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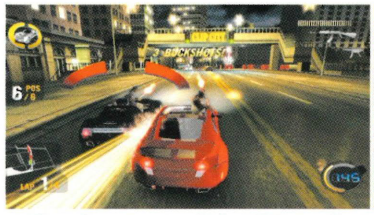

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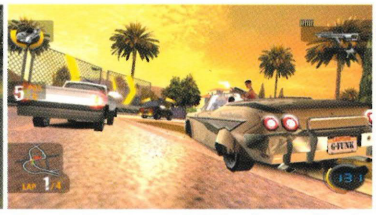

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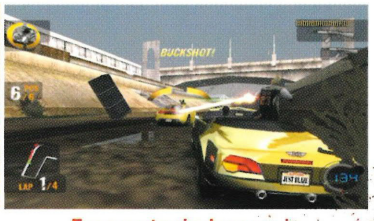

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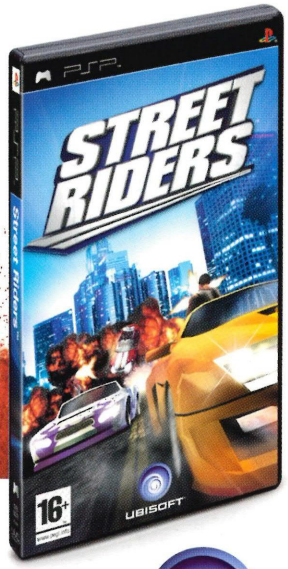

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SO WHAT GAMES would you download? The news that Sony has decided to a) release PSone emulator software for PSP and b) most of its back catalogue of PSone software for download has been met with rapturous applause by the team at **Go>Play**. No, seriously. You'll have to pay for this privilege (price of games and release date yet to be determined) but it's certainly the kind of news to sweep away those it's-just-before-E3-and-there-are-no-games-coming-out-for-PSP blues.

The fact that you'll be able to play old PSone games on PSP is great – but which would you be willing to buy? That's the question we've asked ourselves (and answered) on page 40. Personally, I'd go for some more underground games, games that I haven't had the chance to play over the years. Hey, maybe even some of the more obscure Japanese-only PSone games.

Regardless, it's a masterstroke and it points us towards the future of gaming – downloads directly to your console via the Internet. So how long will it be before we see a PS2 emulator for PlayStation3? And what PS2 games would you choose to play? Chances are, like the PSone, your first port of call will be those classic games that you never quite got around to playing first time around.

Let's hope that Sony keeps the price to a minimum and we can indulge in enjoying old games that we've loved and old games that we're yet to love. So, here's to the past. And the future.

Nick Jones, Editor in Chief

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Take a first look at a game that could give *GTA* a run for its money

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We count down what you should be eventually downloading

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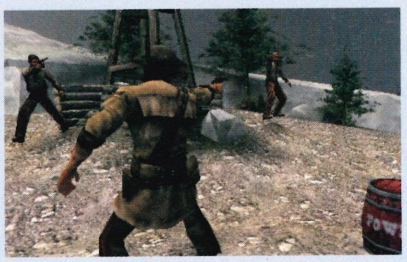
- Sony gets in the World Cup spirit with *World Tour Soccer 2*
- The *Metal Slug Collection* is unleashed courtesy of SNK



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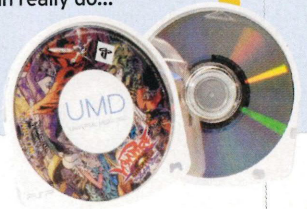

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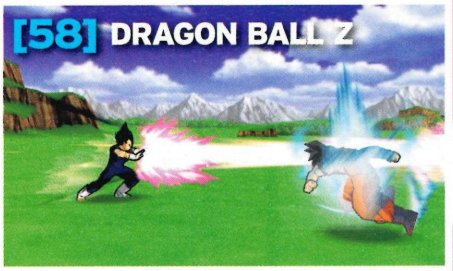

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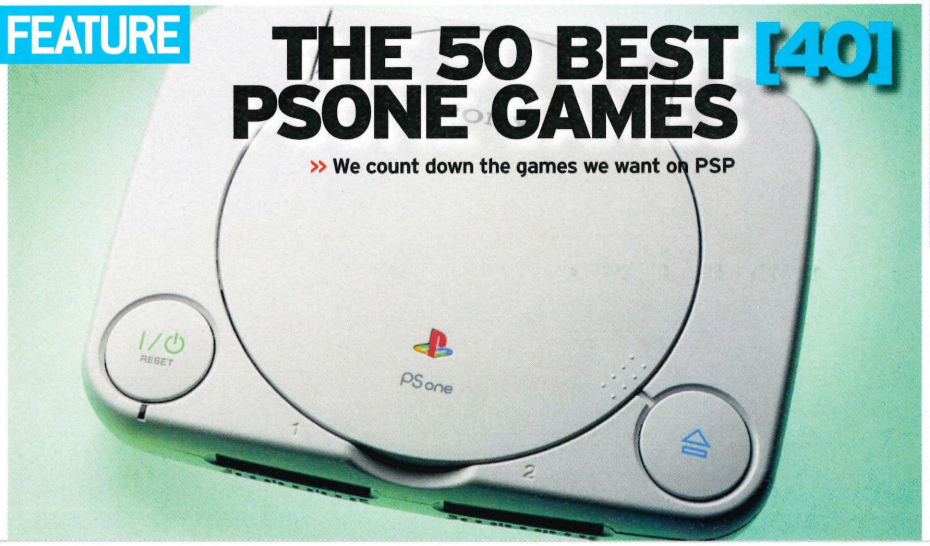
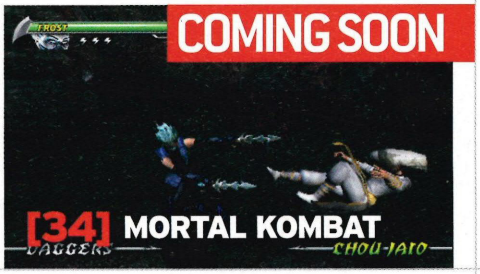
FEATURE

THE 50 BEST PSONE GAMES [40]

>> We count down the games we want on PSP



COMING SOON



Tony Montana, he wants what's coming to him...

SCARFACE: THE WORLD IS YOURS

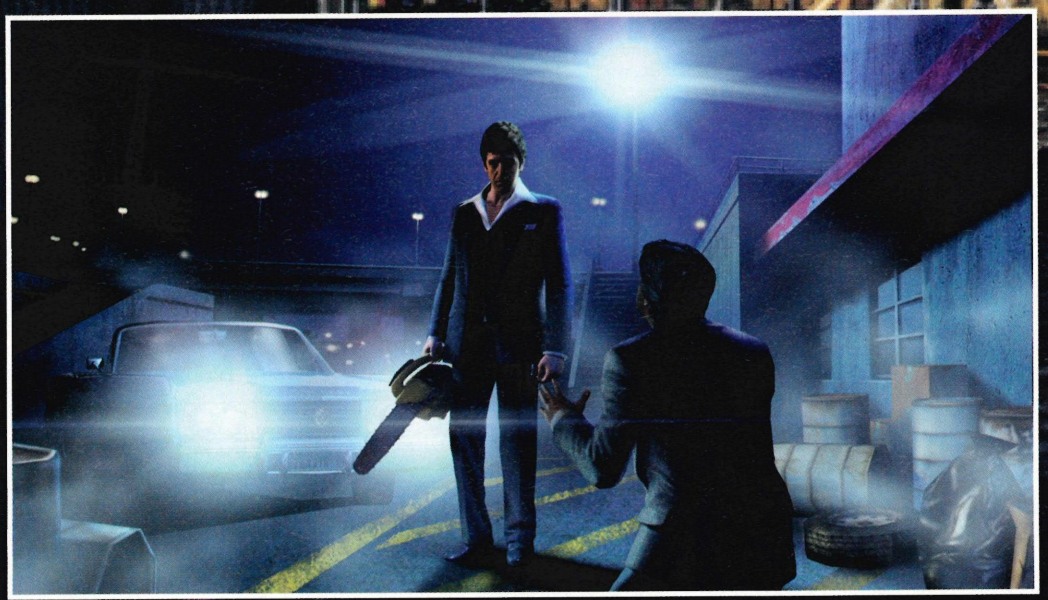
It says something about the movie industry today when game developers base their games on films that are decades old rather than the latest big-budget blockbuster. Or perhaps it says more about the games industry that today's blockbusters don't provide enough ideas for the games publishers and the past has to be plundered.

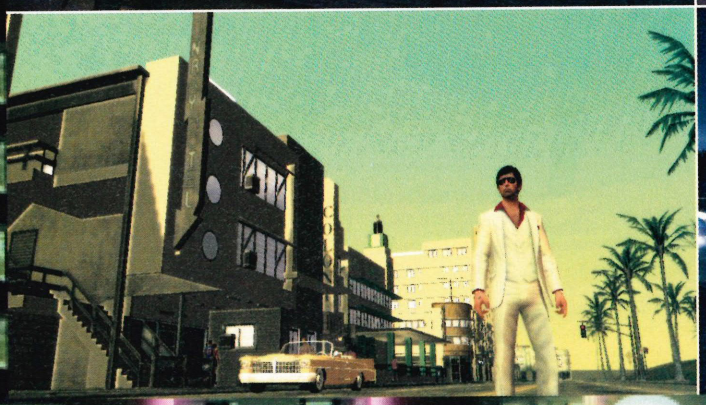
Whichever it is, there is most definitely a trend for bringing games of old movies to home consoles, much like there's a trend in Hollywood at the moment for remaking classics that, in our opinion, should be left well alone. On the gaming front we've now got *The Warriors* and *The Godfather*, *Jaws* is imminent, a *Taxi Driver* game was mooted at one point and even EA has started raiding the earlier *James Bond* films.

This brings us to the subject of all this rambling – *Scarface*. The movie, released in 1982, was the seminal work of director Brian DePalma and writer Oliver Stone, starring the always-magnificent Al Pacino as Tony Montana. Before we continue, it is worth mentioning that the film itself is actually a remake of Howard Hawks' Thirties original, making it a wholly different film.

Filled with violence and a record number of swear words, *Scarface* the movie tells the sordid story of the rise and fall of drug kingpin and all-round nasty piece of work, Tony Montana. As Tony chases the American dream and builds his cocaine empire in the decadent Eighties, he makes both dangerous enemies and friends. When a hit goes wrong because of Tony, his Bolivian contact Sosa exacts a terrible revenge, bringing both Tony

> 'Don't get high on your own supply'





and his organisation down. For those who have seen the film, the number of bullets that Tony takes – plus the shotgun blast to the back – pretty much seal his fate and you watch the credits roll with no doubt in your mind as to Tony's fate. However, this is the world of videogames and therefore, anything is possible. Clearly Tony had picked up an extra life and for *The World Is Yours* he is quickly up and about again, looking to take revenge on Sosa and reclaim his empire.

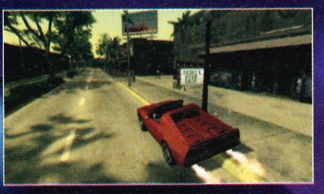
In true *Daily Mail*-baiting style, the aim of the game is to become top dog again by buying and selling drugs on the streets of Miami, but it's not quite that simple. You'll need to get the drugs and for that you'll need to meet lowlife scum who may or may not like the way you look.

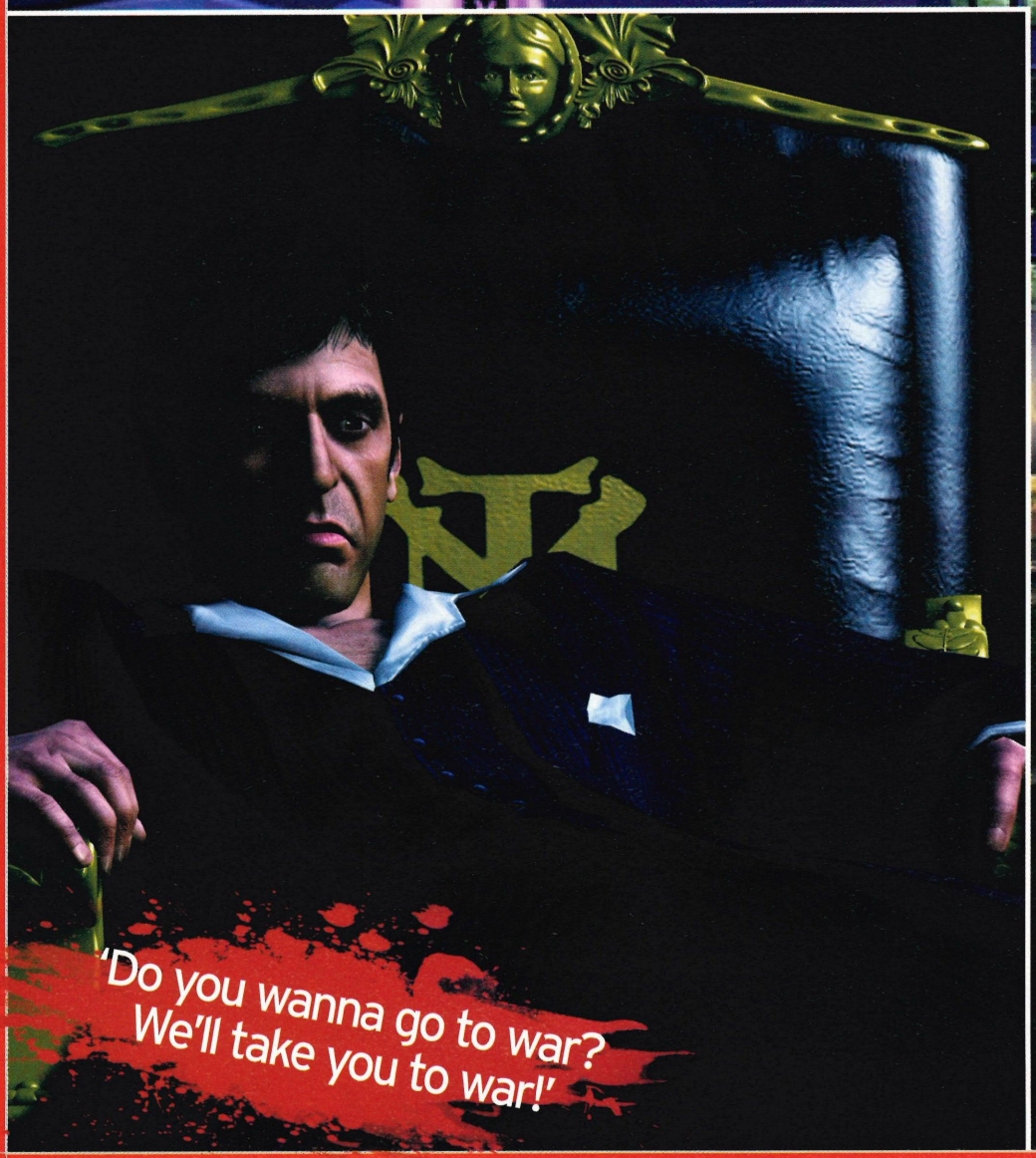
> ['Me, I always tell the truth, even when I lie']

Written by...

Oliver Stone is a tough act to follow, but thankfully the developers found a screenwriter with experience in on-screen violence and drug dealing to continue Tony's story. David McKenna's writing credits include *American History X*, *Blow* and *Get Carter*. No that isn't the Michael Caine original but the rather rubbish Sylvester Stallone remake. Let's just hope he drew inspiration from his other work rather than that.

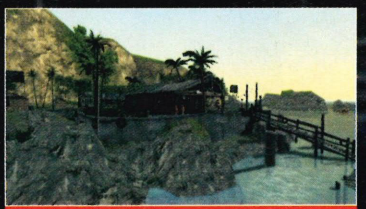
Scarface wouldn't be *Scarface* without a chainsaw with which to carve up your victims real nice. Other garden implements are still to be announced



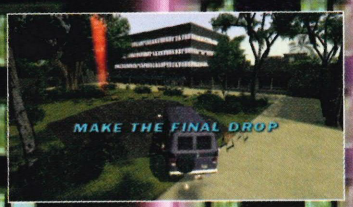


As Tony, you'll need to make these deals go as smoothly as possible or you'll never get anywhere. The streets of Miami aren't the only source of the white stuff and you can also hop into a speedboat and collect packages from nearby islands, evading the FBI at every single turn.

This all sounds extremely reminiscent of *GTA* and that's no surprise – after all – *Vice City* borrowed heavily from *Scarface* in just about every way possible. However, there's something appealing about playing as Tony Montana. The main characters in *GTA* aren't exactly shining examples of humanity but when compared to Tony they might as well be saints. Such is the deplorable nature of Tony Montana, that wandering



A secluded island hideaway, no doubt filled to the rafters with class A drugs



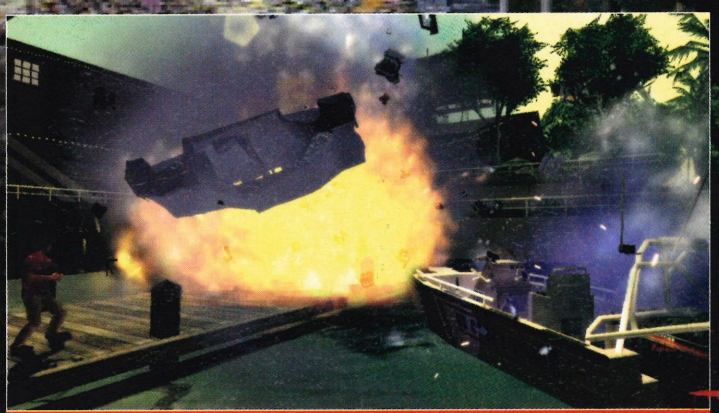
around the streets shouting obscenities in his trademark Cuban drawl is hugely entertaining. Thankfully Al Pacino has been brought on board in order to provide the voice work for one of his most famous characters, so the game will at least sound authentic.

all the dirty work? Some missions will even see you taking control of these henchmen, presumably so Tony doesn't get his hands dirty.

With all this money also comes the ability to purchase goods to help in achieving that American dream. Fancy houses and fast cars are the order of the day, as are the most powerful weapons known to man. As the film reveals, Tony is a fan of depositing ordinance around him for any possible eventuality. Take to the streets with this variety of weapons and, as the screenshots demonstrate, you can blow the hell out of a whole heap of stuff.

> 'Never underestimate the other guy's greed!'

Following the *GTA* theme, you can freely roam around the city taking cars as you please, but not forever. As you become more powerful and the empire builds you can hire henchmen. They are then just a phone call away on your brick-shaped mobile – after all, if you're the boss why the hell should you do



Blowing stuff up clearly is the name of the game. If Tony's not careful there won't be anyone left in Miami to sell drugs to. Doesn't make the greatest business sense does it?

Gaming goldmine

With the recent upsurge in making old films into games we wondered what other films would make an entertaining experience

Die Hard

We know *Die Hard* has already had a few games based on it, but so far none have really done the film justice. Just imagine

mixing sporadic bouts of manic shoot-'em-up action with *Splinter Cell*-style sneaking sections. The number of enemies may have to be bolstered up somewhat from the film, but we would happily accept some poetic license.

Heat

A little bit like *True Crime*, only a hell of a lot better. Play as either Al Pacino or Robert De Niro for two completely different gaming experiences. Just imagine taking part in that huge shootout outside the bank before pegging it across town on foot or in a stolen vehicle.

Goodfellas

In a similar vein to *The Godfather*, you play a young gangster looking

to make a name for himself. Plenty of driving, shooting and swearing plus a mini-game where you have to tell Joe Pesci that he's funny without pissing him off.

Ghostbusters

Another film that had a game tie-in upon its release, but we're talking over 20 years ago so it wasn't exactly the most comprehensive adaptation (subsequent 'Real' and 'Extreme' cartoon games

don't count). A cross between *Ghosthunter* and *Luigi's Mansion* with a great driving section thrown in for good measure.

The French Connection

Mainly a fast-paced driving game with some on-foot stuff included. Interrogation sections and smug Frenchmen are thrown into the mix to for a more authentic experience. It would be a crime to omit a feet picking mini-game too.

Thelma & Louise

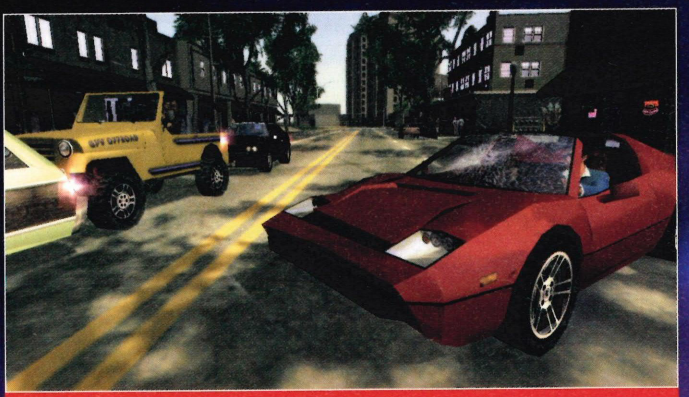
Imagine a huge map to drive across with plenty of Redneck Hillbillies to kill, thieving hitchhikers to pick up and cops to outrun. Plus you have the added bonus of extra lives should you drive over a cliff.

The Big Lebowski

A bowling sim that lets you take your piece out on the lane and blow people away who step over the line. Either that or you piss on their rug and cut off their 'Johnson'. Endless array of mini-games are possible... maybe not.

> 'We gotta set our own mark and enforce it'

That cop is doing the sensible thing by running the hell away from Tony and his enormous gun. He does seem to be running straight into an explosion though



Who cares if you crash your sports car? You're Tony '****ing' Montana, you can buy a new one. Failing that, show someone your little friend to make them give you theirs

Scarface also contains a complex targeting system that lets you target specific body parts, which we assume can be used to torture information out of enemies. Of course, this would be *Scarface* without a chainsaw and that particular garden implement is an effective scare tactic on unco-operative punks. The game won't be for the squeamish, with body parts being blown and hacked off in all manner of gruesome deaths. Unsurprisingly, this will possibly be one of the most sweary games yet, as Tony struggles to get a sentence out without saying the F-word.

How the game will control on a handheld console is unknown at the moment, but we'd be surprised if it veers much from the control system found in *Liberty City Stories*.

Details on whether the PSP version will contain any exclusive gameplay elements are sketchy, but Wi-Fi multi-player deathmatches are pretty much guaranteed.

No doubt you still have many questions, like how many vehicles does it have? Are helicopters, planes or motorbikes available? What sort of soundtrack can we expect? These questions pick up on stuff that *GTA* already does and a game like this just can't compete.

Scarface is looking to be an interesting addition to the genre though and one that manages to bring some new ideas to the table. It's been a while coming so let's hope this dog has its day. ■

'A man who ain't got his word is a cock-a-roach'

The locations look very cool. This place is bound to be home to all kinds of low-life scum

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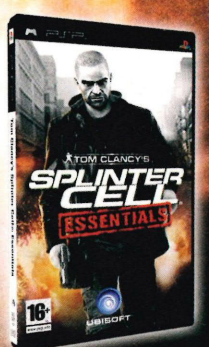

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INSIDER

ALL THE LATEST NEWS FROM THE WORLD OF PSP GAMING

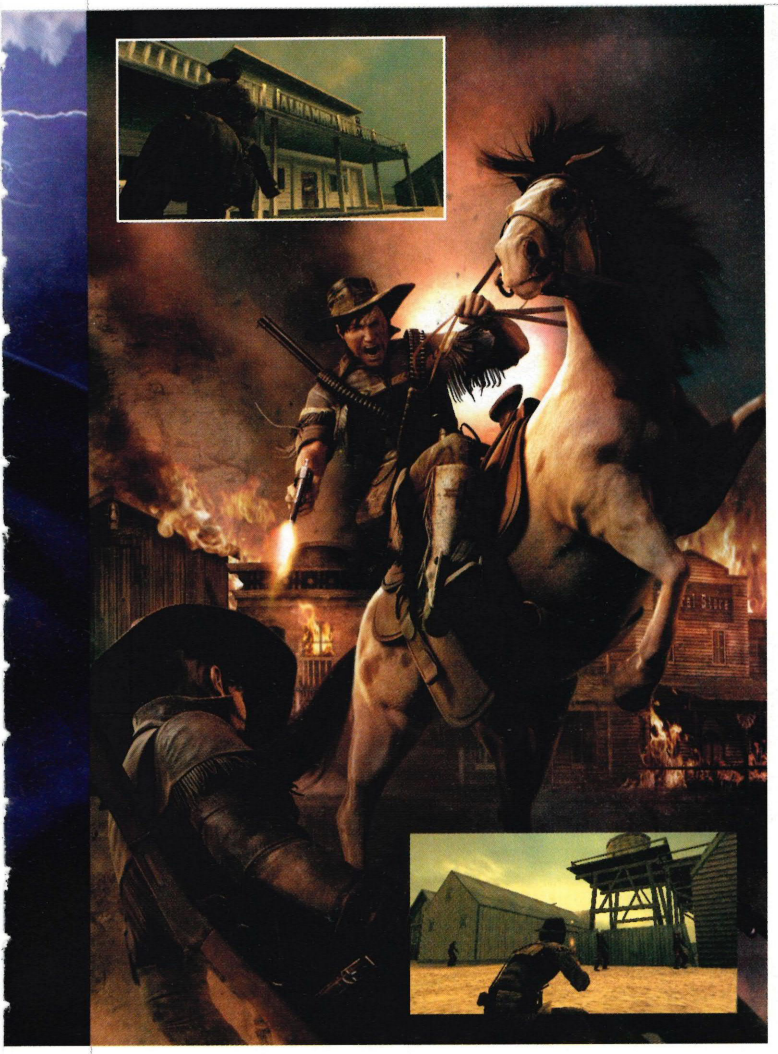
ACTIVISION SPLURGE ON TWO NEW TITLES

Gun and all-new Marvel RPG to hit PSP

Getting this month's news section together was quite a task, what with all the traditional hoo-ha about the upcoming E3, and the equally traditional, tight-lipped publishers refusing to let anything slip about their forthcoming games. It's times like this that we start to get a little depressed about the state of the games market, but fear not, there are always one or two out there willing to give us a glance at what delights are up for offer. Ever the faithful news hounds, we've managed to loosen a few tongues and dig up a few shots of a couple of titles you'll be seeing a lot of over the next few months. Cheers Activision.

Activision has clearly been hard at work of late, with the recent announcement of two massive titles on the PSP. The first being a PSP port of the epic wild-west-'em-up, *Gun* - retitled *Gun: Showdown* on the handheld. For those that didn't manage to sample the delights of this gritty adventure on the home consoles, it tells the tale of Colton White, a frontiersman whose father meets an untimely end at the hands of a group of brutish rebels led by a power-hungry madman, Magruder. Cue loads of gory gun battles, side quests and gloriously expansive environments on a par with the likes of *GTA*. Quite exactly how Neversoft managed to squeeze the entire, massive, game into our beloved handheld is beyond us, but check out these screens for some proof of how well they've done.

The other upcoming title is one all comic book fans should be getting hot under the collar about, namely *Marvel: Ultimate Alliance*. The world's baddest super-villains have teamed up to have one last stab at taking control of the Earth you see, giving you the perfect excuse to throw over 140 of your favourite characters into your PSP, mix them around, and see who comes out on top. Whilst there's bound to be more on this at E3, we're already aware of 17 levels of RPG goodness featuring much levelling up and non-linear



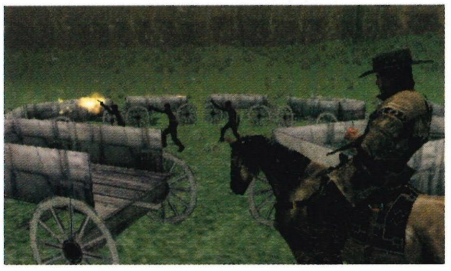
GOING LIVE

Go>Play Goes>Live

We write **Go>Play** and yet we still can't wait for it to hit the shelves every month. So we can't imagine the anxiety you guys must feel every month while waiting for your next shiny issue of the world's best PSP publication. That's why we've set up our very own website for you to hit whenever you feel.

Perhaps your wife has left you and taken all your friends, perhaps you don't do well in social situations, or maybe you're tied up in the basement of a psychotic killer with only your tongue free to type a distress message on a nearby PC. Whatever the reason, come chat to us on the **Go>Play** forum to discuss all things PSP, pick up tips, and just say hi. But that's not all the brand new site offers – we've got sneaky peeks at the mag, cut-price subscriptions and you can see an amazing photo of our lovely Dep Ed, Simon – he's such a dreamboat. Get over to www.goplaymagazine.co.uk now! ■

gameplay, as well as an involved multi-player mode and huge levels of customisability. Both these titles have the potential to dominate the charts upon their respective releases, but with E3 just around the corner, it'll be good to see what they're up against. ■



Pimp my PSP

Logitech Xzibit personalised protection

LOGITECH'S PLAYGEAR Pocket is the ultimate in protection for your precious PSP. With its virtually indestructible polycarbonate shell, it shields its valuable cargo from wear and tear, scratches and bumps.

However, now those clever people at Logitech have come up with a way for you to pimp your PSP and make your Pocket totally individual. If you've already got a PlayGear Pocket, simply head to www.logitech.com/pimpmypsp to download a skin template, drag any image of your choosing onto the template, print it out and insert it into your PlayGear Pocket. And best of all you can change the image as often as you want. So whether you fancy having a picture of the hottest new PSP release or a snap of your dear old mum, simply head to the website, download the template and Bob's your uncle. You've now successfully joined the illustrious ranks of 'pimpers' that include rude-boy car owners from Croydon and, er, Tim Westwood of course.

Logitech is also planning to extend its critically acclaimed PlayGear range, which already includes the PlayGear Amp, PlayGear Stealth and PlayGear Splitter, with the release of three new colour PlayGear Pockets – White, Blue and Pink – soon. ■

Hey, it's *Puyo Pop* PSP. Quite a mouthful isn't it?

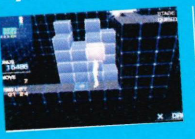
Haha! What an absolute bottler. We win again

PLAY AWAY

The best PSP games to play... on a desert island

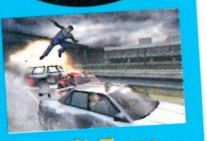
GTA: LCS

1 The particular benefits of *GTA* on a desert island may not be immediately obvious, but the sheer longevity makes this a must for any castaways. The Wi-Fi multi-player could also come in handy if the beardy loner on the next island has had the foresight to bring his copy.



PQ

2 Guaranteed to send you mad quicker than mere isolation, *PQ: Practical Intelligence Quotient* could be the handiest game to have around. Just think, rather than just sit there in sanity you could go stark staring bonkers, and start talking to yourself.



Pursuit Force

3 To the best of our knowledge, no one has ever completed this game. If you're stuck on a desert island for a few years, assuming the palm tree has a plug socket, then you may just be the first. We suspect not though, as it really is that tough.

COMING SOON

SEGA'S PUYO POP ON PSP

Puyo Pop to fire your fever

There are few titles better suited to gaming on the go than *Puyo Pop* and having revamped the addictive mindbender for the PSP with new puzzle pieces and modes, publisher Ignition is looking to continue its success after the immensely playable *Archer Maclean's Mercury*.

As always with the *Puyo Pop* series, your goal is to match up the cutesy puyos with similarly coloured blobs in order to blast their opponents with excess blocks. Bigger and better than ever, a new 'Fever' mode will allow players to link up the most impressive chain reactions ever witnessed in the series, whilst story mode sees you encounter all manner of weird and wonderful creatures and blast them to kingdom come.

If you're only expecting a simple rehash of previous titles, you should think again, as the crazy new pieces add a completely new aspect to proceedings, and with the outrageous 3D graphics, 13 new, fully voiced characters and competitive multi-player mode, we can't wait for *Puyo Pop Fever* to drop da bomb.

THE HOURS

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

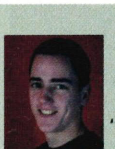
SIMON

OUTRUN

"This is much better than my crappy little Honda Concerto. Drift racing through the countryside with a hot blonde telling you how great you are. Awesome." 06 hrs

VISITING FAMILY

"Dealing with the in-laws is never fun, especially when you're as miserable as me. The slightly soggy Nice biscuits and out-of-date cake didn't help much either." 04 hrs



ANDY

PQ

"I thought I was clever until I played this. Some of the puzzles are stupidly difficult, and insanely frustrating, but good fun." 10 hrs

GO>PLAY WEDNESDAY

"Wednesdays have been dubbed 'Go>Play Wednesday' when the Go>Play team go out and get drunk. Thursdays have been renamed No>Play Thursdays." 16 hrs

TOM

STREET RIDERS

"Yo, gangsta, I bin flippin' wigs, blazin' these streets and crunkin' up my homies in ma whip. I've also been trying to scoop my eardrums out so I don't have to listen to this anymore." 08 hrs

HAVING WOMAN TROUBLES

"All women are evil. They take everything and break your heart. If only I were gay." 03 wks

KEITH

MONSTER HUNTER FREEDOM

"Running around, swinging your massive chopper certainly makes for a great night out. It also makes a fun night in with *Monster Hunter Freedom*." 16 hrs

DIRTY DC

"Dirty DC, one of the best AC/DC tribute bands around. When I want to rawk all night long, these are my go-to guys." 04 hrs

OUR MAN ON THE CLAPHAM OMNIBUS

TRAVELLING WITHOUT MOVING

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

Okay, so I've managed to sort out my relationship woes after last month's fiasco. As it turns out the lady wasn't quite as upset as she initially made out and after a degree of soul soothing she was back to her old self, stomping about the place, creating mess and otherwise irritating my person with the careless inconsideration of a three-year-old on a sugar high. So everything's back to normal then. I don't want normal though. I don't want average, run-of-the-mill typical, regular or anything faintly approaching pedestrian. I want excitement, exhilaration, stimulation and thrills. Lots of them. Bugger it, we're going on holiday.

So here we are – Heathrow Airport departure lounge – sitting dangerously close to a raft of sickly perfumes, chocolates and handbags. My overexcited girlfriend sits fidgeting like a caged terrier and finally succumbs to the draw of this smorgasbord of woman bait. As the trap closes around her, I treat her to a smile and wave as I get cracking with my PSP. Since last month I've managed to acquire a penchant for puzzlers. *Mercury*, *Lumines* and *Smartbomb* currently sit in my aircraft-grade aluminum UMD holder (I'll buy anything forged from the stuff), the perfect accompaniment, I feel, to a week of high culture in Tenerife.

Now I'm a relatively sweet-natured man at heart, and rarely taint the air around me with anything more distasteful than the occasional 'crap' or 'bugger'. I don't like to offend, and do it as seldom as I can manage, especially in the company of strangers. But all that goes out the window approximately thirty seconds after sliding a copy of *Smartbomb* into your PSP.

The scene is atrocious. The sickening filth spewing forth from my cakehole repels the ratty old puffins across the way into adjusting their hearing aids before shuffling, crab like, to a safe distance. Mothers who once sat cheerfully a few rows away are now covering their daughters' ears and eyeing me with the searing scorn only available to outraged matriarchs. Even the sullen teens milling about the airport look a little green at my vicious tirade of complex compound swears. What exactly am I swearing at? I'm not entirely sure to be honest, as even the glorious relief of clearing a level does nothing but elicit a slightly more arrogant flavour of abuse. We all do it, some more vociferously than others, so who is all this foul language aimed at? I'm beginning to suspect it's a form of cathartic self-harm particular to gamers. A kind of modern flagellation – pain in the pursuit of perfection. Whatever the reason, it wasn't very pleasant and while I remained oblivious at the time, hindsight delivered a horrific sucker punch of realisation later on.

> **Filth spewing forth from my cakehole repels the ratty old puffins across the way into adjusting their hearing aids**

Had I been aware of any of this at the time I may have attempted to arrest my ferocious diatribe, but it took a venomous spit of a whisper from my girlfriend to wake me from my reverie of malicious ranting. Blinking like a newborn badger, and surveying my immediate surroundings, a not insubstantial circle of free seating has formed around me. I now have all the deterrent properties of napalm. I'm going to have to watch that on this holiday of ours – I'll send you a postcard. ■

UNIVERSAL AND PARAMOUNT SAY GOODBYE TO UMDS

The future's not so bright for UMDs

The message going out from the major UMD-producing studios is "No one's watching movies on PSP. It's a game player, period." According to the *Hollywood Reporter*, both Universal and Paramount Studios have ceased production of UMDs, soon to be followed by 20th Century Fox and Buena Vista Home Entertainment, who have severely reduced their involvement in Sony's proprietary medium. In addition, Warner Bros. has also signalled a re-evaluation of the medium, having already canned six titles so far. US retail giant Wal-Mart is also considering calling a halt to its interest in UMDs as well, which will have knock-on effects with other retailers.

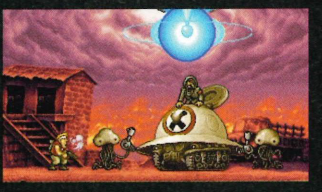
Surprisingly, this lack of interest has been attributed to a huge amount of films being distributed over such a small period of time. Almost 240 titles were released or scheduled for release in the first few months of the PSP's life, prompting even Sony to admit they have to be "more selective" with their releases. Sony had little else to say about what must be a pretty painful withdrawal by Universal and Paramount, refusing to be drawn on the issue of downloadable content versus UMDs. We suspect that UMDs have a little life in them yet, but without a solid declaration from Sony about a price reduction, it seems their demise will almost certainly be upon us sooner rather than later. ■

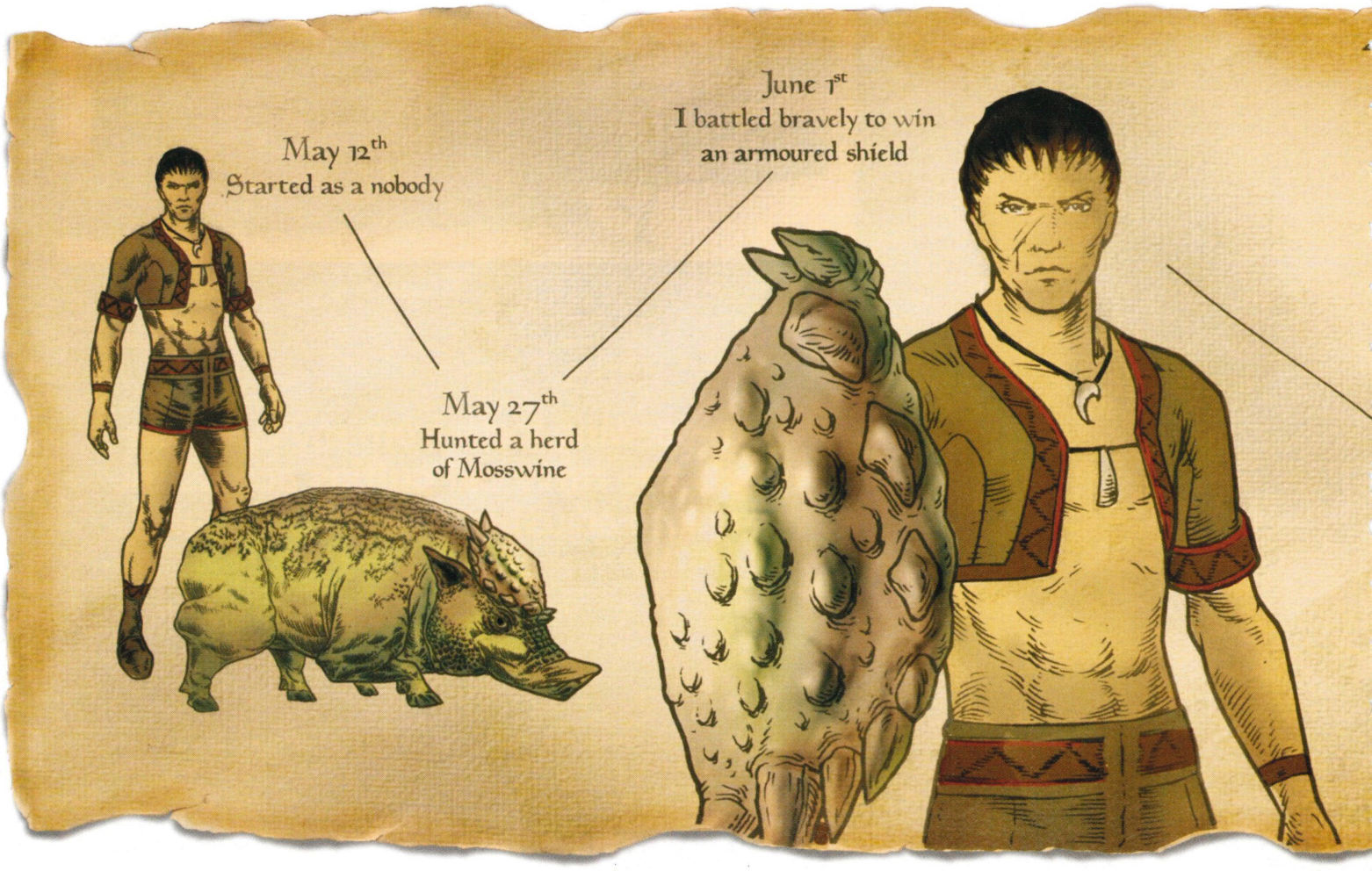
PSP EXCLUSIVE

Slug infestation

Small army of slugs to invade your PSP

We're lucky bunnies over at **Go>Play**; us PSP enthusiasts often get the best deal on compilations with all the natty little extras, multi-player modes and additional content jammed on to the handheld especially for the PSP gamer. Yes, not only do we have the honour of writing about the sexiest console around, but we get so many add-ons it makes everyone else in the office jealous. A perfect example of this is the latest announcement from SNK that a huge collection of *Metal Slug* titles are coming to PSP. Whilst we're aware that the PSP is an enormously powerful machine, we're still baffled about SNK's promise of six complete *Metal Slug* titles on one UMD. Not only is this assemblage of shooters ridiculously big, featuring *Slug*s numbers 1 to 5 and *Slug X*, but we've been told that they're perfect translations of the arcade hits. Of course you'd be a bit miffed about this if you didn't have the full multi-player offered by the arcade cabinets, but fortunately every game in the collection includes full multi-player support – awesome. You'll have to wait 'til Autumn for a release, but we'll be taking a look in a couple of months time. And the best thing? It's a PSP exclusive. ■





More superhero shenanigans

Justice once

If you've been gripped by superhero fever in the wake of the news about guaranteed summer blockbuster, *Superman Returns*, the joys are just beginning. Any graphic novel fans out there will be familiar with the now well-matured comic, *The Justice League Of America*. For those that aren't, the exciting prospect of the massive library of DC superheroes on your PSP should still get your super juices flowing. Battling to save the Earth from destruction, The Justice League Of America have been drafted in to do what they do best – kick super-villain butt – all from the comfort of your palms. The game, entitled *Justice League: Heroes* has been developed by top-notch adventuring types at Snowblind, the guys responsible for *Baldur's Gate* and *Champions Of Norrath*. Expect much levelling up, equipment scavenging and baddy-bashing with characters like Superman, Batman, Green Lantern, The Flash, Wonder Woman, Zatanna and the rather frightening Martian Manhunter amongst others, each with their own unique fighting style. We've also been assured the most beautiful environments ever on the PSP, as well as some of the most destructible. With so many characters to level up, we're expecting a truly heroic game drawing on over forty years of DC history. *Justice League: Heroes* is set to ship in the Autumn. ■

RUMOUR MILL

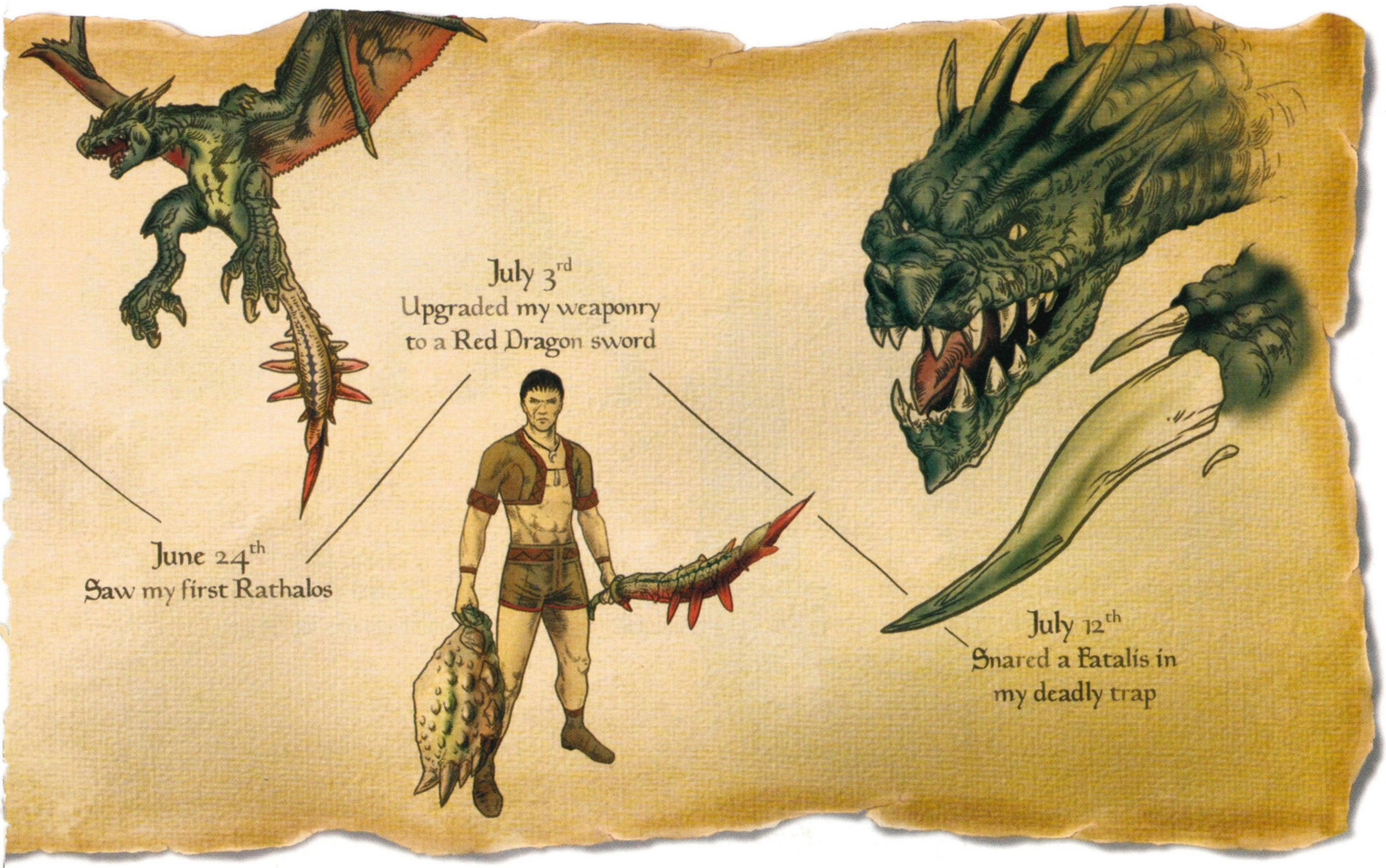
Xboy? Ybother?

Microsoft portable gaming still on the cards

Despite the unveiling of Microsoft's Ultra Mobile PC, Origami, earlier this month, the great gears of the rumour mill still grind on with speculation of the Xboy, Xbox Mini or PocketBox (depending on the rumour you heed). The majority of this spurious information comes from the blog of one reporter of the *San Jose Mercury News*, the city that hosted the Game Developer's Conference in March.

The project is apparently being led by J Allard, the 360's leading proponent, as well as 360 designer Greg Gibson and finance officer Robbie Bach. Dean Takahashi states that this "iPod killer" would feature numerous functions but keep gaming at the forefront and that "its functions would more likely resemble Sony's PlayStation Portable."

With no official word from Microsoft about the system as yet, or any likelihood of there being any in the near future, we'll just have to wait and see what kind of horrendous offspring, if any, is due to spring forth from Microsoft's loins. If you can't wait that long, above is an artist's impression to get you giggling. It's also worth noting that while many consider Takahashi's information to be gospel, it's the perfect titbit of information to get people interested in a book about Microsoft. Surprisingly enough, that's exactly what he's doing. ■



Allcock up

Bus driver sacked for playing GTA

Bus Driver Steve Allcock was recently fired from his job as a Blackburn bus driver for playing his PSP while on the job. And the game he was playing? Ironically enough, *Liberty City Stories*. With the sounds of dying Mafia goons echoing through his bus, passengers reported the negligent driver engrossed not only while the vehicle was stationary, but also when on the move over the icy stretch between Accrington and Blackburn.

Having assessed the on-board CCTV footage of the bus ride and interviewing the careless driver, Steve's boss, Michael Morton said: "We take a very dim view of drivers using any sort of device that will distract them. Our ultimate concern is the safety of passengers." Lancashire Police also wanted to get in on the illegal action, saying it would have to investigate to establish whether a crime had been committed. ■

SWEATY BETTY

Cool down with this year's coolest peripheral

Sick and tired of having your ass handed to you at *Pro Evo* due to sweaty thumbs? No? To be honest we're not either, as it's a fairly rare occurrence, and frankly, that's what the start button is for. We never lose at *Pro Evo* anyway, so for us this cooler fan for the PSP is pretty useless. In fact, most people we asked about this peripheral seemed to think it pretty worthless, but some of you may appreciate the tip. Going for the princely sum of 980 yen (around £5), this USB device is reported to cool your fingers and stop any slippage due to over-excitable digital sweat glands and according to the broken English press release for the item: "Dry the sweat on the button when you are playing the game." Sadly, we're unlikely to see this on our shores for some time, so check out **www.gamebank-web.com** for further details about the Japanese vendor. You might wanna learn Japanese first though. ■

FIVE STAR

Each month, someone picks their five fave PSP games

Simon Griffin
DEPUTY EDITOR

PRO EVO 5
We started our office league up again. I'm sitting comfortably in the top half of the table. Result.

MIDWAY ARCADE TREASURES: EXTENDED PLAY
Defender, *Mortal Kombat* and *Ramparts*. Retro love.

WORLD POKER TOUR
I don't know a thing about poker, but I'm still winning. Might give up the day job.

SOCOM US NAVY SEALS: FIRETEAM BRAVO
Blowing the crap out of terrorists is awesome.

SSX ON TOUR
Yo! Totally gnarly dude. Time to hit the snow and crank up the monster tweak combos.

