapons
↓x2, ↑ x2, ←, →, ←, →, □, △

Increased Health and Stamina
↑ x2, ↓ x2, ⊗, ⊙, △, □, ⊗ x2

Unlimited Ammo
△ x2, ⊗ x2, □, ⊙, □, ⊙, →, ↓

Unlock All Characters and Levels
↑ x4, ↓ x4, ⊗ x2
Note: Enter any stage then re-enter the Museum for code to activate.

LEVEL WARP CODES

Pause the game, then hold L+R and enter one of these codes to warp instantly to the desired level.

Advanced Training
↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, □

The Basement
↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↑, △

Basic Training
↑, △, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗

Big Trouble In Little Downtown
↑, △, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗

Bottom Of the Bell Curve
↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, △

The Burger Tram
↓, ⊗, ↓, ⊗, ↓, ⊗, ↑, ⊗, ↓, ⊗

Burn It Down
↓, ⊗, ↑, △, ↓, ⊗, ↓, ⊗, ↓, ⊗

The Corner Store
↓, ⊗, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗

Final Battle
↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, △, ↑, ⊗

Growth Spurt
↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↑, ⊗

Happy Trails Insanitarium
↓, ⊗, ↓, △, ↑, ⊗, ↓, ⊗, ↓, ⊗

Higher Learning
↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, △, ↓, ⊗

How A Cow Becomes A Steak
↓, ⊗, ↓, ⊗, ↓, △, ↓, ⊗, ↓, ⊗

Inner Madness
↓, ⊗, ↓, ⊗, ↑, △, ↓, ⊗, ↓, ⊗

Into The Box
↓, ⊗, ↓, ⊗, ↓, ⊗, ↑, △, ↓, ⊗

Moving on Up
↓, △, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗

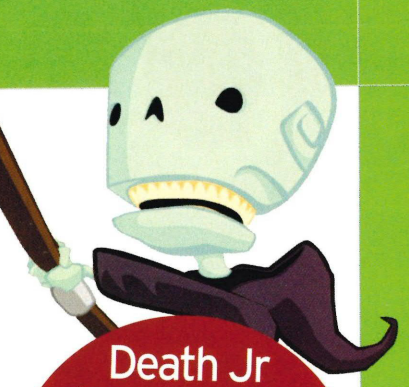
The Museum
↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗

My House
↓, ⊗, ↓, △, ↓, ⊗, ↓, ⊗, ↓, ⊗

Seep's Hood
↓, △, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗

Shock Treatment
↓, ⊗, ↓, ⊗, ↓, △, ↑, ⊗, ↓, ⊗

Udder Madness
↓, ⊗, ↓, ⊗, ↑, ⊗, ↓, ⊗, ↓, ⊗



Death Jr

Pause the game and hold L+R while entering these codes.
A sound will confirm correct entry.

ALL WEAPONS & UPGRADES
↑ x2, ↓ x2, ←, →, ←, →, ⊗, ⊙

AMMO REFILLED
△ x2, ⊗ x2, □, ⊙, □, ⊙, ↓, →

INVINCIBILITY
↑ x2, ↓ x2,
← x2, → x2, □, △

Burnout Legends

COMPACT SERIES
Note: The Compact Collector car varies on each game profile.

Assassin Compact
15 Takedowns

Compact Cop
Bronze in Silver Lake or Airport Terminal 1+2 Pursuit

Dominator Compact
10,000 Burnout points

Gangster Legend
Gold in Palma Bay Legend Face-Off

Legend Compact
Gold in Interstate Loop Legend Face-Off

Random Compact
Gold in Silver Lake Eliminator

Tuned Compact
Five gold medals

MUSCLE SERIES
Note: The Muscle Collector car varies on each game profile.

Assassin Muscle
30 Takedowns

Classic Legend
Gold in Big Sure Shore Legend Face-Off

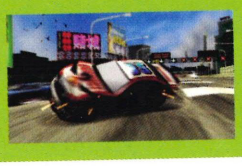
Dominator Muscle
25,000 Burnout points

Legend J-Muscle
Gold in Airport Terminal 1+2 Legend Face-Off

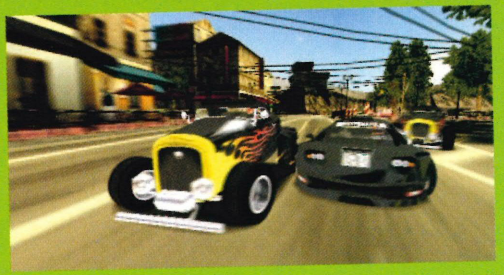
Muscle Cop
Bronze in Harbour Town or Sunrise Valley Pursuit

