PLAYSTATION®2

ISSUE NO.98

PLAY

プレイステーション

THE UK'S BEST UNOFFICIAL PLAYSTATION®2 MAGAZINE

DEVIL MAY CRY 2

WORLD EXCLUSIVE!

■ Lucia, bosses and the Devil's secrets all revealed inside...

REVEALED!

GRAN TURISMO 4

■ First with the online details and new tracks!

EXPOSED!

ENTER THE MATRIX

■ How will the Wachowskis change the way you play?

!WARNING!
DVD CONTAINS EDITED PLAYSTATION®2 FOOTAGE OF GTA VICE CITY & THE GETAWAY
!WARNING!

INSIDE!

THE GETAWAY
MINORITY REPORT
PRIMAL
DJ VENDETTA
STAR WARS: BOUNTY HUNTER
MORTAL KOMBAT

ON TEST

WAR OF THE MONSTERS ■ **BATTLE ENGINE AQUILA** ■ VIRTUA COP ELITE ■ **DEFENDER**
DRAGON BALL Z ■ **BMX XXX** ■ SLY COOPER ■ **PREMIER MANAGER** ■ ATV2
GRAND PRIX CHALLENGE ■ **CONTRA** ■ LEGENDS OF WRESTLING II ■ **SILENT SCOPE 3**
SHINOBI ■ **MORTAL KOMBAT: DEADLY ALLIANCE** ■ PLUS EVEN MORE VICE CITY CHEATS!

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PlayStation 2

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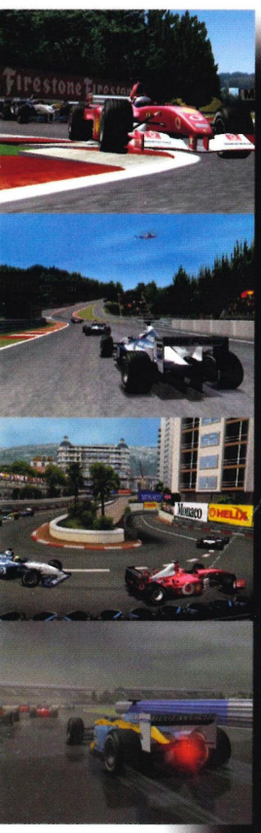
Keep your eyes on the road. Drive first, celebrate later. At the wheel you must forget about wealth, fame and grid girls. Grand Prix Challenge calls upon your driving skills right from the very first metre. It's not about playing around in the pits but dominating on the track.





RACING

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ATARI

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Silent Scope 3





editor's word

A good man needs a good woman by his side and Dante looks to have made a fine choice with Lucia, the new star of *Devil May Cry 2* revealed exclusively and in detail for the first time only in this issue of **PLAY**.

We've been on the phone to our friends at Capcom to learn more about this little minx and they were eager to help. We've seen shots of Dante all over the place for nearly six months now and that's not news despite what other people tell you, but Lucia, she's destined to be central to *Devil May Cry 2* and we've got all the goods on her.

Elsewhere this month we get to grips with another elusive videogame heroine-in-the-making, Jennifer Tate, who also happens to have the Devil in her. What is it with modern girls that drives them to the dark side?

Finally, we lift the lid on two of 2003's biggest games – *Enter The Matrix* and *Gran Turismo 4* – in this month's Insider. We reveal the new playable characters in Neo's universe and get the lowdown on *GT4*'s new tracks and online potential.

With all this going on, 2003 can't help but be a defining year for PS2 and **PLAY** – the UK's longest running PlayStation magazine – will be there for you every step of the way in our ninth year of gaming. Watch out for issue #100, it's going to be something special...

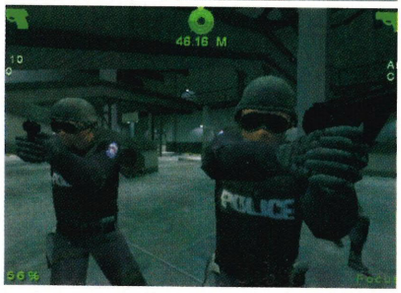
ian dean
deputy editor



devil may cry 2



primal



enter the matrix

on the dvd

Full contents for this month's **PLAY** DVD on page 06



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selected highlights

THE BITS YOU MUST READ...



Enter The Matrix 08
The biggest movie event of the year is coming to the PS2 and we have the latest screens and info on those two new mysterious characters.

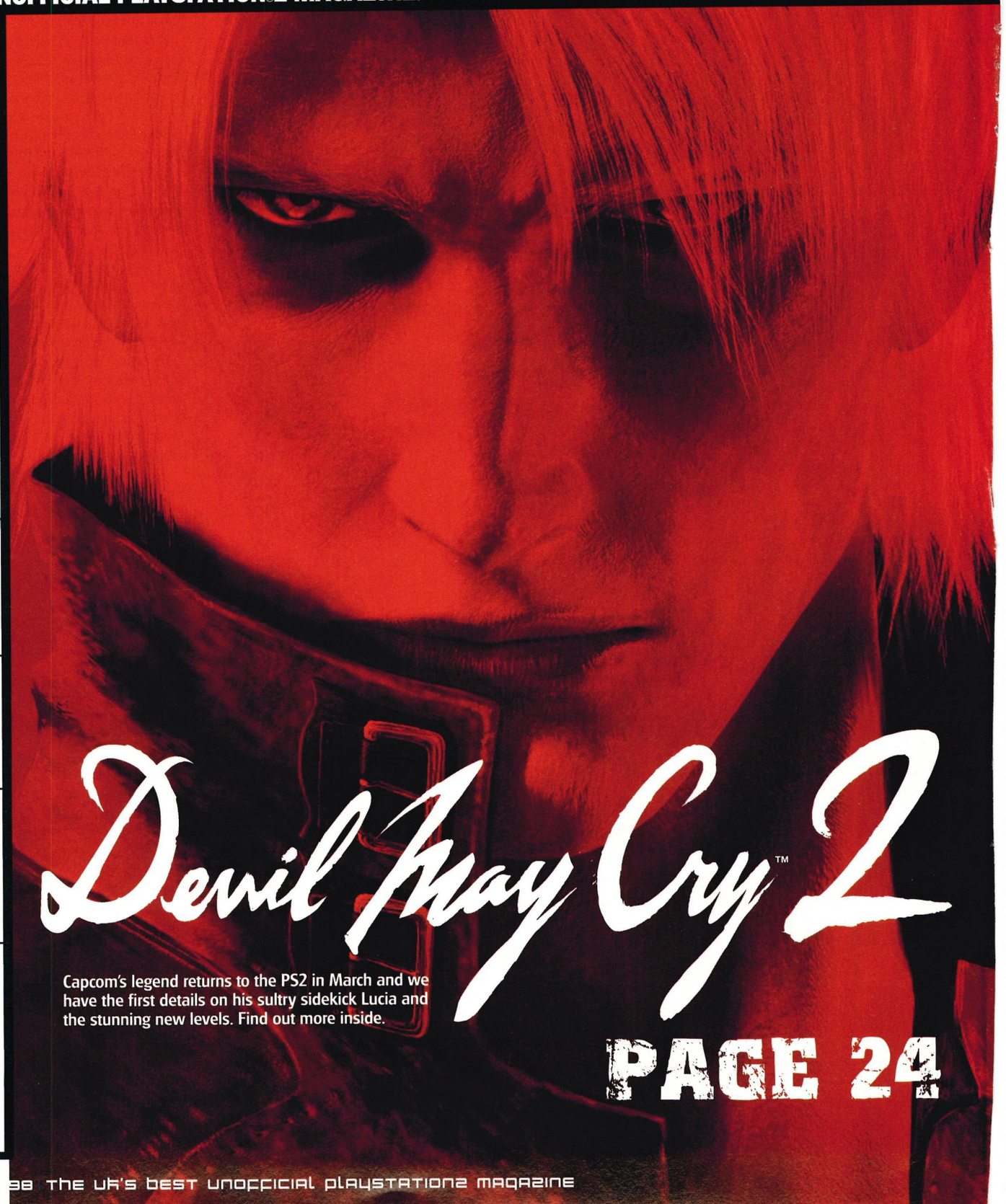
War Of The Monsters.....34
Play a giant ape and smash up cities in Sony's bizarre new combat game from the people behind *Twisted Metal: Black*. This could be big.

Battle Engine Aquila 46
It's taken its sweet time in coming, but this mech-based shoot-'em-up is finally here and luckily it's been well worth the wait.

Sly Cooper.....64
He's a cheeky little raccoon with a knack for nicking stuff who also happens to be the best platform hero to appear since Crash.

Shinobi 86
Retro fans and old men who should grow up can start sharpening their knives as we take SEGA's long-awaited classic coin-op update for a spin and enjoy the ride.

Mortal Kombat: Deadly Alliance 88
Pull spines, snap necks and stab girls in the knees – is this the goriest game on PlayStation2? Find out in our extensive preview.



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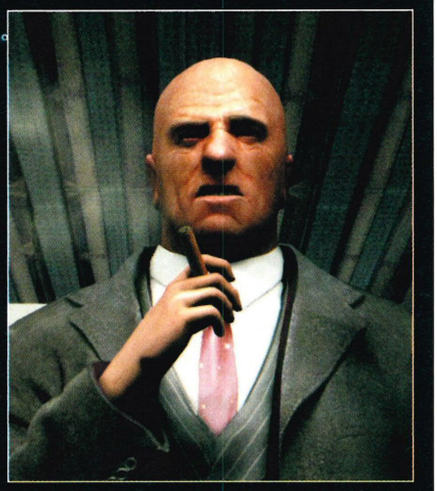
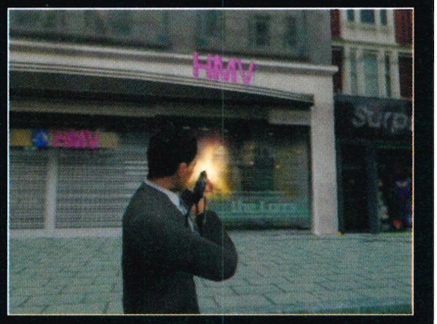
SUBSCRIPTIONS (SEE PAGE 98 FOR DETAILS)

essential reviews





The Getaway **40**
At last Sony deliver their long-awaited mockney crime spree and PLAY give you the only verdict you can trust.

Star Wars: Bounty Hunter **54**
What's this? A *Star Wars* game that's worthy of the name and starring the film's coolest anti-hero? Find out all inside.

Minority Report **60**
Spielberg's stylish sci-fi thriller finally makes it to the PS2 and we tell you all there is to know.





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All the latest news, gossip and rumours on the games that will be causing a stir in the near future. This month we expose *Enter The Matrix, Gran Turismo 4* and *Silent Hill 3*.

StationMaster **104**
Stumped on *Vice City* or caught in a flap over *Rocky*? Then this is the place you need to visit for all the latest cheats and codes.

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The biggest solutions to the best games are found amongst these pages. This month we tell you how to get 100% in the God-like *GTA: Vice City*.

Arena **118**
Has the world of games done you a discredit or are you concerned about the future of Lara Croft? Then vent that fury in the only honest letters page around. We just ask that you leave *MGS2* out of it...

compo

..... **18**
You could win a multifarious £1,000 hi-fi system and copies of *Haven: Call Of The King* by answering a question so easy it's probably illegal.



subscribe

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regulars

You know them and you love them. They're what make the magazine so special. Check out the latest news, upcoming releases and then have your say in the Arena section.

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LISTINGS

COMPLETE LISTINGS FOR PLAY TV 006

PLAY TV FEATURES



THE GETAWAY PREMIERE
CHOICE Is it a game or is it a movie? It's definitely a game, but this is definitely a movie-style premiere and oddly enough we're not at all confused. Sony send out the red carpet, we send out a camera crew and you can even hear a pretty tough guy say something like "you can't film here mate" in the background. Six people almost died but clearly didn't in order to bring you this report so you'd better bloody enjoy it. Slags.

TOM CLANCY AND SPLINTER CELL
CHOICE They told you it was going to be an Xbox-only exclusive and they lied. Or at least they didn't bother to tell you that it would be coming out on Xbox first, PS2 next. We take a look at a whole batch of new Tom Clancy games including *Raven Shield*, *Sum Of All Fears* and, obviously, the rather fine looking *Splinter Cell*.

GTA VICE CITY CHEATS IN ACTION
CHOICE Think you've had all the fun you can have in *Vice City*? Try dressing up as Candy Suxx and then equipping yourself with a hugely phallic minigun. Go on, we dare you. Not only do we dare you, we show you how so there are no excuses to not play around with gender roles. Or if you're a girl you get to play as a porn star with a big weapon. Okay, this may not be quite as appealing to you.

PLAY TV INTERVIEWS

SELECT THE PLAY TV LOGO FROM THE MAIN MENU AND YOU CAN WATCH THE DVD IN ITS ENTIRETY!

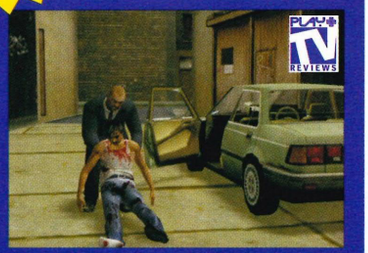


REEVE THOMPSON – RTX REDROCK
We talk to a big guy from LucasArts and stone us if he doesn't give some answers. *RTX Redrock* is to be LucasArts' return to the kind of form they were in during the glory days of *Day Of The Tentacle* and *Sam And Max*, and if you don't believe us then just tune your ears into the frequencies this guy is speaking on.

STEVE MCKEVITT – PREMIER MANAGER
At this time of year we like nothing better than to curl up with a huge bottle of diet cola, a ridiculously massive packet of crisps and a copy of a football management game – preferably one that will run on our PS2. This guy's got just such a product and he's going to tell you all about it.

games™ – THE MAKING OF A MAGAZINE
CHOICE PLAY is proud to tell you all about a brand new multi-format videogame magazine that's recently been set free from our very own stable. To find out what **games**™ is all about, check out how this no-holds-barred new publication came about and learn from the people responsible.

PLAY TV REVIEWS



THE GETAWAY (SONY)
You stupid slag, go over and do 'is mota! Sony go cockney and we're still recovering from the blow.

STAR WARS BOUNTY HUNTER (ACTIVISION)
"He's no good to me dead." Oh no, that was Boba Fett.

BATTLE ENGINE AQUILA (INFOGRAMES)

DRAGON BALL Z BUDOKAI (INFOGRAMES)

HARRY POTTER AND CHAMBER OF SECRETS (EA)

APE ESCAPE 2 (SONY)

CONTRA (KONAMI)

RYGAR (TECMO)

DEFENDER (MIDWAY)

SLY COOPER AND THE THIEVIUS RACCOONUS (SONY)

PLAY TV PREVIEWS



STAR WARS THE CLONE WARS (ACTIVISION)
Milked will this Clone War be.

SHINOBI (SEGA)
The arcade classic gets given Spivey new moves and one hell of a scarf.

MORTAL KOMBAT DEADLY ALLIANCE
The blood, the gore and a woman repeatedly kicking a man in the face.

SILENT SCOPE 3 (KONAMI)
Thankfully NOT withheld due to the activities of a certain pair of jokers in Washington.

SWORD OF THE SAMURA (UBI SOFT)
Bushido Blade gets another chance to taste the warmth of carved flesh.

PRIMAL (SONY)
All the fun you'd expect when a tough chick and a gargoyle get together.

PICK OF THE MONTH

THE MAKING OF A MAGAZINE

We're so chuffed with how this new multi-format magazine has turned out that we're going to not just tell you about it, we're going to tell you that we're going to tell you about it. Don't believe us? Check back over what you've just read and weep at our genius. **games**™ is a brilliant, vibrant and sentient magazine from the people who bring you PLAY. But they do tend to blab on about GameCube a bit much which right riles us a little.



TOM CLANCY'S SPLINTER CELL

And his other games too. But back to the good stuff, the Xbox hit, *Splinter Cell*, is coming to the PS2 and we're going to show you why this game has the potential to be a game that's bigger, better and a damned sight more fun than that interactive cut-scene known as *Sons Of Liberty*. No more letters, please.



E DVD

IF EVER THERE WAS A PRODUCT THAT AUGMENTED YOUR FAVOURITE PLAYSTATION MAGAZINE SO SWEETLY IT WHISTLED THEN IT'S THE PLAY TV DVD. YEAH, HOW WE MANAGE IT AMAZES US TOO...

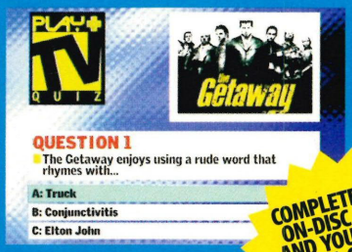
UPLINK SUCCESSFUL

FEATURES
INTERVIEWS
REVIEWS
PREVIEWS
EXTRAS
RETRO



THE JOY OF SIX – THE ONLY DVD WITH INTERACTIVE CHANNELS

PLAY TV EXTRAS



COMPLETE THE ON-DISC QUIZ AND YOU'RE IN WITH A CHANCE OF ACTUALLY WINNING SOMETHING!

HARRY POTTER TV SPOT
In case you've not heard of this myopic swot who impresses posh kids with his "flipendo" tricks...

AKIRA
Neo Tokyo has exploded on DVD.

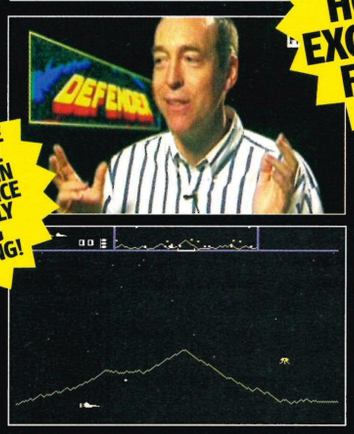
PERFECT BLUE
Pop princess with special powers. No, you don't get to rub Kylie's arse and make a wish.

STREET FIGHTER II
Capcom's fighting finest are out there to own on this new DVD format thing that's bound never to take off.

STREET FIGHTER ALPHA: THE MOVIE
A story based on the concept of two freaks beating the hell out of each other.

PLAY TV RETRO

OVER 1½ HOURS OF EXCLUSIVE TV FEATURES

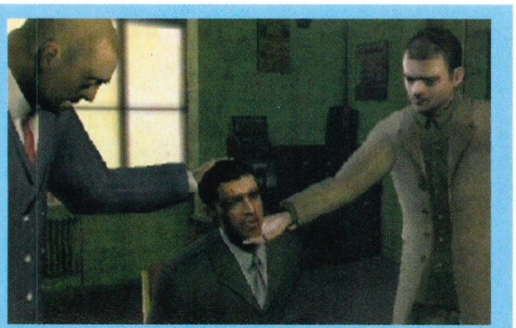


DEFENDER
The happy genius behind *Defender* gives us an incite to the exciting time he had when he managed to redefine what videogames could be by using less memory than you'd require to have an icon present on a modern day computer. He seems quite a decent chap, we think you'll like him.

PLAY TV DVD 007

INCOMING...

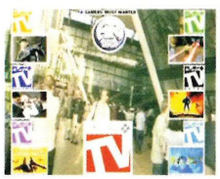
PLAY goes cheat crazy next month as we give you, our most respected reader, a chance to beast your way through all the latest games without having to go to all the trouble of learning how to play it properly. You can expect all the biggest PS2 titles to be busted wide open and tied up for your leisure. Rest assured, if they won't talk at first a few gentle nudges from our tips guru will soon 'ave 'em spilling the beans.



NAVIGATING YOUR DVD

USING YOUR CHEATS

All you have to do to take advantage of the Action Replay cheats is insert the disc into your PS2 so that it's upside-down. Now just follow the on-screen instructions which will pretty much just ask you to select a game cheat, and then replace the PLAY TV DVD with the game. Simple, *non*?



PLAY TV MAIN MENU

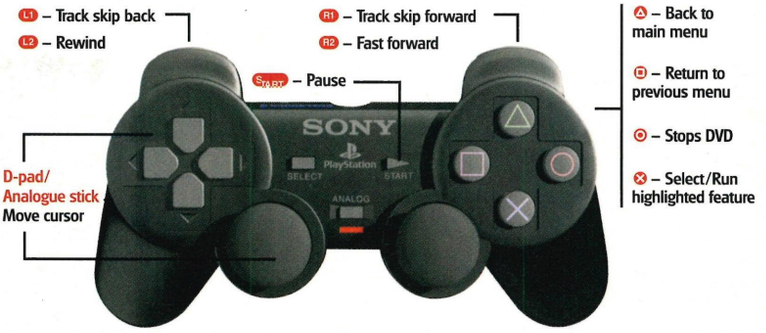
This is where it all begins. You can select any of the featured six channels from this screen or alternatively you can watch the DVD in its entirety by clicking the main PLAY TV logo and then clicking ALL. This really *is* TV you control.

NAVIGATING CHANNELS

All you have to do is scroll to the feature that you would like to see and then press the ⊗ button on your pad or the Enter key on your DVD remote control.

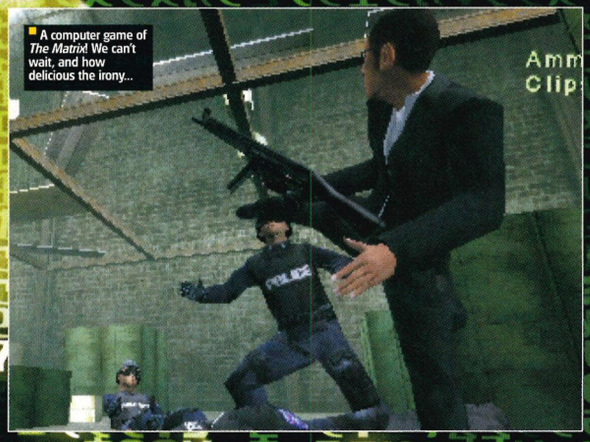
REMOTE CONTROL

In order to navigate your PLAY TV DVD your PS2 controller functions in much the same way as it does when you are watching a normal DVD. Here's the basics...

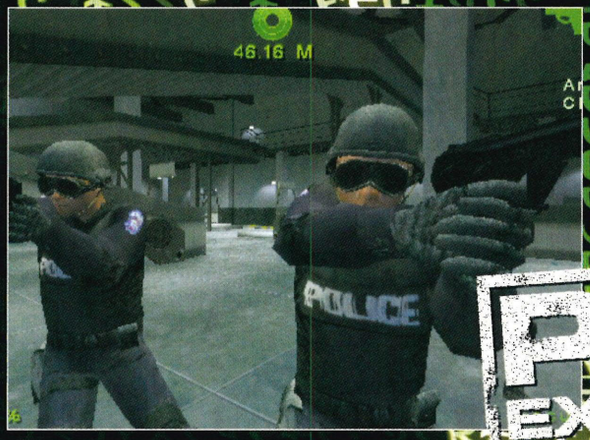


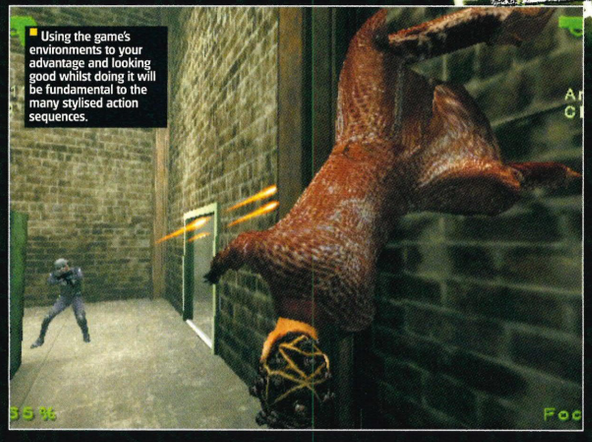
ENTER THE MAT

could this be the one?

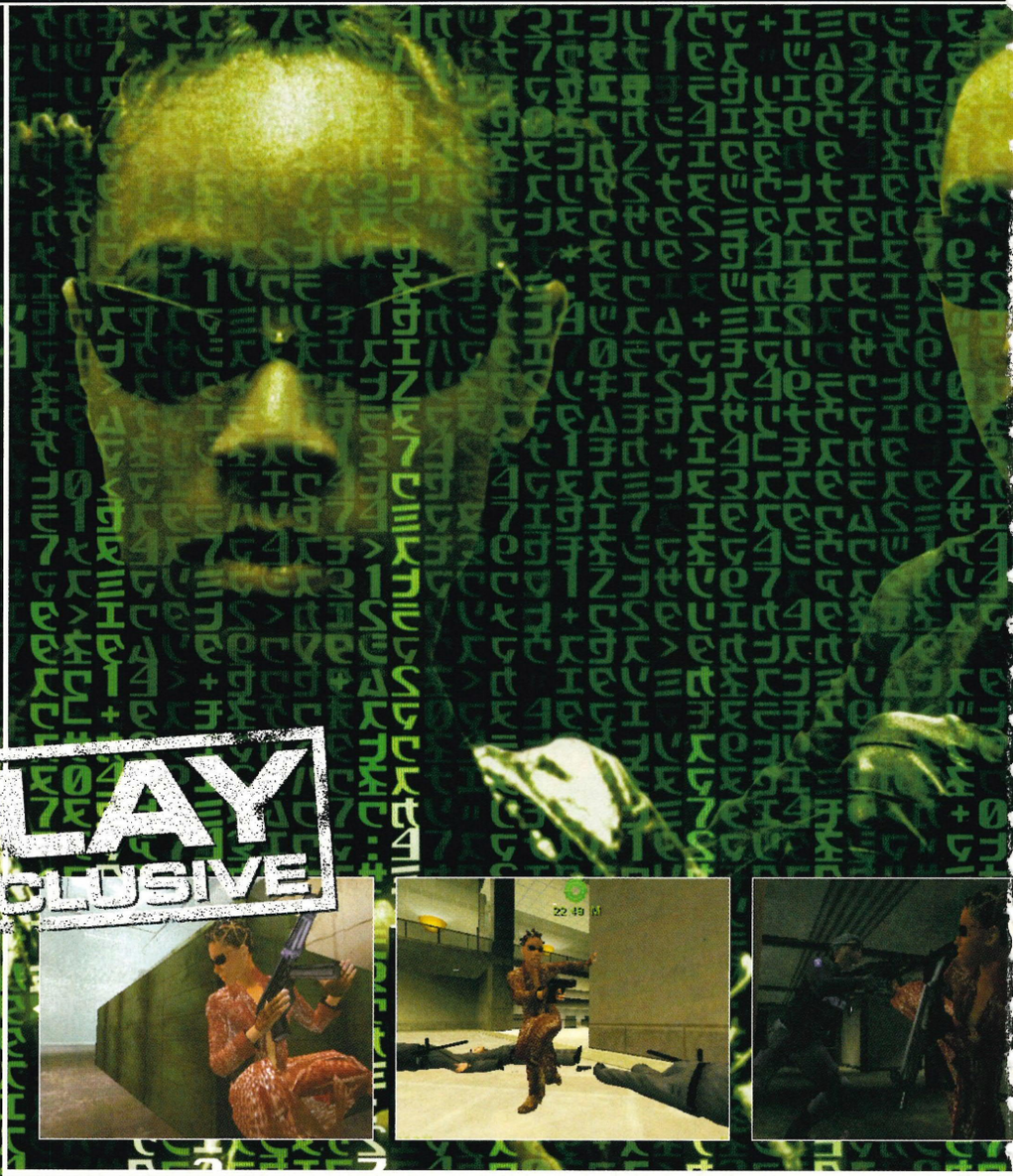


■ A computer game of *The Matrix*! We can't wait, and how delicious the irony...





■ Using the game's environments to your advantage and looking good whilst doing it will be fundamental to the many stylised action sequences.



PLAY EXCLUSIVE

spoilt goods

A few morsels to keep you going until the film...

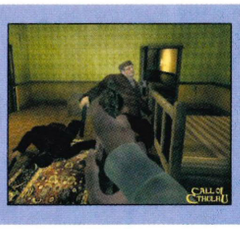
- Jada Pinkett Smith, Harold Perrineau Jr, Monica Belluci and Nona Gaye (daughter of Marvin) all play freedom fighters.
- In the new film Agent Smith has gone rogue and keeps duplicating multiple versions of himself, and Neo has to fight them all.
- Neo learns "Drunken Boxing", a fighting style previously popularised by Jackie Chan's Drunken Master.
- Karate expert twins Neil and Adrian Rayment play the roles of two silver uniformed, dreadlock sporting bodyguards to one of the central characters. At one stage in the film, Morpheus has to take on both of them.
- Reportedly the film is costing $300 million to make. This has been mainly attributed to a 14 minute sequence that has been described by Joel Silver as the most complicated sequence ever put on film. It boasts a visual effect that took two years to set up.

(Find out more about the new film by visiting www.whatisthematrix.com)



colour me bad

Following a very limited release in Japan a year ago, a variety of coloured PS2s are now available at www.shop.uk.Playstation.com in red, blue, white, yellow and silver. You'll have to pay £280 to have one and matching stands and accessories can also be found on the site.

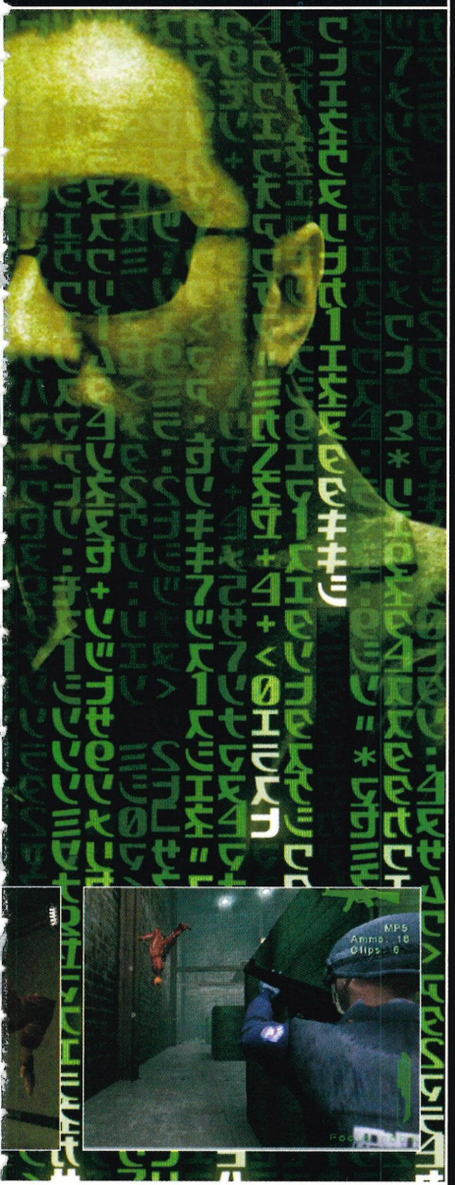


calling cthulhu

Headfirst productions have announced a first-person adventure game, based on the *Call Of Cthulu* RPG by Chaosium, which is in turn based on the novels of American horror author HP Lovecraft. Entitled *Call Of Cthulhu: Tainted Legacy*, it's scheduled for a release some time in 2004.

RIX

publisher infogrames
expected release may 2003



IT SURE HAS BEEN A LONG time in coming, but Shiny Entertainment's labour of love is almost upon us and due to coincide with the release of the film, around mid-May for the UK. All the main characters will be appearing in the game – Neo, Morpheus, Trinity, The Oracle and Agent Smith – though surprisingly you won't be playing as Neo. Instead, at the start of the game you'll have to pick between Niobe, the best pilot in the Zion fleet and girlfriend of Morpheus, and Ghost, the assassin. Plot variations will transpire depending on which one you pick.

The story doesn't exactly mirror that of the film either, preferring to run parallel to it in a much broader context. But the game's script was penned by none other than the Wachowski brothers, so it should be nothing short of excellent. All the actors involved in the film have mucked in (including Mr Reeves) and have lent their voices to the effort as well as being fully motion-captured to help create a convincing *Matrix* experience.

The gameplay, as you would expect, involves plenty of exploration and beating up/shooting lots of people in an extremely stylised manner. Just imagine running up the walls and cartwheeling across the screen whilst taking out a whole SWAT team, all in *Max Payne*-style 'Bullet Time' slow-mo. Perhaps an old trick now, but one that we never seem to grow tired of.

All the fighting moves have been motion-captured from real martial artists under the direction of choreographer supreme Yuen Wo-Ping. And you'll even be able to practise them on your mates in a two-player virtual dojo like the one from the first film. In all there are more than 4,000 motion-captured moves in the game, right down to the tiniest details – you should be able to see the bones in the characters hands moving individually. Very impressive. There are also some driving and flying sections included, which should break up the action nicely.

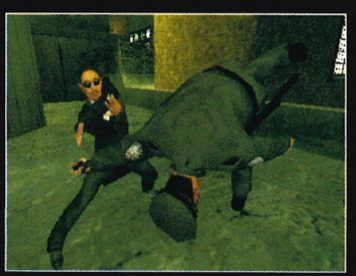
Perhaps most interesting of all though is the 'hacking' element of the game. This involves hacking into your PS2, getting inside your memory card and attaining your own bio. You can then set about changing yourself by downloading new skills and abilities into the player character.

Sounds like an intriguing idea, right? And one that we'll be looking forward to exploring further next issue.





Live action cartoon with big guns and comicbook set-pieces? Yes please.





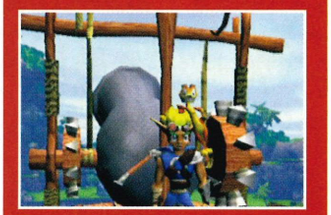
nozin around

Rumours we can't substantiate, whispers of secret projects, general snooping... that's what this regular column is all about. We'll do our utmost to find out all the juicy titbits that Sony's PlayStation2 has to offer.



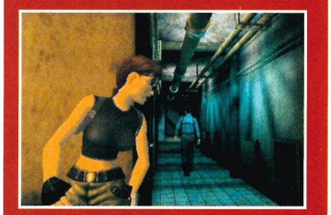
RETURN OF GOLDEN AXE?

There are currently some rumours flying about the place indicating that SEGA have got a brand-new *Golden Axe* game underway. This would make sense, following their recent update of the classic *Shinobi* series. Hopefully a classy barbarian hack 'n' slash adventure will soon be upon us.



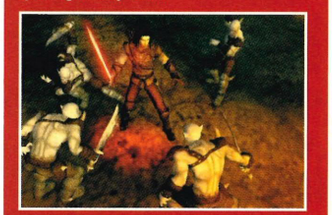
JAK AND DAXTER BACK?

No official confirmation on this as yet, but there have been rumours popping up all over the Net that Naughty Dog has commenced work on a second *Jak And Daxter* title. The first one went down a storm when it was released and is still one of the best platformers available on PS2, so fingers crossed that the rumours are true.



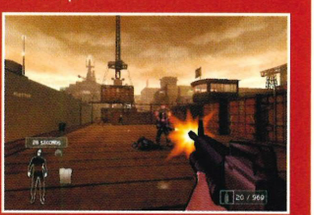
LARA SLIPS

Lara Croft Tomb Raider: The Angel Of Darkness, has been delayed with a late February 2003 release now confirmed by Eidos. The publisher has decided to undertake further refinements on the game and remains confident that the gaming public will be more than satisfied when the curvy speleologist finally returns.



RING KING

We've heard a whisper on the wind telling us that EA may be working on a *Lord Of The Rings* title that covers all three of the Peter Jackson movies. If that's the case, it'll probably appear around December 2003 to coincide with the release of the third movie. We reckon it'll be some kind of action-based RPG. Watch this space.



LUCKY 13

It has been announced that the release of Ubi Soft's cel-shaded fps, *XIII*, has been delayed. Little information has been given as to why, but presumably the additional time will be used to make the game as good as it can possibly be. It will now be released inlate 2003.

cat bucannon's entertainment USA

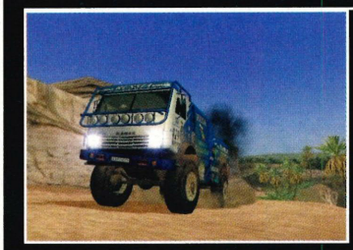


Regular monthly reports about happening events in the land of the free from PLAY's American correspondent, Cat Bucannon

warhammer is coming

Those of you who are fans of the Warhammer universe, which spans table-top games like *Space Marines* and *Chaos*, are in for a real treat in the form of *Warhammer 40,000: Firewarrior*. The new game will be a first-person shooter featuring a plethora of heavy-duty weaponry and early reports suggest it will one of the goriest games on the PS2. THQ has revealed the game will span one day in the life of a Space Marine as he battles to save his skin from an unknown enemy. With the amount of inspiration available from the Warhammer universe and the promies of real horror this is going to be one gruesome fps adventure.





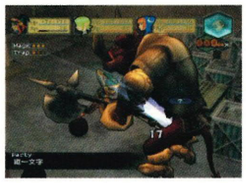
race dirty

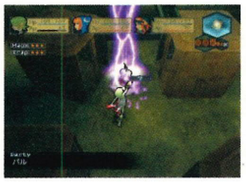
Acclaim have announced that it will be releasing *Paris Dakar Rally 2* in the US early next year. This sequel to the average, but fun original features enormous great 4x4 monster sized cars, as well as buggies and even ATV's. And forget normal rally race tracks, that's for wimps. What you have here is races across the desert, through the jungle, and over the savannah. Yep, the game based on the world's longest and most enduring rally is back and from what we've seen of the shots so far, at least visually it looks to be an improvement over the original. If the developers can instill the passion of the real event this should be one to watch.

dead to rights

Namco's *Dead To Rights* has been picked up by Sony for an imminent US release and a planned UK release to follow in June. The previous Xbox exclusive is based around Jack Slate, a city cop, and his quest to discover who murdered his father. Along the way Jack is framed for another murder and thus a suitably twisting and turning story unfurls. The game will feature more than a dozen game mechanics – from diving and rolling, punching and kicking, to disarming your enemies – all performed in an extremely exaggerated and stylish manner. Jack's best friend, a husky named Shadow, comes along to help him investigate crime scenes, sniff out bombs and attack enemies.









CAPCOM BREATH NEW LIFE INTO CLASSIC RPG

■ LIKE ANY DECENT CURRY, THIS ONE JUST KEEPS REPEATING

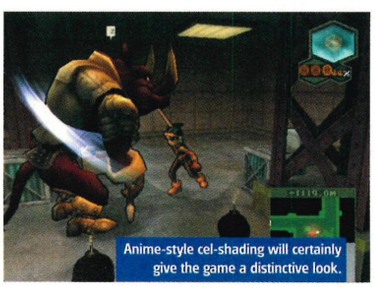
CAPCOM HAS JUST REVEALED THE latest edition in its long-running *Breath Of Fire* series, which dates back to the days of the SNES. This time the RPG has made the significant leap to the PS2 and we reckon it's about time too.

This time round the game will be entirely in three dimensions and will feature cel-shaded characters in a very distinctive and dark Anime styling. The entire game will take place in an underground city, with the main objective being to make it back to the surface.

The story follows an ecological disaster that has ravaged the planet and forced a civilisation to settle and live underground in an ancient city by the name of Shelter. Many generations have since passed and now no one can remember what life was like on the surface. Whilst on a routine patrol assignment, Ryu, a Ranger for the underground civilisation, has a sudden awakening and decides to discover what lurks up above.

Breath Of Fire: Dragon Quarter is scheduled for a US release in January 2003, so you can expect a UK release some time in early 2003.





Anime-style cel-shading will certainly give the game a distinctive look.

OFFICIAL! GAMES ARE ROOT OF ALL EVIL

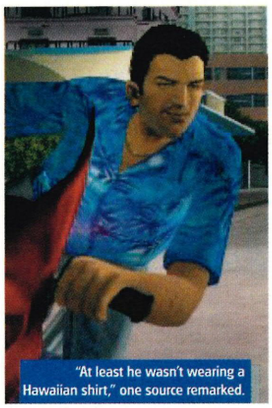
■ INNOCENT TEEN FORCED ON CRIME SPREE BY MIND-WARPING GAME

AS REPORTED ON CNN.COM, 19-year-old Micah Zoerner of Somers, Wisconsin, has been charged with theft, auto theft and burglary. Currently he is being held in lieu of a $15,000 bond.

He was arrested when spotted by officers in the village of Pleasant Prairie, breaking into vehicles parked in a local apartment complex. At the time of arrest he was in possession of a vehicle reported stolen a week previously.

When asked, the teenager said that he was inspired to carry out the crime spree by Rockstar's *Grand Theft Auto: Vice City*. The police have not yet considered the possibility that he may just be fabricating the truth to try and get himself out of trouble, probably because they are too busy playing the game themselves.

This disturbing news comes hot on the heels of reports that *GTA: Vice City* has become the UK's fastest selling game ever, shifting 300,000 copies in its first two days on sale. That means in the next few months we can expect a surge in crime rates by approximately that amount. Or not as the case may be.



"At least he wasn't wearing a Hawaiian shirt," one source remarked.



Rockstar rev up, but have they got the muscle to challenge *Burnout 2*?

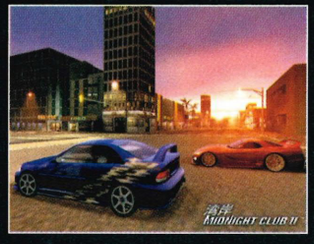
THE MIDNIGHT CLUB MEETS AGAIN

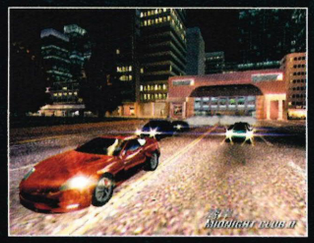
■ NOTHING TO DO WITH S 'N' M, JUST BOY RACERS

ROCKSTAR HAVE REVEALED SOME NEW details concerning the much-anticipated street-racing sequel, *Midnight Club II*. The game is set on the streets of Los Angeles, Paris and Tokyo, and has been designed as a completely non-linear racing game. There will be a start and finish line, but there are no set tracks, so players must find their own routes through the cities.

The sequel will introduce motorbikes to the vehicle mix, allowing players to weave more freely through traffic and small alleyways. Although they will have faster acceleration and more horsepower than the cars, they are less stable, and much more prone to crashing. New textures, higher-poly models and better damage effects for all vehicles are also included.

In addition there's going to be a certain degree of story-based progression. Each of the characters has his or her own racing style and more of the underground street racing culture will be revealed as the player advances. It's been scheduled for a US release on 11 February, so expect a UK release to follow in March.





GRAN TURISMO 4

SONY JAPAN LET SLIP SOME TANTALISING FACTS...

IT SEEMS AN AGE AGO now when a representative from SCE commented to Japanese magazine Famitsu: "We are developing the game [*GT4*] with a late 2003 release in mind. We are still in the process of working on the overseas version of *Gran Turismo Concept* and plan to shift into the development of *GT4* once we are done. It is still in early experimental stages, and we hope to have something running this year."

Well, that was more than six months ago and now some fruits of SCE's labours behind closed doors are starting to emerge on the biggest game of 2003. For starters, all the major manufacturers are back and it seems they have consented to have their cars battered and bruised in the game as deformation and real-time damage make an appearance for the first time in a *Gran Turismo* game.

Also on the cards are a selection of street racing circuits around Hong Kong as reports come in that members of Polyphony Digital's *GT4* team have been spotted mapping famous central areas of the island. If this comes off these rumoured Hong Kong circuits could spell the best thing since the series began – the island's tight neon-lit streets and fast stretches of motorway will be ideal for a spot of drag racing.

However, even this news was overshadowed by speculation of *GT4*'s online options. With 2003 being the year Sony launch their broadband gaming network worldwide, *GT4* will surely feature network gameplay. As well as online racing against fans all over the globe, we can also expect international league and tournament tables as well as online shops to buy and download the latest car models.

Without a doubt *Gran Turismo 4* will be the game of the year and we can all expect to test drive Sony's new monster next Autumn.







In *GT4* the cars won't look this pretty at the finish line.



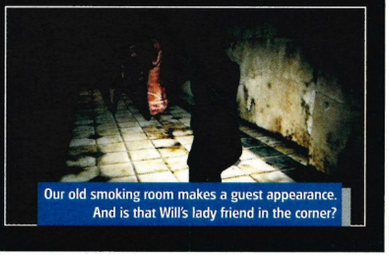
SILENTLY, SILENTLY...

WEIRD HAPPENINGS UP ON SILENT HILL

FOR THOSE OF YOU WHO can't get enough of your psychological torment, here are some brand-new screenshots from Konami's forthcoming *Silent Hill 3*. You'll be pleased to see that it's looking as freaky and twisted as ever, perhaps even more so than before. Though at the time of going to press Konami was keeping tight lipped about further details of the game, we can expect a March 2003 release here in the UK.







Our old smoking room makes a guest appearance. And is that Will's lady friend in the corner?

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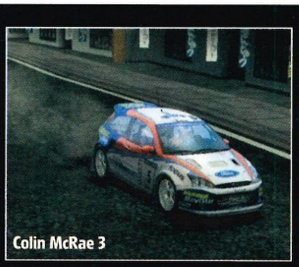
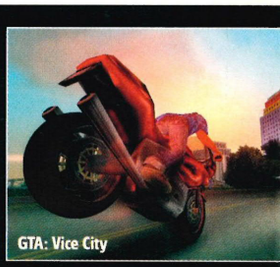
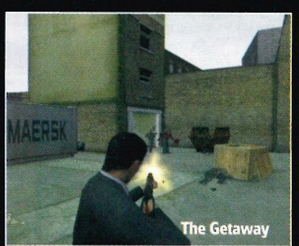
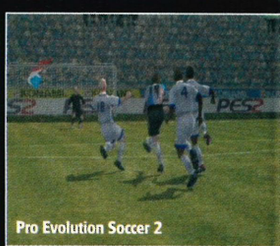

Colin McRae 3

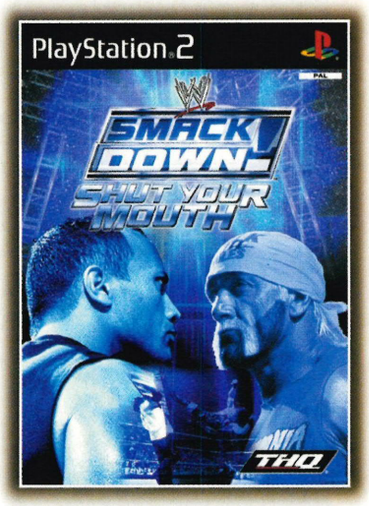

GTA: Vice City



The Getaway

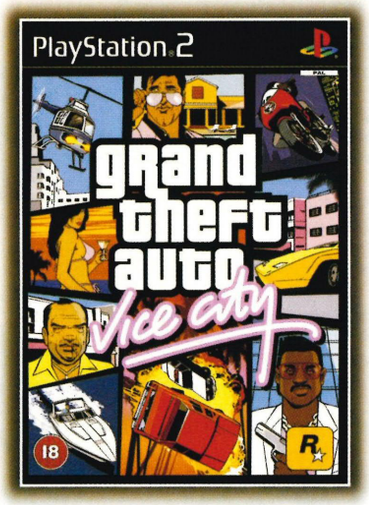

Pro Evolution Soccer 2

new games



Out Now

WWE Smackdown! 4: Shut Your Mouth



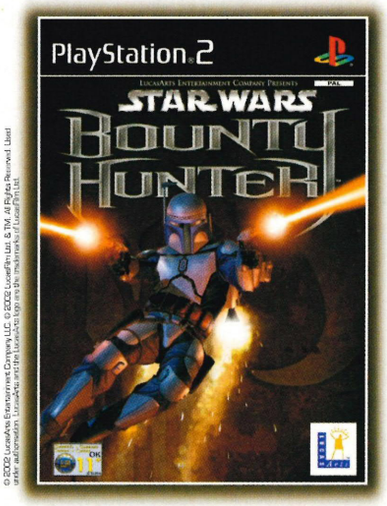
Out Now

Grand Theft Auto: Vice City (18)



Out Now

James Bond 007™: Nightfire™



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RIGHT ON CUE

ALMOST TIME TO KNOCK STEVE DAVIS'S BALLS AROUND AGAIN

THE NEXT EDITION IN CODEMASTERS' award-winning snooker game series, *World Championship Snooker 2003* will be coming to PS2 in the spring of next year, and continues with the brand's unparalleled reputation for realism.

This one boasts an all-new complex AI system developed using new "neural network techniques" and an enhanced game physics and visual engine, potentially making it the most engaging and intuitively playable title in the series so far.

Presentation is going to be TV-realistic, with camera views ranging from roving, in-pocket, over-pocket and pocket-to-player. All your favourite star players will be present and should look uncannily like themselves thanks to an improved character modelling system. A new animation system will also create more natural character movements, including facial expressions.

Particle chalk dust effects and scuffs on the table felt are the kind of incidental detail that fans are going to love and as well as the usual series of snooker championships featured throughout the game, this title will also introduce two pool games – 9-ball and English 8-ball. Best get that dicky bow ready...



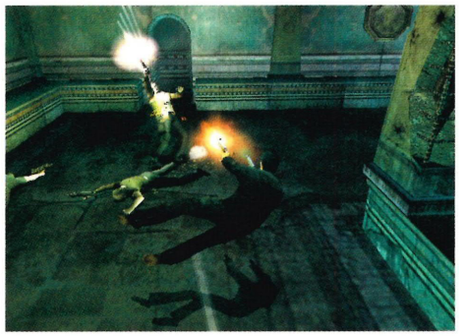


TRUTH ABOUT L.A.'S CRIMES!

IS THIS THE GAME TO PUT THE GETAWAY IN AN EARLY GRAVE?

ACTIVISION'S TRUE CRIMES OF L.A. has been waiting in the wings for some time having first appeared last May, so news of a June 2003 release and some stunning looking screens was all it took to set the ball rolling again on this crime thriller.

Set on the sun-bleached streets of L.A, Actvision's game is essentially a US version of our very own *The Getaway*. Mixing high-speed cars chases around a realistically mapped Los Angeles with kung fu and *Max Payne* 'Bullet Time' shoot-outs surely placed *True Crimes* on the hit list for 2003. We played an early version of the game and what we saw was quick and action-packed.



As you'd expect Activision are being fairly tight-lipped concerning the full details of the game, but you can be sure we'll be first with the big scoop on this title as soon as concrete news emerges in the coming months.

PS2 totalgames.net

We know that many of you good folk eat, live and sleep videogames. Sadly, PLAY only arrives once a month, so where do you head if you need a daily fix of videogame related goodness? The answer dear friends is simple, you shuffle on over to the Total Games Web site, where you can find all the latest news, previews and reviews of the hottest videogame titles. Enjoy.

the homepage

This is your first port of call and from here you can gain access to a veritable cornucopia of gaming related information. You can check out all the daily news as well as gaining access to not just PS2 related information, but also every other major console available on the market (come on, we know quite a few of you have an Xbox, GameCube or/and GBA). Be sure to add this one to your bookmarks list, because you'll want to be checking it out every day.



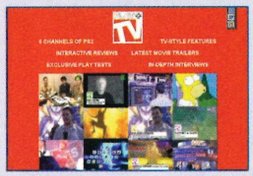
the forum page

Reading about games is all good and well, but as the old BT adverts used to state: "it's good to talk." The bottom line is that on the Total Games chat forum you can meet up with fellow gamers and talk about almost every conceivable of your favourite pastime (no not that one). There's a specialist area for discussing PS2 related topics, but in addition to this you can also delve into general and retro gaming. No rude language though please, we don't like that sort of thing.



the play tv page

It's wild it's wacky and it's been described as the greatest DVD money can buy. We are of course talking about the PLAY TV DVD; you know that thing that fell out of the bag when you opened the magazine up. Anyway, this page tells you all about the latest goings on in the world of PLAY TV. You can access brief snippets of previous shows to see just what all the fuss is about.



the play page

Here you can check up on all the great things that are happening to your favourite magazine. Remember, that review you missed back in issue 51, well you can find it right here. Huge databanks of past previews, reviews and features mean that you never have purchase a game, without knowing if it's any good or not. You can also gain access to tons of other PS2 related gaming information, to thirst your quench for all that's good in the world of videogames.



release schedule

Yes we know the release schedule contained within the pages of PLAY magazine is impossibly accurate, but with the TGN counterpart you get a list of game releases that is updated on a daily basis. Never again will you need to wander aimlessly down to your local software store and ask them when Game X is coming out. Instead you can find out from the comfort of your own home.



If you haven't already worked it out, then let us just say it once again. If you like videogames then you really do need to give Total Games a look. No other site on the net is packed with as much gaming information as this beauty. So, if you've got internet access you know just where to go www.totalgames.net, trust us when we say you will not believe you ever got by without this site. Goodbye.

TOTAL GAMES .net

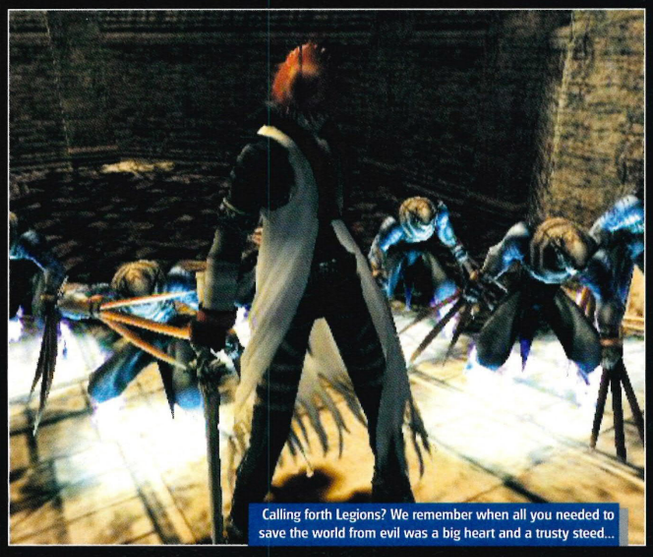
OPERA GETS CHAOTIC

LEGIONS OF SAVAGE BEASTS AWAIT YOUR BIDDING...

NEW DETAILS HAVE BEEN RELEASED on Capcom's upcoming PS2 "fantasy opera" action-based RPG, *Chaos Legion*, scheduled for a UK release around September 2003. In the game the player does not take on the role of an individual, but a number of troops and all the battles will happen in real-time, much like the recent *Summoner 2*. During battles you can summon the Legions, which is a kind of beast, to attack your enemies. There are many differing types of Legions – each with their own abilities – that can be trained for different purposes.

The main character, Seig Warheit, possesses the forbidden power of the Dark Emblem, which he uses to summon the Legions. Seig's arch rival is Victor Delacroix, who used to be Seig's best friend. Somewhere along the line he succumbed to the dark side, and has run off with the Sacred Emblem, which is needed to protect the world from darkness.

Expect a very stylised Japanese adventure come the Autumn.

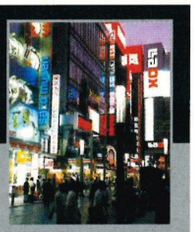


Calling forth Legions? We remember when all you needed to save the world from evil was a big heart and a trusty steed...





jap's eye

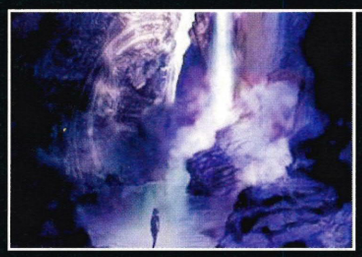


Regular reports about happening events in the land of the rising sun from PLAY's Japanese correspondent, Tetsuya Komuro

jet set bomberman

As you read this Hudson will have released *Bomberman Jetters* in Japan. Based on the popular Japanese cartoon, you can play as either Bomberman or Max. This time round the bombs have several attributes, from Basic Bomb to Lava Bomb and Aqua Bomb. There are also "animal friends" for you to ride on (easy tiger) that will give you new abilities such as jumping through walls or shielding from enemy attacks. The classic 2D *Bomberman* game is included as is multiplayer Battle mode.





not quite Final

Square have released some new details on their online RPG expansion disc, *Final Fantasy XI: Vision Of Girade*. As yet the price and release date are undecided, but the disc will contain a large number of new features. New areas included are Kazam, Rikyua Desert and Yutanga Oomori Woods. Two extra summon beasts have been confirmed – Ifrit and Carbuncle. New jobs include dragon knight, ninja, samurai and, if you're lucky, Feng Shui master.

ambitious nobunaga

Koei have just released some new details and images of their online RPG *Nobunaga's Ambition Online*. The game is currently at the beta-testing stage in Japan. When you create a new character you can choose from seven jobs and whatever hairstyle, skin tone, sex and body type you want. The battle system is in real-time and up to seven players can battle an opponent at once.



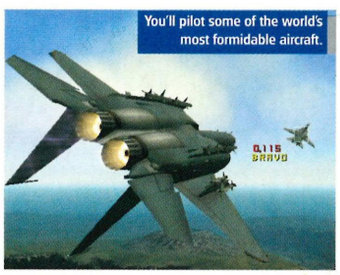
charts

PS2 top ten — ChartTrack — Compiled by Chart Track

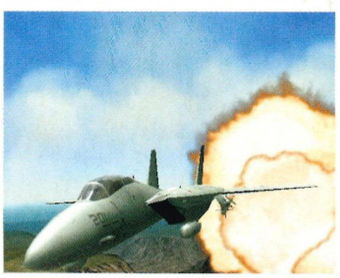
	game/publisher	comment
1	**Grand Theft Auto: Vice City/Take 2**	No surprises here, the sublime *Vice City* storms into the top spot, and will most likely be hogging it for some time.
2	**FIFA 2003/EA Sports**	The best *FIFA* game in ages and the PS2's second-best footy sim. Buy *Pro Evo 2* first.
3	**Lord Of The Rings – The Two Towers/EA Games**	This fun slash-'em-up takes a predictably high position and is likely to remain there once the film hits the cinemas.
4	**Harry Potter – Chamber of Secrets/EA Games**	EA seem to have a chart monopoly going at the moment. Who would admit to buying this though?
5	**WWE Smackdown! Shut Your Mouth/THQ**	The charmingly titled panto fight fest muscles its way into the ring. Tight pants n'all.
6	**Tony Hawks Pro Skater 4/Activision 02**	The Hawkster returns in his best game yet, destined to stay in the charts until the fifth game appears.
7	**Colin McRae Rally 3/Codemasters**	The PS2's best rally game by far slips down a few positions this month. They don't come much slicker.
8	**Pro Evolution Soccer 2/Konami**	The best PS2 footy game drops this month. Great graphics and intelligent teams outclass all the competition.
9	**Grand Theft Auto 3/Rockstar**	Will this ever leave the charts? Doesn't seem like it. Over a year old and eclipsed by *Vice City*, yet *still* clinging on.
10	**LMA Manager 2003/Codemasters**	The ever-popular footy management sim franchise creeps in at the bottom. You either love 'em or ya hate 'em.

SPREAD THOSE WINGS





You'll pilot some of the world's most formidable aircraft.

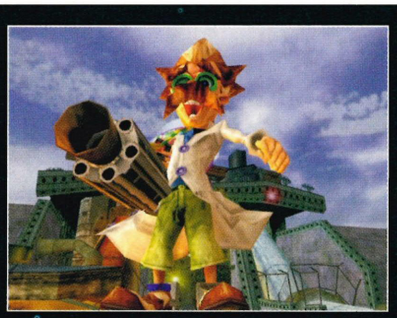


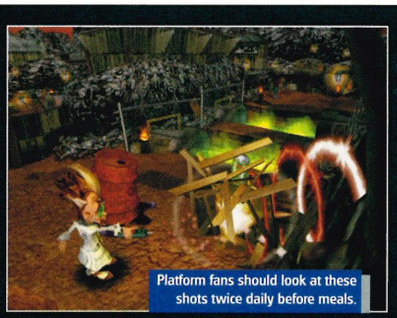
SEGA TAKES FLIGHT ONCE MORE...

SEGA OF AMERICA HAS ANNOUNCED that *Aero Elite Combat Academy* is in development as a PS2-exclusive product and has been scheduled for a UK release in March 2003.

The game puts players in the cockpit of more than 60 of the world's highest performance aircraft, from supersonic jet fighters to attack helicopters and is being designed by the well-respected SEGA-AM2 studio, meaning that this really could turn out to be something very special indeed.

A realistic Training mode will put rookie pilots through their paces and will fully prepare players for the intense aerial combat. The focus is on creating a balanced mix of arcade thrills and realism. Boasting a mix of fast-paced action, realistic fighter controls, a multitude of flight options, scores of varying environments, dozens of customisable missions and a two-player mode, this is one that budding pilots everywhere should keep an eye on.




Platform fans should look at these shots twice daily before meals.

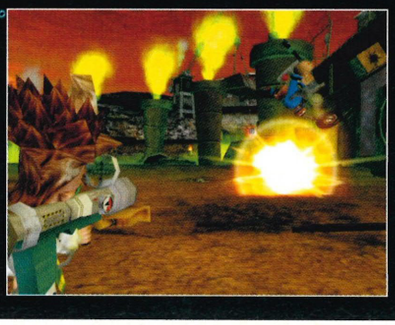
PLAY DOCTORS, BUT NO NURSES

DR MUTO WANTS TO PLAY THE GAME WITH YOU...

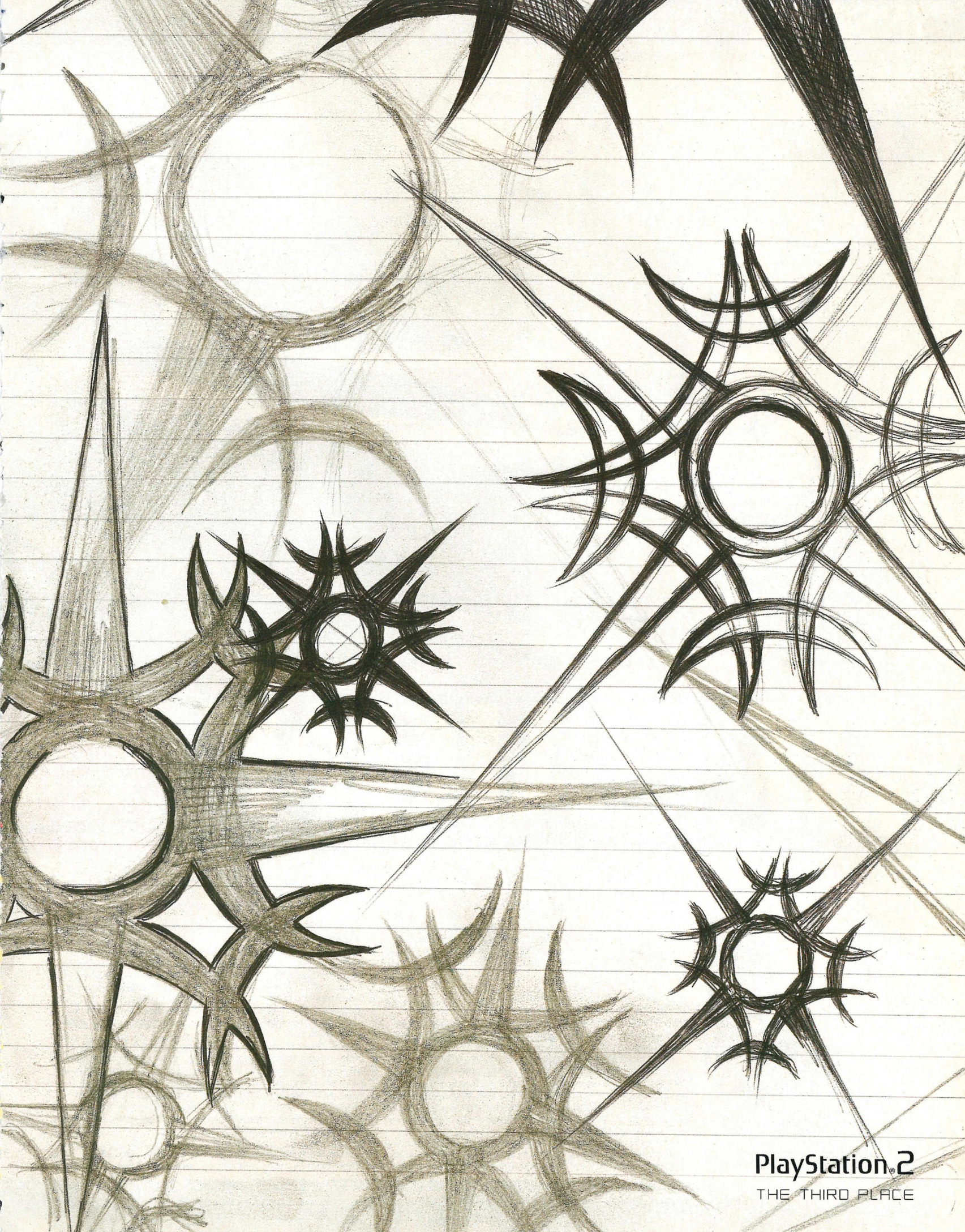
MIDWAY WILL BE BRINGING US the platform-orientated delights of *Dr Muto* some time early next year – a game that may well be something more than just your average platformer.

The story follows Dr Muto on a quest to rebuild his home planet, Midway, after he accidentally destroyed it. In order to do this he must locate various pieces of a machine he needs to rebuild the planet and isotopes to power it. The twist is Dr Muto will also have the ability to morph into five different forms, each with their own attributes that will be needed to make it through the 25 levels of the game.