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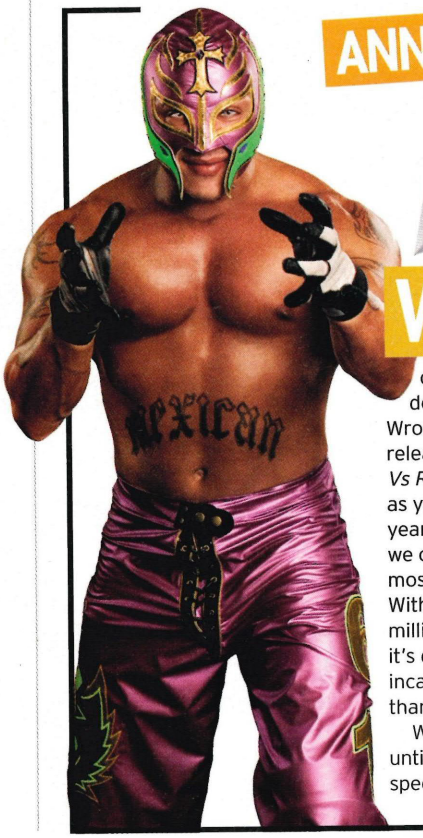
ANNOUNCED

SMACKDOWN VS RAW 2007



With Wrestlemania just over, and WWE fever running at an all-time high, you might think there's little the world of sports entertainment could do to interest the baying public. Wrong. Scheduled for a November release, the ever popular *SmackDown! Vs Raw* franchise is looking as slick as you've ever seen it, and if last year's effort is anything to go by, we could well be seeing one of the most impressive handheld titles ever. With the series having sold over 16.5 million units over the last six years, it's difficult to imagine this year's incarnation will be any less popular than previous versions.

With little information available until the full hands-on revelation at E3, speculation about this year's upgrade is rife. We're expecting an all-new analogue control system, context sensitive environmental hotspots and painful impact manoeuvres as well as the obligatory upgrade in graphical refinement. There's also the possibility of a significantly expanded story mode with branching storylines and varying paths through the career mode. Whether or not all this booty finds its way onto the PSP is another matter, but given *SmackDown! Vs Raw 2006*'s technical proficiency, anything's possible. We'll be keeping an eye on this next instalment of the brand, so keep it here for all the latest from the world of sports entertainment. ■

TAKERU AMAZAWA'S TOKYO TITTLE TATTLE

VIRTUAL HOLIDAY

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

Lately, the Nintendo DS has found serious pop-culture appeal in Japan through reinventing what people consider videogames to be. Yet even the un-game-like games, such as *Animal Crossing*, tend to still feel like games. The PSP, meanwhile, is using its processing power to make "un-games" that manage to feel like movies, or real experiences.

Now don't get me wrong – Bandai-Namco's *Portable Island: Resort* in the palm of your hand isn't anything like a "lucid dream." It's not any buzzword I can think of. It's just a game where you play a person on an island, on vacation. You put in your headphones and hear island sounds. You can do such exciting things as lie in a hammock.

Now, I like PSP games when they're good. This, though, is just a bit too weird for me. What's it going for exactly? Who's going to play this? People on the train who desperately want an escape from the sweat and steam in the air of a cold spring morning? People on the way home from a long day at work? This game is a poor substitute for peace of mind, comfort, for a hot bath and/or a warm bed. It's like a little window to something that doesn't belong to you. I find that kind of presumptuous and insulting!!

What's more is that the game will go on sale in early July, "just in time for summer vacation!" Is that a slap in the face or what? "If you can't afford 40,000 yen for a plane ticket, try this!!" When Nintendo released *Nintendogs*, I suppose I could see the point – some girls really wanted dogs, and couldn't have them because of things like apartment building codes that prohibited pets. Nothing's stopping a person from going on vacation – except their job, which they use to earn money, which they use to buy videogames. Either way, this isn't virtual reality here, not by a long shot. I don't want "virtual" vacations unless a) they're like *My Summer Vacation*, which has a story, and b) I can actually taste the virtual cold beverages, feel the virtual hot sun, and grin at the virtual girls.

The game will go on sale in early July, "just in time for summer vacation!" Is that a slap in the face or what?

The coolest thing about *Portable Island* is, no doubt, the ukulele simulator. You use the analog pad to strum the strings and hold down different buttons for chords. The game even accompanies your playing with the sound of ocean waves. That's really cute, in a weird way. Yet if you unplug the headphones, I reckon you'll frighten people in the train.

That, and, um, you can buy three real ukuleles for the price of a PSP and this game. Real ukuleles have a much longer battery life.

Meanwhile, in yet another appeal to the un-gamer crowd, Bandai-Namco is also releasing *Rain Wondertrip*, which is, uh, a sort of semi-interactive music-video-collection starring a hot Korean pop idol named "Rain". He is a man and he has fabulous hair. I think he's also an actor. In this un-game, which no, is not a "UMD video", you can watch all of his videos, as well as view candid scenes of him relaxing in his room and sipping coffee and talking about the troubles of being an idol. Those scenes are the best. There you go – instead of showing me some stupid island, let me drink tea with someone pretty in my pocket. Even if I can't exactly interact with her – it'd be the same as having lunch with my ex-girlfriend, if you know what I mean. Until you can do that, I'm afraid I'm going to have to keep these porn UMDs lying around, I'm not kidding. They're selling by the bucketloads and they're getting cheaper. People keep handing them to me like they were trading card duplicates. ■

UK CHARTS

We've been keeping an eye on...

POS	TITLE	PUBLISHER	IN THREE SECONDS
01	FIFA Street 2	EA	Eat our collective goals as we mix it up urban stylee. Bo!
02	Worms: Open Warfare	THQ	A new office favourite this one, we're thinking about starting up a league.
03	Pro Evolution Soccer 5	Konami	Quite exactly how the mighty *Pro Evo* has been outdone by *FIFA* we don't know.
04	GTA: Liberty City Stories	Take 2	Still up there, and with every right to be. This game is awesome.
05	Lemmings	SCEE	Another slick title from the boys at Team 17. Worms, lemmings. What's next, badgers?
06	OutRun 2006: Coast 2 Coast	SEGA	Good, old-fashioned arcadey fun in a crimson Lamborghini. Wonderful.
07	Fight Night Round 3	EA	One-two and a biscuit. In boxing terms, this fighter's got it all.
08	WWE SmackDown! VS Raw 2006	THQ	The biggest wrestling franchise ever makes a welcome return to the charts.
09	Formula 1 Grand Prix	SCEE	With the Formula 1 season in full swing, it's no surprise this is back in.
10	King Kong: Official Game Of The Movie	Ubisoft	When will you lot get the message. We only want good monkeys on the PSP!
11	Midway Arcade Treasures: Extended Play	Midway	A full blast of retro loving right in the palm of your hand.
12	Prince Of Persia: Revelations	Ubisoft	The prince returns to save the day. Hurrah! Long live the prince.
13	World Series Of Poker	Activision	Filled with famous poker faces, this'll get your gambling gland going.
14	World Tour Soccer	SCEE	With the second instalment on the way, maybe it's time for *WTS* to bow out of the competition.
15	Need For Speed: Most Wanted	EA	Scarper, it's the filth! The worst kind of filth.
16	Street Fighter Alpha 3 Max	Capcom	Great version of a great game marred by dodgy controls. Shame.
17	The Sims 2	EA	Little people running around in your hand. Freaky.
18	MX VS ATV On The Edge	THQ	It's gripped, it's sorted. Let's off road!
19	Championship Manager	Eidos	A massive stat attack from Eidos. Probably better off with Football Manager though.
20	Virtua Tennis: World Tour	SEGA	One of the slickest, most complete games on the PSP. Buy it.

FIFA Street

FIFA Street won't appeal to the many gamers out there who've never appreciated the series' unashamedly urban flava. It's still not a bad game though, as it has a certain mindless appeal.

Lemmings

One of the most addictive games ever, *Lemmings* comes with almost endless longevity and all the humour, craziness and tension you remember from the original.

World Tour Soccer

Making a resurgence in the charts this slightly shoddy, but very enjoyable, title is one that many footy loving gamers will enjoy. It's also one eclipsed by other footy games on the market.

Worms: Open Warfare

Designer Andy's somehow managed to get practising on *Worms* before anyone else in the office. This caused much annoyance to the rest of us - we don't like being jipped.

King Kong

For all our begging, we couldn't keep Ubisoft from releasing *King Kong* on the PSP. Admittedly we would never openly say so to his face, but we think King Kong's a bit of a monkey.

MX Vs ATV

Muddy racing with tricks, jumps and skills. Sounds exciting doesn't it? Sadly it's not, and while it features lush visuals and is occasionally fun, it shouldn't be in the charts.

THE ALTERNATIVE CHARTS

We've always been a bit different, so this month we have a look at what we think you should and shouldn't be buying

GO>PLAY BEST OF PSP

POS	TITLE	PUBLISHER	IN THREE SECONDS
01	Lemmings	SCEE	Let's go! These suicidal critters have won the number one spot in our hearts this month
02	Fight Night Round 3	EA	This is everything you could want in a boxing title, and damn fun to boot
03	GTA: Liberty City Stories	Rockstar	We're still jumping on for a spot of multi-player anarchy every now and again
04	Splinter Cell Essentials	Ubisoft	Sneaky sneak sneak. Sam silently makes his way onto the PSP
05	Me And My Katamari	EA	Picking up goodies with your sticky balls. Ooh-er missus
06	Ape Academy	SCEE	Horrendous fun with monkeys in pants. Multi-player anyone?
07	Pursuit Force	SCEE	Rock-hard crime-busting sim. We still haven't finished it!
08	OutRun 2: Coast2Coast	Sega	Winning your lady's heart with mad driving skills. That's our kinda game
09	Daxter	SCEE	Bug-bashing bother from the orange ottsel. Extermination heaven
10	Virtua Tennis	Sega	Just creeping in, if you don't already have it, you should go get this

GO>PLAY WORST OF PSP

POS	TITLE	PUBLISHER	IN THREE SECONDS
01	Ape Escape P	SCEE	Arrrgh! Monkeys, but not the fun type. These are the irritating, hateful type
02	From Russia With Love	EA	There's no love lost here for the suave Sean. Get back to Russia!
03	MediEvil: Resurrection	SCEE	Humorous, but ultimately unplayable rehash of the PSone title
04	Spider-Man 2	Activision	Go Spidey, Go! No, really. Go as far away as possible. We don't like you on the PSP
05	Coded Arms	Konami	Repetitive, and suffering from huge control issues, you don't want this
06	Darkstalkers Chronicle	Capcom	Try getting a dragon punch to work on a PSP. It doesn't, we've tried
07	TH Underground Remix	Activision	Noooooo! Another great game marred by prohibitive controls. Shame on you, Tony
08	Kao Challengers	Atari	All-round bad, this one. Please don't buy it!
09	Go! Sudoku	SCEE	"Anyone got today's paper?" Oh look, I've just saved myself £20
10	Fired Up	SCEE	Nothing fiery about this Hardware Online Arenas clone. Yawn...

RELEASE LIST

THE HANDHELD HAREM IS BURSTING AT THE SEAMS. DELIGHT AWAITS!

OUT THIS MONTH MAY

We have to admit that May isn't bursting with new releases on the PSP, but as ever it's quality not quantity that's important, so we can't complain!

FRIDAY 5 MAY

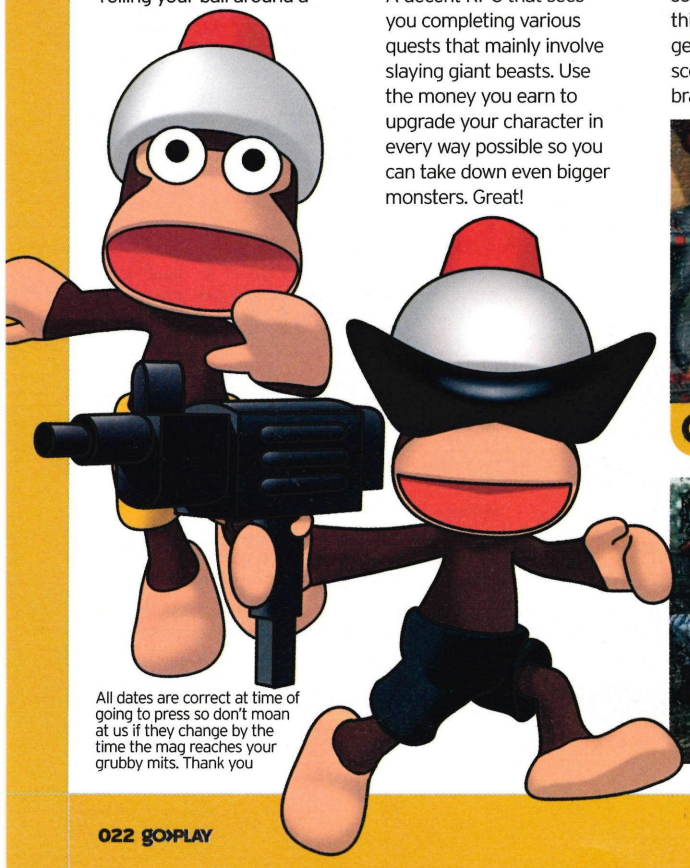
APE ESCAPE P
SCEE (£35)
A conversion of the classic PSone game that sees you on the trail of over 200 pesky monkeys. The controls don't work very well and it doesn't look too great – a rather disappointing effort.

ME & MY KATAMARI
EA (£35)
Quirky, bizarre and incredibly addictive. The crazy Japanese caper is finally here that sees you rolling your ball around a weird world to the sound of insanely irritating music – this one's essential!

TOMB RAIDER: LEGEND
Eidos (£35)
Lara is back and finally she's actually raiding some tombs. This really does look special on Sony's handheld and throwing Lara around the gaming world couldn't be easier.

FRIDAY 12 MAY

MONSTER HUNTER FREEDOM
Capcom (£35)
A decent RPG that sees you completing various quests that mainly involve slaying giant beasts. Use the money you earn to upgrade your character in every way possible so you can take down even bigger monsters. Great!



All dates are correct at time of going to press so don't moan at us if they change by the time the mag reaches your grubby mits. Thank you

FRIDAY 19 MAY

PAC-MAN WORLD 3
EA (£35)
Everyone's favourite yellow ball comes bouncing onto the PSP to celebrate his 25th anniversary. The evil genius Erwin has created a machine to penetrate into the spectral world – be afraid, be very afraid.

PQ: PRACTICAL INTELLIGENCE QUOTIENT
D3Publisher (£25)
Tax your brain with fiendishly tough 3D puzzles that test your problem-solving abilities. Then, if you think you're some sort of genius, you can upload your scores to the website and brag to the world.

FRIDAY 26 MAY

BUBBLE BOBBLE EVOLUTION
Rising Star (£35)
An interesting twist on the classic *Bubble Bobble*. Bub and Bob are stuck in separate towers and you need to get them working together to solve some fiendishly tough puzzles.

VIEWTIFUL JOE: RED HOT RUMBLE
Capcom (£35)
If you want your eyes to bleed and your thumbs to go red raw then this is the game for you. *Joe* arrives on PSP with another mental adventure that is certainly for the most committed gamers only.

Bubble Bobble Evolution **really does take the franchise to new levels with insanely challenging puzzles**

OUT NEXT MONTH JUNE

ASTONISHA STORY
Ubisoft

DEF JAM FIGHT FOR NY: THE TAKEOVER
EA

FIELD COMMANDER
Ubisoft

FORMULA ONE 06
SCEE

INFECTED
THQ

JUICED: ELIMINATOR
THQ

LOCOROCO
SCEE

NBA BALLERS: REBOUND
Midway

PIRATES OF THE CARIBBEAN
Ubisoft

SUPERMAN RETURNS
EA

SYPHON FILTER: DARK MIRROR
SCEE

TALKMAN
SCEE

UNTOLD LEGENDS: THE WARRIOR'S CODE
Ubisoft

WORLD TOUR SOCCER 2
SCEE

CRIKEY! THAT'S NOT ALL! 2006

JULY

CAPCOM CLASSICS COLLECTION
Capcom

CARS
THQ

SEPTEMBER

B-BOY
SCEE

MORTAL KOMBAT: UNCHAINED
Midway

PILOT ACADEMY
Rising Star

POWER STONE COLLECTION
Capcom

TEKKEN: DARK RESURRECTION
SCEE

TBA

50 CENT: BULLETPROOF
Vivendi

BLACK & WHITE CREATURES
THQ

CAROL VORDERMAN'S SUDOKU
Xplosiv

CHESS BATTLE
Konami

DEAD HEAD FRED
D3Publisher

FREE RUNNING
Eidos

GANGS OF LONDON
SCEE

GENERATION OF CHAOS
Nippon Ichi

GRAN TURISMO 4 MOBILE
SCEE

GUN: SHOWDOWN
Activision

KILLZONE: LIBERATION
SCEE

LEGO STAR WARS II: THE ORIGINAL TRILOGY
LucasArts

THE METAL SLUG COLLECTION
SNK

MLB '06: THE SHOW
SCEE

MONSTER HOUSE
THQ

MERCURY 2
Ignition

METAL GEAR AC!D 2
Konami

METAL GEAR SOLID DIGITAL COMIC
Konami

OPEN SEASON
Ubisoft

POCKET RACERS
Konami

RENGOKU: TOWER OF PURGATORY
Konami

RUSH
Midway

SILENT HILL EXPERIENCE
Konami

Capcom Classics Collection will contain loads of great retro games

STAR WARS: SHADOW STRIKE
Ubisoft

STEEL HORIZONS
Konami

STREET SUPREMACY
Konami

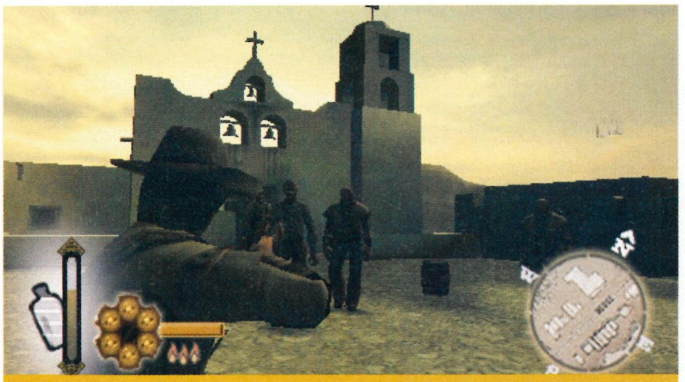
SUPER MONKEY BALL ADVENTURE
SEGA

THE GODFATHER
EA

THE FAST AND THE FURIOUS: TOKYO DRIFT
Namco Bandai

ULTIMATE GHOSTS 'N GOBLINS
Capcom

WORLD TOUR GOLF
Oxygen



We can't wait for *Gun* on PSP – it's looking really nice already. Let's hope the multi-player will give it an edge over the console version

Out on import

The best and the latest PSP releases from around the world

BLEACH: HEAT THE SOUL 2

SCEJ (approx. $50)

A so-so beat-'em-up based on a cartoon we've never heard of. Apparently it looks great but is only likely to please fans of the series and not many others. The choice of characters is a bit limited too. Be warned, it's pretty much almost all in Japanese, so prepare to not know what the hell is going on.

This all looks very exciting but reports say it isn't

VALKYRIE PROFILE: LENNETH

Square Enix (approx. $50)

Coming from Square Enix there was little doubt that this would be a great RPG. It doesn't disappoint, despite the fact that it's a remake. This PSP version includes new cut-scenes and has been adapted to fit the wide screen. Receiving rave reviews all over the place, it has a great story, fantastic battle system and awesome sound. Essential for RPG fans!

Don't expect to understand what's going on

NARUTO: NARUTIMATE PORTABLE – MUGENJO NO MAKI

Bandai (approx. $55)

Naruto is the next big thing in Japan. The anime has a huge fan base and this game is bound to have the same effect. Using the mechanics of the PS2 titles, it features a huge number of missions and RPG elements like dungeons exploration and experience points. Expect *Naruto* to reach these shores and start a brand new craze.

PSPOST

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With our new forum up and running, the tradition of letters pages could be coming to an end. Don't worry though, we'll always leave you guys a little room to share your thoughts, troubles and questions. Use it or lose it as they say...

Supply and demand

I was lucky that I had not pre-ordered my PSP but still managed to get one on the release date. I found one at my local Argos and got a great deal bundled with games and interest free.

It seems as though **Go>Play** is employing similar tactics on the demand and supply subject, perhaps learning from the PSP fiasco. I bought the magazine from issue 2 and thought it was a great magazine dedicated to the PSP. Great reviews, articles and hints and tips and I must admit issue 2 got me hooked. I found two local stores that stocked your magazine. So on 2 February I rushed out to get my copy of issue 3. Getting to the shop I could not see your magazine on the shelf so I checked both stores, but no luck. I checked other stores for your magazine, but could not find the elusive third issue.

On 3 March I found another new PSP-dedicated magazine and - God Forbid - I bought it, only to find that the quality of the magazine was not as good as yours. Thankfully, a week later I found the holy grail of **Go>Play** nestled on the shelf and for my pleasure I bought the magazine. Even though it was a month late, I read with great excitement and I'm pleased to say that it did not disappoint. I just hope that following issues will not take as long to publish.

I doubt if you will publish this letter, but I just hope you take note and keep up the good quality work and meet your promised next month release dates.

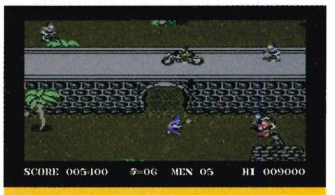
Also, would it be possible to do import reviews as I recently purchased *SOCOM US Navy SEALs: Fireteam Bravo* and would love to read some import reviews.

Stuart Rolfe, Basingstoke

Don't worry Stuart, your beloved Go>Play will be as regular as clockwork from now on - we've all been getting loads of fibre in our diet. Being such a quality magazine, we're in massively high demand, and were recently bought by a new company. All the upheaval of having to shift the accumulated detritus scattered around our desks meant a brief hiccup in our schedule. Fear not however, as we're very much back on track and not only will we be delivering all the latest news, features, previews and reviews, but we've got some pretty exciting changes planned for later this year too. Keep your greedy eyes on our pages, or check out our brand new website complete with forum at www.goplaymagazine.co.uk. As far as import reviews go, we try to cram one in every month, but we usually prefer to wait until these games hit our shores before we review them wherever possible. We're like that you see.

Emulation irritation

Usually I don't write in to many magazines, but seeing as you're one of the only great regular magazines purely about PSP, I thought I would. You also manage to cover almost every single game or piece of news to do with the PSP. Your article "Breaking open the PSP... the homebrew way" was great for getting homebrew games without the hassle of the firmware security. However, from Fanjita's homebrew page, I downloaded a *Doom* game and Gameboy Advance emulator, yet on my computer's desktop, there were loads of different files for both of the applications, and whichever file from each application that I transferred, the eLoader would never load up the game and just turn off the PSP!



Retro games are great fun. If you don't believe us, just look at this

F.A.Q.

Mail to: goplay@imagine-publishing.co.uk

Putting out the fires of those burning PSP questions

> Is it possible to buy Issues 1 & 2 of **Go>Play**...? Also, I am new to the PSP, (have not got one yet, but soon...!), are there different "Regions" for UMD Videos and Games....
Great magazine by the way,
Trevor, Ireland

While the PSP doesn't have region encoding for games, the coding is exactly the same as for DVDs, meaning that you're stuffed if you buy yourself a foreign PSP to watch movies on. As far as back issues go, issues 1 and 2 are in short supply but try our subscriptions department on 0870 428 3053.

> So according to your film reviews "Richard Donner was sacked from the set of *Superman II* even after the film broke all records". Exsqueeze me, but why was he still on the set of a film that had been released? Just curious...
Adam Holloway, via email

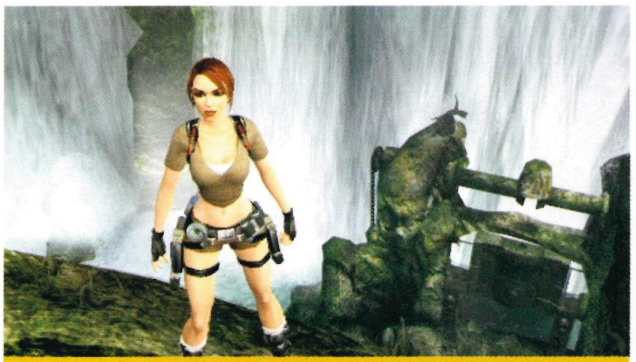
Ah yes, that would be our buffoon of a movies guy Aaron. Sometimes he misses out a word here and there and thinks we won't notice, he's not all that clever you see. That particular shock fact should have read a little something like this: "Richard Donner was sacked from the set of *Superman II* even after the first film broke all records". Apologies for any inconvenience, although we don't imagine it caused many people too much distress.

STAR LETTER

STAR LETTER
Joytech media amp for every star letter

Boom or bust

Surely you lot can't be serious about this next Lara Croft game. You seem to think it's a welcome return to form for Lara, but I have to say that the videogaming world has moved on since us fuddy-duddies were gamers. I just can't see the modern, hip, affluent PSP owners out there sucking down yet another port of a home console game. Not only that, but what place does the third-person platformer have in today's gaming landscape? Very little I think. Okay, you may not agree with me, but it's well worth pointing out that if you were to revive the original *Tomb Raider* onto the PSP and charge thirty-odd quid for it, you'd find that very few people out there would buy it. Don't get me wrong, I have been a follower of the series, and remember Lara Croft's adventures to be fun enough, but surely Eidos' insistence at keeping the franchise alive is all too indicative of the state of videogames today – an unwillingness to let go of the past and attempt truly innovative ideas. This kind of attitude is all too evident on the PSP, as there are numerous avenues that developers can go down, with the handheld blossoming as a powerful mobile device, but there seems to be little originality in any games anywhere. I'm not being pessimistic here, as I know the PSP will grow as a multimedia device as well as a mobile gaming console, but it does seem a little depressing, especially for such a lover of games as myself.
Dom Christen, Aldershot



Lara manages to inject a dose of originality back into the series. We know what kind of injection we'd give her though: probably flu, or maybe tetnus

We've had so many letters like this, and in our experience it has much to do with E3 being just around the corner. A kind of seasonal affective disorder for gamers. Trust us, once you see the almighty gout of PSP games revealed at the Electronic Entertainment Expo, you'll be right back into it again. We can see your point however, but what you have to bear in mind is that for publishers like Eidos, producing their staple remakes allows them the freedom to produce more original titles and franchises. Whilst these new ideas are pretty few and far between, it does happen. Apart from anything else, there are folk out there – lots of folk – with a real love of Lara Croft, who would be mortified were Eidos to lay the young lady to rest. Just look forward to the future Dom, and if you're still unexcited after E3, maybe it's time to hang up your gamer hat.

› What's the deal with all those dirty porn adverts in your magazines? I accidentally dropped my copy of **Go>Play** in the street the other day and it fell open on two pages rammed full of supposedly 'sexy' ladies asking to be phoned/spanked/talked dirty to. This can't make much sense for an otherwise mature magazine to have this kind of dross in it that clearly only appeals to children.
Geoff Barber, Jersey

We get this a lot but sadly we can't do much about it. All those kinds of decisions are made way over our heads. Anyway, they must have some use, as there must be plenty of single folk out there with a desire to chat to such lovely young girls.

› Great mag guys! Keep up the good work. I only have one small question, but I do have a genuine reason for asking it. My family are scattered around the world, and are of multiple nationalities. I was wondering if you knew if there were any other versions of *Talkman* about or due to come out, as very few of them speak English and I have a family wedding to attend later this year.
Brian Kloom, via email

Luckily for you, Sony has hinted at a number of European versions including Italian, French, German >>

HOT TOPIC

What's on everyone's brains this month?

What do you think of Sony's recent announcement that they're going to release downloads of old PSone games? Cynical ploy to generate more cash or genuine commitment to loyal PSP owners?

Excellent! All my favourite retro titles without the rigmarole of emulation. As long as they don't cost too much to download, I'll be looking to build up a massive collection of aging PSone games from back when I was a nipper. Well done Sony!
Steve, Bracknell

What an absolute waste of time and effort. I've already got half my retro faves downloaded on my emulator. Sony releasing ports of the most popular PSone games will only leave more room for pirates to abuse the system. Why not spend more time creating better titles, rather than simply rehashing old classics?
Tim Inwa, Leics

If the price is right, I'm sure it'll be a great addition to the PSP's already wide range of functions, and with retro fever at an all-time high, Sony will almost certainly make a huge amount of wonga from the deal. It also makes the PSP even more desirable, as the games will be cheaper than the more recent full-price titles.
Aaron Jones, Holyhead

What kind of idiots do they think we are? Pretty much everyone who has a PSP will have played PSone games before and hopefully realised that they were utter crap then. Even the so-called 'classics' are rubbish when put up against today's spangly new titles.
Simon, Kent

This is damn annoying, and I was just wondering how to remedy this, as I really want to mush up some bad guys in FPS madness. Also, once you've actually downloaded a game emulator, like your one for the SNES in issue 3, do the games automatically come with them or what?
Marcus Ang, Takeley

The problem with Fanjita's emulator is that it's still a work-in-progress at the moment - not everything works properly just yet, although there's a list on the page of how he's getting on with making everything compatible. You're best to check the list to make sure that what you want to play actually works first, then make sure you copy all the right files to the right places - usually, there are instructions on how to do this for each game on the pages where you can download them. You also need to get hold of the games separately... but actually downloading games that you don't physically own the original versions of is totally illegal and I'm afraid we can't tell you where to get them. Sorry.

Star struck

Last month your letters page included a star letter from a woman grumbling on about how the Nintendo DS Lite is simply a cynical attempt at squeezing more cash out of loyal fans. You assured the young lady that there were no immediate plans for Sony to bring out an upgrade for the PSP, but I've heard on more than one Internet forum that Sony is indeed looking to bring out a new version of the PSP. I trust the guys on my forums, and it makes sense that Sony would attempt to make a little more cash out of the PSP, what with it being a money-grabbing multinational corporation. What do you know of this new machine? When's it out? And will it be out on import soon?
Dave Rorsach, Devon

We've also heard about the rumours, Dave, but without even the slightest hint from Sony about it as yet, we really wouldn't want to speculate. However, it's just a rough guess, but we expect the new version of the PSP to be at least 18 months away from our fair shores, and if you go by various spurious news items across the web, it could have anything from a mobile phone to a lean mean fat-reducing machine included in it. The most likely additions, we suspect, will be a significantly improved battery, a 4GB built-in memory and camera. This is purely conjecture on our part, of course, but what we are sure of is that it'll be a while until any of us actually get our hands on one.

Here. Look, it's a DS Lite, Nintendo's blatant attempt to squeeze more cash out of gamers

and Spanish. Unluckily for you however, these will probably not see the UK shelves for a little while. You're probably better of with a phrase book until then.

› Who are the best third-party peripherals producers around? The trouble is that I really want to maximise my PSP with every peripheral going, but one of the most important aspects of any peripheral is the feel - something you can't really get an idea of until you've bought them. Who has the sexiest and most reliable add-ons then?
Jon Temple, Haslemere
Long-time peripheral makers, Joytech would probably be the ones to go for if you're looking to sex up your PSP a bit. They've got a massive range of bits and bobs on offer, and always have plenty of new ideas coming up for your handheld.

GO>PLAY

Imagine Publishing Ltd, Richmond House,
33 Richmond Hill, Bournemouth, Dorset BH2 6EQ
☎ +44 (0) 1202 586200
Website: www.goplaymagazine.co.uk

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Magazine team
Editor in Chief Nick Jones
Email: goplay@imagine-publishing.co.uk
☎ 01202 586211

Deputy Editor Simon Griffin
Email: simon.griffin@imagine-publishing.co.uk
☎ 01202 586245

Senior Designer Andy Mountain

Staff Writer Tom Leclerc

Sub Editor Karen Rutherford

Contributors
Aaron Asadi, Jon Denton, Tim Empey, Keith Hennessey, Darran Jones, Claire Kendrick, Ryan King, Rick Porter, Tim Rogers, Henrietta Rowlatt, Dave Shaw

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Advertising Manager Felicity Mead
☎ 01202 586221
Email: felicity.mead@imagine-publishing.co.uk

Snr Advertising Sales Executive Mark Maclean
☎ 01202 586220
Email: mark.maclean@imagine-publishing.co.uk

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☎ 01202 586490
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Circulation
Circulation & Export Manager
Darren Pearce ☎ 01202 586200

Production
Production Director
Jane Hawkins ☎ 01202 586428

Founders
Managing Director Damian Butt
Finance Director Steven Boyd
Creative Director Mark Kendrick

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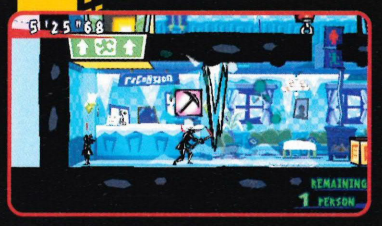

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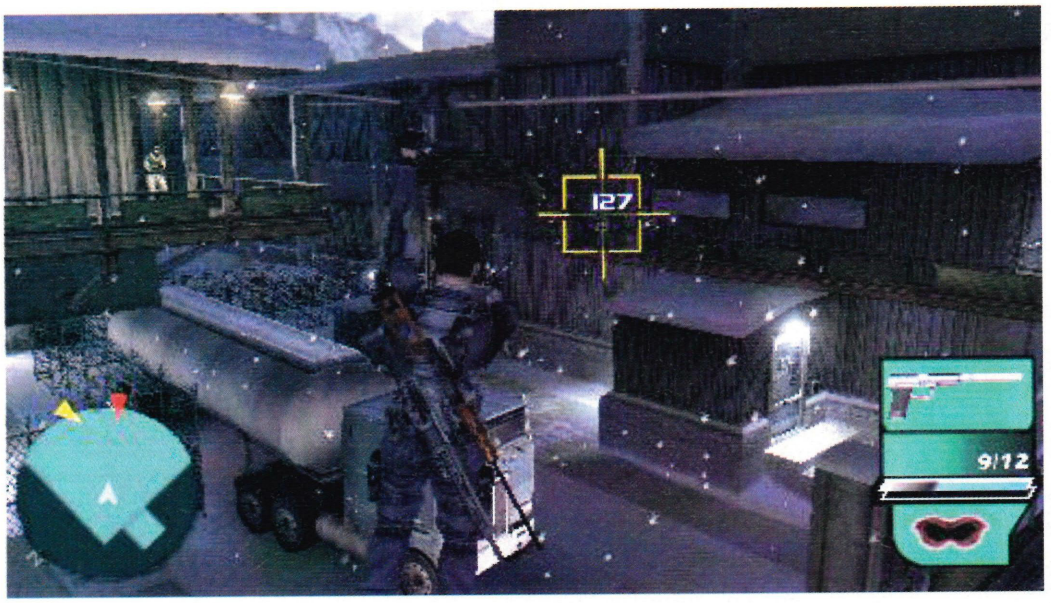
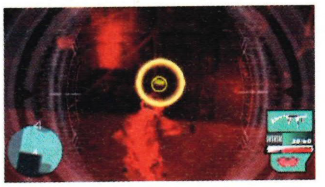




Before there was Sam Fisher we had Gabe Logan

SYPHON FILTER: DARK MIRROR

OUT: JUNE '06

Publisher **SCEE** / Developer **In-House** / Players **1-8**

WHAT IS IT?
Gabe Logan is finally back in this PSP exclusive *Syphon Filter* mission

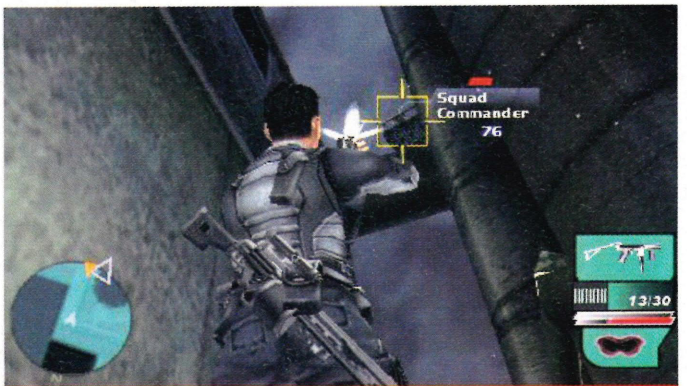
EXPRESS CHECKOUT
- 28 missions
- Four multi-player modes
- Exclusive to PSP
- Loads to unlock
- Controls like a dream

Anyone who owned a PSone in the machine's heyday will have heard of *Syphon Filter* and will more than likely be familiar with the main protagonist, Gabe Logan. The three games saw our hero saving the world on a number of occasions with a mixture of stealth and balls-out action. The main attraction of the series was not only that it looked great but that it also played like a dream. The controls were responsive, intuitive and made the adventures themselves a true pleasure to undertake.

It was with much anticipation that Gabe and friends made the leap to PS2, but sadly with Solid Snake and Sam Fisher making such an impact in their respective debut outings on the machine first, Logan was beaten to the punch. This, coupled with the fact that something had happened to the game that made it lose its original charm, put the final nail in the coffin for Gabe's next-generation adventures.

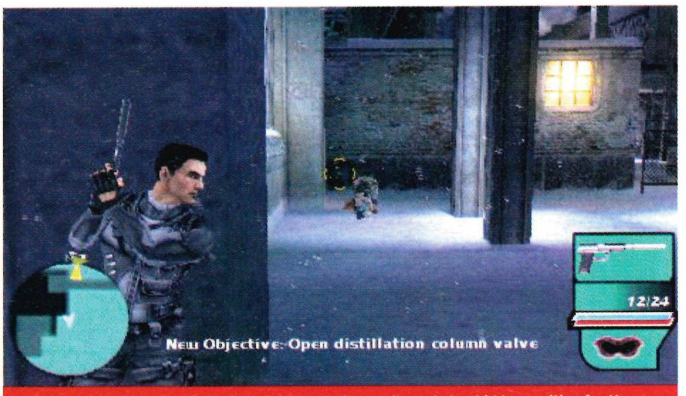
Thankfully, someone at Sony had the foresight to bring Gabe out of early retirement and this time he should fare a great deal better. With Solid Snake pursuing a completely different route and Sam Fisher not doing as well as a super-spy of his stature should, the field is open for Logan to become the PSP's premier terrorist-botherer as long as the game doesn't end up being the mess that *Omega Strain* was, which couldn't even manage to muster up a decent story.

Syphon Filter games have never had the most original plots, but what game that features a terrorist threat to America really does? It's how that plot is executed that's really important. If *Dark Mirror* can continue the strong storytelling that preceded it in the PSone titles, then we're onto a winner. The missions are executed in a variety of ways too, with a great deal more than just running around shooting bad guys involved. Hostages need saving, enemies need sniping, buildings need to be quietly infiltrated, all of



The controls are pleasingly simple to get to grips with and you'll soon be taking out enemies all over the place

Before you get too excited, this is a cut-scene. At least you can see how nice they look though. Most of the cut-scenes employ the philosophy of 'less chat, more action'



In true super-spy style, Gabe Logan can hug walls and stay hidden, waiting for the perfect opportunity to open fire on the enemy

which creates a varied experience guaranteed to keep you hooked until the end. Anyone expecting a non-stop action-fest will be disappointed, as simply running through a level blasting everything in sight will quickly find you dead. However, a healthy mix of stealth and action ensures that you'll need to use both brains and brawn to successfully complete the missions.

When the single-player does end though, the fun doesn't stop there, as *Syphon Filter* has an extensive multi-player mode. We thought *SOCOM* was pretty exhaustive but this features both Ad Hoc and online multi-player along with Gamesharing (although it only provides a demo to your friends unfortunately). Supporting up to eight players you can partake in not only the obligatory deathmatches, but also in Objective and Rogue Agent modes that play a lot more like missions with real players instead of NPCs, which is a very interesting addition.

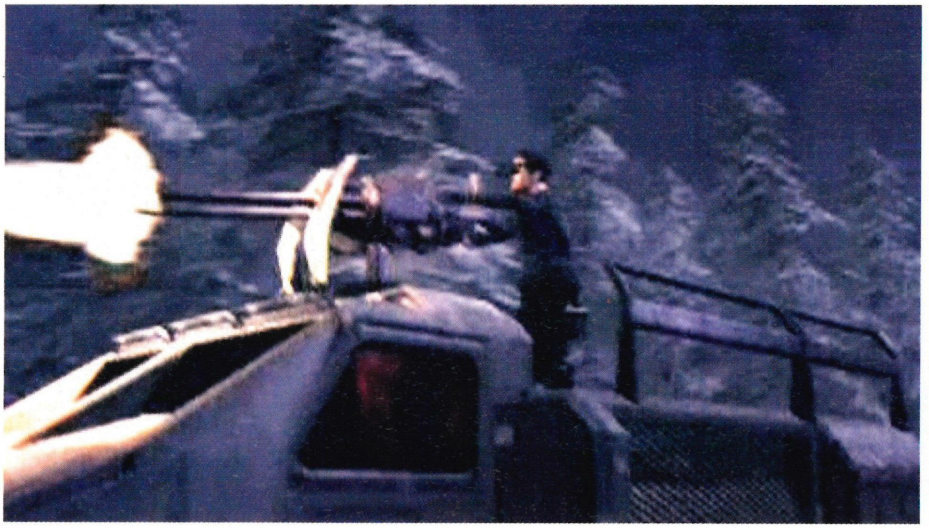
The online experience doesn't end there and you can also create a clan with your friends or even check out the *Syphon Filter* community, which lets you view leaderboards or your mailbox and even contribute to a message board. It seems like SCEE has thought of everything.

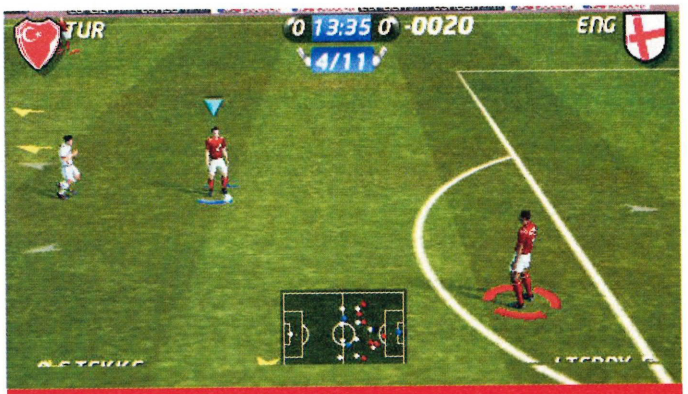
[Had a great deal of thought put into its control system]

Rather than just being yet another console port, *Syphon Filter* appears to have been developed from scratch for the PSP, which not only means it takes full advantage of the power behind that tiny screen, but has also had a great deal of thought put into its control system. We're hard pressed to think of any shoot-'em-up on the PSP so far that hasn't suffered from the lack of a second analog nub, but *Syphon Filter* manages to make you forget you ever wanted one. Such is the layout of the controls that from what we've sampled so far you will never find yourself reaching for that second, non-existent nub. That's something to be excited about before you even play the game – a shooter that finally works properly on the PSP!

Already out in the States, *Dark Mirror* has received rave reviews pretty much across the board. From what we've seen and played it deserves every single one and the consensus seems to be that this is not only the best PSP game yet but is also one of the most accomplished handheld titles ever made. A compelling argument indeed – roll on the UK release! ■ **Simon Griffin**

WE SAY **The scores *Dark Mirror* has already received say it all really, this will be a must-have title when it reaches these shores**





Don't just stand there looking like a lemon. Score a bloody goal will ya!

Look at those lovely stats. What an interesting match that was... two shots on target in the whole game

It's official! World Cup fever starts here

WORLD TOUR SOCCER 2

OUT: JUNE '06

Publisher **Sony** / Developer **In-House** / Players **1-4**

WHAT IS IT?
Sony's latest attempt at wresting the PSP footy crown from *Pro Evo*

It's going to be a good summer this year, and it's with a hopeful eye that we look forward to Germany's effort at hosting the World Cup. We're going to find ourselves a funky sports bar with a nice beer garden, and bathe in both glorious sunshine and the even more glorious English raising of the elusive World Cup. Either that or we'll spend most of it sheltering from the rain, grumbling into our pints and moaning about being jipped by a poor decision by some idiot referee. Let's face it, it's happened several times before, and it'll happen again, so you'd better start bracing yourself for the highs and lows of the world's greatest sporting event.

So for all of you looking forward to this summer's World Cup, it's probably a good time to practise your mindless chanting, as Sony has just announced an update to its *World Tour Soccer* franchise. With a new angle on the sport, *World Tour Soccer 2* features a massive 11 modes, encouraging players to enjoy the beauty of the game and your showboating skills especially with a plethora of multi-player modes.

Also adding to the individuality of *WTS2* is a distinctive new graphical style, eight new stadiums and over 70 national teams allowing you to recreate whatever crushing match that inevitably sees England drop out of this year's championship. After the sturdy, but flawed effort of the previous title, we're not expecting miracles, but if Sony takes the lead from Konami's top footy title, we could be seeing a PSP exclusive that can take on the big boys. ■ **Tom Leclerc**

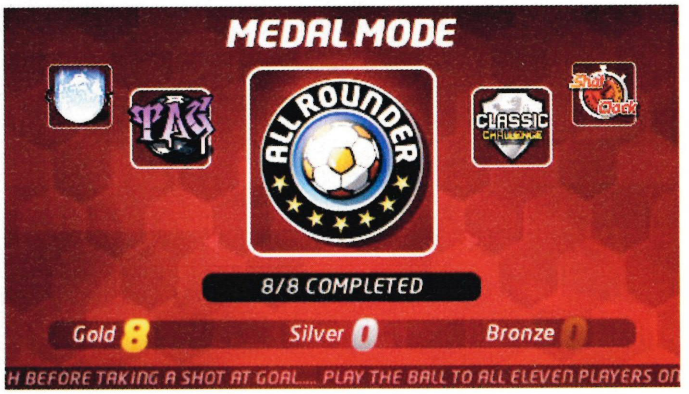
Enjoy the beauty of the game and your showboating skills

rather than just the goals. Split into World Tour and Medal modes, each section tests a definite aspect of the beautiful game, challenging you to show off your skills across the major footballing continents in order to gain access to a wealth of unlockable goodies, such as all-star teams and new game modes.

Whilst this summer's charts will no doubt be dominated by the big two – *FIFA* and *Pro Evo* – *WTS2* seems to be filling a gap by introducing fast-paced footy action perfectly suited to mobile gaming,

WE SAY **Already well suited to mobile gaming, here's hoping the *World Tour Soccer* franchise has picked up a few footy tips from the greats by now.**

EXPRESS CHECKOUT
- Up to four player multi-player
- 11 game modes to start with
- Downloadable material available post-purchase



TAKE THE RISK

TAKE THE REWARD

Take on your friends and take their wheels in wireless head to head showdowns

Juiced eliminator™

Real Street Racing

WWW.JUICEDRACING.COM COMING JUNE

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PSP PlayStation Portable

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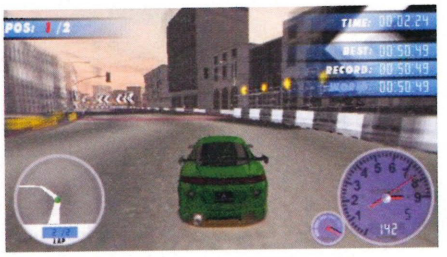


Squeezing every drop of chav from the motor engine

JUICED: ELIMINATOR

OUT: June '06

Publisher **THQ** / Developer **Juice Games** / Players **1-2**

WHAT IS IT?

Bling bling racer combining car modding, customisation, and slippery roads

Hey! It's *Juiced*! Again. Yes, the game that tickled your Essex crotch with its heavy-handed bling and car-mod appeal has returned. But now the word 'Eliminator' is stuck on the end of it. So it's clearly a different game. Keen to dodge the 'but it's just a port!' mob baying for the blood of any suspected targets, there are plenty of new additions designed to throw them off the scent.

The biggest decoy is obviously the new Eliminator mode that's been slung into the mix, as you might expect from a port... sorry, update of a game with a new *Eliminator* subtitle. This game kicks the last placed driver out of the race after each lap – the last racer gets 'eliminated'. And so it continues until two drivers are left who then have a straight-up race to decide the winner. Hence the name, hence the mode, hence the new funky subtitle bleaching the roots of the PlayStation2 original so that it looks younger, hipper and fresher. It does a decent enough job too, providing buckets of the pick-up-and-play appeal that makes handheld games so appealing and just about convincing us that this particular version is the one we'd rather be with.

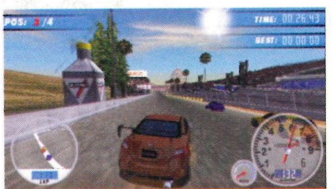
For those new to the whole *Juiced* experience, it goes something like this. You pick a name (fair enough), pick a logo (some games do it), pick a crew name (okay, this is getting silly) and finally, pick a mobile phone on which to receive your text messages (oh, come on now). *Juiced: Eliminator* is the game for those who start on the road toward racing simulators but take a left turn into Chav Central. Fortunately, it's also rather good. There's a cute sense of speed with an emphasis on not pranging your car about like a cheap Tesco trolley, lest you cause your nitrous to leak or – gasp – damage your neons. Multi-player is the primary focus of this handheld version of *Juiced*. There are new twists to the single-player Crew races and Pink Slip races, which provide a genuine use for the Wi-Fi switch on your PSP besides something to flick on and off when you're bored waiting for a game to load.

Which brings us to the next point. *Juiced* also promises that loading times will be nice 'n' nippy and it looks like it could deliver on its promise. We're not talking oh-my-god-that-is-quick loading, but there will certainly be a big. Improvement. On. Most. PSP. Loading. Times. The current version doesn't seem to be delivering on that at the moment, struggling to strike a balance between 'loading lots of stuff to make the game look nice' and 'taking so long you change your seating position to get more comfortable while waiting', but hey, it looks nice when it eventually

EXPRESS CHECKOUT

- Nine new cars. Hurray
- Eight new characters. Yippee
- "Dozens of new body-kit parts". Wow!
- The lead designer is Dave Daniels

Trick out your car with decals and shiny rims to make all the boys jealous and all the girls swoon – putty in your hands



The draw distance is impressive as the track stretches ahead

Some of the challenges are, well, pretty challenging

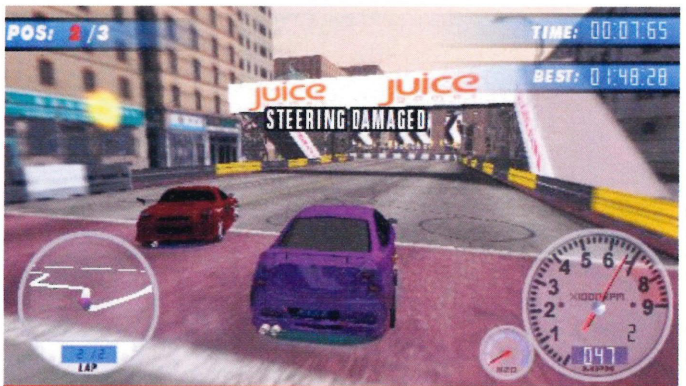
does load. *Eliminator* has been given a makeover to look nice for its handheld debut and the menus have been given a sexy splash of paint and now look rather scrumptious. Scrumptious isn't a word that would be used under normal circumstances, but the sexiness of *Juiced* demands it. There are also new movies that play after each race in Career mode, apparently. It all sounds tasty enough.