Random Muscle
Gold in Harbour Town Eliminator

Tuned Muscle
20 gold medals







SPECIAL VEHICLES

Cop Racer
Gold in all Pursuit events

Firetruck
Gold on all Crash events

Gangster Boss
Gold in all Race events

UNLOCK ASSASSIN CARS

Assassin Compact Car
15 Takedowns

Assassin Muscle Car
30 Takedowns

Assassin Coupe Car
60 Takedowns

Assassin Sports Car
100 Takedowns

Assassin Super Car
150 Takedowns



MediEvil: Resurrection

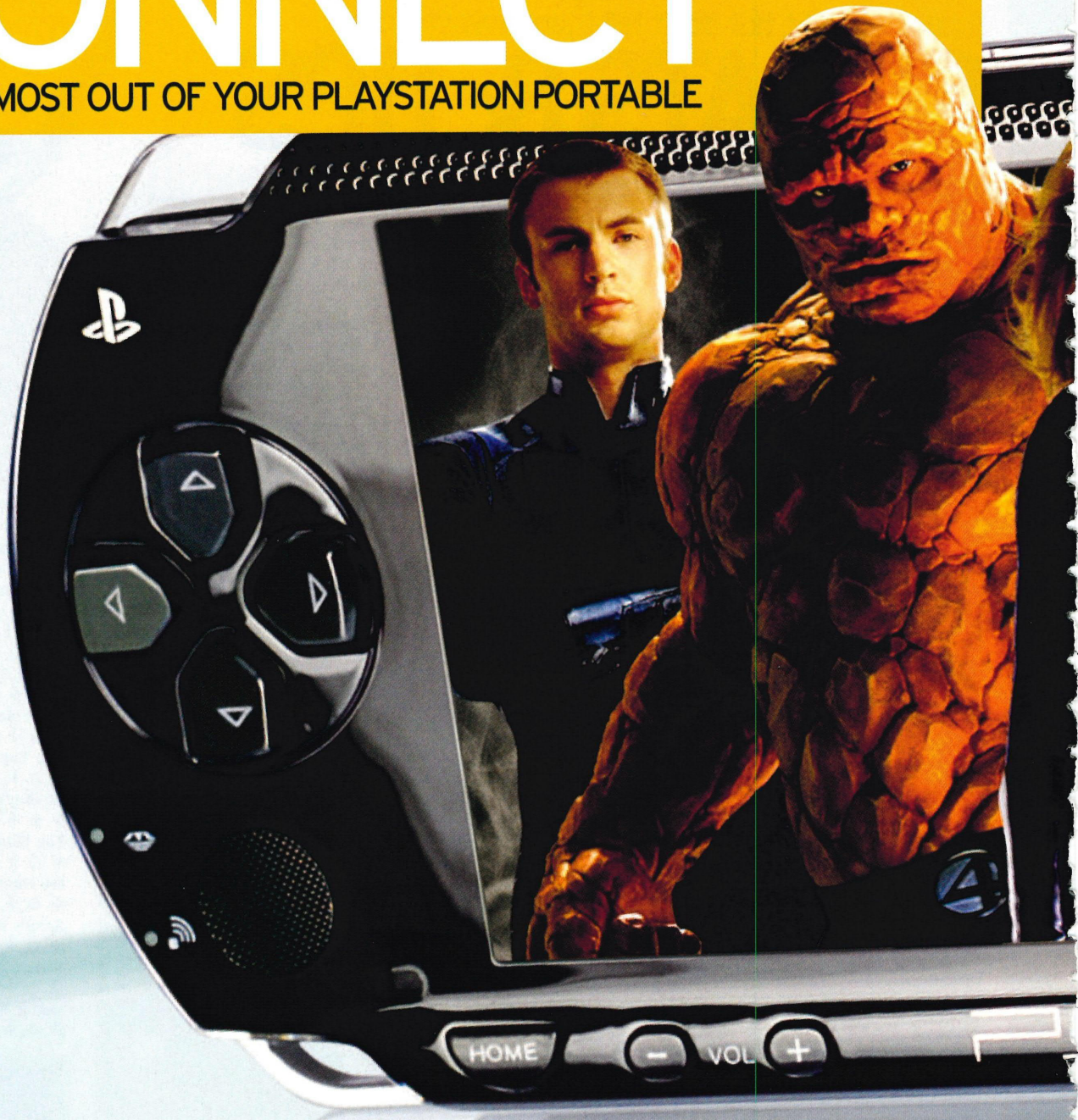
CHEAT MENU

Pause the game, hold R and press ↓, ↑, □, △ x2, ⊙, ↓, ↑, □, △.

A Cheats option will be added to the pause menu, giving you access to Invulnerability and Gain All Weapons.

CONNECT

GET THE MOST OUT OF YOUR PLAYSTATION PORTABLE



BRING HOLLYWOOD

Want to watch films on your PSP but don't want to pay those UMD prices? Here's how you do it...

If there's one thing we love about the PSP, it's the sheer diversity of Sony's wonderful handheld. Not only is it home to some incredible games, but the fact that it also enables you to watch UMD movies, listen to MP3s and carry around your favourite photos elevates it to must-have status.

Of course, most people will be buying a PSP for its phenomenal gaming power, and quite right too. This level of handheld gaming is the sort of thing people couldn't even dream of back in the days of the Game & Watch. But don't underestimate the benefits of watching your favourite movies on the go. The easiest way to get a bit of Hollywood in your pocket is to

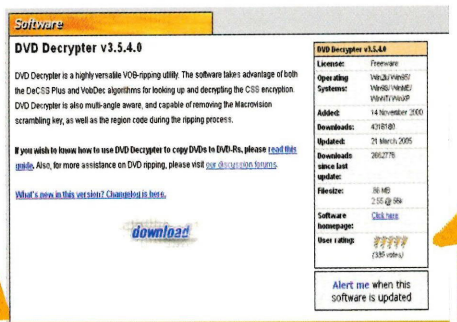


TO YOUR HANDHELD

simply visit your nearest games or record store (or website) and get your hands on any of the UMD movies that are currently available. While this is easy, however, it isn't without the odd drawback.

For starters, many of the films on offer are a lot more expensive than their DVD counterparts, and normally come with few of the extras that are associated with DVDs. Then you have the fact that the UMDs themselves will only work on the PSP (they just won't play in a normal DVD drive no matter how hard you try to cram 'em in). So effectively you're paying over the odds for a film you may already own, just so you can have the pleasure of watching it on the 8.57 to Macclesfield.

Still, if you're not made of money (we know we certainly aren't) there's a much cheaper alternative, and it's this simple process that we'll be taking you through over the page. Fire up your PC, pick a treasured movie and join us as we take you on a step-by-step guide to getting your favourite DVDs to run on your shiny new handheld.

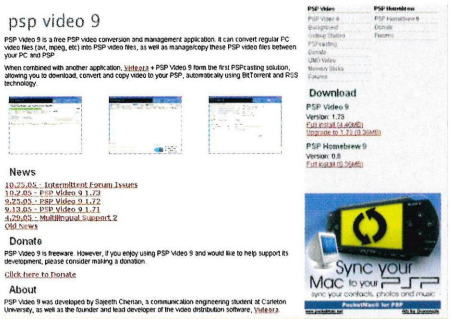


STEP 1

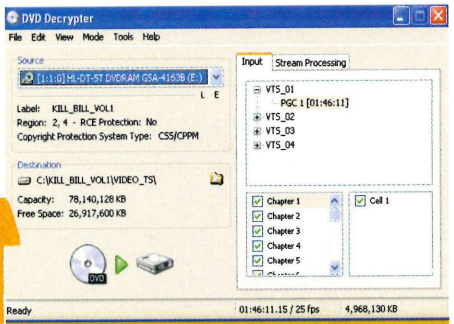
First things first

Before you can start watching DVDs on your PSP you need to download two important applications. A DVD decrypter allows you to rip your DVD files from the DVD to your PC, while a program such as PSP Video 9 will allow you to convert the DVD files over to something your PSP can read. First things first though, let's start with the DVD decrypter and choose a DVD that we want to watch on the move...