Midway are on a good run following Haven, Defender and Mortal Kombat so this could be worth a look.







PlayStation®2

THE THIRD PLACE

Aimhigher™
in association with codemasters



GOT THAT SURE-FIRE IDEA FOR A GREAT GAME, BUT NO WAY OF GETTING IT MADE? WELL, HERE'S HOW...

BREAKIN' TH



■ Adam Parsons is a lead artist for Juice Studio

EVERY GAMER DREAMS OF GETTING a job in the industry. Whether you want to be a programmer, graphic artist, tester or enter one of the many other careers in gaming, it's never too early to start making those dreams a reality.

To deliver the definitive guide to how to break in to the industry PLAY has teamed up with Aimhigher (a campaign encouraging people to go onto Higher Education) and Codemasters. It's unfortunate we know, but playing *Vice City* until your thumbs bleed and whipping your mates at *TimeSplitters 2* won't land you that dream job on their own.

■ ***So how do you get a job in the games industry?***

First you have to decide the area of work you would like to get into. Games aren't just made by computer nerds with good imaginations – the design can take up to four years from start to finish with a vast range of people working on different aspects of the game before the finished article hits the shelves.

The process of developing a game begins by creating a concept that is both well thought out and recorded in a way that is easily understood by others. It must be commercially viable and have a proper business case before work can be started. At this stage some prototyping work is done, which is mainly led by Programmers, however Digital Artists and Conceptual Artists also get involved to give the game a 'look'. This is also the point when Marketing and PR teams begin preparation for the launch of the product.

Once everyone is happy with the prototype and the technologies have been properly tested, the game goes into full development with a team of up to 50 Programmers, Artists and Level Designers working together for between 1 and 2 years. When the project is in full swing the Marketing, PR and Sales departments really start putting their plans into action in order to create a niche in the market and ensure sales of the game go well.

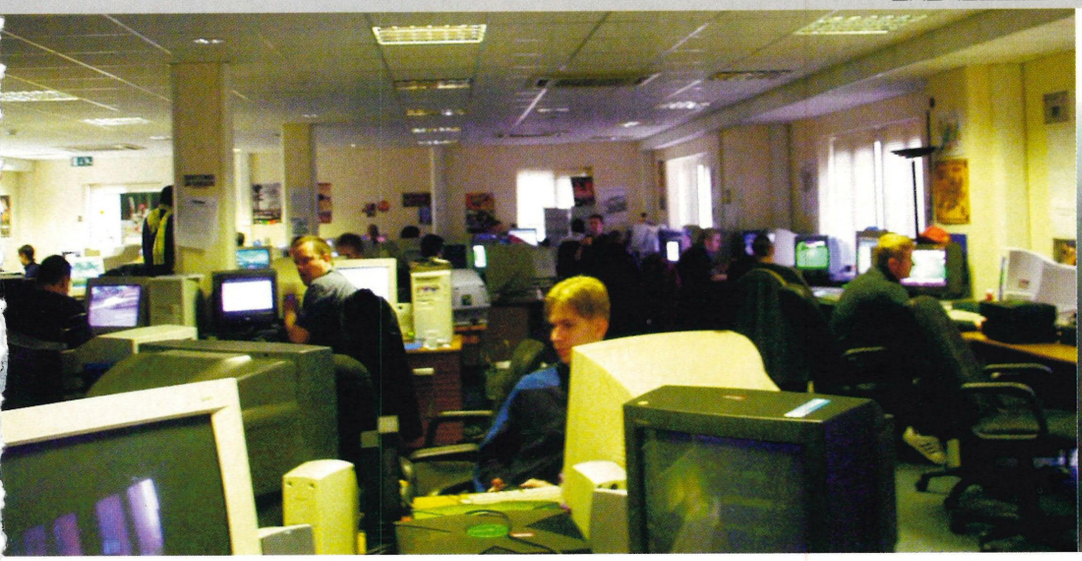
■ ***Once you have decided which area it is you want to get into, how do you actually get there?***

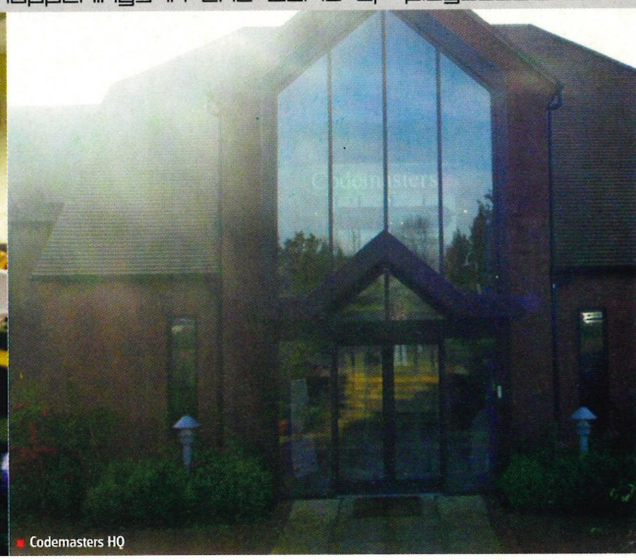
The majority of people in the top jobs have been to university and have good qualifications. There are thousands of college and university courses available that will teach the skills needed to get that glamour job you've always craved. You can study anything from Computer Science and Computer Game Design to 3D animation and the Internet. But you don't necessarily have to get qualifications in your specific line of work. Many employers see graduates in any subject as having the savvy to apply themselves to jobs not directly related to their qualifications.

Adam Parsons is a lead artist for Juice Studio: "I personally started with a general college course covering graphic design, furniture design, product design and jewellery. This teaches you the basics in 3D and 2D, colour and imagination. I then went onto De Montfort University and studied Graphic Design, which taught me all about 2D computer-based art. Many of the current art staff at Codemasters have graduated from interior design, graphic design, automotive design, fine art, architecture and web design, so limiting yourself to a specific games course isn't always necessary."

■ ***So you've got your qualification, what else do employers looks for?***

"The first thing we look for in potential employees is enthusiasm and talent.





Codemasters HQ

the key roles

GET A CLEAR IDEA OF WHAT YOU WANT AND READ UP ON THESE JOBS...

1 graphic artist

- A Graphic Artist is the person who decides what the characters, backgrounds, foregrounds and everything else look like. You may think it sounds an easy job (just get out your crayons and off you go, right?), but you must work within certain parameters using certain software to get the look of the game just right.
- Normally graduates in Computer Art related degrees such as Graphic Design, Automotive Design and Web Design will prosper here although raw talent is recognised and Codemasters have been known to take on Fine Artists.
- Start with college courses in Graphic Design, Furniture Design and Product Design. Maths and Physics are also good subjects to get secondary qualifications in. After college, most Graphic Artists go to university to get a degree or HE qualification.
- Companies will dig a comprehensive showreel with textured character models to show examples of your skills and original sketches (poor or rushed showreels are obvious, as is copied artwork or clichéd special effects such as lens flares). Problem solving, passion and being a team player are also essential.

2 programmer

- A programmer does what the title suggests – programme. Creating Lara Croft's perfectly formed booty didn't just happen overnight. Oh no, it took a programmer months to dabble with the code until it jiggled around in the way we know and love.
- Codemasters applicants are expected to have a 2:1 degree in a Computer Science related degree (or equivalent qualification). Computer Science courses are available at most universities.
- Learn to program! It doesn't matter which programming language you choose, but it's important to learn the concepts. Programming concepts are generic across various programming languages. If you have never programmed at all before, try starting with BASIC or PASCAL. Once you have some experience, then C, and C++ are also good languages to learn. Also learn about computer hardware and the Internet as a resource.
- Determination and a love for programming and videogames are essential. If you have these things, then you are more than halfway there. Try and make a few basic games – any finished game is a big feather in your cap and will impress an interviewer. Maths and physics are also very useful.

3 tester

- Testers identify the bugs in the system and point them out to the relevant person with a smug grin on their face. Getting paid money to play games sounds like heaven to most, however testing a game means playing the same game for up to 8 months and by the time the game gets to market trust us when we say you'll never want to see it again.
- At Codemasters virtually all Testers hold a good degree. However, apart from the utter desire to achieve gaming perfection, there is no real specific requirement to enter the world of videogames testing. More recently professional Testing courses with industry-recognised qualifications have begun to emerge. (See www.iseb.org.uk for formal Testing related qualifications).
- Unfortunately there is no obvious place to begin your career within the field of Testing, but Testing literature does exist and can be an excellent place to start if you seriously want to travel along the Testing career path.
- Of course a love for videogames and the understanding of what actually makes a videogame special is the skill many developers look for. Couple this with fantastic communication skills and unquenchable desire for gaming perfection and you're well on your way.

useful web sites

www.aimhigher.gov.uk

www.bbc.co.uk/schools/aimhigher

www.ucas.co.uk

www.codemasters.com

www.gametutorials.com

www.flipcode.com

www.gamedev.net

IE INDUSTRY

Link that to a good education and some experience and you're laughing," says Stephen Harrison-Mirfield Group HR Manager at Codemasters. "The majority of our employees are graduates because it gives us a good basic standard of education to help us filter out the hundreds of applications we get. We also look for a good portfolio of work and a real desire to make the next great game".

Phil Hindle is a Team Leader: "Employers look for people who are good team players and good at communicating. For example, a bad programmer will work alone, without getting involved with the rest of the team – such a person won't last long. We look for people who are confident, can communicate clearly and demonstrate that they work well within a team, and, above all else, have a passion for games. Many times, I have interviewed excellent people in many respects, but reject them for a job with us simply because they don't really care about games – not the right attitude."

Now that you're working in the industry, what is it actually like spending your life working on a PlayStation2 game?

"Working in the games industry is great. How many professions allow you have fun with like-minded people? Sure, there are some run-of-the-mill tasks, but overall it feels like I'm being paid loads of money to do a hobby rather than actually working," reckons Craig Bexon, Associate Producer.

This enthusiasm for creating and playing games seems to be at the heart of scoring yourself a position in the games industry. In fact it is a value echoed by the Codemasters' Studio Head (and *Colin McRae 3* developer) Guy Wilday: "Ever since I was a kid in the days of the Commodore 64 I wanted to get a job designing and programming games. To think I'll be working on games using the latest technology for the rest of my life is cool. I can't imagine how good games will be in 20 or 30 years time."

The love of videogames is one common denominator among those that work in the games industry as there are times, certainly in programming and testing, where you have to leave no stone unturned. Eddy Di Luccio, is part of the Quality Assurance Department:

"All jobs in this industry require a huge amount of effort. For example, the testing sector thrives off passion, commitment and the sheer determination to just keep making things better until it's nothing less than perfect. If you don't have an endless supply of these particular qualities, then you just won't have what it takes. More importantly, if you really want to cut it then you seriously need to be logical, organised and methodical in your approach – but never forget that love for videogames."

When should I start preparing to make my move?

It may be the end of the article, but it's just the beginning of your involvement in the games industry. No matter what your level of ability right now it's never too soon to force your foot in the door. To get the top jobs, having qualifications from university can really help, although, as Codemasters has stressed, a love of games (which you must have if you're reading PLAY) and of course talent can make all the difference. If you relish hard work and a challenge, then there's nothing stopping you from getting your dream job. We'll leave the final word to Phil Hindle: "It's hugely satisfying to see a game, on which you have worked so hard, getting rave reviews, hit the number one spot in Europe, and selling millions of copies. It makes all the effort worthwhile." Here, here.



Stephen Harrison – Mirfield
Group HR Manager at Codemasters









WIN! A MUSICAL HAVEN!



It's one of the first games to feature multiple gameplay styles sucessfully, so we just had to celebrate *Haven*'s release by giving away a huge stacker system...

Being able to do more than one thing is a definite plus point. Midway's *Haven* allows you to dabble in kart racing, take to the water in speedboats and even launch into the stars in a flying rocket type thing, and all this wrapped in some classic platforming gameplay. So what better prize to offer in conjunction with *Haven* and Midway than a hi-fi separates system which does everything you could want worth over £1000. The first correct answer drawn from the Editor's hat will win the star prize stacker system, the next five runners up will collect a copy of the game.

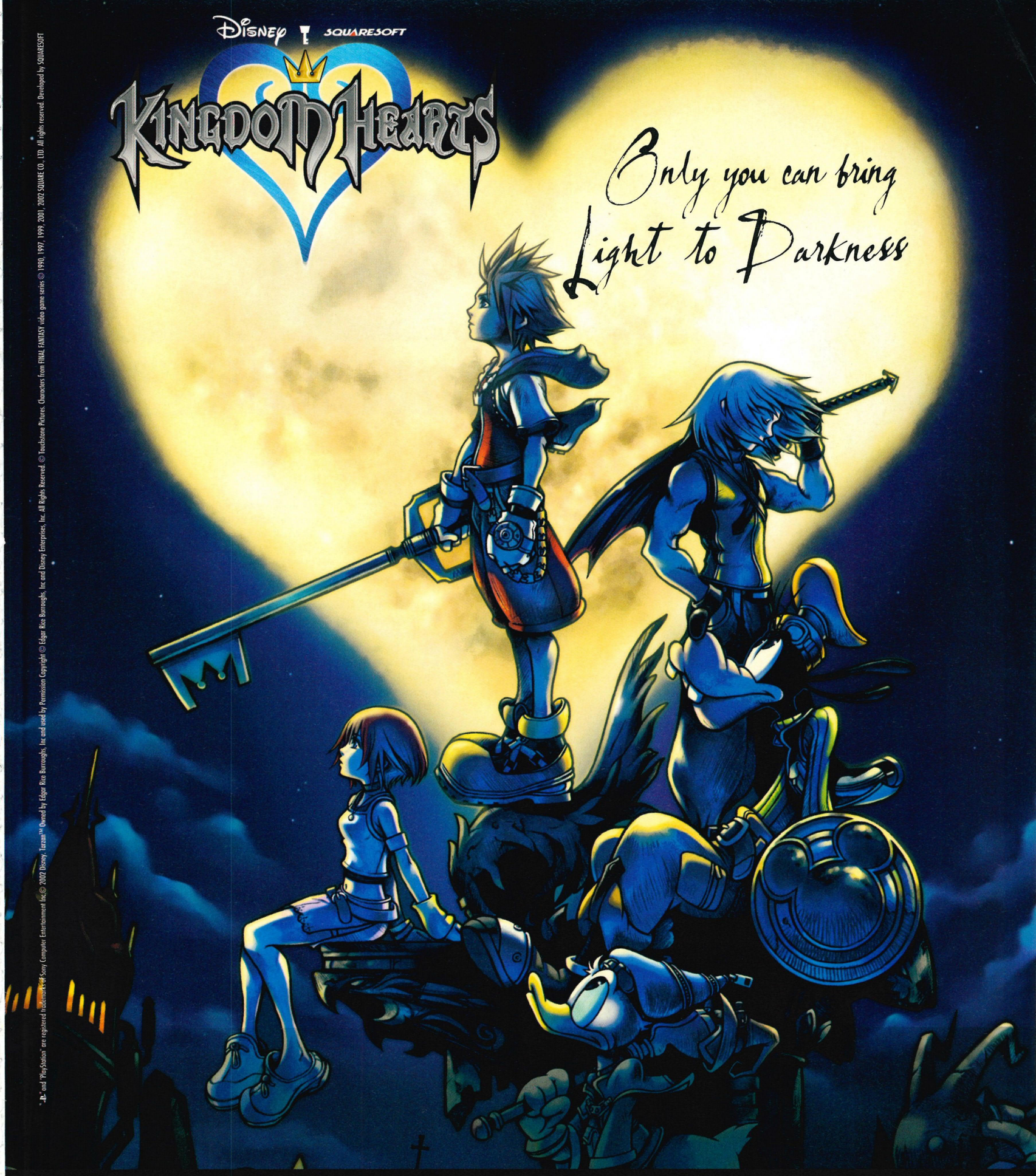
To win this stack of chrome goodness and start living in a world of high-tech entertainment, just answer this easy question: Where is flava of the month Craig David from?

- **The streets of South Central**
- **Southampton**
- **New York with a bullet**

All answers must be written on a postcard and marked '**Walnut Pecan, Baby**', Play #98, 87 Cobham Road, Ferndown Industrial Estate, Wimborne, Dorset, BH21 7QB. (Closing date 23 January 02).

The Editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing, Midway or Sony may not enter the competition. We reserve the right to issue a prize of equivalent value to those illustrated if necessary.

***Haven: Call of the King* was reviewed in issue #97, it scored 85% and is available to buy now published by Midway.**



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uk.playstation.com

PlayStation.2

THE BRAVE PLACE THE POWER PLACE THE WONDER PLACE THE THIRD PLACE

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PLAY 100 AWARDS



HELP PLAY COUNT DOWN THE TOP 100 PLAYSTATION GAMES OF ALL TIME...

Doesn't time fly? It seems like only yesterday we were getting all excited about the first PlayStation import console in the office and blowing our minds with *Wipeout* and *Tekken*. Now, here we are, eight years and nearly 100 issues on, and PLAY is still going strong. In a couple of issues time we'll be celebrating our 100th issue with a special magazine crammed with gifts, great features and lots of reminiscing, and to get the party underway we're counting down the Top 100 PlayStation games of all time – PSone and PlayStation2. We'll then present the publishers of the Top Ten games a special award.

But we can't do this on our own, we need your help too. We want to know which games feature in your all-time PlayStation top ten? Which PSone classics do you still play today and which PS2 titles have spent thew most time in your new console? We need you to let us know the games you love best. If you send them in using the form below we promise to compile the results into the all-singing, all-dancing, definitive PLAY Top 100 PlayStation games and publish the results in our auspicious 100th edition.

Plus, one of you lucky punters who buys the 100th edition of PLAY will be able to win all the games in the countdown. Yes, that's 100 of the best PlayStation games ever! Some prize we think you'll agree...

So what are you waiting for? Get voting now.



(Return the form below to PLAY Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS)

OVER TO YOU... COMPLETE THIS FORM AND SEND IT BACK TO US WITH YOUR ALL-TIME TOP TEN PLAYSTATION GAMES

PLAY 100 AWARDS

GAME NAME	FORMAT (PSone/PS2)
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

Name:

Address:

Postcode:

Tel:

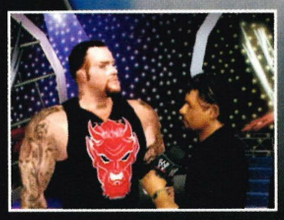
Email:

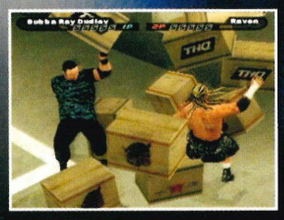
WE BRING THE REALISM

YOU'LL BE AMAZED

"Easily the best and most realistic wrestling game yet" OPS2
"The greatest wrestling game ever" C&VG







WWE SMACKDOWN! SHUT YOUR MOUTH

WE BRING THE WHUPPIN, YOU BRING THE ASS!™

PlayStation®2

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PS2 RELEA

WITH CHRISTMAS OUT OF THE WAY, LET'S LOOK AT THE GAMES THAT 2003 HAS TO OFFER...

ON THE RADAR

Just how close are those games you've been waiting for?



GAME NAME	PUBLISHER
JANUARY	
SCRABBLE 2003 EDITION	UBI SOFT
THE SIMS	EA
TENNIS MASTERS SERIES 2003	VIVENDI
STAR WARS: THE CLONE WARS	LUCASARTS
SWORD OF THE SAMURAI	UBI SOFT
WILD ARMS 3	SONY
APE ESCAPE 2	NAMCO
BATTLE ENGINE AQUILA	INFOGRAMES
BATTLEBOTS	THQ
COASTER WORKS II	XICAT
CONTRA: SHATTERED SOLDIER	KONAMI
FROGGER CLASSIC	KONAMI
FUGITIVE HUNTER	INFOGRAMES
MONSTER JAM MAXIMUM DESTRUCTION	UBI SOFT
SLY COOPER AND THE THIEVIUS RACCOONUS	SONY
THE MARK OF KRI	SONY
TREASURE PLANET	SONY
FEBRUARY	
TOM & JERRY: WAR OF THE WHISKERS	UBI SOFT
MIDNIGHT CLUB II	TAKE 2
MORTAL KOMBAT: DEADLY ALLIANCE	MIDWAY
G SURFERS	MIDAS
GRAPPLER	MIDAS
JAMES CAMERON'S DARK ANGEL	VIVENDI
MACKEN SHAO	MIDAS
WHIRL TOUR	VIVENDI
MR GOLF	MIDAS
ATV: QUAD POWER RACING 2	ACCLAIM
BATMAN – DARK TOMORROW	KEMCO
DAKAR 2	ACCLAIM
LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS	EIDOS
PRIMAL	SONY
ROLLING	RAGE
SOS: THE FINAL ESCAPE	AGETEC
VEXX	ACCLAIM
MARCH	
INQUISITION	WANADOO
DR MUTO	MIDWAY
MACE GRIFFIN BOUNTY HUNTER	VIVENDI
MALICE	VIVENDI
JURASSIC PARK: OPERATION GENESIS	VIVENDI
SYBERIA	VIVENDI
AERO ELITE COMBAT ACADEMY	SEGA
DDRMAX DANCE DANCE REVOLUTION	KONAMI
GALERIANS: ASH	SAMMY
RAYMAN 3: HOODLUM HAVOC	UBI SOFT
SILENT HILL 2: DIRECTOR'S CUT	KONAMI
SOCOM: US NAVY SEALS	SONY
THE KING OF ROUTE 66	SEGA
ZONE OF THE ENDERS: THE 2ND RUNNER	KONAMI
CHOPLIFTER: SEARCH AND RESCUE	XICAT
DEATH CRIMSON	SAMMY
EVIL DEAD: A FISTFUL OF BROOMSTICK	THQ
GREMLINS	LSP
GUILTY GEAR X 2	SAMMY
I AM SHORTY	XICAT
INSPECTOR GADGET	LSP
MUSIC 3	JESTER
SEGA BASS FISHING DUEL	ACCLAIM
TINY TOON ADVENTURES: DEFENDERS OF THE UNIVERSE	SWING!
WAR OF THE MONSTERS	SONY
DEVIL MAY CRY 2	CAPCOM
XENOSAGA	NAMCO
APRIL	
DEF JAM VENDETTA	EA
BLOODRAYNE	VIVENDI
DRAGON'S LAIR 3D	THQ
METAL GEAR SOLID 2: SUBSTANCE	KONAMI
YU-GI-OH! DUELISTS OF THE ROSES	KONAMI
YU-GI-OH! DUNGEON DICE MONSTERS	KONAMI

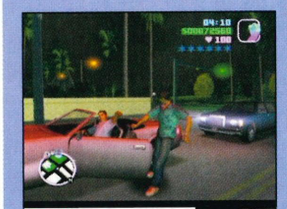
SE LIST

GAME NAME	PUBLISHER
ARSENAL CLUB FOOTBALL	CODEMASTERS
ASTON VILLA CLUB FOOTBALL	CODEMASTERS
CHELSEA CLUB FOOTBALL	CODEMASTERS
CLUB FOOTBALL	CODEMASTERS
EVOLUTION SKATEBOARDING	KONAMI
GALIDOR: DEFENDERS OF THE OUTER DIMENSION	LEGO
GLADIUS	LUCASARTS
INDIANA JONES AND THE EMPEROR'S TOMB	LUCASARTS
INDY RACING LEAGUE / INDIANAPOLIS 500	CODEMASTERS
LEEDS CLUB FOOTBALL	CODEMASTERS
LIVERPOOL CLUB FOOTBALL	CODEMASTERS
MANCHESTER UNITED CLUB FOOTBALL	CODEMASTERS
RANGERS CLUB FOOTBALL	CODEMASTERS
RTX RED ROCK	LUCASARTS
TENCHU 3: WRATH OF HEAVEN	ACTIVISION
WORLD CHAMPIONSHIP SNOOKER 2003	CODEMASTERS
WORLD SERIES BASEBALL 2K3	SEGA
MAY	
BLACK & BRUISED	VIVENDI
THE GREAT ESCAPE	SCI
ENTER THE MATRIX	INFOGRAMES
GODZILLA	INFOGRAMES
JUNE	
FUTURAMA	SCI
TRUE CRIMES: THE STREETS OF L.A.	ACTIVISION
A SOUND OF THUNDER	BAM!
FREESTYLE: METAL X	MIDWAY
NIGHTMARE CREATURES 3	UBI SOFT
PRIDE FC	THQ
SMASH CARS RACING	METRO3D
CY GIRLS	KONAMI
FINDING NEMO	THQ
THE HULK	VIVENDI
STREET RACING SYNDICATE	3DO
JULY	
TERMINATOR 3	INFOGRAMES
ALTER ECHO	THQ
FALCONE: INTO THE MAELSTROM	VIRGIN
GOOD COP BAD COP	REVOLUTION
SEPTEMBER	
FOUR HORSEMEN OF THE APOCALYPSE	3DO
LAMBORGHINI	RAGE
CONFLICT: DESERT SABRE	SCI
RICHARD BURNS RALLY	SCI
CONFLICT: MISSING PRESUMED DEAD	SCI
FINAL FANTASY X-2	SQUARE
XIII	UBI SOFT
OCTOBER	
DOWNHILL RACER	NAMCO
DUNGEONS & DRAGONS HEROES	INFOGRAMES
RIDGE RACER LATEST VERSION (NAME TBC)	NAMCO
SOUL CALIBUR 2	NAMCO
NOVEMBER	
DRAGON BALL Z 2	INFOGRAMES
DIGIMON WORLD 4	INFOGRAMES
DEUS EX 2: INVISIBLE WAR	EIDOS
CHRISTMAS	
DRIVER 3	INFOGRAMES
CONFIRMED TITLES FOR 2003	
AKIRA PSYCHO BALL	INFOGRAMES
ALIENS: COLONIAL MARINES	EA
ALLY OF JUSTICE	SONY
ARMOURED CORE 3	METRO3D
ATV: OFF ROAD FURY 2	SONY
BG&E (WORKING TITLE)	UBI SOFT
BROKEN SWORD: THE SLEEPING DRAGON	REVOLUTION
BUTTERFLY TABLE TENNIS	METRO3D
CELEBRITY DEATHMATCH	TAKE 2
CHARIOTS: THE FIRST OLYMPICS	CANDELLA

GAME NAME	PUBLISHER
CHARLIE'S ANGELS	UBI SOFT
COOLBOARDERS 2001	SONY
CRANK THE WEASEL	MIDWAY
DARK CLOUD 2	SONY
DEAD TO RIGHTS	NAMCO
DELTA FORCE - BLACK HAWK DOWN	NOVALOGIC
DEVIL MAY CRY 2	CAPCOM
DOA2: HARDCORE	TECMO
DOOMSDAY RESCUE	MIDWAY
ESPN INTERNATIONAL WINTER SPORTS 2002	KONAMI
ESPN NATIONAL HOCKEY NIGHT 2002	KONAMI
ESPN NBA 2NIGHT 2002	KONAMI
ESPN NFL PRIMETIME 2002	KONAMI
EXTREMELY GOOFY SKATEBOARDING	DISNEY
FACE OFF	CRYO
FINAL FANTASY XI ONLINE	SQUARE
FINAL FANTASY XII	SONY
FREAKY FLYERS	MIDWAY
FREEDOM: THE BATTLE FOR LIBERTY ISLAND	EA
FULL THROTTLE II	LUCASARTS
GALLOP RACER 2001	TECMO
GHOST MASTER	EMPIRE
GLADIATOR: THE CRIMSON REIGN	MIDWAY
GRAN TURISMO 4 ONLINE	SONY
GUNSLINGER	ACTIVISION
HARDWARE NETWORK TECHNOLOGY	SONY
ISLE OF MAN TT	JESTER
JET X20	SONY
JUDGE DREDD VS. JUDGE DEATH	VIVENDI
K-PROJECT	SEGA
MEDAL OF HONOR IV	EA
MERCEDES-BENZ WORLDRACING	TDK
MLB SLUGFEST 20-03	MIDWAY
MONSTER RANCHER 3	TECMO
MOTO XXX	DARKBLACK
MY STREET	SONY
NASCAR 2001	EA
NBA 2K3	SEGA
NBA JAM 2004	ACCLAIM
NBA STARTING FIVE	KONAMI
NCAA COLLEGE FOOTBALL 2K3	SEGA
NCAA FOOTBALL 2003	EA
NEW WORLD ORDER	PROJECT 3
NFL 2K3	SEGA
NFL BLITZ 20-02	MIDWAY
NHL 2K3	SEGA
NITROCITY	MIDWAY
PARAPPA THE RAPPER 3	SONY
PILLAGE	ZED TWO
RAYMAN ARENA	UBI SOFT
RED DEAD REVOLVER	CAPCOM
RETURN TO CASTLE WOLFENSTEIN	ACTIVISION
SAFARI JOE	TITUS
SHAUN PALMER'S PRO SNOWBOARDER 2	ACTIVISION
SHINING LORE	PHANTAGRAM
SHINOBI	SEGA
SHOOT TO KILL	CODEMASTERS
SILENT HILL 3	KONAMI
STAR WARS GALAXIES: AN EMPIRE DIVIDED	LUCASARTS
STARCRAFT: GHOST	VIVENDI
STREET LETHAL	ACTIVISION
STUNG!	PREY
STUNTMAN 2	INFOGRAMES
TAK AND THE POWER OF JUJU	THQ
TEENAGE MUTANT NINJA TURTLES	KONAMI
THE SETTLERS	UBI SOFT
THUNDERBIRDS	SCI
TRUE CRIME: STREETS OF L.A.	ACTIVISION
UNISON: REBELS OF RHYTHM AND DANCE	TECMO
VOODOO ISLANDS	KOCH
WHEEL OF FORTUNE	INFOGRAMES
WORMS 3	ACTIVISION
WRATH	LUCASARTS
X10	WARTHOG
XXX	ACTIVISION

PLAY RECOMMENDS

Here's what the PLAYboys recommend you plug your joypad into this month...



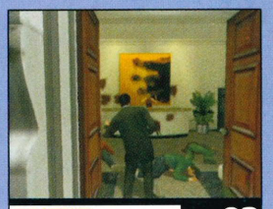
GTA VICE CITY
Ultra violent Eighties magic that hit where it hurts
97 PERCENT



BATTLE ENGINE AQUILA
Epic battles in huge mechs makes for big fun
90 PERCENT



COLIN McRAE RALLY 3
Still the best rally game there has ever been!
92 PERCENT



THE GETAWAY
The streets of London never looked so good
83 PERCENT

MOST WANTED



> DEF JAM VENDETTA
PUBLISHER: EA BIG ..... EXPECTED RELEASE: FEB 2003
What do you get if you cross hip hop with a beat-'em-up and the world's biggest videogame publisher? This we tells ya. This. And with some original music and ideas it might just turn out to be a winner.

HOT PROPERTIES

Consider yourself a fan of fighting games? Often found bashing away at a beat-'em-up? Well here are five scorchers to look forward to in 2003...

Mortal Kombat: Deadly Alliance
Publisher.....Midway
Release.....14 February

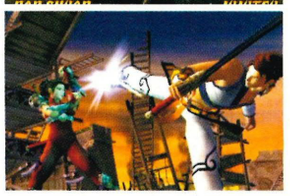
Def Jam VENDETTA
Publisher.....EA BIG
Release.....February

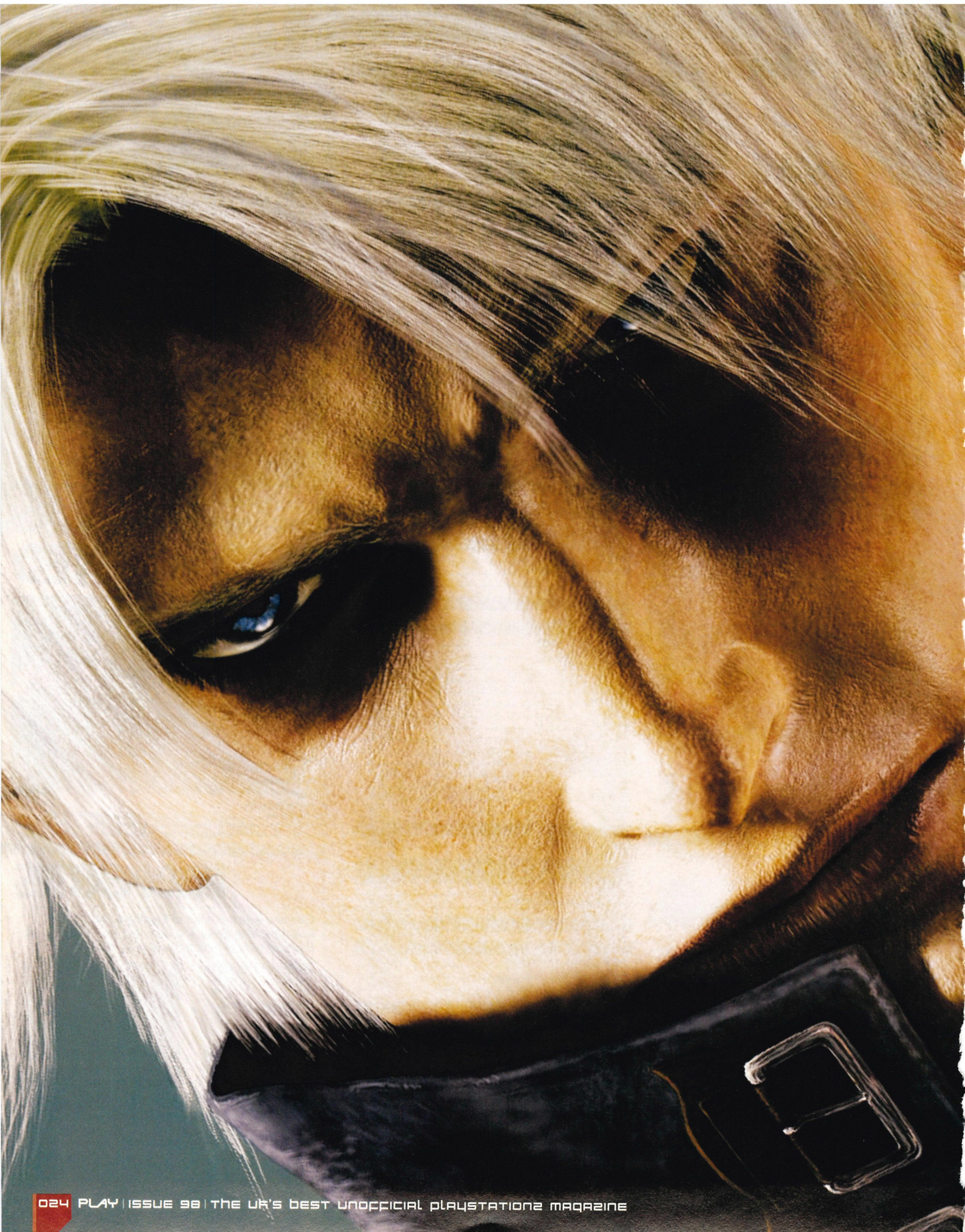
Guilty Gear X 2
Publisher.....Sammy
Release.....March

Pride FC
Publisher.....THQ
Release.....Summer

Soul Calibur 2
Publisher.....Namco
Release.....Winter







DISCOVER THE DEVIL IN YOU AND STILL GET THE GIRL IN CAPCOM'S MONSTROUS SEQUEL...

DEVIL MAY CRY 2

Is he the boy with the Devil in is eyes or is he just a monster, plain and simple? Dante, demon-destroying crusader of arguably Capcom's biggest game since *Resident Evil* who tore-up of the videogame rulebook, is coming back – and boy is he narked!

But we all know pretty much all there is to know about Capcom's white-haired slayer with the attitude problem, right?. We know he's on a mission to learn more about his parents and his past, to discover more about his true origins as descendent of Sparda the demon slayer and, above all, uphold the family business of slaughtering evil. His role is to prevent the once powerful forces of evil, The Dark Lords, from resurrecting their demonic empire on Earth.

This we know, but what of his new companion, the athletic Lucia? Brought in to balance the gameplay and to replace the original's Trish, she is a captivating character who promises to bring a new dimension to the game with quick reflexive moves, close combat combination attacks and a variety of throwing knives and swords.

The idea for *Devil May Cry* was to offer Dante a damsel in distress; a female character in each new game for him to get involved with before moving to the next adventure and another beauty. This was the case for Lucia. She wasn't always going to be a playable character, but pressure from fans in Japan has forced Capcom's hand and now Lucia is with us in her own story, with her own moves and threatens to be the game's crowning glory.

The story opens as Dante is invited by Lucia (known as a Protector, think Buffy with a taste for Marilyn Manson) to her home village in a remote area of Europe to help fight a rising demonic power. Who this power is and how they plan to resurrect the demon empire Dante put pay to in the first game is unclear, but a hero needs a cause and he's by Lucia's side in no time.

At this point players get the chance to choose their character and story path as *Devil May Cry 2* will be two games in one – two characters, two ways to play and, if rumours are to be believed, two discs. Both Dante and Lucia will have their own path through the game and their own secrets from each other. The various scripted events in the game will change depending on who you are, and occasionally you will cross paths with the other character on his/her adventure.

It would also appear that you will be able to switch between characters as the game progresses; if you get tired of Dante then at the next save point you can switch to Lucia and play out the following level as this new femme fatale. This is good news for those who felt the first game lacked long-term value, but it also still manages to retain the pick-up-and-play appeal of the original.

In addition, levels will be a variety of lengths and there will be secret routes and short-cuts to hunt out. So whilst quick fix arcade players will run through the obvious route, adventure lovers can seek out alternative paths and with them

DEVIL MAY CRY 2

"SLAUGHTERING DEMONIC FORCES IN THE MOST STYLISED WAY POSSIBLE IS THE ORDER OF THE DAY HERE"

» new bonuses and power-ups.

In fact, the instant appeal of the first game was always largely down to the speed of the battles and the ease with which Dante would leap and bound about the castle walls emptying rounds from his Ebony and Ivory twin shooters. This aspect has been built on and, to a degree, the puzzle elements of the original have been pushed into the background in favour of more death and destruction.

Slaughtering undead demonic forces in the most stylised way imaginable is the order of the day and both Dante and Lucia can dish out pain in quite different and imaginative ways.

New heroine Lucia is, as videogame rules dictate, a less powerful but infinitely quicker character than Dante who can access a series of kick combos to destroy enemies at close range. These moves are incredibly impressive and feature some slick animation as high kicks flow into low sweeps and even defensive vaults over and above her attacker's thrusts and swings. Lucia also has at her disposal a selection of weapons, including dual short swords, limited range pistols and throwing knives – the latter being pivotal to killing many of enemies she will face as her accuracy increases during the course of the game.

Dante too has his talents. As in the original game he has a selection of guns and swords: the dual Ebony and Ivory pistols, the Alastor sword, grenade launcher and shotgun return along with Dante's father's weapons – the Sparda sword, Luce and Ombmra pistols and the fun Nightmare Beta. These weapons can be varied with guns ideal for long-range attacks and a sword for hacking in close quarters.

Dante's moves have been developed since the original game and he can now target two enemies at once, run up walls and flip over enemies as well as combine moves with more dexterity. In fact, though many of the moves are automated, you cannot help but sit and grin inanely as Dante shoots the staggering skeletons underarm, over his shoulder even linking in defensive kicks before releasing the finishing touch to his assault – a bullet in the head.

This may sound like the dynamic duo have it easy in this sequel, well not quite. The forces Dante and Lucia are up against this time around have also come in for a redesign. Whereas before Dante would, by and large, be faced with rooms full of dim-witted, puppet-like creatures, the Nobodies and ghostly hands, he is now faced with more solid creations. For the most part the lumbering skeleton, held together with metal straps and wielding giant machetes will be a momentary concern, but once the *Matrix*-esque wall-running, building-leaping antics of Dante and the gymnastics of Lucia are mastered then these ghouls are left in the dust. The hellhounds, however, look like they could be trouble. These creatures attack in packs and merge with the scenery in places as they shift and blur to become menacing, toothy, charcoal smudges.

These are just the warm-up act though. As in the original game it will be the boss characters that really shock. Right from the outset we witness *Devil May Cry 2*'s unabashed emphasis on style over substance as a nearby skyscraper begins to bend and buckle and a head of teeth breaks through. Other bosses include a giant black knight swinging balls at our heroes and a goat demon with a mouth where its stomach should be. Disgusting and inventive all at once, *Devil May Cry 2* threatens to be a game like no other.

With all this in mind you may be forgiven for thinking *Devil May Cry 2* will be the palm-sweating tricky adventure the original was noted for. But the developers over at Capcom, led by game producer Tsuyoshi Tanaka, have come up with an ingenious system whereby the game actually grades your performance and

IT'S TWINS!

Independent aiming makes for twice the fun

The new game puts the puzzles from the first game aside somewhat (what there were of them) in favour of plain, simple shooting. In particular Dante can now lock-on to two enemies at once and independently of each other to blast away from all directions. This is largely automatic, but does look incredibly stylish as Dante shoots from the hip, over his shoulder and under the arm as he bounces on his toes.

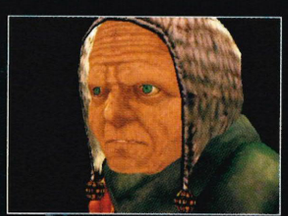
CAST ASIDE

A little chat goes a long way

The game's detail has been improved greatly for the sequel with incidental characters, such as a lady we like to call The Hag, and central villains alike featuring incredible graphical touches.

As you would expect there will be more to playing *Devil May Cry 2* than simply dispatching villains and ghouls in a ballet of bullets, there will be simplistic character interaction and puzzle solving to cope with.

However, meeting and greeting the game's many strange inhabitants will usually happen in the dozens of slick movie scenes that are being implemented into the game. So that gourmet of violence won't be paused for too long.



It's the Hag! We like this little old lady who you meet early on in the game whilst traipsing through a deserted and desolate village. She's an old hag.



We don't know his name or his true purpose in the game, but we do like his taste in fur, cigars and upper lip hair – he must be the villain of the piece.



Dante returns and it's business as usual as he whips out his mighty chopper. The sword is best used for close combat.

SYMPATHY FOR THE DEVIL

If you're in a bad way don't hold back, unleash the beast on those foes...

As with the original game Dante can access 'Devil Powers' to improve his chances against the evils he is facing. By destroying opponents and collecting the souls they release, Dante can hike up his Devil Trigger Gauge and get one step closer to going demon on the asses of those standing in his way.

By hitting the 'Devil Trigger' (the L1 button to us) Dante will transform into Devil complete with added abilities. These new strengths and moves depend on the type of Amulet stone Dante has activated. In *Devil May Cry 2* there is one Amulet split into three stones which heal, activate new abilities and moves as well as powering-up the Devil Trigger.

Getting them powered up (each has a degree of strength to it) and tapping the Devil Trigger will see Dante turn dark red and sprout devil wings. In this form you can fly, shoot from the air and even hurl electrically-charged swords at opponents – which is always handy. In this sequel Dante will be meaner than ever.



Dante dispenses his own particular brand of dark justice with his Ebonies and Ivories. And if he looks good doing it, then so be it.



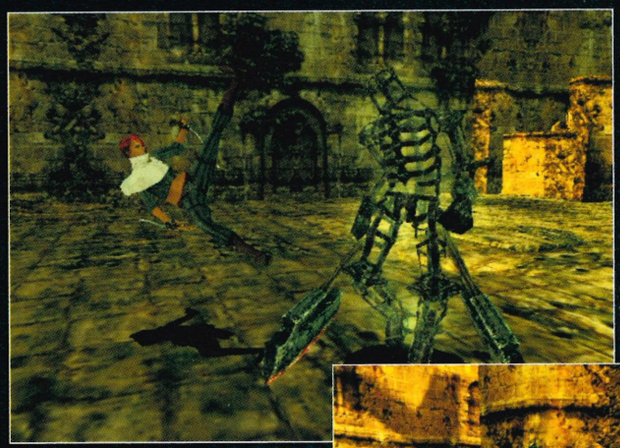
Dante's new Devil Trigger powers allow him to throw electrically charged bolts and extend the range of his punches. Here we see the old Devil throwing some moves.

GRRRL POWER

The girls go on the attack

She may appear petite and as helpless as a small kitten in deep snow, but Lucia, the new female lead of *Devil May Cry 2*, packs a mean punch. And an even meaner kick.

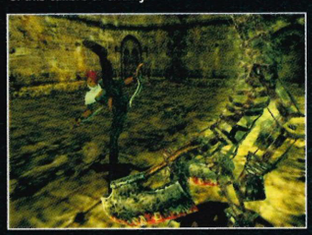
This new heroine to strike the world of PlayStation2 comes armed with a double-edged, curving sword which she can wield in tandem with the dual pistols, much like you would when playing as Dante. The big difference here is Lucia's speed, agility and wealth of martial arts moves. Rather than relying on the guns as Dante often does, Lucia is able to get in close and destroy enemies with a series of combo attacks. High kicks, spinning kicks and leaping kicks all combine to great effect to take out rooms of opponents in double-quick time.



She may look tiny, but Lucia can pack a powerful kick



Combo attacks will inflict more damage with low sweeps toppling enemies.



Lucia's make no bones about disposing of this calibre of enemy.



The high, spinning kick throws the skeleton off balance.



Lucia flips out of the way of the skeleton's sweep.



The end result is a crushing combo kick that sparkles as it connects.

DEVIL MAY CRY 2

"THE EXCLUSIVE SHOTS ON THESE PAGES SHOW DEVIL MAY CRY 2 SHAPING INTO A TRULY ORIGINAL GAME"



» alters the enemy AI accordingly. If you're doing terrible it will ease off and allow your time to breathe and practise and in doing so avoiding the one poor aspect of the original – the overcrowding. There was nothing worse than being hemmed into a corner and suffocated as wave after wave of Nobodies came in for the kill. In doing so *Devil May Cry 2* looks to be getting closer to the original blueprint for the series – to emulate the fast, frantic action of old-skool 2D shoot'em-ups into a 3D world.

Any fears that this system could limit the long-term appeal of the game are shrugged off by the inclusion of a renewed power-up system. As in the previous game Dante can access new moves and abilities by collecting souls to fuel a charmed Amulet; though now there are three stones to charge up. Each of them activates new abilities to master ranging from speed boosts to strength enhancements and, of course, the Devil Trigger, which allows Dante to release his Demon Blood and transform into a demonic version of himself. The improved graphics afford him a darker more menacing appeal as lighting flicks over his body and his new moves set the screen alight. In this demonic form Dante can fly and float, throw lightning bolts and what appears to be steal shards at his enemies and access more powerful attacks that will send his adversaries back to Hell in one hit. Of course, this is temporary and learning to time the use of the Devil Trigger will be key to seeing the game through to the end.

Lucia too will have access to upgrades. Though she is unlikely to have the ability to transform into a demonic form like Dante she will have access to some advanced moves and weapons as you become more adept at hacking the limbs of hellhounds. Tsuyoshi Tanaka has hinted that the souls collected by Lucia will be used to 'buy' new moves and abilities rather than be converted into demonic powers.

■ The length of the game though is still a concern and one Capcom is intending to quash with sheer size. The new adventure will be nine times the size of the original game (which took approximately 12 hours to finish) and will span multiple locations. Of course, the city is the focus for now, but other locations **PLAY** has discovered include Lucia's hillside town, a sunken temple in the middle of the ocean and even Hell itself. It's clear then that Dante and Lucia will be racking up the air miles.

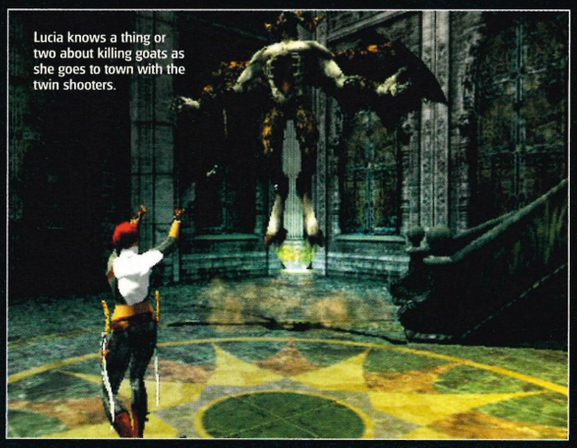
The most impressive aspect to these locations though is the detail that is being put into the game. The original looked good, but compared to its pre-rendered contemporaries, like *Onimusha*, it was fairly blocky in places. Not so the sequel. *Devil May Cry 2* is rendered in double the resolution of the first game making for a sharper, crisper experience.

The scale of the environments is also impressive. As mentioned earlier, Dante and Lucia can leap buildings and run up walls to momentarily escape their pursuers and Dante can shoot from the air whilst spinning off a wall. The point being, *DMC2*'s environments aren't just there to look good and build atmosphere, they're there to manipulate to your advantage.

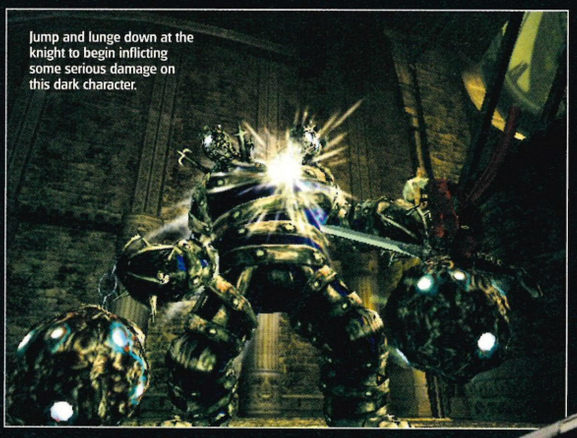
Add in action set around the ruins of an old cathedral and the bowls of an ancient temple and *Devil May Cry 2* is shaping into an exotically moody experience. And the gothic nature of the opening village and town stages combined with the steal and concrete of the dark city presents a truly original world with hints of advanced interaction as Dante's demonic form has the strength to demolish buildings.

■ In fact *Devil May Cry 2*, as you will surely be aware from the exclusive shots in these pages, is shaping into a truly original game. There may be doubts over its depths, but the unabashed style-over-substance approach looks to be overshadowed by the swift controls, sharp and imaginative visuals and further secrets regarding the true relationship of Dante and Lucia – are they blood-related, enemies or co-conspirateurs?

Devil May Cry 2 looks to be a stripped-down, beefed-up, refined version of the first title... and that is enough of a good thing to get excited about. ■



Lucia knows a thing or two about killing goats as she goes to town with the twin shooters.



Jump and lunge down at the knight to begin inflicting some serious damage on this dark character.

DID YOU KNOW?

Hmm, interesting Mr Tanaka, most interesting...

- The idea for Dante's "juggle" attack stemmed from a glitch in *Onimusha*. The team at Capcom working on *Devil May Cry* liked it so much they nicked it for Dante and a star was born.
- Producer Tsuyoshi Tanaka originally wanted Dante to be a kind of James Bond character in which he would meet and save different girls in each new game – this is where Lucia came from. However, Japanese fans were so frustrated they couldn't play as Trish (the original game's heroine) Tanaka decided to change the way Dante views women.

BALLS TO IT!

Bigger than a house and twice as mean

Yes, believe the unbelieve (yeah, we read it somewhere and it made no sense to us either) as boss battles make a return – bigger and badder than ever before.

Two bosses we've seen already are the giant dark knight with two enormous balls on chains for hands and a goat-type demon who possesses similar floating and strike abilities as Dante. As you would expect running in blindly blasting and slashing away at anything that moves isn't going to get you much further than the grave. Instead you will need to use your head and gaming skills honed on classic coin-ops to hunt out the weak spot of these monstrous creations.

The knight is the easier of the two to suss out as a quick strike down on his exposed head soon sends him reeling. But the Goat is a little trickier as a weak spot doesn't show itself until he takes to the air and a gaping hole in his stomach appears (it's some sort of mouth). Time to start blasting away and inflict pain on this gruesome beast.

LOCATION, LOCATION, LOCATION!

Dante steps into an Eastern Block nightmare of gothic concrete and grim gargoyles

The biggest surprise that came with the early shots of *Devil May Cry 2* was the hint that Dante was able to charge around a vast gothic city of high rises and low morals. And those hints were not to disappoint, as the shots about these pages show. Okay, so Dante and new girl Lucia can't go anywhere they please in this new blackened world of sky-high terror, but the environments are more open and expansive than in the original game. Most of the sequel will take place in exterior settings, such as the streets and rooftops of the city. However, new shots and info suggests further levels will take place in an abandoned and desolate cathedral, an ancient and mysterious temple as well as a contorted interior section set within what appears to be a giant smelting factory.



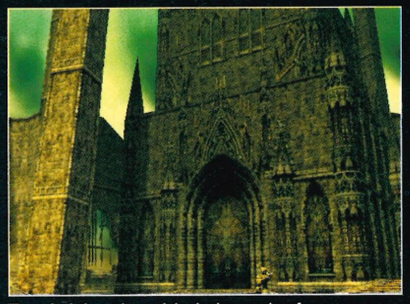
This is the old village at the start of the game and is home to Lucia who has called on Dante to help rid this small corner of the world of demons and devils.



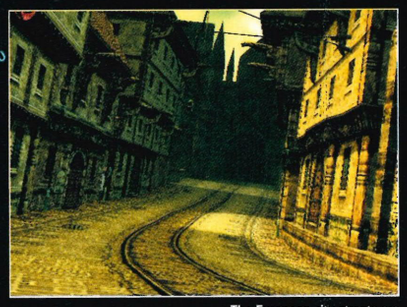
Lucia features a impressive arsenal of kicks to dispatch demons who get too close. Linking moves into a combo – as in *Tekken* – will deliver points and unlock new moves.



The new game's beasts and bosses will carry on the organic nature of the series with this weird caterpillar thing making an early impact.



The cathedral promises to bring back memories of the first game as Dante pulverises ghouls amidst the ruins of the ancient world.



The European city streets are incredibly detailed. Dante and Lucia will be able to run up and down these buildings slaughtering the undead along the way.



Though the sequel is predominantly set outside, the interior sections are being painstakingly designed to offer a truly unusual experience.

GAME NEVER

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1853E59E
EE8CDC8A
BCBBBD9A

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F8AEDD4B BF899B8B
DE8FFFFA DE8FFF8E
68EE9EEB 02A99BA7
DE8FFF86 DE91CA1A
68EE9EEF C8AC9A43

MAX MONEY
DE4279D2
C19E7B82
DE4279DE
C19E7B82

INFINITE AMMO
DE89766E DE897EF2
E0EB9B83 E0EB9B83
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E0EB9B83 E0EB9B83

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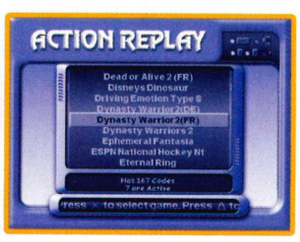

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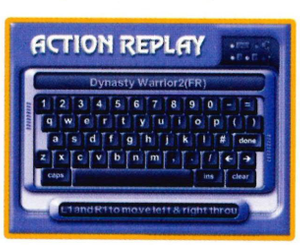

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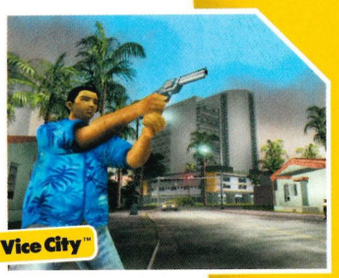

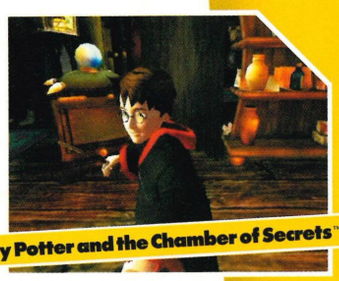

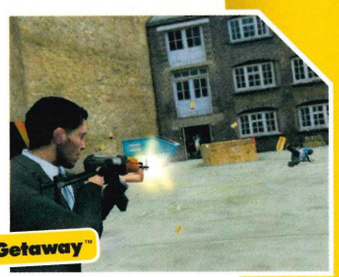







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LAMBORGHINI

EXPECTED RELEASE DATE
MAR 2003

PUBLISHER
Rage

DEVELOPER
Rage (Warrington)

1-4 Players

62% Complete

ANTICIPATION
★★★★☆

SPECIAL FEATURES

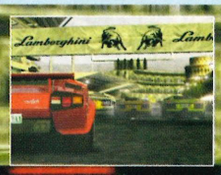
- Join and race with the Lamborghini Millionaires Club around the world in Hong Kong, Rome and Paris
- The finished game will support split-screen four-player
- Gather a garage of the world's most famous Lamborghinis through racing, gambling and risk-taking – there are 25 in all dating back to 1964

SEE THE WORLD

The game's courses and circuits are unofficial (except for the Lamborghini test track) and so the developers have been able to create some lavish masterpieces that eschew the glamour of the Lamborghini brand with routes going through the Swiss Alps, Las Vegas and Hong Kong.

BE A WINNER!

The aim of the game is to gather a collection of the world's most sought after supercars from rival millionaires. This can be done in the main races and circuits, but also in unofficial races, which will involve overtaking mini-games, risk-taking and gambling as well as head-to-head rallies.







SHARP LOOKS

Detail is the name of the game with Lamborghini as every aspect of the cars has been modelled from the real thing at the Italian factory. This goes from the silky reflection mapping down to even the small light in the back of the car's interior.



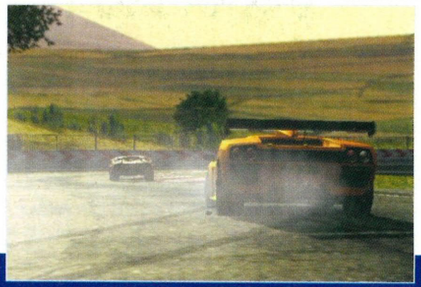
Writer Ian Dean **Available** March 2003 **Weblink** www.rage.com



The tracks are incredibly detailed and show the level of realism being strived for.
COUNTRY DRIVE







>> IF ONLY THEY'D INCLUDE PLAY MATE OF THE YEAR DALENE KURTIS WE COULD BE ONTO A REAL WINNER <<

If there is one car that screams sex it must be the Lamborghini. You can take your Ferrari (too obvious) and your Porsche (too cheap) and invest some time in the sleek lines of the Italian Lamborghini – the car that oozes Playboy soft focus sauce. Hell, these cars come in gold with cream leather interiors – now that's 'high roller' sleaze.

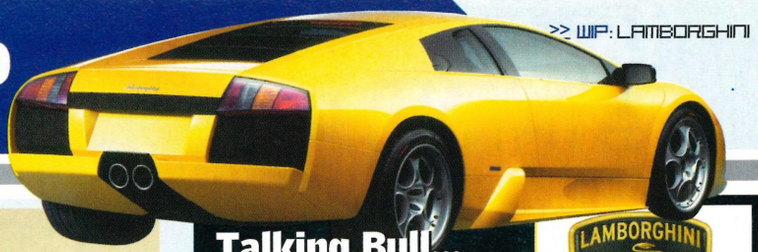
The aim of Rage's latest PS2 offering – and let's not forget these people gave us the brilliant *Rocky* – is to immerse us in a glamourous world of the millionaire playboy; to get a taste of a lifestyle that involves little more than counting the interest on a small fortune the size of Singapore's national debt, tongue wrestling Playmates of the Month and, of course, racing Lamborghinis with like-minded studs.

The game sets you up in the elite Lamborghini Millionaires Club and pits you against the world's richest men as you tour the globe taking part in official and unofficial races. The aim is to race on circuits from Rome to Paris to Tokyo winning money and even rivals' cars. Eventually you will unlock all 25 models, ranging from the original 1964 350 GT to the recent Murcielago and next year's secret V10 monster, which will be exclusive to the game.

As mentioned, as well as the official races organised by the LMC, there will be unofficial races, rallies and events around the world. You will be able to challenge other drivers to head-to-head tussles with the winner picking up the opponent's pride and joy. There will also be the option to gamble on these events and take part in Point-To-Point races, Overtaking challenges and Elimination racing where you must force your opponent to retire.

In fact damage is a vital part to the game. Unlike *Gran Turismo 3, Lamborghini* will feature real-time damage that will affect the car's handling. This will be incredibly detailed and range from light

JOIN THE ELITE CIRCLES AND SMASH UP EXPENSIVE CARS





The more powerful cars may take some getting used to.

SLIP AWAY





>> scratches to full body deformation and smashed glass. Repairing the cars in your garage and maintaining race-tuned cars becomes vital.

The attention to the damage system illustrates the lengths Rage are going to in order to make sure *Lamborghini* plays authentically. The car models are superb, but there is also great care being taken over the handling. The game will aim for a realistic experience with a fast arcade edge, as we want to feel like we are actually driving the world's premier supercar, but we also want to enjoy that experience.

Above all, it will be the Lamborghini experience that will be at the heart of the game. From the glamour of the Millionaires Club to the cars themselves, the game will aim to emulate the wealth the brand stands for. This will be no more evident than in the courses and circuits. The locations themselves will deliver the illusion of luxury as you race through the Swiss Alps and past Rome's Coliseum – courses influenced as much by the sexual mystique of car ads as the motors themselves.

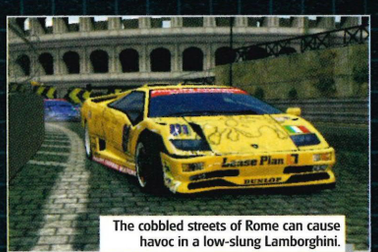
It's early days for *Lamborghini*, but a play of early code and new screens of the game in action suggest this could be a slick racer in the offing. Now if only they'd include Playmate of the Year Dalene Kurtis we could be onto a real winner.

WHAT'S THE DAMAGE?

Scratching The Surface

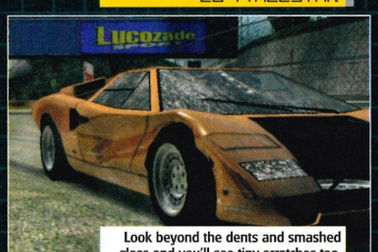
Unusually for a car manufacturer of Lamborghini's status, the new game will feature some seriously realistic damage and deformation effects. In fact damage is at the heart of the game.

Perhaps in a nod to how millionaires really drive their supercars (illegally across Europe at breakneck speeds) the game will include a fully modelled damage system. You will need to repair the car before you can progress to the next Club event or race. This will need to be done using race winnings. Of course, you will be able to keep more than one motor tucked away in the stable and so initially this problem can be overlooked as fresh cars are pounded around the globe. However, if the damage problem goes unchecked you could find yourself with a garage full of smacked-up supercars, and the ladies really don't go for that look.



The cobbled streets of Rome can cause havoc in a low-slung Lamborghini.

LO-FI ALLSTAR



Look beyond the dents and smashed glass and you'll see tiny scratches too.

SCRATCH PERVERT

>>

Talking Bull...

Name: Stephen Powell
Position: Producer
Developer: Rage Warrington

PLAY: Where have the influences come from for the game? Can we expect a *Ridge Racer* style arcade game or a hardcore sim like *Ferrari F355*?
STEPHEN: Lamborghinis are amazing machines, so our primary aim is to give gamers the experience of driving one of these fantastic cars. We felt that the only way to achieve this was to try to make the game as realistic as possible – both in the way it looks and in the way it drives. Realistic doesn't necessarily mean hard. Lamborghinis are driver's cars, they have an unbelievable amount of grip to go with the powerful engine, and the driver always knows how close the car is to the limit. Ultimately we've gone for a subtle mix of both arcade and simulation. We think the net result is highly playable yet challenging game.

PLAY: Obviously the manufacturer and their cars will be a great influence, where do you see Lamborghini in the supercars roster and how have the manufacturers helped you?
STEPHEN: Lamborghini have always been even more exclusive than Ferrari in the supercar world, and cars such as the Diablo and Countach probably featured on more bedroom walls than any other supercar. It's easy to replicate the glamour image with cars that look as good as the Lamborghinis we have in the game, but we've also made sure that the locations and scenery that you drive in look as glamourous as possible.

PLAY: Will be able to play with classic models as well as the all-new cars?
STEPHEN: The game features the entire range of Lamborghini cars – past and present (25 in total). The cars range from the very first Lamborghini, the 350GT, through the Miura, Countach, Diablo, Murcielago, and finally the new, as yet unnamed Lamborghini V10 car released next year.

PLAY: What sort of game structure can we expect?
STEPHEN: You're a member of the exclusive Lamborghini Millionaires Club. Members of the club race against each other for money, and can even gamble cars on the outcome of a race. The game structure is all cash based with the player using money both to buy and repair cars.

PLAY: How long has it taken to create the car models and to what lengths have you gone to make sure they are as perfect as possible?
STEPHEN: Building the car models takes a very long time, we have been very careful to capture all the intricate details of the cars. As an example, even the light interiors are modelled fully from polygons, so you can zoom right in and see the light fitting behind the glass. We've also modelled brake discs, and even the brake callipers can be seen between the spokes of the alloy wheels. Lamborghini has been very helpful in supplying us with any materials necessary to make the car models look as realistic as possible. We've had blueprint drawings and literally hundreds of photos of the cars to work from.