Otherwise, it's the *Juiced* you know and love and was released to a good reception on PlayStation2. It's fairly nippy and gives *Need For Speed* a run for its eye-candy money, managing to look flash, and providing more customisation options than most people care about. The game itself was sound on PlayStation2 with strong handling, so most of the improvements have gone into giving the actual structure some nip and tuck rather than touching the meat of the game. If you liked *Juiced* the first time round, then you'll like *Juiced: Eliminator* more. It crams in more new stuff, gives the PSP a much-needed multi-player weapon that its current arsenal is lacking and it has a new slimline Career mode that feels sexier without losing any of the important stuff. It's the classic, overused 'if you liked such and such' line, but in this case it really is true – anyone who loved *Juiced* or is looking for an accessible, slick racer should sign up now and reserve a place on the starting grid. ■

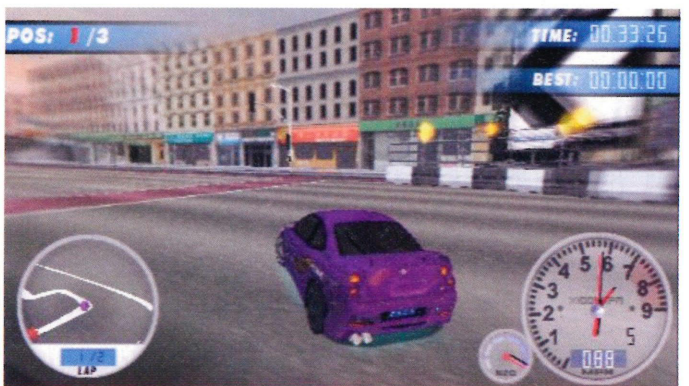
Ryan King

[Juiced gives Need For Speed a run for its eye-candy money]

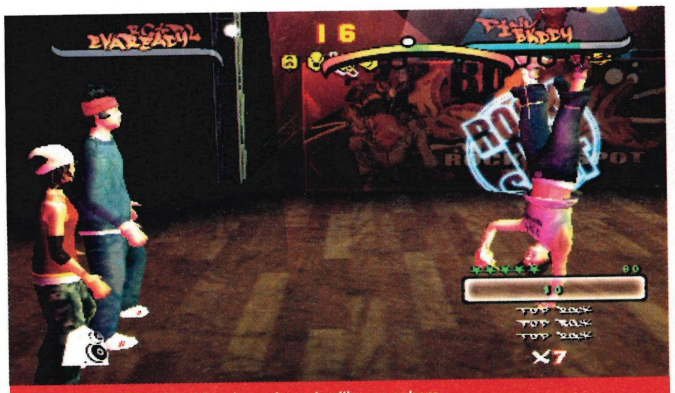
WE SAY **Sarcastic comments and snide remarks aside, this will probably be better than the PS2 version and that was no slouch in the racing department.**



Drive like a muppet and your car will soon be the worse for wear. It might be fun barging your way around the track but how will you win the race when you can't steer?



Use a bit of boost and the screen will go all blurry like this. If you run out of boost simply smear Vaseline on the screen for a similar effect



It's like *Tony Hawk's* only you're not rolling anywhere. It still hurts if you fall on your head though

This isn't just another dancing game, it's a way of life

B-BOY

OUT: **Sept '06**

Publisher **SCEE** / Developer **FreeStyleGames** / Players **1-2**

WHAT IS IT?

Battle against the best b-boys in Sony's bodyrockin' new break-dancing simulator!

Break-dancing – a slightly annoying hobby that looks far too energetic and requires the playing of irritating music at brain-aching levels. However, kudos should go to those with the 'mad skills' required to actually pull it off. For the rest of us Sony is providing the ultimate substitute in the form of the forthcoming *B-Boy*.

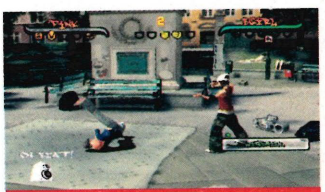
Featuring Hip-Hop legend 'Crazy Legs' (no, us neither) of the Rock Steady Crew, the game allows you to build up a crew in the 'B-Boy Life' mode and battle against real-life b-boys. You have to learn, develop and master over 800 motion-captured moves as the battles take you from the streets to the world b-boying championships.

As you dance you will gain respect and style but only if you do well. Dance like an idiot and fellow b-boys will diss your moves. The better you do the more likely you are to encounter one of the licensed b-boys, including the likes of Kamel, Crumbs, Hong10 and Mouse. If that list finds you nodding your head in appreciation then *B-Boy* will probably move to the top of your gaming wish list. Get practicing those power moves and freezes in preparation! ■

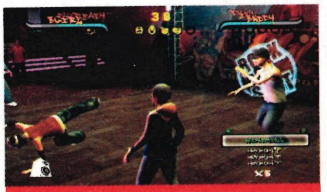
Simon Griffin

EXPRESS CHECKOUT

- 21 realistic venues
- 40 rival b-boys
- 800 moves
- 40 licensed tracks
- It'll flip your wig back!



Firing her imaginary shotgun had seemingly worked



The dance floor cleared once B-girl threw the same old shapes again

WE SAY **While the premise behind *B-Boy* oozes chav appeal, there's no denying that it's trying something different so it may surprise us and be rather good.**

Goro is still a nasty piece of work with an unfair advantage

A dagger to the cleavage, that's some extreme breast augmentation

Deception has changed its name. Sneaky bugger

MORTAL KOMBAT: UNCHAINED

OUT: **Q3 '06**

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

WHAT IS IT?

Blood, brain matter and the most horrific fatalities ever. *Mortal Kombat* is back!

We all know the *Mortal Kombat* formula. Dump a load of nasty looking ninja dudes, scantily clad chicks and other assorted double-hard types into a ring to hit each other as hard as they possibly can, hopefully eliciting as much blood and gore as you can fit on the screen. What about *Mortal Kombat* on the PSP then? We will love it, you will love it, but you can be pretty sure the *Daily Mail* won't. It is looking seriously good at the minute, and as long as the PSP can keep up with the sheer quantity of on-screen gore, it's bound to be a knockout.

Mortal Kombat: Unchained – not strictly the first *MK* title on the PSP, as *Midway Arcade Treasures* delivered the original three in all their gory glory – looks to take the krown of goriest fighter on the PSP. Based on the home-console hit *Deception*, *Unchained* not only contains the Konquest, multi-player and mini-games that made it famous, but also doles out a whole load of new fighters exclusive to the PSP. Kitana, Jax, Frost, Blaze, Goro and Shao Kahn make an appearance, and with an all-new Endurance mode, it'll give plenty of brain matter for your buck. ■

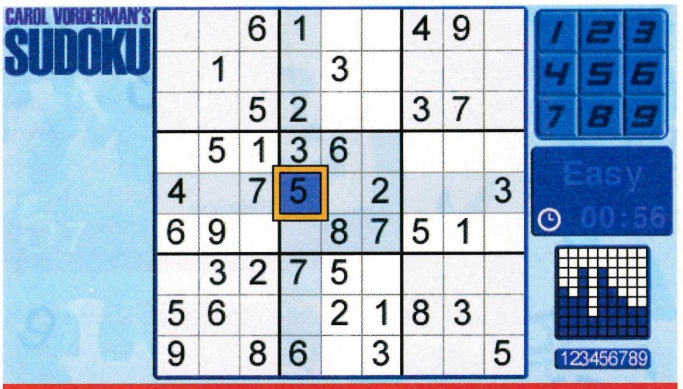
Tom Leclerc

EXPRESS CHECKOUT

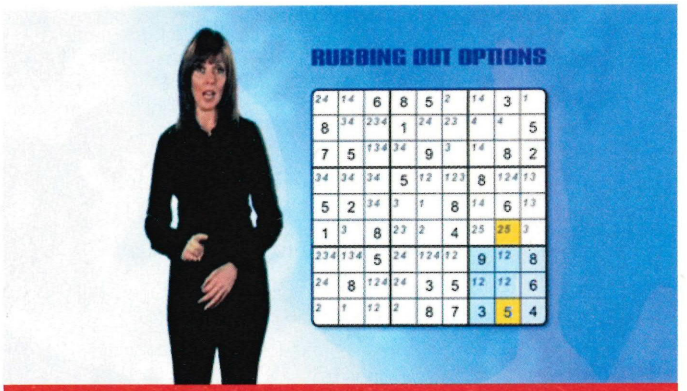
- More gore than you've ever seen in your palm
- Six new awesome characters
- Chess mode has been included

WE SAY **Hoorah! The three versions already on the PSP bode well for this time round. It's perfectly suited to gaming on the go.**

Jax puts the boot in and elicits a litre of the red stuff from poor old Kabal's face. Lucky for him he wears a freakish mask to protect his freakish features underneath



We'd love to write an exciting caption to accompany this screenshot but sadly we've run out of room



Carol explains the 'Rubbing Out Options', which surely are just 'Rub Out' and 'Don't Rub Out', but maybe we're missing something

Numbers on a grid – not interesting. Add Carol and things suddenly get interesting

CAROL VORDERMAN'S SUDOKU

OUT: JUNE '06

Publisher **Xplosiv** / Developer **In-House** / Players **1-2**

WHAT IS IT?
Carol Vorderman lends her name to another game based on the popular puzzle craze

The rapid rise in popularity of Sudoku has guaranteed that the grid of numbers keeps popping up all over the place. Not content with one Sudoku game on PSP, Xplosiv believes there's room for one more. Those of you unfamiliar with the craze sweeping the world, Sudoku challenges you to fill in the missing numbers on a 9X9 grid. Rather than requiring highly tuned mathematics and calculation skills, Sudoku instead requires you to have a decent level of concentration over anything else... hey, pay attention!

'Challenge Carol' in the ultimate Sudoku showdown

While *Go! Sudoku* was rather stale and didn't really offer much over a pen and paper, *Carol Vorderman's Sudoku* obviously features the Countdown star and bonafide brainiac who seems to look younger with every passing year. She will appear in the form of live video and will talk you through the various features and will even give a helping hand if you get stuck, but don't expect her to finish the puzzle for you, she's a busy woman!

The presenter confesses to being "a bit of a saddo" when it comes to Sudoku and likes to "go for the fiendishly hard one" – steady on Carol! She also loves her PSP, mainly because it fits in her handbag and "can't wait to be able to play Sudoku on the PSP where and whenever I want". Um, *Go! Sudoku* is already out Carol, if you're that desperate.

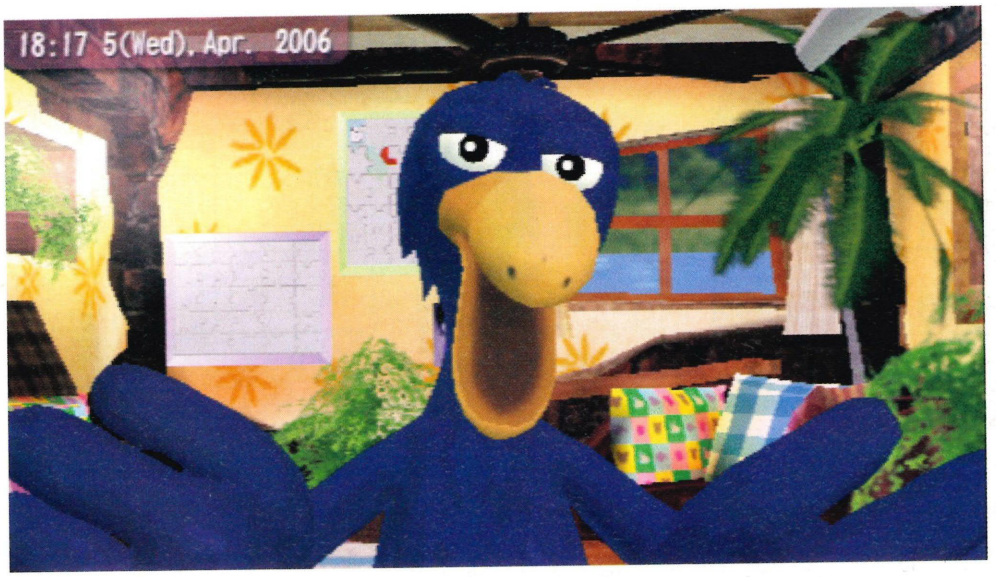
Anyway, while the prospect of another Sudoku game doesn't exactly fill us with joy, this does look to be slightly more engaging than Sony's effort. The multi-player has a number of different modes that aim to enliven the process of filling boxes in with numbers.

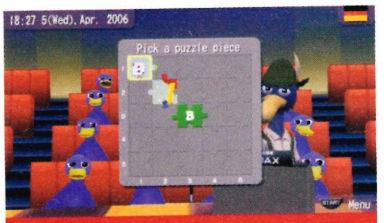
The single player has a few interesting options, not least the Career Mode, which we're intrigued by. There's also the option to 'Challenge Carol' in the ultimate Sudoku showdown, which only the bravest Sudoku players should attempt... apparently. If you do decide to challenge Carol, it's worth bearing in mind that when it comes to the toughest puzzles she claims to have "got my time down from five hours to under twenty minutes" by allegedly being in "the Sudoku zone". Sounds like quite a challenge to us. ■

Simon Griffin

WE SAY **This certainly looks more interesting than *Go! Sudoku* but it's still just a number game that can be played for pence in a daily paper. Carol won't help you with the paper though**

EXPRESS CHECKOUT
- Wi-Fi multi-player
- Six multi-player games
- Over 1 million puzzles
- 30 minutes of Carol footage
- Beginner tutorial





Filling in all off the puzzle pieces (by completing tests) to earn a prize!

The menu system's is very user-friendly and easy enough to navigate

Kann ich ein Abführmittel bekommen?

TALKMAN

OUT: MAY '06

Publisher **SCEE** / Developer **In-house** / Players **1**

WHAT IS IT?
A language tuition and translation program, perfect for those travelling abroad

There. If this preview achieves nothing else, at least you now know how to ask for a laxative should you ever find yourself perilously constipated in Bavaria. Such everyday problems are those Sony hope to solve with *Talkman*, a program that will allow European PSP owners the chance to brush up on a few (often long forgotten) skills.

Upon tearing open the box, users will be confronted with the purpose-built microphone adaptor that henceforth sits atop the USB slot like some silver double-A battery. From here, it's a case of delving into the title to explore the potential it offers (which, according to the game's press release, includes the ability to 'promote world peace'). Setting such grandiose claims aside we're left with a piece of software that, for half the time at least, barely qualifies as a 'game' at all, though in a good way.

Talk Mode simply places you in control of the 3,000 conversational phrases the internal database has to offer. In theory at least, your PSP can then be used as a universal translation device, allowing you to talk in your native language to the handheld for it to then repeat what you've just said to foreign acquaintances. Alongside this function, the on-screen menus offer a number of different conversation scenarios (such as shopping, sightseeing and at the beach) allowing users to access menus of stock phrases instead. When selected, these are then read out in the selected foreign language, accompanied by an appropriate emotional tone if required, by our friendly purple guide, Max. To aid fluent conversation, popular phrases can also be bookmarked for easy access, and you'll even be able to record short audio clips to then use in conjunction with some of the less specific phrases offered by the game. You might use this feature to, for example, ask the location of a specific restaurant amongst many on a map. Six languages are featured in total, namely English, French, German, Spanish, Italian and the game's native Japanese.

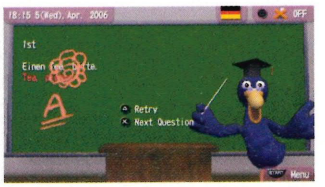
Voice recognition is currently pretty solid, seeming to bring up the intended message first time more often than not, or at least provide you with an alternative matching a couple of your spoken words. The real-life efficiency of the system is hampered somewhat

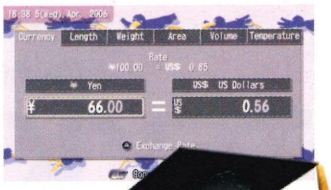
EXPRESS CHECKOUT
- Six languages featured
- 500 phrases for each
- 13 conversation scenarios available
- Two mini-games test your knowledge
- Microphone

You may not be going to Italy, but you might meet an Italian girl one day!

500 Japanese phrases? This could definitely take a while...

Typical British tourist. We go abroad and all we ask is what the weather's going to be like





by the age that seems to pass between modes and the average-but-painful gap between having a thought and the PSP expressing it in wonderful, exotic words. As far as embarrassment goes, it's probably a dead heat between having an awkward silence and fumbling around with your console forever, when meeting someone for the first time. At least there's time for the speed issue to be addressed before release, though.

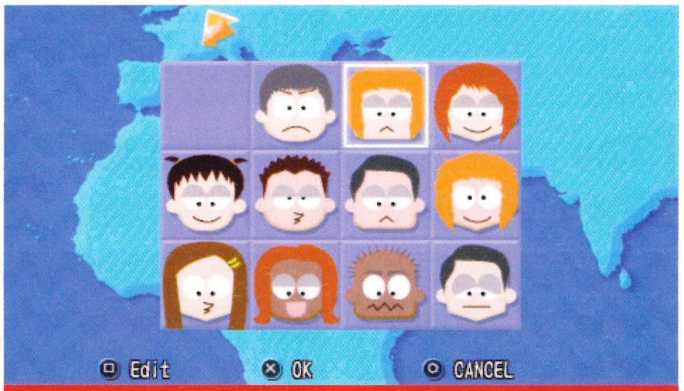
The second half of the game might prove more useful to the budding globetrotter, challenging players to get down to some old-fashioned schoolwork through two mini-games. The first is a simple listen/repeat/learn exercise as five foreign-language phrases (accompanied by their meanings) are read out in turn for you to speak back into the microphone. A grade is hastily awarded based on the quality of your pronunciation from the viewpoint of a native speaker, allowing you to chart your progress as things get ever tougher. The second challenge, like the first, is comprised of five questions per round. Max will offer you four foreign-language phrases (and, of course, their meanings) before speaking one of those four utterances and asking you to translate via a multiple-choice interface. Again, grades are awarded and users can specify what level of challenge they want to try, so pace simply isn't an issue. It does feel a lot like doing our GCSEs all over again, though, except this time around you're being quizzed by a man dressed as Big Bird from *Sesame Street*. That's the pressure quadrupled, right there.

[It's like doing our GCSEs, only we're quizzed by Big Bird]

There's also one or two other functions included that might prove handy on your travels. A standard currency converter will ease your money worries, so long as you can remember the current rate, as well as a world map you can use to chart the locations of all your new-found friends. *Talkman* is certainly an interesting project; one that might well be of most use, perish the thought, for exam revision. Between this and *PQ*, gamers might well reach the intellectual elite, yet! ■

Dave Shaw

WE SAY **It's far from an in-depth language tool, but as an ice-breaker it's perfect. If Sony can cut down on load times for release, it'll be, ahem, 'trés bon'.**



Surely Trey Parker and Matt Stone will have a few words to say about this?

Your listening tests take place before a live audience of these things, whatever they are

There's very little difference between the PSP and PS2 versions in the graphics department. It really does look amazing on the handheld

New character Dragunov is reportedly a tough character to use. Many of his combos rely on using counter-hits to get them started

Take the fight to the streets as Iron Fist goes handheld

TEKKEN: DARK RESURRECTION

OUT: TBC

Publisher **SCEE** / Developer **Namco** / Players **1-2**

WHAT IS IT?
The fantastic *Tekken* series gets a long-awaited PSP release - awesome!

EXPRESS CHECKOUT
- Good selection of Tekken Dojos
- Improve your ranking in Arcade Battle
- 1-on-1 or team battles
- Ad Hoc multi-player
- Earn Fight Money

The undisputed king of fighters on PS2, the *Tekken* series went from strength to strength (albeit with a couple of hiccups along the way) and the series is now set to conquer the PSP beat-'em-up scene as well. As we revealed in the last issue of Go>Play, *Dark Resurrection* was the name of the updated version of *Tekken 5* that hit arcades last year. That entire arcade experience is now being brought across to the PSP and we have brand new details on what you can expect to find in the game.

Apart from over 30 customisable characters, *Dark Resurrection* will also feature a number of modes in which to polish your skills. The obligatory Time Attack is present and correct, allowing you to face your opponents and defeat as many as possible before the time runs out. The Tekken Dojo sees you testing your might in a selection of Dojos based on an island owned by the nefarious Mishima Zaibatsu. Gold Rush mode gives you the opportunity to earn fight money for all the damage dealt out within the time limit. In turn, that money can then be used to upgrade your characters so you'd better get saving those pennies, as there are twice the amount of items available than in *Tekken 5*. Arcade Battle will also fill your purse and elevate you in rank as you pass the tests put in front of you.

The classic Story Battle mode is available, with cut-scenes revealing what characters have been getting up to in the time between tournaments. Hopefully they might reveal how exactly Armour King has returned from the grave.

Multi-player hasn't been left by the wayside, with *Dark Resurrection* supporting Ad Hoc Wi-Fi play. Guaranteed to be a big seller, it won't be difficult to find someone with a *Tekken* UMD firmly slotted into their PSP. Challenge them to a fight and you'll be able to check out their stats in the pre-match screen to see what you are up against. Great if you want to bottle it and run away to find someone much easier to challenge.

Rest assured, once we get our grubby mitts on the game you won't be able to pry our fingers from the PSP for days. ■ **Simon Griffin**

WE SAY **This really can't come quick enough for us; the prospect of *Tekken* on PSP has us drooling already - just look at those screenshots!**

[The series is set to conquer the PSP beat-'em-up scene]

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ISSUE 43 ON SALE 20 APRIL

The all-

50 Jackie Chan Stuntmaster

Jackie's forgotten side-scrolling beat-'em-up harks back to the bish-bapping fun that was *Streets Of Rage*, except this has a sense of humour and, of course, Jackie Chan. Beat up angry French chefs, disco dancers and save Jackie's uncle from some bad people. There's even a secret Drunken Master level. Classic.

49 Star Wars Rebel Assault 2

Any youngsters out there might not believe this, but for a long time between the *Return Of The Jedi* in 1983 and *The Phantom Menace* in 1999, *Star Wars* fans had little to satiate their lust for Lucas' galaxy far, far away. A majority of *Star Wars* licensed games released during that period were dreadful, but we were all glad of *Rebel Assault 2*'s story and cut-scenes, even if the gameplay was a little on the shallow side. Actually it was little more than an interactive movie, but when that movie is *Star Wars*, who really cares?

48 Apocalypse

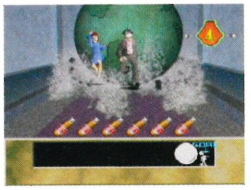
Okay, so it wasn't the greatest game ever made, but it did provide some truly insane blasting action. What did lift it above the average was the inclusion of a digitised Bruce Willis as the game's main hero. Running around destroying everything in your path as Brucie chimes in with one-liners every so often is great fun.

-time 50 best PSone games

Yes, we know this is a PSP magazine but if you haven't heard already, downloadable PSone games that run on your PSP are just around the corner. In preparation, we figured we'd best go back to our roots and sample the delights of the now classic console. It took us quite some time, and more than a few fistfights to assemble, but here are our 50 favourite games. Let's hope we hear a few of these mentioned when we get some concrete info on Sony's download service at E3

47 Incredible Crisis

Incredible Crisis told the story of a small family having a really bad day trying to get home for granny's birthday. Cue a slew of manic mini-games that tested the mettle of many of the most hardcore gamers out there. Perhaps it was the insane difficulty that made it such a life-sucker of a game, but whatever it was, it certainly gave your thumbs a work out.



46 Battle Arena Toshinden

Coming up in the early days of the PSone, *Toshinden* had a hard fight on its hands. Up against the mighty *Tekken 2*, *Toshinden* died a death, but it was still one of the most popular titles of the day. With outlandish moves and freedom to use every dimension of the environments, *Toshinden* will always be fondly remembered.

45 Warzone 2100

Another slightly left-field choice for the top 50 games, but one well worth taking note of. As RTSs go, *Warzone* had to be the most complex and enjoyable of its day. Even up against the likes of *Command And Conquer*, its massive customisability and responsive controls gave it almost endless longevity. Look out for it.

44 Pandemonium

About as proficient a platformer as you'll find on the PSone, *Pandemonium*'s vibrancy and strangeness offered something very different, but at the same time endearingly homely. There's been nothing quite like it since, and whilst we're doubtful it'll make the PSP, the prospect is an exciting one.

43 PaRappa The Rapper

Kick, punch, it's all in the mind. Can you remember the rest of that little ditty? If so you'll no doubt be baying for this rapping sim on your PSP. If not, we suspect it won't hold much interest at all. Either way the mix of peculiar characters, vital visuals and awesome tunes made it a hugely popular title. Vanilla Ice could have learned a thing or two from PaRappa.

42 Fade To Black

Crude and clunky but in a cute kind of way, *Fade To Black* is the kind of title that split the gaming public right down the middle. Derided by aesthetes, but adored by those with the ability to appreciate games on a deeper level, the scattergun collection of borrowed ideas and non-linear feel made for a surprisingly engrossing gaming experience.

41 Chrono Cross

A unique RPG from Square Enix but one that, sadly, didn't make it to release over here. It featured a couple of truly innovative ideas - the most important being that you could see all the enemies on-screen before you fought them, allowing you to tailor your party's make up. With more than 40 characters to 'collect' over the course of your travels and an insanely complex combat system, *Chrono Cross* remains, for many, the zenith of RPG depth.

40 Sheep, Dog And Wolf

Many of you will probably have a rather confused look on your face right about now. Granted, *Sheep, Dog And Wolf* wasn't a massive success, but for any fans of Looney Tunes' Ralph and Sam cartoons (and let's face it, who isn't?) this was absolute magic. A clever combination of stealth, comedy and classic puzzling, had it been dressed up in less childish clothing, this sheep-stealing sim would have topped the charts.

39 Civilisation

Civilisation proved comprehensively that lengthy, profound titles of a more cognitive nature could translate to the PSone with ease. And boy was this a thinking gamers' game. Deep enough to bury your granny in, *Civilisation* was undoubtedly the *World Of Warcraft* of its day, causing hundreds of sleepless nights and "one more go"s. We can't find anyone who actually completed it though.

38 Theme Hospital

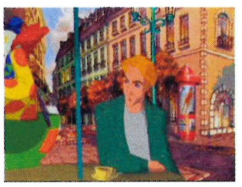
Who says PC games can't be ported to consoles? *Theme Hospital* showed us exactly how it should be done. Build your hospital, hire your staff, treat your patients and sit back while it all runs like clockwork... or not. Just when you thought it was all running smoothly, disaster strikes and you're left grizzling like a bad tempered toddler into your scrubs.

37 Sled Storm

Sled Storm is a tremendous racing title that unfortunately didn't receive the acclaim it truly deserved due to being set on the snow. The four-player split-screen, crisp visuals, as well as solid physics combined to make *Sled Storm* one of the best racers on the PlayStation2 and is well worth a download onto the PSP.

36 Broken Sword

Opening with cinematic exuberance and drawing you deeper into a mysterious point-and-click adventure as the game goes on, *Broken Sword* reinvigorated the crime thriller genre on a console previously deemed unsuitable for it. What made it so playable however, was a sharp sense of humour, straightforward control and the kind of charm reminiscent of the LucasArts adventures on the PC.



35 Grand Theft Auto

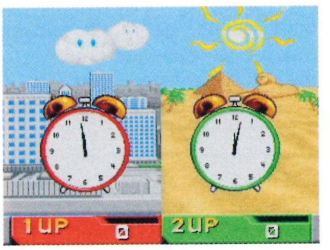
While the true potential of the series wasn't actually realised until the era of the PS2, the original top-down *Grand Theft Auto* was where it all began. If anything, this was a more disreputable game, involving some horrible acts of terror and vandalism. With *Liberty City Stories*' presence however, we're dubious of the original's worth on the PSP.

34 Alien Trilogy

You can forget all your *Silent Hills*, *Resident Evils* and *Project Zeros*, the most frightening videogame ever conceived – by quite some way – was *Alien Trilogy*. Quite literally dripping with the kind of terror so prevalent in the films, you took control of one Ellen Ripley as she skulked her way toward freedom through a seething mass of acid filled xenomorphs. Help mommy!

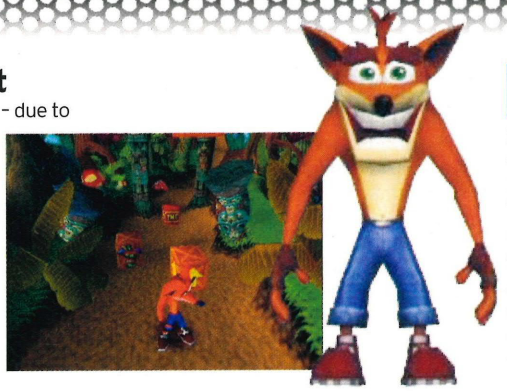
33 Bishi Bashi Special

A little known, but truly awesome party game, *Bishi Bashi* has an almost endless supply of hilarious multi-player mini-games and party modes. Its sloppy localisation, over-the-top sounds and vibrant visuals make it a game that, when we get drunk, still manages to suck up a fair amount of our time.



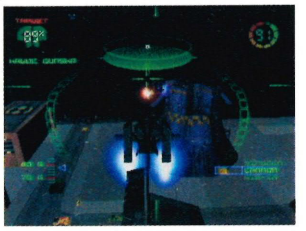
32 Crash Bandicoot

Most of us had forgotten – due to miserable atrocities like *Twinsanity* – how eminently playable *Crash Bandicoot* was in the early days. The original didn't deliver anything hugely special in terms of innovation, but the slick controls, vibrant animations and refreshing comedy made it a game for everyone despite the kiddie look of the piece.



31 G-Police

It's 2089 and one force can prevent the world from spiralling into chaos. Enter the G-police, a law enforcement group each in command of an AG-60 Havoc law enforcement unit (a transformer with loads of guns attached). The well-manicured storyline played out in glorious cut-scenes, and you got to blow the crap out of everything.

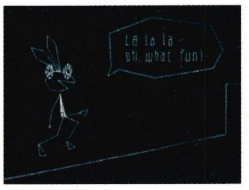


30 Cool Boarders 3

Responsible for a succession of snowboarding titles, the *Cool Boarders* series sent the popularity for the sport on consoles rocketing. There have been higher quality titles since, but for many growing up with the PSone, *Cool Boarders* provided the most gnarly gameplay of the time.

29 Vib Ribbon

Controlling Vibri the bunny, you're charged with the task of getting said bunny to the end of a range of bizarre screaming J-pop tunes by negotiating obstacles. Difficult, odd but unbearably playable, put in your own tunes for customised levels and you have a hugely enjoyable game.



28 Bomberman

Bomberman on the PS2 was a welcome reprise for the diminutive maniac bomber. Horribly simple, terrifyingly addictive and fiercely competitive, there are few gamers out there who haven't sampled the delights of *Bomberman*. Wouldn't it be nice to see it on the PSP?

27 Ace Combat

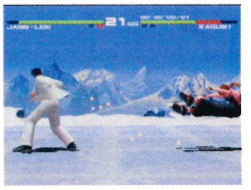
Ace Combat was arguably the first decent air combat sim to hit the market on any console. Recreating the speed, feel and fluidity of modern dogfighting, *Ace Combat* opened the doors to a genre previously locked into the *Afterburner* way of thinking. About as landmark as you can get.

26 Loaded

Full of bizarre characters and weird baddies, *Loaded* took the shoot-'em-up to a different level of bedlam. There are few games that can match the quantity of claret on offer, and being set in an asylum, the general feel was quite unsettling for such a title so light on gameplay.

25 Dead Or Alive

Screw these modern takes on the series. Not one of the Xbox incarnations has anything on the original. It's amazing how impressive a beat-'em-up can be using three buttons. This is one we'd really like to see on the PSP, as the sleek combat and exciting bouts make for classic fighting action.



24 Bushido Blade

How this hasn't had a proper remake we'll never know, as *Bushido Blade* was possibly the most underrated game on the console. It was delicate, purposeful and a genuine thrill to play, but somehow didn't receive the kind of accolades awarded to many lesser titles. Incidentally, if you're ever tempted to grab yourself a copy of the follow-up, don't, as it was pure cack and no mistake. It probably killed off the series, which is a real shame.

23 Fear Effect

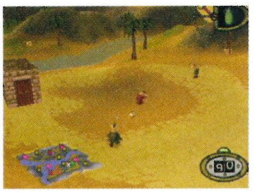
You can't fault *Fear Effect* in any way. Its unique graphical style and sexy leading lady took most of the limelight, but as a third-person survival horror it ticked every box and then some. Great storyline? Check. Solid voice acting? Check. Truly frightening situations? Check. Great twist at the end? Most definitely check.

22 Micro Machines V3

One of gaming's most-loved titles. Driving in miniature! The mix of race and car types made this one of the best versions around, and with the eight-player pad sharing mode, it was an essential purchase for anyone with friends. One merchandising spin-off that'll outlast the original toys by some way.

21 Hogs Of War

While many saw this as a sub-par 3D copy of worms, it was so much more. Following the fortunes of a race of bloodthirsty piggies, and voiced by Rik Mayall, *Hogs Of War* is so much more. Slick controls, genuine comedy and clever level design make it a game well worth getting hold of today. We're still waiting for a sequel.



20 International Track & Field

Not tied to any particular sporting event meant that Konami could concentrate on gameplay rather than pleasing the organisers of said event. Every event is expertly designed so it's not too easy, but also it doesn't require you to have the reflexes of a cat to pull off successfully. It doesn't look that great, but the gameplay overshadows that.

19 Die Hard Trilogy

No other *Die Hard* game has managed to capture the spirit of all the three movies as this did. The blend of three genres into one game meant that you could pick a movie depending on what style of game you wanted to play, with the light-gun based *Die Hard 2* coming out on top that even manages to be playable with a D-pad.

18 Bloody Roar

Mix hardcore J-rock tunes, absurd animal mutations and some fluid combat into one package and you have *Bloody Roar*. The PSone had never seen a more ludicrously playable game and with its constant stream of flashy combos and back-and-forth gameplay, let's hope the series never dies.

17 Oddworld: Abe's Oddysee

Arguably the best side-scrolling adventure since *Flashback*, *Abe's Oddysee* hit the shelves to widespread praise. It not only looked lovely, but the off-the-wall humour and enthralling puzzling had us all completely bowled over. Abe's world is one well worth visiting again on the PSP.

16 Silent Hill

You want frightening? You got it. Packed to the gills with real fear, it eschewed the diktats laid down by the almighty *Resident Evil* by instilling a true sense of dread in the gamer rather than throwing endless streams of 'jumpy bits' at you. Such emotive gameplay has rarely been seen since, and even subsequent versions have failed to capture the sheer terror of the original. So good they've made a movie.

15 Tenchu

While the last PS2 outing pitched the series into obscurity, the PSone releases were among the best of the genre. A proper adult series that didn't shy away from showing a little bit of the red stuff, *Tenchu* offered players a compelling ninja experience with a healthy mix of sneaking and action. A *Splinter Cell* without the high-tech gadgets if you will.

14 Legacy Of Kain: Soul Reaver

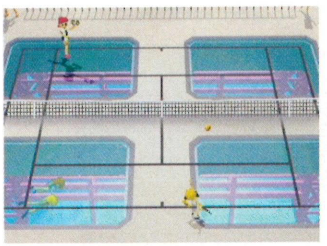
This sleeper hit came out of nowhere and wowed gamers and critics alike. Lush visuals and flawless gameplay gave this the edge over so many other action adventure titles. Not forgetting that the central character of Raziel was a genius design and even though he looked like an evil SOB, you couldn't help but root for him – the ultimate anti-hero you could say. Subsequent sequels have tried and failed to recreate the original's unique experience. Kain has even had a starring role but nothing compared to this excellent title.

13 Colony Wars

By far the best space shooter on the PSone, *Colony Wars* came from nowhere to dominate the PSone charts for a good long while. With an engrossing storyline, sizable longevity and go-everywhere-shoot-everything gameplay, it was a title offering the refreshing freedom for the player to explore.

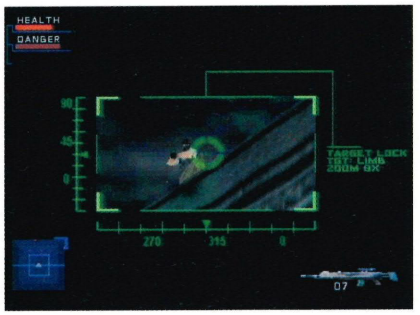
12 Anna Kournikova's Smash Court Tennis

Sticking a tennis star's name in front of the game name for a sequel just screams of cash-in, but this is anything but. Before *Smash Court* moved into the grown-up tennis sim world, this was a cutesy sports title that's appearance belied the hardcore game that hid beneath. Utterly addictive and endlessly playable, it is probably one of the best sports titles to have graced the PSone.



11 Tomb Raider

Ahh, the original and best. How Lara affected us on the PSone with her saucy wiggle, gigantic knockers and polished gameplay. Having recently received a nomination for the British Design Awards, and the subject of two successful films, she has the rare accolade of being one of the few videogame characters to have effectively made it into popular culture. Congratulations Ms Croft.

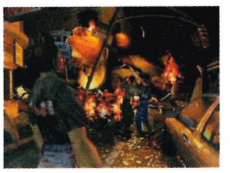


10 Syphon Filter

Released very much in the shadow of Hideo Kojima's *Metal Gear Solid*, *Syphon Filter* was often seen as a budget rip of Solid Snake's adventures. Until people started playing it that is. Slick, stylish and endlessly enjoyable, Gabe Logan's world of irritatingly stubborn villains and nasty noxious gases made for an awesome adventure from start to finish. Subsequent editions of the series furthered the silky smooth gameplay, and if it weren't for the horrid hiccup on the PS2 – namely Omega Strain – this would rank up there as one of the best series in gaming history.

09 Resident Evil 2

If the first game kick-started a genre, then this sequel took it to the next level. *Resident Evil* was a tough game to top, but this seemed to manage it with ease. More awesome zombie action, loads of brain-taxing puzzles, a great storyline and cracking cut-scenes. Awesome.



08 Driver

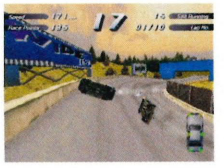
So the original *Driver* has been made to look archaic by the *GTA* series, but there's no denying that it still holds a certain appeal. Don't forget that *Driver* also did the whole 3D-drive-anywhere-in-a-city thing long before *GTA*. The sequel took the emphasis away from the driving by allowing you to walk around on foot – boo.

07 Soul Blade

The only fighting game that ever really came close to the quality of *Tekken*, which is not really surprising seeing as they both come from Namco. Fluid controls and crazy characters ensured that *Soul Blade* was incredibly popular with hardcore beat-'em-up fans and even the more casual gamers. If *Tekken* gets its own PSP title then so should this.

06 Destruction Derby 2

Improving on the original launch game in almost every way, this sequel is yet to be beaten in the *Destruction Derby* series, as later games overcomplicated matters that detracted from the core dynamic of the game – causing the most horrific crash possible. This would be the perfect 'quick-hit' fodder for the PSP – bring it on!

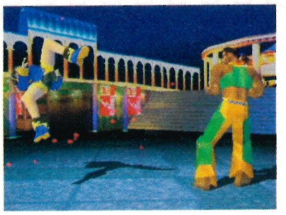


05 Medal Of Honor

The ubiquitous EA release that kick-started the popularity of World War II based shoot-'em-ups. Great gameplay and spot-on sound effects that sadly, are overshadowed by the likes of *Call Of Duty* and *Brothers In Arms* these days. It would be great to see *Medal Of Honor* take the top spot on PSP.

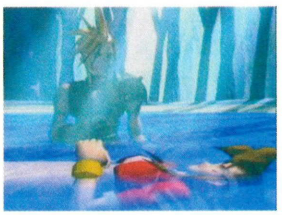
04 Tekken 3

There's little doubt that *Tekken 3* took the series to new heights on the PSone. Groundbreaking graphics, astonishing specials and a wealth of extra characters made *Tekken 3* the zenith of 3D beat-'em-up. With *Tekken: Resurrection* on the PSP, this might not make it on the download list, though.



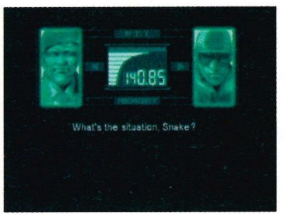
03 Final Fantasy VII

Who, with any soul at all, could keep tears from their eyes when, at the end of disk one, Aeris dies? Widely acclaimed ever since, and undoubtedly one of the most emotive videogames in history, pretty much every great RPG has been set against *Final Fantasy VII* and come out second. Square Enix has made a fair few more since the benchmark number seven in 1997, but few have even come close to the magic of the first RPG that most people had ever encountered. This is undoubtedly a title we'll come back to again and again – in fact resident **Go>Play** RPG fan Tom is doing just that – but wouldn't it be great to trundle through the Chocobo-ridden lands on your sexy black handheld?



02 Metal Gear Solid

A truly landmark title that showed off what the PSone was really capable of if developers put their mind to it. A nonsense plot doesn't detract from the superior sneaking action on offer and the legendary character that is Solid Snake. The *Acid* games are all well and good, but it would be great to see some traditional *Gear* action on the PSP. Arguably far superior to any of the sequels thrown out by gaming giant Hideo, this was the game that catapulted the stealth-'em-up into the popularity it has today. Think about a world without Solid Snake and his camp brand of gruff nonsense. This has to be one of the front runners for a port to the PSP, so get ready for his stealthiest escapade yet.



01 Gran Turismo 2

The fourth in the series is on its way to PSP according to Sony, but even they don't seem to know when. For now we'll console ourselves with the memories of possibly the best racing game on PSone. Just look at the screenshot. It may look a little weak now, but for the time it was mindblowing. Improving on the fantastic original in every way with better visuals, more cars and more tracks, *GT2* was the only choice for PSone-owning motor enthusiasts. Whilst the racing action was by far the most involved on the console, before or since, *Gran Turismo* was all about the garages. Fill 'em with oodles of shiny new, nearly new and used cars, then challenge your mates with the best your stable could put out. We can't wait for the PSP version to hit the shelves, but if Polyphony's past history is anything to go by we're expecting the most amazingly realistic racing action on the handheld ever.

The also-rans...

There are always some things that don't make it into a list like this, but came close all the same. After a number of arguments these are the ones we thought just didn't quite measure up to the other 50:

Metal Slug
Parasite Eve
Castlevania
Poy Poy
X-Com: Enemy Unknown
Doom
Duke Nukem 3D
Dino Crisis
Alien Resurrection
Earthworm Jim

Is there anything you think we missed? If your favourite game was missed out then write to the usual email or snail mail address and tell us why it should have been included. Bear in mind that there are some games like *Ridge Racer* and *WipEout* that already have awesome PSP versions, so we didn't include them. Doesn't mean we don't like them.

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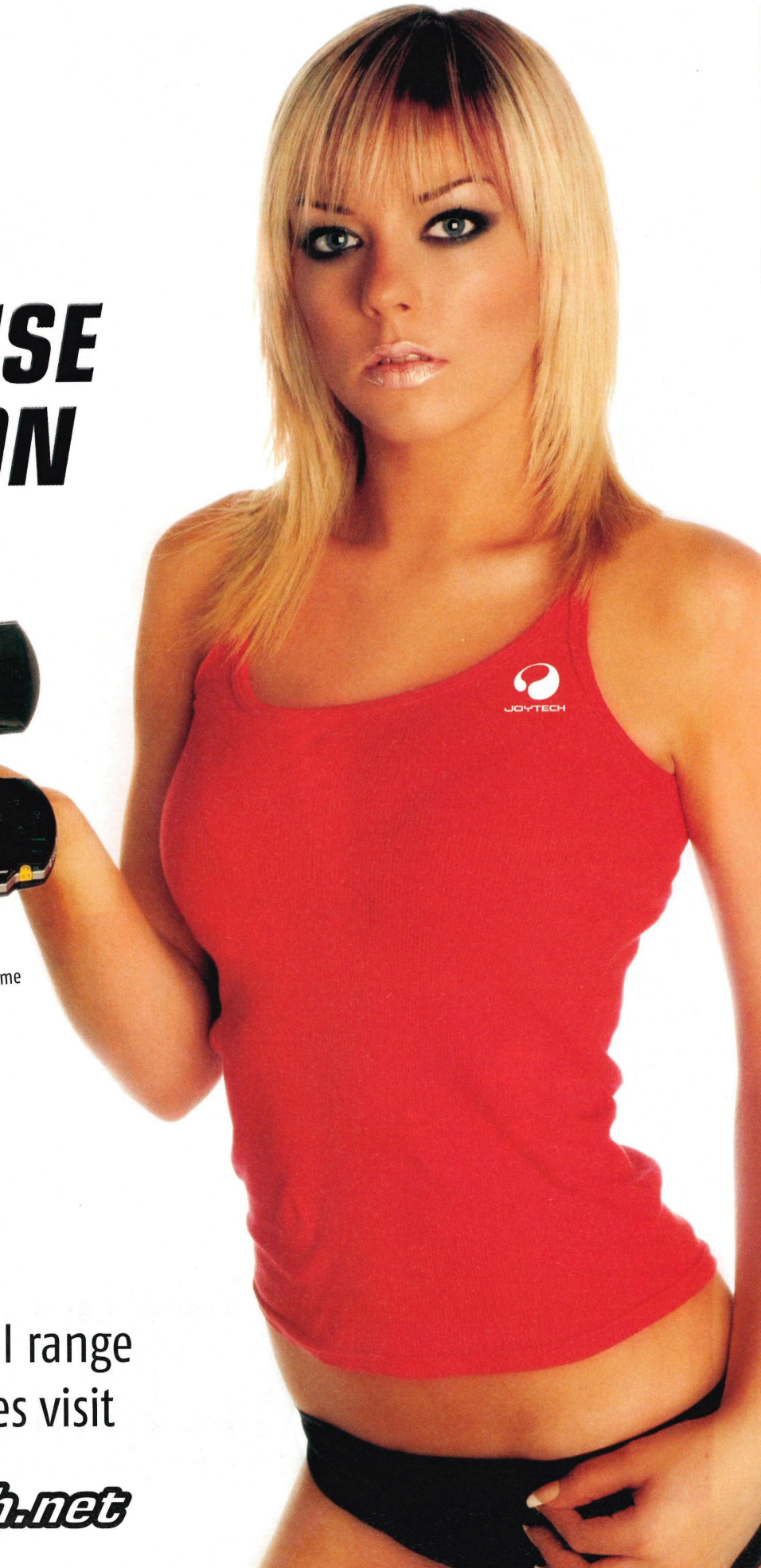

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HIGHLIGHTS

"If you're thinking of **investing** in a copy then read on and **we'll tell you why** you probably shouldn't."

Only fans need apply to the latest **Dragon Ball Z** beat-'em-up on **page 58**

"Metal Gear Ac!d 2 is **creative, original and looks lush**, which is about all you can ask from a handheld game."

Find out exactly why we think Snake's latest adventure is **just so fantastic** in our massive import review that starts on **page 62**

"I want you to flip these **fools' wigs back**. Smoke these fools. Keep it **gangsta**."

Find out just what the hell that **gibberish** is all about on **page 74**

REVIEWER OF THE MONTH

(As picked by us, out of a crisp packet)

REVIEWER: Tim Empey
SUBJECT: Misery loves company

1 These are the eyes of a tired man who needs a good night's kip. But who has time for sleep when there's still some Buckfast left in the house, eh Tim? Not you, that's for sure.

2 We asked Tim to crack a smile and this was the best he could manage. He did mumble something in his thick Irish drawl that could have been "bugger off," but it was difficult to tell.

3 You can't really tell from this picture but Tim is a tall so and so. His hair is often having near-miss brushes with the ceiling – poor chap.

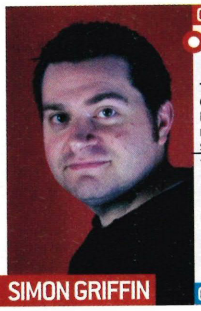
4 A true PSP fanboy, Tim wears his *Liberty City Stories* T-shirt with pride. He doesn't like to brag about it though, so keeps it partially concealed behind a tasteful shirt.

5 It's difficult to tell but there's bound to be a button missing from Tim's shirt. He doesn't let it worry him though. That's just the kind of guy he is.

6 An interesting pose was all we asked of Tim, so what does he do? Shoves his hands in his pockets and glares at the camera. Bloody miserable git.

CHAMP OR CHUMP?

So, what exactly have the hard-working, hot-to-trot **Go>Play** crew been up to this month? We ask them directly...

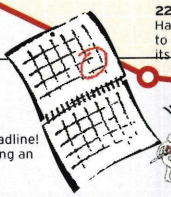


SIMON GRIFFIN

CHAMP

7 March
Got taken out for lunch and had a rather sumptuous swordfish curry - mmm, nice.

21 March
Not another deadline! They're becoming an annoyance.

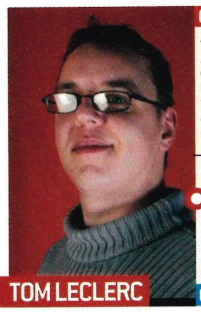


22 March
Had to pay over a ton to get my car through its MOT - jipped!

26 March
Car starts making a worrying rattling noise underneath - uber jipped!

27 March
Played Rockstar's 360 *Table Tennis* game and got bapped by Ryan King. Consumed lots of free beer and pizza though - anti-jip!

CHUMP



TOM LECLERC

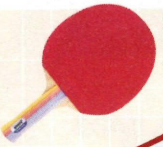
CHAMP

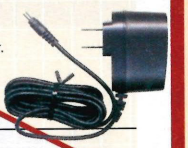
17 March
A day trip to Cherbourg. Vive la liberté, vive la fraternité, vive la awesome French cooking.