Visit **www.afterdawn.com/software/video_software/dvd_rippers/dvd_decrypter.cfm** and download DVD Decrypter **(STEP 1)**. Once this is up and running you can download a DVD-to-PSP converter. The one we're going to use is PSP Video 9, so go to **www.pspvideo9.com** and download the



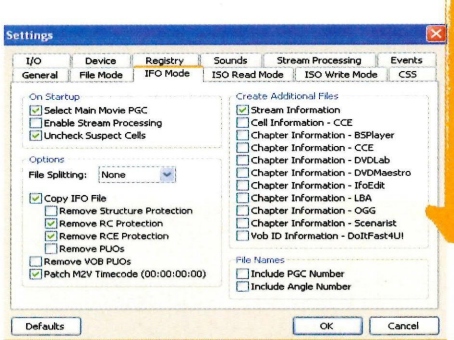
STEP 2



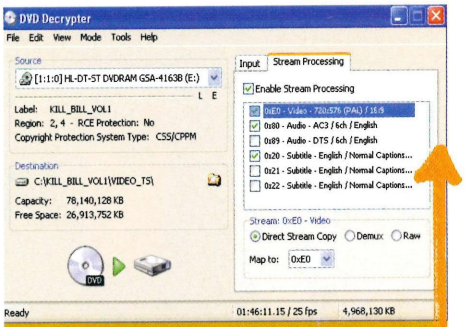
STEP 3

Ripping the DVD

Boot up Decrypter, head to Mode and select IFO **(STEP 3)**. Once this is done, select Tools, go to Settings and pick IFO Mode. Select the pull-down box next to File Splitting and change this to None **(STEP 4)**. Once you've done this return to the main menu and select the Stream Processing tab; click on the Enable Stream Processing box and select



STEP 4



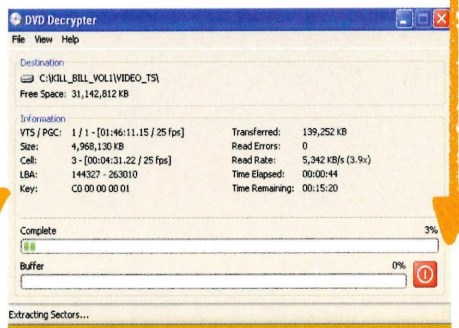
STEP 5

whatever you want to rip **(STEP 5)**. If you want to save space on your memory card it's best to choose two-channel Dolby Digital; in *Kill Bill*'s case though, there's only six-channel sound to choose from.

Now that you've made your choices, simply click on the large 'DVD To Hard Drive' icon and wait for Decrypter to do its stuff **(STEP 6)**. The whole process should take around six minutes, but bear in mind that this will change depending on the length of each film. You should be left with a VOB file that's around 4,366,020Kb in size.

Converting the file

To convert the file you need to set up PSP Video 9 and connect your PSP to your PC. Once you've done this, simply click on the



STEP 6

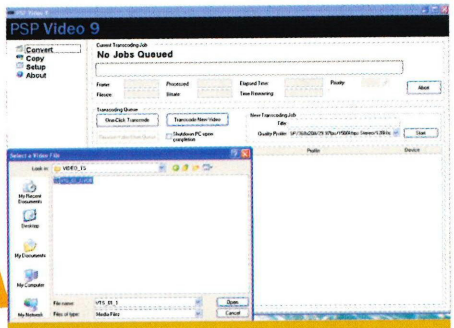
ALTERNATIVE METHODS AND SOME TOP TIPS

WHILE PSP Video 9 is fairly straightforward to use, it's always handy to have an alternative solution, especially if you want to convert more than one file at once. Head on over to PSP Updates and download Calcium's 3GP Converter at **http://pspupdates.qj.net/2005/08/3gp-converter-avctest-version.html**. This handy device features all the abilities of PSP Video 9 and is even easier to set up. Indeed, all you need to do is take your chosen VOB file and simply drag it into the program, which will start immediately.

While some people will prefer the more comprehensive instructions of PSP Video 9, while you use it it's important to remember to change the default settings when you go to convert a file (this is also true of 3GP). While encoded films look absolutely fantastic on the PSP's screen (although not quite as good as a UMD movie), it comes at a very high price – in this case, valuable memory space. *Kill Bill*, for example, uses up 820Mb despite the file being half this size. So unless you've got 1Gb cards coming out of your ears, you're going to need another way of watching them.

Still, by changing parameters on both programs, it's possible to speed up the conversion times (although picture quality can suffer greatly, so only do this if you're limited by space).

You can decide the smoothness of each movie by selecting either 15 or 29.97 frames per second. You can also improve the image quality by selecting a higher bit rate; 216kbps is the lowest, while the best possible picture can be selected by selecting 1500kbps. Bear in mind that a higher bit rate will mean that your file will take much longer to convert. The last two options on both drop-down menus refer to sound; mono and stereo are self explanatory, while selecting a higher bit rate will once again get you better quality

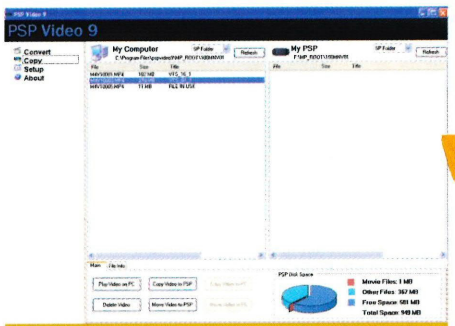


STEP 7

'Search For PSP' button to find the machine. If you can't find it automatically, simply find it manually by cycling through the relevant files. Once the PSP has been found select Done.

It's now time to convert your file to something the PSP can read. Click on Convert and then click on the One-Click Transcode tab; choose the relevant file and then simply let PSP Video transfer everything across **(STEP 7)**. This in itself takes a fair amount of time – anything from 30 minutes to a couple of hours – but there are ways to speed up the process (see the Alternative Methods box, below).

Once the file has finally converted, select Copy, highlight the converted file and select Copy Video To PSP **(STEP 8)**. After a few moments, *Kill Bill* will be ready to watch whenever and wherever you want.