PLAY: What sort of tracks can we expect? Will they all be circuits or are there some road races?
STEPHEN: Our tracks are designed to give the player the kind of driving experiences that they've always wanted. We've taken inspiration from things like car TV advertising and films for the sort of roads and locations featured in the game. *Lamborghini* features both circuit and road races. Some of the road races are particularly long – longer than those seen in rally games. We have an alpine route that is like the opening sequence of the *Italian Job*, and it's over 20km long!

PLAY: Did you record all of the cars in the game? What sort of music can we expect?
STEPHEN: It was immediately obvious just how important sound is to these cars. They all have very distinctive (and loud) engines. Initially, we did have some problems, especially with the Diablos – our recording equipment couldn't cope with the volume levels. We've made a lot of use of the PS2's sound processing capabilities to give us a really complex engine sound – this makes it sound much better and more varied than just playing a straight sample. As far as music is concerned one of our aims is to have a fair amount of diversity. Not everyone dreams of driving a Lamborghini whilst listening to dance music. I'd like the game to feature a bit of opera for that 'real' Italian moment.

PLAY: Will there be in-game car damage and will this affect the handling?
STEPHEN: The game will feature full damage modelling, and this will affect the handling. We asked Lamborghini about being able to damage the cars in the game, and surprisingly, they were very keen on the idea. They make a lot of money from repairing damaged Lamborghinis, so they were quite happy to allow damaging and repairing of the cars in the game.

PLAY: In terms of weather effects and spot effects what can we expect with Lamborghini?
STEPHEN: The game will feature rain, snow and fog. There will also be plenty of spot effects, such as heat-haze, depth of field, motion blur, light flares and water reflections. The surface that you drive on will greatly affect the handling of the cars.

PLAY: Finally, there have been some great racing games on PS2 (*GT3*, *Burnout 2*, *Colin McRae 3*), how do you think Lamborghini will sit with them?
STEPHEN: Lamborghini combines the visuals of *GT3* with the speed of *Burnout 2*. We also have tracks that better *Colin McRae 3* in terms of size and scenery. Above all, *Lamborghini* will give players the experience of driving incredible cars in perfect driving locations. Our handling model really conveys the feeling of speed and power that these cars display – the player has to really respect that power if he's going to win races and progress in the game

THE CAR'S THE STAR

>>



WAR OF THE M

EXPECTED RELEASE DATE
MAR 2003

PUBLISHER
SCEE

DEVELOPER
Incog Inc Entertainment

1-2 Players

70% Complete

ANTICIPATION
★★★★☆

SPECIAL FEATURES
- Completely destructible 3D environments
- Each monster can perform a special 'rage' attack
- Environmental attacks such as Tidal waves and Ant swarms cause havoc

KEEP ON TRUCKIN'
You can pick up vehicles and throw them at your opponents by pressing the ⊙ button. This also acts as a contextual action button. For instance, it's also used to climb up structures.

BRICKS AND STONES
All of the buildings are destructible, whether you hurl a projectile at them or find yourself thrown into one. Sometimes they will contain power-ups that will boost your health, power or special attack ability.

TWO'S COMPANY
Two-on-two is so passé. Say hello to massive rumbles with three or four monsters at a time... all out to get each other. However, even with a multi-tap you'll only be able to play with one other pal. (See interview for further details.)

Writer Gary Adams **Available** March 2003 **Weblink** www.scee.com



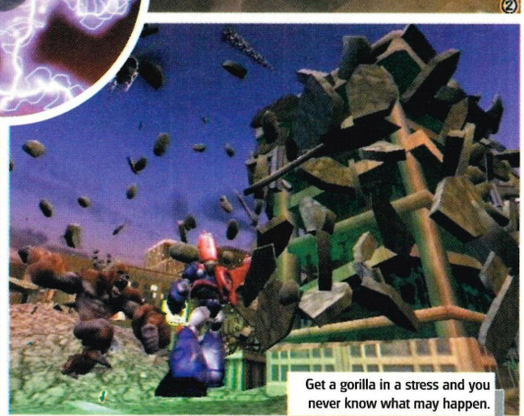
Worryingly that round structure looks very similar to the roundhouse hotel in Bournemouth
NO PLACE LIKE HOME



>> PLAY INVOLVES MORE THAN TWO MONSTERS FIGHTING IT OUT OVER THE ENVIRONMENTS, ALTHOUGH ONLY TWO PLAYERS CAN ACTUALLY PARTAKE IN THE BATTLES <<







Get a gorilla in a stress and you never know what may happen.
I WANT IT NOW DAMMIT!



You'd think that an alien invasion would be enough, wouldn't you? After the humans on Earth manage to fend off an attack of flying saucers using a massive energy wave that causes the circular invaders to crash, it happens that the glowing fuel that spurts out of the cracked saucers causes certain creatures and the robots that humans use as defence to mutate into self-aware beings that live for only one thing – to fight. Bored with playing around with humans, they decide to turn against each other in a fight to the death. It's a war of the monsters, if you will.

It would be safe to say that games in this vein have something of a little less than good reputation – *Rampage* in its various guises and *Godzilla: Destroy All Monsters Melee*, for instance. Whatever format, however old, these have been games that have caused players the world over to either bite their joypads in two from frustration, or fall into a deep, long sleep. So understandably, there was a slight tinge of apprehension when we heard about *War Of The Monsters*. Surprisingly though, it does look rather promising. In a nod to Fifties B-movies all of the characters you get to play as pay homage to classic monsters – there is a giant Robot, a Praying Mantis and a big giant ape among many others.

In a move no doubt inspired by the likes of *Power Stone* and *Super Smash Brothers*, play involves more than two monsters fighting it out over the environments, although only two players can actually partake in the battles.

As with any decent game nowadays, there are stacks of play modes. For the single player there is an Adventure mode, which sees you learning how to control your beast and make use

IF IT'S NOT ONE DISASTER, IT'S ANOTHER...

ONSTERS

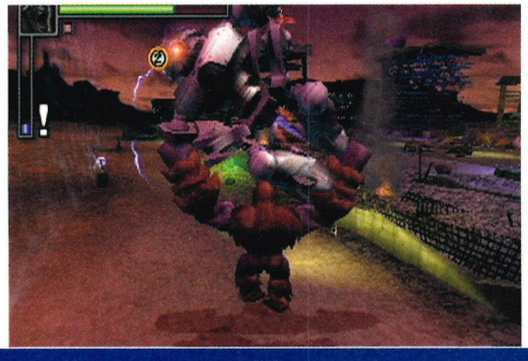




of its specials skills such as projectile throwing and the ability to pick up objects and hurl them around. Boss fights break up these lessons. There is also a Free-For-All option, along with an Endurance mode, which are both pretty self-explanatory.

For those with a friend at hand, you can indulge yourselves in a few multiplayer modes, such as a Free-For-All battle, a series of Elimination rounds or take part in several mini-games such as Big Shot, Crush-o-Rama and Dodge Ball, all of which are suitably simple and fun. An interesting dynamic to the two-player modes is that when far apart you'll be faced with a split-screen view, but as you get closer to each other the two halves will slowly merge until you are both on the same screen.

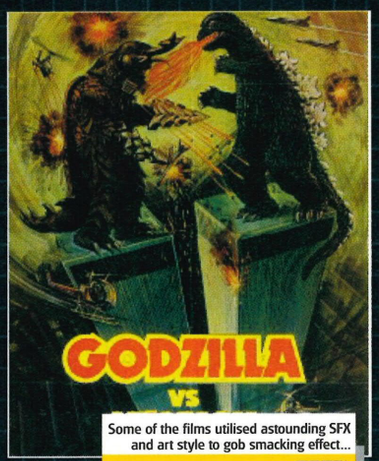
Add in the fact that you fight over fully destructible cityscapes with themes ranging from Fifties Hollywood to a smoldering Volcano, the fantastic looking visuals and take into account the excellent track record of the developers – they gave us the violently addictive *Twisted Metal: Black* – and you'll see why we are optimistic about this title.



ZILLA KILLER

A Monster Among Monsters

The *Godzilla* films date back to 1954, and have left a trail of confusing history. Originally Japanese, the first film was taken to America and fiddled with, and was instantly a box office success, raking in an impressive (for the time) $2 million. Since then there have been no less than 15 other films, some awful and some mightily impressive. As a fascinating insight on people's fears of the Atomic age though, everybody should track down and watch the first film.



Some of the films utilised astounding SFX and art style to gob smacking effect...
GOOD!



...other films weren't quite so lucky.
GOOP

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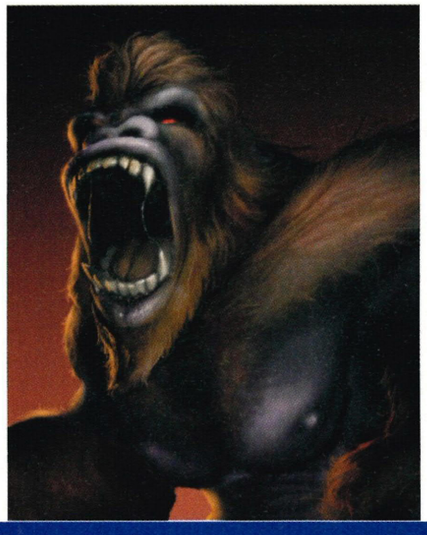

MONSTER'S BALL

War Of Words



Name: Dylan Jobe
Position: Producer
Developer: Incog Inc. Entertainment

PLAY: In a time when games are trying to be as realistic as possible this seems a strange project, do you believe it will offer a fresh and original experience?
DYLAN: Realism was the furthest thing in our minds. We wanted to build a fantastic monsters game and realism just isn't part of that equation. We even took some liberties with the fiction as well. In the movies, all the monsters are slow, lumbering beasts... not really what today's gaming audience is looking for. The beasts in *War Of The Monsters* are fast and agile, not because it's realistic or accurate to the movies, they're fast because that's what worked best for the game and in the end, any good developer will tell you that gameplay is the most important aspect of a successful title.

PLAY: How many monsters will feature in the game and what surprises can we expect?
DYLAN: There are ten different monsters in the game and eight of them are unlocked right out of the box. In addition to the ten monsters, each one has four "costumes" or versions that the player can choose to play. They aren't all just texture swaps either. Many of them are completely new models that don't look anything like the original character. It's also important to note that each of the ten monsters in the game is very unique. We weren't going to be happy with sharing the same skeletons between monsters... each one had to have its own animations (over a million keyframes) and play style. There are multi-legged insects, robots, mutant beasts, sci-fi creatures and each one plays differently. Some monsters are good at hand-to-hand, some are better at the long-range gameplay. Some monsters can fly and another can summon UFOs from outer space to assist in the battle! Balancing our monster roster was one of the biggest challenges with the game but all of the hard work is worth it because players are going to have a very wide spectrum of characters to choose from and they'll be able to really dial in their play tactics and strategies.

PLAY: What sort of environments will feature in the game and will different monsters be more at home in different environments?
DYLAN: What would a movie monster game be without cities? So of course we have a good range of city style levels for players to rampage through. Some cities have lots of tall skyscrapers, some have tons of smaller buildings and they all range in size form ones that are good for crazy one-on-one action to cities that are better for four monsters. Although there are a lot of city-style levels in the game, there are just as many non-city levels to choose from. Levels like Rosedale canyon, the secret military bunker and Atomic Island – the radioactive nuclear power plant.

With regard to monsters having "home" levels, we didn't set out to design levels with that specifically in mind. What we noticed happening during the course of development was that the monsters did in fact end up having advantages in certain levels, but we were pretty happy with it. This mainly happened due to the diverse nature of our character roster. For example, let's take one of the flying characters, Preytor. She is wickedly quick in hand-to-hand, has lower than average health but has the ability to fly. In our testing we noticed that she usually does really well in levels that have a lot of tall buildings because she can get in and out of combat very, very quickly. Now this definitely holds true for the early to mid stages of a battle when there is still a lot of cover and other obstacles, but it's a completely different situation for her in the late stages of a battle. If you can't finish your opponent off quickly, and the level becomes totally decimated, Preytor won't have any cover. She is very manoeuvrable but also pretty vulnerable.

So not only do certain monsters play better in certain levels (assuming that a player is experienced enough to realise a monsters strengths and weaknesses), but certain monsters have advantages at certain stages along a battle's timeline.

PLAY: How many players or monsters will be on screen at any one time? Is there a four-player mode planned?
DYLAN: You can have as many as 4 monsters fighting at the same time but only two of them can be player-controlled. We get asked this question a lot "Why not a 4 player mode?" and the answer is very simple... gameplay.

The core gameplay in *War Of The Monsters* is a mix of both short-range and long-range combat and this is facilitated by the use of our camera unification technology. Our early tests with a four-view split-screen just plain sucked. We never for a second wanted to limit the player's combat freedom since freeform, brawler combat was a critical aspect of the game. It was just too hard to tell what was going on in a four-way split-screen. In the end we weighed the pros and cons and decided to focus all of our attention on the two-player support and not dilute the gameplay just so that we could support four-player.

PLAY: Finally, what do you think *War Of The Monsters* will offer players that no other game presently delivers?
DYLAN: First and foremost, we are all really hoping that people have a ton of fun – that goes without saying. After that, we really think that *War Of The Monsters* will show gamers that there can be a lot more to the fighting genre than just punching and kicking an opponent who's artificially constrained to a 2D plane. *War Of The Monsters* is a full 3D fighter, mixing platform and fighting mechanics in a way that we hope can breathe new life into the fighting genre. We can honestly say that there isn't a game like it on any console, and that was actually kind of scary during development. The scary part was that we couldn't say, "well how did XYZ game do this or that" but on the flipside we knew that if we could pull it off, our game could really stand out. In the end gamers will make the final decision and we don't think that they'll be disappointed.

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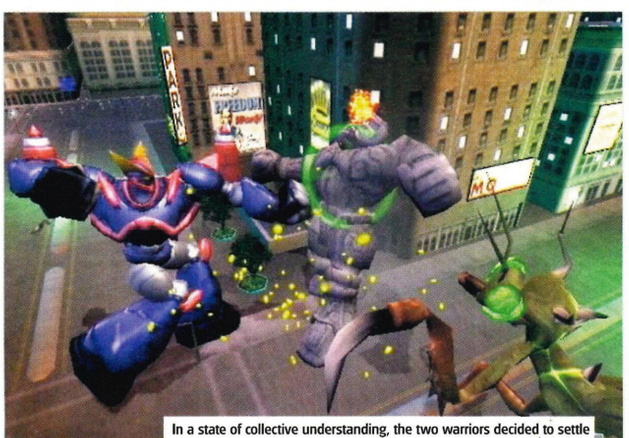


In a state of collective understanding, the two warriors decided to settle their differences by dancing to the sounds of a disgruntled Mantis.
IT TAKES TWO, BABY

DEF JAM VEND

EXPECTED RELEASE DATE
FEB 2003

PUBLISHER
EA Big

DEVELOPER
EA Canada

1-2 Players

66% Complete

ANTICIPATION
★★★★☆

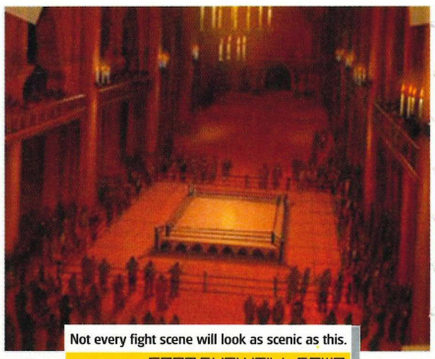
SPECIAL FEATURES
- Unique health and momentum feature – your performance will be reflected by your health status
- Features new tunes from Def Jam records
- Original story line that mixes with the fights you take part in

DJ IN THE HOUSE
The background music for the fights will consist of DJs picking tunes from the histories of the characters on the fighter roster. Each character has also recorded one original tune for the game.

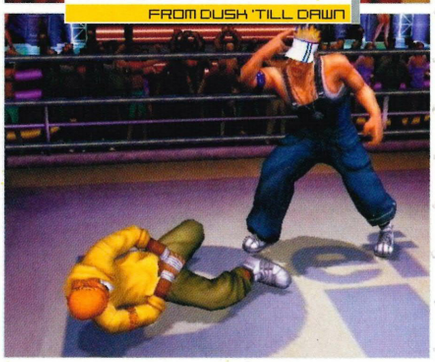
CROWDED HOUSE
Each of the ten venues from DMX's Junkyard to Scarface's Speakeasy will have a fully animated crowd that will roar and cheer in accordance to how the fight is going to really make the environments come alive.

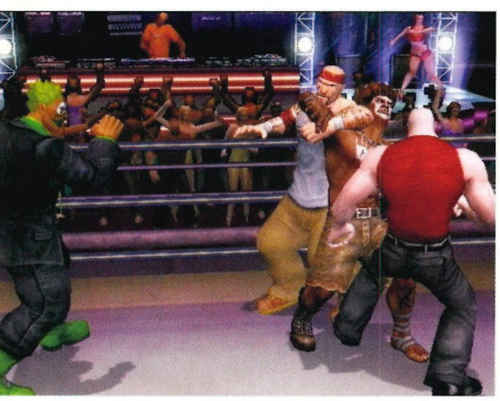
FUNKY MOVES
Over 1,500 fighting moves are included in the game, including all of the special finishing moves, taunts, reversals and holds that each character can perform. The unique health/momentum also means that no two fights are ever the same.

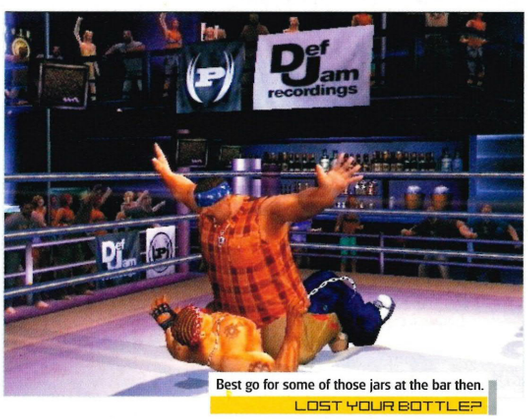
Writer Gary Adams **Available** February 2003 **Weblink** www.ea.com



Not every fight scene will look as scenic as this.
FROM DUSK 'TILL DAWN







Best go for some of those jars at the bar then.
LOST YOUR BOTTLE?

Taking the unique style and character that is associated with the world of Def Jam records and mixing it with the bloody no-holds-barred concept of underground street fighting is a move guaranteed to get punters interested and the tabloids raving. Of course, this doesn't concern us – we only have eyes on the game, and so far it looks as if this could be one to look out for.

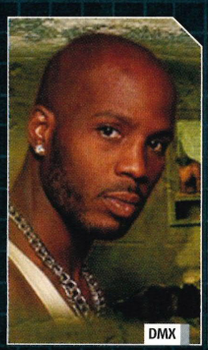
While titles such as *UFC* have left us feeling cold – and ever so slightly cheated – the potential has been clear and there's no doubt that EA Big have a reputation for producing solid games that teeter just on the edge of realism, with titles such as *SSX Tricky* proving to be enjoyably intuitive to play but alluringly complex to master. With *Def Jam Vendetta* the developers take their skills to the ring with 45 fighters, 12 of them hailing from the famous Def Jam record label.

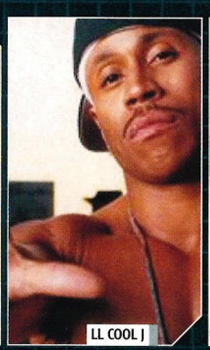
Boasting of over 1,500 moves spread across these 45 characters, with taunts and entrance animations unique to each character, ten stadiums to fight in and a soundtrack to match

WE'RE JAMMIN'

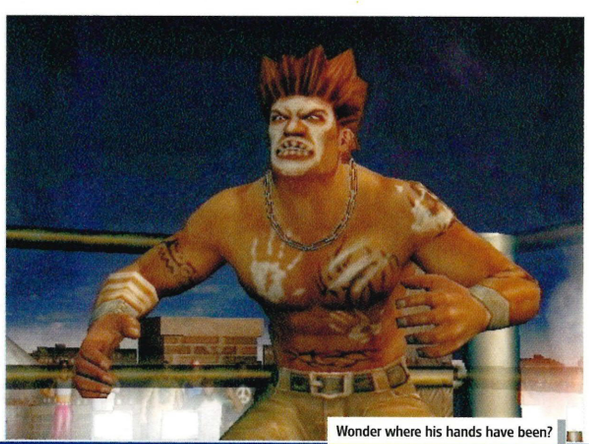
What Exactly Is Def Jam?

For those unaccustomed to such things, The Island of Def Jam Music Group is a label that is comprised of Island records, Def Soul and Def Jam recordings. It also has partnerships with such illustrious labels as Murder Inc, Roc-A-Fella Records and Bloodline Records. As a result of this massive amount of talent, the soundtrack to *Def Jam Vendetta* is a dream come true for hip hop fans. Expect DMX, Ludacris, NORE and Funkmaster Flex's names to pop up at some point. Here are a few images of the artists in case you're wondering what they look like...


DMX


LL COOL J


LUDACRIS



Wonder where his hands have been?
WIPE IT OFF!

GHOST FACE AND THE BOYS ENTER THE FIGHTING ARENA WITH A TASTE FOR BLOOD

ETTA

Def Jam recordings





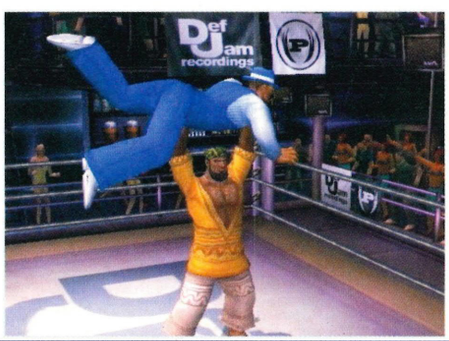
>> the atmosphere, this is a game that's sure to achieve a solid fan base before it's even released.

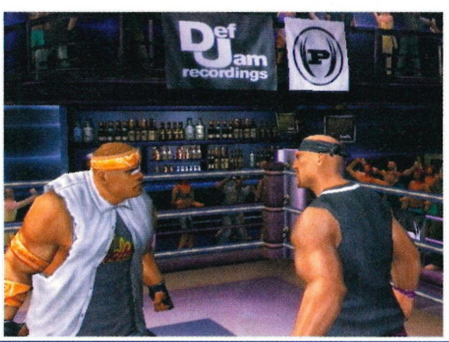
As well as boasting a unique style and illustrious licence that's sure to get *Def Jam Vendetta* noticed, EA Big are adding other elements into the mixing pot to try and one-up other fighting games into the market, too. For instance, with most fighting games the meagre story lines often take a backseat to the fighting action, but EA Big hope that with *Def Jam Vendetta*, the gradual crescendo that takes place as you continue on your way to meet your arch-nemesis D-Mob will have players on the edge of their sofas. The inclusion of bonuses for winning each fight – money, power and respect – go hand-in-hand with the outcome of a fight, which is not just decided on who beat who, but the humiliation that your opponent suffers as you pummel them into the ground.

There are also a variety of play modes for those who wish to practise or face-off against a friend including Tag Team matches and a Free For All where it's every man for himself. The most interesting aspect though is the health/momentum feature, which is set to give feedback on how well your character is doing, not just from their health bar, but their performance in the ring. Simply put, if you are taking a pounding, then your moves are going to be slower and less damaging.

A novel twist on the existing beat-'em-up formula, but over-egging the pudding? Find out early next year.

MONEY, POWER AND RESPECT GO HAND-IN-HAND WITH THE OUTCOME OF A FIGHT, WHICH IS NOT JUST DECIDED ON WHO BEAT WHO, BUT ALSO THE HUMILIATION THAT YOUR OPPONENT SUFFERS





Are You Def?



Name: Josh Holmes
Position: Lead Designer
Developer: EA Canada

PLAY: This is an unusual idea, where does the concept come from?
JOSH: We found ourselves in the fortunate position to have AKI, the world's most celebrated wrestling game developer, signed to make a game with us, and we wanted to do something new and unexpected. Through our creative brainstorming process we decided to create a game that represented a mixture of hip hop meets *Fight Club*. Basically, we wanted to create an urban brawler set amidst an illegal underground fight club scene. With hip hop as a central theme for the game's style and tone, Def Jam became the obvious partner. No other urban lifestyle company has the authenticity and reputation that Def Jam holds as one of the originators of true hip hop culture. As it turned out, Def Jam had been interested in working with us on a game and from there it was just a matter of putting the pieces together, so to speak.

PLAY: What sort of input has Def Jam had into who goes into the game and what they do/how they behave?
JOSH: Def Jam has played a crucial role as creative collaborator for the game. Naturally, they know their culture better than anyone and they've been very assertive in identifying exactly how it should be portrayed.

PLAY: Likewise, have the artists themselves had much input into the game? Can you give an example?
JOSH: The artists have been very involved throughout the development of this game. All of these guys are huge gamers and they each had strong ideas about how they should look and dress, what they should say, what their fighting styles should be and how their finishing moves should work. Method Man went so far as to use our voice director as a practise dummy in performing his moves for the camera. Ouch.

PLAY: What music tracks from the Def Jam label will be in the game and how did you decide which tracks to use?
JOSH: In choosing music, we found theme songs for the artists that fit their vibe in the game, matched the venue in which they fight, and would appeal to the fans playing the game. We've gone for a mixture of hot new tracks and classic songs from the Def Jam catalogue.

PLAY: How difficult is to get the look and feel of the artists in the game? Have you spent time with them studying their mannerisms and personalities?
JOSH: We spent a lot of time meeting with the artists and capturing their movements and mannerisms on camera. In recreating their look and feel, we strove for a stylised, characterised feel and worked with some terrific character artists to capture the essence of each individual in the game.

PLAY: Have the same artists who did such a great job on *NBA Street* been involved and what was learnt from that game that helps with *Vendetta*'s development?
JOSH: The Def Jam creative team is comprised of some of the core members from the original *NBA Street* (PS2) team, including the Executive Producer, Lead Designer and Art Director from that title. *NBA Street* was an amazing experience for all of us, and we learned a lot about what it takes to craft an addictive play experience and place it within a credible game universe.

With AKI providing such a robust engine as a base to work from, we were able to concentrate on delivering a deep story line in the single-player experience and creating a ton of cool original characters. Our partnership with Def Jam has resulted in a strong sense of authenticity when it comes to the urban culture represented in the game.

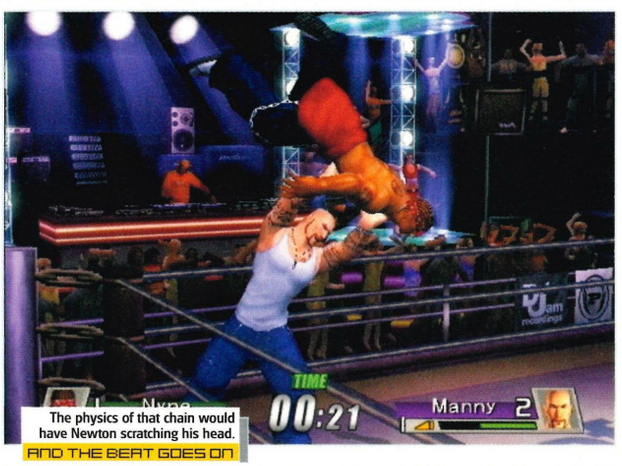
PLAY: In terms of gameplay will *Vendetta* play like a standard wrestling game or are there elements in here that will surprise us? Will we see martial arts and a variety of fighting styles?
JOSH: *Def Jam Vendetta* is a unique game that draws influence from many genres. The game takes AKI's tried-and-true gameplay and infuses it with a number of fighting game elements, resulting in a faster, more responsive style of play. The game features a wide variety of martial arts and fighting styles, including Jeet Kune Do, Akido, Judo, Karate and submission fighting. The influence of EA Big is evident in the health, momentum and scoring systems, and the over-the-top finishing moves.

PLAY: Will there be a story running through the game or will it simply be a series of underground tournaments?
JOSH: There's an extensive Story mode in the game, and we've concentrated our efforts on delivering a compelling story line that draws the user into the fiction of our world. This story, in addition to the reward structure and character development, provides the incentive for players to work through the single-player experience.

PLAY: How does the multiplayer mode work?
JOSH: *Vendetta* features up to four players in a variety of multiplayer match types, including Tag Team, Handicap and Free For All. You can team up with friends or the computer and there are a number of special team attacks that can only be executed in collaboration with a team-mate. Expect to spend many hours kicking ass in multiplayer mayhem.

PLAY: What sort of bonuses can we expect to find in the game?
JOSH: This game is jam-packed with all kinds of unlockable goodness. I don't want to spoil any surprises, but you can expect to unlock new characters, costumes, venues and music as well as some other goodies along the way.

LISTEN UP



The physics of that chain would have Newton scratching his head.

AND THE BEAT GOES ON

REVIEW CONTENTS



PLAY GAMES REVIEWS

THE ONLY GUIDE TO **PLAYSTATION2 GAMING** YOU'LL EVER NEED!

GUIDE TO THE GRADES

We scrutinise all the games thoroughly, playing each for days, even weeks, on end. Then we all get together to discuss the review scores. The individual reviewer also suggests alternatives. Game elements are scored out of ten, and the game is given an overall rating out of 100%.

90-100
If a game scores this highly it's an essential purchase and receives the 'PLAY CLASSIC' logo as a stamp of approval.

84-89
We recommend these games as they are fun, lasting and value for money.

75-83
A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. A game that's well worth considering.

50-74
These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

35-49
Games that should be avoided by everyone except die-hard fans and masochists.

0-34
Complete tripe. We're warning you: these games are likely to induce severe depression!



THE GETAWAY

040

Years in the making and now it's here. Sony's take on the ever-growing London gangster scene finally hits our critical eyes and thumbs, but are we impressed with all this mockney mayhem? Turn to the review and find out how to alienate an entire city in one move.

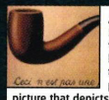
PLAYBOYS

They toil on your favourite PlayStation2 mag, neglecting social lives in favour of bringing you the most insightful PlayStation2 coverage possible. They ask for nothing in return, except that you take a minute to learn of their meagre lives each month. This issue the team take a break from musing the adequacies of videogames to ponder the validity of art...



"I have been to the countryside and this image is a downright lie." Ian had just returned from the toilet and his beige trousers were showing that this hadn't been a day for marksmanship. "This is another insulting and ridiculously romantic vision of a time that never existed. I know my history and I can tell you, sunshine, that horses and carts were never used to transport produce down bloody rivers." He wasn't wrong. "So this picture is trying to tell us that people used to be stupid. And the way it has been so warmly painted is trying to demonstrate that they may have been dumb, but they had great lives – ergo we should go about our own lives without asking questions and be happy to be stupid and pay taxes. This is government propaganda at its worst."

Ian Dean (Deputy Editor) ian@paragon.co.uk



After nine hours and six minutes spent with a French/English dictionary buried well in his brow, Will finally emerged with confusion yet again. "It says 'This Is Not A Pipe', I think. Now that can't be right because this is definitely a pipe." Andy was quick to state that perhaps the artist is suggesting that it isn't a pipe, but a picture that depicts a pipe and therefore it shows that the real and the symbolic can be too easily confused. Will looked at the image again, "But it *is* a pipe, and a bit of a naff one at that – why can't it be a bit more ornate, it's just boring." Will was later caught smoking in the office toilets and was later heard to bleat: "Mais ceci n'est pas une cigarettes!"

Will Johnston (DVD Editor) will@paragon.co.uk



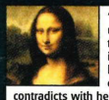
"So seven dogs are 'magically' playing poker, yet notice the bulldog with some cards held in his back paw. They have gone to all the trouble of learning a very complex game, yet they still cheat – thus depriving themselves of the pleasures of success via any skill." Chris was on fire. "This shows that in mimicking the actions of man, they have also taken some of our less attractive virtues. When we attempt to emulate others we run the risk of taking on board their failings while amplifying our own – they are still dogs, different dogs, but dogs still the same, but now they smoke, drink hard liquor and cheat. This is a very powerful image on the importance of individuality set against the inner destruction inherent in mindless conformity."

Chris Morgan (News Editor) chrism@paragon.co.uk



"There's a fantastic feeling of motion that positively leaps of the page," stated new boy and self-confessed art guru Gary. "But there is also a story. Notice how the skewed perspective of the horse on the left seems to be heading into the page, while the right-hand one seems to be moving toward us." Adams was definitely onto something. "These aren't friends out for a ride, they're chasing each other while their pained expressions exemplify the horror and futility of a life of struggle, the background is white and empty – these people are going nowhere yet they must still compete. This painting effortlessly depicts the insanity of modern capitalism in a beautiful yet horrific way." Gary was later found beaten half to death in a ditch while the rest of the team were busy consolidating their alibis.

Gary Adam (Staff Writer) gary@paragon.co.uk



"We all know that art is not truth. Art is a lie that makes us realise the truth, at least the truth that is given to us to understand," stated Andy as he turned to the provided image. "I don't really see where the artist, if you can call him or her that, is coming from. Look at that mouth, for example. Is she meant to be smiling or frowning? This contradicts with her eyes, which are clearly that of a happy woman – but the mouth? This is a hotchpotch of ideas that may work individually, but together they just create a pictorial chaos that tells us nothing about the subject, or the painter. This is a wasted opportunity and I'd recommend that those responsible consider a new career, possibly in the growing field of artificially inseminating pigs."

Andy Hope (Art Editor) andyhope@paragon.co.uk

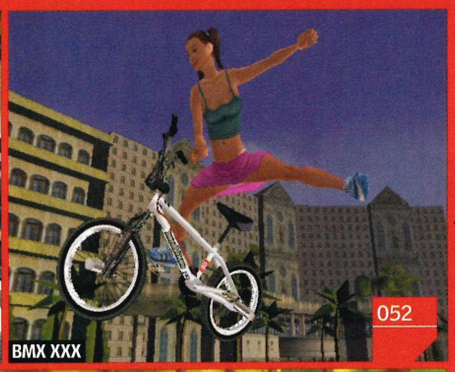


Stuart took one look at the artwork he was provided with and immediately attacked it with tooth, nail and claw. "You're not going to get me with one of those, you ********!" evidently Messham's entire 147-strong family had starved to death six years previously when they all gathered around a stereographic poster they had found wafting around a back street of Portsmouth. So insistent that they "see" the hidden image that they totally forgot about basic dietary requirements and starved to death over a number of weeks. Apparently Stu's sister's last words were: "Yes,I see a dolphin!" Sadly it was later found that the picture was of a sailboat. It's okay Stuart, you don't have to do a critique if you don't want to – go and play in the sandpit.

Stu Messham (Sub Editor) stuartm@paragon.co.uk



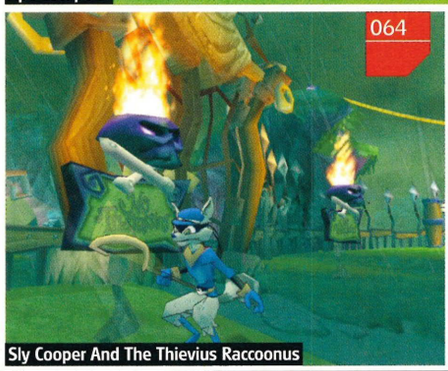
Battle Engine Aquila



BMX XXX



Ape Escape 2



Sly Cooper And The Thievius Raccoonus



REVIEW SECTION

Taking a trip to your local games emporium can often feel like visiting the butchers shop at Christmas, both are packed with turkeys. Fortunately we're here to guide you through the minefield of software out there to make sure that you come away from the software store with a game that's worth your hard earned money and won't require cranberry sauce to make it palatable. Remember, PLAY's reviews are completely unbiased, so whether a game is good, bad or just plain ugly we always tell it like it is.

Battle Engine Aquila 46
A French company uses a British developer to make a game based on Japanese-style fighting robots? Now that just can't work. It can? We don't believe you – we'd better turn to the review to find out what the hell is going on...

Virtua Cop Elite 49
You got a lightgun? You gots to be checking out this here review of SEGA's classic gun-based shooter, damn straight.

Defender 50
What happens when you take an iconic arcade game of yore and force it into a 3D realm? You get this and the sound of yet another milking machine in overdrive.

BMX XXX 52
Content that's integral to the game or just another cunning stunt from Acclaim? Who cares when the ladies get bare-arsed naked, eh lads?

Star Wars Bounty Hunter 54
LucasArts strike back at critics who say that their *Star Wars* games are more focused on the licence than they are on the game, with this mediocre experience that focuses on the licence rather than the game.

Dragon Ball Z: Budokai 59
If you wake up early in the morning and exist purely on a diet of sugar and E numbers then do we have the game for you. *Dragon Ball Z* is here, so let's hear the kids cheer!

Minority Report 60
The film was a paranoid drama punctuated by state-of-the-art action, the game is... well, just the latter really. Hollywood gets condensed by a videogame yet again – when will this madness stop?

Sly Cooper And The Thievius Racoonus 64
It's beautiful to look at but simple to play, surely we've got our knives nice and sharp for this cutesy adventure? Apparently not, but is this just because we just love raccoons dressed like burglars?

Ape Escape 2 66
The greatest platform game on the PSone is here, but this time on the PS2. And heavens save us from inevitability – it's almost the same game. And monkeys are different from apes too.

CHECK OUT THE LATEST GTA VICE CITY CHEATS ON PAGE 104

AT A GLANCE

We spend hours playing every game we review so that you get the most accurate and balanced opinions in the industry. Here's a quick breakdown of how our reviewing system works...



INFO BOX
The Info box is where you can find out about who published and developed the title, along with other details such as how much the game costs and when it comes out.

STATISTICS
It gets a wee bit technical here as we tell you about all the geeky stuff that makes the game tick. You know the kind of thing – dynamic reflection mapping and all that malarkey.

DID YOU KNOW?
Full of trivia and facts about the game or the subject it's based on. Read it, you never know, you might learn something.

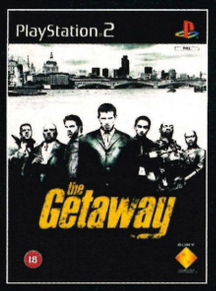
AWESOME MOMENT
Here we pick out one of the title's standout moments and describe it to you in loving detail.

VERDICT
If you want to know what we think of the game then read the main text. If you can't be bothered with that then this box tells you what we thought of the game in the form of a percentage.

WRITER Will Johnston | AVAILABLE Out now | WEBLINK www.playstation2.com

IN A NUTSHELL: DRIVER 2 MEETS SEGA'S HEADHUNTER IN AN EAST-END BOOZER

INFO



FORMAT	PAL
PUBLISHER	SONY
DEVELOPER	TEAM SOHO
PRICE	£34.99
AVAILABLE	NOW

1-2 PLAYERS | MEMORY CARD | DUAL SHOCK 2

STATISTICS

- Over 60 minutes of cut-scenes.
- 20 real-life interior locations.
- 22 main characters – none of whom are unafraid to say "f**k!"
- More than 40 square kilometres of a painstakingly mapped London

the Getaway

A cockney monkey in a sharp suit and a cop on the edge roughs up a city of over seven million people – but are we amused?

TM

! WARNING !
CONTAINS EXPLICIT LANGUAGE AND VIOLENT ABUSE!
! WARNING !

KEEPING UP APPEARANCES

FACE OFF

The Getaway uses real actors, or at least it uses the scanned-in faces and movements of real actors. No doubt this fact has shocked you to your very foundations so we're quite concerned that this next fact may well kill you. Okay, people involved with the making of *The Getaway* make guest appearances in the game. Chun Wah Kong, the game's lead designer, turns up, and all the voices for all the Chinese females is by Sony PR guru, Jennie Kong.



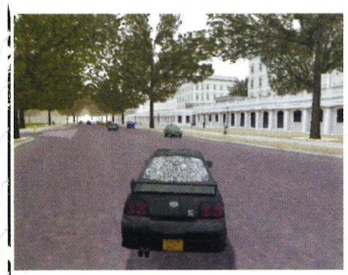
Chun Wah Kong: *The Getaway*'s Lead Designer (right).

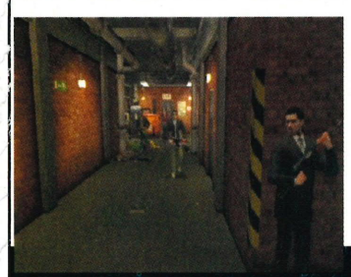


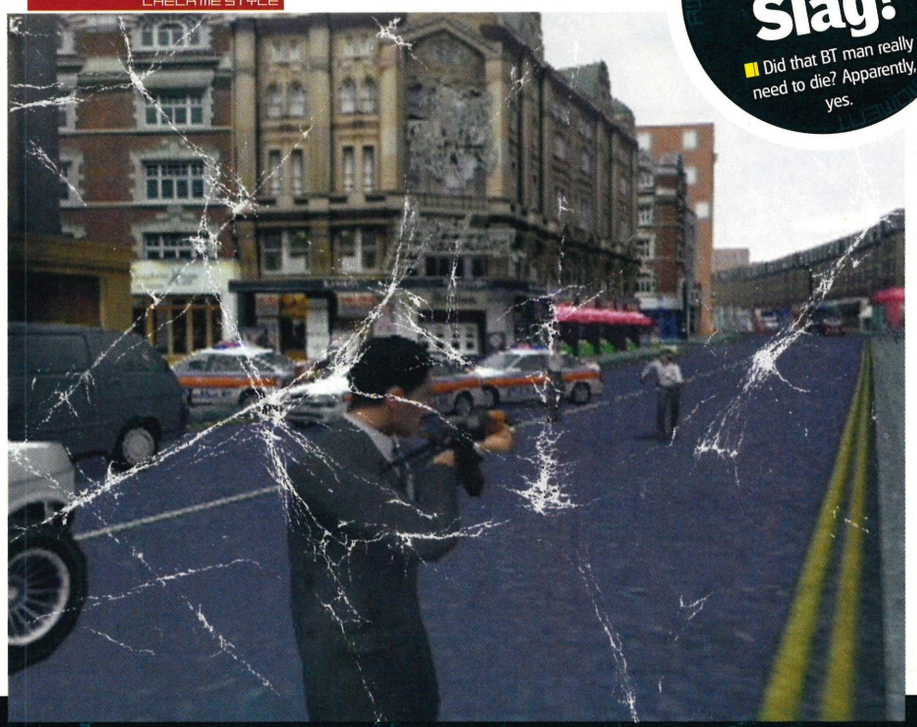
Andy reckons that ruffled paper effect is baaadass. We would like to argue.

CHECK ME STYLE









You ****ing Slag!

Did that BT man really need to die? Apparently, yes.





Alright Guv, I'll do you half and half for 60 quid no questions asked.

TART WITH NO HEART

If you look in any videogame shop in the world you'll have no problem finding a game that will, after some or no time of play whatsoever, call you a w*nker. *The Getaway* fits into the former and latter of these two cases, but it doesn't do it through mundane storytelling, finger-busting controls or shoddy sound and graphics, it does it the old-fashioned way. You'll drive down a road, cause some form of accident and some pleb will quite happily call you the "w" word. As in life, there are various ways you could deal with this situation. You could drive on or you could stop, walk over to the pleb in question and dispose of them.

Welcome to London then, home of Danger Mouse, Big Ben, pearly kings, queens, pie, mash, Beefeaters and people who like to shout obscenities. Or at least welcome to *The Getaway*'s London, mapped with precision, crammed with all the right shops in all the right places, the right cars, right roads and populated by toerags with right dirty mouths.

We've been here before. Not in such a well-planned London with digitally grabbed actors and foul language, but in the idea that holds the game together. Initially you play an ex-con by the name of Mark Hammond, a guy whose wife has just been shot, his son kidnapped. Later on you get to play as Frank Carter, a vigilante cop whose story crosses in and out of Hammond's own. This remarkable plot device is used to get Hammond to perform a series of tasks (read: missions) for crime lord and The Thing lookalike, Charlie Jolson. And how should these little errands be carried out? By driving any car at hand and by walking around while shooting people.

Whoever shouted out "*GTA III!*" sit the hell down. That observation is as obvious as it is tedious and wrong. *The Getaway* follows a tight mission structure with little room for exploration and freeform excitement. Think way back to the *Driver* games and then add the ability to take control of the legs and trigger finger of a man who seemingly missed the casting call for *Lock Stock And Two Smoking Barrels* by four years. Think of these two concepts and you've almost got what this is all about.

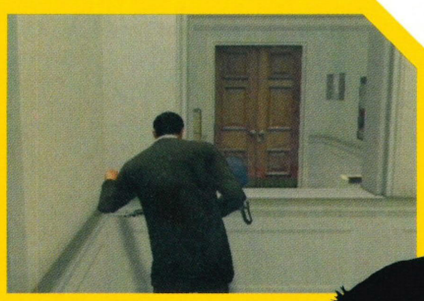
Almost. *The Getaway* is more than simply a mixture of these two existing ideas with a dash of Guy Ritchie. Actually, no, what are we saying – no it isn't. This is exactly what *The Getaway* is and, as it turns out, that is nothing to be ashamed of. Or amazed by.

Team Soho has certainly been busy over the past couple of years/decades/however long it was when *The Getaway* was first started. They've been all around London while "doing the knowledge", as they say. The bustling metropolis has been digitally photographed, recorded on video and, by the power of technology of all things, rendered as a playground for you on your PS2. And it's a pretty good recreation too. Since we've been playing the game we've had people looking over our shoulders while saying such geographically sound things as: "Is this Oxford Street? Take a left down there and you should find the Astoria. Oh my god, that's it – THAT *IS* THE ASTORIA!"

Maybe we should spend ages going on and on about how cool *The Getaway*'s London is. How cool

LEAN ON ME

CRIMSON TIDE



■ *The Getaway* doesn't feature any on-screen guides, so how do you know how much damage your character has taken? Simple, he'll start to limp around and his designer jacket will feature lots of pesky bloodstains. And how do you heal yourself? You simply rest up against a wall for a few moments as the blood fades and the limp wanes.

>>

There is something slightly less satisfying about killing real "Juliet Bravo" cops.

CHARLTON HESTON IS ANGRY

it is that you can pass Pret-A-Mangers and other such cosmopolitan landmarks of a massively globalised city. Truth is, we don't live in the town, and neither do the majority of you people. All we know about London is based on occasional trips where the traffic situation seems like a designed madness in which the city's inhabitants seem complacent. Hell, traffic moved faster when it was dragged through piss and mud by horses and chimney sweeps for chrissake. So anyway, 40-square kilometres have been mapped of this fair city and if your familiar with the place then you'll be familiar with the layout of the game's map.

Driving in London is notorious for turning shrew-like motorists into gasoline-guzzling beasts with the aggression levels of an angry army of caffeine-wrecked wolverines. In the game these millions of people and their "don't push me" driving style is represented by you and, should the mission require it, the bloke that you're chasing or the fuzz.

Everyone else obeys the traffic law with an almost zombie-like obedience. If a traffic light says red, they stop. They won't pull out of junctions until it's safe and, if the game provided a speedometer, we could probably tell you that they're not too heavy on the gas either. So amongst these cattle you speed with your tight deadlines, people to meet, people to kill and things to steal.

■ *The Getaway* doesn't have any on-screen displays in a bid to preserve the game's ideal of being more like a movie – so there's no big arrow pointing you toward the next crackhouse or wherever you're meant to be going. Instead you have your vehicle's indicators. The game suggests that you turn right then the right indicator will start to blink. Slowly at first and then quicker and quicker as you approach the last decent turning for your destination. And when you're getting pretty close they both flash. This reinforces the feeling of driving in a real city pretty well. Pretty well until you realise that you can't look left or right or even take a first-person view.

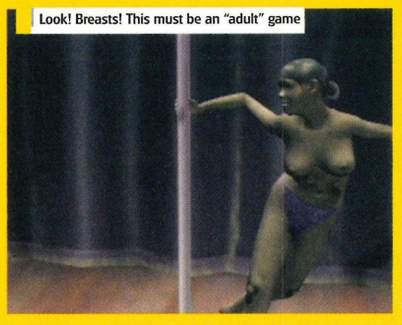
When your racing on a set track with other cars that are crusading for victory in the same direction this doesn't matter. Now try and bomb down a one-way street in Larndon town, then take a turning without hitting some poor Saab who's just off to the local Tesco. You won't even know they're there until a fraction of a second impact – and don't forget that even the car's stopping distances have been lovingly recreated. So BANG it is.

We don't have a problem with smashing up vehicles and it is a rare treat to see so many production vehicles ready for a trouncing. Trouble is that, oh yes, impacts affect handling and you've got places to be. Burning up between masses of traffic can be great fun thanks to the excellent response from the controls. But this "fun" is harshly contrasted with the "pain" of unavoidable collisions

TOUCH TOO MUCH?

VERY BAD THINGS

■ Apparently being an adult means that you desire to play a game that features a script where the characters say ****, ******, ******* and ****** ****** at any, if not every, opportunity. It also features a scene where a man has been hoisted up by his wrists and gets tortured with an electric cable. And ooh look! An exotic dancer prances about with her Babylons out and her holiest of holies being covered by some massive granny pants. Makes you glad you're all grown up, eh diddums?



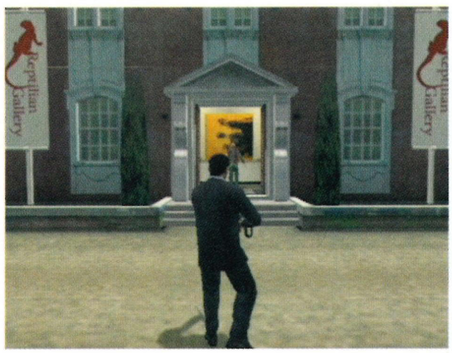
Look! Breasts! This must be an "adult" game

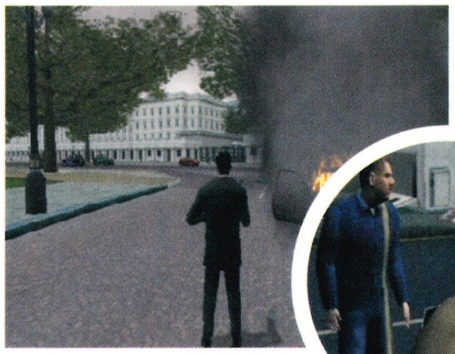


Look! Torture! This must be an "adult" game.

>>

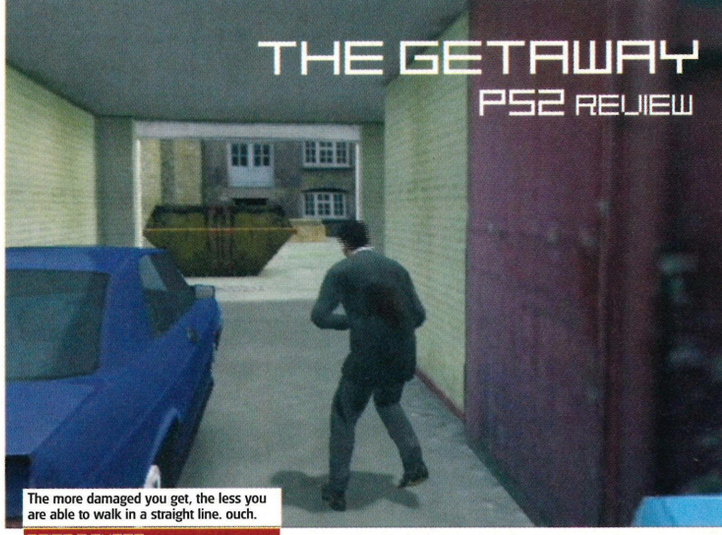












The more damaged you get, the less you are able to walk in a straight line. ouch.

DOING A RUNNA





And so the more realistic they try to make the visuals, the less believable they get?

THIS IS MY MANOR

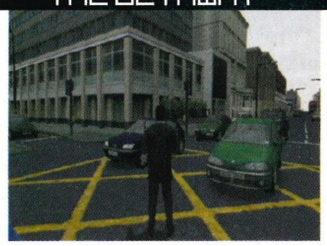
>> and the resulting tardy performance of your car. And we haven't even mentioned how tenacious the pigs/filth/fuzz/rozzers are yet. But we will.

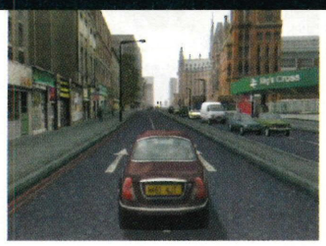
■ Okay then, JESUS! Who decided to arm the law so heavily? And how come they're so damned responsive? Case study one: Mark Hammond is on his way to a gallery where he must take on the Triads and nick a statue filled with a kilo of smack. He's armed and ready for war while waiting at a T-junction in his recently acquired Nissan Skyline. He can't look left, nor right so he just goes for it when the road looks clear. Whoops, he runs into the back of a Vauxhall Vectra and busts its rear lights – at this point we imagine that the insurance will take care of the problem. But oh-no. PC Plod sits behind the wheel of his Jam Sandwich and he's clocked our hero. Does Plod gets out of said vehicle and take out his notebook? Nope, he pulls out a semi-automatic weapon and starts spraying. So much for subtlety and so off Hammond goes with cops in tow. Hammond can't look behind him, check his rear-view mirror or even rely on those arrows that some games kindly give you to show when a following car is approaching. Nope, all he, and therefore you, can do is put the pedal to the metal and attempt to evade capture.

We don't want to seem too critical of the game's driving sections since, apart from the fixed view, they work well. But if Team Soho went through all the arse of putting together a realistic city with realistic shops and realistic cars you'd thing they'd give Hammond the ability to, say, turn his bloody neck so he can fully enjoy all this finery. But maybe we're not being realistic.

■ Right, we're not squeamish. We didn't mind the gore of *State Of Emergency*, *GTA III* or *Soldier Of Fortune* and we've even managed to eat a full steak dinner while watching a program on natural childbirth. So you can't really imagine our initial shock when we first started to kill cops. Or when we levelled a pistol to the head of a female art gallery receptionist, pulled the trigger and managed to kill her with one (admittedly brilliant) shot while simultaneously defacing some extremely expensive art with the contents of her brainpan. It's just nasty stuff. There, we've said it – the game features nasty stuff. You rarely see characters with British accents get tagged so often in cinema or videogames and we're pretty surprised that the Metropolitan Police, for one, didn't raise a finger of objection let alone the army of extremely left-wing gallery workers out there.

And it gets nastier. While making our way through the art gallery we managed to take an oriental gentleman hostage and made him act like a body shield. You can aim at other targets while your protected in this way, while moving around is far trickier since the controls take into account the fact that your trying to make a guy move who





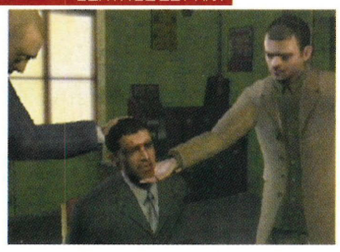


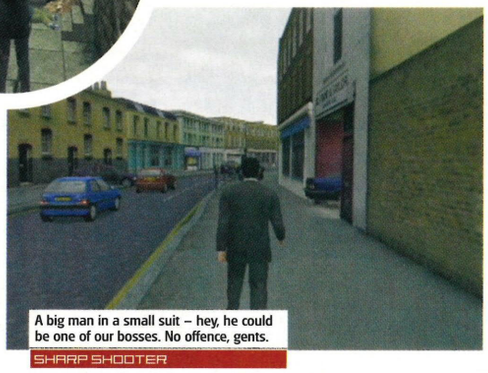


Tif's Pret-A-Manger sandwich was less than satisfactory, the gas was excruciating.

DEATH DO US PART

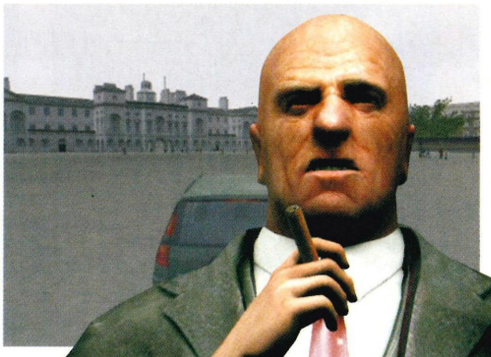






A big man in a small suit – hey, he could be one of our bosses. No offence, gents.

SHARP SHOOTER



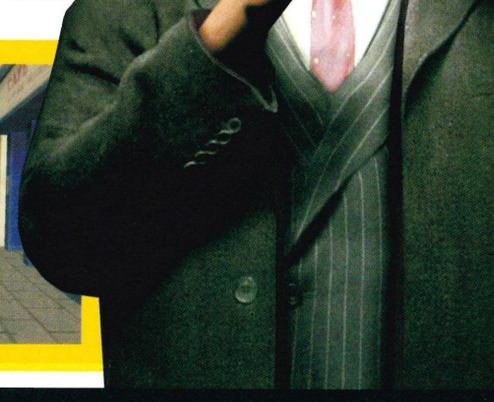
WELCOME BREAK

PIG ON THE TAKE

■ *The Getaway* doesn't just let you play as the monkey-faced/devilishly handsome Mark Hammond. No, after 12 missions you can play through the game from the point of view of police bloke Frank Carter. Carter and Hammond's stories cross over and they may follow slightly different threads, but that doesn't mean that they're involved in a different game. Nope, it's still driving and shooting all the way, which isn't a bad thing at all.







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clearly doesn't want to. Then we took our finger off the auto-lock button, which made the pistol go back to the temple of the Chinese geezer, and (accidentally, we add) we pressed the shoot button. Yes, you can grab people, use them as human shields and then shoot them in the head before gently letting their dead body drop to the ground.

Gratuitous? Hell yes, but not quite as gratuitous as when we rammed a British Telecom van off the road, then got hold of the BT worker in a similar style. And so it was that we were in the middle of Oxford Street with his head between our two hands. We knew we were meant to kill the guy because we were going to replace him and use his ID to allow us entry to a police station. But we had no gun. So when we pressed the "shoot" button we were more than slightly amazed to find that we had just twisted his head with such force that a "click" sound signalled that his neck was broken. In all these years of playing games we've never killed a British Telecom worker and we've never even really wanted too. We love BT! We loved those old adverts with Buzby the phone-addicted bird! Still, we capped the guy and finished the mission – we are, therefore, heroes.

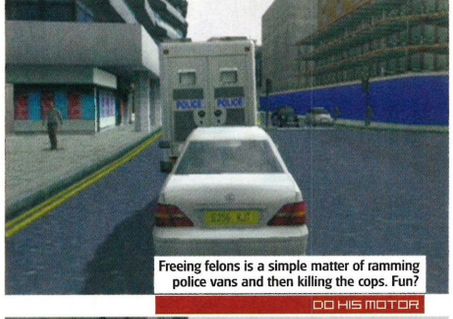
■ Killing on foot isn't without it's idiosyncratic controls either. Hammond can aim manually, but since the game is against providing you with a targeting reticule you have to aim down the barrel of whatever gun he's holding. This isn't as hard as it sounds, it's when you auto-lock that problems occur since, again, the game doesn't want to deface its beautiful screen with a big green circle (or whatever) and so your only guide as to who your aiming at is your character's moving arm. This, as with the driving, can be got used to, but it still doesn't stop that feeling that the controls could be somewhat more sympathetic to the needs of the player rather than the game's art director.

The Getaway is definitely a good-looking game with some excellent touches and with a few tweaks here and there it could be an amazing title rather than just a competent one. We can't really complain about it being so linear just because *GTAIII* wasn't, but it is certainly far more frustrating than it needs to be. Check out the screenshot that says that we've lost the van that we we're chasing. You can't miss it, it's the one that clearly shows that we were right next to the van in question. The game's full of such annoyances, but it manages to (almost) balance up its frustrating nature with the weight of its truly black heart, good looks and the questionable joy of emptying out a Soho ponce bar to the sound of an AK-47.

If you live in London you're probably so used to being bustled and knocked around by the millions of other poor souls who live so close to you they're practically part of your own body. If that's the case then you'll have a veritable hoot with *The Getaway*.

DID YOU KNOW?

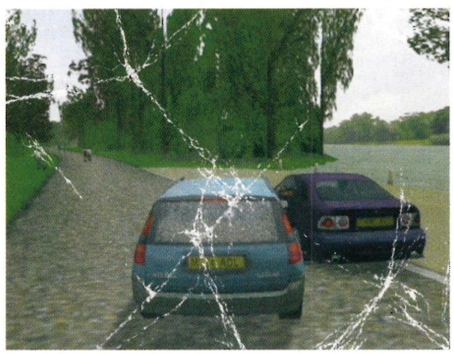
- The Getaway is also the name of a 1972 Sam Peckinpah movie that starred Steve McQueen and Ali Macgraw
- Less than £100 is all you need to enjoy a lovely 'getaway' in North Wales
- Cockney rhyming slang is as pointless as it is annoying. If you want to say "face" why bother saying "boat race"? Arghhhh!
- Jamie Oliver's latest TV show concerning his efforts to bring no-hope kids up to the level of world-class chefs proves that the fat-tongued mockney isn't such an arse after all
- When Stu Messham is in London he insists on being referred to as Big Irv. Typical quote after the man has just ruined some south London cooz: "It wasn't me – it was Big Irv who dun it."



Freeing felons is a simple matter of ramming police vans and then killing the cops. Fun?

DO HIS MOTOR





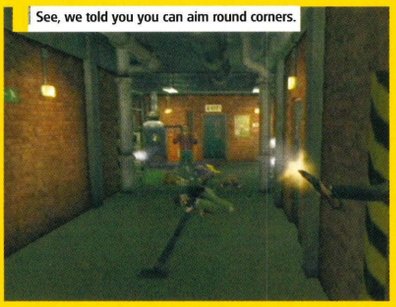
SOLLIO OR WHAT?

DUCK AND COVER

Neither Hammond or Carter like to stand still and get shot so it's good news to hear that they can take cover behind walls and shoot round the corner by aiming with NO EYES. They can also pop out of cover, shoot, then hurry on back behind some nice bullet proof concrete or beer. SNAAAAAAAKE!



hiding behind cover and take in some beer



See, we told you you can aim round corners.

>> Hey, you live in London – you are more important than anyone else living in this country. You get the focus of the news, now you get your own game – enjoy! The rest of you be warned that driving around a major city isn't quite as sexy as it sounds and the foot sections could do with some finer controls. Right, now naff off you slags.



IT'S JUST NASTY STUFF. THERE WE'VE SAID IT, THE GAME FEATURES NASTY STUFF

VERDICT

THE GETAWAY

Cockney action in need of a slight tweak

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

FINAL SCORE

83

PERCENT

"A GOOD-LOOKING GAME WITH EXCELLENT TOUCHES THAT, WITH A FEW TWEAKS HERE AND THERE, COULD BE AN AMAZING TITLE"

PLAY BACK

ALTERNATIVELY



GTA Vice City: Chances are you've heard of this one and own it already so bare with us as we rant on about how cool it is once again...
ISSUE 97 97%

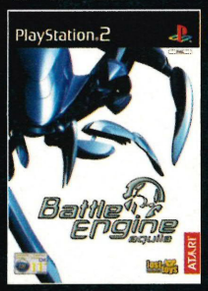


Headhunter: It has bits where you ride a motorbike, bits where you run about and shoot people and find objects – it's all decidedly average
ISSUE 86 75%

WRITER Chris Morgan | AVAILABLE Out now | WEBLINK www.infogrames.com

IN A NUTSHELL: MECH WARFARE WATERWORLD STYLE!

INFO



FORMAT	UK PAL
PUBLISHER	INFOGRAMES
DEVELOPER	LOST TOYS
PRICE	£39.99
AVAILABLE	NOW

1-2 PLAYERS | MEMORY CARD | DUAL SHOCK 2

STATISTICS

- 43 missions to blast your way through
- Two-player head-to-head, skirmish and co-op modes
- Make your own route through the game based on player performance

PLAY CLASSIC



These ickle fellas are on your side. Resist the temptation to mow 'em down, as there are plenty of enemy troops to satisfy your God-like urges on.

THE LITTLE ONES.



BATTLE ENGINE AQUILA

Time to roll out those damn big guns and kick some robot booty...

Back in the day, mech games were usually a pleasure only reserved for a very specific brand of PC gamer. This particular breed of player is characterised by a crumb-flecked beard, sweat-stained armpits and a spare tyre or three. They will bask in the warming cathode-generated glow of their monitors for hours on end, into and through the night, obsessing and fretting over the perfect combination of armour and mobility, long-range missiles and miniguns, and exactly how long to wait before flushing their coolant fluid.

But now, with a new generation of console mech games, none of this matters any more. What does matter is guns, big ones and lots of them. Yes, say hello to the world of *Battle Engine Aquila*, a world where years of atmospheric pollution has taken its toll and sudden climatic change has caused sea levels to rise dramatically, meaning the only land masses are small dispersed islands. Naturally, land value is at a premium, and a battle for survival ensues between the two remaining races, the Forsetti and the Muspell.



You take the role of Hawk, the pilot of a transforming mech with ground and flight capabilities codenamed Aquila, who's on the side of the gallant Forsetti against the evil Muspell. Encounters take place on vast battlefields, viewed in first-person from your cockpit. Mission objectives are standard, ranging from escort and defence to intercept and survival. What every mission has in common is constantly frantic and intense blasting action – arcade battling is certainly the name of the game here.