3 March
Got a call from an ex-girlfriend from way back. She's annoyingly hot.

20 March
Lost my first place in the office *Pro Evo* league. The fans are calling for my resignation.

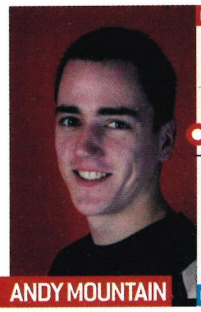
27 March
Entered a Rockstar *Table Tennis* comp. Got horribly drunk - everyone's a winner.





29 March
Took a few well-earned days off work to recharge my batteries. Couldn't find my charger, so am still knackered.

CHUMP



ANDY MOUNTAIN

CHAMP

12 March
Had enough of winter so plucked up the courage to do some windsurfing on the icy waters of Poole Harbour.

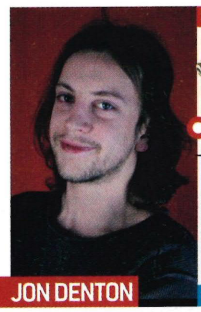
27 March
Entered a *Table Tennis* competition, got knocked out during the first round so made the most of an open bar.

9 March
Went out for a drink for a mate's birthday. Not the most exciting birthday ever, but it got me out of the house.

19 March
Set up a new bank account and totally got all my finance problems sorted.

31 March
Tried my best to enjoy payday but spent most of it queueing to pay bills including my car tax.

CHUMP



JON DENTON

CHAMP

3 March
Got my new sofas - badass little things that they are

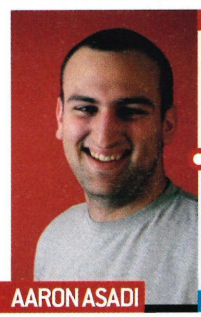
20 March
Yes! Everything is fixed, and I am LITERALLY the king of the world.

10 March
Jipped- lazy Sky engineer doesn't want to install my Sky. Cabron!

12 March
Now my freaking Broadband won't work. Stupid everything!

27 March
Got beaten by a girl at *Table Tennis*, cheated my way back in then got more drunk than I have in years. Loser

CHUMP



AARON ASADI

CHAMP

5 March
Did a car boot sale, froze to death and sold my Charles Bronson DVDs.

15 March
PS3 gets a release date and I write about it. The circle is complete.

31 March
Girlfriend cooks herself an omelette and gets salmonella. She is not best pleased.

9 March
Decided to see if I could get a mortgage. It takes FOREVER.

24 March
See *Inside Man* and decide that Clive Owen is the worst actor of all time.

CHUMP

Reviewed this month

[50] VIEWTIFUL JOE: RED HOT RUMBLE
Turn over to read our verdict!

HIGHLIGHTS

[68] Ape Escape P
[71] Armored Core: Formula Front
[73] Bust-A-Move Ghost
[54] Championship Manager 2006
[58] Dragon Ball Z: Shin Budokai
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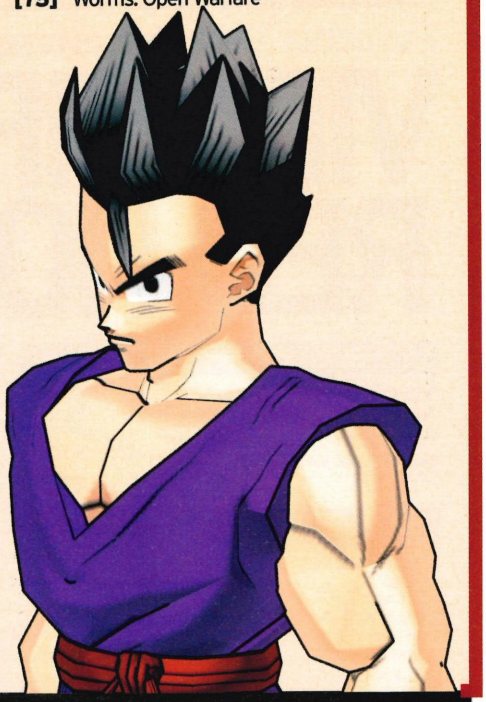
[62] Metal Gear Ac!d 2
[66] Monster Hunter Freedom
[72] MX Vs ATV Unleashed: On The Edge
[61] NBA Ballers: Rebound
[74] Street Riders
[75] World Poker Tour
[75] Worms: Open Warfare



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 per cent, 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.

Far better than your average Joe

VIEWTIFUL JOE: RED HOT RUMBLE

OUT: 26 MAY

Publisher **Capcom** / Developer **Clover Studio** / Price **£29.99** / Players **1-4** / Supports **Wi-Fi LAN multi-player, GameShare**

THE Big QUESTIONS

It all looks a bit mental...
Oh, it is. If you attempt extended play you're guaranteed to walk away with a headache. Somehow that still doesn't stop you playing though.

But I wanted a regular *Viewtiful Joe* game!
Of course you did. Let's face it, we all did. There's bound to be one eventually, but this'll tide you over nicely until the next arrives.

For all intents and purposes, change is indeed a good thing. There are many people out there that will no doubt debate the reasoning behind the well-known phrase, but, when it really comes down to it, it's pretty much spot on. There's ample opportunity here to grind on with various examples that prove this to be true, but we're not going to bother because - as you'll soon find - we're a little short on space and it's simpler to just assume that you believe us when we give you but one example and that is *Viewtiful Joe: Red Hot Rumble*.

Now it's fair to say that we're fans of the *Viewtiful Joe* series of games, so it could be argued that we're a little bias. Untrue. Our love of the little fella runs fairly deeply, so if Capcom was to foolishly slip up with a *Joe* offering we would be the first to shout the word 'failure' as loudly as we could from the rooftops and spend much time fondly remembering the good old days when games were good. You see, it's said that there's a little bit of a hero in all of us and, as mildly vain as it sounds, we like to think that we're *Viewtiful* inside. Stylish, fun and devilishly devious - yup, that's us alright. You ruin our hero and we're not going to be best pleased. Simple as that.

However, as you've probably guessed from the very first paragraph, this hasn't happened and we actually quite like *Red Hot Rumble*, although this wasn't always the case. Nor, we guess, will the 'dislike-at-first-glance' effect that we sampled be limited to us, and many are likely to feel this way solely due to the topic we started this review so elegantly with - change. Somewhere, for some reason, some people sat in a boardroom at Clover Studio and decided that as great

Lots of action, but what's going on exactly? Don't worry, you'll get used to it

You'll probably recognise a few of the bosses. If you've played previous *Joe* games, that is

[Excessive variety is combined with a huge list of characters]

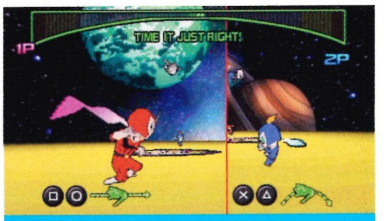
as the previous *Joe* offerings have been, they wanted to change the formula. Not a small change either, but a heaving great overhaul that saw the entire gameplay move to a whole new genre. Not broke, but they fixed it anyway.

Before you start judging this move as an error, let's start by giving a little background on *Red Hot Rumble*. The plot is movies – no real shocker – but instead of being stuck inside the movie fighting for the safety of a loved-one, you're being filmed as part of an audition that's being staged to find which of the characters is best suited for taking over from Captain Blue upon his retirement. Quite silly really, but then slight silliness seems to have become something of a trademark for this particular string of games. Sillier still is the list of people that Blue is offering this opportunity to. However, the character line-up would be somewhat weakened if dictated by the flimsy plotline. All the regular faces are here – Joe, Sexy Silvia, Blue (apparently trying for his own role) and Alastor – but bosses from the first two games also become available once you've found a way to unlock them, so Charles III, Hulk Davidson (born to be wild, don't

What the devil?

Don't I know you from somewhere?

For those who know the *Viewtiful* franchise well, the fact that the demon hunter Dante features will come as no great surprise. The gun-slinging chap has blessed the franchise before and has always been a joy to play as. Of course, this *Joe* title is a little different and when it comes to actually beating down on your friends it would be a little unfair to have a full-powered Dante at your disposal. Yup, that's right, he's been powered down a bit to make things a little fairer – he's still the best character on offer though, so he's well worth unlocking. It doesn't end there however, as there are also a few other *Devil May Cry* fighters lurking in the title, including Trish and Virgil. Best start looking, eh?



The frantic mini-games break up the action nicely. You like mashing, right?

Blue Junior is an annoying little scamp. A dab hand with yo-yos, though

forget) and Gran Bruce help bulk up the choices. That's still not enough for a game of this type though, so the line-up is bolstered further by the inclusion of lesser-known characters that have appeared in the anime series that you probably haven't seen, unless you've been to Japan recently or have big, long eyes. These characters include, Coordinator Sprocket (hot), Dark Emperor Jet Black (Joe's father for those that are fond of the odd cliché and weren't tough enough to finish *VJ2*), and Captain Blue Jr . Phew, not done yet though. Each character also has at least one 'regular' form that becomes playable and there are also a few characters from another well-known Capcom franchise that we've mentioned in the boxout on page 51 All in all there is a grand total of 27 characters - not bad really, eh?

So, it turns out that we're dealing with a beat-'em-up of sorts now. Only, once again, we're not looking at the typical. Rather than your usual fighting game feel, this has a lot more in common with Nintendo's *Smash Brothers* series or *Power Stone*, and instead of your favourite *Joe* characters engaging in a host of complex combos and pixel-perfect counter attacks, this is as simple as you could possibly hope with any challenge really coming from the way you approach the battles rather than how you perform.

Each scene will see you take on up to three characters in a race for points and present you with a way to earn said point. Sometimes it might be a case of smashing plant pots or grabbing gems, other times it might be winning an elaborate coin toss or simply being the last of the group to perish - in short, it could be anything. This excessive variety combined with the huge list of characters makes *Red Hot Rumble* a manic title, but would you expect much less? Adding to the mayhem are the mini-games that you can't help but get involved in. It's another mixed bag of tricks, but when certain power-ups are used, those involved in the current match are drawn into one of these many mini-games and will have to either mash, match or time button presses

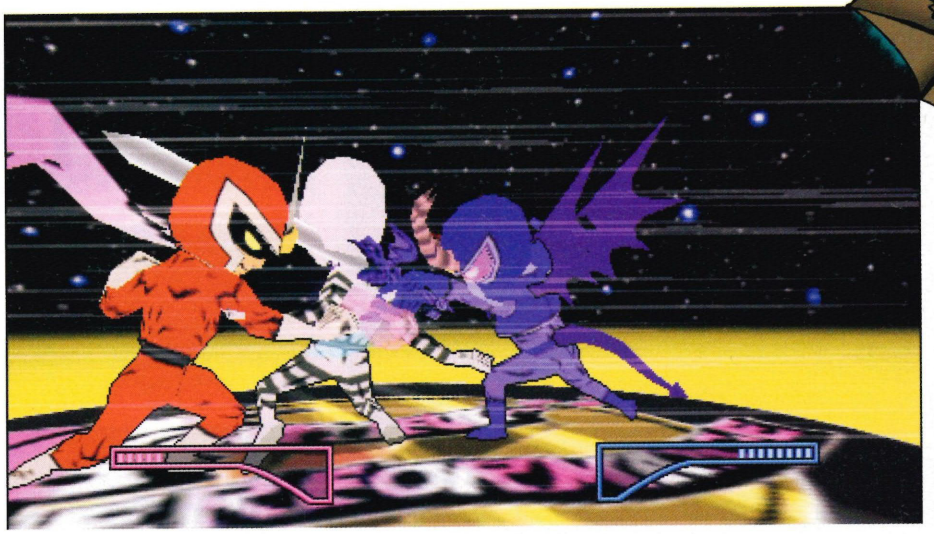
[Red Hot Rumble is a manic title - would you expect much less?]

Feel the noise

Things are going to go with a bang

There have always been a host of movie-based attacks in *Joe* titles, but Sound FX are something a little different. By picking up one of these moves you can unleash a lump of visible sound to hinder your enemies. There are a number of varieties, each with their own effects, but each is lethal if used in the correct fashion. These new moves are not only a welcome addition, but are also yet another fine example of how *Red Hot Rumble* is easy to pick up and play, but is bloody tough to actually master.

If you want new characters you're going to have to fight through the Trial mode to earn them



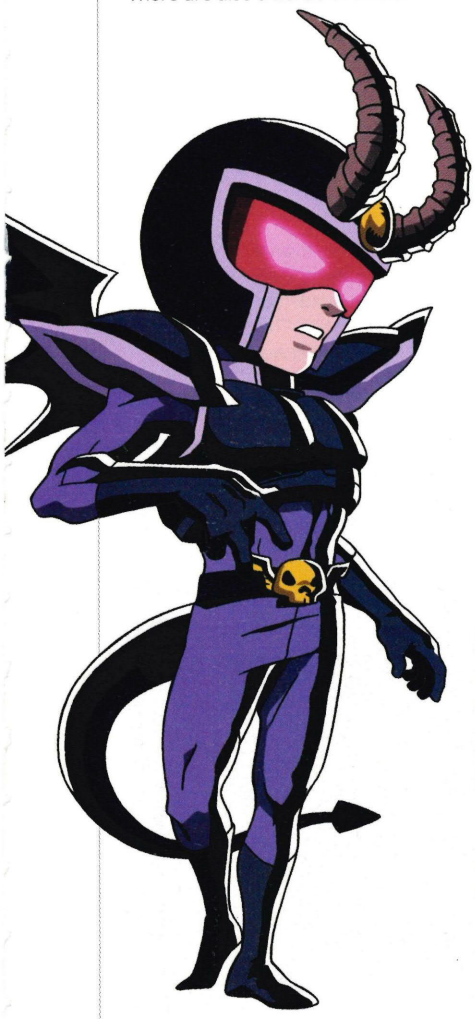
to emerge triumphant – the winner earns points, Puzzle Pieces and all-important kudos.

Oh yeah, Puzzle Pieces. As if this main area of play didn't offer enough content and challenge. There are also a horde of timed challenges. Modes such as this are becoming a frequent addition to PSP games as an easy, quick and effective way of presenting bonus content to games that would otherwise be considered little more than ports and, whether this is the case or not, we'd be lying if we said that this didn't feel a little like that. Each challenge is well thought out though and presents a decent way to unlock all those hidden characters, so at least there's a decent reward to keep you moving on through them.

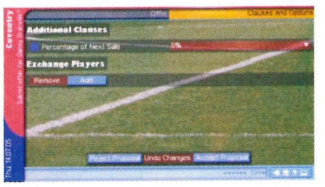
There's an awful lot here and these four pages are simply not ample for covering every detail of the title, but by now you should be more than aware that *Red Hot Rumble* is certainly a worthy purchase. Sure, it's not without problems; at times – especially while still learning the ropes – things get a little too cluttered and something as simple as seeing where you are becomes impossible, let alone manoeuvring moving platforms whilst collecting points, and extended play can reveal the repetitiveness that's not apparent to those that enjoy short bursts. On the whole though, there's a lot here for your cash and it's all presented in a manner that will have PSP owners grinning with delight. Plus, when you get started on the four-player rumbles that are available from just one UMD, there's near limitless joy to be reaped. Sure, it may be a little bit strange, but it'll do nicely until a 'normal' *Viewtiful Joe* adventure rolls around. ■ **Rick Porter**

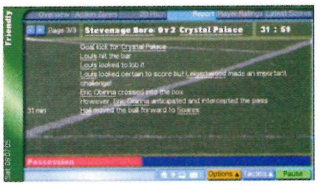
puzzles for you to try your hand at and collecting up the many Puzzle Pieces scattered throughout the main mode will open up some of the more interesting – not to mention difficult – examples of these

[The winner earns points, Puzzle Pieces and all-important kudos]



Although a little hectic, it's still extremely fun **85%**





Didn't the last one JUST come out?

CHAMPIONSHIP MANAGER 2006

OUT: NOW

Publisher **Eidos** / Developer **Beautiful Game Studios** / Price **£29.99** / Players **1** / Supports **N/A**

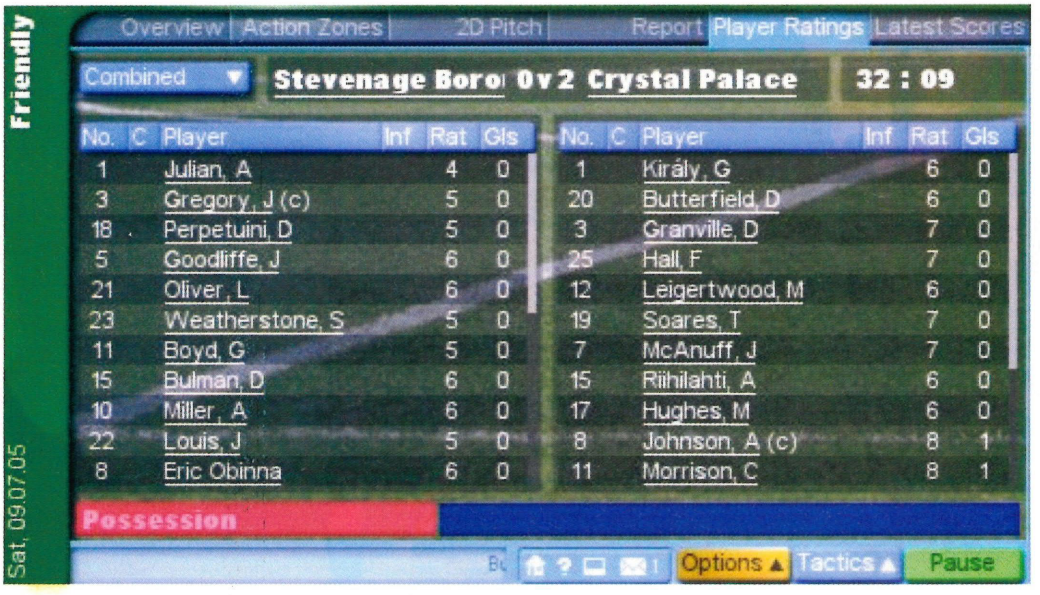
THE BIG QUESTIONS

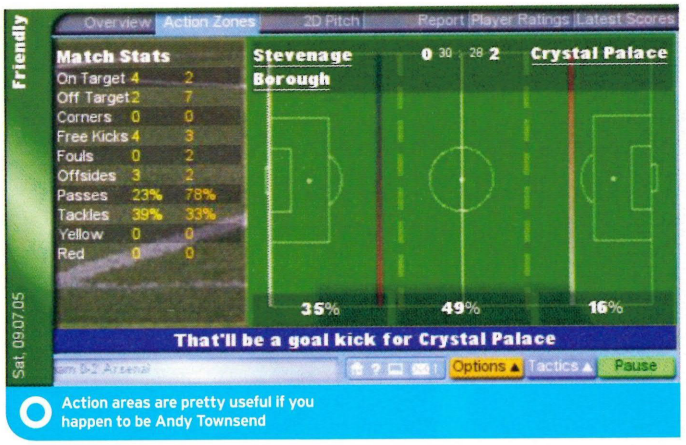
So, *Championship Manager*, huh? I'm guessing it's like all the others?
Aye, you'd be right there, but this time it's in the palm of your hand and it's lovely and streamlined. This is a GOOD THING™.

So who's the best team to take control of?
If you're after glory, AC Milan. Nest and Stam at the back, Gatusso and Kaka in midfield and King Shevchenko upfront. Not bad...

Reviewing a *Championship manager* update is a little akin to being manager of Brazil. It's not a massively difficult job – everything's already there, you know how to use it, but if you get it wrong, everyone's going to know. So, as we slot our Ronaldos (words), Ronaldinhos (punctuation) and Adrianos (er... words) into place, it becomes abundantly clear that *Championship Manager 2006* on PSP is going to give us a fairly easy ride. Thank the Lord Eidos for that!

You see, the main worry that surrounds any portable version of a football management is always the same. Speed. There's absolutely no point in having a pretty, shiny manager sim that houses a veritable Fort Knox worth of statistics on





Action areas are pretty useful if you happen to be Andy Townsend

Jefferson Louis, undoubtedly the Ronaldinho of Stevenage Borough

every footballer on the planet (also known as Dave Shaw – world famous **Go>Play** contributor and human version of *Championship Manager*) if its slower than Teddy Sheringham on downers. Thankfully, Beautiful Game Studios has done its homework, and created a game that maintains a fairly rapid pace throughout. Players will not have to sit staring at loading screens for minutes on end (a luxury in itself, considering the pitiful loading times in most PSP software), and can get right into the nitty gritty of the job at hand – steering your chosen team to glory.

As with the previous year's (week's) version, navigation around *Champion Manager*'s multitude of menus is painless, thanks to a clever use of hot tabs, hotkeys and shortcuts. What the hell is a hot tab you ask? Well, firstly, it's a hotkey. Secondly, it's a nifty little system where you use the shoulder buttons to flick between the main areas of a manager's interest. Two taps of the right shoulder will quickly change the screen from your email inbox to your squad, for example. Another tap and it's into the transfer market.

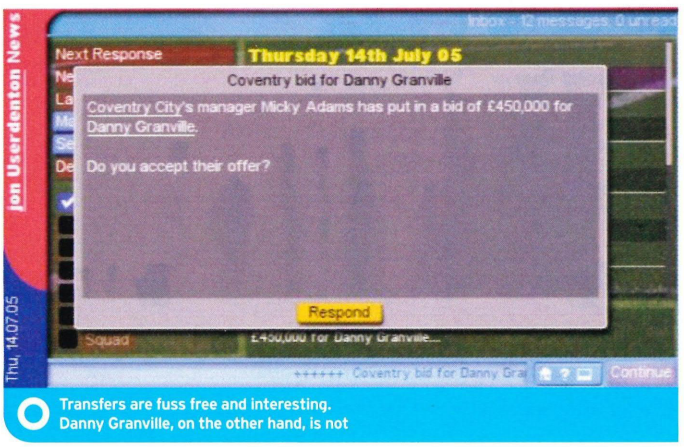
A few button presses leads to a host of easy-to-use drop down menus (or drop up, if there is such a thing) for the more detailed aspects of managerial duties, such as contract negotiations or job offers. Finally, a quick jab of the start key sends the on-screen cursor straight to the 'continue' tab, meaning that you can hammer through the season at a decent pace and don't waste time faffing about on the menus when all you want to do is get on with that crucial cup tie with Burnley. We lost it by the way – jippy penalty decision – bloody ref!

This is the sort of reaction that management games have been able to elicit for years now. Where the latest batch of titles have really excelled is in the off-the-pitch activities. *Championship Manager 2006* really gets you into the mindset of a Mourinho or a Ferguson (or even a Dario Gradi). You have to use more than just money and football knowledge to make a success of your team and yourself. Clever manipulation of the press, player contracts and dealings with the board are all crucial to the maintenance of your own job. It's a crazy time for football these days, with impatient chairmen, season-ticket hurling fans and Russian Mafia millionaires taking up as many column inches as the players themselves. Not that the overpaid over-privileged players need any encouragement either. If they're not beating up photographers or roasting groupies, they're off sulking in the corner of Top Shop because they were subbed in the last game with two minutes of the match still left to go. Player management is crucial in *Championship Manager 2006*, or you'll end up like Graeme Souness – tall and Scottish. Or with a team full of under performing primadonnas. Definitely one of those two.

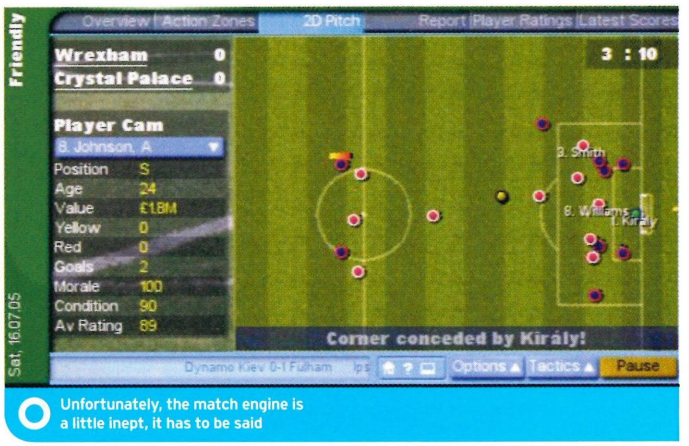
Engine room

Playing the beautiful game

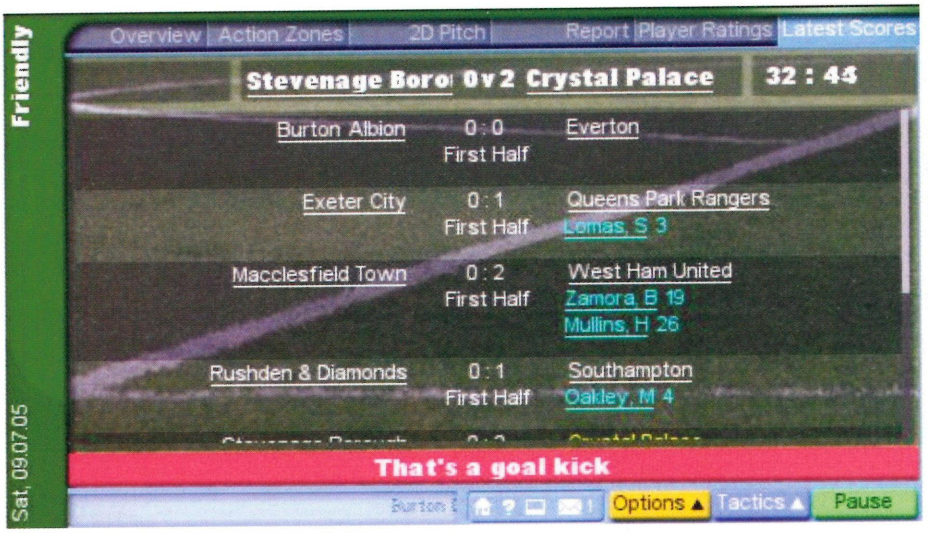
The real meat of the *Championship Manager* experience comes in the form of the match engine. This is where titles are won and lost, where jobs are saved and where legends are made. Or it's a bunch of coloured dots running around in an arbitrary fashion while the camera scales in and out. Depends on your disposition, really. It can't match the fluid brilliance of *Football Manager*'s equivalent, but you'll still be punching the air in delight when your striker bangs in a crucial winner.

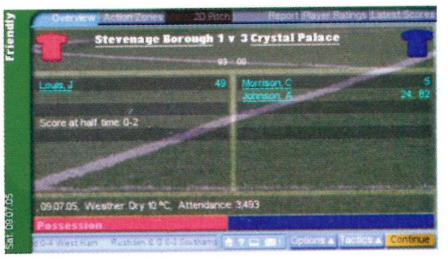


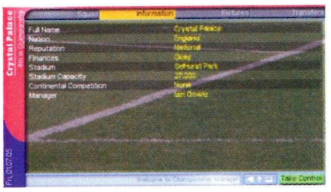
Transfers are fuss free and interesting. Danny Granville, on the other hand, is not



Unfortunately, the match engine is a little inept, it has to be said







Still, the real meat of the *Championship Manager* experience still takes place in the dugout, and this is the only area where Eidos' effort falls behind the genius of Sports Interactive's magnificent *Football Manager*. To casual passers-by, they might seem like exactly the same game, but those with some tactical nous will see where *Champ Man* is lacking. The match engine, essentially a bunch of spots trying to recreate a football match, does not provide an adequate representation of real football. Players are often found miles out of position, their movement is worse than Emile Heskey's and almost every goal comes from a one-on-one. When compared to *Football Manager*'s sublime equivalent, which actually has us jumping out of our seats at moments of high tension, *Championship Manager*'s feels distinctly like a videogame that is trying too hard. You'll still be punching the air when your inspired substitution leads to a 90th minute winner, or when your star striker pangs one in from 35 yards, but the match engine trips over itself more often than it should.

Therefore, to get the best out of *Championship Manager 2006* on the PSP, we encourage players to go 'old school' and play out the matches using just the commentary. It may be difficult to make tactical decisions based on a few words, but the match engine can be so misleading that it often makes matters worse. With the commentary, you can't go far wrong, and it's extremely reminiscent of many a late night spent with *Championship Manager '97* (perhaps this reviewer's fondest videogame memory).

You'll already know if you want *Championship Manager 2006*. Do you browse the BBC sport website on a daily basis? Do you know who Jeff Stelling is? Do you know who plays at the other St James' Park? If you answered yes to any of the above, then there's a good chance that Beautiful Game Studios' latest title is already on your shopping list. As this season draws to a close, PSP owners need something to fill the gap between FA Cup Final and World Cup, and *Champ Man 2006* may just be it. However, with its dodgy match engine, it doesn't match up to the stellar *Football Manager*. So many people don't realise that game's pedigree though, so we're sure Eidos' manager-'em-up will storm the charts anyway. The Bolton Wanderers of football management – solid, unspectacular and always getting the job done. Your PSP is a better place with *Championship Manager* inside it. ■ **Jon Denton**

[You need more than just money and football knowledge]

Not as good as *Football Manager*, but not far off **81%**

Clinton Morrison caught offside? That's because he's literally rubbish

Andy Johnson – has he thrown away his World Cup chances by dropping into the *Championship*?

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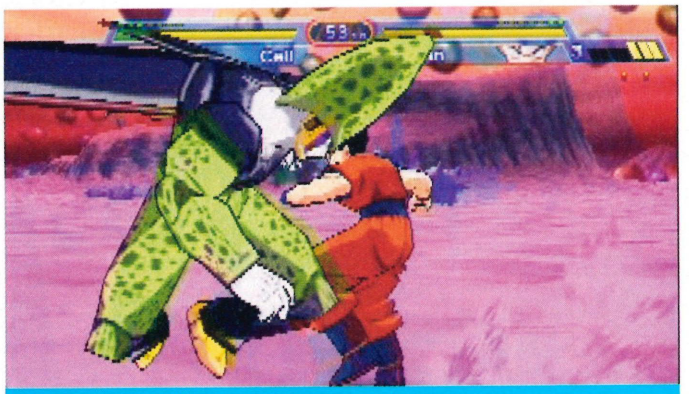
Massive fireballs be damned, sometimes all you need is a boot to the happy sacks



You can scoot all the way around your opponent to get behind them and deal more damage

Goku and Trunks put their Balls in your hands

DRAGON BALL Z: SHIN BUDOKAI

OUT: NOW

Publisher **Atari** / Developer **Dimps** / Price **£34.99** / Players **1-2** / Supports **Wi-Fi LAN Multi-player**

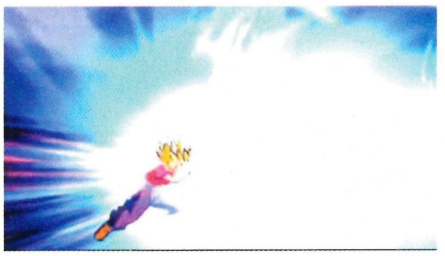
THE Big QUESTIONS

This game is all about skilful fighting isn't it?
No. It likes to pretend it has hidden depth, but it's lying. As long as you can bash the buttons quickly then you'll look really good at it.

Well it must have a decent story to carry it through?
Nope, sorry, it doesn't have that either. Think of the TV show, then think a thousand times worse. The plot is just an absolute nonsense.

Dragon Ball Z has been around for over ten years now and yet it's never really caught on in Britain. It sells incredibly well in the US and France, but not here. We think it's due to the fact that the whole thing just isn't particularly good. There's the television show based on the manga, with its incredibly dull scripts where nothing happens for an entire series bar aliens boasting about their power levels and... well, that's all that happens; occasionally there's mention of some terrible danger, but then another alien will turn up to join the silly boasting. Then there's the *Budokai* games (the first three were released on the PS2) which require a fast thumb rather than any skill. So combined, you're left with a fad that just isn't that interesting to give more than a cursory glance. In fact, it was touch and go whether *Dragon Ball Z: Shin Budokai* would get an official release in Europe, that's how uninterested in *Dragon Ball* people are. If you're thinking of investing in a copy then read on and we'll tell you why you probably shouldn't.

The fighting in *Shin Budokai* is simplistic: you have a strong slow attack and a faster, but weaker one and hammering away on these will produce a few combos. The combos are all listed in the command list and there are only about 20 for each character. The thing is though, they're really dull – just a flurry of punches, a few kicks and a strong finishing blow that will either knock your opponent away or into the air. You can then chase after them and start the process again. Obviously with this being a *Dragon Ball* game you can battle it out in the stratosphere as well – there is very little difference between fighting on the ground and in the air so it really doesn't matter, strategically, where you throw your punches.

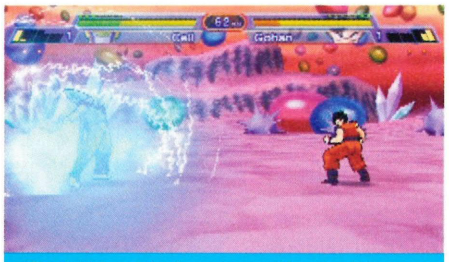


One of the only things that suckered people into watching *Dragon Ball* was the promise of massive mountain-destroying fireballs. Unlike the show where you might see a character throw one if you're very, very lucky, *Shin Budokai* has plenty. Plus it only takes one button press to launch one, which seems stupidly easy. But they're stupidly easy to avoid as well. If you see one coming and you're close enough, you can hammer away and cancel it out before it launches. If you're further away you can just side step. Side step a massive charge of Ki energy?! Something that's supposed to be able to remove half the Earth?! Well, yeah... you can. This makes the game feel more 2D than the 3D fighter it purports to be, with its paper-thin fireballs and visuals. The characters will always line themselves up to face each other and although you can side step all the way around them, it only takes a touch in the right direction before it all feels like a bad version of *Street Fighter*.

[A button press will launch a mountain-destroying fireball]

The special moves do look pretty though, with characters charging with electricity before unleashing some of the prettiest fireworks we've seen since New Year. Plus, when one hits and your opponent's health bar drops dramatically, you can't help but feel impressed with yourself and your one-button-press skills. Unfortunately it does make it rather easy to win, as all you have to do is hammer away at the other guy until your Ki bar is full enough and wait for the opening to launch a special. Your Ki bar charges if you do anything or not – you can speed it up by holding down L, but this will leave you wide open for an attack, so it's possible to win by doing massive specials over and over.

There aren't very many modes in *Shin Budokai* and it's the Dragon Road mode where you'll be spending most of your time skipping the actual story. The story is just rubbish, it's badly scripted and much of it doesn't make any sense at all. You don't see anything happening either, just some cutouts of the characters talking in speech bubbles. Sometimes they shout things that allude to something actually happening, but you don't

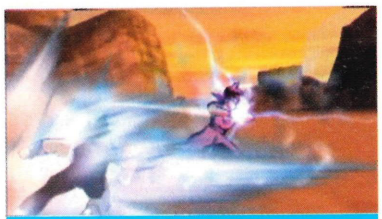


Hold down L to charge up your Ki meter – it leaves you open for attack though

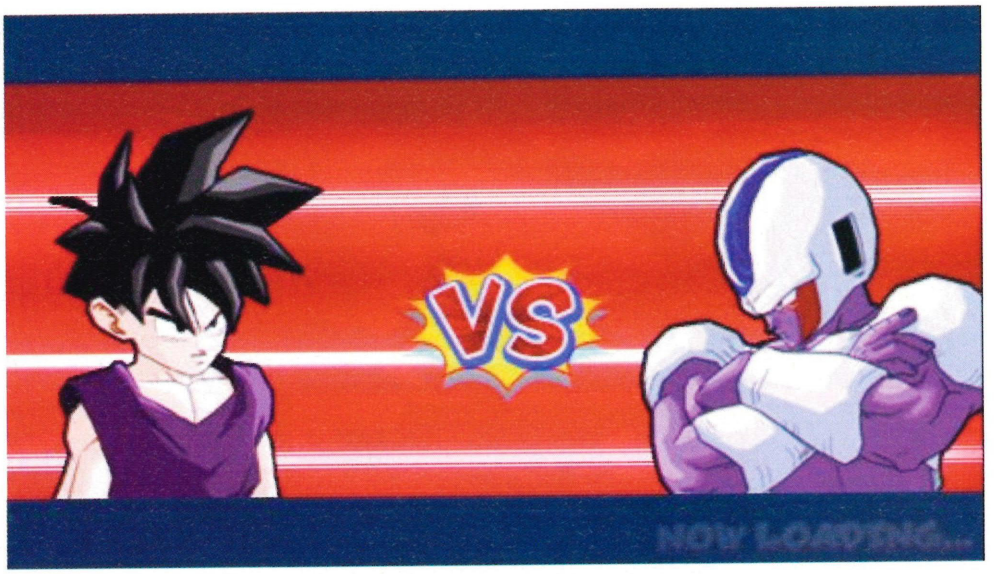
You can play as most of the bad guys in story mode as well

Piccolo has long stretchy arms a bit like Dhalsim in *Street Fighter*

It's no Shoryuken, but it launches the enemies into the sky



The special moves create all sorts of colourful fireworks



see it. So it's much better to skip it and get on with the fighting. The story mode does branch off in different sections and it's good to fight as a different character for a bit, if just to see their individual moves. It's not like anyone wildly differs from each other either, so everyone is easy to pick up and start hammering with. It starts to get a bit tough in later levels, but that's mostly due to the computer opponent starting with more life than you and as a charged-up version, rather than your ordinary Piccolo. It's not much fun when you're only getting beaten because you have to hit them five times as much as they have to hit you to get the win. It's during the story mode that you'll unlock more characters and more powerful variations of the ones you started with.

Once the story's done all you have left are the Arcade, Survival and Time Trial modes to play with. Plus, since no one's going to be impressed if you get 50 wins in Survival or complete the Time Trial in under 10 minutes, then it's best not to waste your time with them.

You can play with friends using the Wi-Fi, but unless you're part of some *Dragon Ball Z* club, it'll be hard to get a game with anyone else.

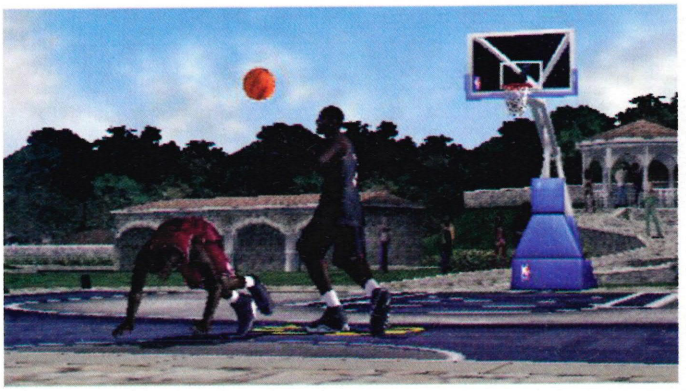
Overall then, it's not a great package, so in our opinion you'd be much better off with the *Budokai 3* game for the PS2. ■ **Tim Empey**

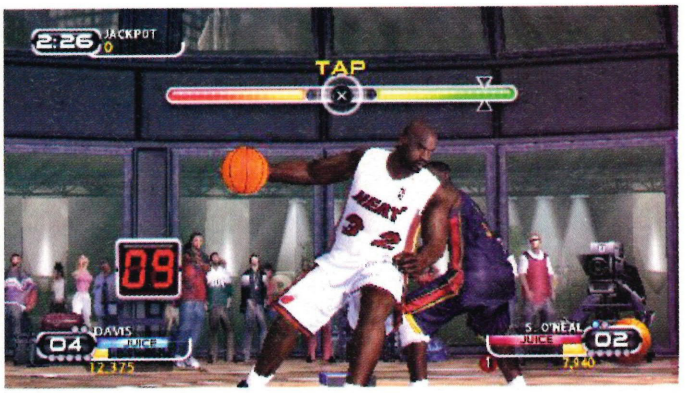
Mash buttons and make fireballs while ignoring the story **69%**

Business card Z

Make your own Wi-Fi profile cards

With the Wi-Fi profile card maker! (There, now it sounds exciting.) Throughout the Dragon Road mode you'll unlock items to be bought at the shop with the Zenie you win from each battle. Now whatever picture of the word 'items' you've got going in that favoured imagination of yours, ignore it, it's wrong. You unlock artwork, which you then have to buy. But once you have bought it you can place it and move it about, even resize it if you wish – all to make your very own card to swap with friends when you fight them. Here's one we made – we admit, it's somewhat suggestive, yes.





Yo, peep this homies, it'll flip your wig back!

NBA BALLERS: REBOUND

OUT: MAY '06

Publisher **Midway** / Developer **Backbone Entertainment** / Price **£24.99** / Players **1-2** / Supports **Wi-Fi LAN multi-player**

THE BIG QUESTIONS

So is this better than *NBA Street*?
There isn't much between them. *Ballers* looks a bit better and that's about it. Oh, there are fewer players in the multi-player, but that's because it's one-on-one.

It's not just a port of the PS2 game is it?
Well it obviously shares some similarities, but there's a healthy selection of PSP-exclusive modes that should keep you busy.

The street – there seems to be a great deal happening there these days. With almost every sport imaginable having a cut-down, blinged-up version doing the rounds. EA is particularly adept at churning these out and has already staked its claim on the court with the rather good *NBA Street: Showdown*. Not to be outdone, Midway has joined the b-ball party with a PSP version of its popular *Ballers* series.

Rather than the two-on-two action contained within *Street*, *Ballers* sees you going solo against a gaggle of big-name NBA stars, obviously one at a time. The emphasis is on tricks and skills, so making your opponent look foolish is almost as important as scoring points. The controls make this a relatively easy prospect and it's not difficult to pull off some fancy moves and look good even if you don't really know what you're doing.

Your level of skill will depend on what player you choose or alternatively, you can create your own baller in the Rags to Riches mode. Apart from the obvious clothing and stat changes that you can make, it is also possible to get friends, cribs and cars once you have won enough money.

Apart from the single-player stuff, there's also the opportunity to play against a friend via Wi-Fi and as long as you're both of a similar level, this can actually be a pretty solid multi-player game, which should provide a number of laughs as you dump each other onto your backsides with fancy moves.

All these moves are perfectly animated too; stopping mid-game to watch a quick replay will show off just how slick it is. The courts are all nicely rendered as well, with plenty of people in the crowd waiting to be amazed by your mad skills.

All in all, *NBA Ballers* is a perfect handheld title providing both a quick fix and a decent Career mode, although there's nothing very original on show. ■ **Simon Griffin**

> **A perfect title providing a quick fix and a decent Career mode**

An entertaining and good looking slice of b-ball **88%**

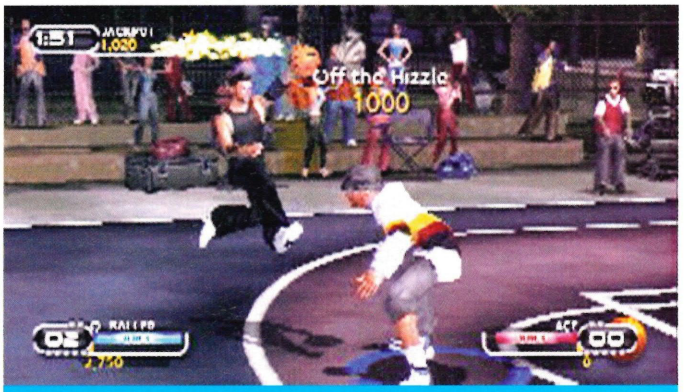
The Juice is loose!

The key is in the use of Juice

Pressing the shoulder buttons on the PSP will give you a squirt of Juice. This is essential to pretty much every facet of *NBA Ballers* and the Juice will give you the extra kick that you need to pull off fancy moves and awesome slam dunks. Remember, it's not always perfect though and players with poor attributes can end up dropping the ball if they attempt to do anything too ambitious.

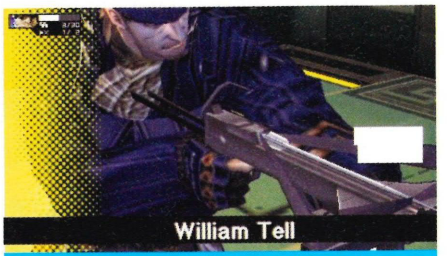
Obviously you can't pass to yourself so the watching crowd will help out

It's not always one-on-one and you can also have one-on-one-on-one



Apparently something just happened 'off the hizzle' – we're not really sure what that is but we're sure it's way awesome

Shoot him! SHOOT HIM! Because if you don't he'll shoot you, call his commander who will congratulate him and get a promotion. This is bad



This is Snake, not William Tell. William Tell is the name of the arrow weapon. No apples, though

The acid trip returns...

METAL GEAR AC!D 2

OUT: NOW

Publisher **Konami** / Developer **Kojima Productions** / Price **$39.99 (Import)** / Players **1** / Supports **N/A**

THE BIG QUESTIONS

What does that Solid Eye thing do exactly?
It allows you to view images in 3D while looking a bit strange with a cheap peripheral about your person. You can play the entire game in 3D, if you like. No, it doesn't give you headaches and no, it won't make you popular with girls.

What if I don't use it?
If you don't use Solid Eye but enable it, you'll have a bizarre double-screen image instead, which looks like a ghetto split-screen two-player option. Not great, but then Solid Eye is a cute gimmick that isn't essential to the game itself.

Cards aren't sexy. Tacky, cheap bits of cardboard with a hideously drawn and out of proportion queen on the back, staring at you with their goggle eyes and badly coloured cheeks that from certain angles remind you of your mum. Cards aren't appealing unless they're taking centre stage in a strip poker game with Sarah next door. Even then, it's not the cards you're looking at, is it? So it's a miracle akin to Jesus turning water into wine that Kojima Productions has turned a card game into the best looking PSP game thus far. That Kojima Productions also made this particular card game a genuinely gripping experience... well, even Jesus is stumped with that one.

First things first. If you haven't played through the original, you're in for a world of hurt for the first few hours here. This isn't the crawl anywhere, shoot anything world of *Metal Gear Solid*. As mentioned, everything is card based now. Cards mean rules, rules mean learning, learning means headaches. While *Metal Gear Ac!d* went so far with the explanations that you actually forgot what it was talking about by the time it stopped blabbing, this sequel goes to the other end of the scale and can barely be bothered to tell you how to play. "Well, you can kind of move here if you press this button and other buttons do other things," it says, shrugging (not an exact quote but you get the gist). There's a flimsy tutorial sequence with extremely brief explanations followed by a borderline-insulting "you can find the rest out in Guide" palm-off. And yes, that is an exact quote. The game actually says those words to you. Heading to the menu and finding Guide does help slightly but only in the same way that doing French homework is slightly, more interesting than doing maths homework – it still doesn't mean you're going to have fun doing it.

Special boss cards show a clip of a character. Here's The Fury!

"I take you to the card shop, I let you lick the lollipop." Is that right?

Two versus one is very bad for Snake in *Ac!d 2*, as any defensive equipment is often wasted defending yourself against the first attack. Tactics, see

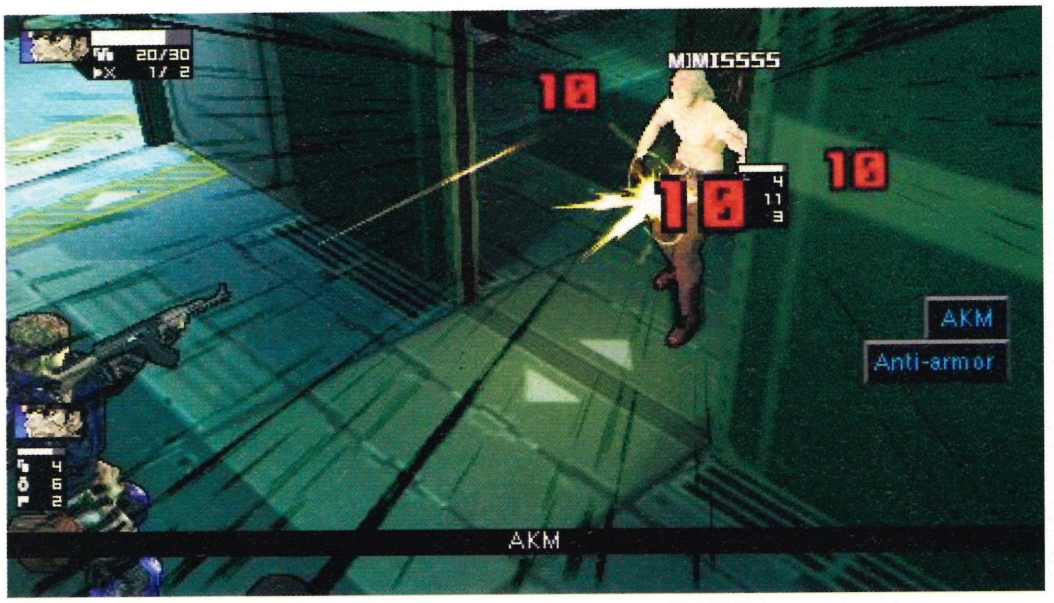
[Tactical, exciting and it's even managed to pull off looking sexy]

Speaking of maths homework, *Metal Gear Acid 2* often requires forward planning and logical thinking as you juggle various cards and equations in your head according to the game's rules. You have to take into account the cost of each card, movement deductions if crawling, other cards in your deck, total cost, enemy's cost and various multipliers and before you know it, you're doing more maths problems than a stealthy Carol Vorderman. It's not a problem for those who got their head around the convoluted card rules the first time round in the original *Acid*, and the streamlined controls do cut down on the trial and error controls. However, we feel slightly sorry for anyone who has yet to tackle this beast. It's not easy and for the first few hours, it's anything but enjoyable.

This sounds overly negative and the impatient amongst you who have already skipped to the score will be wondering where the 'but' kicks in and the game turns around. Damn your impatience! Read our words first. There's no denying that *Metal Gear Acid 2* is tough going to start with, but (there you go) climb

It's all very anime, meaning 'dramatic effects highlighted by needless black lines'

The lift is good. Try it Snake! Creep into it, scope the area, then shoot the lights



the steep hill of its learning curve and the reward is arguably the best PSP game to date. It's tactical, it's exciting and yes, it's even managed to pull off the against-all-odds job of looking sexy.

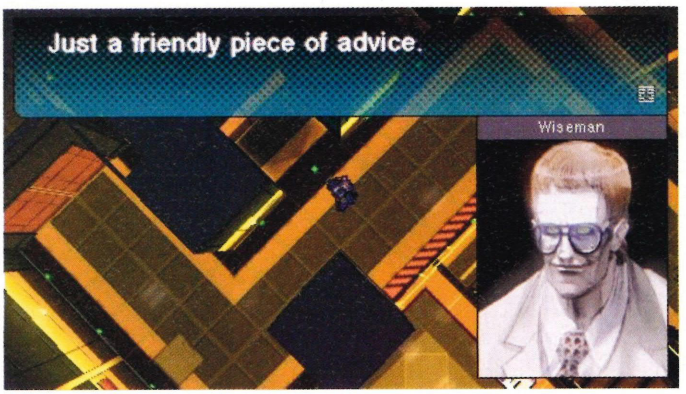
"Sexy?" you say, slightly cynical. "Surely a joke!" And then we reply "Yes, sexy". If there's one thing Kojima's team know how to do, it's how to sex up what would otherwise be a boring, staid videogame.