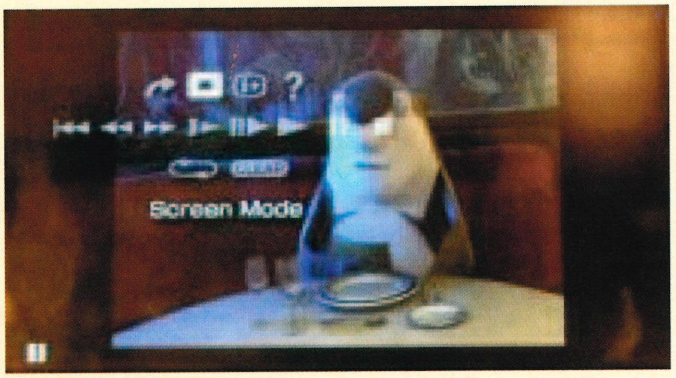
STEP 8

sound. But again, bear in mind that the higher the quality, the longer it will take to convert. Once you've chosen the settings you want to use, simply drag your VOB file into the top folder for 3GP, or simply press Run on PSP Video 9.

So there you have it, downloading films onto your memory card without having to pay a penny for it. Sadly, the biggest problem we've noticed so far is that you can't display films in the same ratio as the PSP's screen (this was possibly done by Sony to ensure that UMDs were a more attractive option than copied films). While this is a bit of a shame, it's not too noticeable (especially on 4:3 formats) and at least saves you from having to shell out on those expensive UMDs.

Spot the difference

These four screenshots from De Niro fish flick Shark Tale illustrate the different aspect ratios available when you convert your DVDs

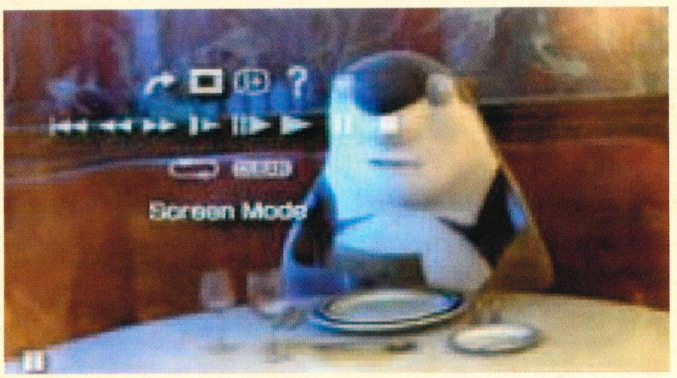


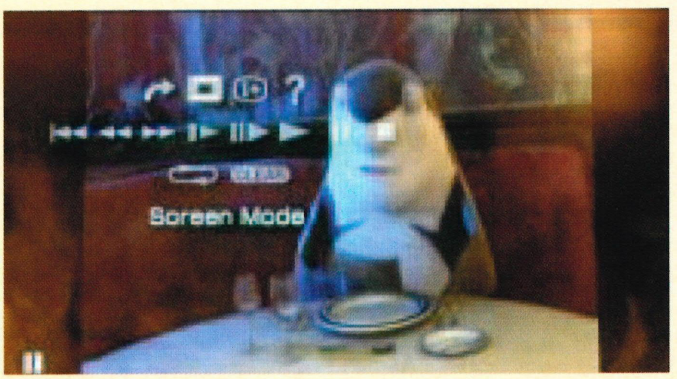
Original

Granted, the display is a lot smaller, but detail is very good and many of the artefacts tend to disappear. If you're a stickler for detail, then this is the best way to watch movies on the move.

Full Screen

This isn't ideal, as it tends to stretch the image. As a result characters look fat and out of proportion. Still, if you want to fill the entire screen, then this is the option to select.



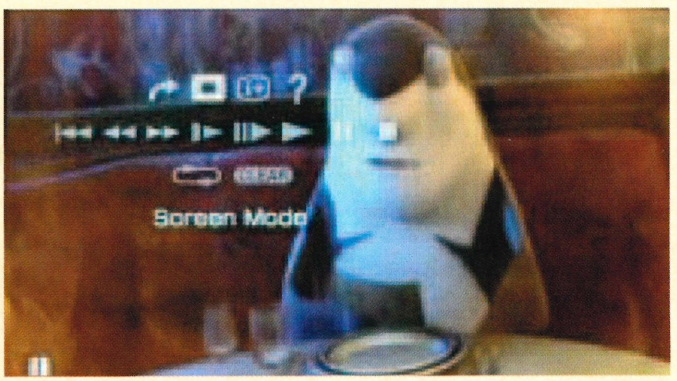


Normal

Easily the best mode for watching films. Again, not being able to use the whole screen is a real gripe and the quality isn't as good as a UMD, but it's a hell of a lot cheaper.

Zoom

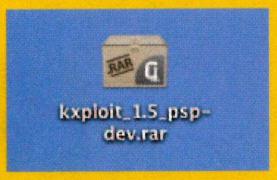
While the ratio aspect is much better it's not great for hiding flaws in the picture (especially if you've chosen a low-quality file). Perhaps only best if you're feeling a little short-sighted.