Controlling your mech is both intuitive and fluid. You can transform from ground to air at the touch of a button, whilst direction and aiming utilise the left and right sticks respectively. You select your weapon of choice with L1 and fire with R1. Easy. In no time you'll be manoeuvring your mech in flight and on the ground with grace and accuracy.

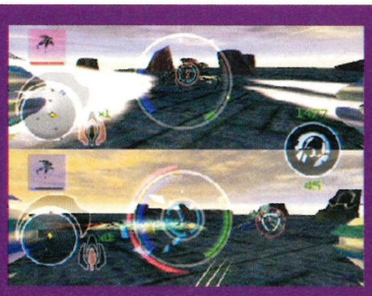
The single most impressive thing about this game is the visuals. It's quite remarkable to behold. Not in a "that's as pretty as an oil painting" kind of way, but in the sheer grand scale of it. As mentioned earlier, the battlefields are huge, with an excellent draw distance, and often there are literally hundreds of enemy and allied tanks, ships, troops, cruisers and bombers all scrapping it out. You can't command your allies (which actually works in the game's favour by keeping things simple) but they do show enough intelligence to come to your aid when you need it, push forward to complete objectives and generally be useful without getting in your way.

Arcadey it may be, but that doesn't mean the game is completely devoid of strategy. Far from it. Every mission can be approached in a number of different ways. Should you hold your ground for as long as you can in the face of wave after wave of enemy tanks, or risk flying into enemy territory from the off and try to take out their factories? Mid-mission, should you stay with your allies and help take out the spider-like mechs that are encroaching onto your base, or go and destroy that incoming carrier cruiser before it lands and offloads dozens of Muspell units? Then, do you risk going after

TWO'S COMPANY

Double The Fun, Almost

Whilst not quite up to the standard of the solo missions, the two-player modes are still quite a larf and should keep you and a buddy occupied for an afternoon at least. There's Head-To-Head, where just you and a friend square off; Skirmish, where you race to destroy your mates army and base before they do the same to you; and Co-op, where you team up against an evil foe.









DID YOU KNOW?

- The music for this game is composed by the same guy that did the tunes for Ms Croft's adventures
- In the next ten years sea levels are expected to rise by two meters
- Aquila, though it sounds cool, is actually an entirely fictional word, and means nothing at all

BATTLE ENGINE AQUILA

PS2 REVIEW



BOSS BONANZA

Big Bad Voodoo Daddies

We love 'em, you love 'em, and obviously the guys at Lost Toys love 'em too, so everyone's a winner in a place that is just so full of love. If it's boss battles your after, then you're in for a treat, as this game has them pouring out of every single orifice. Remember, go for the weak spot, and try not to take the hits.


This one looks like an enormous mech-doggy. Down boy.


Satellite death ray thing. Blow it up before it gets into orbit.

>> those approaching bombers with barely any armour, or take the time to return to base and repair beforehand? Decisions like this are constant, and any one can win or lose a battle.

Another nice feature is the ability to pick your own path through the game depending on your performance. Do well and a harder route becomes available, do badly and an easier option is yours to take. This rating system adds a lot of replay value, and most likely the first time you play through it you'll end up on the easy road, meaning that you can play through again doing harder missions as you hone your skills.

Flush It!

You've spent ages blasting a giant super-gun boss thing, then it finally blows up and you think it's over. Think again, out of the rubble comes a giant spider-mech with even bigger guns...

On the downside, as you would expect with so much going on, the PS2 does struggle at times and the frame-rate will drop, though fortunately not quite enough to spoil the experience for you. FX are nice, with appropriate bangs and booms, but the music is often quite cheesy.

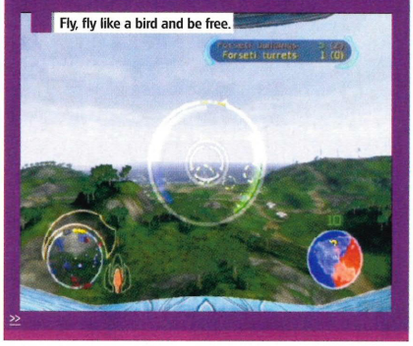
The main gripe though is repetition. Missions may have different objectives, some take place at sea, most on land, but essentially it all comes down to blasting away, in increasingly big areas against increasing numbers of enemies. But then, that's the nature of the beast, so would it not be a shame to mark it down for this? If that's what you like, then yes it would. And we like it. A lot.

TRAVEL IN STYLE

Planes, Trains And Automobiles

As you may have gathered, there are two ways for you to get around in this game: You can either slug it out on the ground amongst all the tanks and troops, which is chaotic but satisfying. Or you can spread your wings and fly, where you can mingle with all the high and mighty airforce types. Either way, you're probably in for a rough ride.


Here's where you get down and dirty with all the ground troops.


Fly, fly like a bird and be free.



Facing off is fun, but fly-by shootings are where it's really at.

BOGEYS AT 9 O'CLOCK





VERDICT

BATTLE ENGINE AQUILA

Pure arcade blasting fun on a big scale

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

FINAL SCORE **90** PERCENT

"THE VISUALS ARE QUITE REMARKABLE TO BEHOLD. NOT IN A 'THAT'S AS PRETTY AS AN OIL PAINTING' KIND OF WAY, BUT IN THE SHEER GRAND SCALE OF IT"

PLAY BACK

ALTERNATIVELY


Dropship: If you are after a more strategic, sim-based combat game, then this is what you want

ISSUE 85 90%


Armored Core 2: Another Age: A more typical, fiddly stats-based mech game. If that's your bag, then this is a pretty decent choice

ISSUE 92 75%

PS2



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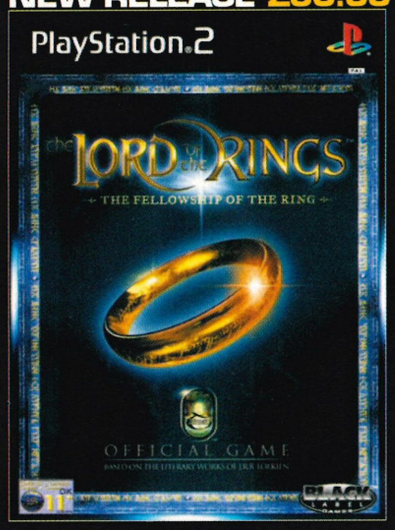

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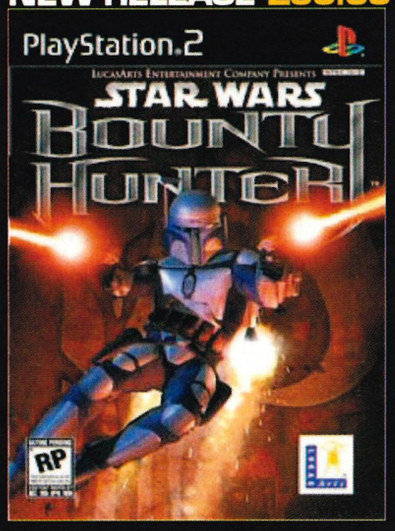

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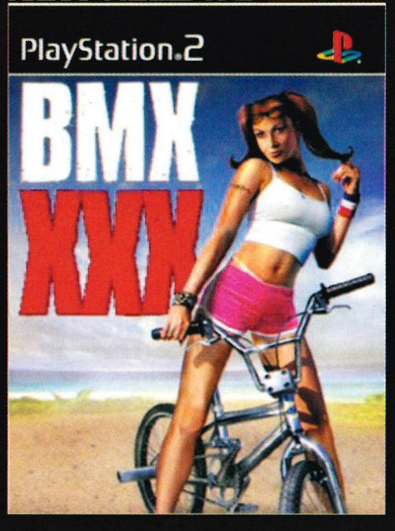

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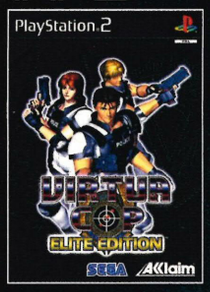
WRITER Chris Morgan | AVAILABLE Out now | WEBLINK www.acclaim.com | IN A NUTSHELL: ARCADE LIGHTGUN FUN ON YOUR PS2

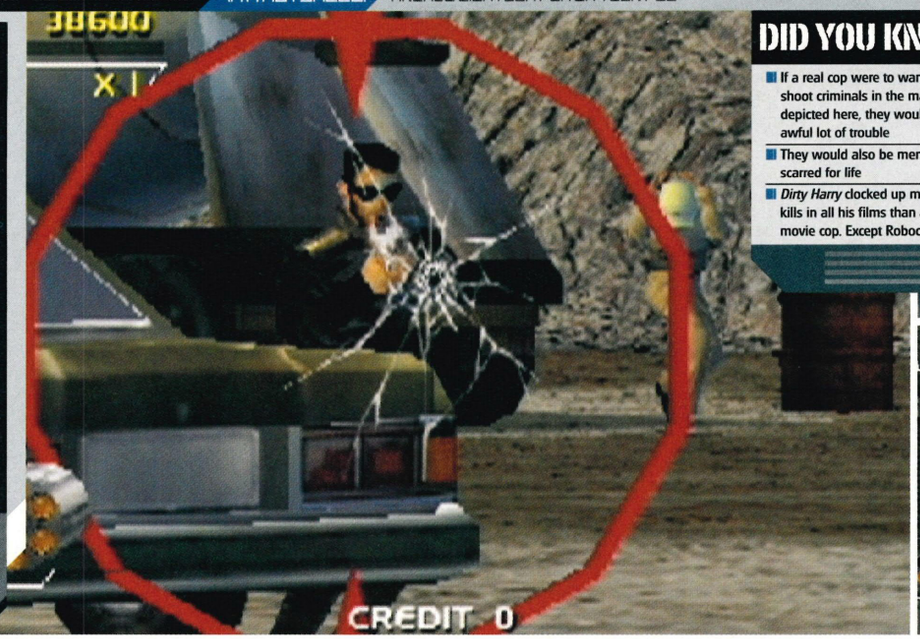
INFO



FORMAT	UK PAL
PUBLISHER	ACCLAIM
DEVELOPER	SEGA
PRICE	£39.99
AVAILABLE	NOW
1-2 PLAYER	MEMORY CARD
DUAL SHOCK 2	G-CON

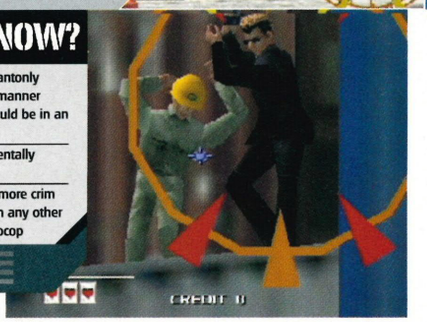
STATISTICS

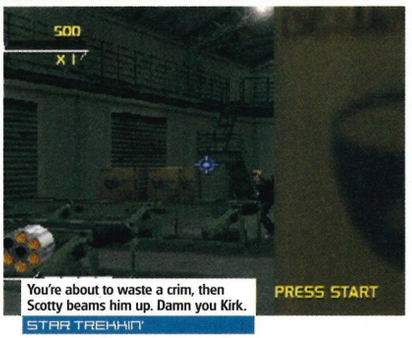
- *Virtua Cop 1* and *2* on one disc
- Compatible with Namco's G-Con2 lightgun
- It's *1* and *2* on *one* disc!



DID YOU KNOW?

- If a real cop were to wantonly shoot criminals in the manner depicted here, they would be in an awful lot of trouble
- They would also be mentally scarred for life
- *Dirty Harry* clocked up more crim kills in all his films than any other movie cop. Except Robocop





You're about to waste a crim, then Scotty beams him up. Damn you Kirk.
STAR TREKKIN'

VIRTUA COP: ELITE EDITION

Dust down your lightgun and pop a few caps into the criminal fraternity...

It's likely that many of you will be more than a little familiar with the *Virtua Cop* series. The number of evenings, ten pence pieces and youths wasted on them would probably be quite shocking if it were turned into some manner of meaningless statistic.

But before you get too excited, this isn't an all singing, all dancing, brand spanking new *Virtua Cop* game, oh no. On the other hand, neither should you be disappointed, because what we have here is *Elite Edition*. What you get for your money is *Virtua Cop* and *Virtua Cop 2* on one disc (albeit via the Dreamcast).

There are some subtle differences, the main one being the fact that both games have been prettied up a bit for the PS2, not extremely so, but enough to pass itself off as a game for the zeros. There's also a training mode, but given the extremely simple shoot/reload/repeat nature of the gameplay, you probably won't need it. And then there's the gallery in which you can view various pieces of concept art that you unlock by hitting those hard to get targets, like the crim hanging off the balcony of that building in the far distance.

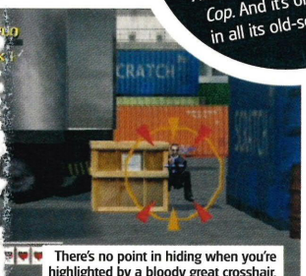
It's quite tempting to chastise SEGA for releasing two old games rather than one new one, but after giving it some thought, we here at PLAY decided that would be both pointless and stupid. Aside from making it look better, there's not really much that can be done to further the lightgun genre, being inherently limited by a gameplay mechanic that will always be chained down to shooting things that pop out from behind other things. And *Virtua Cop* is very good at doing just that, exactly as it is.

It's not as good as the incredibly slick *Time Crisis 2*, but then what is? It's not the kind of game that will gnaw away at your every waking thought for the first few weeks that you possess it, nor will it keep you awake all night long, or invade your dreams when sleep finally envelops you. But it is a whole lot of fun. With a friend in two-player, even more so. Best sampled in small doses, this is the perfect post-pub aperitif.

If you've exhausted the thrills offered up by *Time Crisis 2*, then this is probably what you're after to ease that itchy trigger finger.

Truth!

You put the disc in your PS2, plug in your light gun, sit patiently through the title sequence, then the game begins. And it hits you. This is *Virtua Cop*. And it's on your PS2, in all its old-school glory.



There's no point in hiding when you're highlighted by a bloody great crosshair.
HIDE 'N SEEK

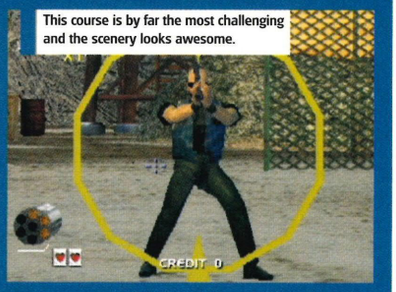
DOUBLE WHAMMY

Two For One

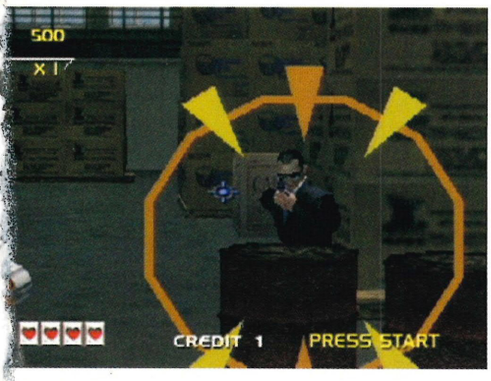
With *Elite Edition* you get twice the *Virtua Cop* goodness for your precious pennies. Not only do you get the original game, but its sequel *Virtua Cop 2* as well. Both games were very successful in their own right and now's your chance to own not one but two pieces of arcade gaming history. Though in fairness, as both games are quite small (being from the arcades as they are) together they make up one decent sized game.



This is SEGA's original baby in action



This course is by far the most challenging and the scenery looks awesome.



VERDICT

VIRUTA COP: GOLD EDITION

Well-conceived if rather basic lightgun action

FINAL SCORE

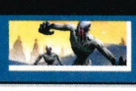
LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

80 PERCENT

ALTERNATIVELY



Time Crisis 2: If you're after a lightgun game, this should easily be your first choice and stands as the best example of the genre. Period.
Issue 83 90%



Vampire Night: Decent enough, but falls way short of being great. If you've got *Time Crisis 2* or *Virtua Cop Elite Edition* then this is a decent third place.
Issue 88 72%

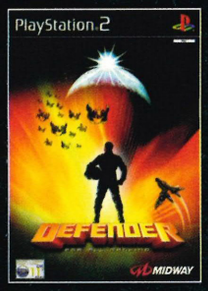
"IF YOU'VE EXHAUSTED THE THRILLS OFFERED UP BY TIME CRISIS 2, THEN THIS IS PROBABLY WHAT YOU'RE AFTER TO EASE THAT ITCHY TRIGGER FINGER"

PLAY BACK

WRITER Russell Murray | AVAILABLE Out now | WEBLINK www.midway.com

IN A NUTSHELL: RETRO CLASSIC REVAMPED AND REDESIGNED FOR THE MODERN ERA

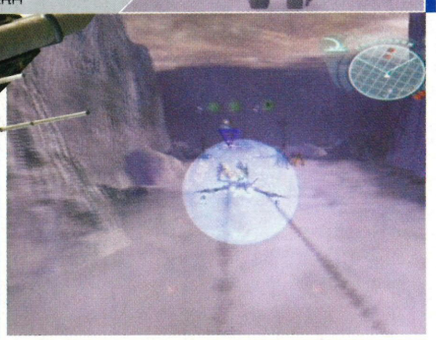
INFO

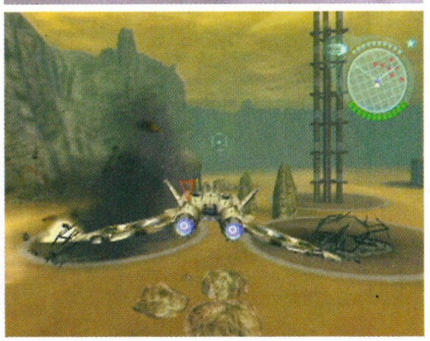


FORMAT	UK PAL
PUBLISHER	MIDWAY
DEVELOPER	SEVEN STUDIOS
PRICE	£3999
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Two player co-operative mode
- Six different ships to upgrade and fly
- Save colonists and destroy alien invaders







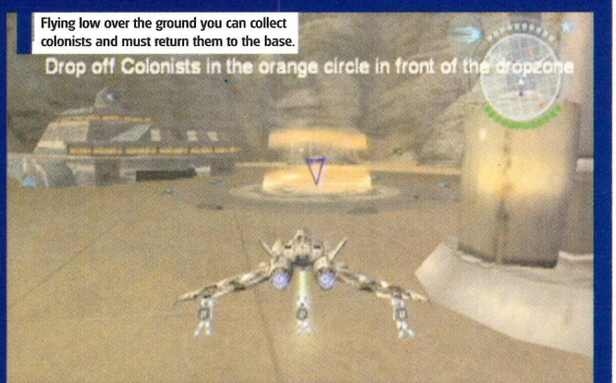
DEFENDER

After several years in hiding, the Manti are back and new Defender pilots are required to help save Earth from invasion...

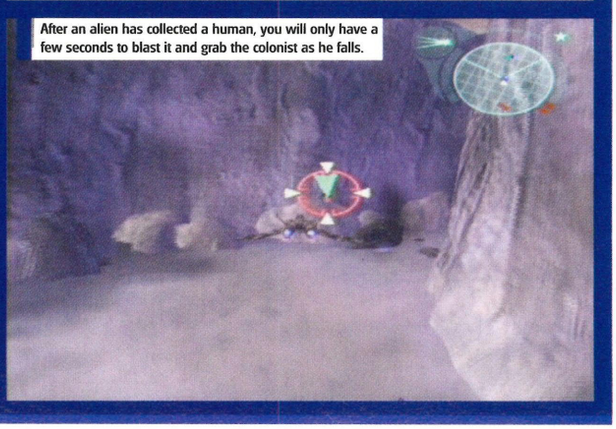
RESCUE ME

Save The Colonists

One of the main objectives of the game is to pick up colonists around the area and return them safely to the base. A lone colonist is irresistible to an alien and they will soon swarm around to try and grab some lunch. Three colonists can be rescued at a time, but don't forget to protect the base as well.



Flying low over the ground you can collect colonists and must return them to the base.

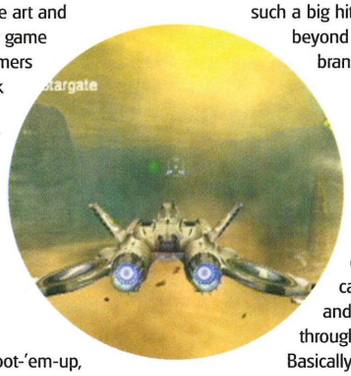


After an alien has collected a human, you will only have a few seconds to blast it and grab the colonist as he falls.



Way back in 1980, Eugene Jarvis programmed one of the most memorable videogames in history when he created *Defender*. At the time the game was state of the art and featured graphics like no other game – considering most arcade gamers were still playing *Pong* in black and white this isn't a surprise. Midway sold 60,000 *Defender* arcade cabinets making it their best-selling unit ever (a record that's still unbeaten today) – and all this despite the game being deemed a failure at a 1981 tradeshow because it was so hard.

The original *Defender* was essentially a side-scrolling shoot-'em-up, but with the bonus of flying both left and right. You were surrounded by a range of alien enemies and your task was to exterminate them all and save the humans that they were trying to eat.

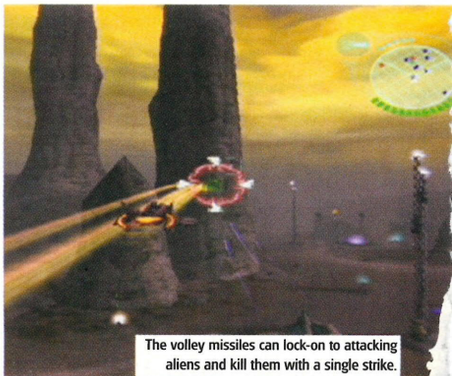


Just like the company has already done with the classic *Spy Hunter*, Midway has redeveloped *Defender* into a modern title. The new game has kept the concepts that made the original Defender such a big hit, and has tweaked them beyond all recognition to bring you a brand-new alien shoot-'em-up.

The game begins with a basic tutorial to show you the ropes and explain a few of the finer details, like how to shoot and collect power-ups that emerge from destroyed crates. It also details how you can rescue human colonists and this is really important throughout the entire game.

Basically the Manti swarm are causing havoc across the universe and good pilots are in short supply. Your job is to defend the colonised bases and also save as many of the inhabitants as you can. Every time one of the aliens lunches on a





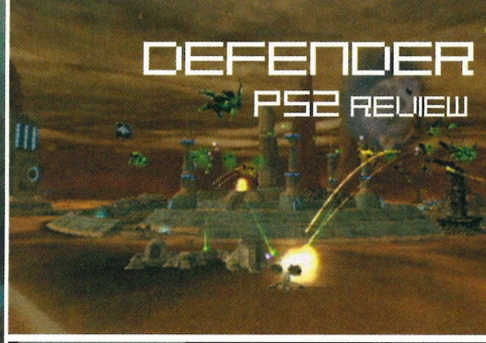
The volley missiles can lock-on to attacking aliens and kill them with a single strike.

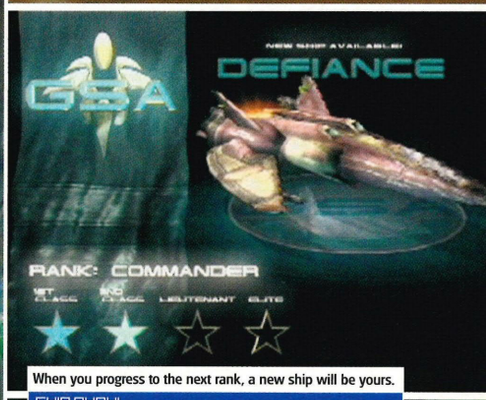
GOLDEN BALLS

DID YOU KNOW?

- The original game was programmed with so little memory that it wouldn't be enough to make an icon on your PC these days
- You can still buy an original *Defender* unit from online auctions such as ebay
- 75% of GSA colonists can build amazing things with their hands
- The original game may still be playable and hidden somewhere inside this code







When you progress to the next rank, a new ship will be yours.

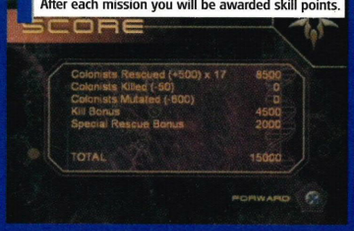


DRAW YOUR PSYCHO PENSION

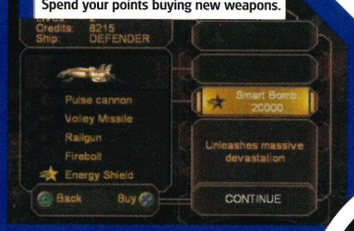
Lethal Weapons

Rescuing colonists and defeating aliens will all help to gain some valuable points when the mission has ended. These points are tallied throughout the course of the game and can be saved or used to buy some amazing new weapons for your ships. Every ship uses different weapon systems and there are just loads to buy and try out. Let's just see how that alien scum fancy a railgun up their ass.

After each mission you will be awarded skill points.



Spend your points buying new weapons.



>> human, they transform into a more aggressive enemy so it is vital that you juggle your time between saving these defenceless mortals and killing the Manti that are trying to destroy everything.

Considering how basic the graphics of the original game were, the aliens in this new version look like a crossbreed of Space Invaders and the Predator. They move at incredible speeds around the screen so it is lucky that your ship is very easy to control. To make precision flying a lot easier the boost button has been positioned on the shoulder buttons making it easier to stop and engage the enemy rather than flying around in circles.

Of course, if you wish to tackle the Manti at full speed, you are able to do so and the nifty loops and barrel roll manoeuvres will help you to achieve that. If you are successful in your mission, you are awarded points for killing enemies and rescuing any colonists. These points of course increase your flight ranking, but they can also be used to purchase upgrades and extra lives for your ship. Each craft has four weapon slots and there are several new upgrades available to aid you in the battle against the Manti. When you have proved yourself to be an accomplished pilot, new ships will become available and there are six in total to collect and fly. All these craft have different abilities like speed and shields, but also have unique weapons that may be beneficial on certain sorties.

The controls are fairly responsive and those important bursts of speed and firepower are accessed easily enough. The battles are intense and you face the never-ending struggle of protecting your base and trying to save any comrades in the area. Once several colonists have been saved, they will start to produce power-ups to repair your ship and can also build tanks and missile launchers to help protect the base. These ground-based vehicles can be picked up using the tractor beam on the rear of your ship and then transported around the battlefield to where you need them most. This also adds a strategic element to the gameplay amongst all the frantic blasting and dashing around saving humanity.

Visually, *Defender* is extremely impressive and all the aliens, crafts and planets look breathtaking whilst flying around the screen. Naturally, the battle action is so intense that you hardly notice, but all the same it has been created perfectly. But have no fears Midway hasn't forgotten the game's roots and every once in a while sound effects will kick in and offer a gentle reminder of the game's successful past. Which is surely enough to put a smile on the face of old skool gamers.

Like *Spy Hunter* before it *Defender* is a remarkable update that satisfies both old and new gamers alike with its flash graphics and basic old-skool blasting.

DVD Extras

There is a special extras area with an interview with *Defender*'s creator Eugene Jarvis. Ed Boon the mastermind behind *Mortal Kombat* also appears.





VERDICT

DEFENDER

Great fun for a while but more appealing to mature gamers

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

FINAL SCORE **80** PERCENT

ALTERNATIVELY



Ace Combat 4: Namco comes good with this swirling sky searing flight sim

ISSUE 86 87%



Dropship: A very good military combat sim that involved a great deal of flying

ISSUE 85 90%

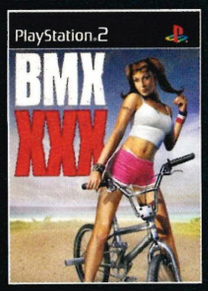
"HAS KEPT THE CONCEPTS THAT MADE THE ORIGINAL SUCH A BIG HIT AND TWEAKED THEM BEYOND ALL RECOGNITION FOR A BRAND-NEW SHOOT-'EM-UP"

PLAY BACK

WRITER Chris Morgan | AVAILABLE Out now | WEBLINK www.bmxxxx.com

IN A NUTSHELL: BMXING WITH NAUGHTY BITS

INFO

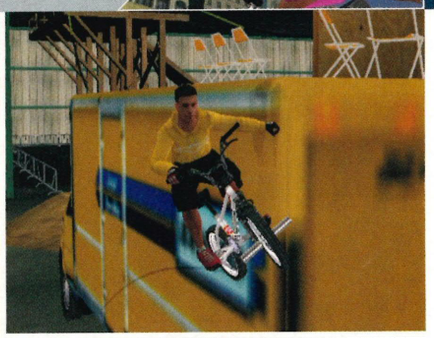


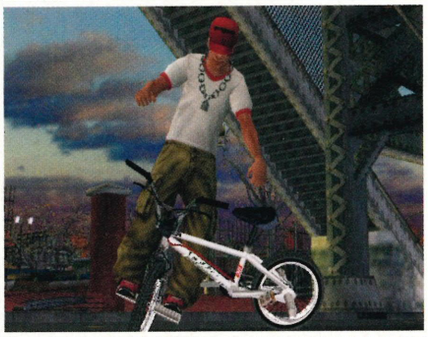
FORMAT	UK PAL
PUBLISHER	ACCLAIM
DEVELOPER	Z-AXIS
PRICE	£39.99
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

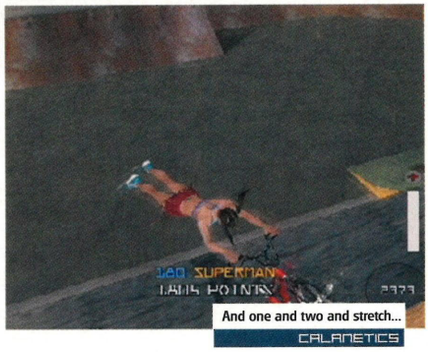
STATISTICS

- Fully licensed soundtrack featuring the likes of Green Day and De La Soul
- Eight large levels to ride in
- Some topless ladies









And one and two and stretch...
CALANETICS

BMX XXX

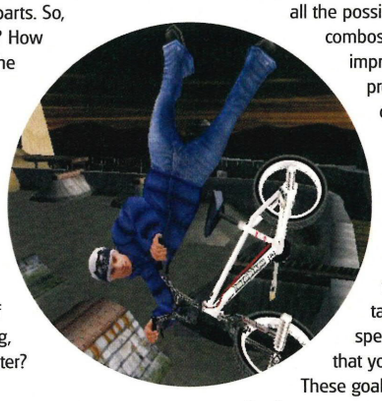
It may have had its knockers, but Acclaim seems to be abreast of the situation...



Get used to the game's environments and you will be traversing rails and jumps with aplomb.
XXXPERT

There was a time when the most erotic thing you could find in a videogame was a flash of thigh from *Street Fighter*'s Chun Li. Then came the age of the bulging Lara Croft, and all her organ-free-waistline counterparts. So, where do you go from there? How does a game developer up the ante once again?

Easy, by including some grainy movie footage for you to unlock of actual ladies actually taking their actual clothes off. Is it an ingenious gameplay mechanism, endeavouring to expand the horizons of developers and the minds of players, or a publicity seeking, self-perpetuating hype monster? Go on, have a guess.



If you've ever played any of the *Dave Mirra Freestyle BMX* games, then you should already know if you like this or not, as it's very similar.

Though as you may have already gathered, this game is littered with mildly offensive language and naughty themes.

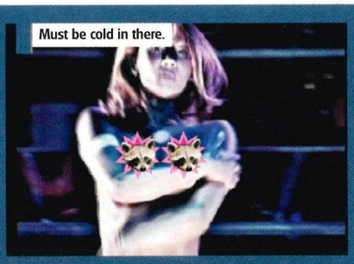
You use one button to pull off tricks and another to modify the trick in question. When you tally up all the possible trick variations and combos, it amounts to quite an impressive number. But the problem lies not with the quantity, but the quality. You see, none of the tricks feel at all special, or even satisfying when you pull them off.

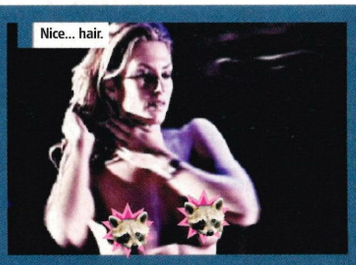
In the Career mode, you can freely ride around the levels (there's no timer) taking on challenges by speaking to the pedestrians that you'll find milling about. These goals are mostly standard fair for the genre, except for the fact that occasionally you'll be required to pick up people or objects and drop them off at a designated point. Seeing a gang of monkeys hanging off your bike is

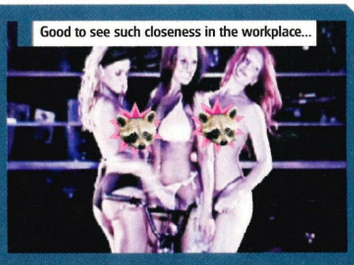
NAUGHTY

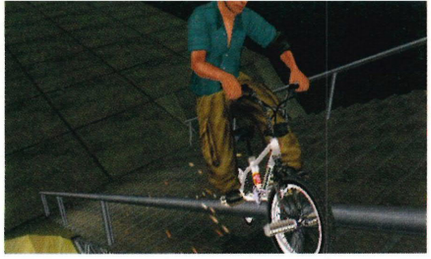
Ohh La La...

Some of you may still be feeling the urge to go and buy this game just so you can see some nudity cobbled onto a game. Well, we here at PLAY thought it would be good of us, and better for you, if we just showed you right here and right now, so you won't have to buy it. Then we bottled it and covered up the naughty bits with our Animal of the Month – no, not Will, the raccoon.


Must be cold in there.


Nice... hair.


Good to see such closeness in the workplace...



DID YOU KNOW?

- BMXing was originally going to be called 'Pedal Cross'
- The rude content of this game is actually just a publicity ploy to kick off a media frenzy, make *The Daily Mail* throw a wobbler, worry parents everywhere, and make young boys want to buy it
- This game could well make you go blind



WHO GOES?

You Decide...

One thing that *BMX XXX* has to offer in abundance is choice of player characters – and what a varied bunch they are. Want to see an Amish boy pulling off some mad stunts? Well here you go then. Or how about a Surfer dude? Or a pimp? Or even something that looks worryingly like a mannequin? The choice, as they say, is yours.

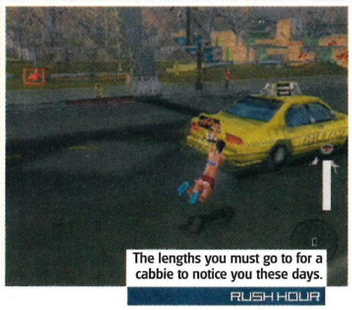


Hello Kitty. Miaow.



Now this guy has style.





The lengths you must go to for a cabbie to notice you these days.

RUSH HOUR

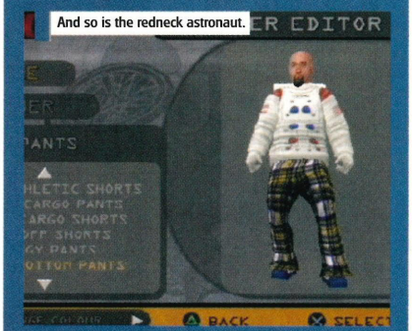
SPOILT FOR CHOICE

Pick 'N' Mix

When you get bored of all the regular clobber the player characters are wearing, why not go into the player edit facility and kit 'em out as you see fit? You can change whatever you want, whether it be just shirt and trousers, or socks and pants, or even tattoos.



The pimp look is in this season.



And so is the redneck astronaut.

Cheating Gets You Everywhere

Go to the cheats section, type in XXX RATED CHEAT you get all of the movies, featuring actual breasts, without having to play through the game. Phew.

>> very amusing, but unfortunately doesn't affect the way your bike handles.

Most of these challenges are introduced by a small cut-scene. These are mainly where the game displays its humour, like when you encounter a fireman clutching a flaccid hose, complaining about his inability to "get it up". Unfortunately, it's also one of the places where the game falls flat on its face.

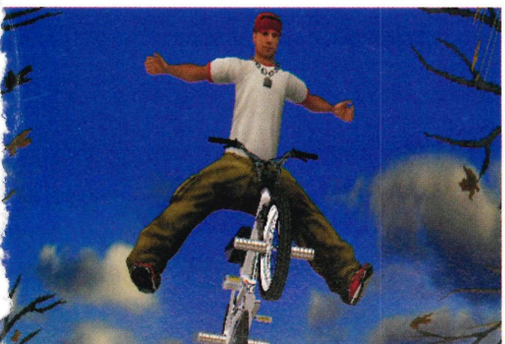
These cut-scenes more often than not fail miserably when it comes to actually explaining how to complete your objective. It is a regular occurrence that you'll be told to find an item or hit a switch and have absolutely no idea what you're looking for. One goal you are given at an early stage in the game requires you to wreck your bike into a "fruitbooter". You are given no explanation as to what this is, you are just expected to know. As it turns out, a "fruitbooter" is a term for an inline skater. This makes the game seem sloppy, and more than a little frustrating.

There are also a few two-player modes to muck about on, and they are actually quite fun. There's a highest scoring combo competition, where the loser ends up being stripped down to their underwear, and a straight-forward score-based contest. One particularly memorable mode is where one player has to collect all the boom boxes that are scattered around the level while the other player, who remains stationary, is armed with a variety of weaponry, from grenade launcher to sniper rifle, and has to shoot down the other player, preventing the boxes from being collected.

It has to be said that *BMX XXX* is not going to be winning any beauty contests. This one fell out of the ugly tree, and hit a few branches on the way. Not all of them, but a few. The levels are large, and for the most part look okay, but the riders themselves look dull and are poorly animated. The rider tends to simply jerk into position from one trick to the next. FX are decent enough, if a bit repetitive at times with most of the pedestrians only having one phrase that they insist on repeating over and over again. The licensed soundtrack is for the most part very good.

As for the "mature" content, well that is perhaps the best joke of all. Calling the content of *BMX XXX* mature is a bit like calling a *Carry-On* movie high-brow. Mindless schoolboy tits and toilet humour is the order of the day, and if you happen to be a particularly immature 12-year-old male, you might just find it funny. But probably not.

Instead of shelling out for this mediocre title, you'd be better off getting a copy of the latest *Tony Hawk's* game and downloading some grainy glamour material from the Net. But only if you're over 18, obviously.



VERDICT

BMX XXX

It's not big and it's not clever, just very average

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

FINAL SCORE **52** PERCENT

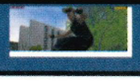
"MINDLESS SCHOOLBOY HUMOUR IS THE ORDER OF THE DAY AND IF YOU HAPPEN TO BE PARTICULARLY IMMATURE YOU MIGHT JUST FIND IT FUNNY"

PLAY BACK

ALTERNATIVELY



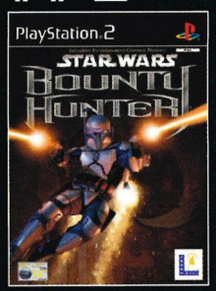
Dave Mirra Freestyle BMX 2: Very similar to *XXX*, but not as sloppy and no sign of any areolas. Fun, but not great
ISSUE 82 80%



Tony Hawk's Pro Skater 4: If you want an alternative sports game, then this is the bona fide daddy. Go get it
ISSUE 97 95%

WRITER Gary Adams | AVAILABLE Out now WEBLINK www.lucasarts.com IN A NUTSHELL: 3D PUZZLING ACTION IN A TIN CAN

INFO



FORMAT	PAL
PUBLISHER	LUCASARTS
DEVELOPER	IN-HOUSE
PRICE	£39.99
AVAILABLE	NOW
1 PLAYER	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- 18 levels
- Play with all of Jango's gadgets and toys
- Graphical effects and FMV by Industrial light and magic
- Music and sound effects from Skywalker sound

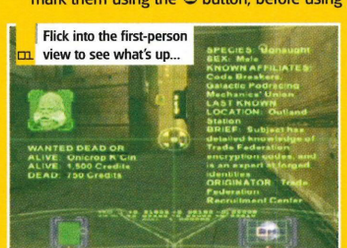
STAR WARS: BOUNTY HUNTER

Play out every *Star Wars* fan's dream. No, not to go out and pick up girls...

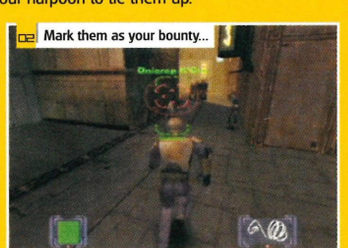
TRACKING BOUNTY

A Taste Of Paradise

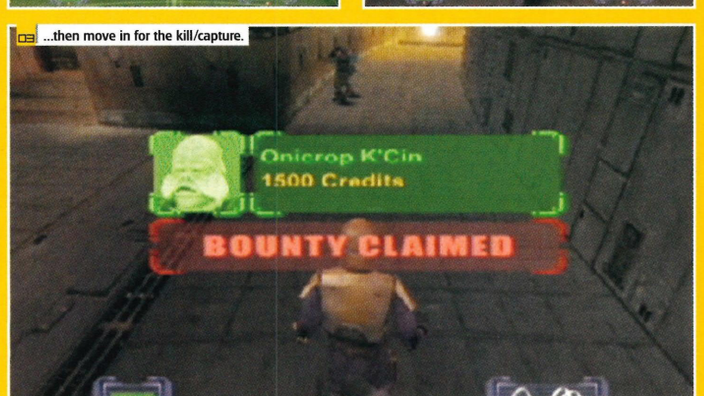
Selecting your helmet will provide you with the chance to check out characters to see if they are wanted or not. Once activated, your view will flick into Jango's helmet and data will stream across the screen detailing whether or not somebody is wanted dead or alive and how much you'll get for taking the time to carry out the task. If they are wanted alive then you'll have to mark them using the △ button, before using your harpoon to tie them up.



01 Flick into the first-person view to see what's up...



02 Mark them as your bounty...



03 ...then move in for the kill/capture.







MY PULSE IS RACING

Grab the weapons of fallen enemies; you never know what you might get, like this rapid firing pulse rifle.

STAR WARS: BOUNTY HUNTER

PS2 REVIEW

WELL BLOW ME

Can I Kick It?

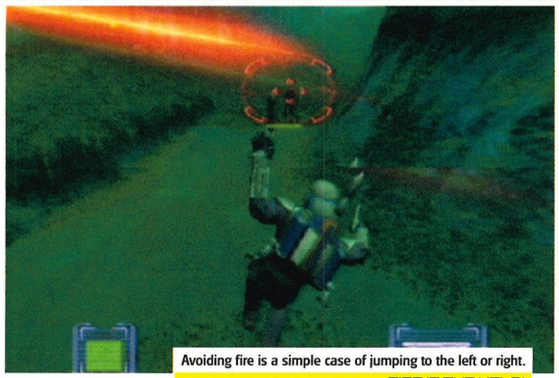
■ Cutting through doors with your blowtorch and then kicking them in like a hard man is something you will find yourself doing quite a lot. Simply press the △ button when you come across a metal panel and Jango will automatically follow through with the task.

»





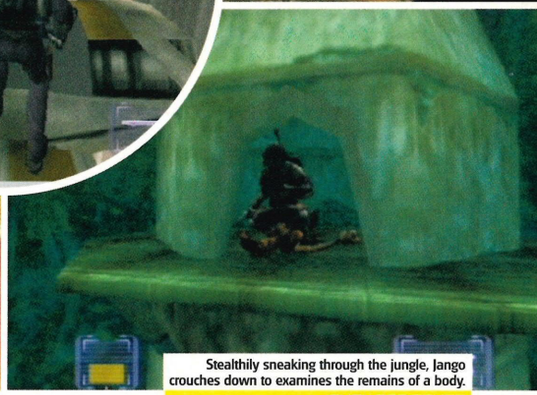




Avoiding fire is a simple case of jumping to the left or right.

FIRE IN THE HOLD!





Stealthily sneaking through the jungle, Jango crouches down to examines the remains of a body.

DUCK AND COVER



Star Wars is a licence that has to be handled with care. The sheer amount of history and lore that has been packed into the films is staggering, with hundreds of fan fiction documents and graphic novels expanding on the universe to unfathomable depths. It has to be said that one of the most mused upon elements of this universe is the bounty hunter, Boba Fett, and his father Jango. Shrouded in an alluring element of mystery and intrigue, they have been responsible for a significant chunk of interest from die-hard fans – and much to the delight of many, Jango now stars in his very own game.

The story line takes place between episodes *I* and *II* and charts the events that inspired Jango to become the living template for the Clone Army. Taking place through 18 missions, the game delivers lots of plots twists and revelations that will not only cast new light onto the character, but also change the way that you perceive him.

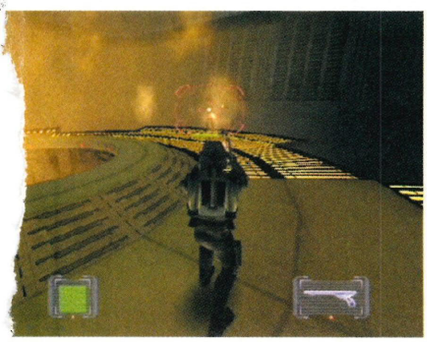
■ The various locales that you visit are places both familiar and unknown, but all make a pretty good job of capturing the darker side of *Star Wars*, with labyrinths of sinister alleyways teeming with scum and villainy of the highest order, crawling through the polluted foundations of gleaming metallic towers that spiral off into the sky – these of course being home to the rich and royal. As you can imagine, architecture like this does cause a few grumbles from the PS2 hardware and the frame-rate will suffer from time to time. Add in a few bad guys all running and ducking around firing off volleys of lasers and there will be times that you'll almost hear the poor machine stutter. The actual visuals themselves aren't too hot, although stylistically they are very *Star Wars*. The choice of colours and general lack of variation from set-piece to set-piece can make things a bit of a bore at times.

Aesthetics aside, considering the track record of recent *Star Wars* games, *Bounty Hunter* is a surprisingly enjoyable affair that is unfortunately brought down by one or two major flaws. As you can see from the screenshots, the game takes on a third-person perspective that plays like a futuristic James Bond. You have at your disposal a wide variety of gadgets that allow you to cut through metal panels, jet-pack across large gaps, tie up enemies and all manner of other actions. You'll be making good use of all of these as you travel along the levels, with lots of crawling around cutting up panels early on in the game soon being replaced with jet-packing through vast open spaces raining laser death on all who come near.

One thing that sticks out with *Bounty Hunter* is that the levels are all designed to get the maximum use out of your repertoire of moves. From the get go you'll be using a wide variety of these moves, and this is how LucasArts has successfully made it feel that you are actually Jango Fett, flying around the levels earning your pay rather than a character in a videogame. Although some elements are introduced at intervals in the game – such as your Jetpack and missiles – incorporating these into the game earlier would have made some levels where you are introduced into the more basic moves pointlessly simple.

Remarkably, in spite of this, the amount of puzzles and lateral thinking required to get to some areas keeps everything feeling fresh and it's clear that a good deal of creativity has been put into the level design.

■ However, the fatal flaws of *Bounty Hunter* prevent you from enjoying these points to their full potential. The most obvious problem, which is realised immediately, is







WE COULD BE LIFTED

Jango takes a few moments to make sure his rifle is functioning correctly.











Jet Set

A massive sewer system that's crawling with enemies is the first large area you encounter and is the perfect opportunity to experiment with your rocket pack.

the camera. Although you have some degree of control over the camera with the right analogue stick, it doesn't give you enough freedom to put it exactly where you want, and all too often there will be a great and headache-inducing flickering as the computer decides where exactly it should go. It is also needlessly fiddly to walk in a straight line. It's almost as if the game is expecting you to strafe as your viewpoint veers to the left and right, causing you to correct the movement on a constant basis.

You'll also have quite a few problems with the interface. Whilst strafing in mid-air and using your jetpack at the same time as firing down on multiple targets is pretty mindless to execute, other, more minor actions are for some reason much more difficult to command. For example: detecting bounty using your helmet, or the fact that your character will not automatically duck when entering a tunnel.

They're all complaints that seem minor and picky on paper, but they do take away from the flow of the game to a certain degree. Also, adding to this effect are the linear levels. You'll never get the chance to simply blast off somewhere and explore the *Star Wars* universe for yourself.

For the most part, *Star Wars: Bounty Hunter* is a step ahead of most other *Star Wars* games. Atmospheric and involving, it will have you using your brain to solve puzzles just as often as making use of your trigger finger. The environments stay true to the feel of the films and there is enough packed into the game to keep you going for a while. However, the cumbersome controls and levels that boarder on being obsessively linear prove to be major hurdles to get over when it comes to overall enjoyment. *Star Wars* fanatics will happily dive headlong into this, while other gamers may wish to merely rent.

DID YOU KNOW?

- Harrison Ford was very critical of George Lucas' dialogue
- The word Jedi derives from the Japanese phrase Jidai Geki, the name of a drama set during the times of the Samurai
- Only 15 minutes of *Episode I* contain scenes devoid of CGI of some kind
- Chebika, the city in Tunisia where the Tatooine scenes were filmed, was responsible for the name 'Chewbacca'



Watch out for innocent droids wondering the many corridors.
RECOGNISE THIS FELLOW?



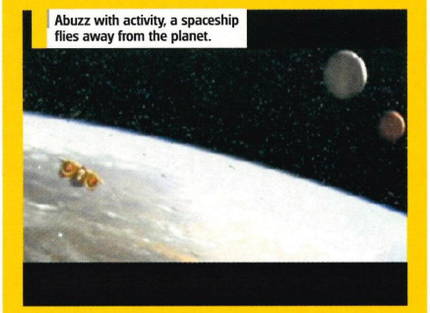




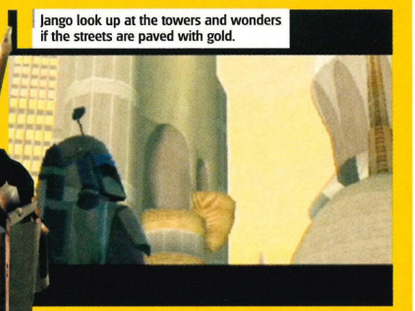
FMV AND CUTS

The Final Cut

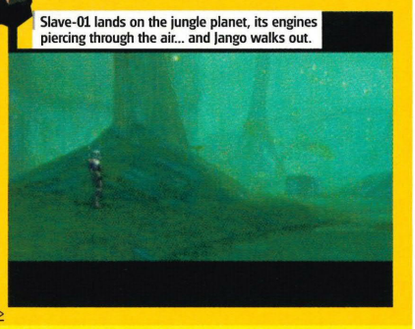
All of the FMV sequences are done by George Lucas' company, Industrial Light and Magic. Along with the music from Skywalker sound, these scenes are pretty damn good, as you could imagine. For *Star Wars* fans these are like extensions of the movies and with voice-acting delivered by the original cast (mostly) the professional touch seems almost effortless.



Abuzz with activity, a spaceship flies away from the planet.



Jango look up at the towers and wonders if the streets are paved with gold.



Slave-01 lands on the jungle planet, its engines piercing through the air... and Jango walks out.

>>

VERDICT

STAR WARS; BOUNTY HUNTER

Enjoyable adventure plagued by clumsy camera and controls

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

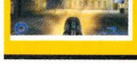
FINAL SCORE

70 PERCENT

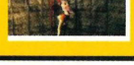
"STAR WARS FANATICS WILL HAPPILY DIVE HEADLONG INTO THIS, WHILE OTHER GAMERS MAY WISH TO MERELY RENT"

PLAY BACK

ALTERNATIVELY



James Bond 007 In... Agent Under Fire: More high-tech gadgetry, but this time in a first-person view under the guise of the most famous spy of all time
ISSUE 85 89%



ICO: This gentle game with its wondrous visuals and a genuine sense of care for the characters makes this an essential purchase for puzzle fans
ISSUE 87 90%

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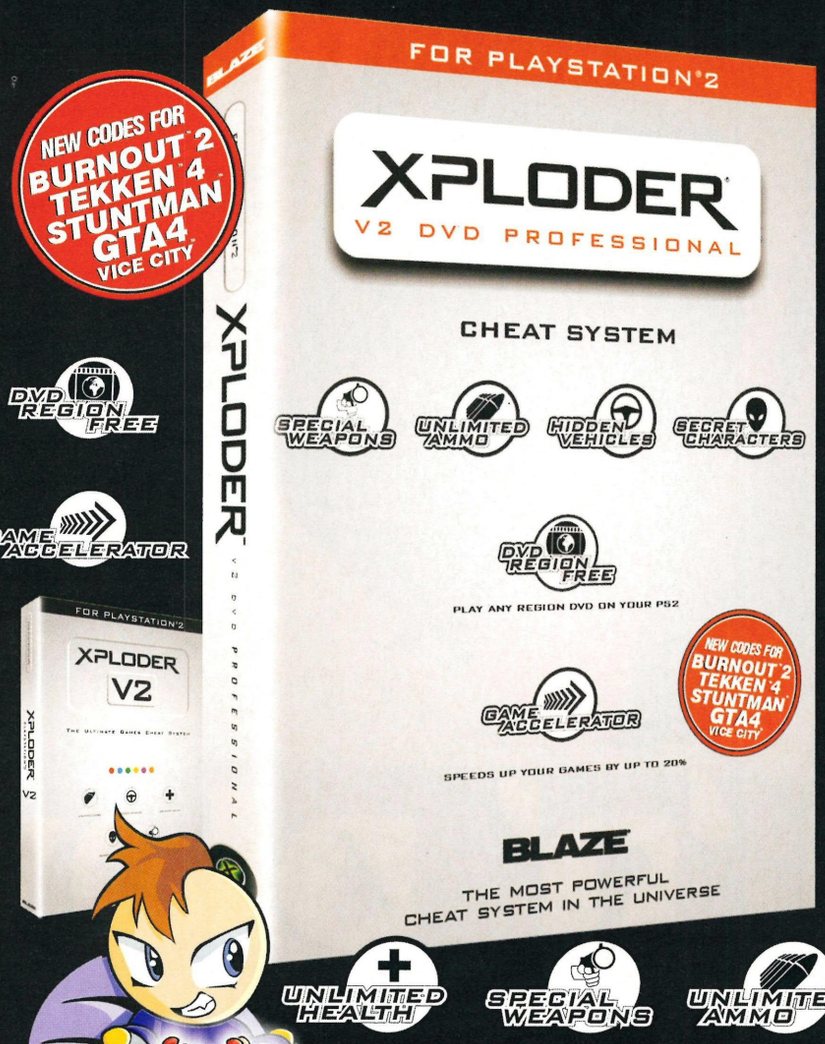

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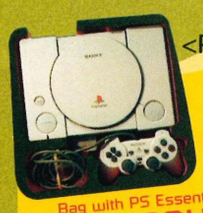

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IN A NUTSHELL: 3D FIGHTING ON THE HOOF JAPANESE BEAT-'EM-UP CRAZINESS AHOY!

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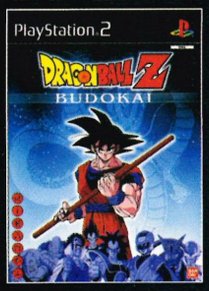


FORMAT	UK PAL
PUBLISHER	INFOGRAMES
DEVELOPER	BIRD STUDIOS
PRICE	£3999
AVAILABLE	NOW
1-2 PLAYER	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- 23 *Dragon Ball* heroes
- 29 levels of fighting action
- 60 combo moves per character

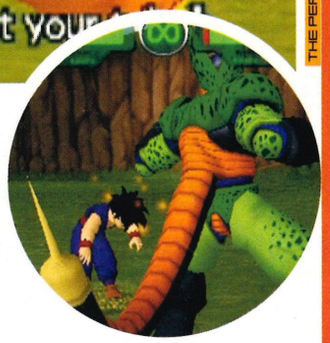
DID YOU KNOW?

- There are *Dragon Ball* adventures for the PSone too
- You can watch the show on the Cartoon Network
- Some of the characters have tails





DRAGON BALL Z: BUDOKAI

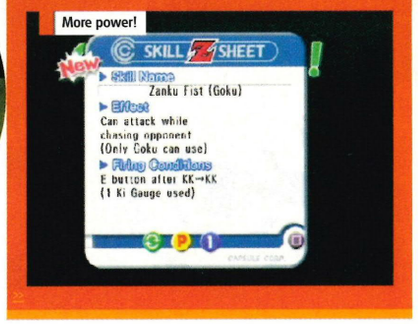


Are you ready to enter the multi-coloured and ultra-violent world of *Dragon Ball Z*?

Character Building

THE PERFECT BEAST

As you progress through the Story mode you'll acquire various skills. These can then be used in the Edit mode to create the ultimate *Dragon Ball Z* warrior who can then try to take the world title!







Instead of fighting, here you must just stop another character getting free.

HOLD THAT MAN

Over the last few years there have been a huge number of different Japanese crazes which have come and gone in this country with various degrees of success. *Dragon Ball Z* is one of Japan's most popular adventures and the cartoons and merchandise also shift reasonable numbers in this country, making its PlayStation2 debut inevitable.

Seeing as how the show revolves around a huge number of spiky-haired heroes and bizarre creations squaring off against each other, *Dragon Ball Z: Budokai* is a straight-forward beat-'em-up, which is a lot more than can be said for the convoluted and bizarre plot...

You can however, choose not to bother with the story at all and just dive straight in to the Tournament mode where you are battling to become the best fighter in the world. Each *Dragon Ball Z* favourite has a huge number of moves and they are remarkably easy to pull off, suggesting that the game is pandering to its younger audience, although there is still enough action here to ensure that more mature gamers can also enjoy the Japanese goodness.

It is in the Story mode that the game comes into its own though. Fans of the show will no doubt cherish the chance to enter the Saiyan Saga and fight through the Cell Games Saga, but if these mean nothing to you, don't worry, just sit back and enjoy the yarns being spun. It is not all one-on-one fights either, as your quest continues there are handicap matches to overcome and even levels where you don't fight at all, just hold back one of the evil characters whilst your partner blasts them with lasers.

The big problem that *Dragon Ball Z* has is persuading fight fans who do not watch the show that this is worth parting with cash for. Yes, it does look a lot more simplistic than *Tekken et al*, but there are still a large number of moves to perfect and characters to master. If you can get past the pastel-coloured craziness of it all, then *Dragon Ball Z: Budokai* provides a decent enough challenge – just don't be expecting another *Tekken 4* and this should find favour. How many other beat-em-ups can you name where one of the first villains you meet is a man with a tail, eh?

Kick It!

Launching a huge fireball attack and watching your broken enemy fly backwards slowly before collapsing in a crumpled heap. Your battle is over!



WHAT?! The story takes many unexpected and frankly bizarre twists along the way.



VERDICT

DRAGON BALL Z: BUDOKAI

Likely to be a cult success rather than a huge hit

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

FINAL SCORE **73** PERCENT

"IF YOU CAN GET PAST THE PASTEL-COLOURED CRAZINESS OF IT ALL, THEN DRAGON BALL Z: BUDOKAI PROVIDES A DECENT ENOUGH CHALLENGE"

PLAY BACK

ALTERNATIVELY



Dead Or Alive 2: Big breasted ladies plus high-octane action equals a PS2 fighting classic

Issue 70 91%



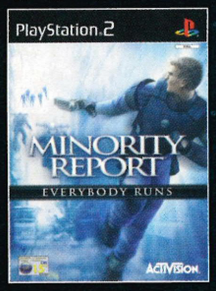
Tekken 4: After the slight disappointment of *Tag* this is a proper sequel to the PSone classics

Issue 90 90%

WRITER Ian Dean | AVAILABLE Out now | WEBLINK www.activision.com

IN A NUTSHELL: DESTRUCTIVE MOVIE-INSPIRED SMACKING ACTION

INFO



FORMAT	UK PAL
PUBLISHER	ACTIVISION
DEVELOPER	TREYARCH
PRICE	£39.99
AVAILABLE	NOW

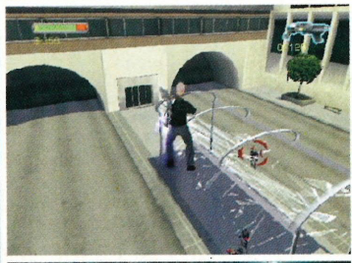
1 PLAYER | MEMORY CARD | DUAL SHOCK 2

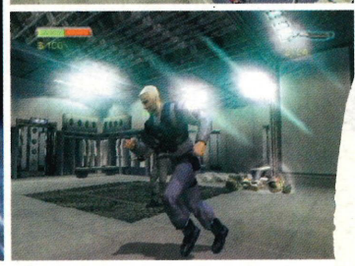
STATISTICS

- 40 levels of fighting action influenced by scenes and environments from the movie
- Our hero has 20 combo moves to earn and learn including uppercuts, headbutts and devastating throws
- Unique use of rigid-body physics means opponents can be thrown against and harmed in different ways by the scenery



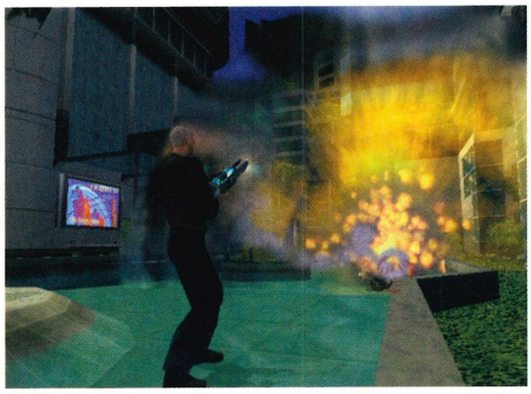






MINORITY REPORT

Major movie licence gets a new face...







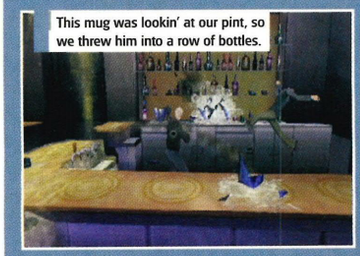
YOUR COLLARED

Crash And Burn

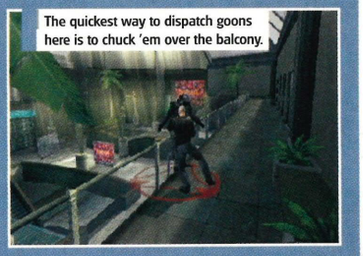
If you've read the main review already then you'll know that the most fun to be had from *Minority Report* is in discovering how much damage you can do to people and the game world.

There's no feeling quite like picking up a dazed opponent and forcing him through and into the windows, drinks machines, adverts, doors and furniture found in the scenery. Due to the 'ridged-body' physics these hapless fools will fall, bounce and flop around the environment with comic effect as the glass shatters, machines fizzle and adverts explode.

The more vindictive players will choose to whip through a level in double-quick time by launching these goons off balconies or through the window of a 20-story building, each villain screaming poetically to their doom.



This mug was lookin' at our pint, so we threw him into a row of bottles.



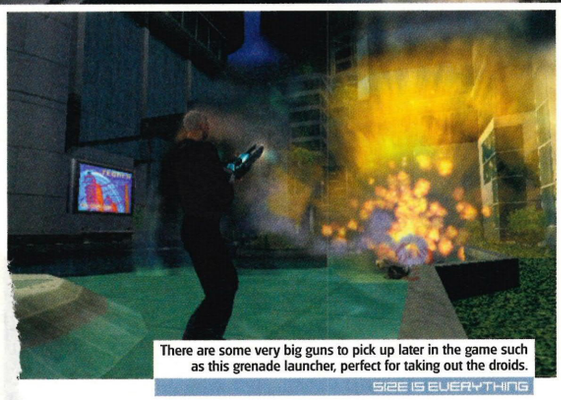
The quickest way to dispatch goons here is to chuck 'em over the balcony.



Perform a successful combo and Mr Anderton will light up like a Christmas tree.

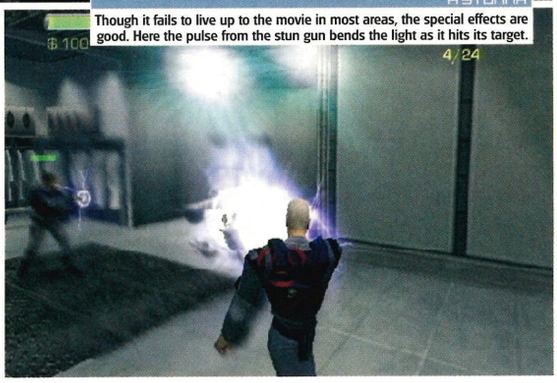
LIGHT UP





There are some very big guns to pick up later in the game such as this grenade launcher, perfect for taking out the droids.

SIZE IS EVERYTHING



A STUNNA

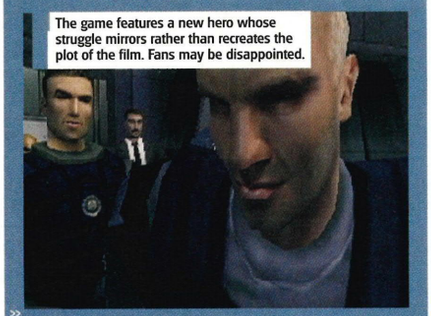
Though it fails to live up to the movie in most areas, the special effects are good. Here the pulse from the stun gun bends the light as it hits its target.