There are no cars flying around highly detailed tracks, no amazing scenery to take in and no all out balls-busting action to render, but it has presentation values that few other games can even dream of matching. *Metal Gear Ac!d 2* just drips gorgeousness, confidently strutting its stuff all over your dinky widescreen and oozing class, stroking your chin while showing off flashy effects and purring in your ear with its fantastic soundtrack. The cel-shaded look itself works wonders for the overall presentation, but that's not the trump card – the little touches make this game into the beauty it is. Short, stylish flashes of the alert countdown whenever you're spotted, anime style lines to dramatise attacks and the advert-style presentation of *Ac!d*'s in-game card shop are just a few examples of how to make the boring subject matter of card games look rather fresh and exciting.

[Metal Gear Ac!d 2 strokes your chin and purrs in your ear]

The fantastic presentation draws you in and provides a carrot that's just about big enough to keep you entertained during the tricky opening hours. After you've learnt the ropes, having done its job, the presentation gives up centre stage and the tactical gameplay comes barging in. You have a set of six cards available to you at any time, each randomly drawn from the cards you were allocated at the start of the level. Those six cards can encompass anything from moving forward four squares (dull), healing yourself with a ration (duller), throwing grenades (awesome) to special boss cards that set soldiers on fire (that's the stuff). You have to apply the cards to the situation demanded of you, as certain missions might dictate you use stealth or use force.

The missions themselves depend on the storyline arc. While the plot isn't quite as bonkers as the puppets-taking-over-a-plane acid-trip of the original, it still has its fair share of lunacy. For a quick spoiler-free summary: Snake is suffering from amnesia and is strong-armed into retrieving a file from a high security complex by the CIA. Predictably, it all goes a bit wonky when the shady Wiseman enters the picture and so the storyline progresses from there. What's important is, unlike *Ac!d*, you won't be holding the triangle down to skip through the text. Well, not the entire time anyway. You'll actually

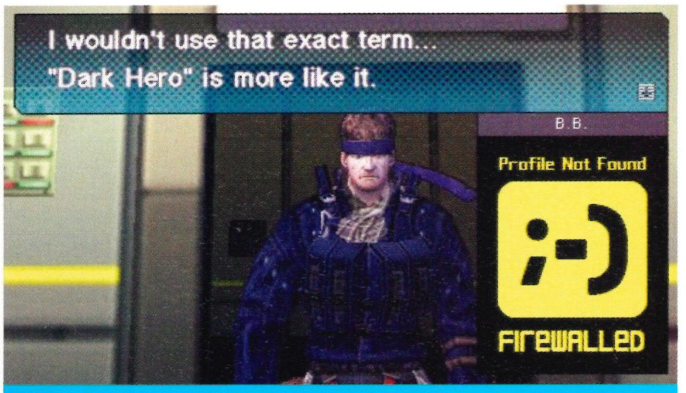


Link to Subsistence!

It's not actually that exciting

On the main menu, a place that's best described as 'functional', is the exciting option of Subsistence Link. "What does that mean?" you say, clicking on it and sticking your PSP's cord into your PS2's USB arse. Bad news, all it means is that you can take photos using the camera in *Metal Gear Solid 3: Subsistence* and view them in 3D using the Solid Eye attachment. Hmm, disappointing. There aren't any other additional bonuses or content uncovered using the link-up yet and while it's a cute touch, you'll still feel slightly short changed.

Positioning yourself to attack with the minimum amount of moves is the secret to *MGA2*. That's our walkthrough, right there



The game also stars a 'leet' hacker known as BB. Or l33t haxor!!1, depending on who you ask. You're asking us. Therefore, leet hacker

be reading some of it but more than likely, you'll hold down the triangle, let go of the button to read the text when you think you just scrolled past some shouting, then skip through the text again when you realise that you've missed the shouting part.

Whatever. Back to the missions. Snake has to use the cards to move around the environment and take out the guards in his way, just as he did in the first. As previously mentioned, the controls are streamlined so there's less arsing around pressing the wrong buttons and more cards have been brought into play too, which gives you more options. You can create decks that put the emphasis on action or stealth, but also on setting traps, if careful planning is your thing. Special 'character' cards have made a return and activating them also kicks off a small cut-scene lifted from previous games – Sniper Wolf taking aim from *Metal Gear Solid*, Ocelot spinning his guns in Sons Of Liberty and so on. All very cool and likely to have you shoving your PSP under the nose of the nearest uninterested person to show them how cool it looks (expected response: "yes, that's very nice dear, mummy's trying to cook dinner" or some such nonsense).

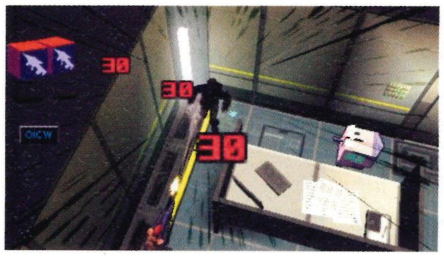
[Is about all you can ask for from a handheld game]

As good as the game looks, as tactical as the action is, the real addiction here is the constant need for self-improvement. You gather cards by collecting hard to reach packs, through high rankings determined by stats such as time taken and total alerts and finally, you nab extra cards by buying them in a shop. You then have to refine your pack and improve your deck. Refine, improve, refine, improve, play mission, get more cards, refine, improve. The whole game is essentially an ongoing process to find the perfect cards and build the perfect card to give Snake the best possible chance of destroying whatever obstacles are in his path – enemies, sentries, cameras, bosses, lengthy talky cut-scenes (good luck with them).

With critics sniping at the PSP with moans about PlayStation2 ports and unimaginative titles, this is the Kojima Team sticking its fingers up at them. *Metal Gear Ac!d 2* is creative, original and looks lush, which is about all you can ask for from a handheld game. If you're looking for something different that will scratch your brain along with scratching out the boredom of your 9.15 train journey to Woking, *Metal Gear Ac!d 2* is about as good as it gets. And Jesus would definitely agree with us on that one... ■

Ryan King

Brilliant sequel that corrects the original's flaws **91%**



Capcom's creature feature is a bit of an animal...

MONSTER HUNTER FREEDOM

OUT: NOW

Publisher **Capcom** / Developer **In-house** / Price **£34.99** / Players **1-4** /Supports **Wi-Fi Ad Hoc multi-player**

THE Big QUESTIONS

So you're saying you can get cats to cook?
Yep, but you have to pay them first. Truth be told the feisty felines are a light-fingered bunch and will often try to pick your pocket, relieving you of precious items. You can't trust anyone these days.

So no more multi-player missions?
Hold on there we didn't say that. *Freedom* features several missions where you can team up with friends and go on the hunt. As enjoyable as these missions are, they sometimes suffer from annoying graphical glitches.

We're quite happy to admit that when it comes to videogames we've killed a lot of creatures in our time - zombies, mutants, aliens and yes, even the odd innocent bystander we didn't like the look of. However, very few things have brought as much satisfaction as slaying a Neolithic beast the size of a house then jumping on its still writhing carcass to harvest limbs. As you can imagine, this sort of behaviour is frowned upon in modern-day society, which is perhaps a contributing factor to why *Monster Hunter* on the PS2 enjoyed so much success. At last, we'd found a game that gave us the opportunity to vent our latent frustrations in a prehistoric world that didn't know any better. While we certainly enjoyed the game, it wasn't without its foibles though; the multi-player mode was fun and thrilling, but its lacklustre single-player mode was about as exciting as an interview with Alan Shearer.

So then, if the franchise is to survive, it has to evolve and the first step on the evolutionary ladder is *Monster Hunter Freedom* for the PSP. Touted as a streamlined version of the original, *Freedom* has a greater onus on single-player action and a more accessible game world - but let's not forget this is still an RPG, so if you don't have some serious time to invest you won't get the most out of *MHF*. Missions take the form of Guild Quests and smaller tasks dished out by the village chief, but both are a means to the same end - to improve your stats and earn cash which you can then splash on weapons and armour upgrades. Each mission type is experienced in a very different way, the village chief has your best interests at heart and his errands are geared towards teaching you the skills and knowledge you require to set out

Burger King would be proud of this flame-grilled treat

Like us, our hunter had a penchant for big chests

It wasn't 'til we saw this guy that we regretted not packing a spare pair of pants

Just as it looked safe to catch some rays, sand sleepers came along to spoil the fun

on the more perilous Guild Quests. Trust us, choose to skip the old man's teachings and the game will descend into a frustrating farce of trial and error, that will lead you to abandon the majority of quests you set out upon.

When not loading, the majority of quests involve you having to find a specific item or slaying a legendary monster. This often proves more difficult than it sounds, as though adversaries may be prehistoric, they're certainly no boneheads.

[A world of vicious creatures **waiting to disembowel** you]

Only when you're educated and equipped can you really make the most of what *Freedom* has to offer, as you explore the highly detailed and impressively animated environments, killing huge beasts and reaping the rewards. There's a nice range of locales available, from dingy swamps to desert plains and each contain a world of vicious creatures just waiting for the chance to disembowel you before you can return the favour. Nevertheless, it's not all good news as despite maps being large and stylish, the action is interrupted by loading screens that punctuate play and appear in some very inappropriate places.

Every species will adopt different attack and defence patterns, so to achieve success you must adapt quickly and work out the best means of offensive. At times, attacking can be problematical as heavy weapons are cumbersome and movement is extremely sluggish – the fact that *Freedom* is certainly no hack 'n' slash takes a lot of getting used to and will no doubt infuriate those accustomed to more traditional adventure titles. Some rather erratic camera movement only compounds this sense of frustration, but as is often the case with this breed of game, perseverance is key. *MHF* is all about strategy, choosing the right points to attack, selecting the appropriate items for each mission and knowing when to start a fight and when to run the other way.

This strategic element extends to your time in the village hub as well, as there you can cultivate your own land. On your private farm you grow food and mine resources for use in later missions, but produce doesn't always have to be so calculated, if you're feeling a little peckish you can take your food to one of the Cat Cooks who will whip you up something special. As well as being a tasty treat, these dishes will help improve health, stamina and overall resistance. It's new elements like this that really help endear you to the game because, although at points on your journey action can seem almost pedestrian, if given adequate patience and careful consideration *Monster Hunter Freedom* is an enjoyable and strangely compelling beast. ■ **Keith Hennessey**

Frustrating at times but ultimately rewarding **79%**

Extreme makeover

Making a hunter to be reckoned with

In order to prove yourself master of the hunting ground you're going to have to look the part. So it's a good job that *Monster Hunter Freedom* features a very effective upgrade system. First of all you need to make your male or female character using the numerous customisation options on offer. We opted to make the ultimate Neanderthal man, Liam Gallagher. You can then use credits you earn from successful missions to buy new weaponry or upgrade your existing inventory. However, the modification doesn't quite stop there, if funds are running a little low you can always remove bones from the monsters you've killed to use as fetching armour.

Sprocket the monkey just wants to dance on top of a hill, or something

Eugh! The ape images are blurry and could have done with a PSP touch-up

Go>Ape over a shiny port of an innovative 1999 classic

APE ESCAPE P

OUT: 5 MAY

Publisher **SCEE** / Developer **In-house** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multi-player, Wi-Fi Internet multi-player**

THE Big QUESTIONS

Is it better than *Ape Escape 3* on the PS2?
Nope, that is a game that rocks so buy that instead. *Ape Escape P* is good but some of its soul has been ripped out; its controls are severely compromised.

How big is it?
It's a pretty damn huge game. You'll want to keep returning to levels to get the apes you couldn't get the first time round and the mini-games and Monkey Book will while away a lot of time on the bus.

Monkeys are great, don't let anyone fool you otherwise (except if they're a badger). Also, monkey is a fantastic word to shout in a northern accent, whereas monkeys themselves are cheeky and love a good cup of tea. Not only this, they're the most feared animal in a safari park, each one has an expensive collection of aerials and windscreen wipers; there's even a monkey Kwik-Fit in West Midlands Safari Park. So what could be better than a game where you have to capture over 200 cheeky chimps, trapped in the palm of your hand? Well, if the truth be known, it could have been - and has been - a whole lot better.

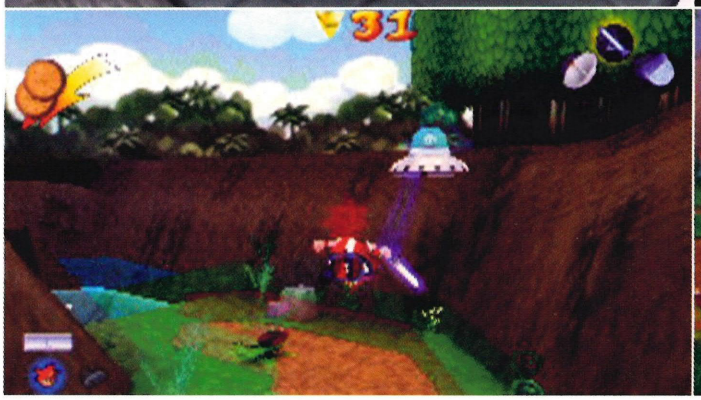
Back in 1999 it was impossible not to like *Ape Escape*, with its bright Day-Glo colours and amazing new control system. The game was released to promote the spangly new PSone Dual Shock pad and was the first game to use both analogue sticks. Before this, everyone was wondering what the hell the right analogue was there for.

The aim, as Spike, is to capture monkeys that have been spread through time. Apparently, if these simians aren't caught they'll change the course of history. Imagine if a monkey had turned up at the Kennedy assassination and pointed at the sniper behind the grassy knoll with a loud 'ookeek!'

Anyway, originally the left analogue controlled the player while the right controlled the gadget. So no matter which way you were facing you could always catch an ape to the side or behind depending on which way you swung the right analogue. This really came into its element when you got control of the remote-controlled car. It felt like you were controlling a real person and a car; this is absolutely impossible with one control stick.

It's rare that a game is so tied to its control system, but this is. Without the second analogue, capturing apes isn't half as fun. The camera controls on the D-pad are unnecessary; this should control the weapon selection instead. You can get used to it, but why should you? It's the controls that make you mad, not chasing down dancing apes and now some of the magic has been somewhat vaporised.

However, that aside for now, the updated, crispy graphics will make any fan of the PSone version grin like a monkey with a billion bananas. Unfortunately, they'll look dated and blocky to anyone who isn't. The flappy mouths of the apes and their beady eyes will have newcomers scratching their heads in bewilderment. Despite its obvious



graphical flaws, you can't deny the consistent charm – the apes sneeze, jump in fright when they spot you, act as a look-out or even sulk in a corner. The chimps all have personalities, and the animation shows it all, even if it looks, well, old. Another thing worth mentioning is the English translation. Yes, English – not annoying Yanks blabbering on about how 'Rad' a power-up is. Instead, we have a slightly cockney hero backed up by a flustering English professor. Plus, seeing everything spelt right is a marvel all of its own.

However, there's always this nagging doubt that it should have been updated further, maybe not in the main game but at least in the Monkey Book. Once you capture an ape, it'll go into the book where you can view which chimps you've caught. It's great to browse through them and read their comments such as Lennon: Peace Ape. The problem is that the images of the monkeys look horrible and the comments don't match up to the sequels. It just reeks of a poor conversion. A welcome addition would have been to download extra monkeys to capture, but sadly we're stuck with the same chimps from 1999 and nothing else. Any extras would have been welcome, especially since they seem to have included a ton in *Ape Escape 3* on the PS2. Doesn't the PSP deserve Solid Snake in *Metal Gear Solid*?

[Sadly we're stuck with the same chimps from 1999]

There is a multi-player section, with new games like ping pong, but they just feel like half-arsed extras and aren't worth playing for their own sake. All in all, it's great if you haven't played an *Ape Escape* game before, but veterans of the series will be disappointed. ■

Henrietta Rowlatt

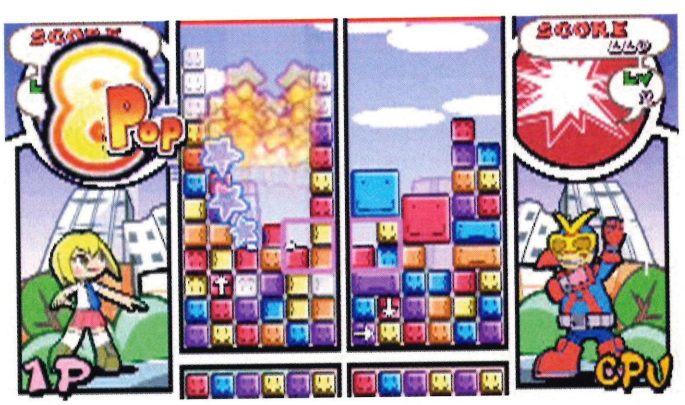
There's a lovely game under the control-based buggery **74%**

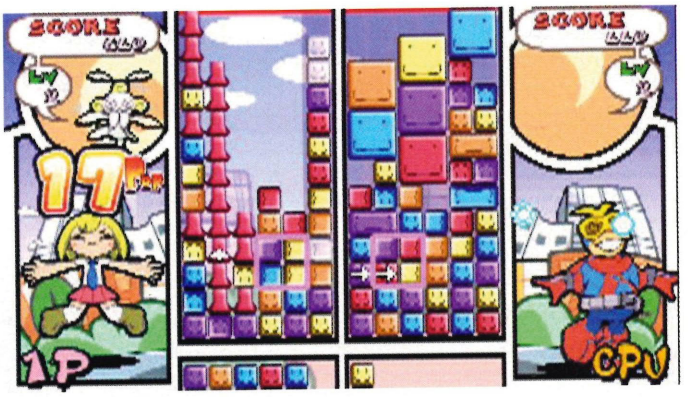
The original's loading screens are now slapped in between the PSP's loading screens, which is a bit pointless and weird

Snake Escape

There's a solid connection between apes and snakes

It's a bizarre combination, but *Ape Escape* is intrinsically linked with *Metal Gear Solid*. Even looking at the ape's flashing helmets will make you think of *MGS*. When they spot you, their lights change from blue to red, much like the exclamation marks in *Metal Gear*. The crossover really came to light in the third *Metal Gear Solid* game where Snake has to capture *Ape Escape* apes. This homage has been recently repaid with an ace unlockable stealth game featuring Solid Snake and his monkey doppelganger Pipo Snake in *Ape Escape 3* on the PlayStation2.





Link blocks up to make them disappear... sounds familiar

KOLOOMN

OUT: NOW

Publisher **505 GameStreet** /
Developer **CyberFront** /
Price **£29.99** / Players **1-2** /
Supports **Wi-Fi LAN multi-player**

THE BIG QUESTIONS

What's the difference between the characters?
As far as we can tell it makes no difference which character you pick, making the whole process a little bit pointless, we feel.

Is this better than *Lumines*, then?
Not really, no. It is a very similar game but *Lumines* just has so much more style and looks really cool, while *Koloomn* has an overly retro style to it.

Games with falling blocks are ten a penny these days, and straight out of the box *Koloomn* looks unoriginal and dated. Simply put, the game requires you to link blocks of the same colour to make them disappear, or PoP as the game calls it. The bigger the combos you manage, the better your score will be and that's pretty much it.

Okay, there's a little more to it than that and the handy training mode will take you through the basics of moving your blocks around effectively. There are a few blocks that will perform certain things such as removing all the blocks across a specific line, but the main crux will simply see you rotating blocks over and over again. At least you will in the single-player anyway, which also has the drawback of being rather too easy. The campaign mode will pit you against the CPU, which ups the excitement somewhat. When you or your opponent get rid of some of the blocks it will have a detrimental effect on the other player. Different colours will do different things, and these special attacks will do things such as fuse a group of blocks together or hide rows of blocks, which makes them momentarily inaccessible.

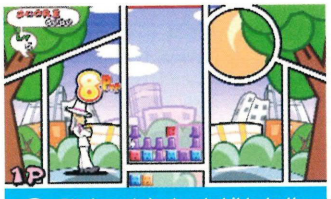
The option to choose a character is also provided in some modes, which - while amusing - doesn't really serve any purpose, as the characters spend most of their time dancing around at the side of the screen. There are more of them to unlock, but when they don't make any difference to the gameplay experience there isn't much of an incentive to bother.

The multi-player certainly makes *Koloomn* a great deal more fun, but at the end of the day it's still just another block-based puzzler that isn't as good as the original *Tetris* or the PSP's own *Lumines*. It does have plenty of kooky charm and if you're after a puzzle game that will appeal to the younger player, then *Koloomn* will definitely suffice. If however, you're after something with a little more originality, then make sure you give *Koloomn* a test run before you buy it. ■

Simon Griffin

> **Multi-player certainly makes Koloomn a great deal more fun**

A decent enough game but nothing new for the genre **70%**



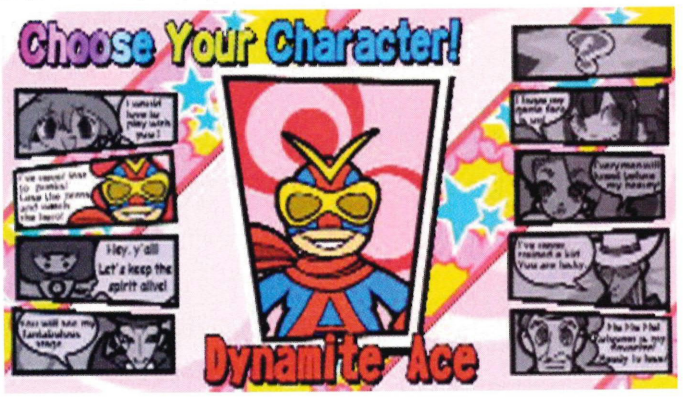
Playing solo is okay, but it lacks the excitement of multi-player

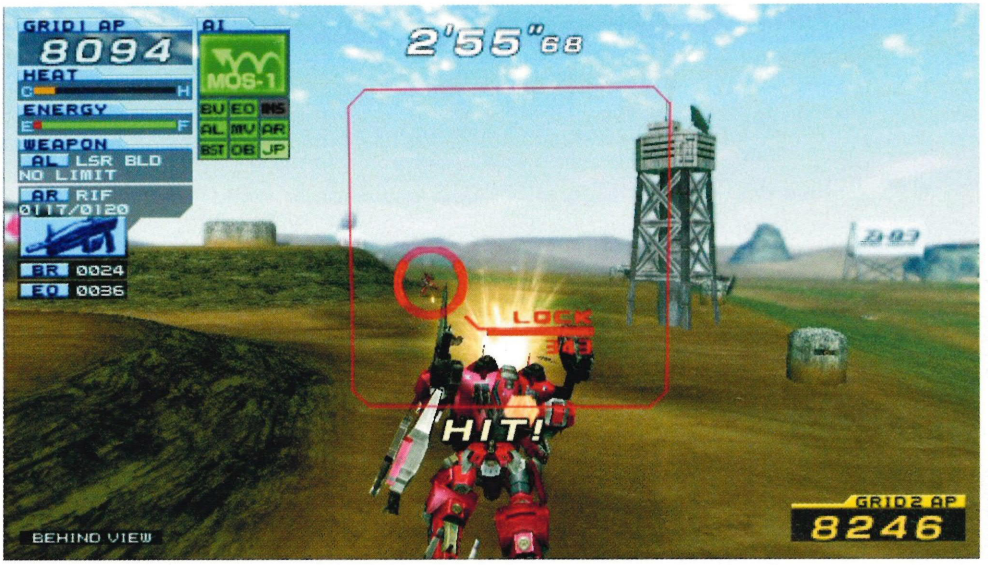
Winning is always nice and *Koloomn* certainly makes a big deal of it

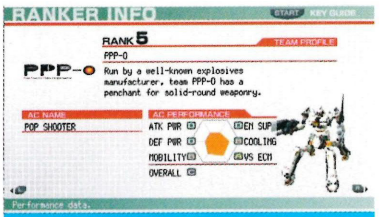
Block adventure

This puzzler has a story...

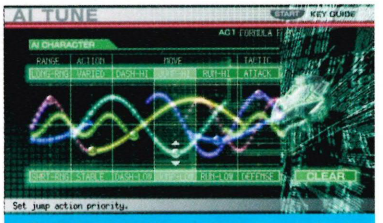
An assortment of modes will allow you to pick a character. Choose campaign mode and that person's story will play out between rounds. This doesn't really have any bearing on the gameplay itself, but it's an amusing diversion we suppose, not that much of it makes a lot of sense. Our favourite character has to be Dynamite Ace, we just dig his awesome superhero costume.







A sneaky peek at the enemy team member you'll be fighting. He's got no chance



This is the AI tuning. We can't make head or tail of it either

Hard core! You know the score. Whoop, whoop!

ARMORED CORE: FORMULA FRONT – EXTREME BATTLE

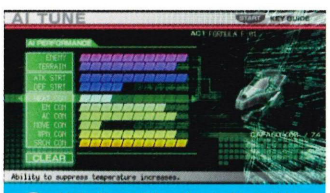
OUT: NOW

Publisher **505 GameStreet** /
Developer **From Software** /
Price **£29.99** / Players **1-2** /
Supports **Wi-Fi Lan Multi-player**

THE BIG QUESTIONS

How much death and hellfire is involved in the game?
Not a huge amount on the player's part, as a majority of the action takes place off the battlefield with you building mechs and sorting out their AI.

What's happened to massive pitched battles between 700 giant robots then?
They're gone, replaced by single match-ups between teams. You choose one bot, your opponent chooses one bot and away you go.



Help, I'm getting short of breath! I think it may be a stat attack!

My word, this is a hardcore game, even for such hardcore folk as ourselves. No this is something else, almost transcending videogames, and requiring a near-meditative state of concentration to sift through the punishing weight of stat sheets roughly the size of Florida. It's common for RPGs to offer a mass of stats, skills and attributes, but this is a mech game, and past the mech assembly phase, there shouldn't be too much fiddling and number juggling to be done right? Wrong.

Widely regarded as the most complex mech title to date, From Software's latest *Armored Core* title, *Formula Front – Extreme Battle* is amongst the most impenetrable videogames in history. We're not saying this is a particularly bad thing but, boy does it make for a pain in the ass to review. There are those out there who will love the fact that you don't actually have to pilot your mech, leaving it to your custom-built AI to wield. Others will take great joy in the enormity of the pre- and post-match reports, detailing the condition of your vehicle, the level of tuning applied and numerous graphs, charts and stat breakdowns of your performance. Still more may revel in the skull-crushingly mammoth array of body parts available for use. In all honesty, we were rather frightened by it all.

Again, this isn't to say that *Formula Front* is in any way a bad game, as it not only looks the part, but maintains the continuity of the series in terms of style and substance. While it's advised by the game's tutorial to play matches using your constructed AI, manually piloting your mech is an option open to the more hands-on player. These one-on-one league matches – it's all set in a kind of bloodsport/gameshow kind of affair – offer a basic level of combat, and whilst they are good fun for a while, the idea of chugging through hundreds of matches manually is terrifying.

Armored Core: Formula Front – Extreme Battle has a very specific audience, namely the mech fans out there that feel previous titles in the series lack depth. For those folk it rates up there as a must-buy. All others see below. ■ **Tom Leclerc**

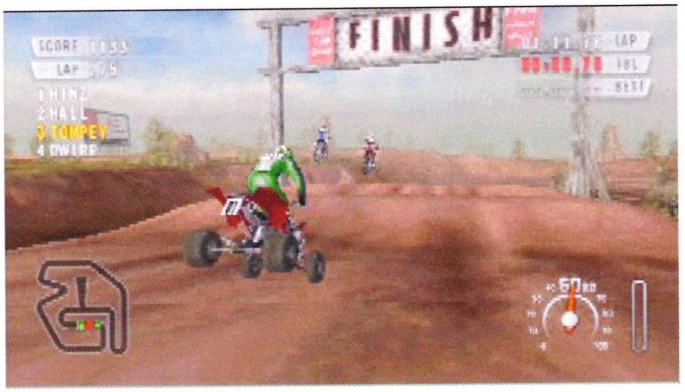
> **One of the most impenetrable videogames in history**

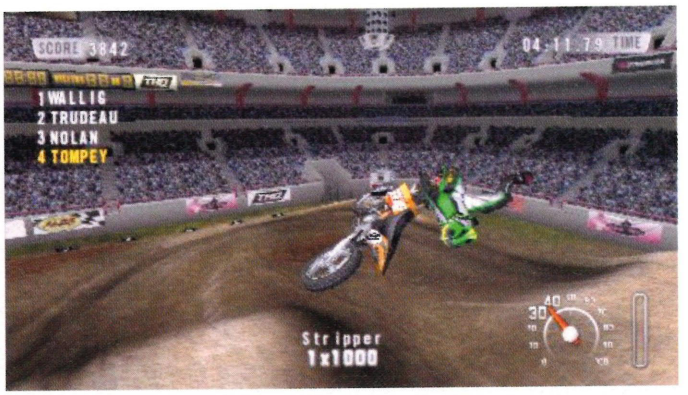
A title solely designed for the avid mech lover **56%**

Bob the builder

It's like MFI for robots

Everyone knows that mechs require constant upgrading if they're going to perform in the field, and *Formula Front* offers the most comprehensive mech assembly area we've ever seen. Not only are there the standard core units, heads, arms and legs, but also boosters, heat sinks, generators, fire control systems and extensions. Were you to give 1,000 monkeys a copy each and wait 1,000 years, we bet you would never get the same mech twice. Most – if not all – of the monkeys would be dead after that long, but unfortunately that is the price you pay.





It's gripped. It's sorted. Let's off road

MX VS ATV UNLEASHED: ON THE EDGE

OUT: NOW

Publisher **THQ** / Developer **Rainbow** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi Lan multi-player**

THE Big QUESTIONS

MX and ATV racing? It was never going to be that good was it?
Well, you say that, but Sony's last effort at the extreme racing genre – namely *ATV Offroad Fury* – was something of a nice surprise, being a reasonably exciting iteration of the sport.

It's probably only one for the petrolheads out there though?
In all honesty, probably not. It's better suited to those wanting a bit of a change from the regulation racing fodder out there, as it's something a bit different from the rest of the pack

The guys that find themselves racing in motorcross and ATVs must have a giant screw loose to even start with the sport. I mean, how many times do you have to break your leg, neck and back before you realise you're in a job that could see you paralysed, maimed or just plain dead at the end of a race? Granted there are other, more dangerous pastimes, like bullfighting, base jumping and the like, but if nothing else, the insurance premiums must be prohibitive. The draw must be in the danger, the speed and the exhilaration that the sport can deliver – unfortunately, those elements so noticeably absent from THQ's latest extreme sports endeavour, *MX Vs ATV Unleashed: On The Edge*.

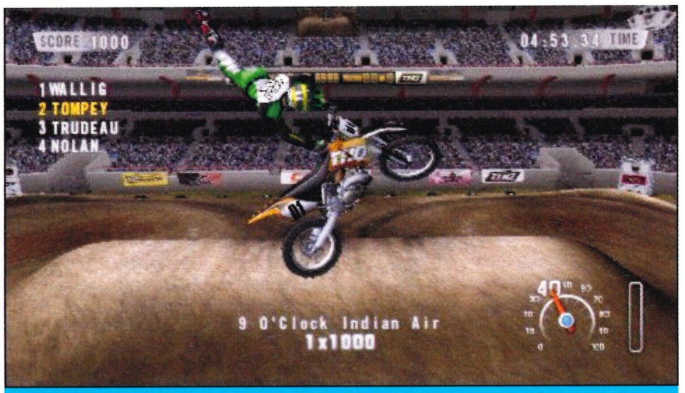
Granted, it's not a terrible game by any means. Indeed, it has a draw – especially in multi-player – present in very few other racers. Lacking the furious bustle of the sport however, it's simply not quite as extreme as its name implies. There are a fair amount of race types, requiring a shift in racing style and a differing level of concentration, but what should be fierce scrambles for the lead become pedestrian – albeit rather muddy – pootles through the countryside, given the ease with which you can navigate the landscapes. Taking a spill onto the gravel, mud, dust, snow or grass of the tracks is usually as a result of poor fortune in a collision or a sudden burst of apathy, rather than the difficulty of the course or a genuine scuffle with the opposition. Anyway, the races don't often mean much, given that most of the races boil down to which racer has the better final lap, making the whole racing section a write-off.

> Most races boil down to which racer has the **better final lap**

MX Vs ATV Unleashed: On The Edge is a dull game. Yes, it can be quite lavish and enjoyable in places, clearly being a game of considerable technical proficiency and yes, it's packed with extra race types, outfits and vehicles. However, ultimately it's let down by the flaccid racing, which simply won't reward players on any level. ■

Tom Leclerc

An okay ATV and MX racing title, but it lacks excitement **65%**



9 O'clock Indian Air, eh? Looks a little more like you're just going to fall off your bike in a crumpled heap to us

Freestylin'

Ramping up the mad skills in freestyle mode

Whilst the racing sections don't inspire emotions, the freestyle events are an entirely different matter. Sadly the pervading emotion is that of irritation. Successfully pulling off a string of tricks is a rarity and it looks tremendously impressive when you do get it right, however, the excellent ragdoll animation of your rider will crumple like a wet piece of tissue paper thrown against the wall. The more horrendous crashes will often induce a grimace or at least a giggle, so in fact it's not all bad.

When we finish this level we're going for lunch. It's strange, but we've got this terrible urge for skittles.

Oooooh, check out the 'spooky' backgrounds. Waaaahhh! Spooky. Why did they bother?

Bub and Bob return to give you the willies

BUST-A-MOVE GHOST

OUT: NOW

Publisher **505 Game Street** / Developer **Taito** / Price **£29.99** / Players **1-2** / Supports **Wi-Fi Lan Multi-player**

THE Big QUESTIONS

How different is it to the PS2 versions?
Not that different, to be honest. It's been saturated with a cutesy 'horror' feel, but don't let that put you off the game. It's still a great puzzle title.

Won't it get a bit boring after 1,000 levels?
Okay, we admit it; we haven't played all 1,000 of them, but we've made fair inroads into the game, and we're not anywhere near boredom yet.

There are few things more important in a puzzle game than the tunes. The best puzzlers have the best music. Simple. *Tetris* and *Lumines* immediately spring to mind as perfect examples, but even without these shining lights in the genre, it's pretty obvious that puzzlers need good tunes, or the levels of rage reach heights usually reserved for the South African honey badger – a creature currently ranked as the angriest beast on earth by the Guinness book of records.

Suffixed with the term 'Ghost', this iteration of the *Bust-A-Move* franchise sadly has too much cutesy horror about it to dampen any aggression built up over the course of its 1,000 or so brain-melting levels. Something of a shame really, considering *Bust-A-Move* would otherwise have a fair claim to being the PSP's best puzzler.

Yes, you heard right. Over 1,000 levels, and that's before taking into account the numerous random elements and multi-player modes. Indeed, if even an ounce of the effort expended on laying out the extravagant platter of game modes had been spent on the tunes, we could have been looking at something really special. Even as it is however, you're in for a real treat if you've ever been a fan of the series.

> **The biggest joy is just how incredibly addictive the game is**

The biggest joy is just how incredibly addictive *Bust-A-Move Ghost* is, coupled with the wealth of modes that enhance the longevity, rather than filling you with any kind of annoyance at the series' poor treatment. With half a dozen new bubble types to spice up proceedings, the levels themselves have a lovely learning curve, remaining graciously on the right side of difficult. Indeed, many levels could be seen as too easy, but with so many of them, it's always nice to have a break from infuriation.

Bust-A-Move is clearly nothing new, and whilst the 'spooky' sheen does nothing for the formula, the action remains gloriously playable. A sturdy puzzle purchase for most gamers, *Bust-A-Move* has only one niggle. The tunes. ■ **Tom Leclerc**

Classic PSP puzzling, but marred by crappy audio **85%**

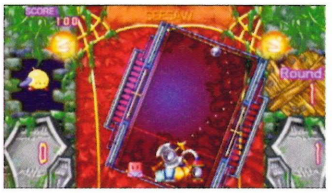
Bust-a-mode

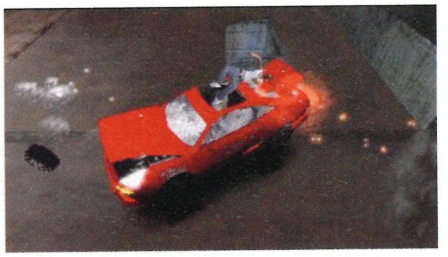
How many ways can you play?

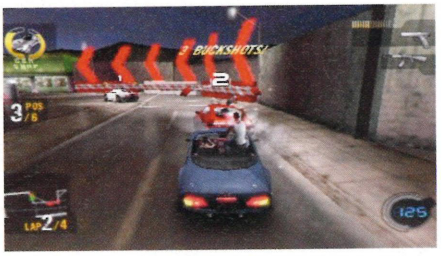
Classic mode will be the first port of call and, bar the music, retains a satisfying similarity to previous versions. Variations like Time Warp puzzle, where the speed fluctuates spasmodically, and Shot puzzle – giving you one shot to complete the level – combine to double your enjoyment of the game. Ghost mode is the most complex of the lot, involving a pesky ghost that covers your view of the upcoming balls and a heart meter that, when full, prematurely ends the game. See Saw is another crazy adaptation, requiring players to keep the field balanced while they play and is Infuriatingly addictive.

These running launcher levels can be a proper pain in the ass

No, sorry, this really is a little to spooky. I can't play it







187 Ride or Die? I'd rather die then thanks

STREET RIDERS

OUT: NOW

Publisher **Ubisoft** / Developer **In-house** / Price **£34.99** / Players **1-8** / Supports **Wi-Fi Lan Multi-player**

THE Big QUESTIONS

This looks suspiciously like *187 Ride Or Die*, what's the difference?
Nothing. Sadly it's all exactly the same. Exactly. It suits the PSP a little better though, just because it's easy to dip in and out of.

Racing and shooting? It doesn't sound that bad...
Well, it's fine until you start feeling like you're racing the same courses over and over again. Oh, also the racing's boring and the shooting's equally dull.

If you're aware of *187 Ride Or Die*, you'll have a fair idea as to what to expect with *Street Riders*. The name and packaging have been changed, sure, but inside is the same insipid gangsta rubbish as the home-console version. No, don't be fooled, there have been no additions, nothing removed, and very few alterations in the transition to the PSP. Something of an impressive (if cynical) feat, but ultimately a waste of time for all concerned. Especially for us.

We won't try to hide it. We hated *187 Ride Or Die*, partly because of the ridiculous gangsta drivel, and partly because it was so unutterably weak - both as an idea and a videogame, it made our brains hurt.

Don't get us wrong, it's a great thing to have in the office to liven things up, as cranking the volume up and treating everyone in earshot to a tirade of the most obtuse and convoluted gangsta jive around is a joy, as are the cut-scenes, which are as slick as you're likely to see on the PSP but equally as dense and twice as vulgar. Actually, vulgar describes the entirety of *Street Riders* with some clarity. Every ounce of the game has been layered with the kind of mindless idiocy that gets a few too many laughs to be taken seriously. Granted, we couldn't give a flying gonk about whether a title like this is making a serious comment on ghetto life or simply making cash out of the rattly bandwagon of gangsta gaming, but when the mission intros are all in an unintelligible pseudo-street nonsense, the initial comedy eventually gives way to mild annoyance, making the whole affair somewhat worthless.

It's not really worth talking about the actual gameplay to be honest, as it's as flavourless and unexciting as games can get. It looks great however, and has clearly been ported with some proficiency, enjoying minimal load times and a sturdy frame rate, despite plenty of on-screen action. None of this means anything though, and whilst it's not entirely dreadful - verging on the enjoyable at times - it's just too bland to really warrant a purchase. Ya heard? ■ **Tom Leclerc**

Tepid racing, insipid shooting and sweary black guys **56%**

Speaking the lingo

Just how do those ghetto folk communicate?

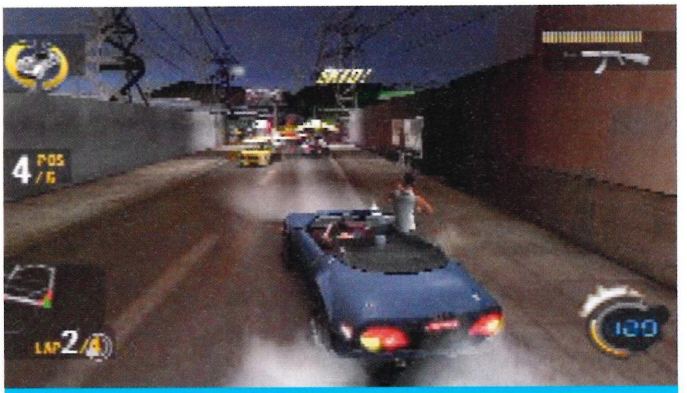
By way of warning, here are a few of the best quotes from *Street Riders*. You'll probably laugh for a bit, but try reading this over and over again. Gets old quickly doesn't it?

"Big Timer Buck. It's time to get BOUT IT BOUT IT. I need you to race Cortez's crew and blast your BURNER. Oh, yeah homie. I forgot one thing. Don't be the last rida after each go around. Do your GANGSTA dizzle MY NIZZLE."

Roughly translated: Win the race.

"Buck, listen up gangsta. You only got a short time before one-time hits the block, so burn your heater and blast as many of Cortez's pranksta ass crew. I want you to flip these fools' wigs back. Smoke these fools. Keep it gangsta."

Roughly translated: Kill lots of other people, preferably all of them.



Yo, FO SHIZZLE, buster! Hit yo whip and flip those prankster's wigs back. Don't get all crunked out on these streets, keep it gangsta and all that jazz, eh old boy

This lovely lady enthusiastically introduces us to the players we'll be facing at the table with a quick little video clip

Get your poker face on and your chips ready

WORLD POKER TOUR

OUT: NOW

Publisher **2K Sports** / Developer **Coresoft Games** / Price **£34.99** / Players **1-6** / Supports **Wi-Fi LAN multi-player, Wi-Fi Internet multi-player**

If buying a pack of cards and gathering some mates is too much like hard work, then 2K Sports has the solution. Based on the American TV series of the same name, *World Poker Tour* offers a host of game types and players to challenge.

Even if you have a limited knowledge of poker, the game can still be enjoyed, especially online where you can play against PS2 owners. One problem with this PSP version though, is that the facial expressions of players seen on the PS2 have been removed, making it difficult to gauge their mood. You can generally judge what they're thinking by how they bet though, but of course they could be bluffing. It can be easy to bully your opponents into folding just by betting big, but that doesn't always work and you may just find yourself out of the game.

If poker is your bag then *World Poker Tour* succeeds in creating a fair bit of tension once you get into it and naturally, it feels especially rewarding when you win big. It doesn't beat playing against real people though, so is a much more realistic experience if you take it online. ■

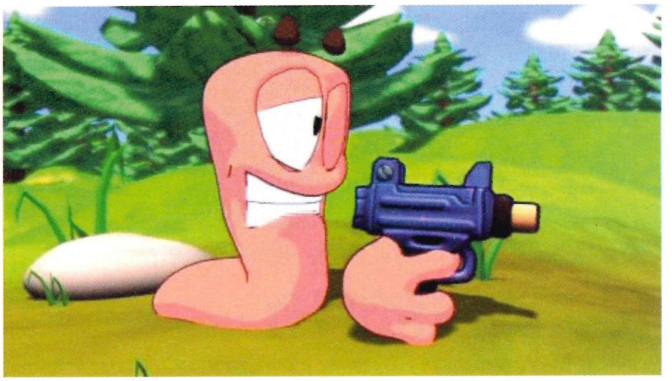
Simon Griffin

A decent effort that should keep you entertained **81%**

THE BIG QUESTIONS

So, how does it compare to real poker then?
It's probably easier to tell if a real person is bluffing, but you won't lose any real money in this.

How many different versions of poker are there in the game?
World Poker Tour purports to have 4,000 different custom variations of poker.



Pink, wiggly and battle hardened - they're back!

WORMS: OPEN WARFARE

OUT: NOW

Publisher **THQ** / Developer **Team17** / Price **£34.99** / Players **1-4** / Supports **Wi-Fi LAN multi-player**

What could be better for a bit of handheld gaming than the classic *Worms*? The little pink guys have been blasting the hell out of each other for a fair few years now. They lost their way slightly when they tried to catch up with technology and went all 3D, but it didn't really work at all.

Thankfully for this PSP incarnation they've gone back to the familiar 2D view. Well, the arenas aren't quite as 2D as they used to be but the gameplay is pretty much unchanged. You control your team of worms and simply try to wipe out the competition with the bizarre array of weapons on offer. For a *Worms* game, the number of weapons available is actually pretty small in comparison to earlier releases, but there are still enough to send enemies to a humorous grave.

If you want that enemy to be a mate then not only does *Worms* offer Wi-Fi multi-player, but it also allows you to pass one PSP between a group of friends, which is great if you're lacking in friends who own PSPs and copies of *Worms*. This is really where this title shines and while the single-player is fun for a while, you'll always be searching for that next human opponent. ■

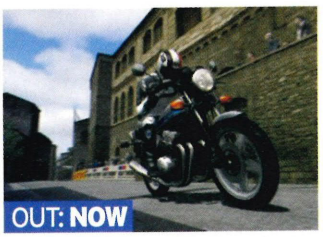
Simon Griffin

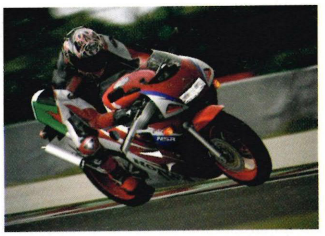
Old-school fun that is best played with friends **84%**

THE BIG QUESTIONS

Why not 3D then?
Well, *Worms 3D* never quite had the same charm as the classic 2D set-up so - if you ask us - this is much better. The simple interface also makes for a much easier game on a handheld machine.

Is the exploding sheep still in there?
It certainly is, however a number of other weapons haven't made it. All the basic guns and rocket launchers are present but sadly the Holy Hand Grenade has been dropped.





Bloody Tourists, coming here, ruining our racing

TOURIST TROPHY

Publisher **Sony** / Developer **Polyphony** / Price **£39.99** / Players **1-2**

WITH THE ADVENT of the Xbox 360, the single-minded devotion to realism is perhaps as high as it's ever been, but here's a warning: realism isn't all it's cracked up to be. Polyphony's *Tourist Trophy* being a perfect case in point. Racing cars with the kind of realism offered by Polyphony's previous series, *Gran Turismo*, is great. Doing it on bikes however is a wholly different matter. Why? Because you can fall off a bike, that's why.

Taking to the road with *Tourist Trophy* doesn't mean you'll be spending a whole lot of time on your bike, especially when it comes to a corner. You've got two choices when it comes to the curves – slow down and take it like a blind granny on a Sunday or take a spill onto the gravel. You see? Realism isn't always fun. ■ **Tom Leclerc**

Competent and realistic, but lacking any fun **53%**

Raggy Dolls, Raggy Dolls, dolls like you and me

FLATOUT 2

Publisher **Empire** / Developer **Bugbear** / Price **£29.99** / Players **1-4 (1-6 ONLINE)**

BUGBEAR HAS DONE a fair bit of tweaking with *Flatout 2*, increasing the number of tracks, cars, drivers, modes and mini-games. They've improved the AI, they've increased the feeling of speed, they've upped the amount of destructible objects in the game and they've thrown in a nice little online mode as a special treat for fans. None of this changes the fact that it's *Flatout* however, and if you liked the hard driving experience that the original offered, or just fancy a bit of a change from standard racers, *Flatout 2* is well worth a bash. It's never going to last particularly long, being pretty inane from start to finish, but the joy of sending your ragdoll driver through the windscreen at 100 mph to crunch sickeningly against a concrete pillar is well worth the budget asking price. ■ **Tom Leclerc**

Fairly dull, but full of mini-games and destruction **65%**

Hey, look, real live hookers hanging out at the museum. How much darlin'

Proper planning prevents poor performance, purportedly

THE PLAN

OUT: NOW

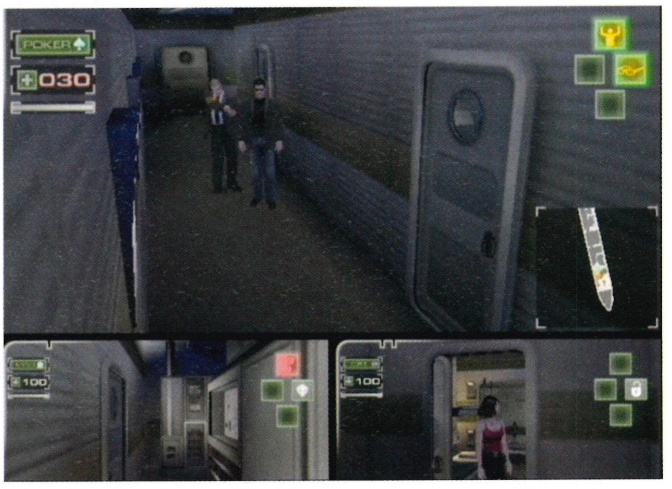
Publisher **Ghostlight** / Developer **Eko Systems** / Price **£29.99** / Players **1-3**

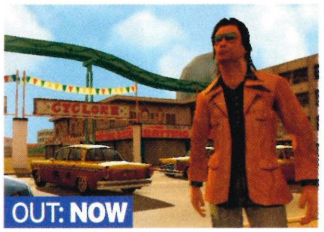
Imagine *Ocean's Eleven*, *Mission Impossible* and *24* mixed together and poured as a silky amalgam into your PS2, and you have *The Plan*, a little known title from a little known publisher, Ghostlight. It's lamentably infrequent, but every now and again developers come up with a genuinely unique concept. It's even less common for that game to make it to release, but *The Plan* is one such title, and whilst it most definitely has its drawbacks, there's much about this groovy heist title that smacks of pure, unadulterated genius.

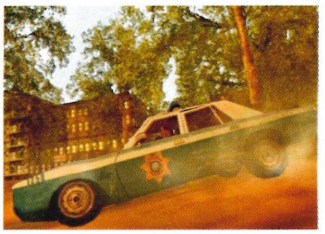
The porno score, the arty cut-scenes, the varied missions, the super cool characters and the slick control system – all genius. You simply can't fault them. They may take a little time to get used to, as the whole thing feels like a different breed of videogame – and most definitely has a budget flavour about it – but as a concept it's one of the best games we've played.