TOP 10 MOST POPULAR DOWNLOADS

ACCORDING TO PSPHACKER.COM

[1] KXPLOIT 1.5 V0.3 – 112,932



[2] EMULATOR PACK FOR THE NEW KXPLOIT – 65,237

[3] DOOM/DOOM2 FOR PSP – 58,548



[4] PSPERSONALIZE V1.0 – 49,837



[5] 1.50 EBOOT – 49,193

[6] MPH DOWNGRADER – 45, 249

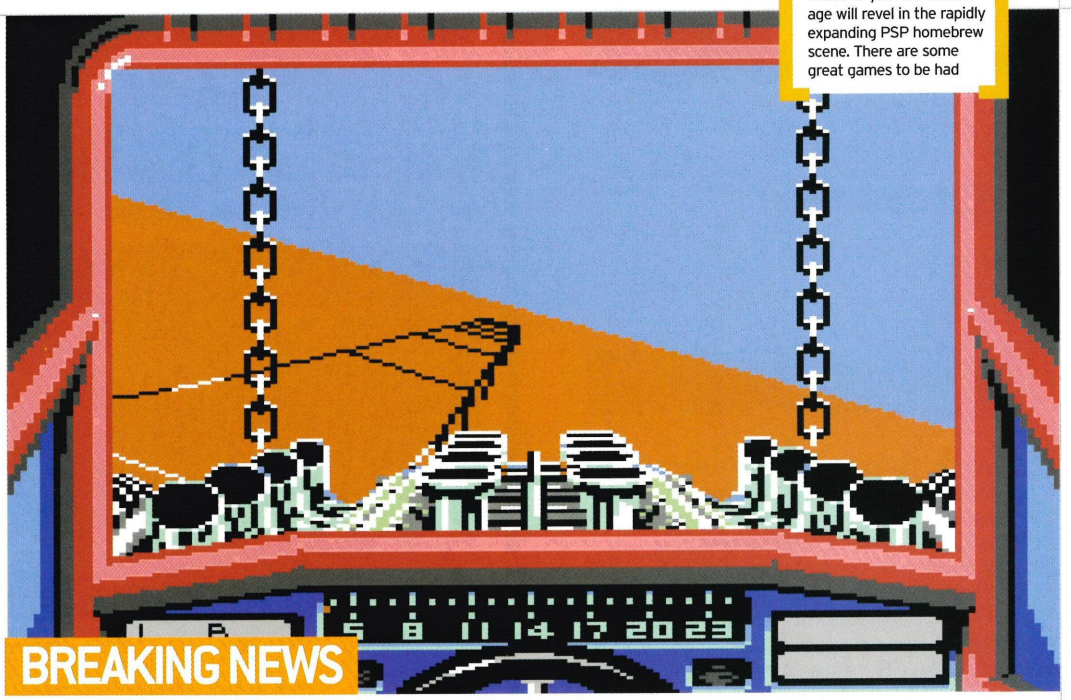
[7] DEAD PIXEL CLEANER – 43,259

[8] SNES9XTYL-0.2C.ZIP – 40,702

[9] SNES9X V0.01 – 36,670



[10] WEB BROWSER 1.01 – 34,769



Those of you of a certain age will revel in the rapidly expanding PSP homebrew scene. There are some great games to be had

BREAKING NEWS

COMMODORE PSP

The PSP emulation scene is booming... what's not to like?

The great thing about the PSP homebrew scene is that it's moving incredibly quickly. As a result there are some fantastic games, applications and emulators for the handheld, and it shows no sign of slowing down.

The latest pair of emulators to hit the market are based on the classic Commodore 64, and while both are far from perfect, they're showing amazing promise.

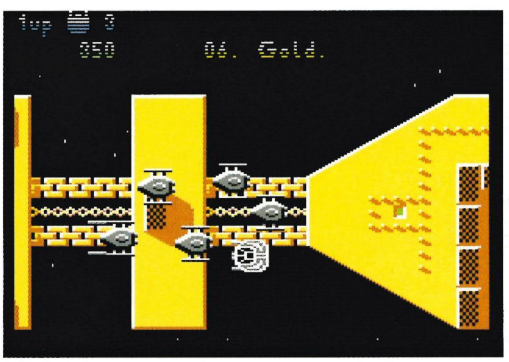
First up is c64PSP, a port of the Frodo C64 emulator by Christian Bauer. While not at maximum speed, all games we tested were perfectly playable (ah, *Wizball*, how we've missed you) and many of them had full sound. A virtual keyboard can be pulled up by pressing the right shoulder button, while a quick tap of the left one allows you to change ROM images. The second C64 emulator currently available is PSPVice, which is based on Rami Rasanen's PS2Vice. Sadly, it's not quite as advanced as c64PSP (there's no sound) but it still plays most games perfectly.

So, now it's possible to play Commodore 64 and Spectrum games on our humble PSP. All we need now is an Amstrad emulator...



PSPVice isn't as advanced as c64PSP (it doesn't have any sound, for example) but it still delivers great gameplay

> **The latest emulators** are based on the classic C64 and are **showing lots of promise**





BRICKING IT!

Malicious hackers turn your lovely handheld into a useless brick



If it wasn't bad enough that Sony goes through more firmware upgrades than we change underpants, unlucky homebrewers now have a much bigger problem to deal with, and this one kills... Well, kills your PSP, that is.

PSP.Brick is a new Trojan that, when activated, starts flashing a load of critical system files and makes your PSP unbootable. That's right. No more *GTA*, no more playing *Sonic The Hedgehog* via the power of emulation. Nothing.

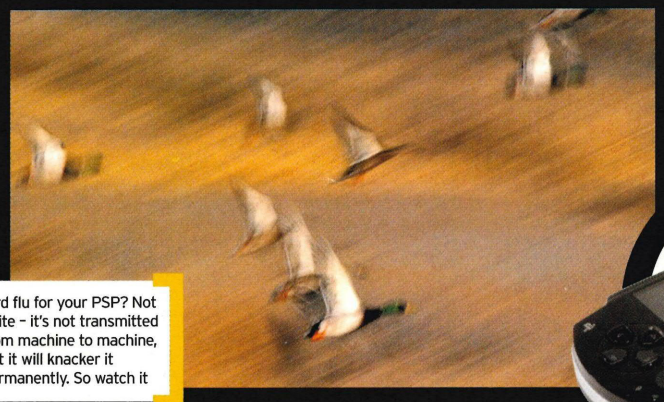
Mistakenly referred to as a virus, the Trojan can't spread from PSP to PSP. PSP. Brick simply makes your handheld deader than a dodo. No one knows where it originated from, but speculation is rife as to who created it.

The most popular rumour seems to suggest that the hack has been created by Xbox developers in order to kill Sony's grip on the handheld market (and who knows, maybe pave the way for a Microsoft handheld). Anyone who has a PSP, though, knows how great it is and would simply buy another one, which isn't a great way to keep sales down.

It's also been suggested that PSP.Brick was developed by Sony to combat the ever-growing PSP piracy scene. Again, this seems like the sort of conspiracy that's too daft even for *The X-Files*.

Sadly, the most obvious reason for the PSP.Brick existing is simply because it can. There's no purpose at all to malware (malicious software) other than to ruin the machine it's designed to run on.

So far the hack has only been discovered on machines running 1.5, so you have one of two choices: either leave the homebrew scene, or be very careful with what you download. If you've got any sense you'll be choosing the latter...



Bird flu for your PSP? Not quite – it's not transmitted from machine to machine, but it will knacker it permanently. So watch it



ONWARDS AND UPWARDS

Sony releases another firmware update

Okay, this is just getting silly. In the space of just a month, Sony has released two new firmware updates for the PSP. The initial update (or version 2.01) added no extra features to your PSP and simply ensured that you wouldn't be able to use the security hole that the recently released 1.5 downgrader exploited. Less then three days later, Sony out out V2.50, much to the annoyance of homebrew fans.

While the updates are currently only available in Japan, it won't be too long before Sony implements them in the US and Europe, and of course, all future games will require the update in order to play them.

In a way, you can't help but wonder why Sony doesn't just call it a day. When previous upgrades have been released in Japan, it's simply given the hackers plenty of time to release a way round it. The result is that the PSP homebrew war is essentially at a stalemate, with neither side winning for any length of time.