HERE'S WHITEY

The Doppelganger

Fans of the film will have noticed that Tom Cruise didn't have white hair, wasn't this tall and didn't spend two hours punching people 20 feet into the air. That's because Tom isn't in the game. Instead we get to play as new character John Anderton who has the same name and has also been framed for a (pre)crime he didn't commit.

Minority Report on the PS2 then mirrors the story of the film rather than gives us a conversion of the movie. This will obviously annoy followers of the Spielberg movie and asks the question what did those millions spent on the license give Activision other than a name? Still, smacking people is fun and that's what counts.



The game features a new hero whose struggle mirrors rather than recreates the plot of the film. Fans may be disappointed.

»





We all know by now that generally speaking movie licences equate to average games. This isn't a new concept, an original meditation on the matter or indeed that interesting these days as at least film tie-ins look and feel like the movies they are linked to – just look at *Lord Of The Rings*.

Minority Report is somewhat different though. Released to soak up some of the hype re-awakened by the DVD release, the game isn't strictly a film conversion. Activision's game is 'inspired' by characters, events and locations of the film without actually being a scene-by-scene conversion to the PS2, unlike Treyarch's past movie-to-game offering, *Spider-Man: The Movie*. This has much to do with the absence of Tom Cruise's character from the game. Big TC doesn't like people using his image you see.

So we have a new story (albeit one that echoes the conspiracies of the film) set within the same world with a new lead hero on the run for a (pre)crime he hasn't/didn't/isn't going to commit. The story unfolds through 40 missions of violence and cut-scenes as John Anderton (the new hero with the same name as Cruise's character only not the same guy – getting confused yet?) flees from his former friends in the PreCrime division. Anderton must somehow stay away from his pursuers long enough to pick up clues as to who has set him up and for why.

As we mentioned earlier the route to solving this neo-noir riddle of cover-ups, conspiracies and crimes is set in a future where murder is predicted through using your fists – and let's just say they do a hell of a lot of predicting in *Minority Report*. Essentially, the game is a huge 3D beat-'em-up and contains the kind of violence we haven't seen since the *GTAIII*-inspired *State Of Emergency* – you can even make large groups of grown men chuck up their lunch on call using a Vomit Grenade.

As a bonus not only are these environments massive in places, but they are also totally destructible. Literally anything seen on the screen can be kicked, punched and smashed; windows are crashed through, tables are sent careering across cafes and electronic ad hoardings are exploded as bodies are flung through them. Believe us when we say that this is genuinely fun. Especially as the game looks, in places, like the film with its elegant lighting, subtle special effects and detailed futuristic settings. In fact the spot effects will often steal the thunder of the open levels as smoke from shuttles drifts across the sky and the sound waves from Concussion Rifles warps the screen like a special effect from *The Matrix*.

As was mentioned earlier though this isn't strictly a film conversion, but a game inspired by a film. What this means is that whilst the characters aren't strictly those of the movie, all of the (now burning, cracked and crushed) environments are. We get to smash through the Mall City complete with talking adverts, take a Concussion Rifle to the PreCrime Headquarters and even manage to make matchsticks out of our hero's furniture and apartment – which, as you would expect, bares a striking resemblance to that of Mr Cruise's in the film. Only it's not Tom's.

All of this destruction isn't just for show either. *Minority Report* contains a unique physics engine called Rigid-body physics that throws your victims around with realistic consequences and looks somewhat like the rag doll

FIGHT ON!

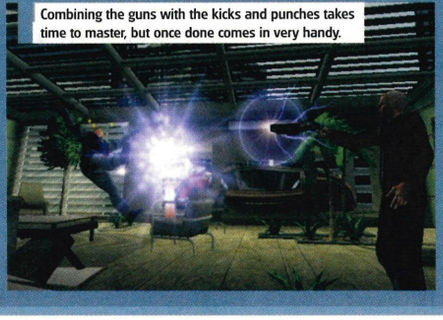
A Punch Above

At its core *Minority Report* is a standard beat-'em-up, albeit with a decent look and licence as well as some unique physics. As such your character John Anderton has a variety of moves to use in order to dish the pain.

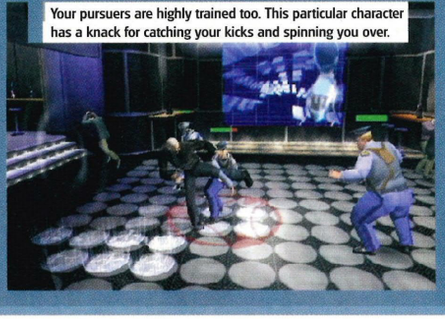
There are 20 moves to master in all, but only half of these are open at the start of the game. As you progress more combination attacks can be unlocked through performing them without being taught, or more easily by buying them from the 'Black Market' using the cash secreted away in the levels.

These moves include standard punch and kick combos, finishing with uppercuts, spinning kicks and headbutts, to the more elaborate moves which link in weapon attacks – a punch combo can finish with a gunshot to blast a villain through a nearby window.

»



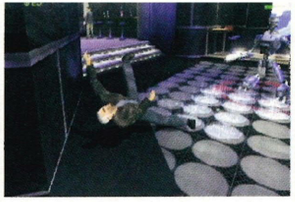
Combining the guns with the kicks and punches takes time to master, but once done comes in very handy.



Your pursuers are highly trained too. This particular character has a knack for catching your kicks and spinning you over.









The Pane

Smack a guard with a smooth combo and then grab him by the scruff of the neck... there's only one place he's going now – through the nearest window!

DID YOU KNOW?

- *Minority Report* features multiple references to Stanley Kubrick, the most obvious being the eye operation scene in which Anderton's eyes are clasped as Alex's were in *A Clockwork Orange*
- The doctor who performs the operation, Burgess, is named after *A Clockwork Orange*'s Anthony Burgess, who was an expert on future crime control in Kubrick's film
- Other Kubrick references include, *The Shining* and *2001: A Space Odyssey*. See if you can spot them
- 'Next Big Thing' director Paul Thomas Anderson, who directed Tom Cruise in *Magnolia*, makes a cameo appearance in the train scene
- The "PreCogs" were all named after famous mystery writers: Dashiell Hammett (*The Maltese Falcon*), Arthur Conan Doyle (*Sherlock Holmes*), and Agatha Christie (*Murder on the Orient Express*)

movement seen in *Hitman 2*. The results are some of the most imaginative and fun fights you'll have on the PS2. Picking up a stunned guard by the collar you can punch him in the face, or how about a kick to the nads? Then a distant drinks bar catches your eye. "Ah" you think as a smile crosses your face, "how's about a bit of the old Ultra Violence?" And our friend is thrown against the rack of bottles in a burst of glass and a shower of booze.

Good fun? Yes, for five minutes. After the nice physics and breakable environments are stripped away, *Minority Report* is a basic arcade beat-'em-up which soon becomes very repetitive. There is a certain variety to the ways in which you can dispatch thugs and PreCrime officers and punching them 20 feet up and over a Mall balcony like a scene from *The Matrix* is fun, but after a couple of hours the novelty wears thin. Without the substance of the film's science and core values of brain over brawn, movie buffs will be found wanting.

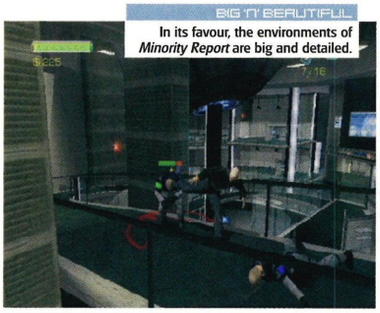
To its credit *Minority Report* does contain the occasional mission structure that varies slightly from just smacking people. There are some jetpack levels in which you must escape closing metro doors whilst smacking people or platform leaping sections set in a sewer system... where you must smack people. Essentially though, smacking people remains at the heart of the game.

There are some extras to unlock and a series of secrets to discover on all of the 40 levels, such as money icons to buy new moves, weapons and temporary abilities as well as secret objectives that will open 'Pain Arenas'. These are large, barren arenas that basically act as survival challenges. Enter an arena and fend off as many of the pre-selected assailants as possible before dear Anderton meets his maker.

These bonuses help create alternative goals to replay the game with, but the main drawback remains, and is surely that, though *Minority Report* is fun, it simply fails to capture the atmosphere of the film. Whereas recent movie conversions, such as *Spider-Man* and *Lord Of The Rings*, featured the same one-dimensional gameplay it was overshadowed as they felt like authentic experiences. Whereas those games captured the mood of the movie source with epic battles against armies of Orcs and swinging fights across the New York skyline, *Minority Report* has no such reference to its source. Without the inclusion of Tom Cruise, the authentic story and the stealth and puzzle-solving aspects by which much of the movie depended (there's no hiding from spiders here, just kicking and punching) *Minority Report* feels like an average beat-'em-up rather than a conversion of one of the year's most stylised and thoughtful films.

In essence this is a movie conversion that fails to emulate and recreate the movie source with the result that your 40 quid will buy you a comically violent beat-'em-up with little soul or substance that will surely disappoint fans. Though if you get your kicks from smacking gangs of vomiting men then you'll probably be quite at home with the shallow nature of *Minority Report*.

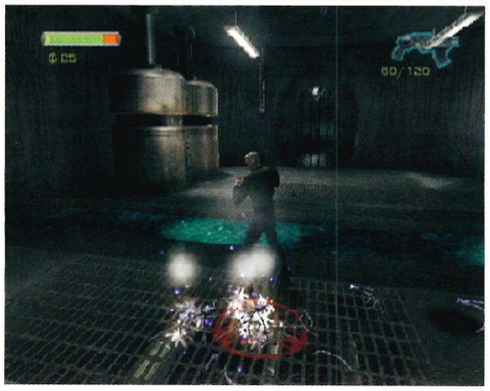
BIG 'N' BEAUTIFUL



In its favour, the environments of *Minority Report* are big and detailed.







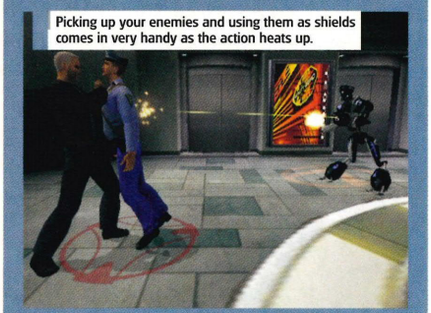
BUY THE BOOK

Going To Market

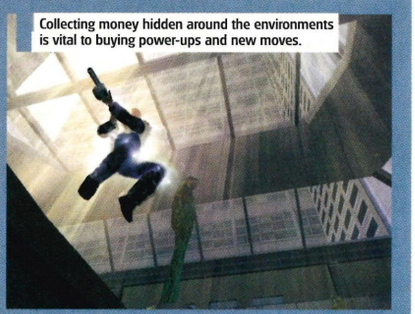
Those gamers who have played Treyarch's other big movie conversion, *Spider-Man: The Movie*, will remember the numerous bonuses planted around the game world to uncover. *Minority Report* features a similar set of objectives.

Whilst you will spend the first few hours punching people, as the game gets tougher you will realise the need to explore and find the dollar signs hidden in the environments. These will allow you to buy weapons, power-ups and new moves in a section called the Black Market. Here you can buy machine guns, riot guns, temporary shields, armour and a selection of advanced combination moves to learn and abuse such as the headbutt and spinning throw.

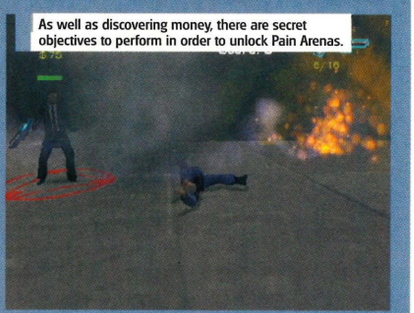
As an extra bonus there are Pain Arenas to unlock. These are essentially survival match arenas in which you go toe-to-toe with foes from the main game in a bid to defeat as many opponents as possible. These games offer a slight imbalance, but players looking for a test will be happy.



Picking up your enemies and using them as shields comes in very handy as the action heats up.



Collecting money hidden around the environments is vital to buying power-ups and new moves.



As well as discovering money, there are secret objectives to perform in order to unlock Pain Arenas.

VERDICT

MINORITY REPORT

Unlike the film this is shallow, violent and gruesomely funny

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

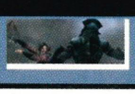
FINAL SCORE

70 PERCENT

ALTERNATIVELY



Spider-Man: The Movie: A good use of a great licence that brings the NY skyline onto your PS2 with style. Fans will love it
ISSUE 91 79%



LOTR: The Two Towers: A decent movie tie-in that captures the look and appeal of the films perfectly. Still incredibly shallow though
ISSUE 96 78%

"IF YOU GET YOUR KICKS SMACKING GANGS OF VOMITING MEN YOU'LL PROBABLY BE QUITE AT HOME WITH THIS SHALLOW OFFERING"

PLAY BACK



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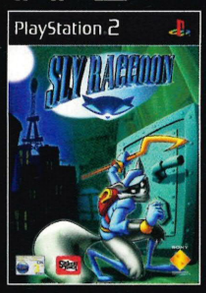
WRITER Stuart Messham | AVAILABLE Out now | WEBLINK www.playstation.com

IN A NUTSHELL: A RACCOON WITH PRETENSIONS TO SOLID SNAKE, JAMES BOND AND BUSTER

INFO



FORMAT	UK PAL
PUBLISHER	SCEE
DEVELOPER	SUCKER PUNCH
PRICE	£3999
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

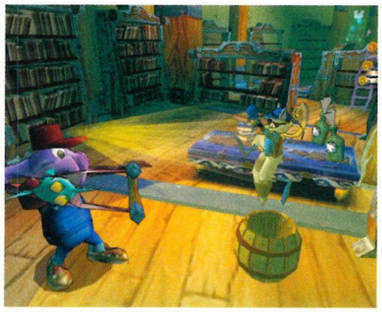
- There are five worlds each with seven levels and an end-of-level boss
- Every member of the PLAY team has made a Cooper reference at some point during this issue. That's 100%
- And they have all been very clever indeed. Okay?

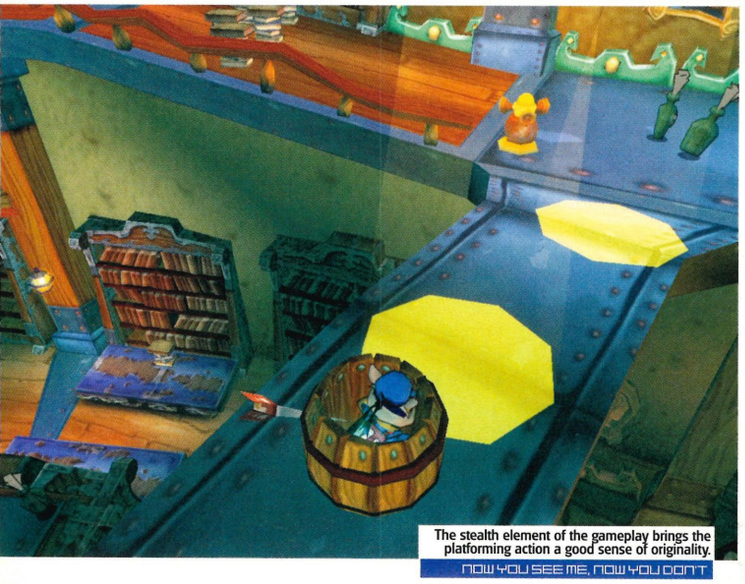
Throughout the game the toon-shaded graphics look absolutely gorgeous.

NAME THAT TOON

SLY COOPER AND THE THIEVIUS RACCOONUS







The stealth element of the gameplay brings the platforming action a good sense of originality.

NOW YOU SEE ME, NOW YOU DON'T

Hanging with Mr Cooper



Cooper's not the only one y'know, someone's got light fingers in our office too. You can tell it's not an elaborate operation though (which disappoints us no end), we've dusted the area and can only deduce a crap smash and grab (minus the smash) operation by some avaricious opportunist with a sharp disdain for underpaid games journos. And he didn't even leave a mask to rub it in.

Stealing's only cool when it's done in the manner of the professional who skillfully traverses alarm-triggering laser beams and replaces ancient Inca masks with precise weights of sand. And so we decided "enough's enough". The odd boxed game's one thing, but when we're talking digicams and girlfriends, that's a whole different kettle of fish. It used to be the joke that Big Irv's got it (we'll tell ya later) but now we're eyeing that mean-spirited chancer of a security guard. We've got plans for that one and we know a guy who just might have some insider knowledge...

Readers, meet Sly Cooper. Sony's new creation is the smoothest, slyest, damn slinkiest mammal we've met this side of the Pink Panther. He puts the slip into slippery and the charm into charisma – if anyone knows the proper way to take without paying, then this is the guy to ask. And what better way to catch a common thief than become a master thief ourselves. That undercover jobsworth's gonna pay all right...

It's been a while since we've seen Cooper, but we guess that's what a lot of people say. Now the review code of his game has arrived it's time for us all to get properly reacquainted. We liked him the first time we met him and six issues down the line our mindset's not changed a bit.

The guy's a master thief from a long line of master thieves, but he ain't happy robbing lowly magazine teams, this raccoon's got far bigger fish to fry. You see, rather ironically the Thievius Raccoonus (an heirloom proposing the definitive guide to pinching) was stolen when he was but a wee raccoon, split into five pieces and scattered around a world he knew nothing about. Now, having spent his formative years in an orphanage, Cooper and his gang are primed and ready to take it back.

And that's where we come in. It's our job as videogames players to guide the vengeful raccoon through these roguish worlds and what with the glut of fluffy nobodies washing over our console (we're talking to you, Spyro), Cooper and his buddies have got our full attention.

Sly's developers, Sucker Punch, were responsible for *Rocket* on the N64 and once booted up you can see they've once again strived for acute and personable characterisation as the hub of their game. It's with pleasure then that we guide our newfound friends through another beautifully realised third-person platform world rife with well-conceived jump-and-thwack environments that generate more personality as they are crossed. Level design here is a masterful blend of stealth and platforming action. The first begins with Sly avoiding the glare of searchlights and negotiating

DID YOU KNOW?

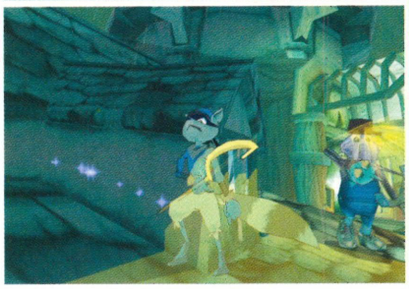
- Feeding wild raccoons in your backyard can be a highly rewarding experience
- The word raccoon comes from the Algonquian 'äräkun' meaning: "he scratches with his hands"
- Algonquian is a family of North American Indian languages
- No one we know can speak said language or has the desire to
- We only included it because we thought Big Irv would like it

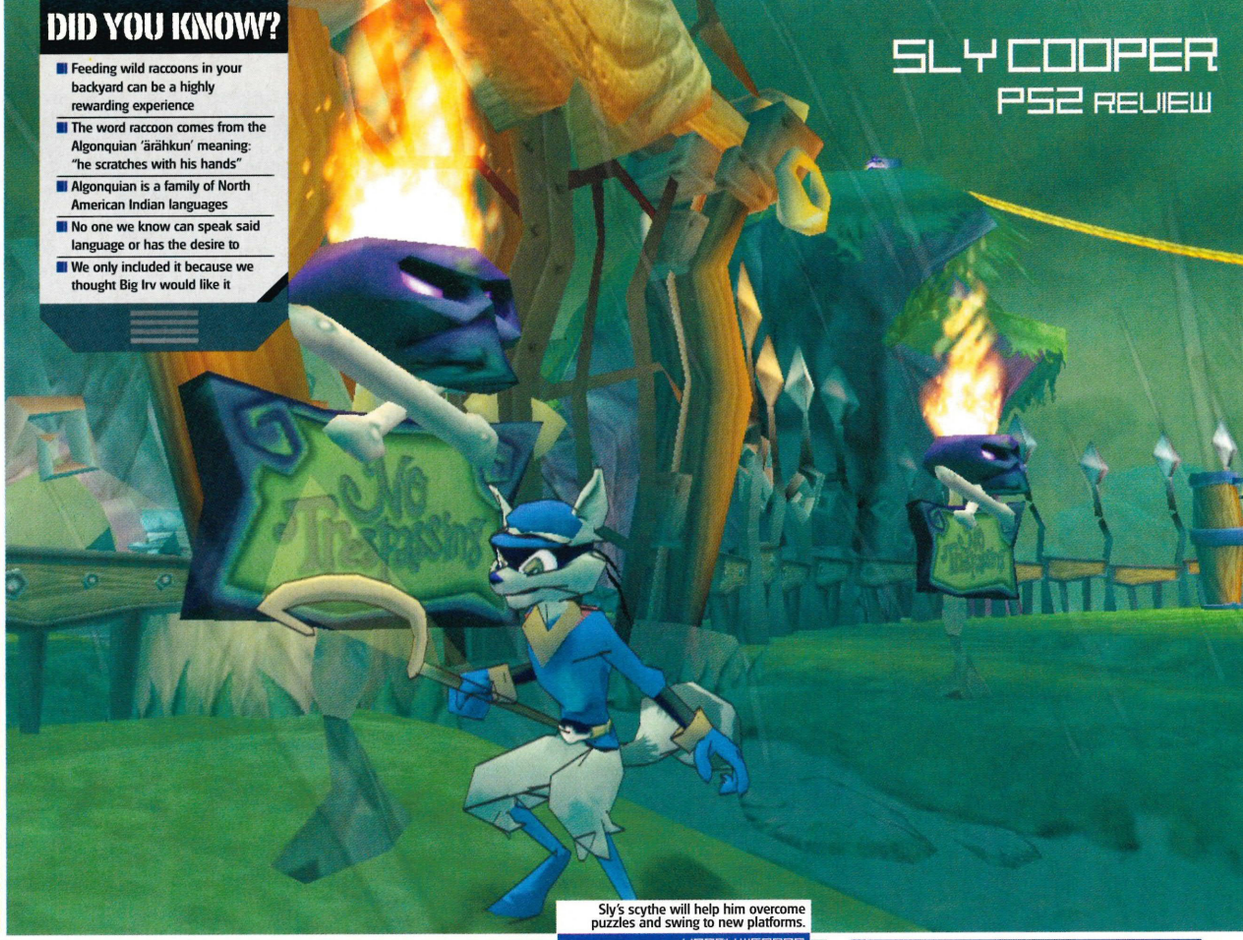


You can forgive a thief for a bit of coin-collecting on his travels.

MONEY, MONEY, MONEY

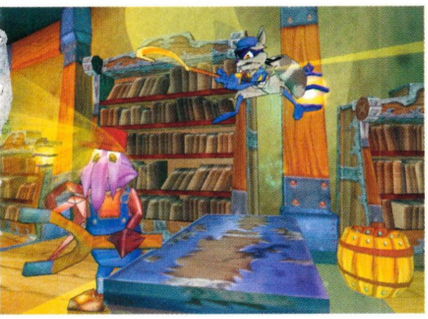


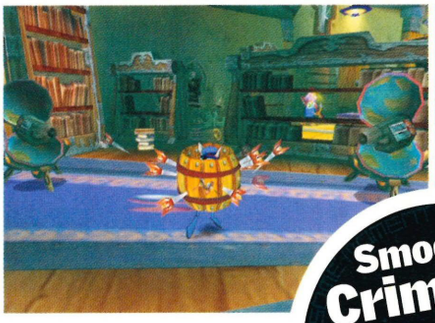




Sly's scythe will help him overcome puzzles and swing to new platforms.

HANDY WEAPON







Smooth Criminal

Befitting of a master criminal, Sly has some great lines through the game. When rumbled by Inspector Carmelita Fox: "That bazooka really brings out the colour in your eyes..."

>> lasers, then gradually builds into a tip-toed crescendo of sneaky manoeuvres that Solid Snake himself would do well to take note of and a deftly created end-of-level boss fitting of the tribulations Sly will need to overcome.

Every level follows a similar pattern and if you had to make a criticism then it would be at the linearity of proceedings and the game's overall length. Unfortunately, once you've finished the game in its entirety (even after the much trickier final level) you will feel despondent and yearn for more. Which naturally says two things for the game: One (I mean, hell, this is obvious), it's not long enough. No sooner has the game begun to really test you than it is over. And two: the overriding feeling of disappointment you are left with serves as a reminder of just how well crafted the main character and his buddies are. You've spent 12 hours or so completing it and not one of the main characters is beginning to grate.

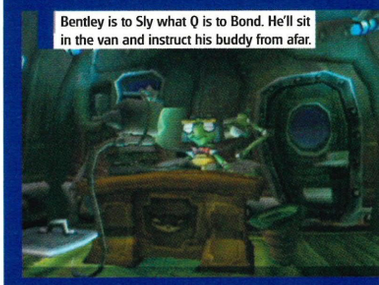
They are all voice-acted superbly throughout: Sly is just how you'd expect him – suave, droll and audacious, but never overplayed; Bentley's unremitting penchant for turtle techno babble and obvious love for Sly make him a genuinely likeable geek; and Murray's the dumb-witted oaf with a big heart who's sure to raise the corner of your lip and remind you of the friendly buffoon from your schooldays. It's this posse of crusading unsavouries that bind this title together along with the incredibly slick presentation of the game and the subtle combination of gaming genres.

In fact, we reckon Cooper is the greatest character we've had the pleasure of meeting on the PS2 so far. If only the rascal would stay around for longer so we could get to grips with him better. Mind you, that's what we said about that security guard...

YOUR NEW BUDDIES

Meet The Boys

The Fiendish Five have nicked the Thievius Raccoonus and Cooper's spent his young life growing up in an orphanage planning how to get it back. Brave and slight as he may be, Cooper cannot do this alone. He's brought his two mates from the orphanage along for the ride.



Bentley is to Sly what Q is to Bond. He'll sit in the van and instruct his buddy from afar.



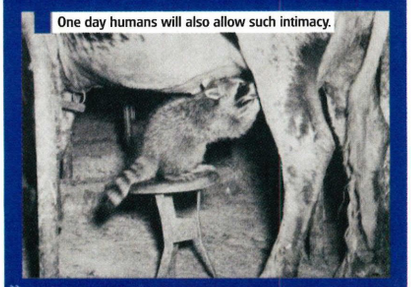
Look at this guy and you can't help but grin. Murray's Cooper's getaway driver.

>>

MIL-KING IT

Slight Of Hand

Some very quick research into raccoons revealed some finer detail concerning the species. Crafty by nature these characters roam the North American wilderness and are judged, at least by one guy on the Web, as "our friends". One picture showing the specimen nibbling on a man's sniffer was even labelled "feisty raccoon bites his mate's nose". "Aaaaah," and indeed, "Hmmmmm?" Oh, and then we found this...



One day humans will also allow such intimacy.

>>

VERDICT

SLY RACCOON AND THE THIEVIUS RACCOONUS

Delightful characterisation cut cruelly short. Till next time, Cooper

FINAL SCORE

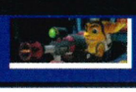
LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

80 PERCENT

ALTERNATIVELY



Jak And Daxter: Similarly gorgeous-looking platformer with a longer lifespan but a distinct lacks of raccoons
ISSUE 86 91%



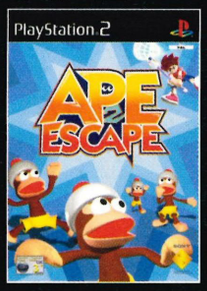
Ratchet And Clank: Another highly original platformer that'll keep adventure fans happy. Can't see any raccoons though
ISSUE 96 93%

"IT'S THE POSSE OF CRUSADING UNSAVOURIES THAT BIND THIS TITLE TOGETHER ALONG WITH THE PRESENTATION AND SUBTLE COMBINATION OF GAMING GENRES"

PLAY BACK

WRITER Kendall Lacey | AVAILABLE Out now | WEBLINK www.scei.co.jp | IN A NUTSHELL: SIMIAN PLATFORM INSANITY

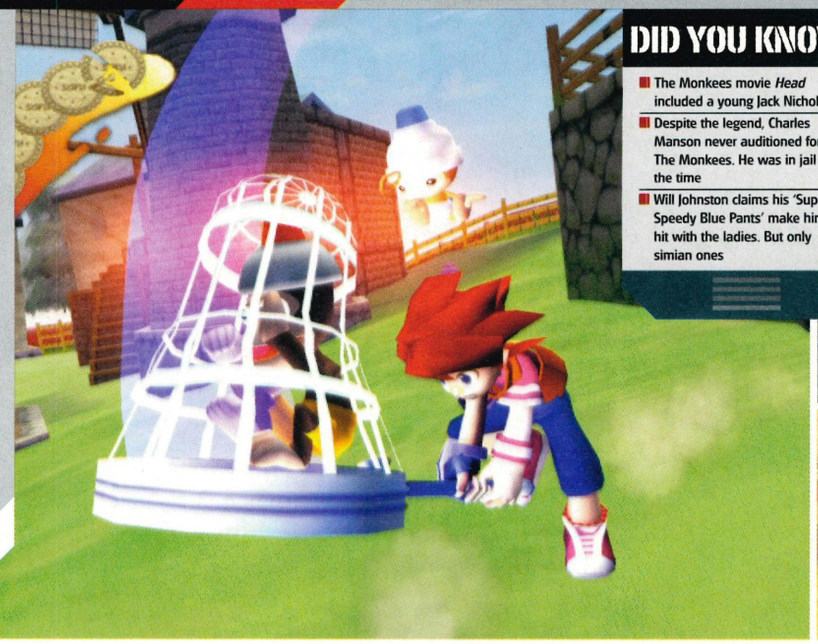
INFO



FORMAT	UK PAL
PUBLISHER	SONY
DEVELOPER	SCEI
PRICE	£3999
AVAILABLE	OUT NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

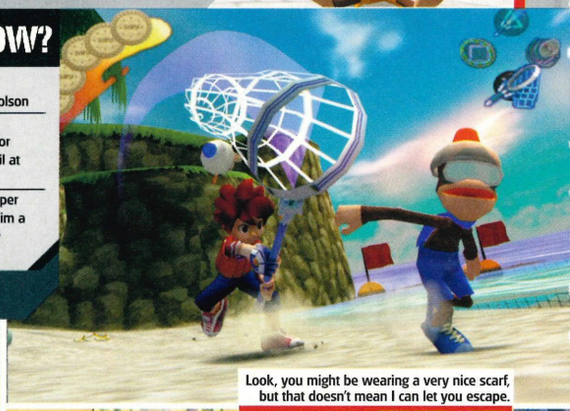
STATISTICS

- 20 different locations around the world
- Two- player mini-games, including monkey football
- Monkeys! and then more monkeys!



DID YOU KNOW?

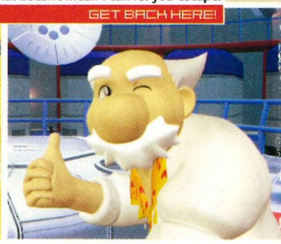
- The Monkees movie *Head* included a young Jack Nicholson
- Despite the legend, Charles Manson never auditioned for The Monkees. He was in jail at the time
- Will Johnston claims his 'Super Speedy Blue Pants' make him a hit with the ladies. But only simian ones



Look, you might be wearing a very nice scarf, but that doesn't mean I can let you escape.

GET BACK HERE!





APE ESCAPE 2

Hey hey, it's the return of the monkeys!







If only he had delivered his own pants, none of this would have happened.

CHILD LABOUR?

There's two things we love in PLAY world – originality and monkeys. Thus, the original *Ape Escape* on the PSone had us dancing in the streets like drunken idiots. As well as overflowing with humour and a hefty challenge to boot, the game remains one of the few that actually makes good use of the analog sticks, with the right stick actually being used for something more than shifting the camera. It seems as if we have been waiting forever for this sequel, last year we were treated to the updated version *Ape Escape 2001*, but now Sony has finally granted our wish. Unzip that banana and step into the kaleidoscopic brilliance of *Ape Escape 2*...



The adventure kicks off when Hikaru, your traditional spiky-haired Japanese hero accidentally transports a batch of monkey helmets, allowing the simians to gain super intelligence, at which point they run amok and it is up to our accident prone friend Hikaru to get them all back, by any means necessary. Luckily you are not alone on this mission, you are aided (and shouted at constantly) by Natsumi, an attitude-filled young lady and Pipotchi, a baby monkey who brings you back to life if you have an unfortunate encounter.

Catching the monkeys is initially a simple enough task, you just run up to them and using a monkey net, you swivel the right stick in order to swing the net and catch anything in your path. Sounds easy, but soon the monkeys get wise to your little game and their alarms go off and they speed away. Natsumi is ready for this though and arms you with more and more impressive gadgets, ranging from the Speed Ring which you'll need to catch the blue-pant-wearing apes (they're the fastest) and an underwater net which comes in very handy on the Venice level where once they see you, the apes start to dive and swim off. With such a fast-paced adventure, you might think that trying to juggle all of these weapons would be an impossible task, but *Ape Escape 2* uses a system very similar to the classic *Zelda* games, wherein every gadget is assigned to a different button on the pad, so you can instantly switch between them whilst still hotfooting it after those damn stinking apes.

It's not just the regular monkeys that you have to watch out for either, the monkey leader Specter has a quintet of secret weapons known as the Freaky Monkey Five who will try to put an end to your quest. These five super chimps range from Blue Monkey, who speeds around the roads attempting

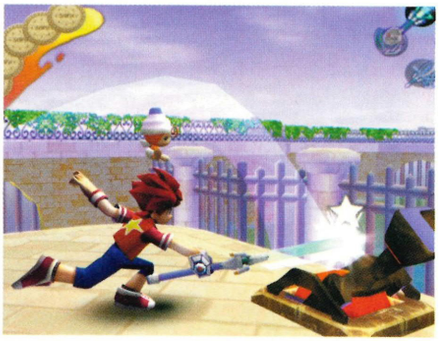
JUST ONE APE-NETTO

Ve-Nice

- Our favourite level has to be the Venice section. Here, apes calmly ride around in gondolas, dressed in the traditional stripey outfits and they even have curly moustaches! They'll soon leg it though if they see you coming.

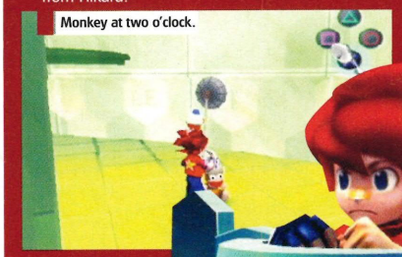






Radar Love

The monkey radar is one of the most useful gadgets that you will pick up. It might appear that there are no simian menaces around, but the radar will soon show you different – these monkeys are very sneaky and will hide away from Hikaru!



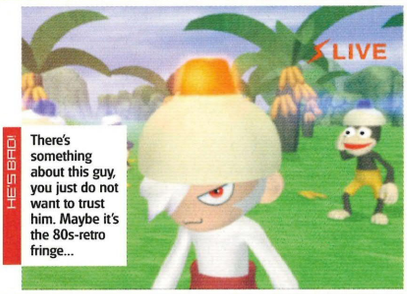
Monkey at two o'clock.

APE ESCAPE 2

PS2 REVIEW

Speed King

You finally get the hang of that Speed Ring and that blue pant-wearing freak doesn't know what's hit him. Now bag him up and let's go!

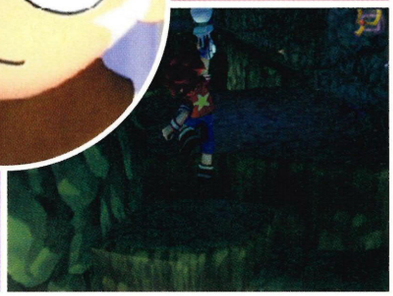


HE'S BAD! There's something about this guy, you just do not want to trust him. Maybe it's the 80s-retro fringe...









Watch out for this guy. Get ready to whack him and stun him before catching the little blighter.

ON GUARD!

>> to mow you down, before actually removing the streets all together, leaving Hikaru to fall to his death, to Pink Monkey – don't be fooled by her cute appearance (er, if monkeys can be cute, that is) this lady has song related powers to blow our hero away.

The learning curve of *Ape Escape 2* is damn near perfect. Between each challenge, when you are given new gadgets, there is the chance to go into the training arenas so that you can learn how to best utilise your new toys – yeah, we hate training levels as much as the next man, but these revolve around catching monkeys! As you progress, as well as getting tougher, *Ape Escape 2* also gets bigger – the levels open up to reveal loads of different ways for the apes to give you the slip.

Early on they may be just hidden inside boxes which can be smashed to get to the sneaky simian, but later you'll need to run across rooftops, master the Speed Ring to reach high areas and jump onto gondolas with split-second accuracy before the gondolier reveals his monkey side and legs it. This is the biggest plus point for the game – unlike many platform adventures where the action suddenly becomes impossible and damn annoying, here you are always wondering what is coming next and even the combined powers of the Freaky Monkey Five are unlikely to stop you in your quest to see the end credits roll.

It doesn't stop there, players are rewarded with secrets too, ranging from the chance to listen to snippets of the soundtrack to full mini-games such as monkey football – the adventure all takes place from a central hub and so it is easy to navigate your way to the next challenge or pick up the latest gadgets and treats from Natsumi.

If you're looking for top-flight platform entertainment then you really cannot go wrong with *Ape Escape 2* – it's brilliant. And did we mention the monkeys?

VERDICT

APE ESCAPE 2

If you're looking for platform fun and love monkeys this one's for you

LOOKS	9
SOUNDS	9
GAMEPLAY	9
VALUE	9
LONG TERM	9

FINAL SCORE **89** PERCENT

"IF YOU'RE LOOKING FOR TOP-FLIGHT PLATFORM ENTERTAINMENT THEN YOU REALLY CANNOT GO WRONG WITH APE ESCAPE 2 – IT'S BRILLIANT"

PLAY BACK

ALTERNATIVELY



Ratchet And Clank: Sony's latest double act is currently ripping up the PS2 charts the world over. Not many monkeys though
ISSUE 96 93%

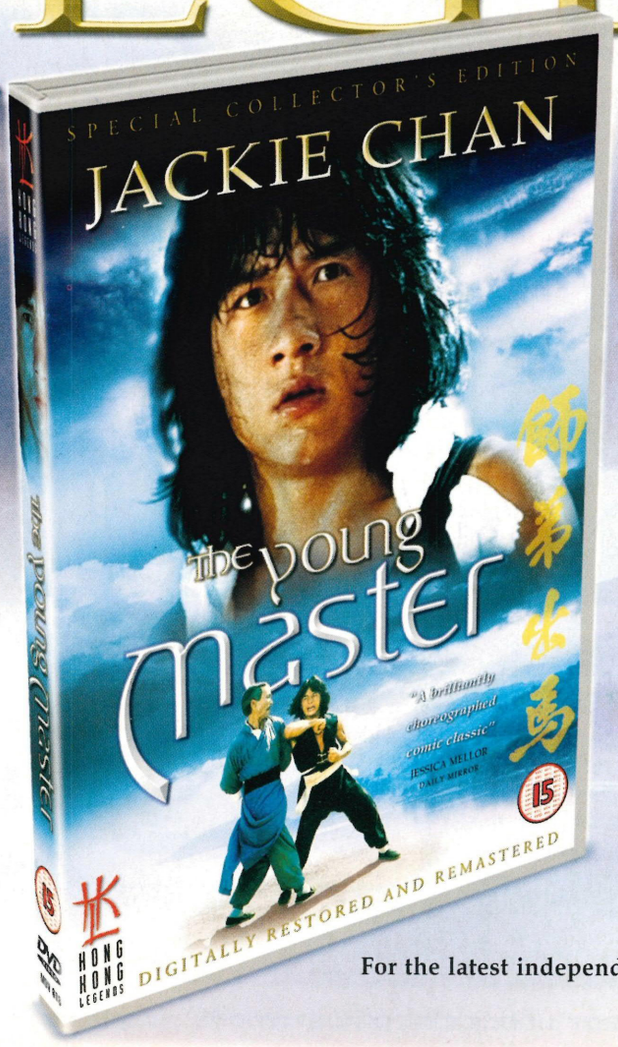


Jak And Daxter: A spiky haired boy and his foul-mouthed companion searching through huge worlds in another Sony classic
ISSUE 86 91%

EXPERIENCE the BIRTH



OF A LEGEND



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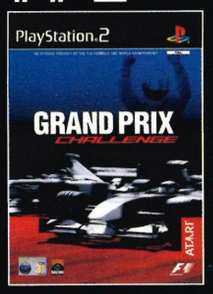
ALL INFORMATION CORRECT AT TIME OF GOING TO PRESS

WRITER Russell Murray | AVAILABLE Out now | WEBLINK www.infogrames.co.uk | IN A NUTSHELL: GRAND PRIX RACING AT YOUR FINGERTIPS

INFO



FORMAT	UK PAL
PUBLISHER	INFOGRAMES
DEVELOPER	IN-HOUSE
PRICE	£39.99
AVAILABLE	NOW
1-2 PLAYER	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- All the drivers and teams
- Every circuit in full detail
- Lots of different gameplay modes



DID YOU KNOW?

- Most Grand Prix drivers first started racing in Go Karts or in Formula 3000 cars
- Michael Schumacher will be beaten soundly soon and we're gonna laugh extremely loudly
- Williams once developed a six-wheeled car, but FIA refused to permit them to race it because it was just too fast!

ON COURSE

Horses For...

As you progress through the different game modes, new courses will become available in every game mode. To begin with you can only compete on a few tracks, but racing skill will open the rest of the courses for more entertainment.



After finishing first the wonderful Monaco course will become available to race on.



This course is by far the most challenging and the scenery looks awesome.

GRAND PRIX CHALLENGE

Can anyone topple the might of Michael Schumacher? Maybe you can with this new racing sim from Infogrames!



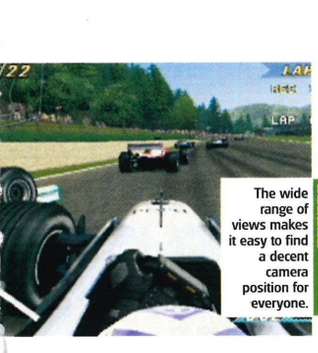
Only last month we were tearing down the track in Sony's new racer and once again another Formula One game arrives in the office for a test drive. *Grand Prix Challenge* is, in essence, another season-long arcade-style racer, but with a few nice additions to spice up the action a little. Of course, all the teams and drivers are present and every course on the circuit has been included to test your racing skill. There are three difficulty levels to choose from and these offer a wide range of differences when playing the game.

In Beginner mode there is an auto brake system that helps you to get to know the course, whilst on Expert mode the race is purely down to your own driving skill. Among the other ideas incorporated is the special Challenge mode of the game's title. This pits your skill on different tracks with the bonus of opening new courses as you progress.

The one thing that really stands out about *Grand Prix Challenge* though is the quality of the graphics and the amazing frame-rate that makes every course look sublime. Even the surroundings look amazing, particularly the Monaco track where boats can clearly be seen in the harbour. The action is fast-paced and easy to control although the steering is a little twitchy to begin with. This becomes easier with time and after a few races, you'll feel right at home zipping around the circuits. The Challenge mode is a reasonable alternative to racing the full season for the cup and the unlockables do make the experience rather rewarding.

To view the action there are five different camera angles that any racer will easily become comfortable with, including an in-car view that is perfect for playing with a steering wheel. Although the sound is not quite as good as Sony's recent effort, the graphics and playability are equally entertaining and better in some places. The quick fix of the Challenge mode, though not particularly original, does offer non-F1 fans a way into the sport.

Essentially there isn't a lot to choose between the Sony's title and Infogrames' game apart from perhaps the depth afforded by the official licence. Though with great graphics, speed and an instant appeal *Grand Prix Challenge* just edges in front.



CAMERA

The wide range of views makes it easy to find a decent camera position for everyone.



Monaco

There is something about the Monaco course that thrills us every time we play it. In *Grand Prix Challenge* the graphics are awesome making the course seem even more appealing.





VERDICT

GRAND PRIX CHALLENGE

Great looking racer with slightly twitchy controls

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

FINAL SCORE **85** PERCENT

"THE GORGEOUS GRAPHICS AND SPEED AND AN INSTANT FUN FACTOR MEAN GRAND PRIX CHALLENGE JUST EDGES INTO THAT IMPORTANT POLE POSITION"

PLAY BACK

ALTERNATIVELY



Formula One 2002: Sony's realistic racer has a fantastic Simulation mode and lots of different views to watch the action
Issue 96 84%



F1 Championship Season 2000: A quick racing fix that has plenty to offer, but doesn't quite come up to speed
Issue 71 73%

WRITER Keith Edwards | AVAILABLE March 2003 | WEBLINK www.konami.com/shatteredsoldier/ | IN A NUTSHELL: RETRO-STYLED PLATFORM SHOOT-'EM-UP

INFO



FORMAT	PS2
PUBLISHER	KONAMI
DEVELOPER	IN-HOUSE
PRICE	$49.99 (£32)
AVAILABLE	MARCH 2003
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Two players can enjoy the game simultaneously
- Cut-scenes have been added between the levels, helping to bring the series up-to-date
- Two difficulty settings are available: Easy – eight lives and 99 continues, and Normal – three lives and three continues





The levels are designed to be as exciting as possible – you never know what will happen next!

SPEEDER BIKE



CONTRA: SHATTERED SOLDIER

After failing to get noticed on PSone, will Konami's classic series find a new life on PS2?





Just like in the *Transformers*, vehicles can mutate into giant robots at any time. Watch out!

ROBOTS IN DISGUISE



It seems strange that Konami hasn't released a *Contra* game for such a long time – the series was undeniably popular on the SNES and NES after all. Perhaps poor sales of the ropey PSone game (which had very little in common with the older titles) made the company re-evaluate the viability of the series in the next-generation market. Well, any doubts that Konami may have had during the PSone years look to have been quashed now, as *Contra: Shattered Soldier*, the new PS2 exclusive, has just gone on sale in America and Japan, and is due to find its way to these shores in March.

Fans of the original games will be pleased to hear that Konami has kept this new addition to the series as similar as possible to the SNES and NES games – there's no 3D exploration, stealth elements or real-life dynamics here, just jumping and shooting. While newer gamers may not appreciate the need for this simplicity, it's something that seems strangely absent in the current generation of videogames – most developers seem to be under the impression that everything has to be that little bit more in-depth. Of course, the current trend for realism often equates to titles that are overly complex and lacking in the fun-factor that really should be the most important element in any videogame. Well, *Shattered Soldier* is certainly a lot of fun, but it's also incredibly difficult.

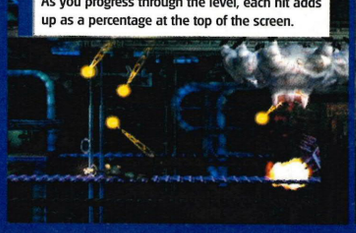
Although this is played from a traditional 2D point of view, almost everything on the screen is actually made out of polygons. Because there's no complicated artificial intelligence or life-like dynamics to worry about, Konami has been able to use much of the hardware's power to render the visuals with some of the most accomplished texture-mapping and lighting ever used in a PlayStation2 game.

Huge Transformer-esque robots fly overhead firing missiles at you, scenery spontaneously explodes and ground-based enemies ensure that there's always plenty for you to be shooting at – almost too much, in fact. You see, while the set-up

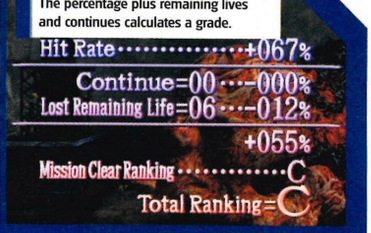
BEAT IT!

What's Your Score?

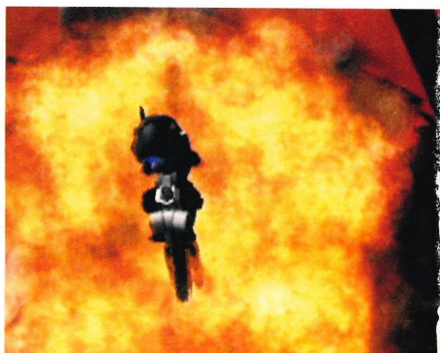
As you progress through the levels the percentage of enemies you've destroyed is calculated at the top of the screen – smaller foes being worth one percent and larger ones (such as bosses) being worth anything up to 30. When you complete the stage, this percentage is combined with the number of lives and continues you have remaining to calculate an overall grade. Gamers who enjoy beating their top scores will no doubt appreciate this new feature to the *Contra* series.



As you progress through the level, each hit adds up as a percentage at the top of the screen.



The percentage plus remaining lives and continues calculates a grade.

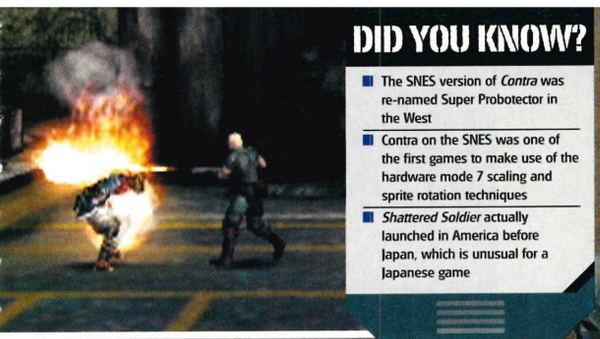


CONTRA: SHATTERED SOLDIER

PS2 IMPORT REVIEW

DID YOU KNOW?

- The SNES version of *Contra* was re-named Super Probotector in the West
- Contra on the SNES was one of the first games to make use of the hardware mode 7 scaling and sprite rotation techniques
- *Shattered Soldier* actually launched in America before Japan, which is unusual for a Japanese game







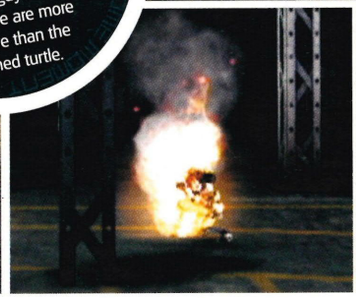
Anyone who played the SNES game will certainly feel at home with *Shattered Soldier*.

RETRO APPEAL



The Big Boss

Shattered Soldier is full of impressive bad guys to dispose of, but none are more impressive than the deformed turtle.





TWO TO TANGO

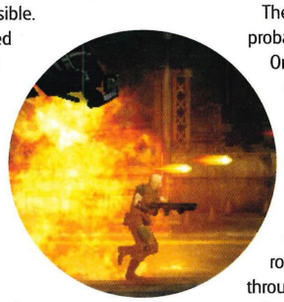
Double The Fun

There aren't that many videogames in which two people can enjoy the fun simultaneously, working on the same team and not fighting against one another. Just like the old *Contra* games, *Shattered Soldier* offers the feature and it really heightens the experience if both are good players. During boss fights, for example, one player can focus on the boss itself, while the other takes out any smaller foes that may also be on the attack.





>> is essentially the same as it was on the SNES, the graphical capabilities of PS2 have allowed for bigger explosions, faster action and more bad guys, turning what was once a tricky game into one that's nigh-on impossible. Bullets easily become obscured behind fountains of lava, only to re-appear at a stage when it's too late for you to avoid them. Similarly, streams of missiles are the least of your problems when two or three bad guys are firing waves of bullets in seemingly random directions across the screen. These occurrences often leave you with no means of escape and, seeing as one hit kills, death is the only option.

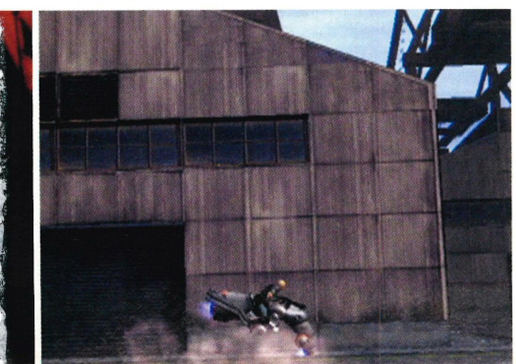


But, despite what would seem a fairly major flaw in the gameplay, *Contra: Shattered Soldier* has that ability to make you try and try again. No matter how many times you die in the same place, no matter how frustrated you get, it has that magical power to make you snatch that controller back and soldier on.

The structure of the levels probably has a lot to do with that. One minute you can be snowboarding down the side of a mountain whilst being attacked by something not dissimilar to the worms in the film *Tremors*, the next you'll be on a hover bike being chased by a heavily armed robot, and the next running through a factory with lasers coming at you from all angles. This sort of variety to the proceedings really helps the longevity. At the end of the day though, there are a couple of elements that may discourage you.

For starters, the aforementioned difficulty setting means that you really have to practise each area and learn where the potential pitfalls lie – a factor that's made all the more difficult by the fact that one hit kills and you only get five lives on the standard difficulty setting. There's also the issue of simplicity. While fans of the series will appreciate Konami's choice of keeping this as close as possible to the previous games, newcomers will probably be expecting a little more.

On the plus side, two people can enjoy the game simultaneously, but the unforgiving difficulty setting means that both players will need to be fairly competent if they're to avoid the chaos of bullets, missiles, lasers and flames. The end result is a faithful updating of the classic series that fans will enjoy with a nostalgic glint in their eye, whilst new players may find themselves a novel blast. ■



VERDICT

CONTRA: SHATTERED SOLDIER

True to the series but fails to inject any new life into the genre

FINAL SCORE

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

76 PERCENT

"A FAITHFUL UPDATING OF THE SERIES THAT FANS WILL ENJOY WITH A NOSTALGIC GLINT IN THEIR EYE, WHILST NEW PLAYERS MAY FIND THEMSELVES A NOVEL BLAST"

PLAY BACK

ALTERNATIVELY



Maximo: Based on *Ghouls And Ghosts*, this action platformer is almost as good as it should be

ISSUE 87 85%

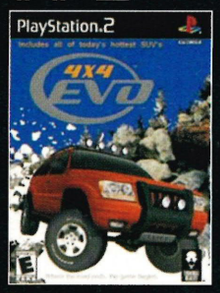


Spy Hunter: Another classic old-skool coin-op gets the next-gen makeover to good effect

ISSUE 81 90%

WRITER Ian Dean | AVAILABLE Out now | WEBLINK www.terminalreality.com

INFO



FORMAT	PS2
PUBLISHER	BAM!
DEVELOPER	TERMINAL REALITY
PRICE	£1999
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- More than 150 real-world off-road jeeps, trucks and 4x4s to tweak and fiddle with
- There are three main game modes, including the Career mode in which you can assemble a garage of extreme motors
- Over 40 massive environments to rumble through in either the classic races or a Free Roam mode

Evolve your driving skills...

4x4 EVO 2

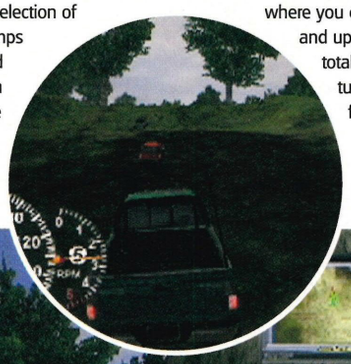
We first reviewed the original *4x4 Evo* nearly two years ago and scored it a respectable 78%, so news of a sequel at budget price will likely find the game with a few fans. Like the original you get to race a selection of trucks in point-to-point romps across a number of rugged landscapes. There is also a two-player mode and Free Roam mode to unlock.

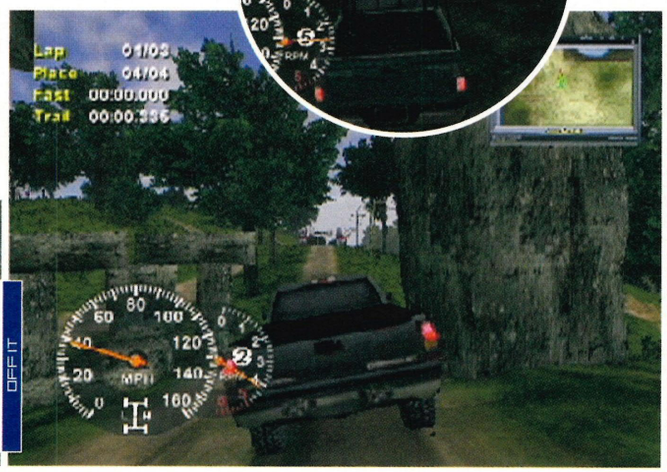
You get more than 150 trucks to collect as well as 40 environments to play in, including races through South American Rainforests, the Egyptian desert and the breezy Tibetan mountains.

Business as usual then? Well, sadly yes. Admittedly, like its prequel, *Evo 2* features a *GT3*-inspired Career mode where you can collect trucks in a virtual garage and upgrade them from racing winnings; in total there are more than 130 parts to tune. But there is no true progression from the last game.

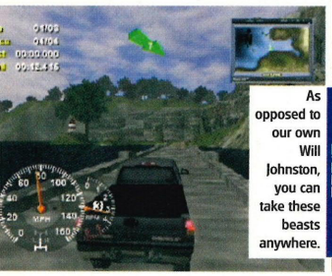
In terms of gameplay, graphics and game modes there is very little difference between this and the original. In all areas Evo 2 is decent, if never impressive. Essentially if you have the original you don't need this sequel and if you haven't played the series before then at twenty quid it could blow away couple of hours. It's hardly inspirational though. ■ **57%**









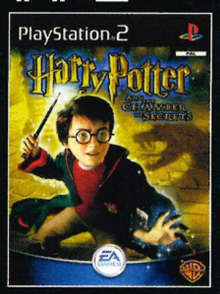


OFF IT

As opposed to our own Will Johnston, you can take these beasts anywhere.

WRITER Chris Morgan | AVAILABLE Out now | WEBLINK www.ea.com

INFO



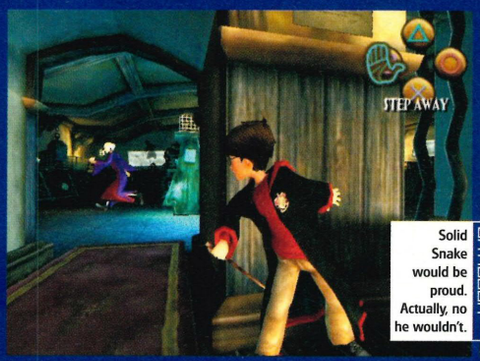
FORMAT	UK PAL
PUBLISHER	EA
DEVELOPER	EA
PRICE	£3999
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

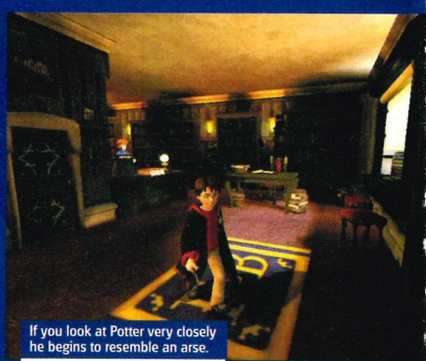
- Closely follows the plot of the film
- There are more than 174 million Harry Potter books in circulation worldwide

Back to Hogwarts for a second go round...

HARRY POTTER & THE CHAMBER OF SECRETS





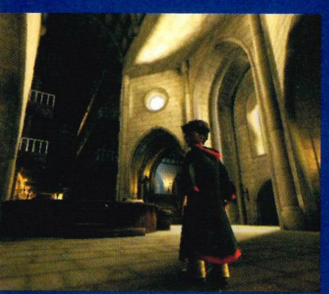


HARRY UP

Solid Snake would be proud. Actually, no he wouldn't.

If you look at Potter very closely he begins to resemble an arse.

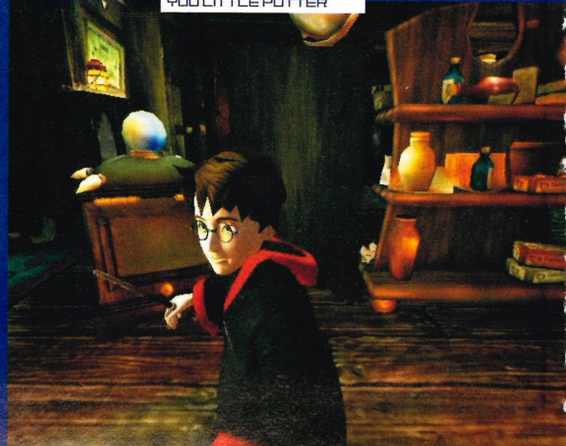
YOU LITTLE POTTER



It seems fairly pointless reviewing this game. Regardless of what we say, this is going to, as if by magic, fly off the shelves. If you are the kind of person who likes the books/films/lunch boxes, then you won't take any heed of these wise words, such is your desire to possess all that is 'Harry Potter'. And if you're the kind of person who wouldn't consider touching it with a broomstick, then you won't even give this review a second glance.

To look at, *The Chamber Of Secrets* is quite charming. The style of the Harry Potter world has been captured extremely well – colours and textures are sharp and vibrant, and Harry himself moves fluidly, as do all his in-game counterparts. If it weren't for this, the final score would be far lower. So it's a well done there then.

The game itself is a lazy product, entirely resting on the laurels of the brand and the unstoppable hype machine. The loading times are so ridiculously slow, they just had to be mentioned. But more to the point, it plays like a cobbled together collection of repetitive, below-par sub-games. Quite simply, it's extremely boring, and the sensation of fun never once makes its presence felt. ■ **50%**



WRITER Chris Morgan | AVAILABLE Out now | WEBLINK www.spyrothedragon.com

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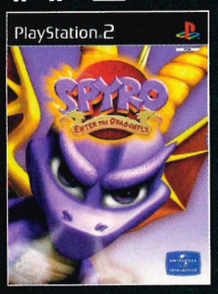

FORMAT	UK PAL
PUBLISHER	UNIVERSAL INTERACTIVE
DEVELOPER	EQUINOXE
PRICE	£39.99
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- All new multiple breath weapon abilities
- Much larger worlds than any previous *Spyro* title

The little purple dragon debuts on PS2

SPYRO ENTER THE DRAGONFLY



As the old adage states: "If it ain't broke, don't fix it". And that seems to be the rule that all *Spyro* games tenaciously adhere to. What we have here is a case in point – while there are a few tweaks, this is essentially the same game as the previous three.

Once again you get to charge around various landscapes, picking up gems, flaming Gnorcs, playing various sub-games and challenges and this time rescuing (read: collecting) dragonflies. Strangely, they tend to fly away from you as though they didn't want to be rescued. Still, all fairly standard *Spyro* game fodder.

What is different though is actually not all for the better. As well as the standard flame breath attack, there is lightning breath, which has various uses like unlocking gates, and bubble breath, which you need to catch the dragonflies. This is all fine and well, and does expand the gameplay.

However, although the playing areas are much bigger – and when static much prettier than previous games – when it's moving the game is very choppy. There are also many little glitches in it, too numerous to list, but for instance collision detection, particularly when trying to catch dragonflies, is a little suspect, and often objects are much smaller/bigger than they actually appear.

If you love *Spyro*, then add another fifteen percent onto the score, if you don't, then this won't change your mind. ■ **68%**







It's mostly *Spyro*-by-numbers, which should please fans of the series.

BY THE BOOK

WRITER Stuart Messham | AVAILABLE Out now | WEBLINK www.zoodigital.com

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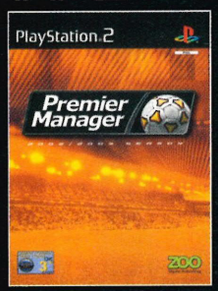


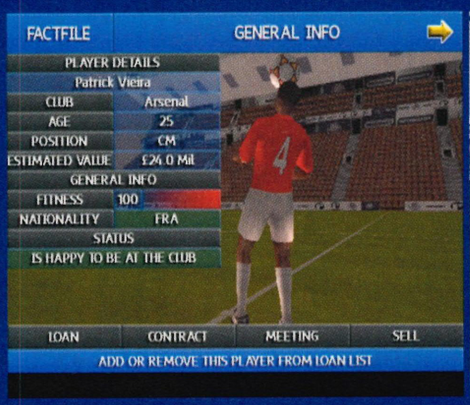
FORMAT	UK PAL
PUBLISHER	ZOO DIGITAL PUBLISHING LTD
DEVELOPER	RUNECRAFT LIMITED
PRICE	£29.99
AVAILABLE	NOW
1 PLAYER	MEMORY CARD

STATISTICS

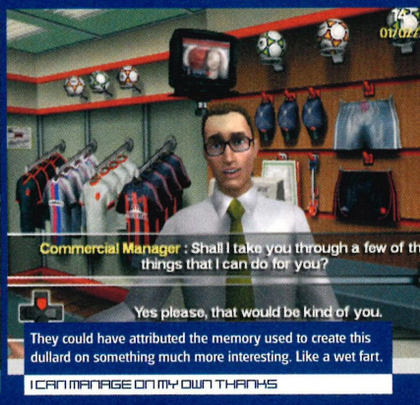
- There are 10,000 players in the game's database
- This is about the same amount of names Ian Dean has in his "little black book"

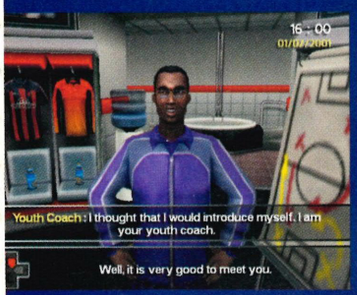
Read our lips: WE DON'T WANT TO DEAL WITH THE CLUB'S COMMERCIAL MANAGER!