Sadly, there's a lot wrong with *The Plan*. The painful glitches take a lot out of this particular sting, but these are relatively easy to overlook in the multi-player that allows up to three players to participate in each operation. It's clever and sexy, but marred by niggles that could well stunt many gamers' enjoyment of this truly innovative hustle-'em-up. ■ **Tom Leclerc**

A great concept almost ruined by its gameplay **75%**







Rather surprisingly not driving us up the wall

DRIVER: PARALLEL LINES

Publisher **Atari** / Developer **Reflections** / Price **£39.99** / Players **1**

A SECOND ATROCITY of the order of *Driv3r* - the most returned game in history - could have spelled the end for the *Driver* series, but as it goes, this iteration is something of a return to form for such a badly damaged franchise.

Featuring a healthy smattering of Seventies flavour, replete with flares, tight tie dye shirts and a funky soundtrack, *Driver: Parallel Lines* manages to pass itself off as a reasonable sandbox title. It's by no means perfect, and the world of The Kid (or TK to his mates) could do with a little more excitement, but as a title to dip in and out of, it serves its purpose rather well. Forgive the barely concealed surprise here, but *Parallel Lines* isn't a complete mess, and might just possibly satisfy gamers looking for the same kind of feeling delivered by the original. ■

Tom Leclerc

More complete than *Driv3r*, and with a better name **71%**

You couldn't refuse this offer

THE GODFATHER

Publisher **EA** / Developer **In-House** / Price **£39.99** / Players **1**

WITH ONE OF the biggest movie licences in history comes great responsibility. EA could have easily cobbled together something along the lines of their recent *James Bond* title, fashioning something equally abysmal. They could have sat back and watched the dollars rolling in, while greedily rubbing their hands together and chuckling like manics. This could have been one of the most cynical titles of all time, based on glossy visuals and the weight of their huge marketing machine. Thankfully it's not.

Regardless of its decidedly scrappy appearance, *The Godfather* retains a genuine and involving feel throughout an intricate story loaded with numerous and varied gameplay mechanics. With extortion, robberies, hits, intimidation and bank raids amongst other things to keep you happy, there's plenty to keep you busy. The control also adds something to the complexity, giving you a not insubstantial range of combat options to mix things up a bit. In short, well done EA. ■

Tom Leclerc

An engrossing game that does justice to the films **79%**

Have that you nasty plane thingy. I don't really know why I'm shooting you, but I'll keep doing it 'til one of us dies a horrible death

He may be a rogue, but he's following the fashion

ROGUE TROOPER

OUT: NOW

Publisher **Eidos** / Developer **Rebellion** / Price **£39.99** / Players **1-2**

They've been getting revenge on their treacherous bosses for over 25 years now, but Rogue, Bagman, Helm and Gunnar are going strong on your PS2, with Eidos' latest third person action title, *Rogue Trooper*. Well we say going strong, but what we actually mean is looking, playing and feeling almost as generic as third person action adventures can get, and that's mighty generic. Yes, you've got your late army pals implanted in your helmet, rucksack and rifle, but they do little of any note, save offer up a meagre handful of gameplay mechanics. There are some nice sections, and the occasional exciting run of gunplay, but these nuggets of joy are sometimes marred by a few samey missions. The gameplay, while being a little repetitive, does have the saving grace of some well laid out controls making it relatively painless to play. *Rogue Trooper* won't win any awards for graphical achievement but the visuals get the job done.

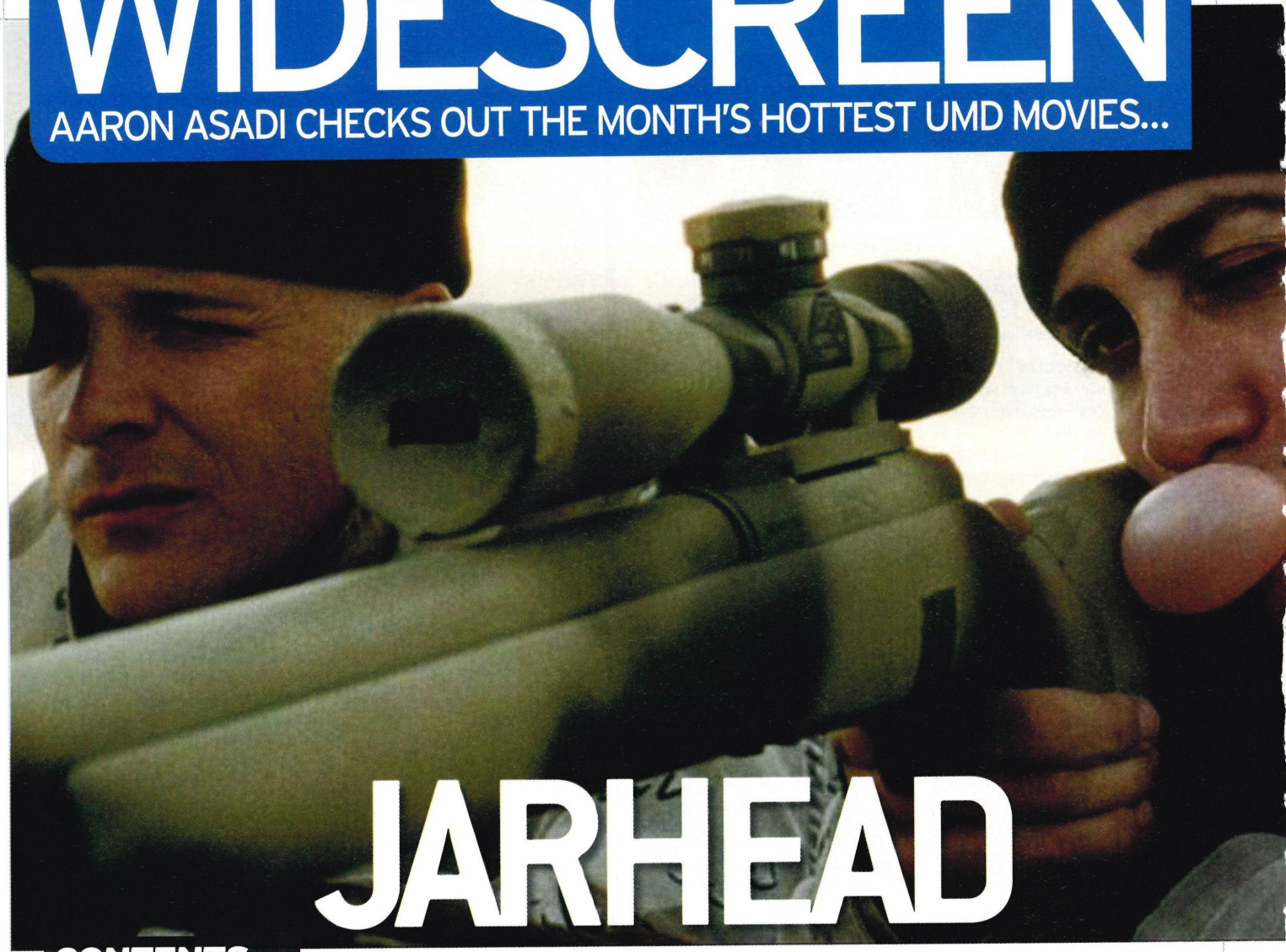
We never had particularly high hopes for *Rogue Trooper*, but it did actually turn out better than expected. Those not looking for anything particlarly original may find the character likable enough to give it a go. ■

Tom Leclerc

***Rogue Trooper* is weaker than his physique suggests** **72%**

WIDESCREEN

AARON ASADI CHECKS OUT THE MONTH'S HOTTEST UMD MOVIES...



JARHEAD

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Your UMD guide at a glance...

★★★★★ Excellent
★★★★ Must Buy
★★★ Average
★★ Fair
★ Don't Bother

UMDs

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The bore war

OUT: 15 MAY

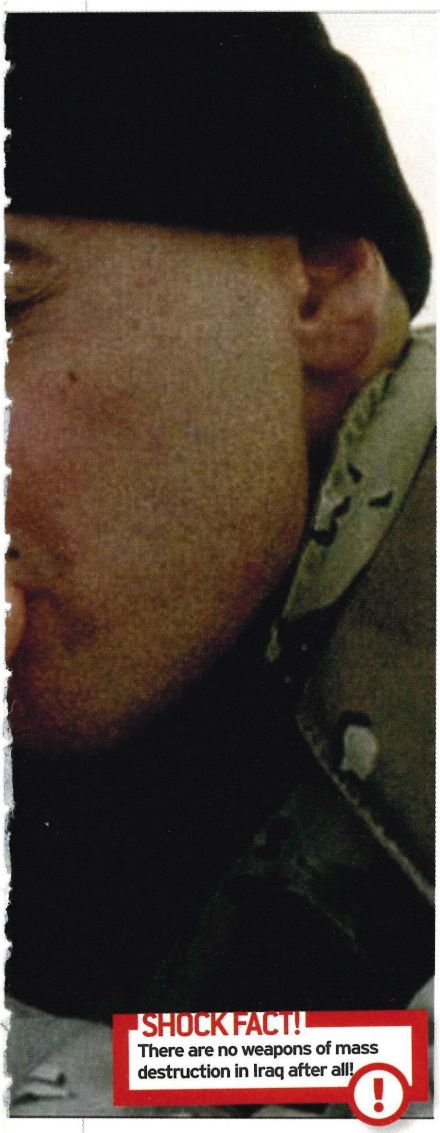
Director: **Sam Mendes** / Starring: **Jake Gyllenhaal, Jamie Foxx, Peter Sarsgaard** / Price: **£20.99**

★★★★

We didn't want to review this. We'd heard so many bad things about it – it was slow, there was no point to it, it's not as clever as it wants to be – and Sam Mendes has yet to really prove himself. *American Beauty*, though undeniably good, is aging quite badly, and *Road To Perdition* was nothing more than a miscast, shallow comic adaptation made pretty with some rather excellent cinematography. Still, we were getting paid for it, so we thought 'what the hell?'. Good decision by us as it turns out.

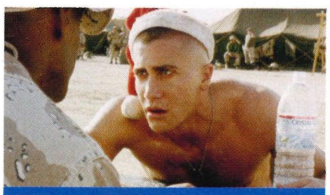
Jarhead starts, as so many war movies do, at a training camp somewhere in America. Jake Gyllenhaal narrates his woes over the top, and we're introduced to a fairly typical situation for a US Marine. He misses his girlfriend, he reminisces about being home and gets berated by the drill sergeant. It's fun – because these segments in war movies always are – but you kind of long for something to happen fairly soon because you've seen this all before. Then one day Jamie Foxx playing a Staff Sergeant comes along and asks Jake to join his sniper squad. 'Wicked', you might think, 'people are gonna get shot in the eye through their own scope'. Nope. More training ensues, and Jake gets berated by his new superior. Boring? Well, no actually, because by the time this happens, you've become so relaxed with the lively script and gripping performances – Gyllenhaal shows he's as able to play a livewire as he is a subdued geek – that you don't care about seeing any movie war violence. It wouldn't fit anyway, because *Jarhead* is the antithesis to the Andy McNab war. It's thoughtful whereas his is *Rambo*-esque, it's charming whereas his is brutish, it's subtle whereas his is overbearing.

By the time the call to Iraq comes about, you're already prepared for how Mendes is going to approach it. Out in the desert protecting the oil fields, Jake and his fellow men start a crawling descent into a slight insanity, brought about by an unrelenting heat, equipment that doesn't work and a real lack of women. An absence of obvious action in a funny way takes the film up a gear by focusing instead on the characters and the ridiculousness of the situation they're in – for a war there's a distinct lack of, well, war.



SHOCK FACT!
There are no weapons of mass destruction in Iraq after all!

Mendes sucks as much humour out as he can from the predicament, but also doesn't forget to create drama that at times is genuinely compelling. It's probably worth mentioning that Mendes also controls *Jarhead* well enough so it doesn't become overtly political. It's rather refreshing to have a film set in the Middle East that doesn't try and shove messages down your throat for once. It's also rather refreshing to be surprised by a film's quality instead of disappointed by it as well. ■



Santa had been working out and decided the beard was old hat

If there was an Oscar for best Roald Dahl adaptation...

CHARLIE AND THE CHOCOLATE FACTORY

SHOCK FACT!
The chocolate river in the movie was 100 per cent real – no CGI involved at all.

OUT: 22 MAY

Director: **Tim Burton** / Starring: **Johnny Depp, Christopher Lee, Helena Bonham Carter** / Price: **£20.99**

★★★★

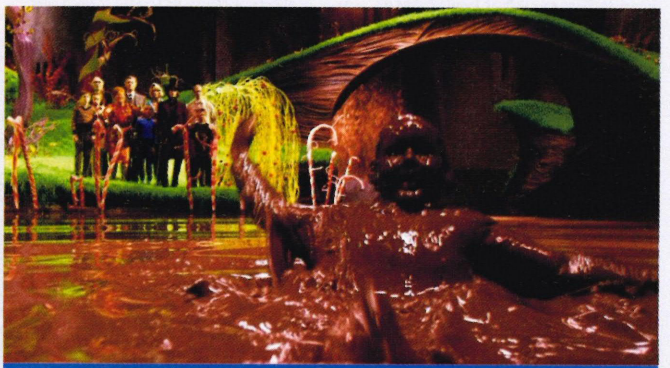
Last month we gave Tim Burton a kicking after taking a look at his 're-imagining' of Planet Of The Apes, but this month we're giving him a high five because we really don't hate his re-imagining of *Charlie And The Chocolate Factory* at all. In fact we rather like it.

Roald Dahl's tale of a penniless boy who wins a chance to visit a confectionery factory run by an eccentric recluse just seems to suit Mr Burton's style. He doesn't deal with real stories, he deals with fairytales, and this is certainly one of those. Blessed with a big budget and the chance to amp up the oddities of the source material with a tonne of Technicolor, Burton is in his element, creating a lavishly caricatured world that you're more than happy to gaze at for an hour or two, the showpiece of which is the magnificent factory itself. As bold as it is quirky, Mr Wonka's factory will surely never be as well realised as it is here.

The real star of the show though, is Johnny Depp. Gobbling down each scene he's in with all he enthusiasm of Augustus Gloop at a dessert stand, Depp invigorates the film with sublime comic timing and copious amounts of charm. Were Michael Jackson ever to breed with Mike Myers, we're sure that the resultant spawn wouldn't be too far off this; weird, wacky, and with a slight hint of malice, there really hasn't been as exciting a character to appear in a blockbuster since, well, Captain Jack Sparrow. Man, that Depp's just too good.

As good a performance as it is though, more is needed to plaster over the film's slight cracks. There is a tendency for it to feel slightly too episodic – indeed, by the time the third child casualty comes about you're almost waiting for the end to rear its head. Then there's the too-cute ending that rather softens the edge the film does well to wield throughout – the 'love your family' moral message a little too pukesome.

On the whole though, this is immensely enjoyable stuff, marking a return to form for Burton. Well done Tim, no kicking this month. ■



This scenario is in our dreams every night. What could be better than floating down a river of chocolate? Although it would hide any little accidents – eww

SHOCK FACT!
Matrix Revolutions was released on cinema screens around the world simultaneously – down to the hour in fact.

Just how did it all turn so sour?

THE MATRIX REVOLUTIONS

OUT: 22 MAY

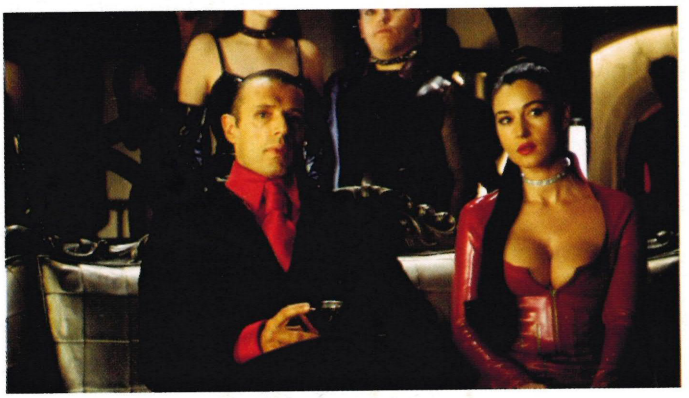
Director: **The Wachowski Brothers** /
Starring: **Keanu Reeves, Lawrence Fishburne, Hugo Weaving** /
Price: **£19.99**

★

The *Phantom Menace* sucked ass. And after all the waiting as well. It was a good job that back in 1999 we had *The Matrix* come along and remind us what a great blockbuster should be, otherwise who knows what might have happened? We might have lost faith in big action cinema forever. We certainly wouldn't know what bullet time was. On the other hand though, we wouldn't have the utter crap *Matrix* sequels that culminated with this utter gibberish.

It's always difficult to gauge which of the sequels is worst. Some argue that it's *Reloaded* because it lays the groundwork for this one, has the Architect in it (you know, the chap who spoke in equations), features that stupid Zion/Barcardi Breezer ad scene, and pays no attention to the first film, ignoring the unlimited potential Neo was supposed to have had at the end of it, instead just making him a little better at kung fu. But then some argue that it was actually *Revolutions* that was the worst, chiefly because of the sheer depths of self-indulgent, convoluted storytelling on show. What do we think? Well, if push came to stab-yourself-in-the-eye, we'd have to say *Reloaded*, and pretty much for the reasons stated above, but that doesn't stop *Revolutions* from being pathetic.

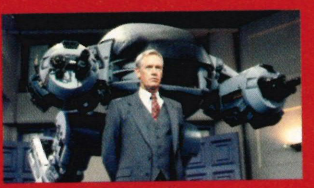
Essentially a race against time for Neo and Trinity to get to The Source of The Matrix before those giant robot-bugs eat the remaining folk at Zion, *Revolutions* becomes a masterclass in how to corrupt, complicate and ruin a perfectly simple story. Myriad twists and revelations are thrown in, explained and constantly excused throughout the film, building towards nowhere significant at a remarkable rate. It becomes nothing more than an exercise in the ridiculous, resulting in callous special effects, more nonsense dialogue and far too much focus on should-be-sub-plots (honestly, how the male Avril Lavigne ends up being the hero to this we'll never know). Then, of course, is the ending, which is at once stupendously cheesy and almost completely without meaning or sense. Dross. ■



5 of the best UMDs on the shelves

[1] FIGHT CLUB

Brilliant black comedy that's as cool as hell. Brad Pitt has never been better as the iconic Tyler Durden, and Ed Norton has rightly conceded that he will never star in a better film. Trudat.



[2] ROBOCOP

Excellent sci-fi. Super violent and often misunderstood as nothing more than that, which is a shame. Still, so long as you know that this is Verhoeven's best film and one of the best of the decade as well, that's all you need to know really.

[3] A HISTORY OF VIOLENCE

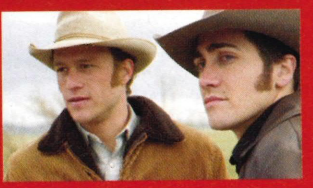
The best comic book movie of all time? Probably. Subdued, measured and powerful, Cronenberg's action thriller/family drama will grip you from start to finish and give us an excuse to use loads of clichés! Unmissable.

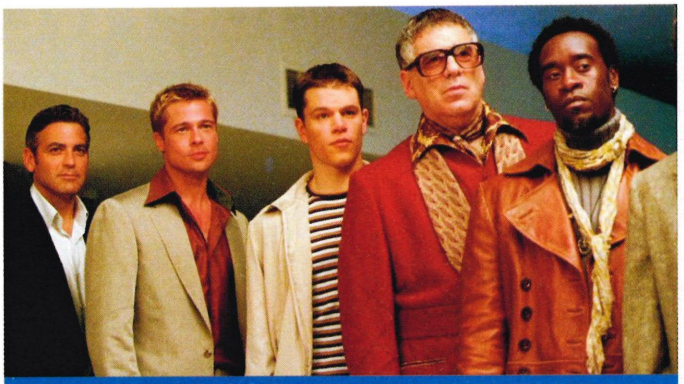
[4] KILL BILL: VOLUME 1

A terrific martial arts movie from start to end/middle. Doing what he does best, Tarantino somehow turns what is essentially terrible cinema into a thing of excellence. Wonderful choreography and a central performance from Uma Thurman that's good enough for three Oscars make this a killer title.

[5] BROKEBACK MOUNTAIN

Well acted, simply told, stunning to look at and with a score that will send shivers through your ears and out your arse, with *Brokeback Mountain*, Ang Lee has created, first and foremost, a film that ticks all the boxes.





Five decades of fashion in one simple line-up, which is your favourite? We're not sure about Matt Damon's stripey T-shirt, looks like he got to the wardrobe last

Soderbergh and co turn it up to 11

OCEAN'S ELEVEN

OUT: 8 MAY

Director: **Steven Soderbergh** / Starring: **George Clooney, Brad Pitt, Matt Damon** / Price: **£17.99**

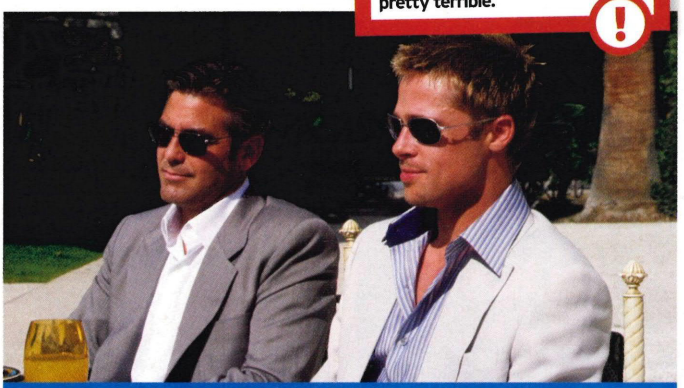
★★★★★

We're going to propose to our managing director that our five star rating system be changed to a five Clooney rating system. This will essentially be the same as the five star rating system, but will be a chance for us to have George feature in the mag much more often. We truly love him, and this film is just one of the reasons why.

Quite possibly the best heist film of the past couple decades, *Ocean's Eleven* not only achieved that odd thing of being better than the film it was remaking, but also managed to be every bit as good as its impressive cast listing. Telling the tale of a crook, Danny Ocean, recruiting a team to rob three casinos owned by the guy who stole his girl, Soderbergh's film is delightfully cool, breezing through the 90 minutes with style, humour and an enviable chemistry.

Criticism is often hailed at *Ocean's Eleven* for being too simple and shallow, but that would be to list two of its better qualities. *Ocean's Eleven* is a blockbuster - it was designed to be just that - and as such refuses to get bogged down with anything that might slow its journey towards its wonderfully executed climax. To criticise this film for its simplicity would be to criticise John McClane's distinct lack of rousing monologues. This is glamorous, light, efficient Hollywood at its best and should be enjoyed as being just that. The fact that it also stars George Clooney is really just a bonus. ■

SHOCK FACT!
Despite having the same cast and director, *Ocean's Twelve* is pretty terrible.



George and Brad disguised the fact they were grabbing 40 winks by wearing shades all the time. They're still both disgustingly loaded though, gits

OUT: 8 MAY

MASTER AND COMMANDER: THE FAR SIDE OF THE WORLD

Director: **Peter Weir** / Starring: **Russell Crowe, Paul Bettany** / Price: **£15.99** ★★★★

THE THING ABOUT Russell Crowe is that he's not merely a knob, but one of the most talented knobs working in Hollywood today. This means it's incredibly difficult to dislike him, something made thrice as hard when he's also starring in a film as good as this one.

Just how director Peter Weir managed to make a film almost totally set on a ship during the Napoleonic War this consuming is beyond us. The fact is, *Master And Commander* has no right to be as exciting as it is, and particularly when you consider that the attacking enemy remains unseen for pretty much the duration of the movie, much like *Das Boot*. Except for a slight lull in the middle, this is perfectly paced and expertly shot throughout, making it as good a maritime movie as you're ever likely to see. ■

OUT: 22 MAY

FUN WITH DICK AND JANE

Director: **Dean Parisot** / Starring: **Jim Carrey, Tea Leoni, Alec Baldwin** / Price: **£19.99** ★★

USUALLY WITH A Jim Carrey comedy, it's going to come down to whether or not you can stand him and his relentless gurning. That's not the case with this remake though - so soft and inoffensive is *Fun With Dick And Jane* that it makes you wonder why the producers decided to employ the services of the former *Ace Ventura*.

Retelling the tale of a hard-up couple who resort to stealing from their previous employer, it offers little in the way of laugh-out-loud moments, but it's got just enough amiable elements - such as a child who, because he's been raised by the maid, speaks with a Spanish accent - to stop it from being a complete waste of time. It steers away from an overly saccharine climax, but there really isn't enough to the film to make us warrant it whole-heartedly. ■

Give us Spider-Man 2 any day of the week

X-MEN 2

OUT: 9 MAY

Director: **Bryan Singer** / Starring: **Hugh Jackman, Patrick Stewart, Anna Paquin** / Price: **£17.99**

★★★

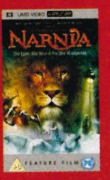
GO>Play film critic Aaron Asadi once wrote that "critics are morons". He was right. When *X-Men 2* first hit the big screen, film journalists heaped praise on it for being intelligent, character-driven and challenging. They wanted to believe that their *Usual Suspects* golden boy, Bryan Singer, had made a comic book movie they could admire without losing any of their dignity. They reckoned that the social and political message of it was inherently worthy and marvelled at the craftsmanship of Singer. Okay, prepare yourself for the truth...

The best bit in *X-Men 2*, by a mile, is Nightcrawler's teleport kung-fu attack on the White House. Teleport kung-fu is awesome. The second best bit in X-Men 2 is when Wolverine takes on a heap of soldiers invading the mansion. Snikt. The rest is entirely forgettable. The much-admired message of the movie is about as profound as it was back in 1964 when Stan Lee first wrote the comic, and the fact that it is hammered home every twenty seconds doesn't help either. As for the characters... well, it says something that they're completely overshadowed (again) by a feral chap who resembles nothing more than a caricatured Clint Eastwood. The plot is very thin as well, almost completely running out of ideas come the final reel, a point exemplified by one of the last action sequences that involves nothing but Wolverine running to tell his team-mates that they're going the wrong way.

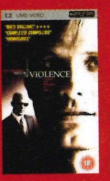
It is, however, a very well polished film and perhaps of all the comic book movies, the *X-Men* series can boast a more realistic quality. It's within this quality though that the film's main problem lies. Caught up in making things believable, Singer forgets to have some fun with his source material, never really allowing the characters to let go with their mutant powers. Comic books are ridiculous, but they're often a great deal of over-the-top fun because of it, and in our opinion, Singer would have done well to remember that. Let's hope he isn't as forgetful with *Superman Returns* as well. ■

SHOCK FACT!
Bryan Singer was set to direct X-Men 3, but was pilfered by Warner Bros at the last second to make *Superman Returns*.

TOP FIVE BEST-SELLERS

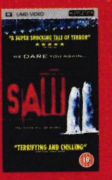


[1] THE CHRONICLES OF NARNIA
Disney's LOTR challenger takes the top spot.

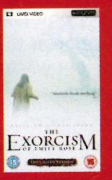


[2] HISTORY OF VIOLENCE
An excellent film gets its just desserts.

[3] HARRY POTTER AND THE GOBLET OF FIRE
Someone is watching this on their PSP.



[4] SAW II
Apparently nobody listens to us.



[5] THE EXORCISM OF EMILY ROSE
Undeserving success for this poor horror.

ALSO RELEASED THIS MONTH

X-Men
8 May
Another all-too impotent effort from Brian Singer.

Jerry Maguire
8 May
As good a rom-com as you'll ever see.

Men In Black
15 May
Fairly okay sci-fi nonsense

Family Guy: The Freakin' Sweet Collection
15 May
The excellent cartoon hits UMD.

Germany 1 England 5
22 May
Get. Over. It.

After a bump on the head, Antonio is far too hard for some ice - he prefers the cold steel of his favourite gun against his temple

Once upon a time in Mexico

DESPERADO

OUT: 8 MAY

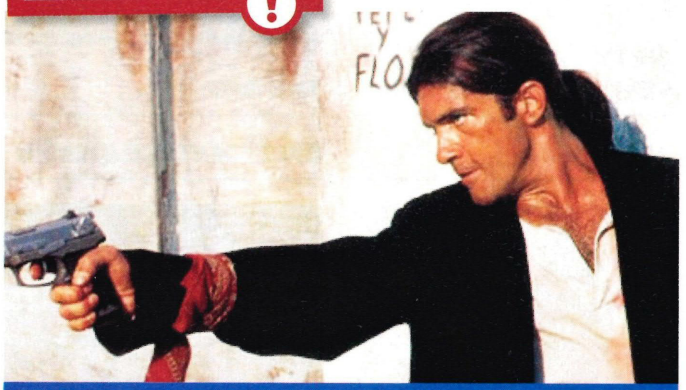
Director: **Robert Rodriguez** / Starring: **Antonio Banderas, Salma Hayek, Steve Buscemi** / Price: **£17.99**

★★★

Rodriguez is an idiot. At just about every given opportunity he seems to brag about how good he is at making movies on the cheap and getting them to look expensive. The thing is the movies are only either okay, bad or *Spy Kids*. He's the kid at school who brags about getting a B in an essay after working on it for only a night, laughing at the kid who slogged for a week and got an A. The thing is Mr Rodriguez, is that it's just a B. It's okay.

Which brings us to *Desperado*, the sequel/remake to *El Mariachi*. It's okay. It involves a really cool gunslinger who's out for vengeance. He also plays the guitar very well and is good at wooing Salma Hayek, but we only really care about the gunslinging - as does Rodriguez. Here is a film that's no more than an excuse for Mr Banderas to look really cool, shooting bad Mexicans whilst spinning about in the air like a cat wriggling for balance after falling out of a tree. There are plenty of decent scenes, and they all manage to form a coherent melee of sweaty action. It's fun stuff, in places, but there really isn't enough here to justify its notoriety. Still, it's much better than *Once Upon A Time In Mexico*, which some genius once called a "cirque de quasi-bullet-time". We don't know who it was, but we bet he thought Bs weren't as good as As. ■

SHOCK FACT!
Banderas, despite being an astonishingly handsome man (Aaron thinks so anyway), married Melanie Griffith.



When taking a break from actually being a Mariachi, Banderas likes to shoot people, lots of times, with big guns, in slow motion

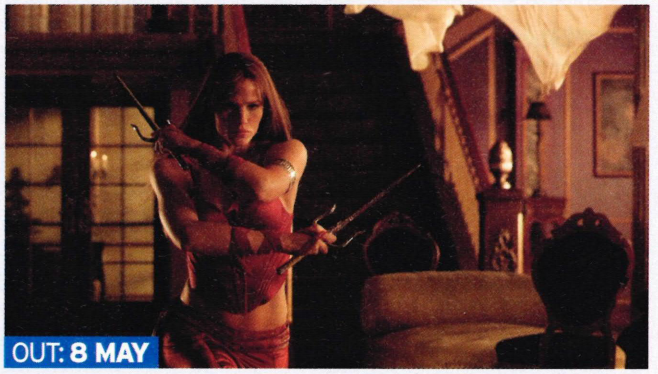
OUT: 8 MAY

NIGHT WATCH

Director: **Timur Bekmambetov** / Starring: **Konstantin Kahbensky, Vladimir Menshov, Yuri Kutsenko** / Price: **£17.99** ★★

EVERY SO OFTEN a European film is so well received in its home country, it gets exported and does bloody well in other countries. Britain's own *Four Weddings And A Funeral* is one such example, as is the excellent French offering of *Amelie*. Rumours were abound at one point that Russian vampire flick, *Night Watch*, was going to be another to do bloody well in other countries. Perhaps it's telling that it's snuck onto UMD without even so much of a sniff of heavy press.

Night Watch tells the tired tale of a good versus evil battle, where the vampires are WATCHED at NIGHT by a group led by this chap called Anton. It's rather tedious stuff and you know before the halfway point that this has designs on being a franchise first and a good film second. Still, it's saved by some decent action sequences and some of the best subtitles we've ever seen. ■



OUT: 8 MAY

ELEKTRA

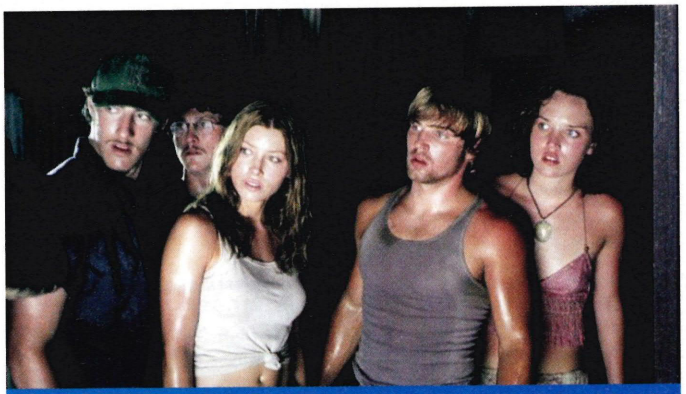
Director: **Rob Bowman** / Starring: **Jennifer Garner, Goran Visnjic, Terence Stamp** / Price: **£17.99** ★

BOY IT'S EASY to get caught up in the lives of celebrities. When you watch Jennifer Garner now you don't just watch her - you support her and Ben Affleck and curse Jennifer Lopez. You think about her new family with Affleck and hope it all goes well for them - and then you watch *Elektra* and hope she stays at home with the baby and never works again. Goddamn, this movie is crap.

A spin-off from the sub-par *Daredevil*, *Elektra* follows the adventures of Marvel's brown-haired ninja as she takes on a brand new gang of goons in a bid to cement her very own franchise. Almost needless to say is that the film fails to deliver on all counts - unimaginative action sequences, dull characters and trite character development that tries to add depth to a heroine whose greatest asset was always her mystique. Our advice? Give. This. A. Miss. ■

UMD RELEASE LIST

MORE CELLULOID TREATS ARE WINGING THEIR WAY TO YOUR PSP VIA THE WONDER OF UMD. DVD? PAH, WHO NEEDS IT?

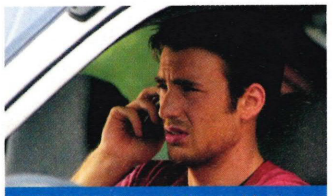


If you go to Texas looking like you just stepped out of the Gap then someone is bound to come at you with a chainsaw. Silly, silly teenagers, won't you ever learn?

Wesley Snipes is back kicking vampire butt in *Blade Trinity*. Sadly it's the weakest of the series and even the addition of the lovely Jessica Biel does nothing to improve it

MONDAY 8 MAY

- BLADE TRINITY
- THE CELL
- CELLULAR
- DESPERADO
- ELEKTRA



Chris Evans calls his agent in the middle of filming and no one notices

- GERMANY 1 ENGLAND 5
- JERRY MAGUIRE
- THE MASK
- MASTER AND COMMANDER: THE FAR SIDE OF THE WORLD
- MEN IN BLACK
- MY CHEMICAL ROMANCE: LIFE ON THE MURDER SCENE
- OCEAN'S ELEVEN (2001)
- REPLACEMENT KILLERS

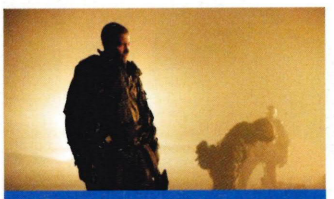
Being confined to bed wouldn't be all bad if Angelina Jolie was there to drape herself all over you. Not only that, she'd probably bring you tea and biscuits all the time

Spawn - half decent comic made into a rubbish movie

- SPAWN
- SPIDER-MAN (2-DISCS)
- THE TEXAS CHAINSAW MASSACRE (2003)
- X-MEN
- X-MEN 2

MONDAY 15 MAY

- DIRTY SANCHEZ: SERIES 1 - FRONT END
- JARHEAD



Jarhead features some great performances from the leads

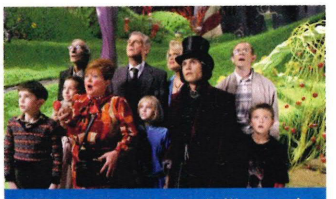
- R-POINT
- SECOND IN COMMAND

MONDAY 22 MAY

- THE BOOK OF COOL
- CHARLIE AND THE CHOCOLATE FACTORY
- FUN WITH DICK AND JANE
- THE MATRIX REVOLUTIONS
- THE OFFICE SERIES 2

MONDAY 29 MAY

- THE BFG
- DIRTY MATURE WOMEN



Willy Wonka is played with unnerving creepiness by Johnny Depp

Kate Beckinsale looks incredibly tasty yet again as she returns to the war between vampires and werewolves. She could at least give her hair a comb though, lazy girl

THE PERFECT PUNCH

MONDAY 5 JUNE

ANGER MANAGEMENT

THE BONE COLLECTOR

DOCTOR WHO: SERIES 2 VOL. 1

MONKEY: EPISODES 6, 25 & 26

TOP GEAR

THE WATER MARGIN: EPISODES 1, 9 &16

MONDAY 12 JUNE

SPIDER-MAN: THE NEW ANIMATED SERIES

THE PHANTOM OF THE OPERA

TRUE ROMANCE

MONDAY 19 JUNE

DIRTY

UNDERWORLD EVOLUTION

MONDAY 26 JUNE

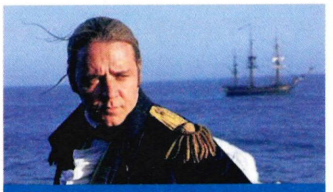
THE FOG

SEVEN SWORDS

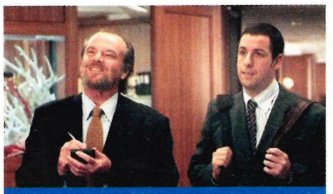
ZATHURA: A SPACE ADVENTURE

ZATHURA/JUMANJI DOUBLE-PACK

Ewan just couldn't remember where he had parked the car. Not only that but he was starting to think he had the wrong key



Russell tries his very best catalogue pose to impress his shipmates



"So how much are you paying me to be in this movie again? I forgot"

MONDAY 17 JULY

BIG FISH

HEATHERS

HELLRAISER II: HELLBOUND

HELLRAISER III: HELL ON EARTH

INITIAL D: DRIFT RACER

KALIFORNIA

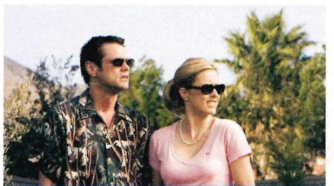
NINJA DRAGON

TRIAL OF THE INCREDIBLE HULK

MONDAY 30 OCT

TONY JAA BOX SET: ONG-BAK/WARRIOR KING

WARRIOR KING



Dick and Jane attempt to look inconspicuous with subtle disguises

Out on import

For those of you impatient enough to import a US Region 1 PSP we present the best releases from across the pond

NAPOLEON DYNAMITE

Why this awesome comedy hasn't been released on UMD over here is a mystery. If you've never seen it then you're missing an absolute treat. Witness Napoleon performing the most fantastic dance routine ever committed to film, worth the price alone.

HEAT

A blistering tour-de-force from director Michael Mann, with the first appearance of Al Pacino and Robert De Niro on screen at the same time. A classic cops and robbers tale with expertly shot action sequences - a must buy.

BATMAN BEGINS

After the woeful *Batman & Robin*, the dark knight returns with a grittier, more adult experience. Christian Bale is great as the tormented Bruce Wayne with the rodent alter-ego, while the bizarre new Batmobile provides some exhilarating action scenes.

TOTAL RECALL

Arnie is at the top of his game in this Paul Verhoeven directed sci-fi action flick. Based on the short story by Philip K. Dick, Arnie has some virtual vacation memories implanted and ends up embroiled in a conspiracy that stretches all the way to the colonies of Mars.

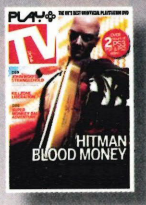
Reinvented for a new generation

PLAYSTATION 3

The UK's best unofficial PlayStation magazine

PLAY

Out Now



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SOLUTION

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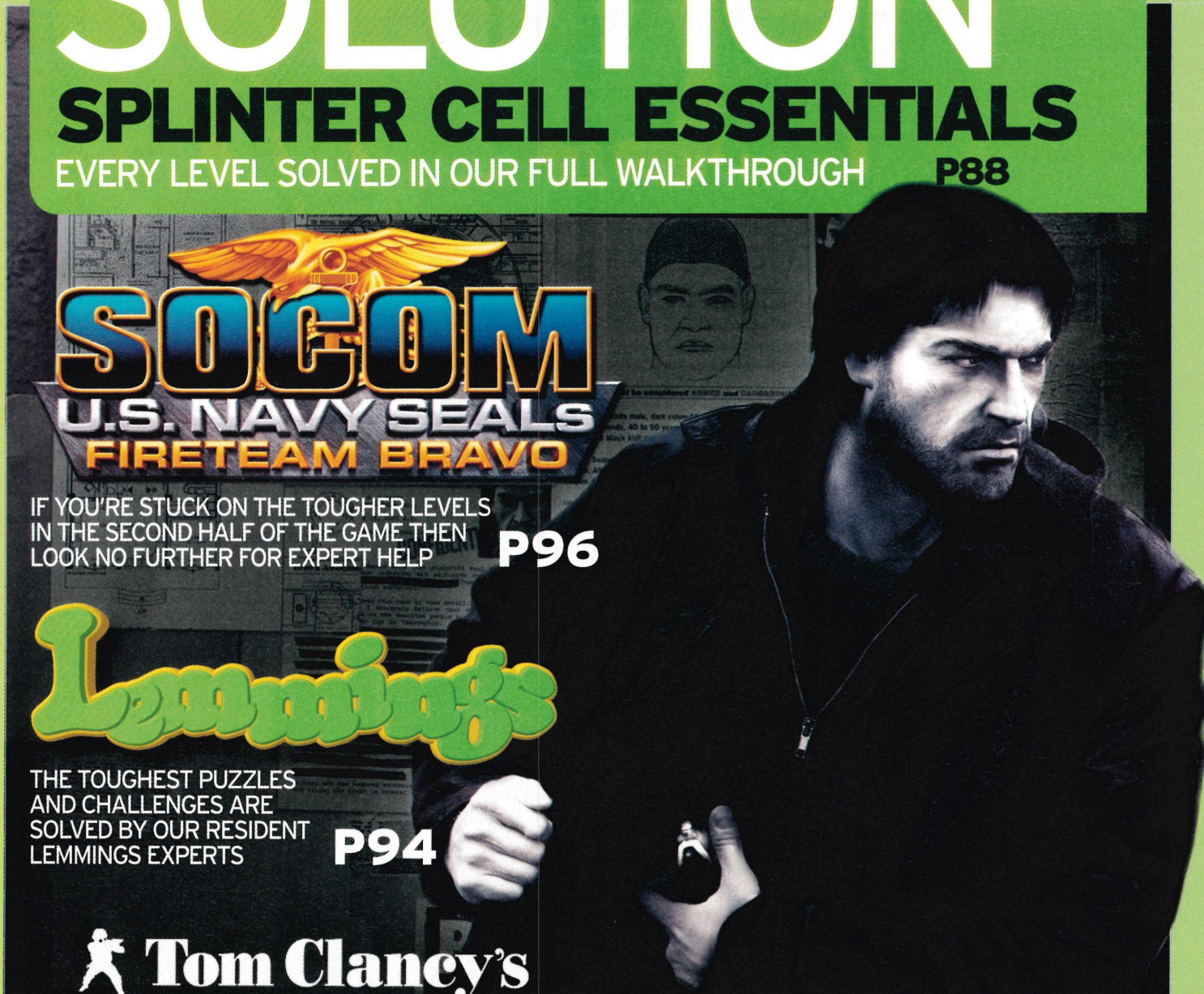


IF YOU'RE STUCK ON THE TOUGHER LEVELS IN THE SECOND HALF OF THE GAME THEN LOOK NO FURTHER FOR EXPERT HELP P96

Lemmings

THE TOUGHEST PUZZLES AND CHALLENGES ARE SOLVED BY OUR RESIDENT LEMMINGS EXPERTS P94

Tom Clancy's SPLINTER CELL ESSENTIALS P88

PLUS CHEATS AND UNLOCKABLES FOR A HOST OF FANTASTIC PSP GAMES INCLUDING ME & MY KATAMARI, PURSUIT FORCE, SMART BOMB AND PETER JACKSON'S KING KONG P100

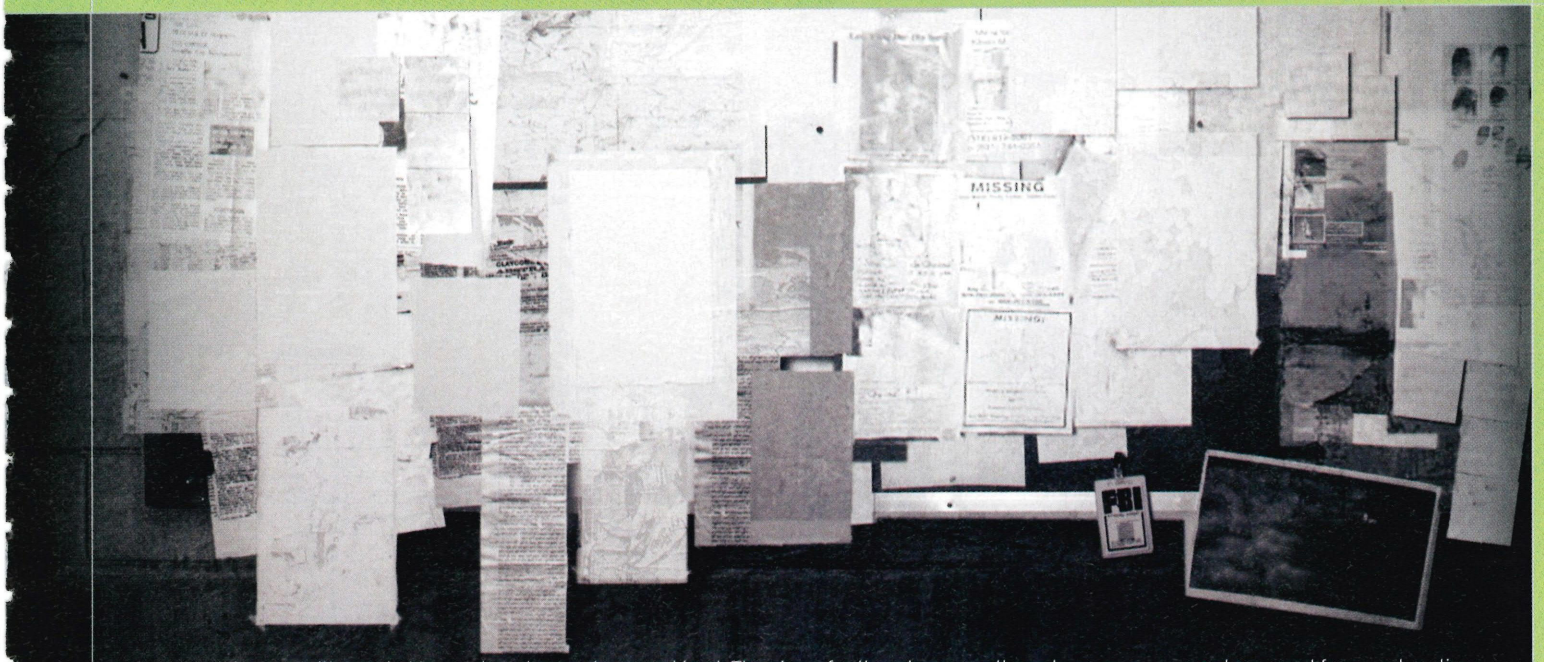
Tom Clancy's SPLINTER CELL ESSENTIALS

International espionage seems so much easier with our guide

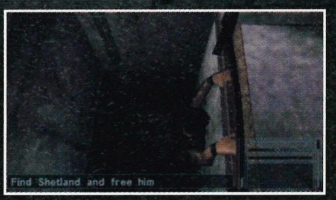
COLOMBIA, NORTE DE SANTANDER

Head towards the bridge once you receive night vision. Head along the path to the vine wall then climb up and across. Once you reach the top of the next cliff, remain within a few inches of the top, using your sniper rifle to quietly take out the two guards with headshots. When diffusing the mines, simply rotate the analogue stick until the orange sections around the edge disappear completely then release the stick. Continue to follow the path. Once you dispatch the waiting guard, you'll reach a small wooden plinth – jump up to the zip line above. Make sure to take out the guards at the bottom from a distance, and with a clean headshot – if they spot you, they'll run forward and you'll stand no chance. Use your sniper scope.