Early indications are already suggesting that the new-found ability to download copyrighted videos onto the memory card could provide an easy loophole for diligent hackers, so it's quite possible that the whole process of releasing a new firmware upgrade will simply begin again in a few months' time.

"APPLICATION" OF THE MONTH

There are loads of add-ons for the PSP – providing you haven't upgraded your system. Every month we'll be looking at one of our favourites. First up is Single Pixel Fixer...

Let's face it, stuck pixels are bloody annoying. While the PSP's bright screen goes some way to solving a lot of the problems from stuck and dead pixels, they become impossible to ignore once you do finally spot them. Fortunately, Single Pixel Fixer has proved to be a life saver and, while it's not able to fix dead pixels, we've used it with great success on stuck ones (that's white pixels, not black ones).

As with any of these applications, you use them at your own risk. If you want to take a chance though (and hopefully remove those annoying dots) then head on over to http://pspupdates.qj.net/2005/10/single-pixel-fixer-for-psp.html







GUNSTAR HEROES

Thanks to the joys of emulation, every month we'll be looking back at a classic game that we've been revisiting on our PSPs. This month we've been hammering the hell out of the awesome Gunstar Heroes...

Gunstar Heroes

Originally Released **1993**
Developer **Treasure**
Emulator Used **DGEN**

The Mega Drive had an amazing array of games available for it, and we could have easily written about any number of classic titles. *Sonic The Hedgehog*, *Golden Axe*, *Micro Machines II*... all could have been justifiably covered, but we felt like revisiting something that, while not as famous, effortlessly eclipses many of its peers – the astounding *Gunstar Heroes*.

When a bunch of talented Konami developers got fed up with the endless sequels that they were churning out, they decided to break away and form their own company. The result was Treasure and its first release astounded every Mega Drive owner that was lucky enough to play it.

Appearing in the form of a hectic, old-fashioned shooter, *Gunstar Heroes* blew gamers away with its fast-paced action and jaw-dropping visuals. Indeed, it was the game's lavish look that really made Mega Drive (and quite a few SNES) owners really sit up and take notice, as Treasure had pulled off a stunning amount of graphical tricks that many thought were impossible on Sega's 16-bit machine. Sprite rotation, parallax scrolling and some fantastic scaling effects provided the eye candy, and were further fuelled by a thumping soundtrack.

For all *Gunstar Heroes*' beauty, Treasure had paid just as much attention to its stunning gameplay. There were seven varied stages on offer (the first four of which could be played in any order) and each one was a masterpiece of design. Whether you were taking part in a giant board game (complete with a huge dice to roll) or speeding along in a rickety mine-cart, the experience was nothing less than stunning.

Indeed, for *Gunstar*, variety was the spice of life and you only had to look at the many different bosses that Treasure constantly threw at you to realise just how special this game really was. Take its unique weapon system, for example: while you had four different bits of kit to choose from, it was possible to combine them in order to create even more outlandish weaponry.

Twelve years after its release, *Gunstar Heroes* has lost none of its charm. There's the odd graphical glitch every now and then (most noticeable on the start-up screen) and the loss of the second player smarts, but this is still as fresh as the day it was conceived. ■







The PSP's lovely widescreen display is perfect for a bit of side-scrolling shooting action. And when that action belongs to *Gunstar Heroes* you're in for a treat

Other Mega Drive games we've been playing this month

SONIC THE HEDGEHOG 2
Forget the original, the sequel is so much better. It's faster, looks a lot nicer and has a really nifty bonus game. Indeed, one of the only downsides is that there's some nasty screen blur because Sonic moves so fast. Now if only there was some way to use the two-player option on Sony's handheld...

THUNDERFORCE III
While *Thunderforce IV* is generally considered to be the better game, there's still something about the third *Thunderforce* that keeps us going to it time and again. Rock-hard bosses, sublime visuals (check out the astonishing lava stage) and thumping tunes all combine to create a superb shooter that will keep you busy for hours.

STREETS OF RAGE II
Now this is something special. While the original *Streets Of Rage* was a great little brawler, the sequel is something else entirely. Massive, well-detailed sprites, some superb techno tunes and a variety of evil moves are just a few of the delights you'll find in this neat scrolling fighter. Let's hope Sega makes a fourth one.

Chat Rooms

CHAT OR DATE
from
0p
per min
WOMEN: 0800 075 1460
MEN: 0870 345 7073
GAY GUY: 0870 345 6904
GAY GIRL: 0870 345 7516
0800 = Free at all times
0870 = 1.5p w/end & 3.9p eve

TO ADVERTISE IN
GO-PLAY
CONTACT
ABI FLOWER
01202 209308
ABI.FLOWER@HIGHBURYGROUP.COM



Game Exchange

SWAPWATCH
ARE YOU QUICK ENOUGH?

Swapwatch.co.uk is the easiest and most addictive way to swap your unwanted games and DVDs.

- Play new games, see new DVDs and create your perfect game and DVD library.
- Swap Xbox, PS2, Gamecube, Gameboy Advance and any Region 2 DVD.
- Swap any game for game, DVD for DVD, game for DVD or vice-versa.
- Upload your titles in seconds using our extensive barcode database.
- Register free in minutes and pay only £1.00 per completed swap.

At £1.00 per item, you really can't buy or rent a game or DVD for less.

NO MEMBERSHIP, LISTING OR PICTURE FEES.

www.swapwatch.co.uk

NEXT MONTH

WHAT YOU CAN EXPECT IN THE NEXT PACKED ISSUE OF GO>PLAY



EXCLUSIVE

TOMB RAIDER

Shhh... it's so secret this game hasn't even been announced yet. Get the lowdown on Lara's epic PSP adventure - you won't want to miss this...