PREMIER MANAGER

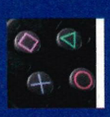












It's all very well us beginning this review by saying that there's a simple divide when it come to these sort of games – those of us who like 'em and those of us who think using the word 'game' is going a bit far – but we all know that already. Little did we know that one day we'd be presented with an offering that looked at the 'human' side of the profession. Step forward then Zoo Digital with *Premier Manager* (distant cousin to old Gremlin Amiga title), a game which allows you to explore the 'emotions' of being the boss.

Your meetings with club personnel determine not only how they perceive you, but how the players subsequently respond on the pitch, and manifest themselves in the form of multiple choice answers. It's basically a superficial human mask for all the things you'd normally do in a game of this ilk, but more long-winded. And (we hate to say it) rather dull.

Whether the armchair obsessive will prefer engaging chats or crunching stats is the argument that lies at the brunt of this title. Unfortunately, here the whole 'human' element thing just seemed a bit too much like work for us. It's an original approach which needs some development. ■ **65%**

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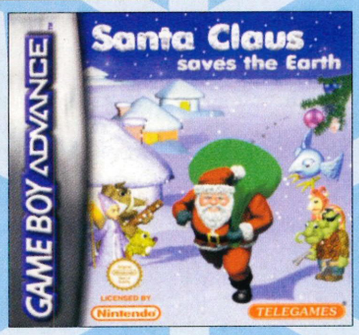
TELEGAMES

Santa Claus is coming to town

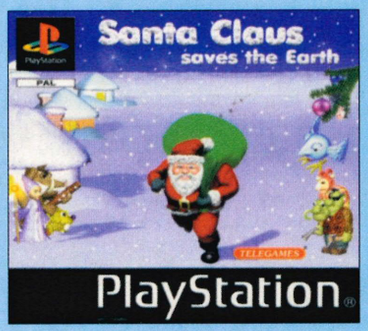






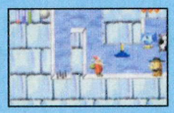


- Experience how difficult it is to be Santa Claus.
- 256 Colour graphics
- Parallax background scrolling.
- Digitised sound effects.
- Animated in-game cartoons.
- Defeat guards and other creatures with snowballs and other cool defences.
- Discover 4 unique worlds in 15 different levels.









Wow! Only one day left until Christmas! Little children all over the world are anxiously awaiting Santa's visit. Meanwhile, very deep underground lives a wicked fairy, Nilam. She has a magic pot that allows her to see everywhere in the world. She looked into her pot and saw Santa and his helpers packing presents for all the children and became furious that so much existed in the world.

Nilam concocted a spell that enchanted Santa and locked him in her magic lands. You must help Santa escape the worlds controlled by Nilam, so that he can complete his Christmas Eve mission. Only a few hours remain, so get cracking

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- Full 3D smooth scrolling.
- Digitised stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons.

ULTIMATE BRAIN GAMES
- 8 Classic brain challenges on a single game cartridge. Backgammon, Checkers, Chess, Dominos, Mah Jong Reversi, Sink-Ships and 4-In-A-Row.
- 10 different A1 levels, from beginner to highly advanced.
- 2 player linked play using the game-download function (only one cartridge needed for multi-player competition).
- Saveable game status and statistics.
- Create your own character and face in the game with the included face generator.

URBAN YETI
- The strangest game you've ever played.Real motion captured Yeti!
- Parallax background scrolling gives you the illusion of depth in the cities.
- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city.
- Play one of two ways-smash your way through the city or avoid detection altogether.

SOCCER KID
- 10 visually different themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
- Special moves-perform tricks to gain extra points.
- Use headers, overhead kicks, and volleys to defeat the enemies.

HARDCORE PINBALL
- Harcore Pinball is a real diehard enthusiasts game.
- 4 challenging tables, that feature realistic physics, are the heart of this truly outstanding simulation.
- The superbly animated flippers, bumpers, rails,kickers, spinners and silver ball will quickly give the illusion of being in the arcade again.
- With outstanding music and sound effects, you'll want to find the token machine so you never have to quit playing.

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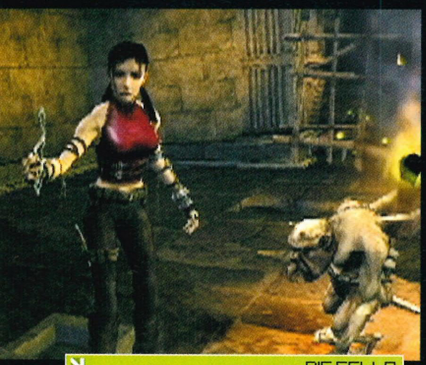
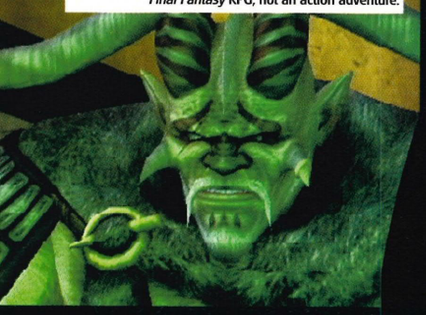
"PRIMAL IS HUGE, DETAILED AND FILLED WITH DEPTHS"



BIG FELLA
The characters you meet along the way are impressively designed and modelled. You'd expect to find them in a *Final Fantasy* RPG, not an action adventure.





GOING, GOING, GONE
Rather than dying, as Jen takes the hits from an unfriendly demon she will begin to lose energy and slowly fade out of the Primal demon realm.

PRIMAL

Let the demon out!

FEB 2005

- **PUBLISHER** SCEE
- **DEVELOPER** SCEE Studio Cambridge
- **GENRE** Strategy/Adventure
- 1 Player
- 80% Complete
- **Anticipation** ★★★★★

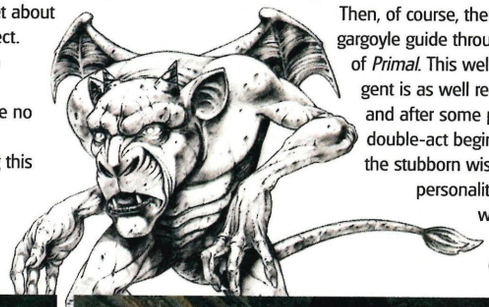
SPECIAL FEATURES

- Jen has the ability to switch between her human and demon personalities, of which there are four. Each offers unique abilities to jump, swim and fight through the harsh environments
- Control two characters at once, Jen and Scree, each with different abilities to solve puzzles and progress
- Huge environments unseen on the PS2 that move between levels and worlds with almost no loading time to present a seamless adventure

Long-standing readers of PLAY may have remembered *Primal* from six months ago when we first featured the title in issue #92 and spoke with the developers about their ambitions to create a vast, fantasy adventure game.

Well, since then nothing has been seen of the game and indeed Sony has kept very quiet about progress on such an ambitious project. The wait though looks to have been worth it as this new preview code suggests *Primal* could be a game like no other on release next February.

The first thing to notice in playing this new version is the characterisation, especially of lead heroine Jennifer Tate; one part Lara Croft, one part Buffy, with just a pinch of the Exorcist, there is something overwhelmingly fun about playing as her. This sassy modern girl doesn't seem fazed at all by her sudden transportation to a demon realm with a small, English gargoyle for company. Indeed, in a series of smooth and detailed cut-scenes Jen exudes the self-assured, sarcasm that has made Buffy a global hit.

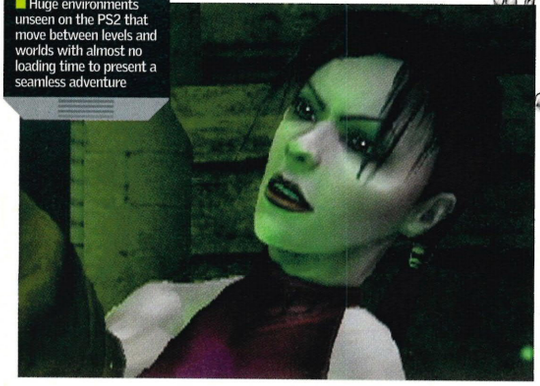


Then, of course, there is Scree, Jen's gargoyle guide through the world of *Primal*. This well-spoken stone gent is as well realised as Jen and after some play a real double-act begins to appear as the stubborn wise-cracking personality of Jen grates with stolid, stuffy nature of Scree.

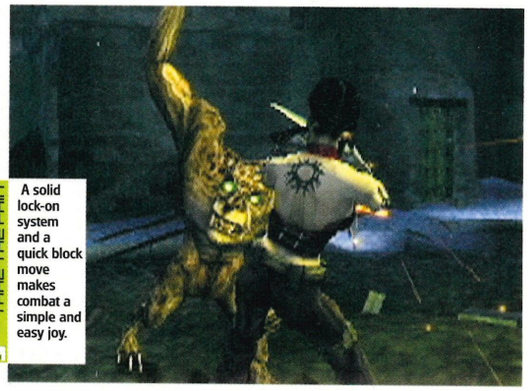
It is this relationship that lies at the heart of *Primal*. As you play you will be able to switch between Jen and Scree at any moment to solve puzzles, explore and fight. Both characters feature unique abilities vital to making progress in the game. Scree is able to crawl up any concrete surface (he is a gargoyle after all) which comes in handy when looking for ways around locked doors. He also has great strength and, most importantly, Scree can convert minerals in the Primal worlds to energy for Jen.

Our heroine on the other hand is nimble and quick. She can run, jump and climb, but her most important trait is the reason she has been summoned to Primal – her ability to adopt the demon form of the four main realms of Primal.

Jen is the chosen champion of Arella, the ruling queen of Order. She has been summoned from the real world and set the task of defeating the forces of Chaos







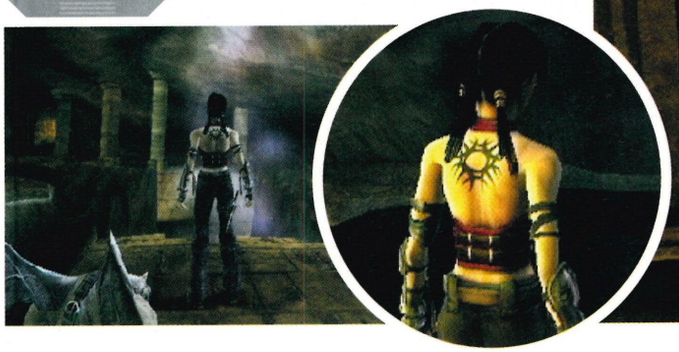
TAKE THE PAIN
A solid lock-on system and a quick block move makes combat a simple and easy joy.

GARETH GATES

The Warp Factor

If you ever wanted to make a truly stunning entrance then you need to get yourself one of *Primal*'s warp gates. These devices allow Jen and Scree to zap themselves around previously explored areas of the demon realm. The ruin of most adventure games is the constant backtracking and aimless wandering. Luckily *Primal* has the answer in the shape of warp gates littering the landscape. First you will need to discover them, but once found you can teleport through them at the tap of a button in a sequence somewhat reminiscent of *Stargate*. Like most interactive elements to the game it will take both characters to charge the gates. Tapping the ⊗ button repeatedly will do the job. The trick to the game is discovering the gates, forcing you to explore every nook and cranny of a map in order to make life easier later on.







FLOOR HIM!
Get a few good combos and the opponent will stumble over. Now's the time to follow through a finishing move.



» that are unsettling the world and forcing it into an unwitting state of anarchy. Using the Primal powers Jen can access new strengths; she can run faster, jump higher and breathe underwater. And, of course, she can kick demon ass like a trooper.

Which brings us neatly to another successful innovation – the fighting. *Primal* is essentially one part 3D adventure and one part *Tekken*. Obviously the forces of Chaos aren't too keen on Jen succeeding and their leader Abaddon is throwing every creature with teeth and claws at our sassy modern-living girl. In her corner though she has access to a whole dojo of killer moves, kicks, punches and lunges. When in her demon form Jen also has a selection of unique unearthly weapons such as *Soul Reaver*-styled claws and even a whip created from demonic energy.

We're pleased to say that the beat-'em-up sections work well. The moves are performed with some smooth animation and the responses are excellent. The variety of attacks is also good for a game not reliant on combat and there are even a number of combos to learn as well as some gruesome fatalities. The lock-on system works well too. The downside in this early code though is the intelligence of the enemies and a slight feeling of repetition to the fights. A greater variety of techniques, tactics and tougher opponents implemented in the final code will improve an already polished game.

The combat though isn't central to enjoying *Primal*. What is at the heart of Sony's next major release is exploration; classic platforms and puzzles, and some fantastic world cities, castles and palaces all wrapped in a genuinely involving story. The game's realms are truly stunning and quite unlike anything else seen on the PS2. The closest possible games experience is Crystal Dynamics' *Soul Reaver 2*, but where that game was empty and somewhat dated, *Primal* is huge and detailed.

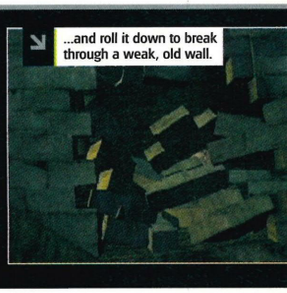
PAL CODE

The Buddy System

The relationship between Jen and Scree is central to the game and once you've got over the fact that Jen appears in no way surprised to be in a demon realm with a small English gargoyle it feels natural. Like so many games before it that use the duel character model (including last year's *Jak and Daxter*) playing *Primal* relies on knowing each character's skills and strengths. Jen is the fighter, quick and nimble, whilst Scree is perfect for exploring – with his ability to climb any concrete surface being especially useful. Early examples of the gameplay expected in the finished game include a section where Scree scurries down a mine shaft wall and into an abandoned castle and pushes a tree over a river for Jen (who is stranded on the far bank) to use as a makeshift bridge.

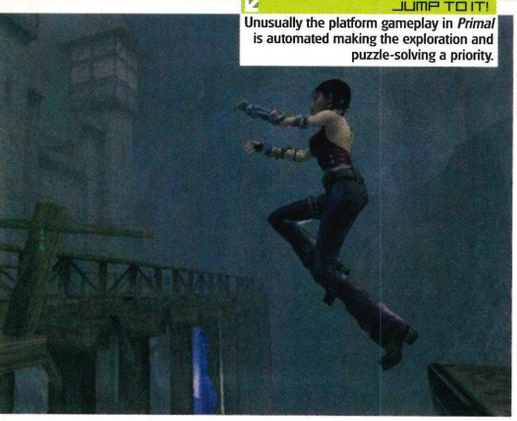

Another 'puzzle' requires you to use Scree to pick up a stone wheel...

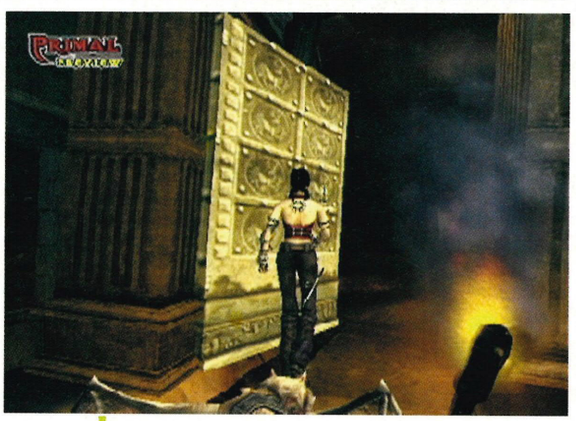

...carry it up to the top of a slope...


...and roll it down to break through a weak, old wall.

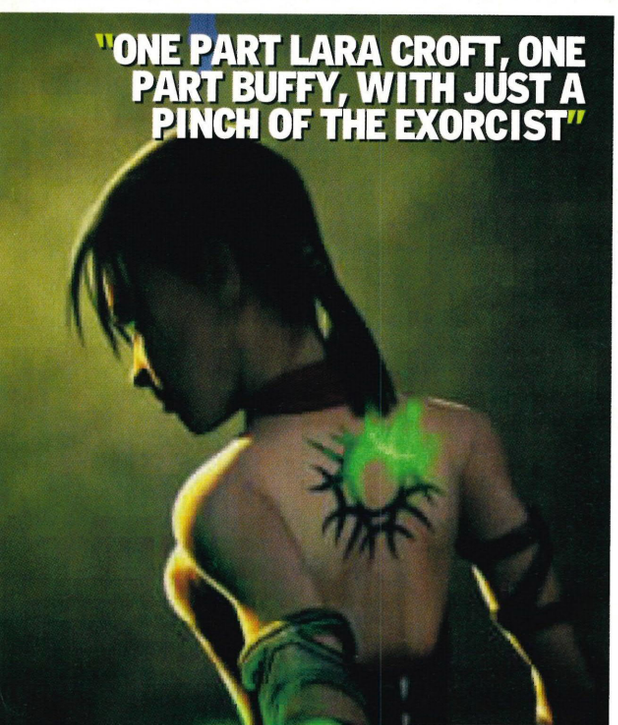


JUMP TO IT!
Unusually the platform gameplay in *Primal* is automated making the exploration and puzzle-solving a priority.





"ONE PART LARA CROFT, ONE PART BUFFY, WITH JUST A PINCH OF THE EXORCIST"



Moving through the first world of Solum you will notice the wind blowing the branches and leaves of the trees, the branches of bushes will react independently to your movement and the light from fires will cast realistic shadows around caves and ruined temples. The draw distance is also impressive and not just there for decoration. On many occasions Jen and Scree will need to be separated to explore independently. At one stage, stood on the roof of an abandoned city building, you as Scree could see Jen some way off in another part of the map.

Later worlds include the undersea kingdom of Aquis, the mountainous realm of Aertha and the desert landscape of Volca. Each kingdom features its own race of demons and creatures, back stories, sub-plots and histories. In essence, each kingdom is an adventure in its own right. Jen and Scree must explore and solve puzzles, set to rights the problems of these realms and unearth the spies and plans of Chaos in order succeed in the wider, overarching story.

Primal has been in development for as long as the PS2 has existed and ranks up there with *The Getaway* as one of the most delayed titles in Sony's stable. But as with Sony's gangster yarn, the wait looks to be paying off.

There is a genuine quality to the game that many publishers lack the resources or pertinence to deliver. That's not to say this preview code isn't without its flaws – some slow AI, bugs and simplistic puzzles suggest there is still a few long hours involved if *Primal* is to hit the benchmarks carved out by recent games such as *Hitman 2* and *Vice City*.

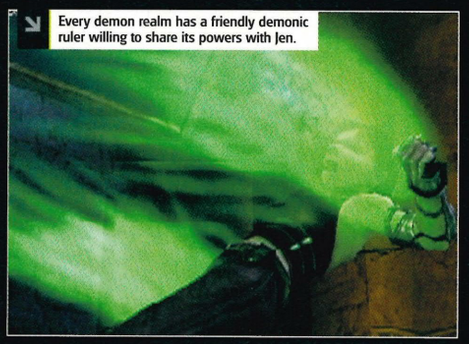
Essentially though, *Primal* has all the hallmarks of a classic in the making. A game which fans of fantasy adventures (and Buffy) will surely enjoy and next month PLAY can reveal all as the game comes under the review hammer.

DEVIL WOMAN

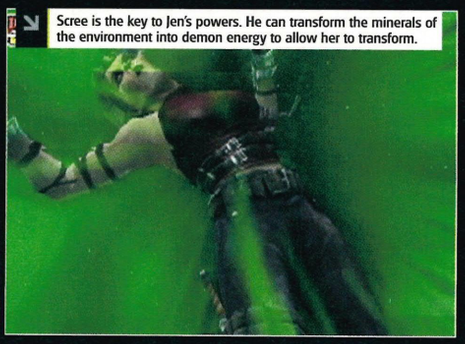
Altered Beast

The title seems to refer to the primal energies that flow around the demon realms and hold the world together. An imbalance in the forces will cause chaos and destruction. These primal forces can also be tapped into by Scree to allow Jen to transform into her demon self – she isn't as innocent as she thought. There will be four demon species for Jen to turn into and each will have it's own unique abilities and be specific to the realm she is in.

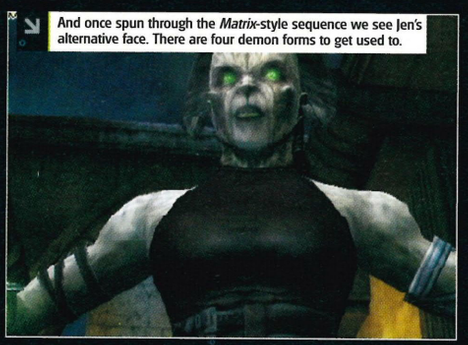
These powers range from higher jumping abilities, added strength and fighting moves as well as fast swimming and reflexes. There is a limit to Jen's demon energy and learning to use it wisely and help Scree discover more energy is central to the game.



Every demon realm has a friendly demonic ruler willing to share its powers with Jen.



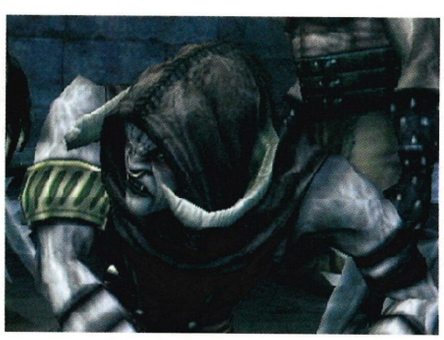
Scree is the key to Jen's powers. He can transform the minerals of the environment into demon energy to allow her to transform.



And once spun through the *Matrix*-style sequence we see Jen's alternative face. There are four demon forms to get used to.



KICK IT!
After becoming her demon self Jen lays the 'smackdown' just like that other demon-busting heroine, Buffy The Vampire Slayer. Which we like.



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LEGENDS OF WRESTLING II

They didn't have time to bleed!

FEB 2003

- **PUBLISHER** Acclaim
- **DEVELOPER** Acclaim Studios Austin
- **GENRE** Beat-'em-up
- 1-4 Players
- 80% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

- Over 65 legendary grapplers from the sport's acclaimed past come together in the ring and for the first time include some of the UK's finest like Big Daddy, Giant Haystacks and Kendo Nagasaki
- The finished game will include exclusive DVD footage of these wrestling masters discussing their careers and past glories

Saturday afternoons in the Eighties were something altogether different from today. You'd be waiting for the football results to come in and watching Gran scrape moistened ginger cake from her false teeth – the only thing to relieve the boredom before you tuned in to Des Lynam was to sit down with the wrestling. Now this wasn't the big bang soap opera stuff we get now in the WWE, oh no, this was grannies with handbags, sweaty 50-stone bruisers and chants of "Easy, easy, easy!" This was English wrestling live from the Blackpool ballrooms.

So are we happy to discover that Acclaim's *Legends Of Wrestling II*, the sequel to last year's largely disappointing retro wrestle-fest, is focusing on the English heroes? Damn right we are and in doing so the sequel promises to be the fun, humourous game the original wasn't.

The sequel now features a staggering 65 wrestlers from the sport's Hall of Fame and includes amongst its ranks American grapplers such as 'Hacksaw' Jim Duggan, 'Big Poppa Pump' Scott Steiner, and, of course, Hulk '24-inch Pythons' Hogan (before he went to Hollywood and sold out starring in slop like *Mr Nanny*). Of course you wouldn't find the new (old?) British stars of the series, like Big Daddy, Giant Haystacks and the awesome Kendo Nagasaki doing such things. Even though Big Daddy had a girl's name.

The impressive roster of stars signals that Acclaim are really going full guns to make this sequel a title wrestling fans are going to want – one which could even rival the mighty *WWE: Smackdown!* (That is if the guys at Acclaim's Austin studio can speed the gameplay up and improve the reaction times and fluidity of the inherent brawlers, which thankfully for hardened wrestling fans does appear to be the case with this latest code.)



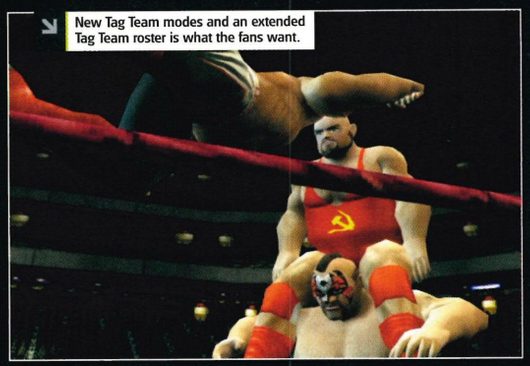
MONEY TALKS
Tito Santana and 'The Million Dollar Man' Ted Dibiase – close, personal and consummately professional.

Mode To Last

There's no denying that last year's game lacked the pizzazz and appeal of the *Smackdown!* series and this was no more evident than in the game modes on offer.

Essentially, *Legends Of Wrestling* was a simple one-on-one brawler that lacked the masses of options seen in THQ's titles. So to change the situation the sequel is piling on the game modes with new six- and eight-man Elimination bouts, new classic Tag Teams from the day when looking good was more important than being good and, of course, a global Career mode in which you must challenge all 65 grapplers to become the World Champion.

Just to prove a point Acclaim are also including a revised version of the Create-A-Legend mode from the original game. Now with more detail and options you'll be able to create that cartoonish 40-stone monster you always wanted to be.



New Tag Team modes and an extended Tag Team roster is what the fans want.

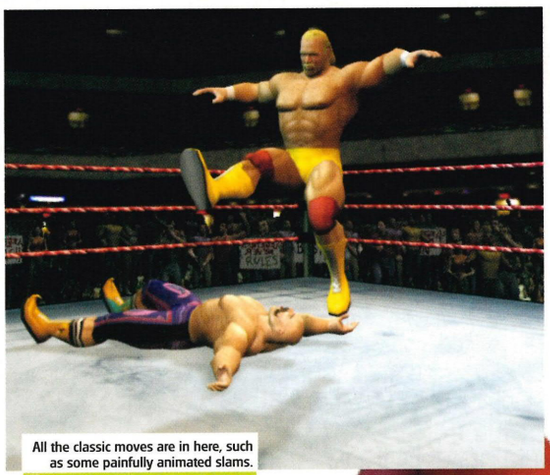


Cage fights have been improved to offer more choice of punishment.



"GOOD ENOUGH FOR WRESTLING FANS WHO ARE OLD ENOUGH TO KNOW BETTER"

SEE YOU JIMMY
Signature move ahoy! Jimmy 'Superfly' Snuka executes his namesake move right off the top turnbuckle. Ouch.



All the classic moves are in here, such as some painfully animated slams.

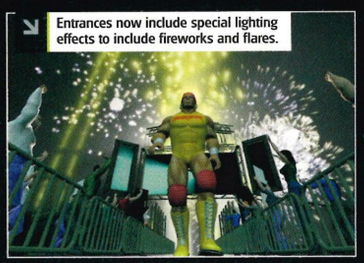
SLAM IT!

THAT'S MORE LIKE IT

Pucker Up

Sadly, though the last game had all the nostalgic references and classic wrestlers we wanted at the time the style of the game simply didn't live up to the flamboyance the old stars exuded.

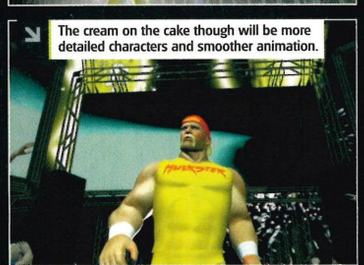
This is changing with the sequel though as Acclaim are focusing on delivering a showbiz experience with lively ring entrances, special effects and even new music written by the old stars specifically for the game. The pomp and pride we associated with the likes of Hulk Hogan, Hitman Heart and Rowdy Roddy Piper will thankfully be included.



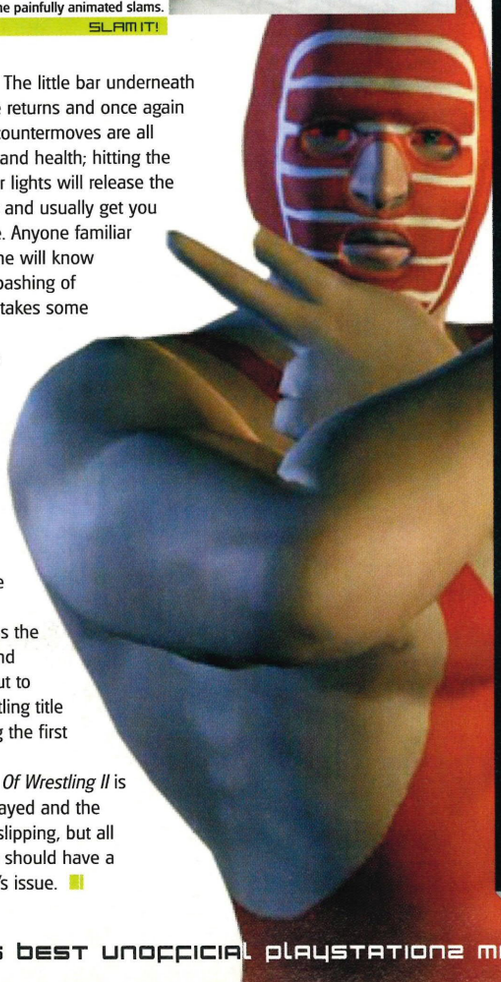
Entrances now include special lighting effects to include fireworks and flares.



The new crowd animations also provide a new depth to the arenas.



The cream on the cake though will be more detailed characters and smoother animation.



As ever, the wrestlers all come with their own brand of attacks, styles and finishing moves and soon you'll have your favourites, such as Big Daddy's 'Splashdown' or Kendo Nagasaki's infamous 'Kamikaze Crash'. The animation has been improved for the sequel as have the character models that now look significantly more detailed than in the previous *Legends Of Wrestling*. Although there is still a stiffness to these trunked heroes that the *Smackdown!* series has overcome. This said, famous wrestlers do feature more character to them than the newbies found in the WWE's roster and just being able to play as Kendo or even Andre the Giant is good enough for wrestling fans who are old enough to know better.

A huge array of new game modes will also keep fans hooked. Along with the likes of the six- and eight-man Elimination bouts, Tag matches (featuring classic teams of course such as the Steiner Brothers, Nasty Boys and the Rock-n-Roll Express) and the Cage challenges, the sequel also includes the interestingly named $15,000 Body Slam Challenge.

But game modes, new characters and improved speed aside, the overriding reason to enjoy *Legends of Wrestling II* is, because as the name suggests, this game promises to celebrate everything that is good about wrestling. The new game will feature authentic signature entrances and taunts for all the wrestlers and even include some of the more famous managers from the past, including Bobby 'The Brain' Heenan, Captain Lou Albano and 'Mouth of the South' Jimmy Hart. (In fact Hart has written some new music intros just for the game.)

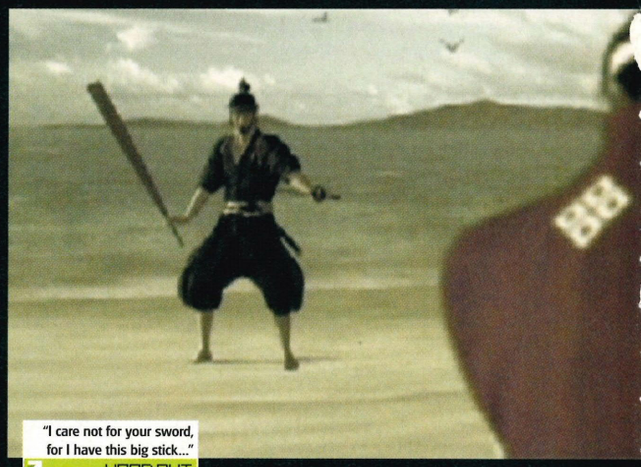
Back to the gameplay though and this sequel contains the same controls and moves interface as the original *Legends Of Wrestling*. The little bar underneath your character's name returns and once again moves, combos and countermoves are all dependent on timing and health; hitting the right button as the bar lights will release the hurt on the opponent and usually get you out of a tight squeeze. Anyone familiar with the previous game will know that after the button bashing of *WWE: Smackdown!* it takes some getting used to.

But that's Acclaim's brand of wrestling and that essentially sums up what we can expect from the sequel. More characters, more game modes, the same control interface and hopefully those niggling flaws, such as the sluggish responses and empty look, ironed out to deliver the retro wrestling title we were all expecting the first time around.

Presently *Legends Of Wrestling II* is perpetually being delayed and the release is constantly slipping, but all things considered we should have a review in next month's issue.

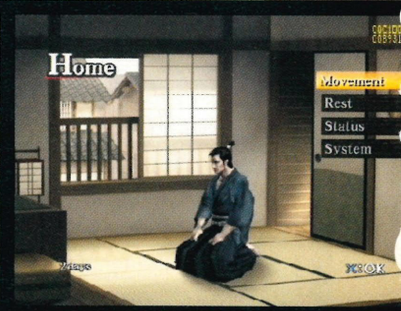


"SLASH YOUR OPPONENT'S NECK, AND HE'S GOING DOWN, SPURTING CLARET ON HIS WAY"



"I care not for your sword, for I have this big stick..."
HARD NUT





SWORD OF THE SAMURAI

Stick that sword most honourably up his ass!

FEB 2002

- **PUBLISHER** Ubi Soft
- **DEVELOPER** Genki
- **GENRE** Beat-'em up
- 1-2 Players
- 85% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

- Fight against 30 of the most famous Japanese sword-fighting grandmasters
- Fight multiple opponents simultaneously

If you're a big fan of *Kengo* or the *Bushido Blade* series, then you are probably in for a bit of a treat, as the next offering from developers Genki is almost upon us. The purists amongst you will be pleased to know that in many ways *Sword Of The Samurai* is very similar to those earlier titles. But the revolutionaries out there, who welcome the dawn of change with open arms, should also find much here that satisfies.

This time there is a health bar, as such, but it's what you might call a "realistic" health bar. Minor wounds will take it down a little at a time, but inflicting a number of little cuts or just one big hack, and both you and your opponent can slowly bleed to death. Nice. There are also a variety of one-hit-kill moves, which you will either love or hate, but they are pretty nifty, not to mention extremely nasty. Slash your opponent through the neck and he's going down, spurting claret everywhere on his way.

Controls are strangely simple for a beat-'em-up, having one button for defend and just one for attack. Yes, just one. You pull off a variety of attacks by switching between various stances, judging which stance is best for the given situation, and how far you want to take the attack by the number of times you press the button. At the moment this process seems a little clunky, and you can't switch stances mid-attack to create various combos. They are however, extremely satisfying when they come off.

The crux of the game is the Story mode, or "Bushido Quest", where you create a fighter, then take him off to the Dojo where you learn new stances and attack/defence techniques, and generally make yourself much harder as time goes on. You can also take part in tournaments – official ones where you just clobber each other with sticks, and unofficial ones where you use real swords, and losing results in death.

At the moment the backgrounds could certainly do with a lot of attention, lacking in detail and colour as they are, and perhaps the fighters themselves could be prettied up a little as well. The attacking system could do with a bit of tweaking, as could defending, because simply mashing away at the attack button seems to be a more effective way of defending yourself. Some limb separation when you finish off your opponent with a particularly nasty move would be great also, but that's probably asking a bit too much. This is however showing a lot of promise, and could turn out to be very good indeed.

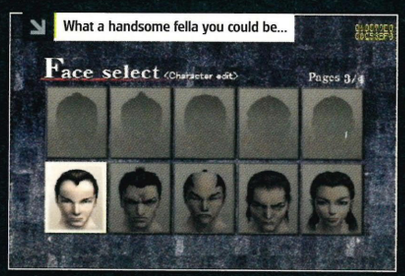


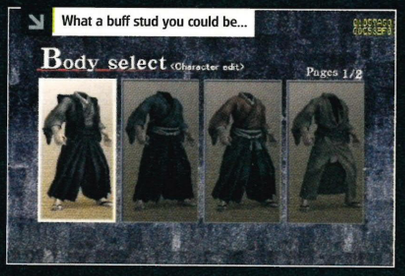
When asked if her bum looked big in this, he made the error of being honest.
PRICE OF VANITY

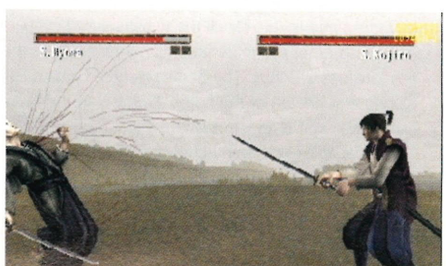
DON'T THINK, FEEL

Here's One I Made Earlier...

In this game you get to "experience" the growth of your fighter, right from the start where you get to pick his (or her) face and body. By going to the Dojo, training with the Grandmasters and beating up the other students, your fighter will be able to develop their own unique sword fighting skills. This also makes your character stronger, improves their attacking, defending and movement capabilities and generally gets them ready for the tough life as a master swordsman.







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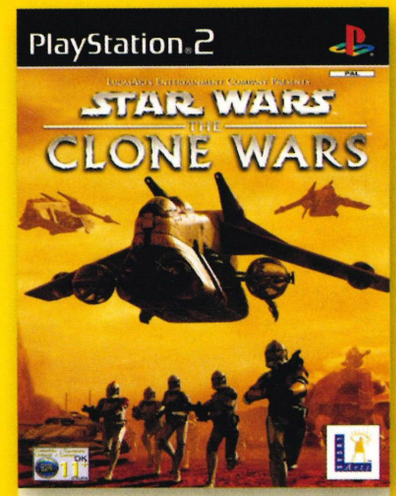

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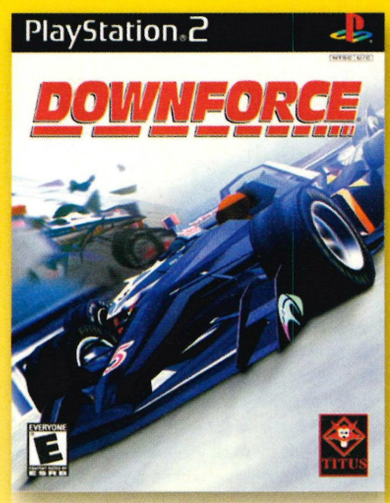

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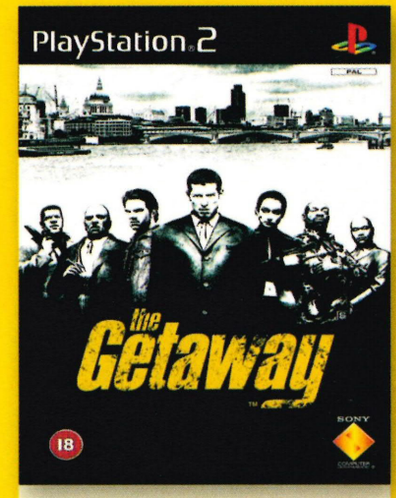

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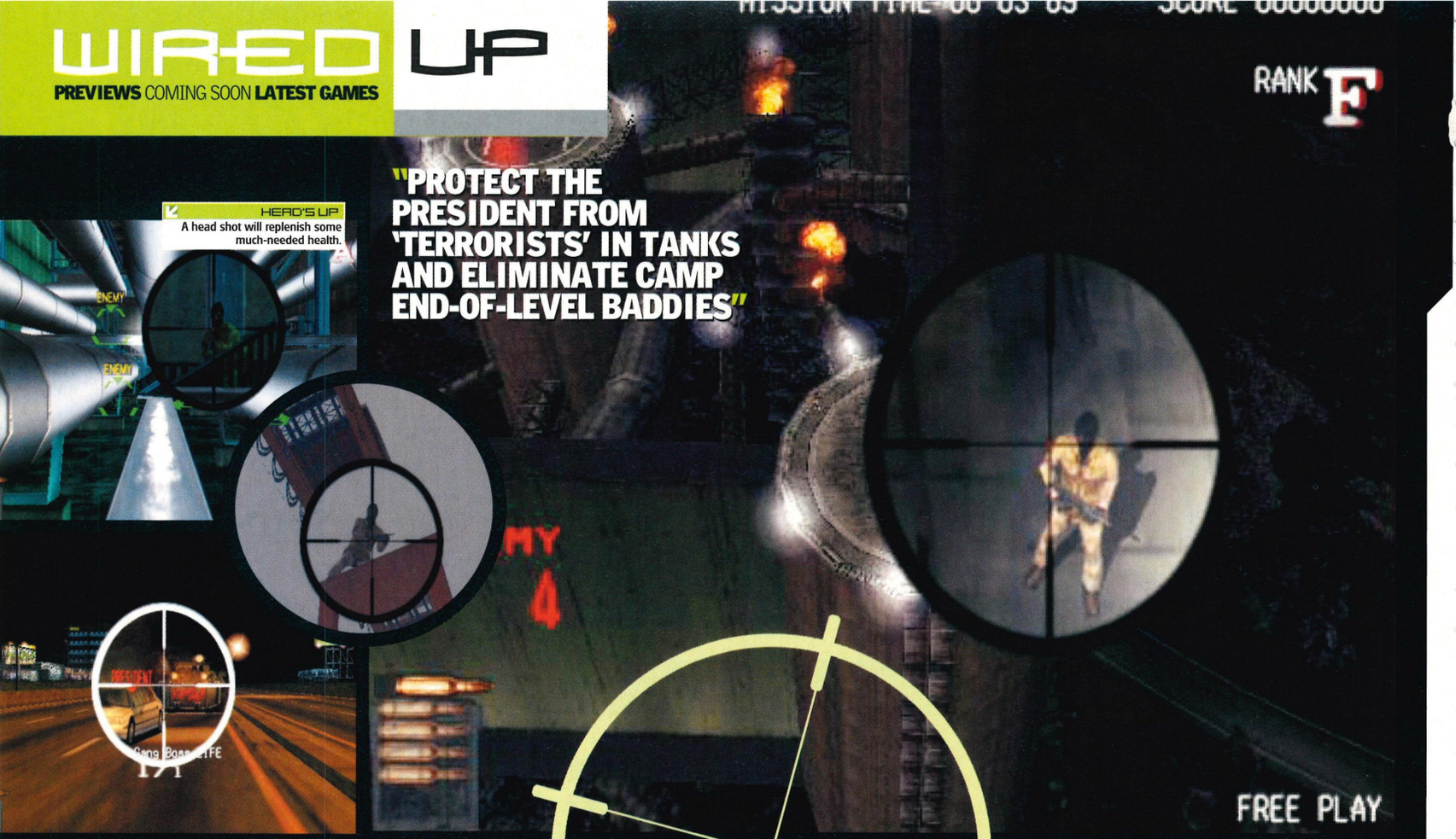


"PROTECT THE PRESIDENT FROM 'TERRORISTS' IN TANKS AND ELIMINATE CAMP END-OF-LEVEL BADDIES"

HEAD'S UP
A head shot will replenish some much-needed health.

SILENT SCOPE 3

Is it to be the third shot that's the killer blow?

JAN 2003

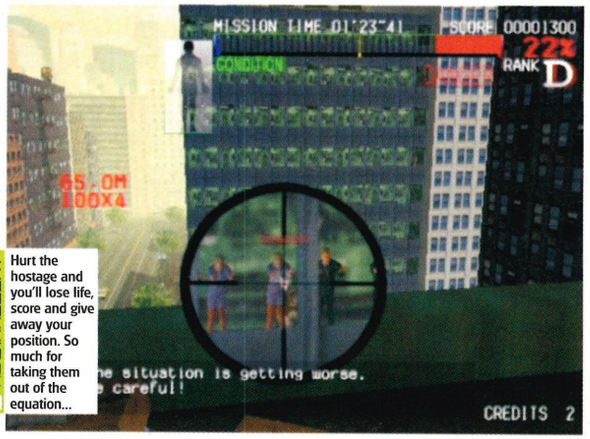
- **PUBLISHER** Konami
- **DEVELOPER** Konami of America
- **GENRE** Shoot-'em-up
- 1-2 Players
- 92.7% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

- Contains both the new and exclusive-to-PS2 Silent Scope 3 and the arcade's Silent Scope EX
- Proves exactly who is the deadliest out of you and your mates



JET, SET, FIRE!
Eliminate the on-board terrorists and John McClane can have the day off.



HES INNOCENT
Hurt the hostage and you'll lose life, score and give away your position. So much for taking them out of the equation...

Sniping's got a bit of a bad name for itself lately. Where before we harboured nostalgic visions of Luc Besson's Leon and Matilda jovially feigning the execution of self-obsessed pop star joggers, we're now reminded of blackened school windows and particularly dark episodes of the *Nine O'Clock News*. Far from the allusion of stealth denoted in this game's title, sniping has been making noise for all the wrong reasons.

Thank goodness then for Konami and the chance to lock all that morbidity away in the confines of our memory. *Silent Scope* has come to the fore once again, and this third edition is armed and ready to reinforce the theorem that sniping's cool.

And far be it from us to argue. We've probably played this more than any other game involved in this issue – it acts as the perfect foil for arduous adventure games in the *Primal* mould and stands, in our eyes at least, as the perfect 'quick arcade blast'.

As most of you will know, the concept at the heart of the *Silent Scope* games is not a difficult one to grasp. You, as a ruggedly handsome, fiercely competitive and athletic marksman with busty blonde khaki-loving accomplice (we are *so* close on this one) are entered into various nefarious scenarios that require both a sharp mind and a steady hand and must endeavour to wipe out the enemy (no specific sect, cult or regime is specified) in the quickest and most accurate manner possible.

Precision and speed result in higher scores and certifications, coupled with the genuine belief that doing this sort of thing for real would be a doddle. You'll shoot from the landing rails of a chopper onto a moving freight train, protect the President (yes, you're an American!) from 'terrorists' in reinforced trucks and eliminate overtly camp end-of-level bosses disguised among innocent civilians on fast-rotating oversize roulette wheels. Yep, whilst essentially the same action, the environments in which you and your sniper rifle are required are hugely varied and demand a very precise ensemble of skills, timing and judgement.

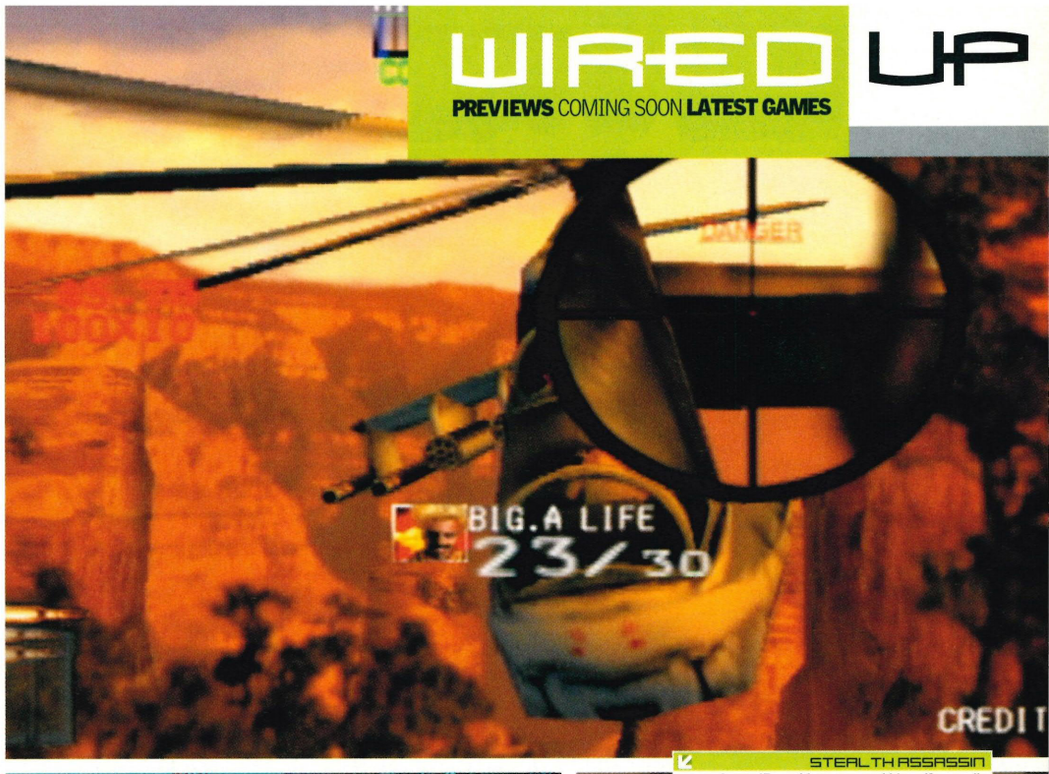
Naturally there's a convoluted story that's pivotal to substantiating these action sequences: An extremely high-level military scientist has been kidnapped by some crazed fundamentalist group with a penchant for genocide – so top-level and secret in fact that your government will only hire freelance hitmen such as your good self to infiltrate the terrorists' cells and save the doctor. Internal leakages and subsequent mass panic are certainly not the order of the day here.

Okay, so the whole brutal-terrorists-wage-war-on-humanity back story is somewhat unoriginal, but the game's start-up sequence and inherent cut-scenes will be sure to raise a smile with their overly theatrical scripting and overriding 'camp' feel.

In terms of value more good news is the fact that not only does *Silent Scope 3* come with a new game developed exclusively for PS2, the *Silent Scope EX* version from the arcades is here too.

You can choose to practise your skills on the shooting gallery where you'll need to bull's eye distant stationary and moving targets as well as swiftly differentiate between live and docile targets before squeezing the trigger. You're graded and scored according to your deftness and this minor sub-game





STEALTH ASSASSIN
Agent 47 would never reveal himself so easily.

GRASSY KNOLL

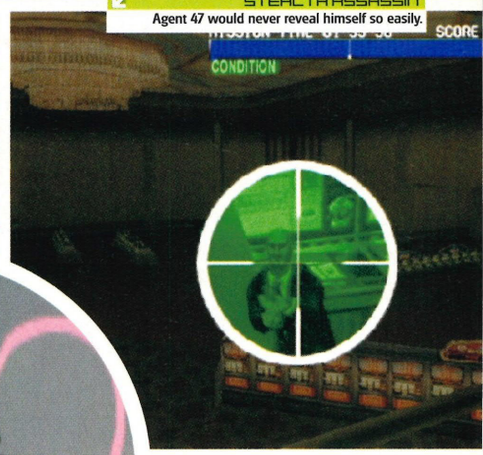
Scoping About

A good example of the 'scope' of the missions is the presidential assassination level. Set up as a typical military turkey shoot, you must memorise the position of all six suspects and then eliminate two of them once you're given verification of the actual shooters. The magic bullet theory doesn't stand a chance here.

With a name like Falcon he had to be one of the favourites.











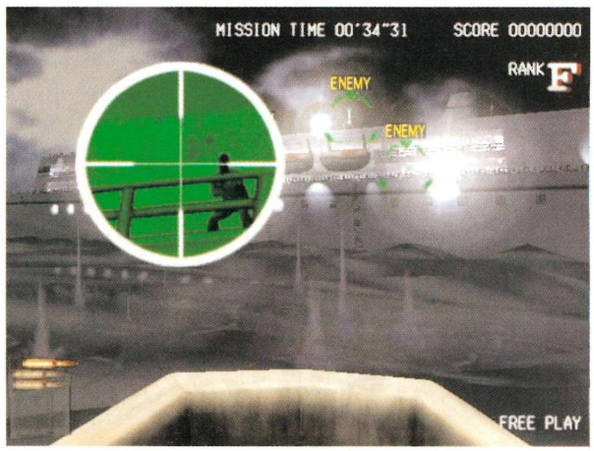


» provides a decent amount of replay value especially if conducted in competition with friends.

Then there's the Story mode. *EX* allows you to select your route through the game depending on your competence – you can pursue a high-speed desert train by helicopter or by jeep and opt for covert sneak attack missions rather than all-out blasting. This assortment of routes and choices not only ensures a wide variety of gameplay, but also a vast number of combinations and permutations for high scores.

We've been gunning for a decent *Silent Scope* release for a good while now and with Konami setting its sights on February for a nationwide release of the full code, we'll all be able to lay those sniping ghosts to rest.

Expect the exclusive review to arrive like a metaphorical head shot next issue.



GLASTONBURY

A Row Of Tents

End-of-level bosses are extremely varied in their approach whether they're standing on top of huge dams raining missiles down on you, piloting sea planes for canal-side fly-bys or positioned behind the controls of monster Apache gunships. One thing they all have in common though, they all seem to be a little bit camp. Er, don't cha know.







SHINOBI

SEGA's *Shinobi* returns in three dimensions!

MAR 2002

- **PUBLISHER** SEGA (USA)
- **DEVELOPER** SEGA Overworks
- **GENRE** Beat-'em-up
- 1 Player
- 85% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

- You jump onto the walls and run along to avoid potentially life-threatening pitfalls
- Your sword has a life of its own and feeds on the souls of those you destroy

No matter how hard it tries, SEGA just can't seem to get itself out of the rut it's found itself in since failing with the Mega CD, 32X and, to a lesser extent, Saturn and Dreamcast. Even over the last year with the release of many strong products it has only just managed to make a profit – though its disappointing financial results this time were more due to poor sales of the *NFL 2K3* franchise in America than anything else. Of course, cynics would point out that most of SEGA's produce over the last year has been nothing more than Dreamcast translations and that good, new games are required if the company is to raise its profile and indeed succeed in what is an extremely aggressive market.

Well, *Shinobi* isn't strictly a new game – anyone who's been playing games for a while will know that – but this *Shinobi* has been created from scratch and, at the time of writing, is 100 percent exclusive to PS2. What's great about this new addition to the series is that, despite the obvious shift from 2D to 3D this still captures the spirit and atmosphere of the retro arcade classics. In fact, much of the core gameplay is carried straight across – the objective of the game is still simply to get to the end of each level by destroying the myriad bad guys.

But, while many features remain unchanged, the shift to 3D has meant that a few elements have had to be adjusted to make them work. Thankfully, SEGA Overworks (the team responsible for the update) hasn't overlooked the pitfalls that mar so many 3D games. Firstly, the camera manages to capture almost all the action with aplomb and, even on the odd occasions when it fails to do so, it can easily be adjusted using the right analogue stick. But the one thing that really makes *Shinobi* stand out from titles of a similar ilk is the lock-on button has been included, making clarity of movement much more precise during potentially messy battles.

This lock-on feature has also allowed for another fairly innovative gameplay element in the form of the group combo. Now, while this may sound a lot like something you'd find in the Karma Sutra, it's actually a method of destroying multiple enemies in succession, rather than one at a time. Basically, all you do is lock-on to the nearest enemy and slash them a couple of times sending the dark assassins to an early grave and causing your sword to glow in the process. Keeping the lock-on button held automatically makes you target the next nearest bad guy and, if you destroy him while your sword is still glowing, it adds the kill to your combo. If you're skilled enough to take out all the enemies in a single area using this feature, you're treated to a short cut-scene in which Hotsuma (the character you control) poses while all the bad guys disintegrate around him in spurts of blood.

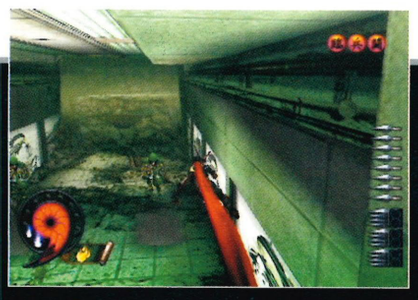
There are also boss fights at the end of each stage and, once again, the group combo feature comes

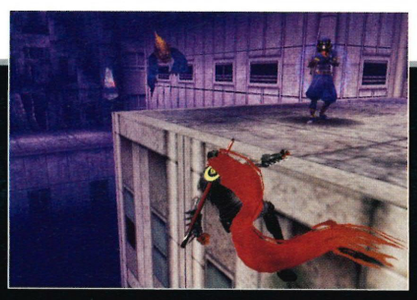
BIG SCALE

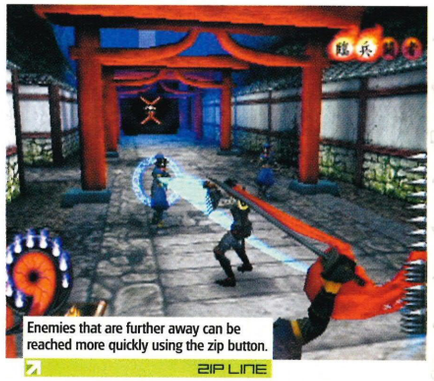
Off The Wall

IT'S JUST LIKE HONK KONG CINEMA!

One of the best features is Hotsuma's ability to cling to the walls and run along them. When facing broken or uneven floors, you can use this to escape death. You can't cling to crumbly rock surfaces though, so you'll need to learn to double jump and dash in some tricky sections.







Enemies that are further away can be reached more quickly using the zip button.

ZIP LINE



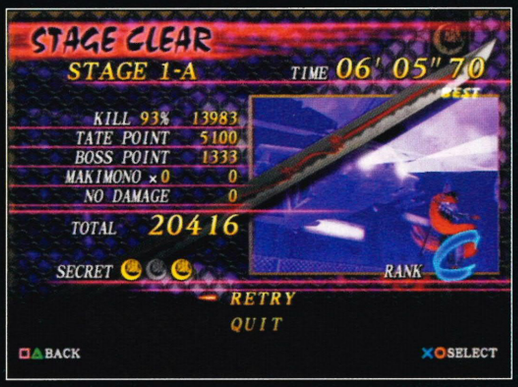


HANGING OUT

Ranks with the best!

■ LONGEVITY IS INCREASED WITH THE INCLUSION OF A RANKING SYSTEM

Whenever you get to the end of each level a ranking system calculates a score based on how fast you've completed the level, percentage of bad guys destroyed and number of secrets found. This is always something to go back to once you've completed the main game.



» into play. You see, with each kill you link into the combo your sword glows a little brighter and becomes a little more powerful. During most boss encounters there are regular enemies around as well, and these can be destroyed in succession to increase the power of your sword. If you then link the boss into the chain, your attacks remove more of its energy than they would do normally.

Shinobi has already been released in Japan, but SEGA's current financial position means it's difficult to know exactly when we'll see a UK release. Until recently, Infogrames and Sony have been publishing the company's games on these shores, but those contracts are now coming to an end. Rumour has it that SEGA is due to re-establish its presence in Europe and begin publishing its own titles as it always used to. The problem is that until it makes such a thing official, we can only speculate when its next batch of titles will see the light of day over here. Right now it would seem that operations will begin early in 2003, with the roll out of this and other titles around Easter time. Of course, even if *Shinobi* does get released here during the first quarter of next year, there's still the issue of the 50Hz PAL translation. Will this be tweaked in any way at all for its European debut? Hopefully we'll find out for sure very soon. Expect an update on *Shinobi* in next month's PLAY



SUCKERS

After destroying enemies, your sword sucks up their souls and revels in the power.





As you progress through the game the enemies steadily become more difficult.

TAKE THE PAIN



"A LOCK-ON BUTTON HAS NOW BEEN INCLUDED, MAKING CLARITY OF MOVEMENT MUCH MORE PRECISE DURING POTENTIALLY MESSY BATTLES"



MORTAL KOMBAT: DEADLY ALLIANCE

Just when you thought it was safe to tear someone's spine out...

FEB 2003

- **PUBLISHER** Midway
- **DEVELOPER** Midway
- **GENRE** Beat-'em-up
- 1-2 Players
- 95% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

- 21 unique fighters (plus a couple of super-secret hidden ones) to bludgeon, pummel, bruise and generally cause a large amount of pain too
- Loads of play modes, including a massive Konquest section that features literally hundreds of different missions... we've nearly finished it as everyone and the end still isn't in sight

Memories of the *Mortal Kombat* series aren't overly pleasant. Compared to contemporaries like *Tekken*, *Street Fighter* and *Soul Calibur*, Midway's fighting series lacked finesse. So it had gory fatality moves, motion-captured fighters and detailed back-stories – in the harsh light of progress that really isn't enough.

It wasn't always like that though; when *Mortal Kombat* was first released back in 1992 it was totally original and managed to impress gamers worldwide with its stylish visuals and overly violent gameplay. What's more, the sequel ended up being even better than the first game – something you don't see very often these days – and managed to set a new standard for the series as a whole. If only Midway could reach that level again and bring us a beat-'em-up that encapsulated the essence of the first two games, while bringing in some new ideas and moving the whole thing into 3D. We might consider giving the bloody series another chance... what's that? Oh, they have. Brilliant.

Okay, so maybe we've exaggerated a little here, but you'd be surprised how many people we've spoken to who have exactly the attitude we've described – "it's a dead franchise", "no-one wants to play *Mortal Kombat* any more", "why are you wasting your time with that", blah blah blah. When it comes down to it though, that point of view couldn't be further from the truth. At least not with the upcoming release of *Mortal Kombat: Deadly Alliance*. Certainly, the *Mortal Kombat* series has seen more troughs than peaks since the release of the second game, but this fifth instalment takes the whole concept back to the drawing board in an effort to regain what it lost over the last nine years.

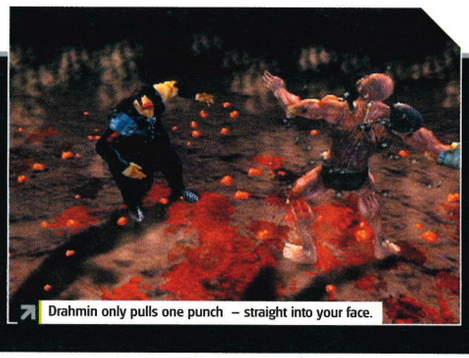
So then, *MK:DA* attempts to start again in creating the ultimate *Mortal Kombat* game. There are certainly more than enough ideas borrowed from previous games to make a mark. The most noticeable change over a majority of the *MK* series is one lifted from the last game, *Mortal Kombat 4* (or *MK Gold*, if you bought it on the Dreamcast) – the transition from 2D to 3D fighting. Whereas virtually all of the *MK* games featured side-on action with photo-realistic fighters, *MK:DA* (like *MK4*) moves into full 3D arenas in much the same vein as games like *Virtua Fighter 4* or *Tekken 4*, with completely rendered characters instead of flat sprites.

Of course, the characters in *MK4* looked rather shabby with their incredibly blocky, polygon-lite look, but this time around Midway has totally overhauled the

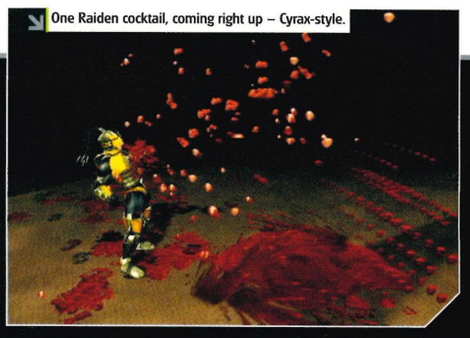
JUST THE BEGINNING

Finish Him!

Yes, it's *Mortal Kombat* and what does that mean? Why, some of the most gut-wrenching and deadly Fatality moves ever seen in a videogame, that's what. Naturally they're not easy to pull off and even if you have got the skill to do them you won't know how to because the game doesn't actually tell you. Bugger. Still those of you who do a bit of digging on the Internet (like us) will be able to unearth them sooner or later. Here's a quick selection of what you've got waiting for you once you can get them right...



Drahmin only pulls one punch – straight into your face.



One Raiden cocktail, coming right up – Cyrax-style.

WATCH CAREFULLY

Passing The Test

Ever play the original *Mortal Kombat*? Then you'll probably remember hammering buttons like crazy in an attempt to complete the 'Test Your Might' mini-game – the faster you pressed, the more likely your character was to smash through each of the materials (wood, marble, diamond and so on) in front of them.

When it disappeared from the following batch of *Mortal Kombat* games we were disappointed, but now we can cheer with joy again thanks to the fact that it's been brought back for this latest instalment. Even better, Midway has seen fit to introduce a new challenge as well. Called 'Test Your Sight', this time you will need to watch the moving cups and work out which one has the dragon emblem underneath it. Getting it right when there's only three cups is easy, but six at top speed is something else entirely.

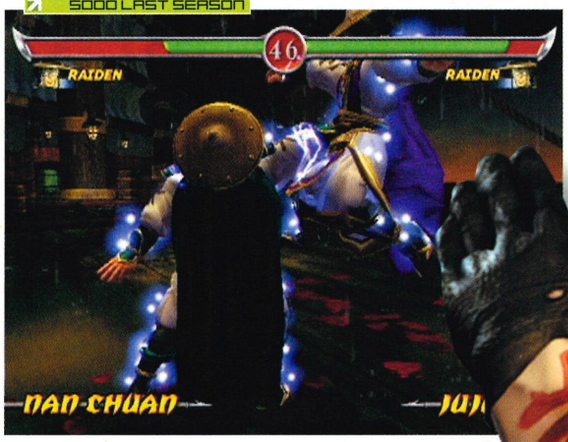






Each character has their own secret costume to unlock – Scorpion's features his shiny bald skull.