To escape from your cell, head towards the wall with the poster attached to it then tap T twice to split-jump. Then, continue to tap T to reach the vent above. When you've dropped down onto the guard from the pipe, press the X button to steal his knife, then repeat for a health pack. Head out of the door for a short scene. Once one of the guards leaves, kill the sleeping man with a lethal attack. Immediately retreat around the corner, then lie in wait for the second guard. Be sure to execute a lethal attack on him quickly once you see him, as he's armed. Head out through the door into a garage area. Press X to grab one of the men in blue jumper suits here, and the guards will shoot this new target instead of you. Head up the stairs and duck into the first room to find med kits. As the guard tries

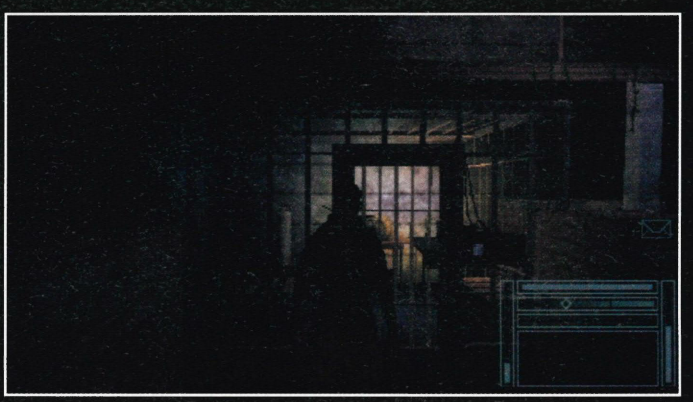


to get into this room with you, hold ⊗ to select 'bash door'. This will stun your enemy, allowing time for an escape. At the next door along, use the switch to turn off the lights. Try to open the door here – it'll be locked. Wait a few seconds more, then bash it down to knock down the guard inside. There'll be a vent on the side wall that you can climb into by crouching. After the load, climb up the corner pole and onto the high horizontal pipe. Like before, wait until the guard below you assumes a position next to his desk before dropping down and knocking him out. In the next hall, avoid the patrolling guard by running the entire length of the corridor then turning slightly to the right. Quickly head down the left-hand passage into the boiler room, where you'll need to climb up then right across the mesh to reach a far ladder. At the top, open the doorway and stand directly underneath its arch to make sure the patrolling guard doesn't spot you. Then, head left along the gantry and drop down onto ground level. There's a light switch in the far right corner of the room. Use it to take down the guards with a few close-range lethal hits and proceed out of the door on the lower floor. Head up a floor here, then up another floor into another room containing a guard. Kill him with a lethal hit before re-filling your health at the medipoint. Head through the door to the cells; one of which contains your man. Pick the lock using ⊗, then backtrack to the storage cage at the bottom of the three-tiered room to collect your weaponry using the code 7802. The route back up the stairs to your exit point will now be blocked by a guard. Use night vision (and, of course, your rifle scope, now you have it), to take him down. Follow the on-screen instructions to pick the lock. A guard stands in the next room. Kill him, then escape. When you re-appear outside, you'll be looking to take down the two soldiers obscured by the left-hand tent. Carefully sneak up to the right side of the tent and wait for them to appear through gaps in the bushes ahead. Continue left along the wooden path, up the hill, remembering to defuse the mines ahead. You many need to take out the orange sections on the mines individually, here. Work quickly to avoid getting blown to pieces. At the end, use the left-hand pole to



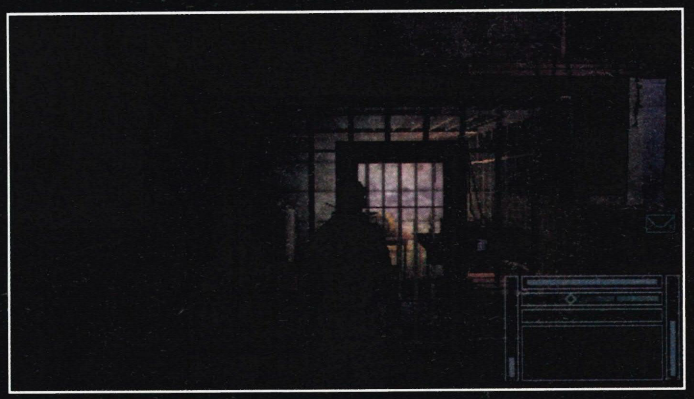
rappel down the wall, then climb up the vines on the other side. Pull your scope out at the top of the vines to stick a few bullets in a few more dumb guards. Carry on past the wooden shack to reach a geyser-filled clearing. A guard lies in a nearby building, so keep your distance and fire when ready. Next, head around the right side of that the building the guard appeared from, and continue on. Crouch under the hole in the far fence. Wait just beyond said fence – guards will appear in the distance. In the shack to your immediate right you'll find a heath station and a flash bang. Interact with both.

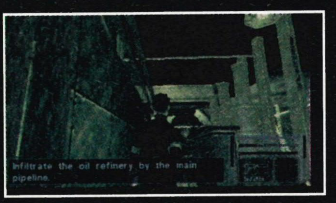
Once you've killed another guard, double back on yourself and follow the gravel path to a hill and another zip line. Jump on speedily, as you'll be attacked. Continue down the river at the bottom, taking out the guards that will appear pretty swiftly (and at reasonably close range). After turning left you'll come to an apparent dead-end. Head right into the cliff face to find a series of steps heading up a level.



GFO OIL RIG, GEORGIAN WATERS

Head up the ladder to the above level, then jump up and clasp onto the above pipe. Draw your legs up to get over the obstacle, then jump up again to inch along the striped industrial bar. When you reach a dead-end, use the zip wire above. You'll reach a platform containing a flaming oil canister – duck under it and climb the pole to progress. Enter the oil pipeline itself, crouch down and scurry along. After the load, reach the top gantry before taking out an opposite guard. A large obstacle lies round about – use it to reach a pipe up above and inch over to the deceased guard's position. Head up the stairs. The next section challenges you to trail a mercenary technician. Wait until the guards leave, then head forward and left into the passageway the guards used. Snake right then left to continue.

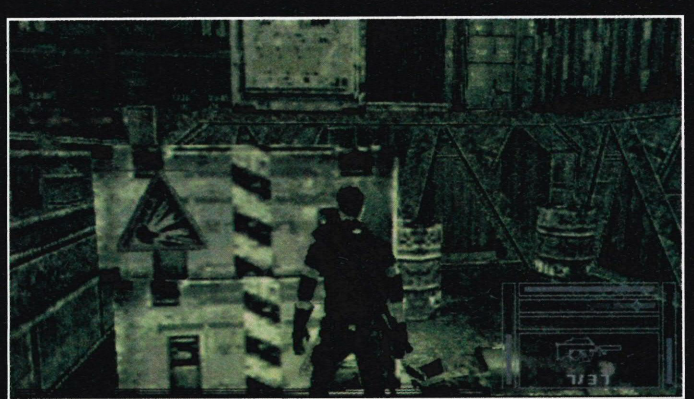




If you manage to get a guard's attention, polish him off speedily. Continue around the side of the boat to overhear a conversation involving our man. Don't do anything to him, as yet. You can head into the room your man was in to find a health station inside the kitchen. When your mission plans change, continue around the outside of the rig to find another pipe attached to the ceiling. Use the nearby equipment to gain the necessary height to reach it and enter the building. Finish off the guard with minimum fuss before heading out of the open door. After the save a guard will run down the stairs towards you. A lethal close-range attack is best here. Remember to search the body for the data stick inside the satchel. Continue to pursue your man around the outside of the rig. After heading down the stairway, take care to take down the guard inside before you go through the mesh door. Head through another doorway back out onto the outside of the rig – a timer will start, counting down to the American attack. Not to worry, though. Head left, right, straight on and left again to the technician. Kindly kill him as he kneels prone, then search the body for his briefcase to end the mission!

BELGRADE CITY, YUGOSLAVIA

Head into the large crevice in the centre of the crates to the apparent dead-end. At the far end, double-tap △ to perform split jumps up the gap to the top. Head down into a new clearing. At the far end, snipe the two guards from the higher platform. Head to the far end, then up another ladder. You can take out a few more guards here. The first of the military crates lies ahead. Head right along the enclosed passageway between the crates. You'll come across another guard looking out to sea and will be easy to finish off. Continue behind the large crates. After the save, see off a couple of overly-conversational guards before heading out of the floor level exit. Around the corner of the next crate you'll find another guard. When he's dead, wait for the searchlight to flash away from the end of the corridor before dashing out and left inside the body of the crate to the left. From here, wait again until the light starts to move away from you before nipping out of the far end and planting an explosive on the military crate to your right. In the far corner of the searchlight clearing you'll spy a door. Open it in usual fashion, readying yourself for a guard confrontation inside. Crouch down into the vent to the room's corner and turn left. Once you reach the end, you can quietly snipe the few soldiers you would otherwise have to honestly face. Head back the way you came, this time taking the door out of the vent room. Pick the lock on the first left-hand door then enter (press ■ when picking the lock). Use the computer in this room. Back out then head left down the corridor. Open the far door. In the next room, a guard will be patrolling on the gantry above. Stay in the doorway to shoot him then hop over to the military crate ahead to plant your third explosive. Head up onto the gantry, and out. If you take a peek through the next door with your optic cable, you'll see two guards stationed beside another military crate. Open the door then

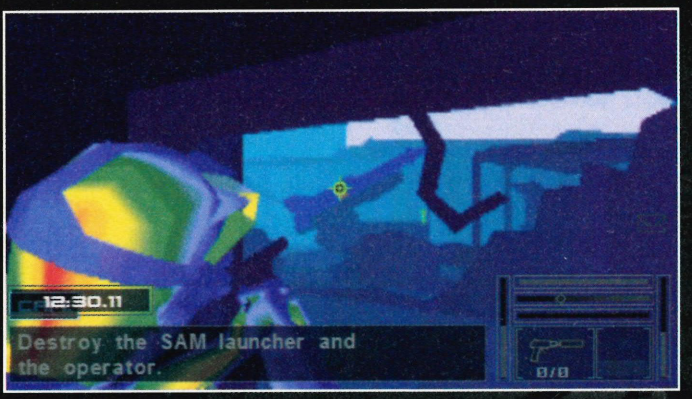


take both of the guards out with headshots (the remaining guard will notice you once you've shot your first). Plant your bomb then continue through the gap in the crates. Once you reach another apparent dead-end, press and hold ← to hug the wall next to the just-too-narrow gap. Now you'll be able to inch your way round using the analogue stick. After the save, carry on through the gaps in the crates. As you turn right, you'll see a few guards - stick a few bullets in them quickly. Carry on down the clearing and you should see the final crate to your right, obscured slightly by another mesh fence. Climb over this to reach it, then lay your explosives. Head further down the passage to a far door, from which a couple of guards will emerge. Kill them both. After going through the door, jump up and grab onto the ledge to the side of the left-hand passageway. Use this to drop down on the other side of the far fence (so you're standing just above the water at the edge of the boat). After the load, you'll be up against a 15-minute timer. Head down the stairs into the building to the side of you. A guard will walk around the following

corner, so take him down. Follow the corridor through its dog-leg to the right. Inside the first room on the right you'll find a health station. Head up the stairs to engage in a short conversation before finding the electric panel in the pictured room.

When you eventually get through the door, a couple of guards will be in a room to your left. Press and hold ↓ to whistle, attracting them out of the room for a swift killing. Remember to recover the data stick from a satchel one of the men will be carrying. There's some ammo in the kitchen of that same room, too. Take aim at the computer lying at the room's corner then fire. A guard will have appeared outside, so kill him and head left down the corridor. Head up a level then through the door. Through another door to your right, a guard will come. Continue through into the next room. Head into the door furthest away from the fridge for a short conversation before taking the door in the kitchen. You'll encounter another pair of guards. Take them down before using the health station in the filthy bathroom. Duck under a hole in the side wall of the original room. Go up the ladder then claim an ammo refill from the top of a set of cardboard boxes lying

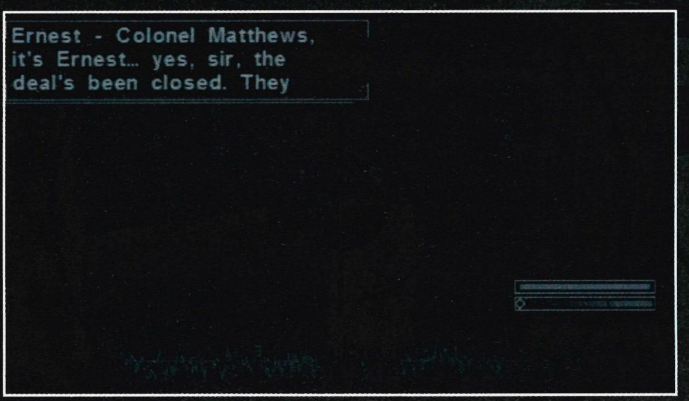
within. You need to shoot the missile in the indicated area (looking out of the room's window). Turn round and prepare to fire at the doorway behind you. Head out through the doorway the guard uses after you kill him. There will be another couple of guards on the roof, but they won't notice your approach until it's too late. Use the post next to the hole in the wall to rappel down to ground level to complete the mission.



WARSAW, INDIANA

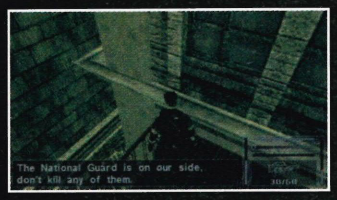
Move towards the right of the exit of the small shack in which you begin. Switch off the white switch you find here to darken the room. When a worker enters, press ⊗ to grab him then interrogate him. Next, open the locker room door and shoot the

two men outside - the code is 7683. Head out, then left. Climb up the pole in the corner of this room to reach an open vent above. Scurry through to watch a cut-scene. Afterwards, head to the opposite side of the vent and drop down. Take out the grunts below. Drop down to floor level afterwards to interrogate the factory worker cowering down. After this, head down the far set of stairs and into the corner door. Follow the corridor, ignoring the first exit and taking the second. In the next room you'll encounter a few more guards. Their positioning is quite tricky, so enter targeting mode and use the four face buttons to inch your way into the room. After taking them down, recover the data stick from the dropped satchel. Head out via the only other door, then down the staircase. At the bottom is another room containing three guards. Make sure you shoot those closest to you, first. Continue out through the only exit. Head left down the corridor to find a health station. Behind you, you'll find a control room containing another technician to interrogate. Use the red computer in front of you after doing so. A guard will rush into the room through the same entrance you took when you do. Head back into the corridor to take the far right door. Head up the stairs and into the right door. Another guard stands to the right, unawares. Finish him off and dump the body behind the nearby desk (using ⊗). Quickly, head out into the glass-walled outhouse, hold ↑ then select the laser mic (left icon). You'll need to press → to 'aim' the mic in the right direction. After your save, quickly head through the glass extension's door onto ground level and shoot everyone that moves. Carry on through the passageway to agent Frasier. Sneak up behind him and press ⊗.



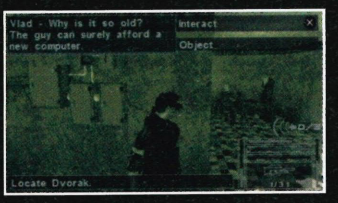
NEW YORK CITY

Head down the alleyway then left at the running truck. About halfway down this new passage lies a ladder that ends about six feet from the ground. Jump up to it. At the top of the stairs, jump on top of the fence



and hang onto the ledge running round the side of the building. Follow this ledge to the left. Follow the series of ledges round to a drainpipe, which you can use to slide downwards. From the platform you arrive onto, you should see another army truck. You'll need to drop down onto guide level, avoiding the lights of the national guard soldiers' torches and reach this truck. Here, you need to take a sharp right into a garage, ducking under the lowered sliding doors. There'll be a door on a raised level, inside. Nip through this. Fork left in the next corridor, then wait at the next corner for the elevator to be fixed. Stay a good half dozen or so paces away from the technician, or he'll hear you. Once the technician stands back to admire his work, sneak past him and press the switch on the wall next to the elevator before darting inside. Next, select the up arrow. At the top, a guard will be patrolling the storage room. Quickly, nip out and tap L to bring him non-fatally down. Once out on the roof, head left behind the small hut, into the corner. You should see a guard to your right - quickly run out and press L to take him down. Immediately duck back behind your former cover - the other two guards should be investigating their colleague's fall. To the far side of the roof you'll find a neon ad sign.

There is a ladder leading up to the gantry - climb it. You should spot a zip line stretching from the ad sign to the opposite building, which you should use to cross the divide. Slide down, then head to the far edge of the platform - the game should instruct you that you can climb out onto the side of the building using ⊗. Do so. Climb upwards. After the load, wait until a man appears from the doorway halfway up the left wall. Take him down when he does, then head into the doorway yourself. There will be two more guards inside. Once one of them walks off to patrol - after asking his partner about the radio - shoot the stationary one, then take on the other. In the corner of the room will be a computer. Use it to gain valuable information. In another corner, you'll find what looks like a lift. Look up inside here to find a hole in the roof, one which you can jump up and climb in to reach the next level. Make your way right, hugging the right-hand wall to avoid the camera's gaze. At the bottom of the corridor, open the door when the ground guard inside moves away from it (you can check by using the optical cable on the door). Then, open the door and shoot the guard on the floor, then the one on the gantry above with as much speed as possible. Head up the spiral staircase then head into the left-hand corridor. At its end is a bedroom. A PC should stand on a desk at the far side of the room. Hack it by pressing ⊗ then following the instructions given. After using the computer, be aware of the security camera at the room's corner. Head into the glass door-lined wardrobe. To the left will be a door - enter it and take out the guard at the end of the corridor. Hack this second computer, then use it. Once done, head out of the wardrobe and return to where you first climbed

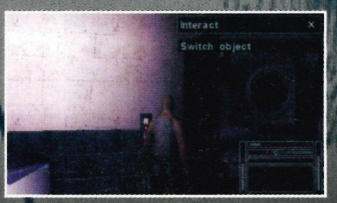


out of the lift shaft. Head left this time, stepping out of the glass doors onto a balcony. Take the two guards here down before jumping up and dropping down from the fence at the far side onto another balcony below. Proceed, ignoring the staircase, to the door on the far left. Hack the keypad in similar fashion to the computer before interrogating the man beyond the door. Switch the object by the computer, turning off the cameras, then use the computer itself. Head out to hot-foot it up the iron staircase. The corridor will turn to the left, then right. Around this second corner lies a guard. Remember to use L to perform a non-lethal takedown. Head through the next door to discover a couple of guards playing a game of cards. A further suited man will enter via a door to the right, who you can happily stand next to without being detected. Follow him into a side room then take him down. One of the computers in this room can be hacked. Having done so, use it. Speed back to the iron staircase next to the room with the security camera switch to complete this mission.

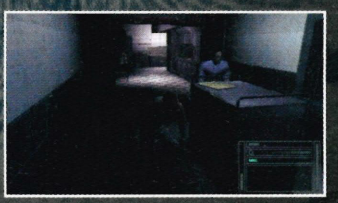
US PENITENTIARY, LEAVENWORTH, KANSAS

Look around your cell for some gear. The doors will open automatically. Talk to an inmate in a blue uniform to be assigned a task. Afterwards, head out and left towards the showers exit. Sneak up on the guy taking a shower then press L to knock him out - there's no need to kill him. Then, head back to Jamie's cell to talk to him once more. Once the lockdown is triggered, talk to your new friend again. Then talk to him a final time and set about hacking the door. Head right to use your lock-pick to open the exit, then follow Jamie

down the corridor, stopping at the pictured point to hack the door under the red light whilst Jamie creates a diversion. If you're quick enough, you should be able to hack the lock just in time to run into the room and take down the two officers before they do you too much damage. Switch both of the switches on the left-hand wall of the office to open the security doors, then follow your man - he'll tell you what to do. After the load, shuffle along the left wall with Jamie until he takes hold of the guard. After the other guard disappears into the observation room, follow him, then use R to take him down lethally - this way, he'll go down more quickly. You might want to retreat to the entry door then shuffle along the right-hand wall to reach the observation room door if you're having trouble. Use the switch inside the observation room before heading back out into the recreation area and belting out of the now open double doors. Make sure to get the inmate who'll jump out on you in the next corridor. At the laundry room, use the pictured switch to bring the lift down. Wait a few seconds, taking care to be on the lookout for any guards that may burst into the room, then hop into the returning lift. After the load, you'll receive instructions on what to do. You need to make Sam crouch down



and walk behind the food cart, as shown. When the cart gets stopped, wait until the second guard appears. Jamie should restrain one of the men - at this point, quickly sneak out and bring down the guy closest to you. You'll need to get behind the guard in a split-second, otherwise he'll get a shot in on you. Head into the room the guards came from to switch another switch. This will open the door to the corridor containing a medical room. Enter it to replenish your health. Continue down the corridor to a small door.

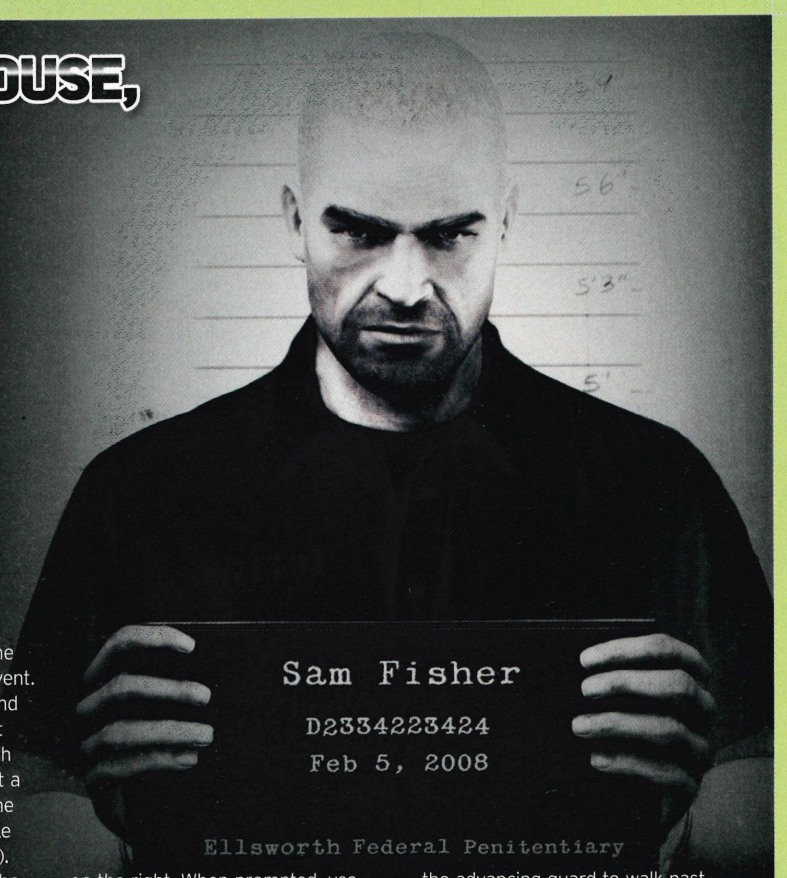


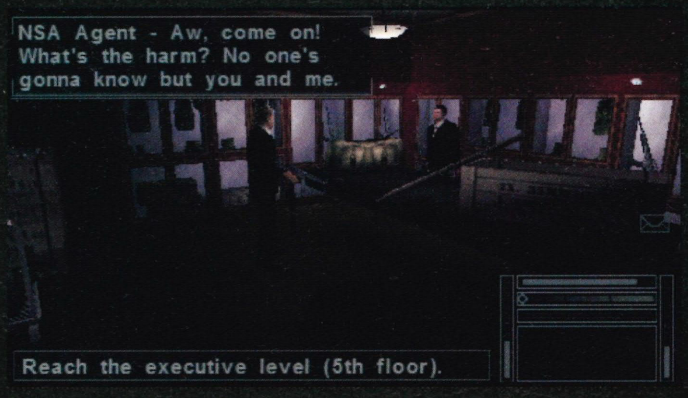
DELTA ATLANTIC WAREHOUSE, NEW ORLEANS

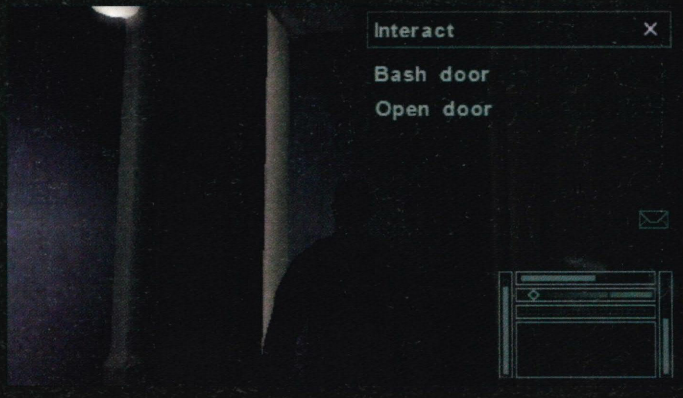
Head into the door to the right of the receptionist then proceed through the left door in the following room. In the resulting corridor travel to your right before picking the lock of the door immediately to the right of the sleeping guard. Hack the computer in the room then use it to alter Sam's voice. Select the green sample with ⊙ then stipulate where it should be put in the voice sample with ⊗. When the program automatically quits, hide between the two bookshelves, in the darkness. This will trigger a cut-scene, which will then signal the end of this section. When you're done, head out of the office and on to the far left end of the corridor. Open the door. After the break, kill Lambert to finish the mission.

NSA HEADQUARTERS, FORT MEADE

At the start, look above you for a vent that you can reach by climbing the desk and jumping up to it (double tap L). After dropping down into the next room, jump out of the open window and hang out of it. Drop onto the glass roof below. Drop down again then take the only available door. If you fork right past the entrance you'll sport an open vent. Climb into it. In the next room, use the pipes (under the light source) to climb up to a higher ledge. Drop down onto the white platform on the other side. After a conversation, one of the NSA men will stand below the small square gap in the floor. Once he's directly beneath it, jump down and knock him out. There will be a radio lying around on the floor in this small office, but first be aware of the second agent approaching - take him out as quickly as possible. After claiming the radio, head back to the room with the pipes in it. After heading up the stairs, head clockwise around the circular hallway (avoiding the guards), taking the first left exit. Open the trap door at the far end of the corridor; drop down into the corridor below and take the left vent. At the end of the system you'll find an interesting conversation about arms going on. Turn off the switch immediately to your left then bolt a few yards into the room. When the guard investigates the switch, take him down (non-lethally, of course). Next, tiptoe around the edge of the room slowly to catch the second guard unawares. When you're done, pick up the assortment of goodies spread about the room. Head back into the vent, turning left once you've dropped down the vent (ie taking the only unused route through the vents). At the end, climb up then use the stairs to enter another corridor. Open the door on the left. Two guards will be patrolling this room - you're looking to reach the brown double doors at the far left-hand side of the room. Be careful to observe the guards' movements before running over to the pillars on the left, between them, and eventually on to the doors. Open them and rush through to the lift on the right. When prompted, use the trap door above to get out. At the top, enter the right-hand room. There will be two guards in the office, inside. Again, wait until one of them is close enough to you to strike from behind, then manoeuvre yourself into position to take the second guard out from behind as he investigates why his friend's asleep. Carry on through the only exit to a hall. When you're warned about an oncoming guard, duck through the double doors to the left, wait for the guard to come through then strike from behind. Continue through the corridors. Eventually, you'll be warned that guards have you boxed in. Quickly run around the right-hand corner to this position, where you can wait for the advancing guard to walk past you, then strike from behind once more. Continue to the end of the corridor, where you'll find a door to open. You'll enter another circular corridor - head anti-clockwise around it to another grand set of double doors. Head along the following corridor and you'll receive a radio transmission. As you're told, ignore the route to the right (populated by a guard or two), instead choosing to open the rather inconspicuous-looking brown door at the end of the passageway to use the ladder inside. On the roof, use the post sticking out of the floor to rappel down the wall into the office. Look on the right wall to find a switchable object: a painting. Switch it to finish the game!

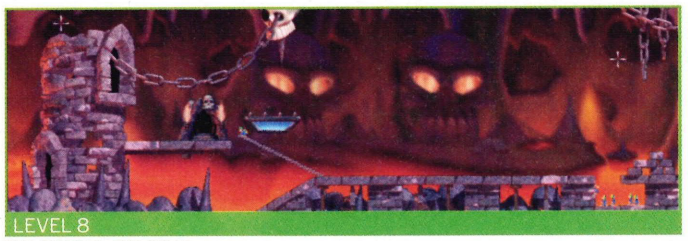






Lemmings

Use our guide if you want to stop your little blue critters coming to an untimely end. Let's go!



LEVEL 8

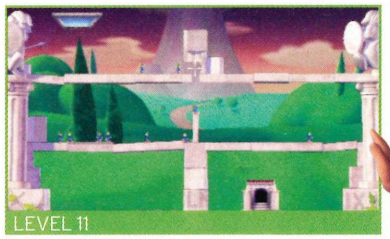
SO NEAR, SO FAR

Allow all of your lemmings to fall into the pit at the far right, then get one to climb up and construct a lovely little bridge to the exit. From here it's a simple matter of getting your other four out of the hole.

LEVEL 10

JUST 17

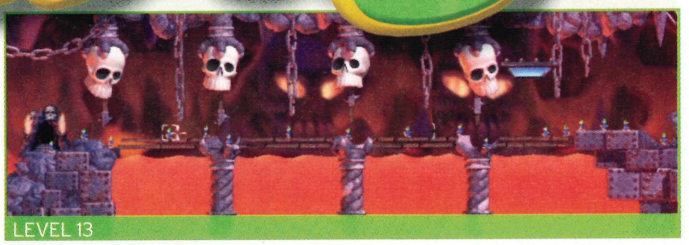
Use a well-placed blocker to fence the majority of your lems in before getting one to climb the large column and bash, bash again and build its way to freedom! Next, bash through the clambered-over column to save the majority.



LEVEL 11

Down the line

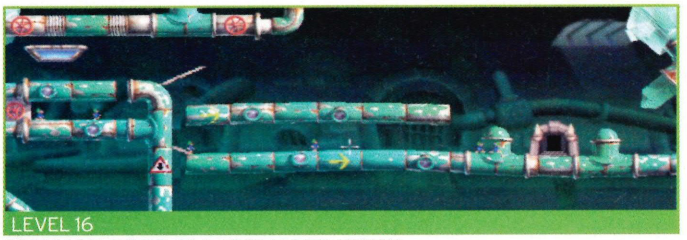
As the title suggests, bash partway through the top section of the centre column then dig all the way down, as shown, to just above the 'L' in the low, central section. Next, bash right to create a path to the goal.



LEVEL 13

CHAIN REACTION

To pass this level, you must first use a bomber to create a cave to the far right. This will stop your lemmings walking straight off the edge of the land. The rest is just a matter of timing, requiring you (obviously) to set your lemmings to go off at about five seconds' distance from the skull-topped barriers.



LEVEL 16

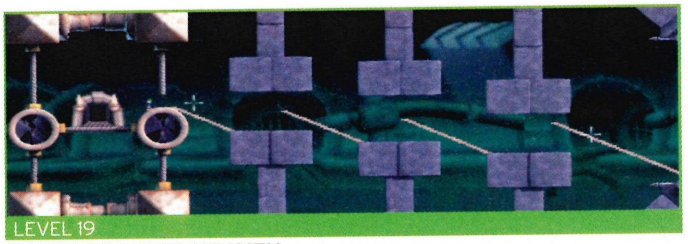
ONE MAN DOES ALL THE HARD WORK

Set your first lem out to dig in the indicated area. It'll be impossible to dig fast enough to stop the second rodent skipping straight over the chasm. Set this fella to work building a bridge (shown to the right of the hole). Afterwards, let your lem rebound off the small column and return towards the entrance, where it should lay another bridge. Now, the lemmings trapped inside the hole can safely bash their way out, taking the small column down as they head to the exit.

LEVEL 18

The run around

Make the lemming emerging out of the left trap door a climber immediately, then watch it climb over the wall and head into the dead-end on the right. Bash this wall then build left, as shown. Eventually, this lem will climb the rest of the way up. Build another bridge left to stop errant wandering, then a further one right to the top level. Once you've fallen the short distance, build another bridge over the gap to effectively turn your lemming around. Bash through the one-way wall to end.


LEVEL 19

THREE STEPS TO HEAVEN

The main problem here is how to successfully trap your lemmings in whilst you send a lone builder to find a path forward. This is done by bashing part-way into the angled floor, then selecting 'build' on the same lemming when you're far enough in, as shown. Once this is done, work your way across the map with your isolated friend, building and bashing to the exit. Once it arrives, bash through the left floor-cave to finish.

LEVEL 22

THE WORMERY

Here, you need to find a way to double back on yourself in order to build bridges travelling in the appropriate direction. This is done by mining down a short way then selecting that same lemming as a builder. This will turn your lems round a treat.

LEVEL 24

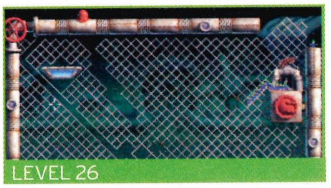
A LITTLE HELP FROM MY LEM

Begin by digging down from the top-right corner of the structure, as indicated. Then, bash into the centre square. Here, dig down once more to ground level. At this point, instruct the left-hand lemming to bash across. Make both rodents climbers afterwards and bash through the right side of the centre section to freedom!

LEVEL 25

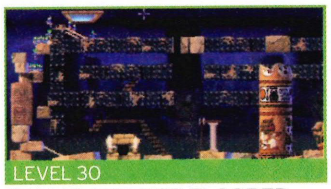
NOT AS EASY AT IT LOOKS

Dig a hole in the top floor, ensuring to use the last lemming as the group turns from walking left to walking right. This way, you'll have time to dig the other two holes in the pictured places before the crowd returns. Between the second and third holes, leave just enough space for your lemmings to land before dropping down again.


LEVEL 26

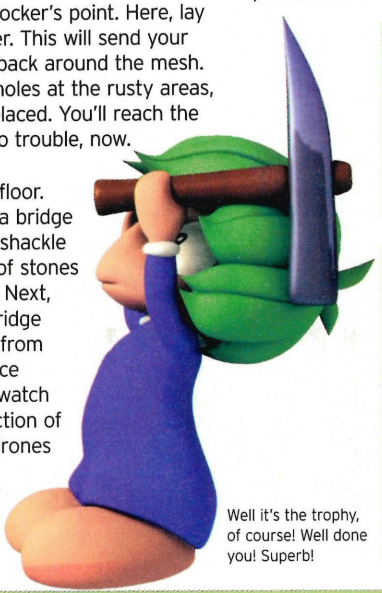
BACK OF THE NET!

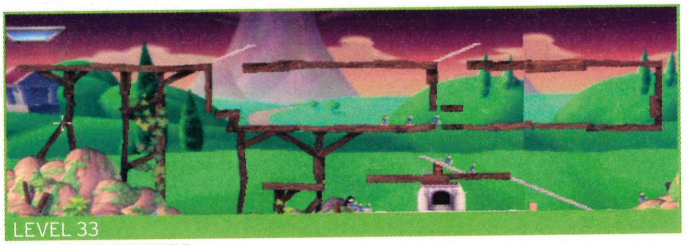
Set the release rate to 99 then let your pack proceed to the pictured blocker's point. Here, lay said blocker. This will send your lemmings back around the mesh. Bash two holes at the rusty areas, teasingly placed. You'll reach the exit with no trouble, now.


LEVEL 30

STAIRS ARE NOT FLOORED

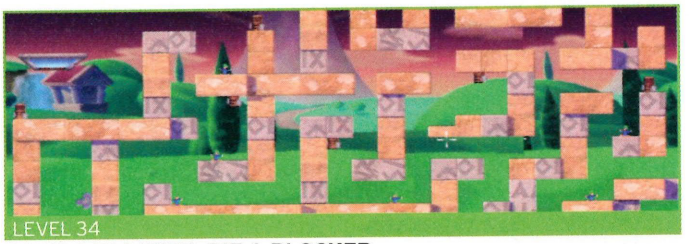
Make your first lemming a floater and dig down through the sand floor at the top level. Use your second lemming to block all new arrivals in the space pictured. With any luck, your lem will glide downwards and proceed left at the basement floor. Construct a bridge to the ramshackle collection of stones to the left. Next, create a bridge to the left from the entrance point and watch your collection of mindless drones flow down and out of the level. Genius.


Well it's the trophy, of course! Well done you! Superb!


LEVEL 33

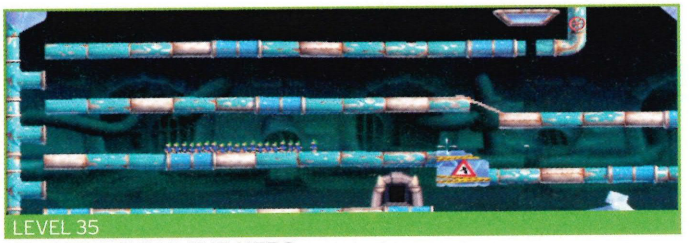
CAGEY BUSINESS

Use your lead lemming to create the left-hand bridge. Ignore the few that fall downwards, for now. Continue with this same lemming to construct a second bridge across another top gap. Make this lemming a floater next so that it may safely pass down the right side of the construction. Build a bridge across the chasm from here, to the wooden platform just above the exit. Use your final builder to construct the pictured safety net over the rather nasty lem-chopper below.


LEVEL 34

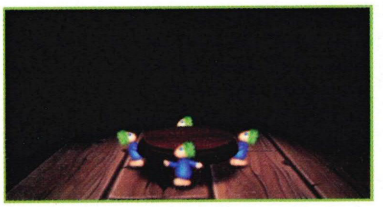
BORN A BLOCKER, DIE A BLOCKER

Make all your lemmings climbers from the outset, then proceed to place blockers in the indicated positions. Simple.


LEVEL 35

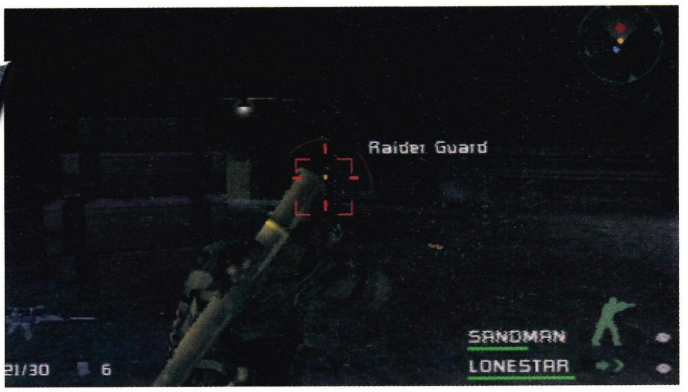
NO JUSTICE FOR THE HERO

Dig down where indicated with a left-facing lem. After falling, construct the bridge between the mismatched platforms. Your lone lem will drop a level. At the signposted wall section, use your mining ability to shave away its corner. Now, when your crowd gets here they'll be able to mount it and proceed to the exit. It's death for the lone lem, though. Boo hoo.


What do our small friends have in store for us here?

SOCOM U.S. NAVY SEALS FIRETEAM BRAVO

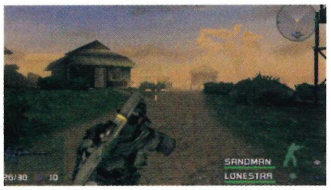
If you keep getting clubbed to buggery in the second half – with our guide you'll be able to complete it while spinning a beach ball on your nose



SOUTH ASIA

SONGBIRD

Your first objective is to infiltrate the camp. Follow the path around and when a Raider appears on your radar, zoom in and blow his face off. Head into the camp to complete the first objective and wipe out the rest of the three Raiders to the left. Follow that path around to the left and in the distance you'll see an entrance to a cave. This is where Magpie is being kept hostage, and your next objective is to track him down and spring him from his devilsome captors.



Head into the cave and follow the path until you come into a huge open area. This place is riddled with Raiders – make sure you're crouched to make yourself a smaller target. You can lock onto them all from the entrance to this room so use the wall to the right as cover. Head across the room and go through the next entrance. You'll come to an intersection – head right and kill the Raiders in the room ahead. Once wiped out, turn around and head down until you come to another room with a couple of villains and Magpie. Take them out and chat to Magpie to complete the objective.

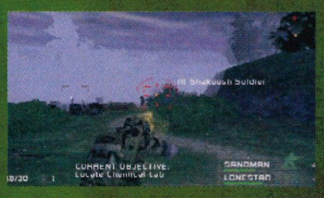
You've now got to cover Magpie's arse while he's gathering intelligence from the camp. Once you're back on the outside prepare for more terrible horrors as there are half a dozen Raiders all popping caps at your party. Magpie is going to run between the houses grabbing all the intelligence. Once he's got the documents and data disk he legs it around to a new part of the camp, which is swarming with Raiders. Magpie heads towards a building that's up and on the right. Make sure you take out the Raider in that house before Magpie gets there. Once Magpie's got the chemical sample the objective is battered.

Now you have to extract with Magpie. Head to the extraction point and watch in horror as your helicopter comes crashing into the floor like a large metallic meteor. Once the game starts again kill the two Raiders that appear, then fire your rocket launcher at the naughty ZSU that took down your chopper (that vehicle with the satellite dish on the roof). Now a small army arrives from the right – about a dozen or so Raiders just keep piling your way. Keep locking on as soon as they're in range and drop them like hot bricks and soon enough the mission will be over. ■

BIOHAZARD

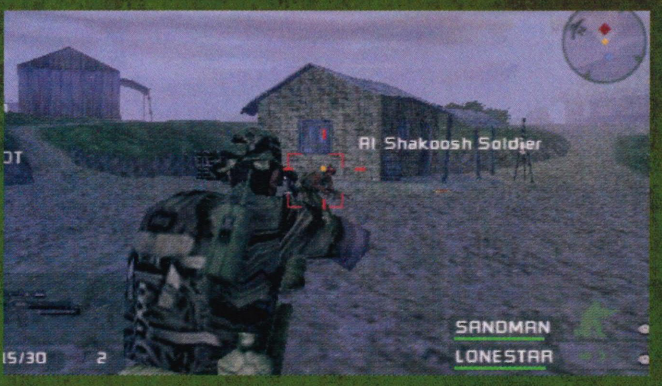
This is a pretty damn hard level right from the word go. Head up the path and as a Raider appears on your radar, get into crawl mode and sniper the first enemy out. You can see a sniping post to you right. Zoom in and take out the fella who's on top of it. Then take out the other Raiders on ground level by locking onto them. Once they're all dead you'll have secured the guard post. Get back on your feet and run over to where the rope bridge is. Before crossing it, look over the other side of the canyon and you'll see another sniper tower on the left side of the bridge. Zoom in and take the sniper out – if you try and cross with him alive he'll cause you no end of misery.

Cross the bridge and take out the other Raider. From here, head up to the cave entrance. There's another Raider in the cave that you need to take out before entering. Once dead, head in and follow this winding cave taking out the couple of bad guys inside it. When you exit the cave you'll be close to the camp. When you're near the camp entrance you'll be able to kill a couple of Raiders before even entering inside. Once you cross the entrance, your next objective comes up, which is to locate the chemical lab. First of all you've got to clear this camp of Raiders, but be warned – they're out in numbers. Use your radar to track them down, but remember to keep crouched down and use your scope rather than run about like Rambo.



There's one in the building directly in front of the camp entrance so take him out through the window at the back. Eventually, Ratbite will appear from his house and ask his bodyguards to protect him as he does a runner. Get a photograph of him if you're into your non-compulsory objectives while laying waste to his guards. Ratbite disappears into thin air. Now you need to head to the chemical labs. Head towards the Echo point and the area will eventually close off. There are a couple of Raiders in here so do them a discourtesy with your shooter, then have Long Star place the satchel charge on the crates when prompted. Head through the exit to the left in the direction of Foxtrot and you'll come to the second part of the chemical lab. Again, there are four Raiders in this area so crush them like cockroaches, then place your satchel on front of the crates.

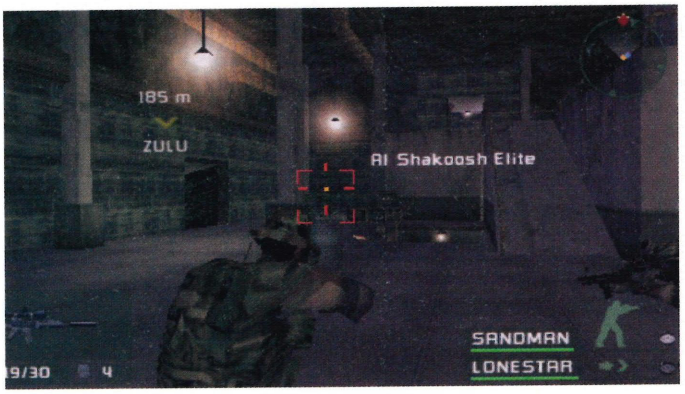
As soon as the satchel's placed, a countdown timer appears as the radio blasts out that you've got to get to the extraction point before the whole place goes sky-high. The 'X' appears on your radar. You've basically just got to leg it while coming under fire from the reinforced Raiders. If you're near full energy, just run for it shooting. If not, weave around the building as you're running for extra cover, which will reduce the amount of hits you'll take. Charge through the camp and then head down the path to the dock of the bay. When you arrive at the boat, you're home free. Ratbite was meant to escape but he'll be yours for the taking next mission. ■



UNDER FIRE

Before you even start the mission, change your primary weapon to the M4A1 with the high scope and M203 Frag. Your first objective couldn't be simpler. All you've got to do is kill the four guards outside this fortified bunker. Two run on-screen from behind the rocks on the left. Kill them by locking on, walk forward a bit, then hit the sand. Go into zoom mode and take out the two Raiders that come from the north. They have a lot of range and can fire at you as soon as you can fire at them, so crawling is essential to avoid injury.

Once they're dead, make sure you and Lone Star are nowhere near the bunker entrance as the air strike blasts the place open and has a pretty large blast radius. Forget the new bunker entrance for now. Head around past the sniper tower and head through the open gate in the barbed wire fence. Follow the twisting path around to the left and you'll come across a window with a guard in there. Inside is the communications equipment that you need to destroy. Lob a grenade inside to take it (and the guard) out in one nice big blast. Be prepared to leg it in case the grenade missed the window and lands near your feet. With the



communications thwarted, this will make fighting the guards inside the bunker considerably easier.

Go into the bunker, through the door and kill the two Raiders waiting for you, along with a third Raider who appears down the hall. Head forward then take the right bringing you out on a raised platform. From up here you can take out three or four more Raiders with relative ease. Head south and you'll find a Raider emerging from the cave like entrance. You've now got to capture Ratbite. At the top of this open area there's a hallway heading north. Head into it and you'll see a room full of bunks. Turn left and you'll see three Raiders not expecting you. At this range you can kill all three before they get the chance to return a single shot. Once they're all pushing up daisies, head north again and you'll come to a room with Ratbite. Restrain him then make him follow you.

You've got to drag his arse to the extraction point, but it's miles away

and a mass of militia stand in your way. Retrace your steps and as you enter the open area you'll have about seven or eight of the buggers to kill. Use a grenade if they group up and keep moving to avoid incoming grenades. Backtrack past the destroyed comms equipment and head outside. Follow the path to the left heading north. There are loads of Raiders up here. When you see them running, charge at them firing, then crawl when they stop running. The closer you get, the better the lock you can get. When you get to the final bit, there are three Raiders grouped up – get these with one grenade and your work in the South Pacific is done. ■

POLAND

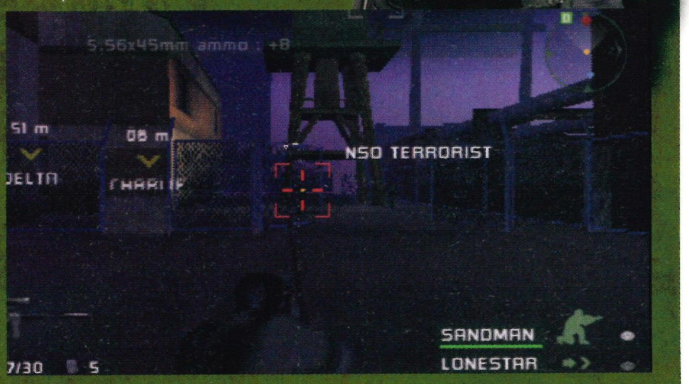
SUPPLY AND DEMAND

The first on your to-do list is to search the three warehouses looking for intelligence. Walk forward and before you know it you'll have three terrorist nut jobs on your case. Zoom in using the thermal scope and take out the blighters, then look up and whack the fella that's on the raised platform slightly to the right of where the ground baddies were. Run forward through the gate and veer left between the two warehouses. You'll see a couple more guards, so simply drop them with headshots.

Head into the Delta warehouse – you'll find two guards hiding in the north-west part of it. If you run over without making any noise you can hit them point-blank from the side. Once you've killed them and the place is chilled, you'll find a table with a warehouse map on it. Grab it, leave the way you came in, then leg it over to the Charlie warehouse. As soon as you enter, drop the guard in the middle of the room, then run over to the office window. In here are two hostages and a baddy. Head shoot him, restrain the two hostages, then grab the ship's manifest before leaving the warehouse.

Follow the Echo sign to reach the third and final warehouse. There's a truck outside surrounded by a couple of lunatics to the right of it. You can flank these fellas if you go around the containers to the right. A timer appears giving you 45 seconds to command Lone Star to disable the truck. Give him the order while you cover his arse and mop up the bad guys who pile out the third warehouse. Once they're all dead, go into the warehouse, take out the two nutters and grab the shipment log from the table in the office. Head to the next warehouse to the east – you'll find one baddy among the containers who's a doddle to kill and there's one behind the actual chemical tanker who you need to creep up on and drop. Once he's dead, that objective is complete.

A load of baddies then emerge from the containers to the south. Make sure Lone Star is on fire at will mode as you wipe them out in their approach. Once they're all dead, a train will smash through the fence to the west and attach itself to the chemical tanker. Next, four bad fellas need taking out. One will run forward on his own, so wipe him out by using your machine gun. The other three huddle together for a perfect grenade group mash; as soon as they're blown to pieces, the mission is completed. Excellent. ■

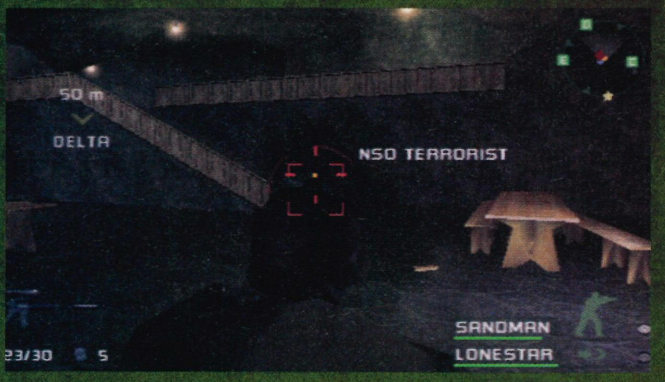


UNDERMINING AUTHORITY

You start off in the mine. Wait where you are for a few seconds and a guard will walk right in front of you from the left, making him close enough for an easy headshot. Once he's dead get Lone Star to place the entrance satchel and then head through the door on the left. Drop the next guard before he notices you, then head to the top of the stairs on the right. Before going down them, shoot the guard that appears on your radar. As you're walking down the stairs towards Charlie point, look over to the left and you'll see another guard stood next to a generator that looks in need of a quick lead-like death. Order Lone Star to disable the generator and quickly turn 180 degrees to take out the next guard that appears through in the next part of the mine.

Head into that part taking out the next guard that runs on-screen from the right. Walk over the far side and you'll see the Demo crew who are as dead as it gets. Once that primary objective is complete, head down the thin little path to the east and into the next segment of mine. There's one guard to the left of the entrance that isn't aware you're there and can be quickly headshot. Two more appear from up front that can cause problems. Use the pillar in the middle of the room as cover if it's getting too hot. Head towards the Echo point and shoot down the two psychos on the left as you enter. Turn 180 degrees and drop the swine that's creeped up from behind. Head east towards Foxtrot. There's a sole terrorist in the connecting tunnel who'll pose no problem. When you enter the Foxtrot area you'll have two enemies on the left you need to kill. Do so, then order Lone Star to disable the second generator on the right.