PREVIEWS

- Prince Of Persia: Warrior Within
- Lemmings
- Splinter Cell
- King Kong

REVIEWS

- Pro Evolution Soccer 5 Vs FIFA 06
- The Sims 2
- Star Wars Battlefront II
- X-Men Legends II: Rise Of Apocalypse
- Mortal Kombat: Deception

PLUS
UMD MOVIE AND MUSIC REVIEWS
And much, much more besides

MORE
PSP 2006

A look into the PSP's future, including all next year's games and just how owning a PSP is like having the first part of a PlayStation3

HOW TO...
Get the most out of your PSP games

Downloadable content: how to get it and which bits to bag first

GO>PLAY ISSUE 2 ON SALE 28 DECEMBER

DB Mob

NO CATCH · NO UNWANTED SUBSCRIPTIONS · LIVE HELPLINE · GENUINE SERVICE

VIDEO


316078 BENT OVER & WILLING


319842 PICKUP JUMP


319846 INSANE MOTO X


319844 BIG JEEP CLIMB


319468 MCLAREN V'S SKYLINE


316234 BIKINI TEASER


319619 2 SKYLINE'S 1/4 MILE


316233 LUCY TEASES


319833 TREADMILL BREAKER


316105 HORNY PINK PVC


316163 BEDROOM STRIP


316287 SEXY BLONDE


319465 SWEDISH BLONDE


319480 ANDREA STRIPS


319621 EVO DRIFTING


319620 BEST DRIFTER?


319815 DIRTY ANNA

2ADULT 2SHOW

316079 - ASIAN BEAVER RUBBING ACTION
316081 - LET ME SHOW YOU WHAT I LIKE
316082 - BRUNNETE REVEALING ALL
316083 - VERY RUDE REDHEAD
316084 - BLONDE RUBBING ACTION
316087 - ORIENTAL TEASE DOES ANYTHING
316088 - SPANISH GIRL EAGER TO PLEASE
319593 - BLONDE GETTING DOWN & DIRTY
319594 - SEE ME DO NAUGHTY THINGS
319597 - ROAD-SIDE DOGGING
319598 - THREESOME STOOD UP
319600 - HIDE THE BLACK BALLS
319601 - LESBO TOY JOLLY'S
319603 - GIRLS NEW BEST FRIEND
319604 - DRUNKEN LESBO FUN

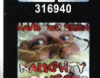
HOT AND HORNY BLONDE WANTS YOU 316289
SEXY BRUNETTE PLAYS WITH HERSELF 316266
NOISY BLONDE RUBBING FRENZY 316282
BRUNETTE NAKED WANTING YOU TO WATCH 316168
STEAMY SELF-PLEASURE SESSION 316265
BRUNETTE TOY ACTION 316118

WALLPAPERS


316457


316940


316945


316946


316951


316948


316937


316953


316933


316723


316672


316758


319912

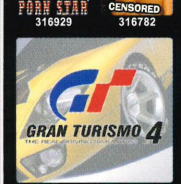

316740


316929


316782


316921


319021


316024


316922


316445


316563


316022

319389

319867

316412

319639

2ADULT 2SHOW

BLONDE BENT OVER SELF PLEASURE 319511
UPCLOSE RUBBING FUN 316266
WATCH MY FINGERS TEASE 319672
SECRETARY GETTING DIRTY 319691
GIRL ON ALL 4'S GETTING SEEN TO 319701
BLONDE RECEIVING BIG FUN 319700

319692 - NAUGHTY SECRETARY VIBRO ACTION
319732 - REAL DEEP, DEEP THROAT
319736 - MYA TAKING IT GOOD & PROPER
316901 - GOTHIC BABE SHOWING ALL
316842 - LESSIE TOUCHING FRENZY
316546 - UP CLOSE AND VERY PERSONAL
316360 - BENT OVER RUBBING ACTION
316356 - SEE WHERE MY FINGER IS GOING
316345 - UPCLOSE AND SPREAD
316326 - RED HOT TOY FUN
316325 - SEE WHAT MAKES ME WET
316321 - BRUNETTE RUBS AND TEASES
316319 - HORNY BABE AND REVEALS ALL
316343 - TAKE A LOOK AT MY PRIVATE AREA

CENSORED

FOOTBALL STRIPPERS

316521 - ARSENAL
316523 - CELTIC
316524 - CHARLTON
316525 - CHELSEA
316527 - ENGLAND
316535 - SCOTLAND
316530 - IRELAND
316531 - LIVERPOOL
316532 - REAL MADRID
316533 - MANUNITED
316529 - GLASGOW RANGERS
316536 - TOTTENHAM

ANIMATION

BRUNETTE RUBBING FUN 319308
BRITNEY TWO BIG MOUTHFULS 319534
SEXY PVC STRIPPER 319535
PAMMY & TOMMY BJ 319538
PARIS'S FAMOUS ROMP 319539
REESE'S RAUNCHY ROMP 319309

316376 SPIKED BALL

316222 SEXY FUN

316223 BIG BOOBS ANIME

316009 JORDAN FLASH

319469 ELECTRIC SHOCK

319312 CURRY SQUIRTS

TONES

REAL XMAS CLASSICS

318250 Chipmunks With David Seville - Chipmunk Song
318251 Adam Sandler - Chanukah Song (Hanukah Song)
318252 Elvis Presley - Blue Christmas
318253 George Strait - All I Want For Christmas Is My Two...
318241 Bing Crosby - Winter Wonderland
318242 The Jacksons - Santa Claus Is Coming To Town
318231 Band Aid - Do They Know Its Christmas ?
318232 Bing Crosby - White Christmas
318234 The Pogues - Fairytale Of New York
318237 Dean Martin - Let It Snow
318238 John Lennon - Happy Christmas (War Is Over)
318239 Chris Rea - Driving Home For Christmas

POLY XMAS CLASSICS

312262 Hot Pantz - Give You One For Xmas
312265 Santa Clause Is Coming To Town
312264 Rudolf The Red Nose Reindeer
312260 Bo Selecta - Proper Crimbo
312261 Come All Ye Faithful
312263 Let It Snow
312266 Silent Night
312267 White Christmas
312268 Winter Wonderland

POLY LATEST

311417 Rhianna - If Its Lovin That You Want
311427 Arctic Monkeys - You Look Good On The Dancefloor
311428 Dannii Minoque Vs Soulseekers - Perfection
311418 Roll Deep - Shake A Leg
311419 Stagga Lee - Bounce
311420 The Doves - Sky Starts Falling
311421 U2 - All Because Of You
311422 Friday Hill - Baby Goodbye
311423 Feeder - Shatter
311424 Lee Ryan - Turn Your Car Around
311425 Lisa Scott-Lee - Electric
311426 Bob Sinclair - Love Generation
311429 Love Bites - You Broke My Heart

REAL MOAN TONES

318150 You Like That Ass Baby?
318152 Never Let This Guy Get Hold Of Your Lass!!
318151 Oh Yeah F*** That P***y
318156 Hear Me Climax!
318154 Don't STOP!!
318155 Oh F** Me!!
318159 Climax Big Baby!!
318147 Ooh Yeah!!
318158 2 RUDE 2 SHOW
318153 2 RUDE 2 SHOW
318151 2 RUDE 2 SHOW

GAMES

COMPATIBILITY:
A: NOKIA B: MOTOROLA C: SAGEM D: SAMSUNG E: SHARP F: SIEMENS G: SONY ERICSSON

COLIN MCRAE RALLY '04

316503 ABCEG

The top console/PC rally game is finally mobile. This game stays true to the series by offering the same quality and feel as the original.