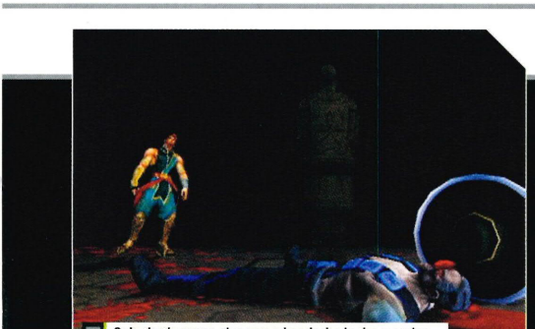
5000 LAST SEASON





whole engine to improve the quality of both the fighters and the arenas. The result? Some absolutely gorgeous battle settings – including a desert-based ruin with sand blowing in off the dunes, a flying ghost ship and a deserted chapel complete with hailstones pouring through the holes in the roof. Incredibly high-quality motion-capture and, not surprisingly, some of the most detailed fighter models we've seen recently in a beat-'em-up tip the balance and you begin to enjoy *Mortal Kombat* as you did all those years ago. If one glance at *MK:DA* doesn't impress you, you're obviously a hard crowd to please.

There are more improvements of course than mere cosmetics. In this new version of *Mortal Kombat* another element that's been ripped right out of the last game is the use of individual character weapons. Last time we saw them they were cumbersome objects that didn't really play much of a part in battle due to the fact that you had to do a special move to pull them out, plus you could have them stolen right out of your hand if you weren't careful. Now though, the weapons play a much more integral role in each character's fighting style – mainly because they are a fighting style in themselves. Gone are the days of all the fighters having exactly the same basic moves and only a small handful of specials to memorise. Now every combatant has two main hand-to-hand fighting styles and a third weapon-based style too, ranging from Judo, Karate, Sambo, Dragon, Mantis and tons of others that we can't even pronounce (plus weapons like Short Sword, Sai, Hookswords, Kori Blade and Steel Fans). There really is a massive range of styles to choose from and what's more each style offers its own unique moves. Switching between them is simply a case of flicking the L1 button at any time. This means you can easily keep your opponent off-guard


Ooh, that's gonna give you a headache in the morning...


Reptile stops for lunch – after burning your face off. Mmm, toasty.



HA-BOOM! Cyrax carries a nifty line in explosives and shredding devices; ideal for that perfect painful moment...

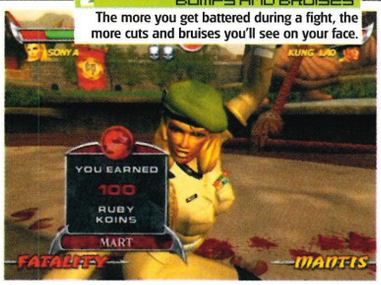


BACK IN TIME
For reasons we don't understand, Reptile has gone from green ninja to killer lizard this time.



BUMPS AND BRUISES
The more you get battered during a fight, the more cuts and bruises you'll see on your face.





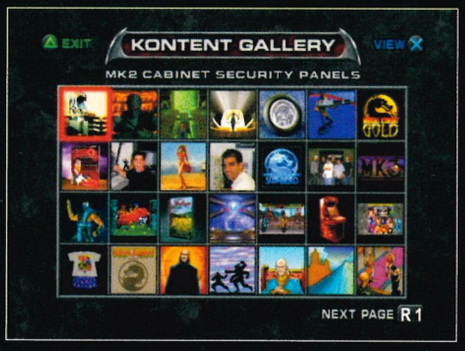


THE KRYPT

Chesty Coffin

As you'd expect from a *Mortal Kombat* game, Midway has decided to include a whole bunch of secret stuff for you to find along the way; secret fighters, hidden arenas and costumes all await those of you who look hard enough. Of course, that's not everything. In fact, it's far from it. You see, all the secrets in the game are hidden in a place called The Krypt. A massive area packed to the gills with Koffins (not coffins... Koffins). Each Koffin contains a secret that you can buy for a specific amount of or a specific Kombat Koin, of which there are six (Ruby, Jade, Sapphire, Gold, Onyx and Platinum). It's not as complicated as it sounds. The more expensive the Koffin and the rarer the Koin, the better the secret inside – perhaps. On the other hand, it might just be an empty Koffin and you'll wind up throwing your pad across the floor in frustration. Either way, you've got a lot of work on your hands; with 26 rows and 26 columns (going from AA to ZZ and totalling 676 secrets). That's a stack load of Koffins to buy.







by changing your attack pattern. You can even use special combos (called Style Branches) to chain fighting styles together; Kano, for instance, starts in Xing Yi with a couple of punches, branches into Aikido for a few more and then finally lets the opponent have it with two massive swings of his Butterfly blades. Impressive just isn't the word for it.

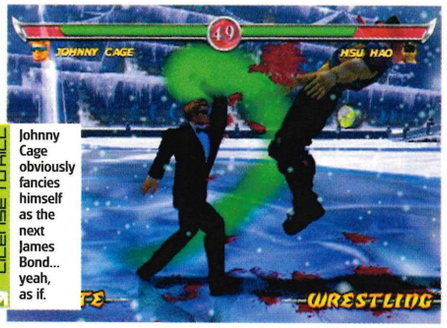
Despite all these alterations, the whole thing would fall apart if there wasn't a decent structure to the game itself and thankfully *MK:DA* also makes some improvements in this respect.

While the obvious inclusions for game modes include Arcade and Versus, there is also the slightly cryptic Konquest mode that allows you travel the world of *Mortal Kombat* as your favourite fighter. Starting off with eight basic training missions and then expanding into a further 200 missions per character (with the even bigger Ultimate Konquest mode beyond that once you've finished it with every fighter).

The reward for playing through Konquest comes in the form of Kombat Koins; you can also earn these in Arcade mode and then use them to purchase secrets from The Krypt (see boxout). Cleverly, playing Konquest mode, earning Kombat Koins or entering The Krypt requires you to create a player profile on your memory card. By entering your name and a six-button password combination, you can then log in under your profile every time you start playing the game. By allowing several player profiles on the same memory card *MK:DA* gives you and your mates the chance to earn your own Kombat Koins rather than having to share. A handy option when you're saving up for some of those more expensive Koffins.

Having played through virtually everything in the code Midway let us have for this preview (we've still got one new character, Frost, left to unlock... damn that Krypt!), we can safely say that *Mortal Kombat* is back with a vengeance. The fact that the *MK* series has dropped in quality since the heady days of *MKII* was disappointing for us to say the least, so to see this new game bring the whole thing back up to speed with such precision and style really does bring a smile to our faces. Every other 3D beat-'em-up had better watch its back come Valentines Day next year as there's someone waiting to tear their hearts out around that darkened corner.





LICENSE TO KILL
Johnny Cage obviously fancies himself as the next James Bond... yeah, as if.







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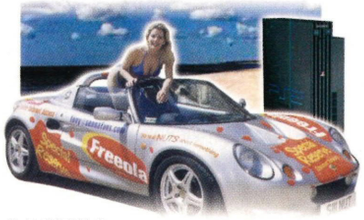

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DIRTY GIRL
In a nod toward *BMX XXX* the game features a number of young ladies in small bikinis who get progressively more dirty the more the mud flies.

ATV: QUAD POWER RACING 2

Powerful racing indeed as Acclaim turn up the heat!

FEB 2003

- **PUBLISHER** AKA Acclaim
- **DEVELOPER** Climax Studios
- **GENRE** Racing
- 1-2 Players
- 87% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

- For your money you'll get 17 massive tracks spanning five environments from around the world
- Play as one of 10 real life racers, including Dana Creech, Kory Ellis and Tim Farr, all with unique freestyle trick moves

Now this was a welcome surprise as, let's be honest, unless tagged with the name Tony Hawk extreme sports games are usually a little lacking in extremities. However, even at this early preview stage, this sequel to a game few can actually remember is pretty damn good fun.

Essentially, *ATV2* is a basic off-road racer. It comes complete with a solid number of tracks (17 to be exact) that span the globe and will see you racing fellow extremists in all manner of weather and environmental conditions.

Business as usual then, so what's so special? Well, few games control with the response and flexibility we've experienced in *ATV2*. The physics are simply beautiful and make the races a joy to play. The quad bikes will bounce around the screen with a truly 'rubbery' nature as you, initially at least, struggle to control the machine and get some pace out it. With practise though you'll learn to lean the bike to get more grip and control. This soon becomes a test of nerves and skill as you see how far you can lean, sway and swerve the bike over the massive mounds, dunes and hills of the circuits.

A nice touch that comes as a by-product of this fun physics engine is the Stoppie or Endo. By leaning forwards over the handlebars and slamming on the brakes you will be able to force the bike onto its front wheels and bounce. Now this isn't essential in the heat of a race, but it does come in handy during the excellent Challenge games where you find yourself navigating mazes, obstacle courses and tight circuits of cones to beat the record times and unlock further challenges. The Stoppie comes in handy to bounce the bike around the tight turns and save yourself from plummeting to an early bath.

But it's the races where *ATV2* aims to impress and if you can pull yourself away from bouncing over a water pit for five minutes you'll find a fast and competitive experience tucked away in here. The opponent AI is perhaps a little too aggressive at present as they tend to smash you off the circuit rather than skillfully overtake, but that is sure to be toned down on release. Although with this said, your riders do have the ability to launch a kick at the other racers – a talent that comes in handy when the pack refuse to let you by.

The races can be played singularly or in an old-skool Arcade mode in which you must hit the next waypoint before the time ticks out. But it's the Career mode where you must put in the time. Here you can select a real-life star of quad biking (we're assured they exist because they're in the game and have names people couldn't even make up such as Dana Creech) and over the duration of your career gain cash and points to improve your character, bike and chances of winning the championship.

The main races are also the place to find the familiar tricks and stunts. Perfecting these spins, flips and aerial manoeuvres will yield bonus points and garner the all-important kudos (beating a mate in a straight race is good, but doing it and flipping across the finish line will really hurt). These moves are best suited to the Freestyle mode though where you can speed around a series of specially designed circuits flipping out and scoring big to unlock more tracks and bonuses.

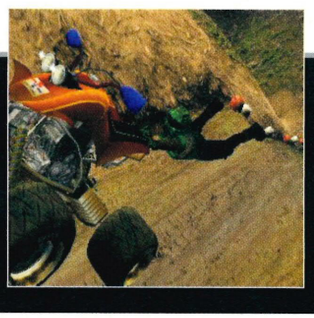
Now we know the fundamentals of *ATV2* aren't particularly new and we understand that every extreme racing game seems to have flexible career

A BIT TRICKY

The Stuntmaster!

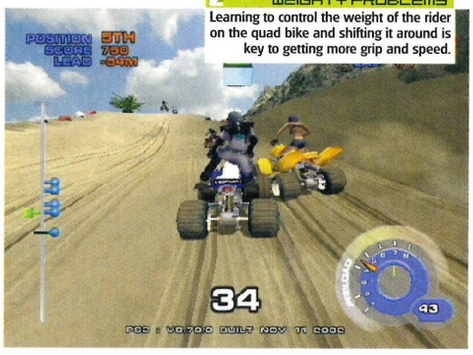
Once you've mastered the bike's physics it's time to turn attention to those all-important tricks. Whether in the game's main race mode or in the Freestyle mode the tricks are pure fun and there to simply impress. The riders have up to 20 stunts to pull off in the early code played here and this looks likely to be the set limit. Though in a game where bonuses to unlock are at the heart of the gameplay, there's a chance that further moves will appear as the game is played.



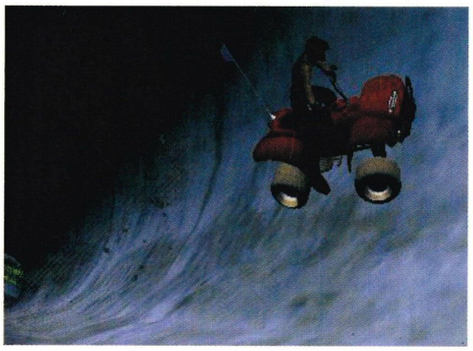




DETAILED DELIGHTS
Though very much an arcade racer, the bikes do feature some nice details and the suspension and animation is spot on. Each bike also comes with its own stats, so select wisely.



WEIGHTY PROBLEMS
Learning to control the weight of the rider on the quad bike and shifting it around is key to getting more grip and speed.

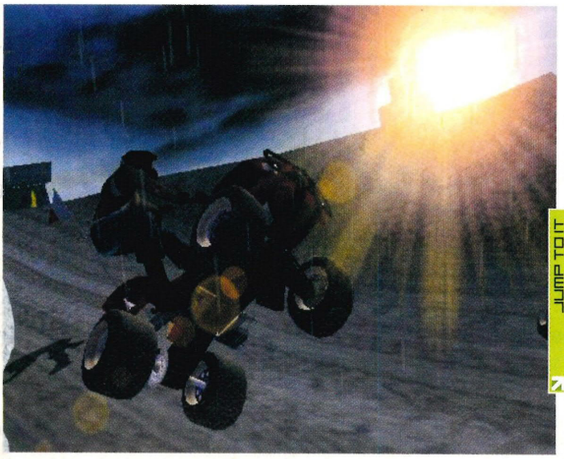


"THE PHYSICS ARE SIMPLY BEAUTIFUL AND MAKE THE CHALLENGES AND RACES AN ABSOLUTE JOY TO PLAY"

» mode, fun mini-games and real-world heroes with strange names, but AKA Acclaim's quad racer simply controls like no other game. The execution of these tried and tested ideas is sheer class and a joy to play. This is as evident in the previously mentioned controls and physics as it is in the slick and colourful graphics. The bikes pound around the beaches spraying water and sand against the screen, the sun and lighting is impressive and in these long winter nights the overall effect is of a fun, warm, breezy game.

Okay, so there is very little in the way of innovation or originality in *ATV2*, but if this early code is to anything to go by AKA Acclaim could have a fun and slick extreme sports hit on its hands come January.





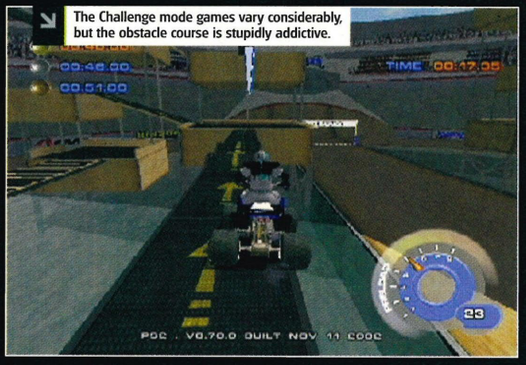
JUMP TO IT
On the approach to a jump you have to pre-load the suspension by holding down the R1 button, releasing at the right moment gives you that cool big air.

WE LIKE A CHALLENGE

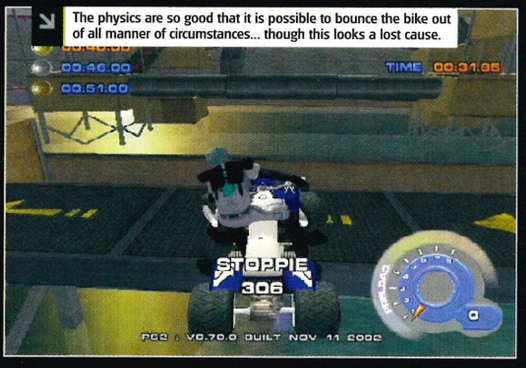
Gimme, Gimme, Gimme

This may sound extreme but struggling to unlock the Challenge mode games in *ATV2* is one of the most frustrating, infuriating... and plain fun we've had with a game in ages.

These mini-tasks are simple enough and range from tearing up the best times on slalom courses to navigating a chaotic maze of ramps and boards hung high above a swimming pool. This later obstacle course is a true gem and will have you fighting with your friends to give it just that one more go to perfect the times and break the records. The end result is a self-satisfied smile as you smugly declare yourself the champ and, of course, unlock another devious challenge to lock horns with.



The Challenge mode games vary considerably, but the obstacle course is stupidly addictive.



The physics are so good that it is possible to bounce the bike out of all manner of circumstances... though this looks a lost cause.

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210103



Rescue your girlfriend from the evil snowball, but keep an eye out for Polar Bear guards!

210107



Collect scattered coins over 20 different levels - all the time staying away from the demons!

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Wax is fast, race-against-the-clock downhill snowboarding mayhem!

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A space shoot-em-up where you blast your way through various waves of asteroids and aliens.

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The objective of the game is to melt silver into ingots in order to literally "Forge a Fortune.

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You are an alien trying to collect cows & scientists to whisk away 4 your fiendish experiments...

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This fantastic game puts you in the spotlight, and gives you the ominous role of the penalty taker!

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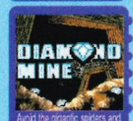

Avoid the gigantic spiders and falling rocks and collect the jewels!

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COME INTO MY WORLD · *Kylie*	112271	MP
POSSE · *Scooter*	112282	MP
THUG LOVIN · *Ja Rule & Bobby Brown*	112308	MP
FEEL · *Robbie Williams*	112293	MP
WHAT MY HEART WANT... · *Gareth Gates*	112318	MP
HOLDING ON FOR YOU · *Liberty X*	112302	MP
IF YU NOT THE 1 · *D Bedingfield*	112311	MP
FAMILY PORTRAIT · *Pink*	112301	MP
WORK IT · *Missy Elliot*	112246	MP
PUT HIM OUT · *Ms Dynamite*	112292	MP
ALIVE · *S Club*	112243	M
STRONGER · *Sugababes*	112275	MP
LAST GOODBYE · *Atomic Kitten*	112304	MP
LIKE I LOVE U · *Justin Timberlake*	112241	MP
MUSIC GETS THE BEST... · *S E Bextor*	112287	M
JENNY FROM THE BLOCK · *J-Lo*	112270	MP
1000 KISSES · *Will Smith*	112280	M
YOU AND I · *Will Young*	112281	M
SKATER BOI · *Avril Lavigne*	112306	M
GIRL TALK · *TLC*	112310	MP
MAYBE · *Enrique Inglesias*	112299	M
THE CHEEKY SONG · *The Cheeky Girls*	112313	MP
PUSSYCAT · *Wyclef Jean*	112315	MP
PUPPY LOVE · *S Club Juniors*	112316	MP

Look for the (P) for *polyphonic* or the (M) for regular *monophonic*

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POP

RUSHES · *Darius*	112284	M
UNBREAKABLE · *Westlife*	112238	MP
GONNA GETCHA... · *Shania Twain*	112297	MP
OBJECTION · *Shakira*	112235	MP
DIE ANOTHER DAY · *Madonna*	112261	M
WE'VE GOT 2NITE · *R Keating & Lulu*	112314	MP
THE TIDE IS HIGH · *Atomic Kitten*	112029	MP
PUT THE NEEDLE ON IT · *D Minogue*	112225	M
I LOVE ROCK N ROLL · *Brit Spears*	112043	MP
ROUND ROUND · *Sugababes*	112018	MP
JUST A LITTLE · *Liberty X*	111935	MP
THE SCIENTIST · *Coldplay*	112269	M
I'M RIGHT HERE · *Samantha Mumba*	112272	MP
ANY ONE OF US · *Gareth Gates*	111988	MP
LITTLE LESS CONV... · *Elvis vs*	111957	MP
UNDERNEATH YA CLO... · *Shakira*	111992	MP

UK GARAGE

LUV ON THE LINE · *Blazin' Squad*	112264	M
DON'T MUG YA'SELF · *The Streets*	112273	M
DY-NA-ME-TEE · *Miss Dynamite*	112026	M
CROSSROADS · *Blazin' Squad*	112034	M
ROMEO DUNN · *Romeo*	112025	M

INDIE

STOP CRYING YA HEART... · *Oasis*	111968	MP
BITTER SWEET... · *The Verve*	111292	MP
FOOLS GOLD · *Stone Roses*	111230	M
I AM THE RESUR... · *Stone Roses*	111459	M
THE HINDU TIMES · *Oasis*	111895	MP

HIP HOP

CLEANING OUT MY... · *Eminem*	112062	MP
WITHOUT ME · *Eminem*	111952	M
LIVIN IT UP · *Ja Rule*	111931	MP
LUV U BETTA · *LL Cool J*	112274	M
OH BOY · *Camron & Juelz Santana*	112020	M

DANCE

I THINK WE'RE AL... · *Pascal & Karen*	112312	MP
HEAVEN · *DJ Sammy*	112229	MP
PRAY · *Lasgo*	112286	M
HOLIDAY · *Madhouse*	112231	MP
DON'T WANNA · *Shy FX & T Power*	112300	M
HEART OF GOLD · *Kelly Llorenna*	112283	M
THE LOGICAL SONG · *Scooter*	111965	MP
NESSAJA · *Scooter*	112050	M
LIKE A PRAYER · *Madhouse*	112016	MP
GOTTA GET THRO... · *D Bedingfield*	111545	MP

NU METAL

STILL WAITING · *Sum 41*	112307	M
DROWNING · *Crazytown*	112296	M
IN THE END · *Linkin Park*	111489	MP
SMOOTH CRIMINAL · *Alien A Farm*	111377	MP
A PLACE IN MY HEAD · *Linkin Park*	111254	MP

ROCK

MISUNDERSTOOD · *Bon Jovi*	112319	MP
NO 1 KNOWS · *Queens Of Stone Age*	112309	MP
SWEET CHILD O MINE · *Guns n Roses*	111258	MP
I AM MINE · *Pearl Jam*	112298	M
JUST LIKE A PILL · *Pink*	112149	MP
HOW U REMIND ME · *Nickelback*	111671	MP
LIVING ON A PRAYER · *Bon Jovi*	111376	MP
BAT OUT OF HELL · *Meatloaf*	111286	MP
BROWN EYED GIRL · *Van Morrison*	111327	MP

R&B

HOT IN HERE · *Nelly*	111977	M
NU FLOW · *Big Brovaz*	112232	M
AWAYS ON TIME · *Ja Rule*	111644	MP
GIRLFRIEND · *Alicia Keys*	112290	M
DOWN 4U · *Ja Rule*	112220	M
GONNA BE ALRIT... · *Jennifer Lopez*	111996	M

80'S

ONE STEP BEYOND · *Madness*	111278	MP
COME ON EILEEN · *Dexys*	111112	MP
TAKE ON ME · *A-HA*	111130	MP
SUMMER LOVIN · *Grease*	111159	MP
LOVE SHACK · *B 52's*	111475	MP
SIMPLY THE BEST · *Tina Turner*	111406	MP
IT'S NOT UNUSUAL · *Tom Jones*	111179	MP
TAKE MY BREATH AWAY · *Berlin*	111208	MP

REGGAE

NO WOMAN NO CRY · *Bob Marley*	111331	MP
JULIE · *Shaggy & Ali G*	111666	M
ANGEL · *Shaggy*	111114	MP
IT WASN'T ME · *Shaggy*	111118	MP
2 WAY · *Shaggy*	111991	M

THEMES

MISSION IMPOSSIBLE	111121	MP
SCOOBY DOO	111142	MP
MUPPETS	111134	MP
ET	111612	MP
ROCKY	111141	MP
BIG BROTHER	111342	M

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Purple Hills · D12

COMEDY · 119916
Only Fools and Horses
Benny Hill
Father Ted

NU METAL · 119924
Rollin · Limp Bizkit
Crawling · Linkin Park
Loves Me Not · Papa Roach

DANCE · 119906
Resurrection · PPK
On The Move · Barthezz
The Launch · DJ Jean

ROCK · 119909
Sweet Child o'Mine · Guns'n Roses
InThe End · Linkin Park
EnterSandman · Metallica

ONLY FOOLS AND HORSES	111369	MP
MAIN THEME · *Star Wars*	111125	MP
THE A TEAM	111115	MP
GOOD, BAD AND THE UGLY	111181	MP
JAMES BOND	111119	MP
BLACKADDER	111609	MP
PINKY AND THE BRAIN	111607	M
MATCH OF THE DAY	111126	MP
SEX AND THE CITY	111673	M
INDIANA JONES	111466	MP
KNIGHT RIDER	111127	MP
FRIENDS	111152	MP
RAINBOW	111562	M
FORMULA ONE	111610	M
MASH	112128	M
JAWS	111603	MP
HARRY POTTER	111548	M

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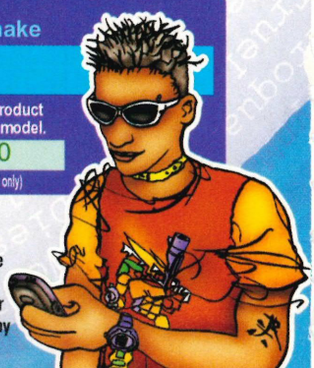

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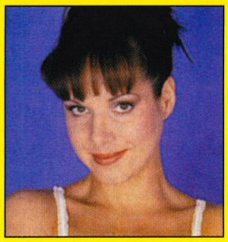

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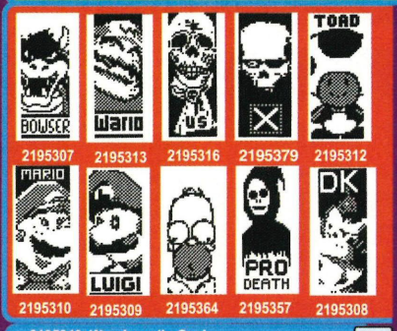

polyphonic ringtones

2195849 Wonderwall - Oasis
2195851 Sweet Dreams - Marilyn Manson
2195853 Sandstorm - Darude
2195855 Liberty X - Just A Little
2195858 Paranoid - Black Sabbath
2195860 Holly Valance - Kiss Kiss
2195862 Ghostbusters Theme
2195864 Sophie Ellis Bextor - Get Over You
2195866 Star Wars Theme
2195867 Scooby Doo Theme
2195868 Muppet Show Theme
2195871 James Bond Theme
2195872 Batman Theme
2195873 A Team Theme

Nokia 3510, 3510i, 3590, 3650, 6610, 7210, 7650, Samsung T100

operator logos

Nokia 3210, 3310, 3315, 3330, 3350, 3390, 3395, 3410, 3510, 3510i, 3530, 3590, 3610, 3650, 5110, 5110i, 5130, 5210, 5510, 6110, 6130, 6138, 6150, 6210, 6250, 6310, 6310i, 6500, 6510, 6590i, 6610, 7110, 7190, 7210, 7650, 8110i, 8210, 8250, 8290, 8310, 8390, 8810, 8850, 8855, 8890, 8910, 9110, 9110i, 9210, 9210i, 9290



ringtones

top 20 chart

2195204 nelly & kelly - dilemma
2195205 justin timberlake - like i love you
2195206 blue - one love
2195207 las ketchup 2 - aserje
2195208 u2 - electrical sky
2195209 big brovas - nu flow
2195210 avril lavigne - complicated
2195211 pink - just like a pill
2195212 s club jnrs - new direction
2195213 samantha mumba - i'm right here
2195214 red hot chili peppers - the zepher song
2195215 rosie ribbons - blink
2195216 will & gareth - the long & winding road
2195217 ll cool j - luv u better
2195218 who da funk - shiny disco balls
2195219 atomic kitten - the tide is high
2195220 busted - what i go to school for
2195221 the calling - adrienne
2195222 holly valance - down boy
2195223 jakatta featuring seal - my vision

tv/film themes

2195224 theme - american anthem
2195225 theme - animaniacs theme
2195226 theme - armageddon theme
2195227 theme - austin powers theme
2195228 theme - beverly hills cop
2195229 theme - charlie's angels theme
2195230 theme - coca cola theme 1
2195231 theme - danger mouse
2195232 theme - death march
2195233 theme - dr who
2195234 theme - flintstones
2195235 theme - ghostbusters
2195236 theme - good the bad & the ugly
2195237 theme - halloween
2195238 theme - happy birthday
2195239 theme - inspector gadget
2195240 theme - knight rider
2195241 theme - mission impossible
2195242 theme - mission impossible 2

Nokia 3110, 3210, 3310, 3315, 3330, 3350, 3395, 3410, 3510, 3510i, 3530, 3590, 3610, 3650, 5210, 5510, 6110, 6130, 6138, 6150, 6210, 6250, 6310, 6310i, 6500, 6510, 6590i, 6610, 7110, 7190, 7210, 7650, 8110i, 8210, 8250, 8290, 8310, 8390, 8810, 8850, 8855, 8890, 8910, 9110, 9110i, 9210, 9210i, 9290

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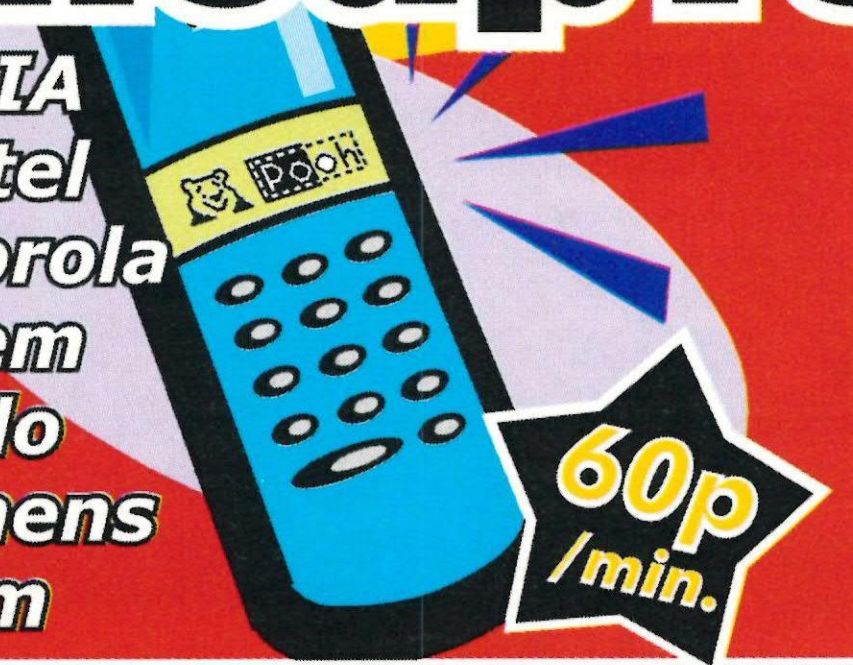

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Anastacia - One Day In Your Life: 6400
Andy Williams - My Eyes Off You: 6678
Ashanti - Happy: 7518
ATC - Around The World: 7242
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Atomic Kitten - Tide Is High: 7603
Atomic Kitten - Whole Again: 3615
Avril Lavigne - Complicated: 6779
Avril Lavigne - Sk8er Boi: 7858
Baha Men - Who Let The Dogs Out: 3542
Barthezz - Infected: 6442
Beanie Man ft Janet - Feel It Boy: 7725
Big Brovaz - Nu Flow: 7834
Black Sabbath - Paranoid: 4013
Blazin' Squad - Crossroads: 7550
Blazin' Squad - Love On The Line: 7913
Blink 182 - All The Small Things: 1117
Blink 182 - The Rock Show: 4899
Blue - All Rise: 4311
Blue - Fly By II: 6383
Blue - One Love: 7856
Blue - Too Close: 5200
Bob Marley - No Woman No Cry: 6240
Bomfunk MCs - Freestyler: 3637
Bon Jovi - Everyday: 7718
Bon Jovi - It's My Life: 1123
Bowling For Soup - Emily: 7805
Bowling For Soup - Girl All The: 6787
Box Car Racer - Feel So: 6686
Britney Spears - I Love Rock 'N' Roll: 7882
Britney Spears - I'm Not A Girl: 6413
Bryan Adams - Summer Of 69: 3953
Bubba Sparxxx - Ugly: 5765
Busta Rhymes - Break Ya Neck: 6292
Busted - What I Go To School For: 7719
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Chad Kroeger - Hero: 6665
Christina Aguilera - Dirrty: 7912
Christina Milian - AM To PM: 6074
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City High - What Would You Do: 5339
CKY - 96 Quite Bitter Beings: 6080
Coldplay - In My Place: 7240
Coldplay - The Scientist: 7911
Coolio - Gangsta's Paradise: 1148
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Daniel Bedingfield - James Dean: 7522
Darius - Colourblind: 7140
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Darren Hayes - Insatiable: 6385
Dee Dee - Forever: 6809
Destiny's Child - Bootylicious: 5000
Destiny's Child - Survivor: 3831
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Disturbed - Prayer: 7715
DJ Aligator Project - Whistle Song: 5990
DJ Otzi - Hey Baby: 5254
DJ Sammy And Yanou - Heaven: 7137
DJ Shadow - Six Days: 7854
DMX - Ruff Ryder's Anthem: 1176
Dr. Dre - Forget About Dre: 1179
Dr. Dre - The Next Episode: 3822
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Elvis Presley - Suspicious Minds: 3719
Elvis vs JXL - A Little Less: 6817
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Eminem - Lose Yourself: 7803
Eminem - Stan: 3922
Eminem - Suck My D***: 6234
Eminem - Without Me: 6604
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Enrique Iglesias - Hero: 6092
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Faithless - Insomnia: 3867
Fat Joe ft Ashanti - What's Luv: 6590
Flip & Fill - Shooting Star: 6937
Flip & Fill - True Love Never: 6095
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Gareth Gates - Suspicious Minds: 7769
Gareth Gates - Unchained Melody: 6381
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Incubus - Are You In: 7674
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Iron Maiden - Run To The Hills: 6355
Irv Gotti - Down 4 U: 6965
Ja Rule - Always On Time: 6094
Jaheim - Just In Case: 6684
Jakatta Ft Seal - My Vision: 7787
Jam - Going Underground: 6759
Jam - Town Called Malice: 4563
Jennifer Lopez - Jenny From Block: 7930
Justin Timberlake - Like I Love You: 7851
Kelly Llorenna - Tell It To My Heart: 6701
Kelly Osbourne - Papa Don't P: 7595
Kennedy Soundtrack - Blood Eyes: 7903
Korn - Lowrider: 7825
Korn - Thoughtless: 7548
Kylie Minogue - Can't Get You: 5266
Kylie Minogue - Come Into My World: 7909
Las Ketchup - Ketchup Song: 7799
Lasgo - Alone: 7525
Lasgo - Pray: 7928
Leann Rimes - Life Goes On: 7796
Libertines - Up The Bracket: 7797
Liberty X - Got To Have Your Love: 7686
Liberty X - Just A Little: 6588
Limp Bizkit - Rollin: 3670
Linkin Park - In The End: 5398
Linkin Park - One Step Closer: 7826
LL Cool J - Luv U Better: 7804
Lost Prophets - Shinobi vs. Dragon: 6362
Ludacris - Move Bitch: 7759
Madhouse - Like A Prayer: 7241
Madness - One Step Beyond: 3598
Madonna - Die Another Day: 7869
Marilyn Manson - Tainted Love: 6382
Mary J Blige - Family Affair: 5336
Mary J Blige ft Ja Rule - Rainy Dayz: 7526
Meatloaf - Bat Out Of Hell: 4521
Metallica - Enter Sandman: 3849
Metallica - Nothing Else Matter: 5141
Michael Jackson - Thriller: 4936
Milk Inc - In My Eyes: 6592
Milk Inc - Walk On Water: 7685
Missy Elliott - 4 My People: 6398
Missy Elliott - Get Ur Freak On: 3832
Missy Elliott - Work It: 7781
MOP - Cold As Ice: 3978
Motorhead - Ace Of Spades: 6332
Ms Dynamite - Dy-Na-Mi-Tee: 7598
Ms Dynamite - It Takes More: 6607
Murderdolls - Dead In Hollywood: 7594
Music - Getaway: 7926
Nakatomi - Children Of The Night: 7838
Nelly - Hot In Herre: 6636
Nelly feat. City Spud - Ride Wit Me: 4025
Nelly Ft Kelly Rowland - Dilemma: 6946
New Found Glory - Head On C: 7717
New Found Glory - Hit Or Miss: 7667
New Found Glory - My Friends: 6692
Nickelback - How You Remind Me: 6253
Nolans - In The Mood For Dancing: 7775
Nsync - Girlfriend: 6503
N-Trance - Forever: 7672
N-Trance - Set You Free: 5247
Oasis - Little By Little: 7767
Oasis - Stop Crying Your Heart: 6672
Oxide & Neutrino - Dem Girlz: 7721

P Diddy - Bad Boy For Life: 5335
P Diddy - I Need A Girl: 6783
Paffendorf - Be Cool: 6641
Papa Roach - Time And Time: 7762
Paul Oakenfold - Starry Eyed: 7553
Phil Collins - Can't Stop Loving You: 7887
Pink - Don't Let Me Get Me: 6591
Pink - Get The Party Started: 6071
Pink - Just Like A Pill: 7238
Pink Floyd - Money: 4434
PPK - Resurrection: 5808
Puddle Of Mudd - Blurry: 6642
Puddle Of Mudd - She Hates Me: 7547
Puretone - Addicted To Bass: 5992
Queen - Bohemian Rhapsody: 6333
Queens Stone Age - No One Knows: 7830
R Kelly - The World's Greatest: 6217
Rammstein - Feuer Frei: 7879
Rammstein - Link 2 3 4: 7807
Red Hot Chili Ps - By The Way: 6769
Red Hot Chili Ps - Zephyr Song: 7831
Ricki & Daz - Rhinestone Cowboy: 7924
Robbie Williams - Angels: 6739
Rolling Stones - Paint It Black: 3800
Romeo - Romeo Dunn: 7528
Romeo Ft Christina - It's All Gravy: 7872
Ronan Keating - I Love It When: 7690
Ronan Keating - If Tomorrow: 6577
Royksopp - Poor Leno: 7923
S Club - Alive: 7922
S Club 7 - Don't Stop Movin': 3887
S Club Juniors - Automatic High: 6956
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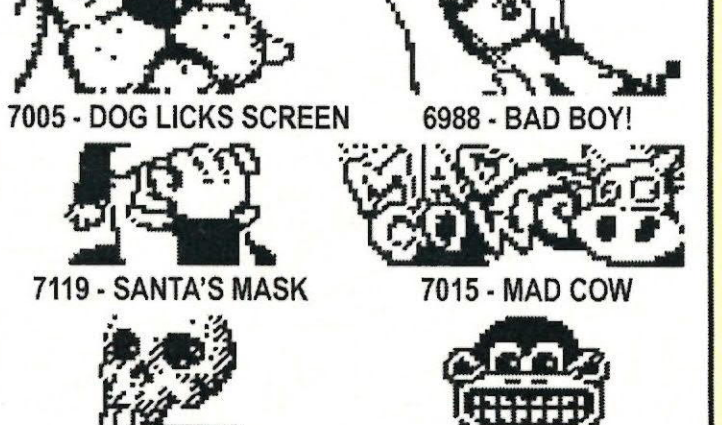

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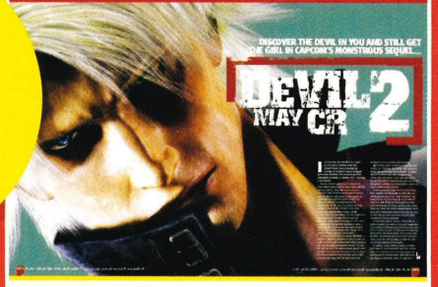

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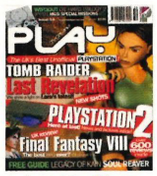

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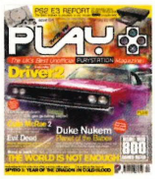

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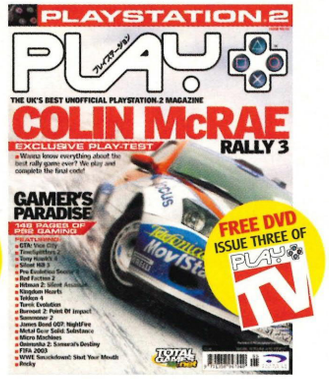

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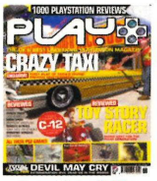

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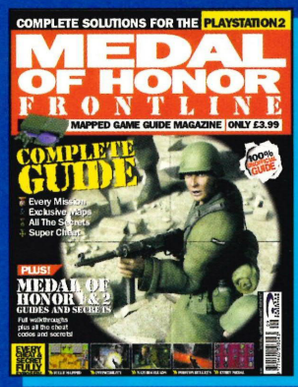

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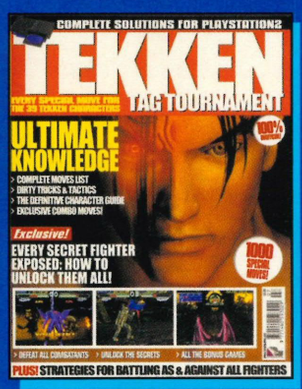

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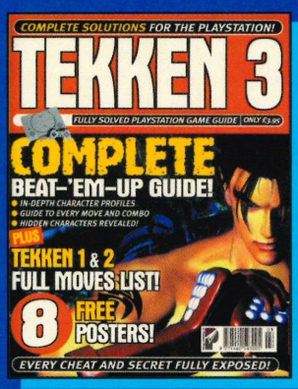

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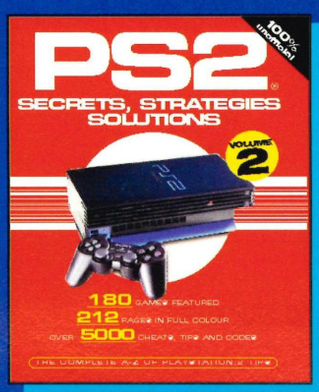

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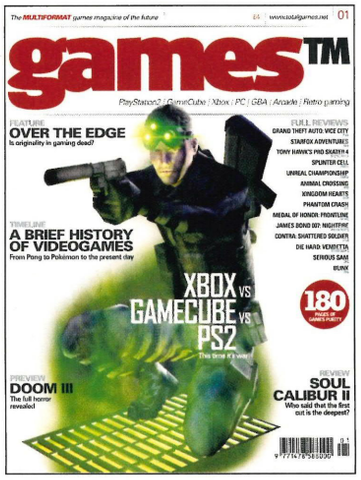

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Q. I recently bought EA's *Lord Of The Rings: The Two Towers* game and I'm really enjoying it. However, I'm stuck near the end of the game, on the level where you need to defend the door from attack. I can't beat this level for the life of me, and seeing as I missed the issue with your solution in it, I was wondering whether or not you could tell me how to beat this level?
Andy Carling, Plymouth

A. The trick on this level is to stick close to the door as much as possible. If you move away from it, the enemy will be free to attack it and if they break through, the level is over! Use arrows to take out the suicide bombers before they get too close and lay into the enemy as they attack the door with their swords. There will be a lot of energy dropped on this level so make the most of it and grab any power-ups that are near enough for you to get easily without abandoning your defence of the door. After a while, a cave troll will attack. Defeat him in the usual manner – dodging in and out of his attacks and landing your own blows. Don't forget the suicide bombers while you fight the cave troll though – loose off a few arrows if you see any going for the door while you are busy. Also try to deal with the archers that appear just before the cave troll – if you can kill them all by the time you fight the troll then so much the better. Once the cave troll is down, charge into the massed ranks of enemies. It may seem suicidal but it is vital that you get to the catapult as soon as possible. Fight your way through to it and attack the breakable panels – there is one at the front and one on either side. You will still be attacked by the other enemies but fight back only long enough to give yourself a chance to attack the catapult again. You MUST destroy it quickly as it really is battering the door and you'll fail the





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TIP OF THE MONTH

Sponsored by JOYTECH THE ESSENTIAL SELECTION

Every month we at PLAY will send some lucky swine a PSone goodie bundle (Mini Analogue Controller, PSone Bag, 1Mb Memory Card, Sharp Shooter Pro and Coloured Multi-tap) or a PS2 pleasure pack (16MB Memory Station, Analogue Controller Plus 2, DVD/CD Remote, USB Mouse, Multiplayer Adaptor) courtesy of those generous critters at Joytech (manufacturers of good quality third-party peripherals at an affordable price). All you have to do to receive such wealth is send us a really hot gaming tip (that's it, now you're cooking). We'll judge your individual entries and how inspired/dynamic/steamy the tip is and then award the prizes in this box and share the wealth with everyone.

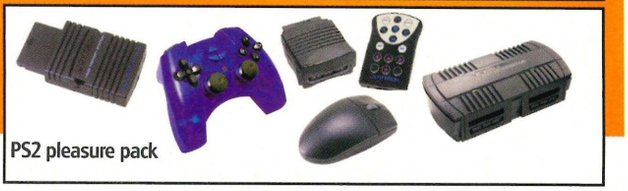
This month's Tip Of The Month is sent in by Kav Kavanagh, Nuffield

Hold ⊙ at the main menu on *Rocky* and enter the codes as follows:

ROCKY

UNLOCK EVERYTHING ↑, ↓, ↓, ←, ←, L1
UNLOCK ROCKY STATUE →, →, →, ←, →, L1
DOUBLE PUNCH DAMAGE →, ↓, ←, ↑, ←, L1
DOUBLE SPEED ↓, ←, ↓, ↑, →, L1
MAX STATS ←, ↑, ↑, ↓, →, L1
WIN FIGHT (MOVIE MODE) →, →, ←, ←, ↑, L1 (during fight press L2 + R2)
MAX STATS (MOVIE MODE) →, ↓, ↓, ↑, ←, L1


PSone goodie bundle


PS2 pleasure pack

Enter these cheats while playing, if done correctly "Cheat Activated" will appear in the top left of the screen

1 FULL HEALTH
R1, R2, L1, ⊙, ←, ↓, →, ↑, ←, ↓, →, ↑

2 FULL ARMOUR
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑

3 WEAPON SET 1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

4 WEAPON SET 2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←

5 WEAPON SET 3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓

6 COMMIT SUICIDE
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1

7 RAISE WANTED LEVEL
R1, R1, ⊙, R2, ←, →, ←, →, ←, →

8 LOWER WANTED LEVEL
R1, R1, ⊙, R2, ↑, ↓, ↑, ↓, ↑, ↓

9 LADIES MAN
⊙, ⊗, L1, L1, R2, ⊗, ⊗, ⊙, △

10 CHANGE CHARACTER
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →

11 CHANGE TO RICARDO DIAZ
L1, L2, R1, R2, ↓, L1, R2, L2

12 CHANGE TO LANCE VANCE
⊙, L2, ←, ⊗, R1, L1, ⊗, L1

13 CHANGE TO CANDY SUXXX
⊙, R2, ↓, R1, ←, →, R1, L1, ⊗, L2

14 CHANGE TO KEN ROSENBERG
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1

15 CHANGE TO HILARY KING
R1, ⊙, R2, L1, →, R1, L1, ⊗, R2

16 CHANGE TO LOVE FIST SINGER
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗

17 CHANGE TO LOVE FIST KILT GUY
R1, L2, R2, L1, →, R2, ←, ⊗, □, L1

18 CHANGE TO PHIL CASSIDY
→, R1, ↑, R2, L1, →, R1, L1, →, ⊙

19 CHANGE TO SONNY FORELLI
⊙, L1, ⊙, L2, ←, ⊗, R1, L1, ⊗, ⊗

20 CHANGE TO MERCEDES
R2, L1, ↑, L1, →, R1, →, ↑, ⊙, △

21 RHINO
⊙, ⊙, L1, ⊙, ⊙, ⊙, L1, L2, R1, △, ⊙, △

22 BLOODRING BANGER 1
↓, R1, ⊙, L2, L2, ⊗, R1, L1, ←, ←

23 BLOODRING BANGER 2
↑, →, →, L1, →, ↑, □, L2

24 HOTRING RACER 1
R1, ⊙, R2, →, L1, L2, ⊗, ⊗, □, R1

25 HOTRING RACER 2
R2, L1, ⊙, →, L1, R1, →, ↑, ⊙, R2

26 ROMERO'S HEARSE
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

27 LOVE FIST
R2, ↑, L2, ←, ←, R1, L1, ⊙, →

28 TRASHMASTER
⊙, R1, ⊙, R1, ←, ←, R1, L1, ⊙, →

29 SABRE TURBO
→, L2, ↓, L2, L2, ⊗, R1, L1, ⊙, ←

30 CADDY
⊙, L1, ↑, R1, L2, ⊗, R1, L1, ⊙, ⊗

31 BLOW UP ALL CARS
R2, L2, R1, L1, L2, R2, □, △, ⊙, △, L2, L1

32 AGGRESSIVE DRIVERS
R2, ⊙, R1, L2, ←, R1, L1, R2, L2

33 SOME CARS PINK
⊙, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗

34 ALL CARS PINK
⊙, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊙

35 ALL CARS BLACK
⊙, L2, ↑, R1, ←, ⊗, R1, L1, ←, ⊙

36 FLYING CARS
→, R2, ⊙, R1, L2, ↓, L1, R1

37 PERFECT HANDLING
△, R1, R1, ←, R1, L1, R2, L1

38 SUNNY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, ↓

39 CLOUDY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, △

40 OVERCAST WEATHER
R2, ⊗, L1, L1, L2, L2, L2, □

41 STORMY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, ⊙

42 FOGGY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, ⊗

43 SPEED UP TIME
⊙, ⊙, L1, □, L1, □, □, □, L1, △, ⊙, △

44 SLOW DOWN GAME
△, ↑, →, ↓, □, R2, R1

45 PEDESTRIANS RIOT
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1

46 PEDESTRIANS ATTACK YOU
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2

CHECK OUT MORE GTA VICE CITY CHEATS NEXT MONTH!

CLOTHING

SOME MISSIONS IN VICE CITY REQUIRE YOU TO CHANGE YOUR OUTFIT AND ONCE THEY'RE COMPLETED THE OUTFIT WILL BE UNLOCKED AT A CERTAIN LOCATION. PUTTING ON A NEW OUTFIT WILL REMOVE A WANTED LEVEL OF 1 OR 2.

Bank Job Outfit
Once you've completed the Malibu Club mission 'The Job' this will be available at that club.

Casual Outfit
After you've completed the 'Treacherous Swine' mission for Cortez this is available from Gash in the North Point Mall.

Cop Outfit
Complete the mission 'Cop Land' to make this available in the locker room of the Police Station in Washington Beach.

Country Club Outfit
After the 'Four Iron' mission for Avery Carrington is complete this becomes available at the Leaf Links Golf Club.

Coveralls
Complete the 'Riot' mission for Ken and this outfit is available from Tooled Up in the North Point Mall.

Havana Outfit
Once you've finished the 'Two Bit Hit' mission for Avery this becomes available at Little Havana Streetwear.

Mr. Vercetti Outfit
This is delivered to Collar & Cuffs in Ocean Beach once you've bought the Pole Position Club.

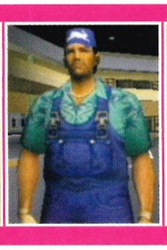
Soiree Outfit
Complete 'The Party' mission for Ken and this will become available from Rafael's in Ocean Beach.

Street Outfit
This is the outfit Tommy is wearing from the start and becomes available at your save houses after completing 'An Old Friend'.

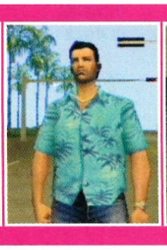
Tracksuit
Complete the 'Supply & Demand' mission for Diaz and this will become available from Jocksport in the Downtown area. There's also a different Tracksuit available from the Laundromat in Little Havana.



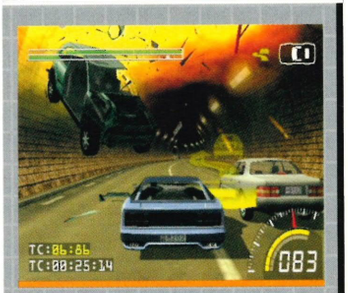







Q&A
questions&answers

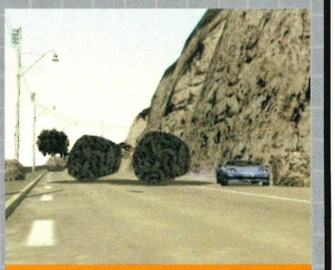


mission otherwise. This is a manic level and one where you'll need your wits about you – but keep going and it can be done!

Stuntman

Q. How do you complete Scene 2 on Live Twice For Tomorrow (the one called Head On) in *Stuntman*? I can't do it and because the game is so linear, there's no point in me even playing it any more. Do you have any handy hints or tips for me?
Karen Lacey, Scunthorpe

A. Trying to pull off some cunning stunts, eh? Well, perhaps this level guide will be of some help to you, Karen. Overtake the car on the left, swerving back again to avoid the oncoming car. Keep on the right round the corner then get close to the explosion. Go right and slide across the dirt to the road then head to the tunnel as fast as you can. Overtake the first car on the right and the second on the left looking out for the debris of the exploding car. Head out of the tunnel, getting close to the explosion as you head round the corner. Stay on the left and overtake the car then swerve in front of it to avoid the lorry. Head round the corner, get close to the explosion then smash through the fence on the right. Head back towards the road turning hard right when you reach it staying on the right to avoid the lorry. Head into the tunnel and stay in the middle, then once out the other side overtake the two cars on the left and swerve back to avoid the lorry. Jump the destroyed bridge then go round the corner keeping to the left. Squeeze between the two lorries then stay in the middle round the next corner. Carry on down the road getting to the checkpoint as quick as you can. Stay on the right after the checkpoint and carry on down the road. Avoid the falling rocks going through the gap on the right then slow down for the gap on the left. Go into the tunnel and overtake the car on the left swerving to avoid the oncoming car. Stay on the left round the next corner and overtake the oncoming car on the left. Stay in the middle as you enter the next tunnel and squeeze between the two lorries. As you exit the tunnel line up with the helicopter and press l when you reach the yellow box.



more Q&A next month

ActionReplay

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ONIMUSHA 2

MASTER CODE
0E3C7DF2
1853E59E
EE8A522A
BCA99C80

Character Codes
Massive Vitality Gauge
D17A5FBE
C8A9A783

Massive Magic Power Gauge
D17A337E
C8A9A783
D17A31D6
C8A9A783

Pots Of Cash
D17A3746
BCAA2122

Inf Enhancement Points
D17A31DA
BCAA8B83

Weapon Codes
Rekka-Ken (The Daddy)
D17A25F2
BCA99B84

Buraitou Level 1
D17A25C2
BCA99B84

Buraitou Level 2
D17A25CA
BCA99B84

Buraitou Level 3
D17A25D2
BCA99B84

Hyoujin-Yari Level 1
D17A25DA
BCA99B84

Hyoujin-Yari Level 2
D17A25E2
BCA99B84

Hyoujin-Yari Level 2
D17A25EA
BCA99B84

Senpumaru Level 1
D17A248A
BCA99B84

Senpumaru Level 2
D17A2492
BCA99B84

Senpumaru Level 3
D17A249A
BCA99B84

Dokoutsui Level 1
D17A24A2
BCA99B84

Dokoutsui Level 2
D17A24AA
BCA99B84

Dokoutsui Level 3
D17A24B2
BCA99B84

Tanegashima
D17A20C2
BCA99B84

Tanegashima + Normal Bullets
D17A245A
BCA99B84

Tri-Barrel Gun
D17A20CA
BCA99B84

Tri-Barrle + Burst Bullets
D17A2462
BCA99B84

Bow + Arrow
D17A24BA
BCA99B84

Kick Ass Jewellery
Red Necklace
D17A1A0A
BCA99B84

Blue Necklace
D17A1A12
BCA99B84

Yellow Necklace
D17A1A1A
BCA99B84

Green Necklace
D17A1A22
BCA99B84

White Necklace
D17A1A2A
BCA99B84

Black Necklace
D17A1A32
BCA99B84

Purple Necklace
D17A1A3A
BCA99B84

Orange Necklace
D17A1AC2
BCA99B84

Item Codes
99 Herbs
D17A23D2
BCA99BE6

99 Medicines
D17A23DA
BCA99BE6

99 Secret Medicines
D17A23E2
BCA99BE6

99 Perfect Medicines
D17A23EA
BCA99BE6

99 Magic Liquids
D17A23F2
BCA99BE6

99 Special Magic Liquids
D17A22FA
BCA99BE6

99 Super Magic Liquids
D17A2282
BCA99BE6

99 Power Jewels
D17A20B2
BCA99BE6

99 Magic Jewels
D17A20BA
BCA99BE6

Mountain Permit
D17A228A
BCA99B84

Red Ring
D17A2292
BCA99B84

Gold Scale
D17A1982
BCA99B84

Scarlet Key
D17A194A
BCA99B84

Great Powder Tube
D17A20EA
BCA99B84

Snake Key
D17A1972
BCA99B84

Crescent Key
D17A199A
BCA99B84

Cherry Key
D17A1992
BCA99B84

Circle Key
D17A195A
BCA99B84

Golden Key
D17A1962
BCA99B84

Sacred Flute
D17A19A2
BCA99B84

Key Plate
D17A1952
BCA99B84

Nobunaga's Knowledge
D17A19AA
BCA99B84

Nobunaga's Reign
D17A19B2
BCA99B84

Nobunaga's Dignity
D17A19BA
BCA99B84

Red Stone Pole
D17A2252
BCA99B84

Blue Stone Pole
D17A225A
BCA99B84

Red Wedge
D17A20F2
BCA99B84

Blue Wedge
D17A27FA
BCA99B84

Green Wedge
D17A2782
BCA99B84

Purple Wedge
D17A278A
BCA99B84

Ring Of Takajo
D17A26FA
BCA99B84

Siaga Bomb
D17A2272
BCA99B84

Purify Charm
D17A27E2
BCA99B84

Bronze Mask (Right Piece)
D17A1AF2
BCA99B84

Bronze Mask (Left Piece)
D17A19FA
BCA99B84

Fossilized Bone
D17A271A
BCA99B84

Talisman
D17A22B2
BCA99B84

Red Bracelet
D17A1F5A
BCA99B84

Green Bracelet
D17A1F62
BCA99B84

Blue Bracelet
D17A1F6A
BCA99B84

Yellow Bracelet
D17A1F72
BCA99B84

Ekei's Keepsake
D17A1B52
BCA99B84

Fashionable Goods
D17A1942
BCA99B84

Orbs
Charity Orb
D17A1ACA
BCA99B84

Faith Orb
D17A1AD2
BCA99B84

Honesty Orb
D17A1ADA
BCA99B84

Respect Orb
D17A1AE2
BCA99B84

Strength Orb
D17A1AEA
BCA99B84

SHOX

MASTER CODE
0E3C7DF2
1853E59E
EE9C7BC6
BCA99C80

Chrome Cars
DEAA0392
BCA99B83
DEAA039E
BCA99B83

R1 + ⊗ For Silly Move
FEAEDFDE
BCA99B84

Max Bank
FEA945DB
BCA99B89

Turbo
DEAEDE82
ECA99B83

Night Races-Compact
DEA94426
BFAC9E86
DEA94422
BFAC9E86
DEA9442E
BFAC9E86
DEA9442A
BFAC9E86
CEA94436
BCA99E86

Night Races-Sport
DEA94432
BFAC9E86
DEA9443E
BFAC9E86
DEA9443A
BFAC9E86
DEA944C6
BFAC9E86

Night Races-Turbo
DEA944C2
BFAC9E86
DEA944CE
BFAC9E86
DEA944CA
BFAC9E86
DEA944D6
BFAC9E86

Night Races-Power
DEA944D2
BFAC9E86
DEA944DE
BFAC9E86
DEA944DA
BFAC9E86
DEA944E6
BFAC9E86

All Cups
DEA944EE
BFAC9E86

Select Movie Theatre Credits
0EA02A42
BCA99BB4
DEA02A42
BCA99B8E

Select Control For Debug Track
0EA02A42
BCA99B9F
DEA02A42
BCA99BB3

Unlock All Compact Races
FEA94523
BCA99B88

Unlock All Sports Races
FEA94522
BCA99B88

Unlock All Turbo Races
FEA9452D
BCA99B88

Unlock All Power Races
FEA9452C
BCA99B88

All Normal Compact Cars
FEA945CB
BCA99B85
DEA945CA
BEAB9D85
FEA945D6
BCA99B85

All Normal Sports Cars
FEA945C7
BCA99B85
DEA945C6
BEAB9D85
FEA945C2
BCA99B85

All Normal Turbo Cars
FEA94533
BCA99B85
FEA94532
BEAB9D85
FEA9453E
BCA99B85

All Normal Power Cars
FEA9452F
BCA99B85
FEA9452E
BEAB9D85
FEA9452A
BCA99B85

Unlock Escort RS1800 MKII+
FEA945DC
BCA99B85

Unlock Racing Puma+
FEA945D0
BCA99B85

911 SC Safari+
FEA945D2
BCA99B85

Celica Stratos GT4 +
DEA945CF
BCA99B85

Note that PLAY is unable to offer technical support for the Action Replay code device and we regret that we are unable to give out any new cheats for the device over the phone. If you have any queries about Action Replay codes, please contact Datel on 01785 810826 or email support@datel.co.uk

If you want even more Action Replay codes to use on your favourite games, then point your browser at www.codejunkies.com or telephone 09064 774477. Calls cost 60p per minute, UK only.

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grand theft auto *vice city*



mini contents

VEHICLE MISSIONS 108-109
HIDDEN PACKAGES 110-111
RAMPAGES AND STORES 112-113
UNIQUE JUMPS.....114-115

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We reveal all the vehicle missions, uncover all the hidden packages, locate the rampages, stores and unique jumps, and expose all the hidden secrets to help you get 100% in *GTA Vice City*...

vehicle missions

When inside certain vehicles it's possible to perform extra missions that can earn you some tasty rewards

Vigilante

When driving a law enforcement vehicle – namely a Police Enforcer, FBI Rancher, FBI Washington, Predator, Rhino or Undercover Cheetah – simply press R3 to begin a Vigilante mission. This involves chasing criminals and bringing them to justice with extreme force. For added authenticity, put on the cop uniform available in the Washington Beach Police Station. Complete Level 12 to unlock 150 Armour.



Brown Thunder

After you've collected all the packages, the Hunter will become available at the Air Force base. Steal it (hint: use the cop uniform) then press R3 to begin this Vigilante mission. This is the same as normal Vigilante missions except that you now kill criminals by firing rockets at them from the air. Complete Level 12 to unlock 150 Armour.



Pizza delivery

Get onto one of the Pizza Boys at a Well Stacked Pizza Restaurant to start this mission. You must deliver pizzas (unsurprisingly) to customers by throwing them, drive-by style. If you run out of pizzas, simply return to the restaurant to get some more. Make sure your time doesn't run out though – pizzas don't stay hot forever. Complete Level 10 to unlock 150 Health.



Taxi driver

When you get into a Taxi, Cabbie or Kaufman Cab, press R3 and you'll be able to ferry the residents of Vice City to their destinations. Bonus cash is given for a speedy trip and for multiple trips in a row. Look after your cab otherwise your fare will jump out and you'll have to get it fixed before you can carry on. Deliver 100 people to unlock Boost, enabling your cab to do a hydraulic jump when L3 is pressed.



Firefighter

Burn Baby Burn, Disco Inferno! Unfortunately there aren't any discos on fire in Vice City, only vehicles. Press R3 when in a Fire Truck to start putting them out. Get to the fires as quickly as possible and press ⊙ to fire the water cannon. However, it doesn't end there – once the can has been put out, people may jump out of the car and they'll be on fire too. Spray them with water then head to the next emergency. Complete Level 12 to unlock Fireproof, which allows you to run through fire unharmed.



Paramedic

Ever wanted to be in hit TV shows, *ER* or *Casualty*? Well now you can just by stealing an Ambulance and pressing R3. You now have to drive round town picking patients up and delivering them to the hospital. Saving lives – quite an unusual concept in the world of *GTA*. Complete Level 12 to unlock Infinite Sprint.