Yes, it is dark now, but this is what your night vision gigs are for in the first-person view. Start on the path towards Juliet making sure to take out the sole baddy in the little alcove on the left. When you come to the opening of Juliet, tread carefully. There are four homeboys guarding this intelligence and charging in will see you drop quicker than a hooker's price when she hits 50. Take out the nearest one with your machine gun but the rest are close enough that a grenade will take out at least two of them, leaving you with just the one to kill up. Once they're dead, head over to the computer on the far left of the room and grab the Hard Drive. The last thing you have to do is place the exit satchel in the part of the mine just north of here. The only problem is, this small tight area is infested with terrorists that need wiping out. As soon as the first guard appears on the radar, drop him, then strafe left to get cover from the bullets that rain in. This is where you need your grenades more than ever. A couple of them keep taking cover behind a mine cart making it very hard to get a clear shot. Launch your grenades in, making sure you get cover when they go off and if you're low on health hide behind Lone Star. He's a tough SEAL who can take it. Once they're dead, place satchel, mission over. ■



CHEMICAL REACTION

You've got to get your arse into that massive milk plant, but you've got to do it without anyone spotting you. Follow the river round to the east and you'll find a small entrance in the wall covered by a bush. Step out a touch so the two guards on the left are in view. Fling a grenade to take them out.

Once they're chunked, make your way east hugging the inside of the plant wall and when you reach the corner have Lone Star hold his position. Head north then if you look west you'll see loads of guards inside the plant. As they appear on the radar, sniper them out. You must get headshots or the secondary mission will be blown. There are two in the first opening and one in the second. Move into the second entrance, strafe to the left and throw a grenade at the guards. Once they're dead, the primary objective is complete.

Next up you have to disable the equipment in the north part of the plant. Head through the door to the north side of this room and you'll encounter three guards. Take the two on the left down first then step forward while aiming left to expose the third crouching behind a milk tanker. Head north through the next door, follow the corridor around to the right then left. Then as you walk through the next door straight ahead you'll find three guards on the left, one right in front of the door, the others on the other side of the tables. Just make sure you're aiming left when you open the door. They are not expecting you so they'll be easy to kill if you start firing immediately. Have Lone Star apply his engineering skills on the equipment to knock it out then head through the door to the left of the equipment. There are three baddies in there: one directly ahead who can be shot down easily and two over to the left that could do with a grenade at their ankles. Once cleared, go up the stairs on the right and go through the first door. You'll have two doors in front of you, one straight ahead and one that leads to the right. The one ahead doesn't even open. If your health is low, get Lone Star to breach it, if his health is low, do it yourself. When it opens, you'll see Tinman with four guards. Immediately step back and shoot one using the cover of the hallway. Quickly change to your grenades and lob one in.

Tinman scarpers using the back door so you've got to hunt him down. Take a photo of that picture on the wall to complete a bonus objective, then head through the door on the left and follow the corridor around and up the stairs to the roof. As you step out, there's a guard on your right that you need to drop. Move left and you'll see another guard on the roof. From here, sniper all the guards on the platform to the right EXCEPT the one that clearly says Tinman. He has to stand trial, so capping him will see you going from SEAL to bouncer in ten minutes flat. Once everyone's dead, he'll give up his weapon and stick his hands up. Restrain him and that's it. ■

THE TIPS MAGAZINE FOR PLAYSTATION GAME ADDICTS

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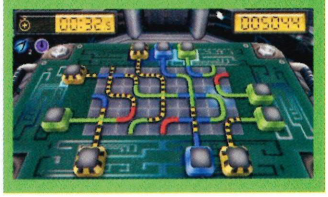
CHEATS & TIPS

King Kong

CHEAT CODES
Start at the main menu, then select game, then option, then bonus. Hold down L and R and then enter the following code: ↓, ⊙, ↑, ⊡, ↓, ↓, ↑, ↑ (let go of the shoulder buttons when you are done). Then from the main menu, select the cheat option and enter the following codes:
God Mode - 8wonder
Unlock All Levels - KKstOry
One Hit Kills - GrosBras
Revolver - KKtigun
Machine Gun - KKcapone
Shotgun - KKshOtgun
Sniper Rifle - KKsn1per
Infinite Spears - lance 1nf
999 Rounds of Ammo - KK 999 mun
Bonus Complete - KKmuseum

Smart Bomb

UNLOCK CODES
Enter the combination ↓, →, ↑, ←, →, ⊙, ⊙ at the title screen. This will unlock Challenge Mode, Special Mode, all difficulties in Arcade Mode, and all bombs in Story Mode.



Pursuit Force

CHEAT CODES
Go to the Cheat menu under Options and then enter the following:
Laser Law - Police weapons shoot blue lasers, enemies shoot red
Double Damage - Activates Double Damage
Reoffender - Twice the loss on all negative Justice
Law Lord - Permanent, full Justice
Iron Man - Only half the health
Speed - Faster movement
Invincibility - God Mode
Open Road - No traffic
Wild Water - Permanent choppy water
Big Wheels - Wheels and Propellers increase in size
Sticky Feet - You cannot be thrown from vehicles

Tony Hawk's Underground 2 Remix

CHEAT CODES
Enter these codes in the "cheat codes" menu, which can be found under options:
Unlock most features - monkey c monkey do
Decreased gravity - i can fly
Unlock the original *Tony Hawk's Pro Skater* - birdman
Get perfect rail balance - tightrope

Single Disc Multi-player
If you want to play against friends, but only have one disc, there's a way you can still play using one UMD. Create a game on Ad Hoc mode and start the game on one PSP, wait for the game to load, then remove the UMD. Place the game in another PSP, load the game, and join the multi-player game that is available.

Me And My Katamari

ETERNAL MODE
For all 16 main stages, you can unlock Eternal Mode (limitless play) by achieving at least an 80 as your second or first score on each and every level.
SOUNDTRACK UNLOCKS
Clearing each stage will unlock that stage's song for use in the Sound Test. By clearing the entire game, you can get the songs Blue Orb and Song for King of Kings.
2D KATAMARI
In order to access the bonus 2D Katamari stage, simply complete the final Crown stage. The King of All Cosmos will speak and everything will suddenly turn 8-bit. Play through the stage as the credits roll.

WIN WORLD POKER TOUR AND SANDISK MEMORY STICKS

Make your mark in the virtual poker arena courtesy of Take2 and Go>Play

World Poker Tour for PSP allows gamers to take a seat at the world's most prestigious poker tournaments and play for big money. The game features the virtual equivalents of real pros such as Antonio "The Magician" Esfandiari, Erick Lindgren, Evelyn Ng, Lyle Berman, Michael "The Grinder" Mizrachi and Phil "Unabomber" Laak. *World Poker Tour* for the PSP also allows gamers to create and customise their own characters.

Not only do we have ten copies of *World Poker Tour* on PSP to give away but a 2GB and 1GB Memory Sticks are up for grabs too.

Getting your hands on these prizes couldn't be easier.

All you need to do is call 0904 278 0022 with the correct answer to the following question:

In poker, what cards do you need to have a Dead Man's Hand?

A: Two twos and two fours
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EXPAND

WE ROUND UP THIS MONTH'S BATCH OF PSP PERIPHERALS

The constant stream of new PSP accessories seems to be never ending, so hold tight as we guide you through what's hot and what's not

Joytech Power Grip £19.99

THE ABUNDANCE OF accessories available that are designed to extend your battery life is pretty astonishing. However, the majority are rather ugly looking blocks that make the PSP uncomfortable to hold, including Joytech's own Battery Pack.

Learning from their mistakes with that particular item, the peripheral wizards have been hard at work producing something a little more practical. The result is the Power Grip that you see here before your very eyes. At first look it appears to be another ugly piece of kit designed, it seems, to make your PSP an eyesore. But hold on, first impressions can be deceptive and that is certainly the case here. Once bolted atop your prized handheld, the Grip has three fantastic uses. The first sees it safely coving the screen from nasty bumps and scratches, twist it around and it then acts as a grip, which does make the PSP a whole lot chunkier but that is actually preferable for extended periods when hand cramping is a distinct possibility. Last but not least the Grip contains a rechargeable battery inside (hence the 'Power' moniker), which in turn will charge the battery inside your PSP once plugged in, dramatically increasing your potential gaming time (the lead will even tuck away inside the Grip when not in use).

The Power Grip is a great all-in-one solution for protection, power and comfort – three for the price of one!

SCORE: ★★★★★

Gamexpert Sound Case £29.99

THIS INNOVATIVE CASE design not only houses your PSP in a protective environment but also has built-in speakers to amplify the sweet sounds of gaming that emanate from the machine. The PSP sits snugly in the case and a headphone jack plugs in and pipes the sound into the concealed speakers in the top section, which flips open. The case has handy holes for the shoulder buttons and power switch to ensure that you only need to remove the PSP should you want to change the game.

This all sounds great and it's not a bad piece of kit, although it does have a couple of niggling flaws. The shoulder buttons aren't quite as accessible as you'd expect and any game that gives them heavy usage will expose this problem rapidly. As for the speakers they're an improvement over the somewhat tinny ones contained within the PSP itself, but also sound slightly muffled.

Overall the Sound Case is a good idea but needs some tweaking before it becomes an essential piece of kit.

SCORE: ★★★

Gamexpert UMD EVA Case £4.99

A SIMPLE AND cheap solution for storing those fragile UMDs, which will hold up to five of the little discs and even has slots for a couple of memory cards. Designed along the same lines as the Sound Case, the two complement each other and the EVA Case even comes complete with a metal clip that allows you to attach it to the Sound Case or even your belt if you're so inclined. The only thing we'd like to change is the capacity. If you're collection is constantly growing then buying a stack of these will get expensive. However, if you just want a selection to take with you on a day out then this is the perfect item.

SCORE: ★★★★

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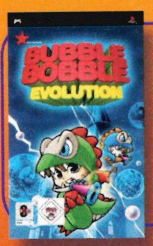

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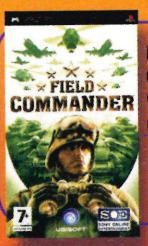

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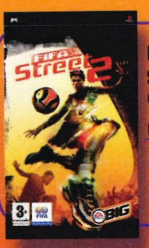

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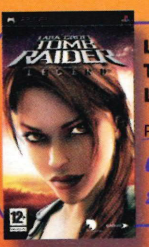

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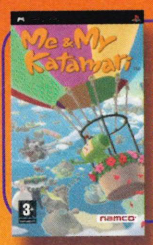

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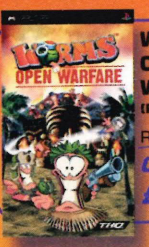

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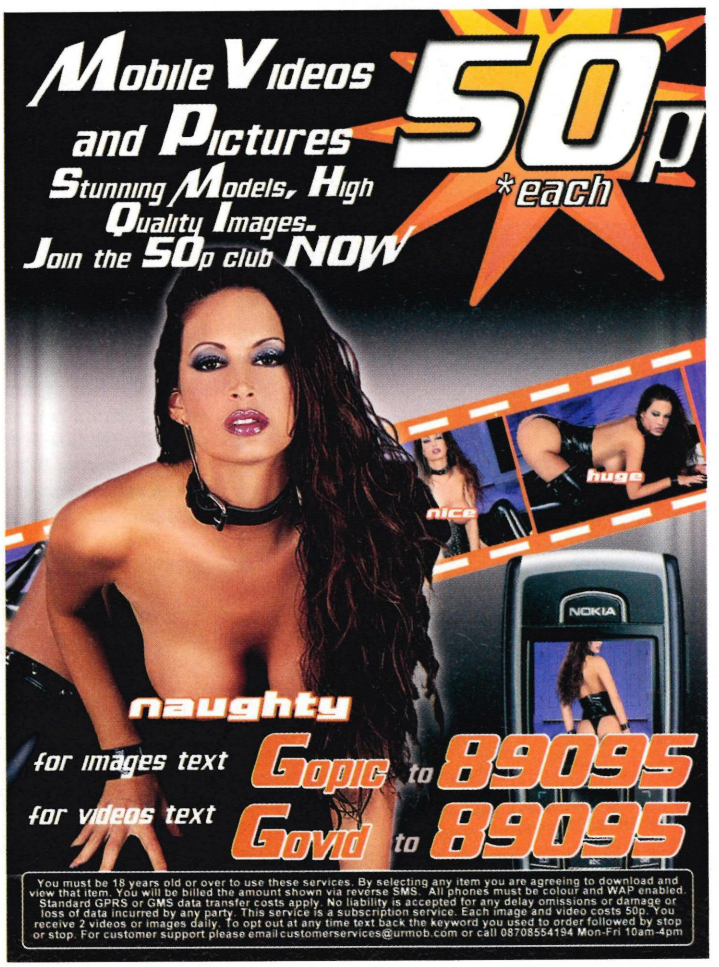


CONNECT

GET THE MOST OUT OF YOUR PLAYSTATION PORTABLE

AN INTERVIEW WITH... FANJITA

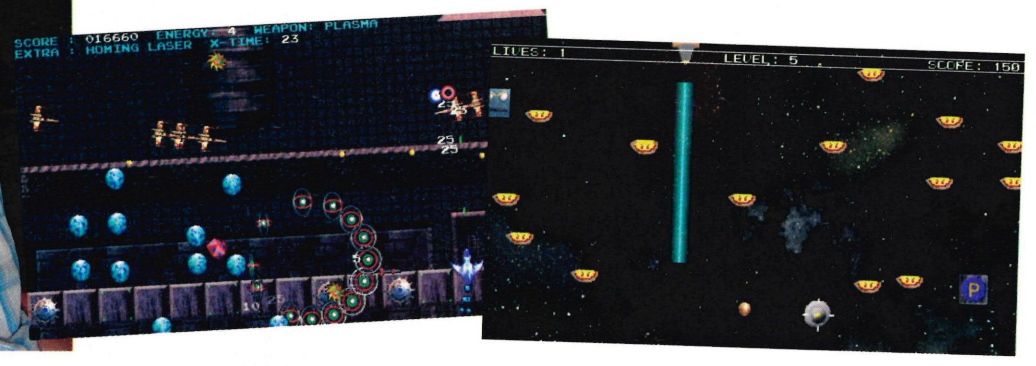
The king of the Homebrew scene talks exclusively to **Go>Play**

FANJITA FACT
Fanjita's real name is Dave and he's married, with two greyhounds

We've got a rather special Connect for you this month. Rather than guide you through the latest step-by-step guide to use on your funky PSP, we've got an interview with the man who has made it all possible - Fanjita.

With Sony constantly updating the firmware of its sleek handheld in a bid to keep piracy at bay, gamers were soon up in arms, as it meant that they no longer had access to a whole selection of great emulators, Homebrew games and applications. Then, from seemingly out of nowhere, one man (well not really, but we'll let him explain it himself) arrived with a new eLoader that made use of a loophole found in *Grand Theft Auto: Liberty City Stories* (see issue 1).

While loading ISOs (and subsequently, gaining access to illegal PSP games) is impossible, the eLoader now gives upgraded PSPs the ability to play all sorts of great programs. Eager to learn more, we spoke to Fanjita to find out where it all started.



THE INTERVIEW

Go>Play: So how long have you been interested in videogames for then?

Fanjita: I've been playing videogames since the days of the Atari 2600, which must be almost 30 years ago, and I've always been a fan of the magic of creating virtual worlds. In some ways the magic of the older videogames was much more like the magic of novels – because the graphics were primitive, you had to use your imagination more. These days, videogames are much closer to movies – even so far as the plot tends to progress along rails the majority of the time.

GP: And when did you first become fascinated with hacking?

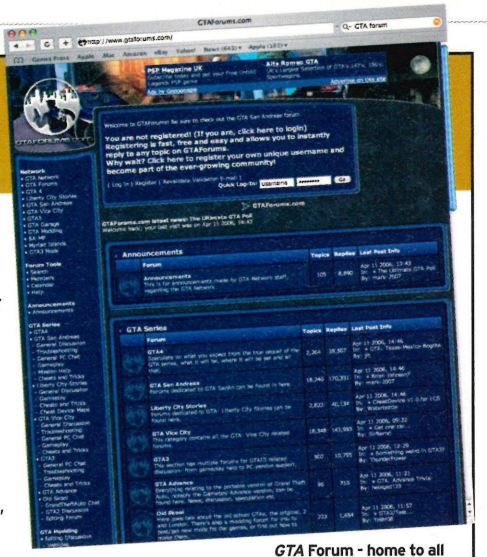
F: Well, I first started programming with the Sinclair ZX-81, back in (you guessed it) 1981. Back then, using the computer normally was much more rough and ready, and not really far removed from hacking. One of the most common ways of getting software was to buy a magazine and type in programs from the source code that was listed there. It wasn't a huge step from there to programming for myself, so I guess you could say that I've been hacking in one form or another for the last 25 years or so.

GP: So how on earth did you discover that *GTA* could be manipulated?

F: Let me just say that the credit for the *GTA* exploit is definitely not mine. It actually belongs to a guy who goes by the name of 'EdisonCarter' on the *GTA* forums, and who has done an awful lot of hacking of various *GTA* versions. He discovered vulnerability in the code very soon after the release of *GTA: LCS* (as far as I know, simply by decompiling the code and analysing it). What took the time from there was working out how to deal with the encryption that protects the gamesave data. This was a newly added security feature in firmware 2.0 and Edison spent weeks cracking it. Eventually he had a tool that he used to create the Cheat Device, which was the first homebrew on v2.01+. Edison was concerned about the legal implications of publishing a tool to bypass encryption protection, and so he never published his methods. It was only a few weeks later, when Jim Paris and psp123 independently repeated Edison's work that we were able to really open up full homebrew via *GTA*. With the help of information from Edison, Ditlew and I were able to work with the new tools to port my existing EBOOT loader (a homebrew launcher for v2.0) to work on *GTA*.

GP: So how long did it take to create your loader and did you encounter any problems?

F: The EBOOT loader (now called eLoader) has been a work in progress over the last six months and I still don't consider it truly finished. The initial concept was proposed by Saotome, from the ps2dev.org forums and he produced a basic prototype that could load one or two very simple Homebrew programs – and the core of the eLoader is based on those principles. From there, it was the work of 2-3 months to get the eLoader into a state where it could handle the majority of homebrew code relatively stably. The work since then has mostly been adding support for different parts of the PSP's functionality – for example, USB, Infrared and Wi-Fi.



GTA Forum - home to all the best *GTA* hackers

The biggest difficulty has been obviously Sony's active dislike of Homebrew. Not only do we have to work around various protections, but there's no official documentation available. Fortunately the Homebrew community is (mostly) co-operative, supportive, intelligent and persistent, so together we tend to overcome these obstacles relatively quickly. Without the community (and especially ps2dev.org), none of this would actually exist.

GP: Your loaders are (in)famous for not supporting ISOs. What reaction have you received from the Homebrew community about this?

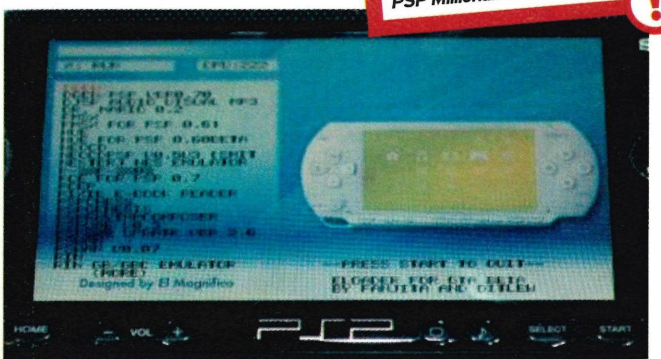
F: I don't know whether Sony is hostile to Homebrew because it can lead to piracy, or just because it likes to have total control over each of its platforms.

But what I do know is that piracy is damaging to any format. The more people that pirate software, the less money is made by software publishers. When software publishers fail to make money on a platform, they stop

FANJITA FACT

Some of Fanjita's favourite Homebrew PSP titles include *Beats Of Rage*, *Attack Of The Mutants*, *PSP Millionaire* and *Pang*

It's one of the greatest games on the PSP and also allows you to enter the world of Homebrew. Lovely



Seeing this screen in all its glory is enough to make any non 1.5 PSP owner weep real tears of joy

THE INTERVIEW CONTINUED...

FANJITA FACT
Fanjita has his own website 'Fanjita's Place' visit it at www.fanjita.org for all his latest updates and eLoader information

producing software for that platform. That means two things:
1) Developers lose their jobs. I have a number of close friends in the game-development business, and it's a hard enough life as it is.
2) The platform gets a poorer range of software. Pirates often use the excuse that most of the stuff they steal is crap anyway – guess what, by stealing it, you're ensuring that the available selection remains crap, by discouraging future development.
So I refuse to support piracy. In some circumstances, my work does enable piracy – for example, some people will use ROMs they don't own with emulators. But I consider that to be a relatively small side effect of being able to run the majority of legal Homebrew, which would otherwise be impossible.
When it comes to ISOs, support for ISOs via eLoader would require specific development of a UMD emulator, tailored for the eLoader environment. The only purpose of that emulator would be to run ISOs, but if you legitimately own the disc, then you could just run the game via the normal method. So no one is really losing out by not having an

Squarez – it doesn't look particularly exciting but it provides some addictive gameplay

ISO loader, just the pirates. ISOs are in some ways more convenient than UMDs, but that's not what most people want them for.
I've been pretty outspoken about my reasoning, because I think it's important for people to understand the impact of their actions, in all areas of life. Fortunately the community is pretty understanding, so although there are always going to be some flamers, the majority of people are mature enough to understand.

GP: What do you think of the PSP's current Homebrew scene? How can you see it expanding in the future?
F: The Homebrew scene is slowly growing. The availability of Homebrew on all platforms has meant that the available pool of developers is also growing and we're seeing a lot of people producing their first efforts at coding. I'm sure that some of those people will eventually become the major developers of the future. In the meantime, experienced developers continue to push the boundaries – we're seeing

When he's not busy working, Fanjita likes nothing more than a quick game of *Pang*

increased use of Wi-Fi, accelerated graphics, and other advanced PSP capabilities. The future's looking extremely rosy from where I'm sitting.

GP: What makes the PSP so desirable when compared to other systems such as the Xbox, DS and PS2?
F: The main attraction of the PSP as a platform in my opinion is the unique combination of power and portability. The PSP has lots of cool capabilities, all in a form factor that fits in your pocket. A powerful platform that you can take anywhere is always going to be attractive.

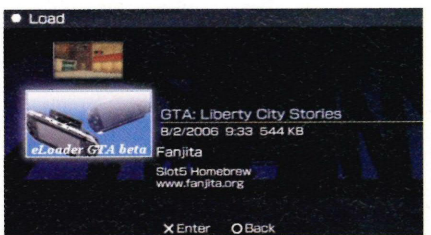
GP: Tell us a little bit more about your *Tetris* clone...
F: The *Tetris* clone was written in about a day and was my first foray into PSP coding, and I wanted to have something cool to play on my v2.0 PSP (at the time, the TIFF exploit had _just_ been discovered). I was a little disappointed when the *Pong* game came out while I was working on *Tetris*, but in many ways it was appropriate that the first Homebrew game on v2.0 should be *Pong*.
A friend of mine took the *Tetris* clone on holiday with him (he was going to be doing a lot of long flights). Apparently his fiancée preferred my *Tetris* to *Lumines*, which is a rather nice accolade...

GP: So will you be making any other Homebrew games then?
F: Well, the eLoader takes most of my time to keep developing, so I probably won't be doing much else until it is 'finished'. There are one or two PSP projects that I would quite like to play with when I have the time, but I'd rather not talk about them yet – I don't want to get anyone's hopes up!

GP: Do you think Sony will ever win the Homebrew battle? It certainly likes to update the PSP...
F: Sadly, Sony will always be one step ahead of us. I have a dream that one day it will realise that piracy-free Homebrew is actually beneficial to the platform, but I don't really think it will ever come true. So long as there's a desire to play Homebrew on the PSP, I think we'll find a way. The likely worst-case position is that we will just get more and more limited in what we're able to do.

GP: So which of the Homebrew applications are your favourites?
F: I love having PSPRadio on while I work, partly just for the tunes but also because it reminds me why we're doing all of this. I don't actually actively use a lot of Homebrew myself – most of my PSP time is spent testing whether things work (and figuring out why not) rather than actually using the applications themselves.
Still, I love playing the old classic *SCUMM* games using ScummVM, and I'm very partial to a nice bit of simple classic gameplay, such as Attack *Of The Mutants* or *Squarez*.

GP: And what plans do you have in store for the future?
F: Well, the eLoader is pretty close to where we want to get it now. There are a few more things we'd like to do with it, but fundamentally it is getting close to 'finished'. There are a few bits and pieces to add, but once we get to something we'd be happy to call "v1.0", we'll probably take a small break. There are areas of PSP hacking that I haven't had a chance to explore as much as I'd like, and maybe I'll play with those a little bit. There's still probably a few months of work left to do on the eLoader, so I've got plenty of time to make up my mind!



If you download the software correctly you should see a screen that looks like this

Attack Of The Mutants – We're not quite sure what the appeal is, but Fanjita likes it

FANJITA'S PLACE

Fanjita's website is full of PSP Homebrew goodies and loads of other awesome stuff...

Point your browser at www.fanjita.org and a wealth of Homebrew goodness will be available to you. Want to play the version of *Tetris* that Fanjita mentions in the interview? A simple download will have you playing it in moments if you have the v2.0 firmware. If you've upgraded, don't despair, you can also run it through the *GTA* hack with relative ease.

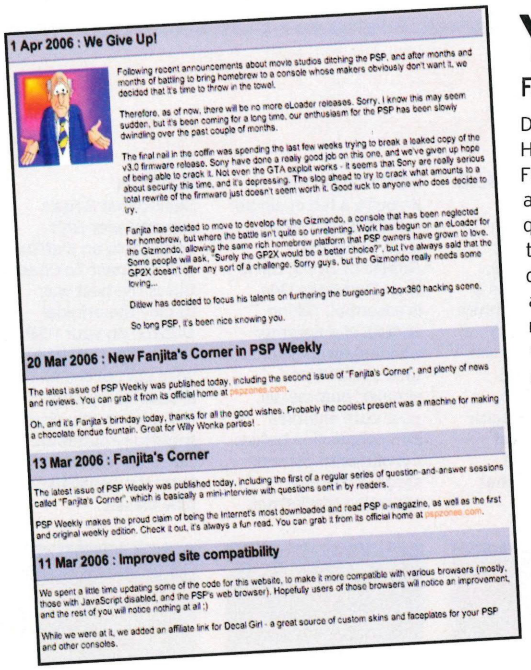
Also on the site you'll find Fanjita's fantastic eLoader, plus a link to the forums where you can discuss the program with other users as well as Fanjita himself.

You can also find out what Fanjita is currently up to in the world of Homebrew and even participate in a spot of live chatting if he's available. Finally there are plenty of handy links to other PSP sites including PSP Updates and PSPZone. All in all an essential place to visit if you're at all interested in the Homebrew scene.

The *GTA* hack has opened up a world of opportunity to Fanjita and other PSP hackers

FANJITA FACT

When he's not hacking away at the PSP, Fanjita creates commercial ISP-Grade server software for email and voicemail



1 Apr 2006 : We Give Up!

Following recent announcements about movie studios ditching the PSP, and after months and months of battling to bring homebrew to a console whose makers obviously don't want it, we decided that it's time to throw in the towel.

Therefore, as of now, there will be no more eLoader releases. Sorry, I know this may seem sudden, but it's been coming for a long time, our enthusiasm for the PSP has been slowly dwindling over the past couple of months.

The final nail in the coffin was spending the last few weeks trying to break a leaked copy of the v3.0 firmware release. Sony have done a really good job on this one, and we've given up hope of being able to crack it. Not ever the GTA exploit works - it seems that Sony are really serious about security this time, and it's depressing. The slog ahead to try to crack what amounts to a total rewrite of the firmware just doesn't seem worth it. Good luck to anyone who does decide to try.

Fanjita has decided to move to develop for the Gizmondo, a console that has been neglected for homebrew, but where the battle isn't quite so unrelenting. Work has begun on an eLoader for the Gizmondo, allowing the same rich homebrew platform that PSP owners have grown to love. Some people will ask, "Surely the GP2X would be a better choice?", but I've always said that the GP2X doesn't offer any sort of a challenge. Sorry guys, but the Gizmondo really needs some loving...

Ditlew has decided to focus his talents on furthering the burgeoning Xbox360 hacking scene.

So long PSP, it's been nice knowing you.

20 Mar 2006 : New Fanjita's Corner in PSP Weekly

The latest issue of PSP Weekly was published today, including the second issue of "Fanjita's Corner", and plenty of news and reviews. You can grab it from its official home at pspzones.com.

Oh, and it's Fanjita's birthday today, thanks for all the good wishes. Probably the coolest present was a machine for making a chocolate fondue fountain. Great for Willy Wonka parties!

13 Mar 2006 : Fanjita's Corner

The latest issue of PSP Weekly was published today, including the first of a regular series of question-and-answer sessions called "Fanjita's Corner", which is basically a mini-interview with questions sent in by readers.

PSP Weekly makes the proud claim of being the Internet's most downloaded and read PSP e-magazine, as well as the first and original weekly edition. Check it out, it's always a fun read. You can grab it from its official home at pspzones.com.

11 Mar 2006 : Improved site compatibility

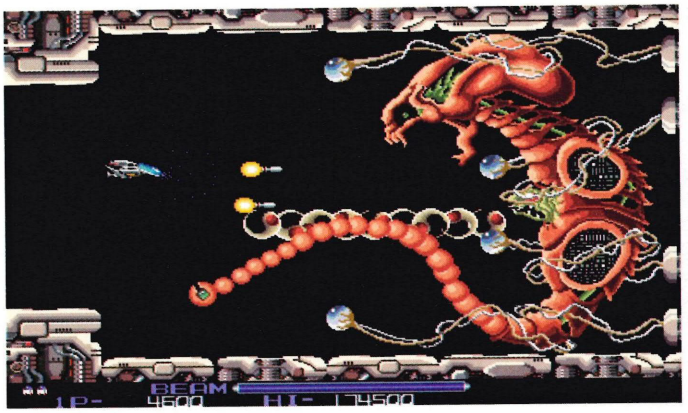
We spent a little time updating some of the code for this website, to make it more compatible with various browsers (mostly, those with JavaScript disabled, and the PSP's web browser). Hopefully users of those browsers will notice an improvement, and the rest of you will notice nothing at all :)

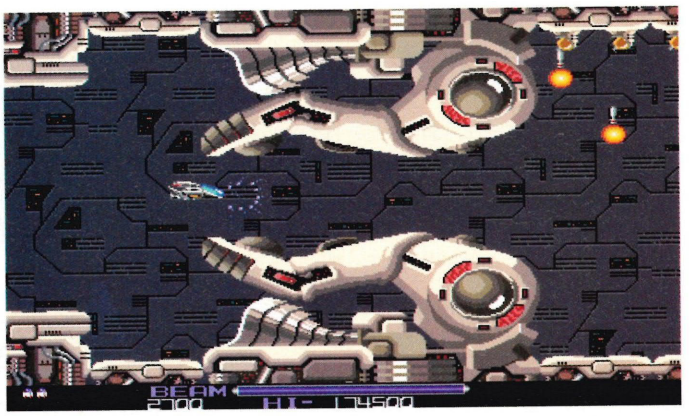
While we were at it, we added an affiliate link for Decal Girl - a great source of custom skins and faceplates for your PSP and other consoles.

YOU CAN'T KID A KIDDER

Fanjita on quitting the scene

Don't worry, Fanjita isn't going anywhere. He did however pull off a successful April Fools stunt recently that saw him putting a message on his site stating that he was quitting the Homebrew scene in favour of the Gizmondo. "I've decided to move to develop for the Gizmondo, a console that has been neglected for Homebrew, but where the battle isn't quite so unrelenting," went Fanjita's statement. Many were fooled, but Fanjita has no regrets about the amount of feathers he ruffled. "While the April Fools prank wasn't ever intended to upset anybody, I'm hoping that it maybe did cause a few people to question their assumptions. We always knew that we would have the Wi-Fi-enabled eLoader release in our hands ready for release straight after, and I hope that made up for a day of slight discomfort!"





R-TYPE

Thanks to the joys of emulation, every issue we'll be looking back at a classic game that we've been revisiting on our PSPs. This month we've been playing R-Type, one of the greatest shooters ever made

R-Type

Originally Released **1987** / Developer **Irem** / Emulator Used **HeU**

To play *R-Type* is to participate in one of the finest horizontal shoot-'em-ups ever made. Originally released in 1987, Irem's *R-Type* quickly established itself as one of the greatest blasters ever made. 19 years later and nothing much has changed. Granted, it may have since been succeeded by other successful shooters, but if you were to create a poll of top shoot-'em-ups, you can guarantee that the bio-mechanical blaster would be in most gamers' top five. Hell, for many it would still be number one.

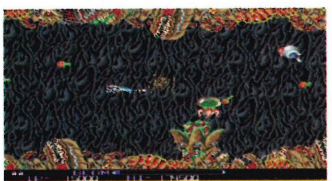
As with practically every other shooter ever created, *R-Type* sees you piloting a lone spaceship (in this case, an R9 fighter) and facing off against a staggering number of dangerous enemies (or the Bydo Empire as they were better known). What made *R-Type*'s opponents so memorable though, was their unique style that had been heavily borrowed from *Alien* creator H.R. Giger. Oh, and plenty of human anatomy books...

Many of your foes looked like they had just leapt out of Ridley Scott's alien flick, and sported an unsettling bio-mechanical style that became more outlandish (and risqué) as the game progressed. If the minor enemies made you feel a little uneasy, then *R-Type*'s many mayors were enough to have you reaching for the sick bucket. Take popular *R-Type* boss Dobkeratops, for example. Looking like a long-tailed embryo with teeth, he cuts an imposing - not to mention nauseating figure - and that's before you've seen the little green monster that sprouts out of its guts and fires at you. Yuk!

Sadly for the squeamish, things don't get any better... Level two features a pulsating heart that comes with a sickly, bullet-firing snake, while the later stages get even more outlandish. Add in the levels themselves, a bizarre mix of organic material and metallic architecture and *R-Type* becomes one of the most distinct looking shooters that you'll have ever seen.

Your enemies and environments may be unpleasant but your R9 fighter is eventually able to equip all manner of devastating power-ups. While you always have access to a handy charge beam, it's the force power-up that will become your most useful weapon. This handy little device can attach itself to the front or back of your ship and act as a handy shield. It's also possible to detach and re-attach it at will, so you can use it for all sorts of useful strategies. Add in staple weaponry like homing missiles, laser beams and speed-ups and your ship's future suddenly looks a lot less bleak.

We could spend the rest of this article harping on about *R-Type*'s superb level structure and the amazing third level, which just happens to be a huge mothership, but to do so would be to ruin it for you. Turn off *Liberty City Stories* and switch on *R-Type*, you'll be glad you did. ■ **Darran Jones**

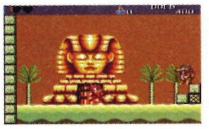


It might look a bit rubbish now, but back in the day this was awesome!

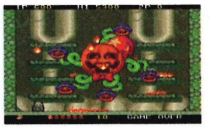
That bottleneck will help to channel the enemies into your lasers

Other great PC Engine games we've played this month

ADVENTURE ISLAND
Also available for the Master System (as *Wonder Boy III: The Dragon's Trap*), *Adventure Island* is a superb 8-bit adventure that has you trying to regain your human form after getting turned into a cute, fire-breathing dragon at the beginning of the game. A huge, sprawling quest that will last an age.



DON DOKO DON
If you're a fan of single-screen platformers such as *Bubble Bobble* or *Bomb Jack*, then *Don Doko Don* is essential. Taking control of a hammer-wielding dwarf your task couldn't be simpler: pummel all your cute enemies into submission before moving onto the next stage. An utterly charming platformer.



OUTRUN
Seeing that Sega's superb racer isn't unlockable on *OutRun 2006: Coast To Coast*, this is the best way to play the original *OutRun* on your PSP. This is a surprisingly solid port of the hit arcade game and features strong visuals, frightfully authentic tunes as well as fantastic gameplay. A true classic.

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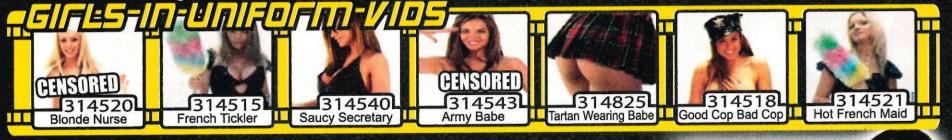

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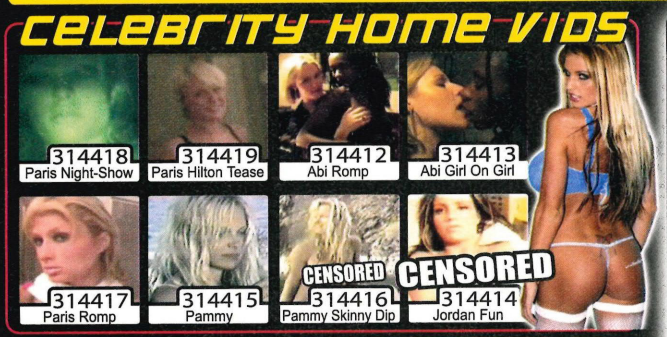

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DIRECTORY

THE GOOD, THE BAD AND THE NOT-SO-UGLY LIST OF PSP GAMING

ATV Offroad Fury: Blazin' Trails

This is a decent enough offroad experience but there are better racing games out there.

Daxter

While not overflowing with originality, Daxter manages to do pretty much everything right, with great controls, spanking visuals and a engaging and humorous storyline.

From Russia With Love

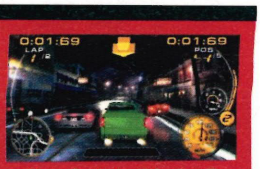
How EA managed to make this worse than the PS2 version is anyone's guess but this is a sub-par adventure for Bond.

Lemmings

It's *Lemmings* so you can't help but love it. However, many of the puzzles are very similar to those found in old games so hardcore fans should beware.

TITLE	PUBLISHER	ISSUE	SCORE	GENRE	THOUGHT FOR THE DAY
Ape Academy	SCEE	1	85%		Simian silliness of the highest order and tremendously enjoyable to boot.
Ape Escape: On The Loose	SCEE	1	62%		Do we really need this old PSone game on our shiny new PSP?
Archer MacLean's Mercury	Atari	1	82%		A tough challenge but there's no way you'll be able to tear yourself away.
ATV Offroad Fury: Blazin' Trails	SCEE	2	70%		Fun for a while, but only if you don't mind a rather limited experience.
Burnout Legends	EA	1	71%		A lack of draw distance ruins the fun, but it's still worth a play.
Breath Of Fire III	Capcom	4	76%		A decent effort but starting to show its age now.
Championship Manager	Eidos	2	80%		Addictive but there's plenty of room for improvement.
Coded Arms	Konami	1	64%		An okay attempt at an FPS, but not quite good enough.
Colin McRae Rally 2005 Plus	Codemasters	1	83%		Just like the PS2 version, but a bit smaller in size.
Crash Tag Team Racing	Vivendi	2	77%		*Bandicoot* fans should find this funny, innovative and perfect for the PSP.
Darkstalkers Chronicle: The Chaos Tower	Capcom	1	79%		A good game and a good port, but the controls are far from perfect.
Daxter	SCEE	4	89%		Not overly original but manages to be an addictive platformer all the same.
Dead To Rights: Reckoning	EA	3	63%		Reasonable blasting action that quickly gets repetitive.
Dynasty Warriors	Koei	1	70%		Fun at first but even fans will be a little bit disappointed.
Everybody's Golf	SCEE	1	91%		Fun, addictive and perfect golfing in almost every way.
Exit	Ubisoft	3	83%		Enjoyable puzzle action that can get a bit frustrating.
F1 Grand Prix	SCEE	1	81%		Spot-on adaptation of the sport, worthy of a decent place on the grid.
FIFA 06	EA	1	76%		Possibly the best footy game on the PSP (after *Pro Evo 5*).
Fight Night Round 3	EA	3	93%		An absolutely fantastic boxing simulation. You need this in your collection!
Fired Up	SCEE	1	59%		Just about playable, but not worth anything more than a passing look.
Football Manager Handheld	SEGA	4	88%		A cut-down version of the game that is still just as compelling as ever.
FIFA Street 2	EA	4	76%		The PSP is clearly the best place for *FIFA Street* - it's actually quite good.
From Russia With Love	EA	4	62%		A poor PS2 game that's even worse on PSP. Goodbye, Mr. Bond.
Go! Sudoku	SCEE	2	40%		An expensive way to play a game that simply needs pen and paper.
Gottlieb Pinball Classics	System 3	4	86%		A well-crafted title that provides hours of enjoyment.
Grand Theft Auto: Liberty City Stories	Rockstar	1	97%		Quite simply, the best there is. If you only buy one game, make it this.
Gripshift	Ubisoft	1	69%		An interesting kart-based game, with not enough racing.
Harry Potter And The Goblet Of Fire	EA	1	70%		It's good for the fans, but not many others, sadly.
Infected (Import)	THQ	4	77%		A gory horror-fest that gets slightly repetitive. Great multi-player though.
Kao Challengers	Atari	2	55%		Surprisingly good multi-player, but everything else about this is bad.
Key Of Heaven	SCEE	4	80%		Looks lovely and plays well too, sadly it's just too damn repetitive though.
Lemmings	SCEE	2	82%		The suicidal critters are back and they're just as good as you remember.
Lord Of The Rings Tactics, The	EA	1	74%		A decent effort from EA, but it falls short of its potential, unfortunately.
Lumines	Ubisoft	1	88%		Delightful to watch and addictive to boot - this really is puzzle heaven.
Madden NFL 06	EA	2	76%		Too much is missing from the PS2 version for this to get top marks.
Marvel Nemesis: Rise Of The Imperfects	EA	1	73%		A reasonable beat-'em-up, but flawed and nowhere near as good as it sounds.

TITLE	PUBLISHER	ISSUE	SCORE	GENRE	THOUGHT FOR THE DAY
Me And My Katamari (Import)	EA	3	91%		Quirky, crazy and bizarre but you'll love it.
MediEvil: Resurrection	SCEE	1	67%		Big on personality, if not on gameplay. A disappointing return for Sir Dan.
MegaMan Maverick Hunter X	Capcom	4	82%		Rock hard but great fun once you get to grips with it.
MegaMan Powered Up	Capcom	3	79%		A decent effort but this isn't the best MegaMan game on PSP.
Metal Gear Acid	Konami	1	82%		Tough to learn, but an original slice of action for fans.
Midnight Club 3: DUB Edition	Rockstar	1	70%		If 'pimping rides' is your thing then look no further.
Midway Arcade Treasures Extended Play	Ubisoft	4	77%		A strong compilation with some real classics on board.
NBA Street: Showdown	EA	1	87%		A great conversion of a solid game that's excellent in multi-player.
Need For Speed Most Wanted	EA	1	68%		Not particularly good, but it's still perfectly adequate all the same.
Need For Speed Underground Rivals	EA	1	61%		'Pimped' to the post by the superior *Midnight Club*.
NFL Street 2: Unleashed	EA	1	76%		Fun but still filled with the flaws of the PS2 version.
OutRun 2006: Coast 2 Coast	SEGA	3	93%		Looks amazing, plays even better. Yet another great racing title.
PoPoLoCrois	Agetec	3	69%		Far too simplistic to satisfy the majority of RPG fans.
PQ: Practical Intelligence Quotient	D3Publisher	4	75%		An original piece of brain-bending puzzle action that can get frustrating.
Pro Evolution Soccer 5	Konami	2	79%		The best footy game on PSP but a few flaws hold it back from classic status.
Pursuit Force	SCEE	1	89%		High-speed hi-jinks that really show off the PSP.
Ridge Racer	SCEE	1	92%		*Ridge* is back on form with a truly fantastic PSP debut.
Samurai Warriors: State Of War	Koei	4	75%		Provides a decent slice of hack 'n' slash fun, but it's nothing particularly special.
Sims 2, The	EA	2	86%		*The Sims* is always great and that doesn't change on the PSP.
SOCOM US Navy SEALs: Fireteam Bravo	SCEE	4	91%		A few control problems don't mar this excellent tactical shoot-'em-up.
Spider-Man 2	Activision	1	47%		Spidey's latest outing sadly pales in comparison to the PS2 version.
Splinter Cell: Essentials	Ubisoft	3	80%		Not a bad first outing for Sam Fisher, but we were expecting more.
Star Wars Battlefront II	LucasArts	2	80%		Controls take getting used to but still an absolute blast.
Street Fighter Alpha 3 MAX	Capcom	3	80%		Arcade-perfect port let down by the awkward controls.
SSX On Tour	EA	4	87%		Great single player, great multi-player, and looks to die for.
Tales Of Eternia	Ubisoft	3	84%		Despite offering little that's new, it still manages to be highly addictive.
TOCA Race Driver 2	Codemasters	1	81%		Carbon copy from the PS2, but it manages to impress.
Tokobot	Take 2	3	72%		A nice idea that doesn't really work as well as it should.
Tony Hawk's Underground 2 Remix	Activision	1	70%		More of the usual boarding antics, let down by some rather dodgy controls.
Twisted Metal: Head On	SCEE	2	70%		Fun in multi-player but this game is plagued by annoying control issues.
Untold Legends: Brotherhood Of The Blade	SCEE	1	73%		A button-bashing RPG that unfortunately doesn't quite make the grade.
Virtua Tennis World Tour	SEGA	1	90%		One of the most addictive games on the PSP to date, an essential buy.
WipEout Pure	SCEE	1	88%		Fast, beautiful and intense futuristic racing game.
World Snooker Challenge 2005	SEGA	1	89%		Filled with content and plays surprisingly well.
World Tour Soccer: Challenge Edition	SCEE	1	71%		No trailblazer, but worthy of Premier League status.
WRC	SCEE	1	65%		Solid but lacklustre racing coming a firm second place behind Colin.
WWE SmackDown! Vs RAW 2006	THQ	2	90%		A perfectly formed miniature version of the PlayStation2 grappler.
X-Men Legends II: Rise Of Apocalypse	Activision	2	69%		Fun for fans of the super-mutants but far from perfect.



Midnight Club 3: DUB Edition

While it was admirable to try and bring the entire PS2 game to PSP it just doesn't fit and results in insanely long load times.

OutRun 2006: Coast 2 Coast

With the exception of *Ridge Racer* this is the best racing game for PSP that money can buy. Smooth and slick throughout.

Street Fighter Alpha 3 MAX

This classic beat-'em-up looks great on the PSP but the gameplay is marred by the D-pad, which isn't ideal for those tricky moves.

WipEout Pure

The classic *WipEout* franchise is right at home on the PSP and really shows off the power of the machine with some absolutely stunning visuals.

KEY

Racing
Platform
Beat-'em-up
Shoot-'em-up
Sport
Puzzle
Action/Adventure
RPG/Strategy

NEXT MONTH

WHAT YOU CAN EXPECT IN THE NEXT PACKED ISSUE OF **GO>PLAY**

COMING SOON

- Gun: Showdown
- Gangs Of London
- Killzone: Liberation
- Superman Returns
- Syphon Filter: Dark Mirror

REVIEWS

- Ghosts 'n Goblins
- Formula One 2006
- Tomb Raider: Legend
- Syphon Filter: Dark Mirror

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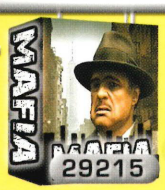

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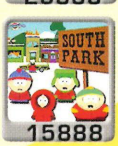

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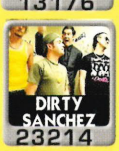

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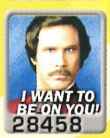

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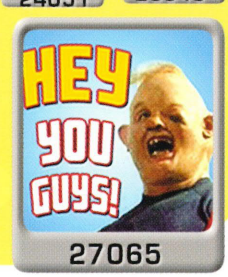

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29076	28827	GRAHAM COXON	...On My Own Again
28888	22826	ORSON	No Tomorrow
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28856	28854	MICHAEL JACKSON	Dont Stop Til You
28418	26635	MECK	Thunder In My Heart Again
26685	25660	NOTORIOUS B I G	Nasty Girl
27381	18584	THE ORDINARY BOYS	Boys Will Be..
26284	26636	CHRIS BROWN	Run It
27475	28103	DEAD OR ALIVE	You Spin Me Round
28442	26914	SOURCE	You Got The Love
28427	28443	FALL OUT BOY	Goin Down
24433	24434	MADONNA	Hung Up
26934	26760	SUNBLOCK	Ill Be Ready

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Darth Vader!

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Southpark Fart Song!

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General Lee's Horn!

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Apu!

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Swearing Gran!

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24130

29121

Christina Ricci!

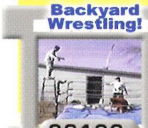
27537

F1 Crash!

29157

Christina

14106

Backyard Wrestling!

29129

Hilarious Referee!

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Electricity Prank!

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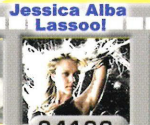
Jessica Alba Lassoo!

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Family Guy!

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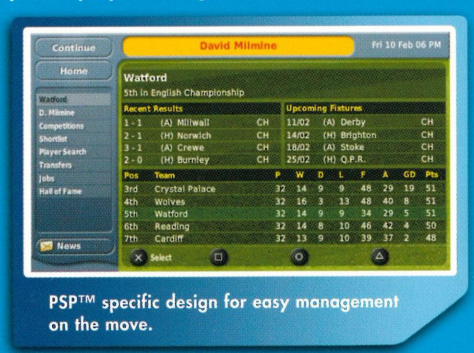

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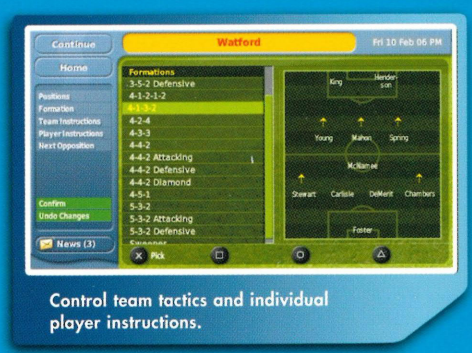

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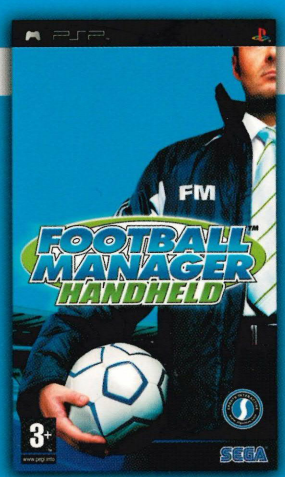

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