A.T.H.W.S WAR FIELD

316499 A

Your mission: Infiltrate the docks and get onto the ship, find and terminate the enemy commander. You must not fail!

BRUCE LEE

316501 ABCDEG

Control a Bruce Lee, using his self-developed fighting technique to decimate anything that stands in your way.

PREDATOR

TOP GAME

316513 ABCDEG

HIGHLY ADDICTIVE!
You are the first Predator to hunt the humans so long quested for. You land in the jungle near a secret military base. The hunt is on!

KAMASUTRA: SPECIAL EDITION

316480 ABCDEFG

The ultimate resource of the art of love-making can be in the palm of your hand in a plain, simple, matter of fact way.

MR BEAN

316512 ABCDEF

You are Mr Bean in a series of races against the rival 3wheel cars. Race through the day, in all weathers and claim top honours!

KING OF BOLLYWOOD

316509 ABDG

Based on the movie King of Bollywood, about the ageing "ever-young" Karan Kumar – a pompous yet likeable actor, with grand self notions.

MORE GAMES

CODE - TITLE	COMPATIBILITY
316519 - THE MUMMY	A,B,D,E,G
316806 - 4X4 EXTREME RALLY	A,B,F,G
316810 - BLACK METAL	A,B,E,G
316812 - DOUGIE LAMPKIN	A
316814 - HEAD SKI CUP 2005	A,B,C,E,F,G
316815 - KAO CHASE	A,B,C,E,G
316818 - POOL CHALLENGE	A
316821 - WIRELESS BOXING	A,D,F,G
316514 - SENSIBLE SOCCER	A,B,C,E,G
316516 - SHREK 2 - PUSS IN BOOTS	A,B,C,D,E,F,G

XXX & SEXY STUFF FOR YOUR MOB

FROM ONLY £1

Spice up your mobile with these fantastic discount services. Get totally filthy films or saucy stripper movies. If you want pics, get our XXX rated pics or horny babe pics. Choose from one of the awesome services below!

CENSORED

XXX ADULT MOVIES >>
TXT FILM31 TO 69011
JOIN FILM31 FOR £1.50 PER MOVIE DAILY

SEXY MOVIES >>
TXT FILM31 TO 80155
JOIN FILM31 FOR £1.50 PER MOVIE TWICE A WEEK
TO JOIN FROM IRELAND TXT IREFILM31 TO 57856

XXX ADULT PICS >>
TXT BABE31 TO 69011
JOIN BABE31 FOR £1.00 PER PIC DAILY

SEXY PICS >>
TXT BABE31 TO 80155
JOIN BABE31 FOR £1.00 PER PIC TWICE A WEEK
TO JOIN FROM IRELAND TXT IREBABE31 TO 57856

HOW TO ORDER FOR JUST 1 ITEM

ADULT
TXT CODE TO 69011
EG: 316265 to 69011

EVERYTHING ELSE
TXT CODE TO 80155
EG: 319457 to 80155
TO ORDER FROM IRELAND TXT IRE + CODE TO 57856

OR JOIN DBCLUB

JOIN DBCLUB FOR £4.50 PER MONTH AND GET 5 ITEMS FOR THE PRICE OF 1
ORDER 1 ITEM THEN ORDER YOUR NEXT 4 IN THE SAME WAY FOR FREE

ADULT
TXT DBCLUB + CODE TO 69011
EG: dbclub 316265 to 69011

EVERYTHING ELSE
TXT DBCLUB + CODE TO 80155
EG: dbclub 319457 to 80155
TO JOIN FROM IRELAND TXT DBCLUB + CODE TO 57856

DIRTY TXT JOKES

RUDE, CRUDE & VERY FUNNY!
RUDE JOKES >>
TXT SUB BOYS TO 80155
JOIN SUB BOYS FOR 50P PER JOKE TWICE A WEEK

CAN'T FIND

WHAT YOU'RE LOOKING FOR?
TXT 31WANT (SPACE) YOUR MESSAGE TO 80155
EG: TXT 31WANT ALIEN REALSOUNDS TO 80155

Single items: pictures, videos, animations, football strippers and real music, moan tones & poly tunes cost £4.50. Games cost £6.00. Charge messages sent in denominations of £1.50. You will be sent a WAP link to collect your item and a small additional network charge may be incurred. SUBSCRIPTION SERVICES: FILM31 to 69011 (£1.50 daily), FILM31 to 80155 (£1.50 twice weekly) BABE31 to 69011 (£1.00 daily), BABE31 to 80155 (£1.00 twice weekly), BOYS to 80155 (50p* twice a week). *50p subscriptions are charged at £1.00 with every 2nd item free = 50p each. Irish Subscriptions are for over 16s only, IREFILM31 and IREBABE31 to 57856 (€2 twice weekly). DBCLUB: This is a monthly service which entitles consumers to purchase 5 items for the price of one from the following categories Wallpapers, Ringtones/Real items, Animation and Videos. EG: 1 Video, 1 Ringtone & 3 Wallpapers for £4.50. To unsubscribe from any of these services text STOP to the number you used to join or email: unsubscribe@dbmob.com. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset or for delayed or distorted content delivery. Due to phone screen sizes/resolutions images downloaded may differ slightly from shown. TUNES: MCPS & PRS payments paid. CAN'T FIND IT: This initial service is not charged apart from the usual network message charge, with located content sent to you at our normal rate eg: Ringtone £4.50. DBMOB is a product of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Support line available between 9am to 5pm, Mon to Fri - 0871 200 3193.

WWW.DBMOB.COM - IT'S THE B★LL★CKS!



- New Battlefield Area System challenges your strategy skills!
- New "Second-in-command" Officer System gives officers special skills you control!
- Collect and exchange hundreds of officers using the Memory Stick Duo™ and select the officers you take into battle
- Play as 42 Dynasty Warriors

Available now

12+ ™
www.pegi.info

Dynasty Warriors and the Koei logo are trademarks or registered trademarks of Koei Co., Ltd.
©2004-2005 Koei Co., Ltd. All rights reserved. "PlayStation", "PSP", "Memory Stick Duo" and "UMD" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All rights reserved.

PSP™

PlayStation®