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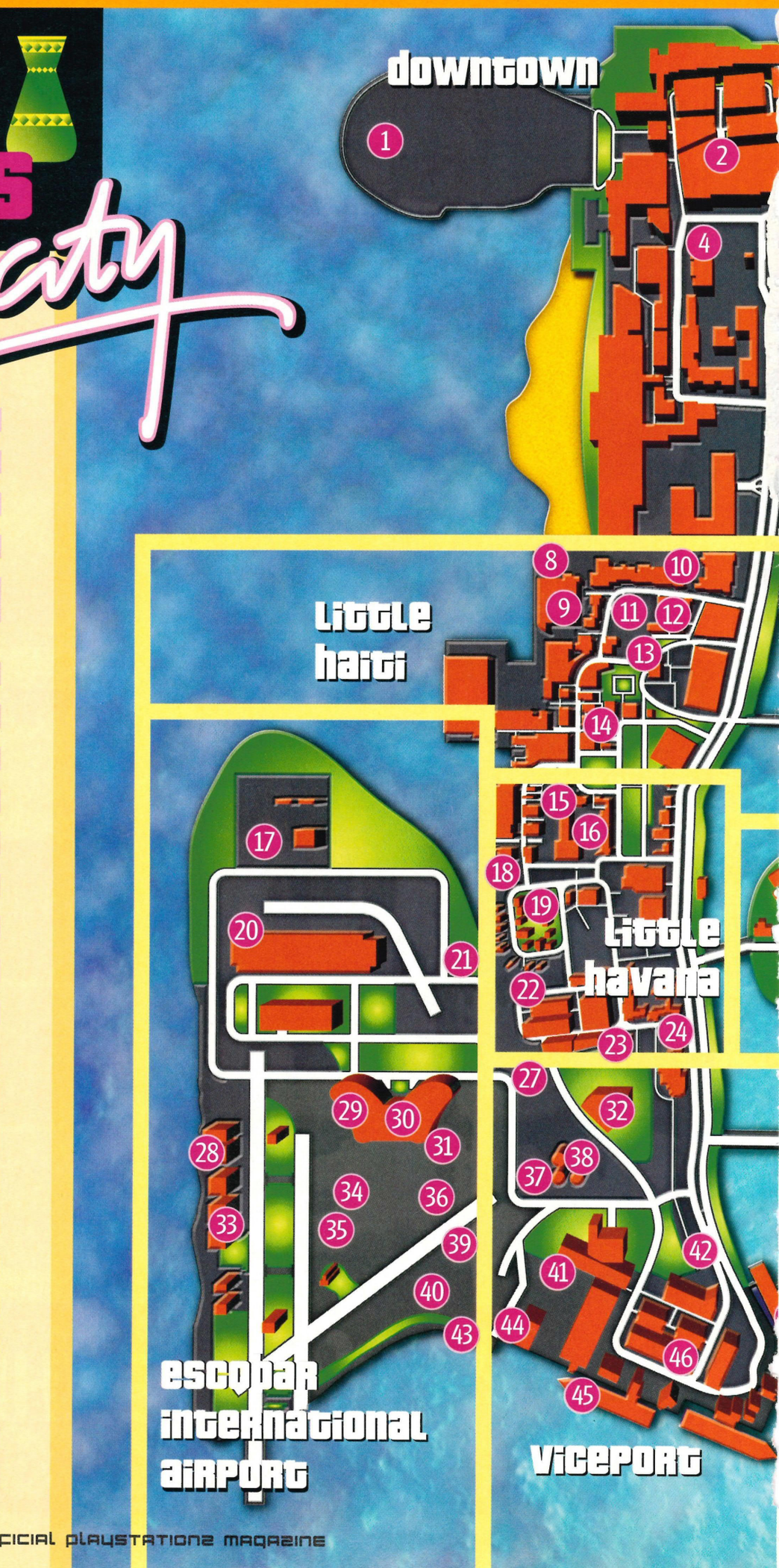
Writer Simon Griffin

hidden packages

Vice City

1. Behind the stadium
2. Behind Mars Café
3. In sculpture at V.A.J. Building
4. Lower car park of hospital
5. Under helipad on top of building
6. Behind building in nook
7. Inside office where you enter for 'G-spotlight'
8. Behind Phil's Place
9. In shed at Phil's Place
10. Behind Moist Palms Hotel next to 'Hot Steam' ramp
11. Down small set of stairs north of Kaufman Cabs
12. In recessed part of roof
13. On steps of building near Kaufman Cabs
14. Near skeleton grave
15. Roof of building next to Print Works
16. Below 'Life's a Bitch' billboard
17. Behind sign at air base
18. Inside Laundromat
19. On porch of house for sale
20. Under airplane
21. Behind billboards
22. Behind wall opposite Café Robina
23. On Kaufman Cabs billboard
24. Inside Deli
25. Balcony of house with Rockstar pool
26. Near mansion pool next to wall
27. Top of building with red awning
28. Behind Fire Station
29. Inside airport terminal near payphone
30. Roof of airport terminal
31. Inside Gate 8-1
32. Top floor of Sunshine Autos
33. Under wing of plane sticking out of hangar
34. On top of plane
35. Under plane
36. On top of gate tunnel
37. Between trailers in car park
38. In middle of four fuel tanks
39. On top of hangar
40. On helipad
41. Near 8-Ball's bomb shop
42. In small car park between houses
43. On top of Freight and Cargo Terminal
44. Inside Seaplanes Tours hangar
45. On cargo ship
46. Under Port Authority sign
47. On cargo ship
48. On porch of green house
49. Inside house, behind broken wall
50. Inside Studio C





51. On top of blue building
52. Down dead end alley
53. On ground floor of car park
54. In nook between mall entrances
55. Behind building
56. Upper level of mall in front of store with sale signs
57. Upper level of mall inside Gash
58. Near water next to bridge
59. Behind Jocksport sign on dirt track
60. On far tee of driving range
61. Behind wall on hairpin
62. On diving board at hotel
63. Behind wooden fence in corner
64. In bunker
65. Under bridge
66. Rear of Mercedes' house
67. On rooftop
68. Inside Jewellery shop
69. On island in pond
70. Inside Well Stacked Pizza Co
71. Behind stairs of house next to Well Stacked Pizza Co
72. Top of building where you took photos of Shrub and Candy
73. Behind Vice Point Langer
74. On small bridge
75. On dock
76. Behind Malibu Club
77. Near pool on top of building on opposite corner to Malibu
78. End of beam on third floor of construction site
79. Alley behind Spand Express
80. Front door of house with purple roof
81. In Jacuzzi of house with basketball net
82. Near pool next to stairs
83. Under bridge
84. In outside hotel showers
85. Next to purple and white building
86. Upstairs office of Police Station
87. On top of blue and white building
88. On steps of lifeguard hut
89. Near water next to small bridge
90. Top of building next to DBP Security
91. Back porch of building opposite Rosenberg's office
92. Near swimming pool of pink apartment building
93. On narrow ledge under bridge
94. On ledge near water behind the Ocean View Medical Foundation building
95. Top of building opposite mall
96. In corner of underground car park
97. Nest to steps of house by the water
98. On wooden platform
99. On rocks
100. On steps of lighthouse

Package Rewards

It wouldn't be worth collecting all the packages if you didn't get something out of it, but fortunately you do...

Package	Rewards
10	Body Armour delivered to Ocean View Hotel & Mansion
20	Chainsaw delivered to Ocean View Hotel & Mansion
30	Python delivered to Ocean View Hotel & Mansion
40	Flame-thrower delivered to Ocean View Hotel & Mansion
50	PSG1 delivered to Ocean View Hotel & Mansion
60	Minigun delivered to Ocean View Hotel & Mansion
70	Rocket Launcher delivered to Ocean View Hotel & Mansion
80	Sea Sparrow delivered to Mansion grounds
90	Rhino available at Fort Baxter Air Base
100	Hunter available at Fort Baxter Air Base

Writer Simon Griffin

Rampages & stores to knock off

Rampage Rewards

X You get $50 for completing the first Rampage and this prize goes up by $50 every time you complete another.

Knocking off stores

There are 15 stores around the city that you can rob. Point your gun at the clerk and he'll hand over the cash. The longer you threaten him the more cash you get, but your wanted level also goes up. If you don't shoot the clerk he'll set of the alarm, which will gain you even more attention from the cops.

1 Stores

1. Gash
2. Vynyl Countdown
3. Jewellery Store
4. Tooled up
5. Corner store
6. Dispensary
7. Jewellery Store
8. Bunch of Tools
9. Ryton Aid
10. Laundromat
11. Deli
12. Screw This
13. Dispensary
14. Jewellery Store
15. Cafe Robina







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Agent Under Fire	Fear Effect 1 & 2	Robot Wars
Alone in the Dark 4	G. Turismo 1,2,3&Conc	Shadow Man 1 & 2
Army Men: Land Sea Air	**GTA 1,2,3 & Vice City**	Silent Hill 1 & 2
Army Men: Lock & Load	Half Life	Smackdown! 1,2,3&4
Atlantis 3: New World	Harry Potter	Soldier of Fortune
Blade 1 & 2	Headhunter	Soul Reaver 1 & 2
Blood Omen 1 & 2	**Hitman 2: Silent Ass.**	Spiderman 1, 2 & Movie
Broken Sword 1 & 2	Jak & Daxter	Star Trek: Elite Force
Burnout 1 & 2	Legaia: Duel Saga	State of Emergency
C.Bandicoot: W.of Cortex	**LMA Man. 01, 02 & 03**	Stuntman
C-12 Final Resistance	**L. of Rings: Two Towers**	Syphon Filter 1,2&3
Commandos 2	M.of Hon. 1, Und.&Frnt	T. Raider 1,2,3,4,5&Angel
Conflict: Desert Storm	Martian Gothic	Tekken 1,2,3,4 & Tag
Dark Cloud	Mat Hoffman's Pro 1 & 2	The Thing
Delta Force: U. Warfare	Max Payne	The World is not Enough
Devil May Cry	Metal Gear Solid 1 & 2	Theme Park World
Digimon World 1,2&3	Monkey Island (Escape)	This is Football 02 & 03
Dino Crisis 1 & 2	Necronomicon	Time Splitters 1 & 2
Dracula Last Sanctuary	No-One Lives Forever	TOCA Race Driver
Dragonball Z: Final Bout	Onimusha 1 & 2	**Tony Hawk's 1,2,3 & 4**
Draken: Ancient Gates	Parasite Eve 1 & 2	Turok: Evolution
Driver 1 & 2	Prisoner of War	**WWF Sm'down 1,2,3&4**
Dynasty Warriors 2 & 3	Pro Evolution Soccer 1&2	**Plus Many More...**

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Writer Simon Griffin

Unique Jumps

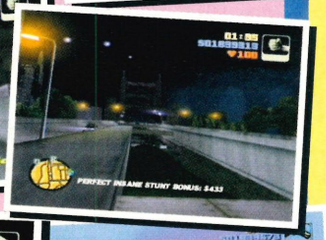
Jump to it!

You'll perform a handful of these jumps during missions, but there are quite a few, so we've mapped them all here...

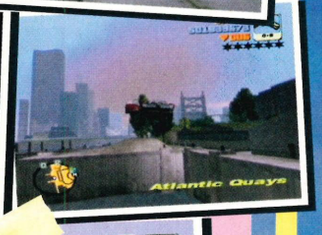


















downtown

little haiti

starfish island

little havana

escobar international airport

viceport


PRAWN ISLAND
VICE POINT
WASHINGTON BEACH
OCEAN BEACH
Callahan Bridge to Portland Island
Wichita Gardens
Cochrane Dam
Cochrane Dam

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TOP 20 CHART TONES

		CODE
1	CHRISTINA AGUILERA & REDMAN - DIRRTY	11050
2	WILL YOUNG - YOU AND I	11151
3	JENNIFER LOPEZ - JENNY FROM THE BLOCK	11064
4	NELLY FEAT. KELLY ROWLAND - DILEMMA	10908
5	S CLUB - ALIVE	11048
6	LAS KETCHUP - KETCHUP SONG	10788
7	DJ SAMMY & YANOU - HEAVEN	10049
8	MARIAH CAREY - THROUGH THE RAIN	11078
9	SUGABABES - STRONGER	10785
10	WESTLIFE - UNBREAKABLE	10684
11	SHANIA TWAIN - I'M GONNA GETCHA GOOD	11038
12	RIKKI AND DAZ - RHINESTONE COWBOY	11118
13	BLAZIN' SQUAD - LOVE ON THE LINE	11066
14	BIG BROVAZ - NU FLOW	10502
15	JUSTIN TIMBERLAKE - LIKE I LOVE YOU	10942
16	SUM 41 - STILL WAITING	11077
17	LASGO - PRAY	11141
18	MADONNA - DIE ANOTHER DAY	10991
19	KELLY LLORENNA - HEART OF GOLD	11059
20	BLUE - ONE LOVE	10943

TONE OF THE WEEK
S CLUB - ALIVE
CODE 11048

THIS WEEK'S SUPATONES

	CODE
What My Heart Wants To Say - G.Gates	11080
Phoenix Nights - Tv Theme	10754
Dilemma - Nelly & Kelly	10183
Sticking With You - Hyundai Advert	10592
Sweet Child 'O' Mine - Gun's 'N' Roses	5793
Baby Elephant Walk - Jungle Book	5401

CLASSIC TONES

Knightrider	0204	Benny Hill	0166	Hawaii 5-0	4855
Indiana Jones	0199	The Simpsons	9130	Dambusters	5061
Pulp Fiction	4860	Get Carter	5425	Halloween	0065
Only Fools & Horses	6152	Italian Job	4856	The Muppets	0099
BBC Cricket	4850	The A-Team	4847	Great Escape	3548
Joe 90	5317	Magnificent 7	4826	Eye of the Tiger	4852
		Magic R/about	4690	Beverly Hills Cop	0013
		Winnie The Pooh	6179	Banana Splits	5316
		James Bond	0025	Rainbow	4861
				Mission Impossible	0094

CHART TOPPERS

It Wasn't Me - Shaggy	3705
Uptown Girl - Westlife	3719
Pure & Simple - Hear Say	3729
What Took You So Long - Emma Bunton	3751
Survivor - Destiny's Child	4280
It's Raining Men - Geri Halliwell	4455
Don't Stop Movin' - S Club 7	3764
Do You Really Like It - DJ Pied Piper	4640
Angel - Shaggy Feat. Rayvon	4633
Lady Marmalade - C. Aguilera	4766
The Way To Your Love - Hear Say	4650
Another Chance - Roger Sanchez	5213
Eternal Flame - Atomic Kitten	5322
21 Seconds - So Solid Crew	5390
Lets Dance - Five	5399
Too Close - Blue	5502
Mambo No.5 - Bob The Builder	5571
Hey Baby - DJ Otzi	5767
Can't Get You Out Of My Head	5536
Because I Got High - Afroman	5603

OLD TUNES/NEW TONES

No Particular Place To Go	10679
River Deep/Mountain High	10738
Three Times A Lady	10741
Letter From America	10667
5 Hundred Miles	10674
Jealous Guy - John Lennon	10730
Let The Music Play - Shannon	10731
Manic Monday - The Bangles	10733
Nineteen Ninety Nine	10735
All That Mattered - De Nuit	10668
Perfect Ten - Beautiful South	10681
Ruby Tuesday - Rolling Stones	10739

FILM/TV

Captain Scarlett	10747
Enterprise	10750
Formula 1	10751
Futurama	10752
Phoenix Nights	10754
So Graham Norton	10755
The Girl Of My Best Friend	10756
West Wing	10759
Dawson's Creek - Theme	10638
Fresh Prince - Theme	10639
Hitchhiker's Guide 2 Galaxy	10640
Jackass TV - Theme	10641
Malcolm In The Middle -	10642
Monkey - Theme	10643
Smallville - Theme	10644
The Osbournes - Theme	10645
Chefs Song - The Muppets	10590
Dukes Of Hazard - Theme	10591
Sticking With You - Hyundai Advert	10592
The Fall Guy - Theme	10593
Trigger Happy TV - Theme	10595
Airwolf - Theme	4680
Benny Hill	0166
Beverly Hills Cop	0013
Buffy/ Vamp/Slayer	4846
Chariots Of Fire	4687
Charlie's Angels	1516
Coronation Street	4849
Dad's Army	4851
Dallas	0035
Dambusters March	5061
Eastenders	0043
Eye Of The Tiger - Rocky	4852
Hawaii 5 O	4855
Indiana Jones	0199
Dr No - James Bond	0187
Jaws	5266
Live And Let Die - J Bond	4857
Magic Roundabout	4690
Pulp Fiction	4860
Return Of The Jedi	4828
Robin Hood	5298
Star Trek	4844
Star Wars (Phantom Menace)	4827
Starsky & Hutch	4863
Star Wars	0151
Superman	0152
The Entertainer (The Sting)	0044
The Italian Job	4856
The Professionals	4859
The Rockford Files	4862
The Saint	4829
The Sweeney	0153
Titanic	0157
Top Gun	4864
Wallace & Gromit	4865
Avengers - Theme	4681
Battle Of The Planets	5360
Cagney & Lacey - Theme	5361
Itchy And Scratchy - Simpsons	0075
Monty Python	0085
Star Trek - Theme	0148
Aladdin	5424
Baby Elephant Walk	5401
Blue Peter	6147
Bob The Builder	5333
Braveheart	6076
Casualty - Theme	6201
Chitty Chitty Bang Bang	5319
Dangermouse	5334
Deep Space 9	6239
Dr Who	4688
Enter The Dragon	6172
Flintstones	0052
Fraggle Rock	5375
Grangehill	6093
Hi Ho Hi Ho/Snow White	6072
If I Were A Rich Man	5397
Jamie & The Magic Torch	5363
Jesus Christ Superstar	5418
Jim'll Fix It	6151
Joe 90	5317
Knightrider	0204
Laurel & Hardy	6067
Loony Tunes	0088
Miami Vice	6243
Munsters	0098
Pink Panther	4691
Postman Pat	0229
Raggy Dolls	6153
Rupert The Bear	6165
Scooby Doo	0128
Sesame Street	0130
Teletubbies	0156
The Can Can	6200
The Godfather	5413
The Good The Bad/Ugly	4854
The Hulk - TV Theme	6077
The Muppets - Theme	0099
The Smurfs	6154
The Snowman - Theme	6167
Thunderbirds	0155
Tom & Jerry	6095
Wallace & Gromit	4865
Where Eagles Dare	5422
Winnie The Pooh	6179

ELVIS

Suspicious Minds	3755
Devil In Disguise	10742
A Little Less Conversation	8688
Let Me Be Your Teddy Bear	6951
All Shook Up	6940
Wooden Heart	6356
Wonder Of You	5568
Blue Suede Shoes	5396
Love Me Tender	5264
Jailhouse Rock	5263
I Can't Help Falling In Love	5262

BEATLES

Day Tripper	3460
Eleanor Rigby	3461
Hey Jude - (chorus)	3463
Hey Jude	1502
I Feel Fine	3464
Let It Be	0211
Love Me Do	3466

CLASSICAL

1812 Overture - Tchaikovsky	5267
Beethoven's 5th Symphony	5341
Bolero - Ravel	0024
Fiddler On The Roof	0050
Für Elise - Beethoven	5342
Greensleeves	0064
Jerusalem - Classical	4141
Land Of Hope And Glory	5251

IRISH SONGS

All I Want Is You - Bellefire	7805
The Mountains Of Mourne	6619
Patsy Fagan - The Decent Irish Boy	6615
If Your Irish Come Into The Parlour	6610
Galway Bay	6603
Back In Old Ireland	6595
An Old Irish Lady	6590
Irish National Anthem	6524
When Irish Eyes Are Smiling	6517
The Gypsy Rover	6483
It's A Long Way To Tipperary	6481
Dirty Old Town	6478
Whisky In The Jar	6453
The Wild Rover	6452
Molly Malone	6451

ALL TIME FAVOURITES

Resurrection - PPK	6449
Hey Baby - DJ Otzi	5767
Turn Off The Light - Nelly Furtado	5441
21 Seconds - So Solid Crew	5390
Castles In The Sky - Ian Van Dahl	5273
Eternity - Robbie Williams	5270
Heaven Is A Halfpipe - OPM	5215
Eternal Flame - Atomic Kitten	5322
Purple Hills - D12	5271
Perfect Gentleman - Wyclef Jean	5272
Smoke On The Water - Deep Purple	0134
Clint Eastwood - Gorillaz	3721
Changes - 2PAC	0294

NEW RELEASES

Strength Of A Woman - Shaggy	11170
Baby Don't Dance - Steps	11129
Be With You - Atomic Kitten	11130
Can't Stop Loving You - Phil Collins	11132
In This World - Moby	11136
Maybe - Enrique Inglesias	11139
Naughty Girl - Holly Valance	11140
Puppy Love - S Club Juniors	11142
The Last Goodbye - Atomic Kitten	11146
We've Got Tonight - Ronan & Lulu	11149
You and I - Will Young	11151
Thug Lovin' - Ja Rule	11147
Girlfriend - Alicia Keyes	11056
Put Him Out - Ms Dynamite	11070
Lose Yourself - Eminem	11065
Don't Mug Yourself - The Streets	11051
Family Portrait - Pink	11052
Sk8er Boi - Avril Lavigne	11074
In My Mind - Milky	11135
Alive - S Club	11048
Feel - Robbie Williams	11053
Holding On For You - Liberty X	11061
If Your Not The One - D. Bedingfield	11063
Scorpio Rising - Death In Vegas	11143
Ordinary Day - Vanessa Carlton	11068
Rushes - Darius	11073
Tom Jones International - T. Jones	11079
What My Heart Wants To Say - G.Gates	11080

FOOTY TONES

Never Walk Alone - Liverpool	3545
Marching On Together - Leeds Utd	3541
Fields Of Athenray - Celtic	3547
Simply The Best - Rangers	5309
Z Cars - Everton/Watford	3546
Glory, Glory - Man Utd/Spurs	4134
Mull Of Kintyre - Charlton	0224
Wild Rover- Blackburn	5310
Blue Is The Colour - Chelsea	4140
Who Let The Dogs Out - Liverpool	1576
Sailing - Millwall	5294
City Till I Die - City	3540
Vindaloo - England	1514
I'm Forever Blowing... - West Ham	3543
The Great Escape - Shef Wednesday	3548
Daydream Believer - Sunderland	4132
Keep Right On - Birmingham City	4137
Land Of Hope & Glory - England	5251
When The Saints ... - Southampton	3544
Match Of The Day - Theme	0221
Blue Moon - Man City	4130
Nay Nay Never - Burnley	4138
Rule Britannia - British Teams	0126

OLD SKOOL

Gypsy Woman - Crystal Waters	10567
Gonna Get You - Angie Brown	10571
Memories - Rockik	10573
Push The Feeling - Nightcrawlers	10575
U Girls Look So Sexy - Nush	10578
Sandstorm - Darude	10596
Mr Wendal - Arstd Development	6679
There's Nothing Like This - Omar	6620
Out Of Space - Prodigy	6425
Fools Gold - Stone Roses	6420
Insanity - Oceanic	6523
Funky Bass	6440
Show Me Love - Robin S	6439
Naked In The Rain - Blue Pearl	6436
Finally - Ce Ce Peniston	6433
Good Life - Inner City	6423

60'S 70'S 80'S 90'S

Good Vibrations - Beach Boys	9686
A Whiter Shade Of Pale - Procul Harum	5301
Dock Of A Bay - Otis Reading	5351
I've Got You Under My Skin - F. Sinatra	4775
Jumping Jack Flash - Rolling Stones	5354
Love Me Tender - Elvis Presley	5264
Music/Watch/Girls Go By - A. Williams	5408
Pretty Woman - Roy Orbison	5295
Raindrops Keep Falling On My Head	5410
Sunny Afternoon - The Kinks	6259
Get Up Stand Up - Bob Marley	0060
Hotel California - The Eagles	5318
I Will Survive - Gloria Gaynor	0201
Money Money Money - Abba	5358
Nights In White Satin - Moody Blues	5300
No Woman No Cry - Bob Marley	5789
Sailing - Rod Stewart	5294
Holiday - Madonna	5255
They Call It The Blues - E. John	5398
Imagine - John Lennon	5299
I Want To Break Free - Queen	5302
Kingston Town - UB40	5469
Going Underground - The Jam	8888
A Groovy Kind Of Love - P. Collins	9153
Tubular Bells - Mike Oldfield	0159
Kinky Afro - Happy Mondays	7270
High - Lighthouse Family	6948
4 Seasons In One Day - Crowded Hse	6565

ROCK GREATS

Black Dog - Led Zeppelin	9440
Love A Bad Name - Bon Jovi	7611
Teenspirit - Nirvana	7608
Paradise City - Guns n Roses	7606
Anything For Love - Meatloaf	7602
Good Enough - Dodgy	6946
Design For Life - M/S Preachers	6939
Girls And Boys - Blur	6750
Whippin Picadilly - Gomez	6683
Always - Bon Jovi	6401
Walk On - U2	6241
Sweet Child - Guns N Roses	5793
With Or Without You - U2	5338
Under The Bridge - Chili Peppers	5336
Bat Out Of Hell - Meatloaf	1583
Scar Tissue - Chili Peppers	0372
American Woman - L. Kravitz	0258
Walk This Way - Aerosmith	0005

INDIE

Positivity - Suede	10617
Sit Down - James	6333
Come Home - James	5450
Look Back In Anger - Oasis	4122
Roll With It - Oasis	4120
Parklife - Blur	1520
Get A Job - The Offspring	0405
Always Rain On Me - Travis	0404
Breath - Prodigy	0286
Losing My Religion - REM	0217
Bitter Sweet Symphony - Verve	0164

RAP

Bad Intentions - Dr Dre	6550
Bouncing Back - Mystikal	6642
Break Ya Neck - Busta Rhymes	7209
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BOURNEMOUTH, DORSET BH1 2JS
PLAY@PARAGON.CO.UK
■ Edited by IAN DEAN

arena

ATARI





TIRED OF THE WAIT

Getting straight to the point, why do games take so long to be released over here? By the time games are released in the UK, people in America and Japan are already queuing up for the sequel. And it's not just games either! Sony is taking so long to get its online functions working I'm beginning to wonder if there is a point in Sony even releasing the add-on in this country.

Maybe Sony and the rest of the big publishers don't realise how much the Europeans mean to their monetary income. I know there are language barriers and so on, but it surely can't take too long! Is it just because they don't like us Brits or do they just enjoy testing our patience?

Andrew Wright, Newcastle Upon Tyne

PS. Your guide to *TimeSplitters 2* was awesome!

PPS. I can't wait for *SOCOM: US Navy SEALS*. When will it be arriving over here?

This has been the bane of every UK gamer since we can remember. There are big reasons why many, predominantly Japanese, games are released in Europe last and this stems back to when the console is launched and where they are produced. It costs a hell of a lot of money to research and set up production of a games console and launch it, so you want to make that money back as soon as possible. For Japanese companies this means launching in Japan first. Admittedly, over time the length between Japanese and US releases hitting the shelves in the UK should shorten and to an extent they have. There will only be a two-month delay between *Devil May Cry 2* rolling out in Japan and America and us getting to blast through it as opposed to the six months we endured for the first game. In fact there was only a matter of weeks between *Vice City*'s US release and the UK launch.

Also, let's not forget that this works both ways. There must be a few US and Japanese gamers who are sick of waiting for *Hitman 2*, *Colin McRae 3* and *The Getaway*, titles which we get before anyone else. And let's face it, you'd rather be playing *Hitman 2* than waiting for the release of *BMX XXX*.

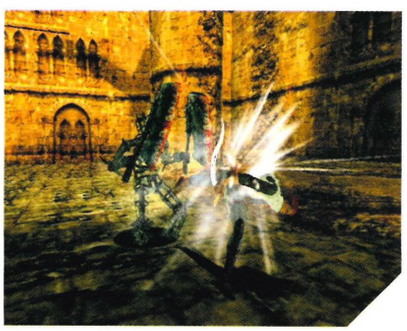
As for online support this will definitely be with us in around three months and all for the same money as a full price game. In fact keen readers will want to look out for news of how you can sign up for early online testing two months before full launch in these pages and online at www.playstation.com.

Hitches notwithstanding, *SOCOM* should be released in March 2003. ■

KEEP GAMES REAL

"It is amazing what a lone gunman can do given the chance – the right tools, a bald head and a sharp suit"... yes that's right, you get banned! Whilst these narrow-minded people are at it, why don't they get





FREE GAME!

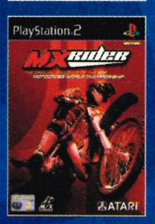
Every letter printed wins a free Atari game!

WELCOME READERS

As you may have noticed, any letter printed in Arena will now see the writer being rewarded with a free PS2 Atari (read: Infogrames) game. So we want good quality letters with a decent point to make, not rambling rubbish filled with expletives. Consequently, anyone writing in simply asking: "When is *Silent Hill 3* coming out?" will not be selected. Oh and whilst we're at it, make sure you provide an address so we know where to send your game. We look forward to hearing from you – after all it's you (the readers) who make these pages what they are.

IAN DEAN





Conflict: Desert Storm banned as that has conflicts in? Or better still, why don't they get in touch with the RSPCA and complain about those cute animals which have to fight for their lives in *Tekken*.

I think the people at Eidos should send around Agent 47 and put a stop to this nonsense. It is only a game – a bit of fun! If these people had their way we would still be playing tennis on the age-old Atari.
Christopher Pilling, Bolton

Easy soldier, someone's going to get hurt if you carry on like that. Let's look at this realistically. The US is one huge hotbed of legal actions and lawsuits and as this is being written *Vice City* is coming under flak and parents are taking games companies to court over accusations they 'train' people to become snipers. Nonsense we know and there are very few cases of such outrage appearing in the UK – well not until the tabloids get a taste of *The Getaway*. Our only advice to you is be careful, opinions can be dangerous and if you start suggesting the Atari 2600 has had its time in areas of Devon, then people will start dying.

NINTENDO RULZ?

I am writing to ask you about recent rumours regarding the Nintendo GameCube. I was searching around on the Web a few days ago and came upon some rather disturbing information (sorry, I can't remember the site). Apparently, Nintendo are planning to buy most of the major game companies such as EA, Acclaim, THQ and Activision. I wanted to know if these rumours are true?

I think it would be a shame if they were because personally I think the PS2 is the greatest games system and it would feel weird to play *Final Fantasy XII* on the GameCube (I'm not disrespecting the GameCube or anything, I'm just not used to it).

There is also one more reason I have written to you. People that know me call me the Final Fantasy Master. I know everything about every single *Final Fantasy* in the main series and have completed all of them at least five times (1 to 10, I'm well into double figures with *FF7*, which I personally think is the greatest game ever). I am dying to know if *Final Fantasy XI* is going to be released in this country. Even if the hard drive isn't going to be released for the PS2, they could release *FFXI* on the PC. Please publish this as I am dying to know if the game is coming out or not.
Calum Bingham, Rowley Regis
PS. PLAY is the greatest PS2 magazine ever.

Well firstly, go ahead and disrespect the GameCube all you like young man. We know PLAY generally adopts the mature stance that all consoles are good and have their respective merits and this is mostly true as games not consoles come first, but there is no denying the fact that the GC looks like a My Little Pony handbag. With this said these rumours of Nintendo buying out some of the biggest games publishers in the world is plain nonsense. Laws regarding market dominance and plain common sense suggest this is more wishful thinking on behalf of GC owners.

Secondly, there are mutterings that a new *Final Fantasy* adventure will appear on the GC early next year, which is good news for everyone if you can escape the fact your are playing on Tinkerbell's lost luggage. In the PS2 corner though we have two (possibly three) new *Final Fantasy* adventures on the horizon including *Final Fantasy X-2*, exclusively revealed last issue, *Final Fantasy XII* (now surely destined for a global release) and rumours of a *Final Fantasy 7* sequel. Have no fear, if there's one place to play *Final Fantasy* titles, it's on the PS2.

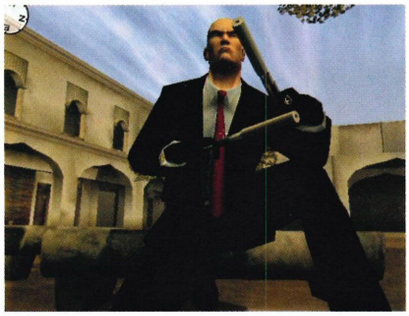
HEARD IT BEFORE?

I cannot believe that *GTA: Vice City* was not No. 1 in your PLAYlist issue #96, I couldn't even find it. I was amazed! If anyone reading this has played *Vice City* they will know it is bloody fantastic. *GTAIII* has been number one for strategy/adventure for the last couple of months, I hope that in the next issue *Vice City* will knock *GTAIII* off the number one spot. Also, I have been reading that *The Getaway* is going to be brilliant, but I have no idea when it's coming out. Please tell me!
Dean Ainsworth, London
PS. What's the big deal about *MGS2*, it's crap! I played the game and ended up taking it back the next day, so what's so good about it? And *MGS2: Substance* is just a joke. Coming out with the same story line but you can be the ninja who dies in *MGS* is just stupid. So what is so good about *MGS2*?

Vice City wasn't number one because it wasn't reviewed in that issue. Turn to the PLAYlist in this month's mag and you will see it standing proud on the podium.

As for *MGS2*, after nearly a year of abuse and arguments over the PLAY review of *MGS2* where we tried desperately to inform the world that this was an over-hyped, average title, it seems we have a winner. Someone to agree with us. But unfortunately, as you will have noticed from last month's cover (*MGS2: Substance*) we are going to open the box on this subject all over again. Believe us when we say *MGS2: Substance* is better than MGS2. Like a toy box of *MGS*-related stuff, this new take on the series offers unrivalled variety, scope and challenge. Of course everyone will likely shoot us down again as they did when we told the truth about *MGS2*. Listen, it may not always be comfortable, it may hurt, but PLAY is here to give honest opinion and not tow the corporate line like other mags we could mention. Now please (oh God, please) stop writing in about *MGS2*.





THE FORUM

Every month we get hundreds of letters from you all full of your opinions on the state of the industry and your favourite games. Sadly, the Arena section is only three pages long so we can't always include every letter we receive. Fortunately, there's another outlet where you can make your voice heard. We are of course talking about the Total Games chat forums.



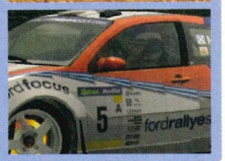
These cover a huge range of gaming related topics, not just PSone and PS2 either (but they are in there anyway). You can also discuss general gaming, retro gaming and any other machine on the market at the moment. Each member of the PLAY team posts comments on the Forum every day, so if you want to pick our tiny brains, then head over to the Total Games Forum section right away.

LETTER OF THE MONTH

WHAT'S IN A SCORE?







Before I start I'd like to say how brilliant your magazine is and that I wouldn't think of buying a different PS2 magazine. Also, to the people who have been moaning about your PLAYlist – you're stupid! This section definitely helps me when deciding which game to buy. However, I do also disagree with you giving *Colin McRae 3* 92% because: a) you can only race in the Championship in one car, b) it's already dated as he has now moved to Citroen, and c) if you have too much damage on your car you aren't going to continue. I do agree though that the graphics and handling of the cars are brilliant. Overall I think that you should have given it 80 to 85%.
James Birmingham

Ah, more debate over reviews scores. Will the pain of gamers with opinions ever be quashed? Seriously, the scores are our honest view of the game and after all we have years of playing under our collective (and occasionally large) belts. In fact PLAY is almost 100 and has been going for nearly nine years – making us the oldest unofficial PlayStation magazine around. We know a good game when we see one. Put it this way, the clue was in the title – you play *as* Colin McRae. If you wanted more then there is Sony's *WRC II Extreme*, which has faithfully reproduced all the cars and courses from the World Rally Championship.

If you have strong views on which are your favourite games of all time why not send them into us as part of PLAY magazine's PLAY 100 Awards? We want to celebrate reaching the hundredth issue by determining which is the best ever PlayStation release (PSone and PS2) and we want your help. Just send in your Top Ten games (using the coupon on page 20), we'll calculate the chart and publish the results. Then we can all start arguing properly.





"WHY DO GAMES TAKE SO LONG TO BE RELEASED OVER HERE? DON'T THEY LIKE US BRITS OR DO THEY JUST ENJOY TESTING OUR PATIENCE?"
Andrew Wright, Newcastle Upon Tyne

ARENA LETTERS

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WEIRDO

I would like it if there was a game where you have to make an underground boxing character and you will be selected to fight for money. The money is used to buy equipment for his gym to become a better fighter and win the title. I also would like to see the damage you've done to the other boxer's face.

I also like games to do with guns, fights, smart cars and boxing. And don't forget blood.

I'm also going to buy *GTA: Vice City* and *Rocky*.

Dean Nutbeen, Southampton

You scare us. Please don't write to us again or follow Will home, we know it's you. Well, anyway, it's nice to see a reader who knows what he likes and is prepared to go out and get it. We can't think of two better games that feature boxing, cars and guns than *Rocky* and *Vice City*. Now, if only they would combine the two...

PAY IT FORWARD

I am writing this letter totally agreeing with what was said by Reinard from South Africa in issue #96. People shouldn't buy games that they know aren't going to last very long. You should buy games like *Vice City*, *TimeSplitters 2* and *Gran Turismo 3*. Your reviews make sense and when you see the game you will know what it will be like. So always buy this magazine when you want to buy a game because they produce quality reviews explaining the good and the bad things about a game.

Richard McPherson, Oldbury

We liked Reinard too and you've both hit the nail on the head – you should always take PLAY's advice before buying a game or you may end up wasting your money on rubbish like *Lego Drome Racers*.

PRAISE BE

I'd like to praise some developers. *GTAIII* sold millions but RockStar has still put in the effort to make *Vice City* a great game even though on the back of such a success it could have sold us a bag of trash. Likewise the developers of *The Getaway* have painstakingly recreated London. If all developers had this attitude all games would be great.

Also I like the way Rockstar don't release all the info on a game before it comes out, it makes you wonder what'll be in the game and it keeps an element of surprise. I also think the soundtrack also adds greatly to the game.

Robert Smith, Newport



We agree completely. By focusing attention on the details of a game, allowing their studio the time to take on developing ideas, creating worlds and balancing gameplay – Rockstar have got it right. Can this go on though? Will the pressure from the parent company to milk the franchise ruin all creativity and originality? What do you think?

PAPA!

I was amazed by the amount of info you put into the "80 Reasons Why You Must Play Vice City" feature. After reading them I couldn't wait to get the game. It also seemed to please my dad because he kept reading it and he isn't interested in games consoles (he's 42 years old). He asked me if I wanted him to buy it for me.

Thanks for persuading my dad to buy me *GTA: Vice City*. I owe you one.

Craig Day, Peterlee

PS. I would just like to thank you for the £5 off voucher, which got me *GTA: Vice City* for £35 instead of £40.

PPS. Is *The Sims* coming out for the PS2 – if so when?

Well, we can't condone under-age gaming, after all it will turn you into a nutter, right? You'll start wearing pastel colours and listening to Jan Hammer and we certainly don't want that. We liked this letter though. We liked the fact that old people are getting interested in games, we liked it that 'The Kids' are taking back gaming from Da Man and we especially liked it because you liked us and that makes everyone feel good. As for *The Sims*, it should be on a shelf near you within a week of reading this.

"THESE WERE THE KINDS OF GAMES YOU LOST FRIENDS OVER, BUT WE DIDN'T CARE – WE WANTED TO BE LONERS AGAIN"

Ben Fletcher, alone







WE RESERVE THE RIGHT TO EDIT YOUR LETTERS AND REGRET THAT, IN MOST CASES, WE CANNOT REPLY TO THEM PERSONALLY.





NOT LETTER OF THE MONTH

A LONE GUNMAN SPEAKS

I'm a sad gamer and like sad games dammit! Can anyone remember the old Amiga classics *Settlers*, *Xcom* and *Syndicate*? These were the kinds of games you had no friends for, but we didn't care. They were popular on the Amiga and are still best sellers on the PC today. So why aren't the developers supplying us saddo muppets our fix on the consoles?

The PS2 has three such games I can think of – *Kessen II*, *Age of Empires* and *Theme Park World* – but none of these have the depth of the retro classic. Could you provide some insight as to why this is? It seems like madness. The developers are sitting on a potential goldmine – they must know it, but still they are not doing anything about it, why?

Come on, we want to be sad loners again, let's make it happen!

Ben Fletcher, somewhere in the UK, alone

PS. On another note, why don't you shame the developers who make games from Hell – you could have a top five?

You kind of answer your own question here as consoles and the PS2 are for everyone – what you want is a PC. Let's be honest, the games you're talking about like *Populous* and *Syndicate* were created for the most powerful games system of the day, the Amiga, and though some were converted to the PSone they really never took off, thus complex games of this kind are developed purely for PCs these days. If you want 'em you're going to have to invest in a thousand pounds worth of PC and put up with viruses, crashes and system failures.

Another reason why these games aren't made so much any more is also down to the collapse of the studios who worked on them. Classic developers like Bullfrog and Simis have split or reorganised with the key members moving to other studios and forming new companies – hence you can see traces of the classic games you like in *Prisoner Of War* and *Battle Engine Aquila*. So whilst we won't be seeing a new *Syndicate* any time soon we can taste the best elements of these games in new faster, more impressive packaging. Or we could just wait for the likes of *Black & White*, *Freedom: The Battle For Liberty Island* and, of course, *The Sims*. If you want to cry yourself to sleep after a stint at a virtual party then the PS2 will soon have the games for you.

PLAY

PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS
TEL: +44 (0) 1202 299900
FAX: +44 (0) 1202 299955
WEB SITE: www.paragon.co.uk

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MAGAZINE TEAM
MANAGING EDITOR NICK ROBERTS
DEPUTY EDITOR IAN DEAN
ian@paragon.co.uk
01202 200247
DISC EDITOR WILL JOHNSTON
NEWS EDITOR CHRIS MORGAN
STAFF WRITER GARY ADAMS
GROUP ART EDITOR PAUL RIDLEY
ART EDITOR ANDY HOPE
SUB EDITOR STU MESSHAM

CONTRIBUTORS
KENDALL LACEY, KEITH EDWARDS, MARTIN MATHERS, RUSSELL MURRAY
AND THE POWERSTATION BOYS

ADVERTISING
ADVERTISING MANAGER FELICITY MEAD
01202 200224
felicity@paragon.co.uk
AD SALES EXECUTIVE ANDY ELLIS
01202 209366
andye@paragon.co.uk
COPY CONTROLLERS JO SPICK, LORRAINE TROUGHTON

PRODUCTION & DISTRIBUTION
PRODUCTION MANAGER DAVE OSBORNE
BUREAU MANAGER CHRIS REES
SCANNING/PREPRESS PENNY JOHNS
CIRCULATION MANAGER TIM HARRIS
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
PLAY magazine is available for licensing overseas.
For details, please contact:
INTERNATIONAL MANAGER CATHY BLACKMAN
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
Email: cathb@paragon.co.uk

DIRECTORS
EDITORIAL DIRECTOR DAMIAN BUTT
PRODUCTION DIRECTOR JANE HAWKINS
CIRCULATION & MARKETING DIRECTOR KEVIN PETLEY
ADVERTISING DIRECTOR PETER CLEALL
ART DIRECTOR MARK KENDRICK
FINANCE DIRECTOR STEVEN BOYD
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137 Good, Bad And Ugly
138 Dirty Dancing - Time Of My Life
139 James Bond
140 Jaws
143 Mission Impossible V.2
144 Mortal Kombat
148 Natural Born Killers
153 Pink Panther
154 Psycho
155 Raiders Of The Lost Arc
157 Romeo And Juliet
160 Star Trek - First Contact
161 Star Wars - V2
162 Starship Troopers
163 Grease - Summer Loving
164 Superman
166 The Matrix
167 The Saint
168 Titanic V2
169 Top Gun
170 Toy Story

R'N'B AND RAP POLYPHONIC TONES

444 Adam's Song - Blink 182
445 Ain't Nothing Personal - Snoop Dog
446 Ain't Nothing But A G Thing - Dr Dre
448 Been Around The World - Puff
449 Big Pimping - Jaz Z
450 Big Poppa - Notorious Big
451 See You When You Get There - Coolio
452 California Love - Tu Pac
453 Come With Me - Puff
456 Marshall Mathers - EMINEM
457 Stan - EMINEM
458 Slim Shady - EMINEM
459 Fire It Up - Busta Rhymes
460 Gangsta's Paradise - Coolio
461 Ghetto - Ice Cube
462 G'z Histler - Snoop Dog
463 Hard Knock Life - Jay Z
464 Hey Lover - LL Cool J
465 I Ain't Mad Aitcha - Tu Pac
466 I Swear - All 4 One
468 I'll Be Missing You - Puff
472 Nothing To Lose - Tu Pac
473 Notorious Thugs - Notorious BIG
474 Miss Jackson - Outcast
475 Put Your Hands - Busta Rhymes
476 Ready To Die - Notorious Big
477 Regulate - Warren G
478 Rock Superstar - Cypress Hill
479 Whoomp There It Is - Tag Team
480 To All DJ's - Warren G
481 Too Hot - Coolio
482 Whats My Name - Snoop Dog
483 Woo Hah - Busta Rhymes

ROCK AND POP POLYPHONIC TONES

530 Get Ready - 2 Unlimited
531 A Womans Worth - Alicia Keys
532 Never Felt This Way - S Club 7
533 Smooth Criminal - Alien Ant Farm
534 All The Small Things - Blink 182
535 Bring It All Back - S Club 7
536 Dammit - Blink 182
539 Lately - S Club 7
540 Break Stuff - Limp Bizkit
541 Faith - Limp Bizkit
542 My Generation - Limp Bizkit
543 Rollin - Limp Bizkit
544 Crawling - Linkin Park
546 One Step Closer - Linkin Park
547 Dear Jessie - Madonna
551 Man Overboard - Blink 182
553 Billy Jean - Michael Jackson
556 Thriller - Michael Jackson
557 Natural - S Club 7
559 Reach - S Club 7
560 Livin La Vida Loca - Ricky Martin
561 She Bangs - Ricky Martin
562 S Club Party - S Club 7
563 Maria Maria - Santana
564 Affirmation - Savage Garden
566 It Wasn't Me - Shaggy
567 She's Out Of My Life - S Club 7
568 After The Love Has Gone - Steps
570 Beautiful Day - U2
572 Mission Impossible - U2
573 With Or Without You - U2
574 What's My Age Again - Blink 182
229 For Your Eyes Only
232 Alive And Kicking - Simple Minds
233 All In A Day - Corrs
234 All I Need Is A Miracle
235 All Outta Love - Air Supply
236 Always On Time - Ja Rule
237 Angels - Robbie
238 Annie's Song - Denver
239 At Your Side - Corrs
240 A Womans Worth - Alicia Keyes
241 Back Home Again
242 Bad Intentions - Dr Dre
243 Beautiful Stranger - Madonna
244 Believe - Cher
247 Break Your Neck - Busta Rhymes
248 Breathless - Corrs
249 Bright Side Of Life
250 Broken Wings - Mister Mister
251 Burn - Tina Arina
252 Calling Elvis - Dire Straits
253 Call Me - Blodie
254 Can't Deny It - Nate Dogg
255 Can We Fix It - Bob The Builder
256 Change The Game Jay-Z
257 Closer - Corrs
258 Close To You - Carpenters
259 Cosmic Girl - Jamiroqui
260 Could You Be Loved - Bob Marley
261 Cool Summer - Bananarama
262 Dancing With Myself - Billy Idol
263 Desert Raise - Sting
264 Don't Tell Me - Madonna
265 Don't You Forget Me - U2
267 El - Nelly
268 Emotions - Destiny's Child
269 Eternal Flame - Atomic Kitten
270 Eye Of The Tiger
271 Fairground - Simply Red
272 Fallin - Alicia Keyes
273 Family Affair - Mary J Blidge
275 Flying Without Wings - Westlife
276 Fresh - Kool And The Gang
277 Frozen - Madonna
278 Get Ure Freak On - Missy Elliot
279 Girls On Film - Duran Duran
280 My Mind Set On You - G Harrison
282 He Ain't Heavy, He's My brother
284 Home Alone - R Kelly
294 Killing Me Softly - Fugees
303 Miami - Will Smith
305 More Than A Woman - Aaliyah
306 Music - Madonna
308 My Way - Usher
321 Renegade - Jay Z + EMINEM
324 Rock DJ - Robbie Williams
325 Roll Out - Ludicris
336 Time Warp - Rocky Horror
337 Too Close - Blue
338 Tragedy - Bee Gees
341 Unbelievable - EMF
348 Whenever Wherever - Shakira
352 You Remind Me Of - R Kelly

TELEVISION POLYPHONIC TONES

041 Addams Family - Theme Tune
490 Ally McBeal
176 Angel
060 A Team - Theme Tune
513 Avengers
061 Batman - Theme Tune
491 Battlestar Galatica
178 Baywatch
179 Beverly Hill Billies
180 Bewitched
182 Brady Bunch
492 Buck Rogers
183 Buffy
493 Cagney and Lacey
184 Charlie Brown
494 Charlie's Angels
185 Cheers
496 Chips
209 Crokett's Theme
497 Dallas
186 Dawson's Creek
499 Digimon
189 Flintstones
190 Fraiser
191 Friends
500 Futurama
195 Happy Days
196 Happy Happy Joy Joy
065 Hawaii 50 - Theme Tune
501 Inspector Gadget
502 Itchy and Scratchy
202 Jetsons
503 King of the Hill
067 Knight Rider - Theme Tune
505 Kung Fu - Legend
203 Lone Ranger
206 Married with Children
207 Mash
211 Monty Python
212 Munsters
506 Muppet Show
507 Neighbours
215 Pokemon
216 Power Rangers
509 Quantom Leap
510 Red Dwarf
511 Roswell
217 Rug Rats

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TELEGAMES

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"Urban Yeti! is by far one of the wackiest, zaniest, most bizarre games out there, and it rocks!...we could just sit and play this game forever." - GameNow Magazine

- The strangest game you've ever played. Real motion-captured yeti!
- Parallax background scrolling gives the illusion of depth in the cities.
- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city!
- Play one of two ways-smash your way through the city or avoid detection altogether.

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TELEGAMES

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- Saveable game status and statistics.
- Create your own character and face in the game with the included face generator

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GAME BOY ADVANCE
TELEGAMES

SANTA CLAUS

- Experience how difficult it is to be Santa Claus
- Attack enemies with snowballs and other cool defences
- Animated In-Game cartoons
- Digitalised sound effects
- 4 Unique worlds in 15 different levels
- 256 colour graphics
- Parallax scrolling background

GAME BOY ADVANCE
TELEGAMES

BACK TRACK

- First person shooter.
- Full 3D smooth scrolling.
- Digitized stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons. ● In-game speech.

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6. **Minor Offences Bureau** - they've been caught red handed!
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there's more!
Our recommended top five lists for every PS2 genre!

UPDATED EVERY MONTH

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SEGA SOCCER SLAM
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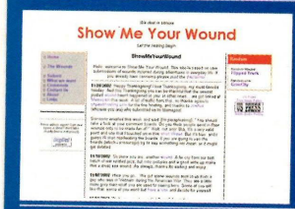
Getting Wired



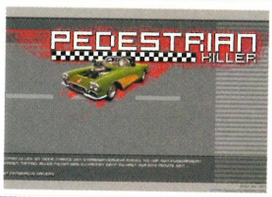
Best Useful Site

www.showmeyourwound.com

A fantastically useful site for those of you who love the idea of seeing other people's burns, scrapes and amputations without having to feel any pain. The idea is simple and almost disgustingly effective. If you've gone and done yourself a mischief by, say, accidentally shaving off the tip of your finger while trying to insert a new memory simm into your computer (this can happen, we know) then just take a digital picture of the resulting gore and showmeyourwound will post it. We don't really bother ourselves with the likes of similar sites such as the rather repulsive www.rotten.com, but in this case we'll make an exception mainly because we just love the name of this site and we're always interested in what can happen to a hand when it has an argument with a pneumatic hammer. Some things man was not meant to see and an awful lot of them are here. Pain not included.

RATING ★★★★★

ARGHHH!



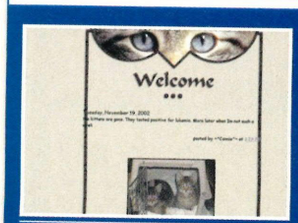
Best Videogame Site

www.flaboratorium.org/data/4/4.htm

With few exceptions all Web-based games are crap. We're not talking about *Unreal Championship* or any multiplayer game that allows you to have your virtual head caved in by Sven from Sweden whose been practising such feats since the Internet was first conceived, let alone realised. No, it's the 'novelty' games involving Britney Spears being shot by lumps of vomit that we take issue with. Here's another example, a game that allows you to drive over pedestrians for points. It's yet another game that you allow to load in, get so excited that it works that you've told a workmate to have a look, and before you can realise that it's just a tad on the naff side, the damage is done. Your workmate thinks you find naff games amusing. So amusing that you have stopped them from working. So amusing that you think "Hey, I can put that in the section of the magazine that deals with all things Web!" But by then it's too late – you're officially a sad person. Anyway, here's another funny one, www.siski.ru/escopeta.swf – a game that has you shooting naked men who are trying to have their wicked way with you! Yawn.

RATING ★★★★★

PEDESTRIACIDE!



Best Totally Bizarre Site

http://www.webwmn.com/kittyblog/2002_11_17_pastpoop.html

"The kittens are gone. They tested positive for lukaemia last week. More later when I'm not such a wrek (sic)." And so starts this remarkable blow-by-blow account of one person's obsession with cats. So we find this all very bizarre, eh? Some poor soul devotes Web space with their day-to-day love affair with felines. Well okay, so it's not that odd. Unless, of course, you're thinking that you're going to spend the rest of your life as a single person with no one who will, or even can, love you. Days melt into each other and the only release you have is to love your kittens with every fibre of your being and then spend time updating your Web site so the whole world will know how much love you have – for cats. The person responsible for this site may well be part of a happy relationship, we don't know. And at this point we'd like to point out that PLAY enjoys being single. We don't need to be thought of as a couple and are not lonely in any way whatsoever. And we prefer dogs too. Dogs rule.

RATING ★★★★★

MIAOW!

LATEST

GIZMOS & GADGETS

WE'RE NOT AFRAID OF ANYTHING PS2-RELATED AND THAT GOES FOR ANY PERIPHERALS WE GET SENT. IN FACT WE LAUGH IN THE FACE OF SUCH DANGER

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You may think that the only reason you'd need extra speakers is if the current ones stuck in your TV set were sub-standard or you just wanted 5.1 sound. Well, that may well be true but that doesn't stop these little ones from Creative Labs from being rather handy. They're tiny, travel size in fact. And that's what they're meant for. You can power them with AA batteries or with the supplied mains adaptor and use them in conjunction with your portable PSone LCD screen (seeing as there isn't a dedicated PS2 one as yet). We just like them because they come in a nice little case and can be plugged into a walk/discman (oh, we so love you Sony) meaning you can have fairly decent sound wherever you find yourself. We've been asked to point out that they're great for people with limited space in their rooms too and so don't have to be regarded as a travel-only accessory. (That previous sentence is no way endorsed by PLAY magazine.)

RATING ★★★★★

ARCADE STICK

4GAMERS £19.99

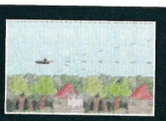


Two things hit you simultaneously about this: one is that it is A) a joystick, and B) that it costs less than an official pad. We'd only really recommend sticks for beat-'em-ups and *R-Type*-style blasters and even then we've become so used to the modern pad solution that this change in playing style feels somewhat alien. The late resident PLAY moaner Mr S Cann was quick to point out that console sticks are "bull****", but what does he know. This one is solid enough, though the buttons feel slightly reluctant to move fluidly and it comes on a nice and heavy base. It even features one of those "Turbo" buttons that can destroy a game with one press and you can even program it too, which is nice. Okay, it's a pretty good stick and if you're the kind of person who prefers proper arcade controls then we'd say give this one a shot. It's not that expensive, it's black and blue JUST LIKE YOUR PLAYSTATION2. And the removable stick section could make for an excellent choking aid.

RATING ★★★★★

DSP MUSIC REVELATION

BLAZE £9.99



One thing is for certain, at some point, somewhere, this seemed like a good if not great idea to someone. "It's compatible with PSone and PS2!" screams the packaging in a way meant to hide the truth – this is a PSone product. But what does it do? It allows you, the person recently relieved of some money, to play music CDs on your Sony console, whichever one you've got. A-ha! But they already play CDs! Yes they do, but now you can make them sound like their being played in a hall (it adds some reverb/echo) or one of many other virtual locations (that remove reverb/echo). The one saving grace of this product could have been the interactive screensaver which allows you to play a *Gradius* variant shoot-'em-up whose attack waves are meant to be generated by whichever tune your playing. We tried this out with such diverse music as DJ Yoda and The Smiths – the game was pretty much identical and crap, and with The Smiths playing, ever so slightly more depressing. Useless tat.

RATING NO STARS

PLAYLIST

THE GREATEST GUIDE TO PLAYSTATION2 GAMES IN THE WORLD

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

PLAYSTATION2

GAME TITLE	ISSUE	SCORE	WE SAY...
4X4 Evolution	74	72%	Average and annoying 4X4 racer
7 Blades	73	46%	Short, shallow with spoiled visuals
Ace Combat 4	86	87%	Superlative sky-searing stuff – Namco comes good
Aggressive Inline	92	88%	New sport, entirely original tricks and a great way to spend a few hours
Airblade	83	78%	Highly orchestrated hoverboard anarchy that needs to be set free
All Stars Baseball 2003	89	57%	A case of strike 2003.. YOU'RE OUTTA HERE!
Alone In The Dark: TNN	83	72%	An enjoyable, albeit unoriginal, slice of survival horror
Antz Racing	94	25%	If you buy this game you're an insect. Hah!
Ape Escape 2001	80	80%	Hilarious pant-based suck-'em-up, with cheeky monkeys
Arctic Thunder	83	13%	It's... wait for it... snow joke!
Armoired Core 2	73	70%	Fights *Changing Rooms* and loses
Armored Core 2: Another Age	92	75%	Better than AC2 for reasons we can't quite define
Army Men: Air Attack 2	76	58%	Desert Strike for the young, lucky sods!
Army Men RTS	92	78%	Are we still dreaming? It's a decent *Army Men* game!
ATV Offroad	79	88%	Fantastically involving racing lunacy. Boring!
Aqua Aqua	70	87%	A hugely addictive PS2 puzzler
auto modellista	97	76%	Enjoyable racing from the boys who delivered *Street Fighter*
Baldur's Gate: Dark Alliance	85	77%	*Gauntlet*, but with a brain. It's only a small one though...
Barbarian	92	73%	Reasonable but flawed beat-'em-up with a welcome helping of Mongo
Baseball Championship Stars*	71	10%	Inaccessible Japanese fare
Bass Strike	86	60%	Could've been good if the fish bothered to bite
Batman Vengeance	84	78%	Batman-lite that needs a little more freedom to truly fly
Big Mutha Truckers	97	85%	Trucking good fun and no mistake
Blade 2	95	65%	A momentarily original beat-'em-up that lacks real depth
Blood Omen 2	89	86%	Brooding vampire adventure like it should be
Bouncer, The	78	58%	A hugely disappointing beat-'em-up with some great graphics
Britney's Dance Beat	91	77%	Must-have for fans, little limited for everyone else
Burnout	84	77%	A nifty but unbalanced racer which is best dipped into
Burnout 2: Point of Impact	95	93%	A truly remarkable racing title that's faster than thought
Capcom Vs. Marvel 2	97	61%	2D fighting for the fan only
Capcom Vs. SNK 2	84	95%	The best 2D fighting game ever released. Essential!
CART Fury	78	70%	Fast, fun and shallow arcade racing that's easy to pick up
Centre Court HardHitter	86	70%	The basis for a cracking tennis game
Circus Maximus	92	69%	Original multiplayer mode, unusual game
City Crisis	80	70%	A great idea that just doesn't have enough variety
Colin McRae Rally 3	96	92%	A multiplayer letdown, but the single-player rallying is bella bella!
Commandos 2	91	85%	Requires thought, punishes stupidity and is ultimately rewarding
Conflict Zone	90	65%	*Age Of Empires 2* does it better in every way
Conflict: Desert Storm	94	80%	Doesn't go far enough in exploring the subject matter
Crash Bandicoot: TWOC	84	73%	Bandicoot by numbers. It's Okay, but lacks originality!
Crashed	95	66%	If the game actually did, we wouldn't notice. This is not good
Crazy Taxi	77	79%	Brilliant, but overpriced at £40
Dark Cloud	80	80%	An inventive and fun RPG with a God-sim element
Dark Summit	88	80%	A decent variation on the formulaic snowboarding genre
Dave Mirra Freestyle BMX 2	82	80%	Enjoyable, well-specified and colourful BMX stunts
David Beckham Soccer	91	74%	Poor game engine mars some quality game modes
Dead Or Alive 2	70	91%	Great gals, great game!
Deus Ex	88	87%	Compelling Tech-noir thriller with slight speed issues
Devil May Cry	82	93%	Takes the survival horror genre and reinvents it for zeros
Dino Stalker	93	70%	Short lifespan hampers treat for GCon2 owners
DNA	84	42%	Had potential but, sadly, not the direction to capitalise on it
Dog Of Bay*	81	90%	Beyond novel, to the point essentiality
Donald Duck	73	56%	A below average platformer
Downforce	90	80%	Enjoyable F1 arcade racer, minus the F1 bits
Drakan	87	83%	Control both dragons and heroines in involving romp
Driven	85	46%	Will drive you to a slicker, more enjoyable distraction
Driving Emotion Type-S*	63	58%	Upsettingly dull racer with hideous handling
Dropship	85	90%	The best military combat sim on the PlayStation2
Dynasty Warriors 2	72	62%	Sleep-inducing hack 'n' slash action
Dynasty Warriors III	88	69%	Big, bold and very shallow strategic fighting game
EA Sports Rugby	78	80%	Fine game, but perseverance is required
Ecco The Dolphin	86	64%	Lacking clarity, Ecco takes a swim with the fishes
Eggo Mania	94	67%	Unremittingly violent *Tetris* 'update'. Sorry, that's listless *Tetris* wannabe
Elay	93	85%	Allows you to make music quickly of the sort that doesn't suck
Endgame	92	70%	Not terrible but lacks the polish to be essential
Ephemeral Fantasia	79	64%	Average RPG fair with added guitars but wah-wah
Escape From Monkey Island	79	80%	We have bananas today...
EX Billiards*	71	75%	Enjoyable pool fun with a twist
Extermination	77	80%	A solid horror debut for the PS2
ESPN Int Track And Field	70	83%	Competent button basher
ESPN International Winter Sports	87	81%	Largely successful winter event-a-thon... with curling
ESPN National Hockey Night	75	57%	Exceptionally dull ice hockey game
ESPN NBA 2Night 2002	91	62%	Not as good as the worst basketball game on PS2
ESPN Winter Snowboarding 88	88	62%	A game that seems more bored than the player
ESPN Winter X-Games	72	65%	Staid, therefore ultimately tiring
ESPN X-Games Skateboarding	87	63%	A mediocre example of the skateboarding sim genre
Eve Of Extinction	90	64%	No multiplayer is the most heinous of crimes in an unoriginal game
Everblue	91	45%	A diving game. Actually make that a 'dull' diving game
Evergrace	75	45%	This is not the RPG we were looking for... move along
Evil Twin: Cyprien's Chronicles	87	43%	Irksome, dull and ugly. Chronicle that!
Extreme-G 3	80	87%	The fastest game the wold has ever seen!
F1 2001	82	76%	The graphics are impressive and the sense of speed top notch!
F1 2002	90	78%	Competent if unoriginal F1 game from EA. Er, again
F1 Championship Season 2000	71	73%	Quick fix F1 thrills
F1 Racing Championship	72	71%	Falls short of being a pulse mover
Fantavision	70	90%	A totally original experience
FIFA 2002	84	65%	A disappointing entry in the series. Better luck next year...
FIFA World Cup, 2002	89	80%	A good, solid football videogame that's worth a look
FIFA 2003	96	88%	Quality reworking of the *FIFA* franchise
Final Fantasy X	90	94%	Easily the greatest RPG to grace the PS2 so far
Final Fantasy X*	81	96%	The most exhilarating and engaging game ever
Fireblade	92	70%	Good ideas executed with no proficiency
Formula One 2001	77	93%	The best F1 simulation yet
Formula One 2003	96	84%	Er... no... this one is the best F1 simulation yet. Really, it is
Frank Herbert's Dune	87	45%	You will be amused – entirely for the wrong reasons
Freak Out	81	83%	A brilliantly inventive title that truly defies any genre
Freekstyle	93	70%	A game too far for the *SSX* formula that's spoilt by obvious faults
Frequency	90	82%	Hugely addictive, interactive musical gaming experience. Wicked
Frogger: The Great Quest	90	44%	More appealing when he just hopped and got run over
Fur Fighters	77	79%	Unoriginal but fun platformer
GI Jockey	89	65%	Overpriced but enjoyable horse racing title
G-Surfers	84	70%	Plays a convincing Bruno to *Wipeout Fusion*'s Tyson
Gauntlet: Dark Legacy	77	60%	Turgid update of the classic coin-op
Gitaroo-man	90	80%	Highly enjoyable four-player mode if a little short
Goemon*	73	50%	Wait for the english translation
Grandia II	90	69%	Engrossing story almost masks a run-of-the-mill RPG
Gradius III & IV	71	75%	Hardly classic enough to justify revisiting
Grand Theft Auto III	82	98%	The finest game the planet has ever seen!
GTA: Vice City	97	97%	Style with substance, machetes, screwdrivers, prostitutes and Ian Hammer
Gran Turismo 3: A-Spec	79	91%	Without a doubt, the ultimate racing sim!
Gran Turismo Concept	92	79%	Stunningly beautiful but average nonetheless. Obsessive *GT* fans only
GTC Africa	83	77%	A solid but unoriginal arcade racer from Rage
Guilty Gear X	85	80%	An enjoyable, if slightly flawed, old-skool fighting game
Gumball 3000	94	75%	Party, girls and cars makes for shallow but fun racer
Gungrave	96	69%	Beautiful manga animations can't disguise a shallow shooter
GunGriffon Blaze	72	83%	A short but exhilarating blast
Half-Life	84	89%	Brilliant yet no longer quite so breathtaking
Haven: Call Of The King	97	86%	Multifarious and expansive really aren't the words for this huge game
Headhunter	86	75%	An enjoyable adventure let down by some rough edges
Herdy Gerdy	88	80%	Incredible looking yet incredibly frustrating
Hitman 2: Silent Assassin	95	91%	Hard-edged assassinate-'em-up that plays as good as it looks
KO	87	90%	Just like Will Johnston – mesmerising and beautiful
International Superstar Soccer	70	75%	More *FIFA* than *ISS*
International League Soccer	79	87%	Bored with the established players? Try this substitute...
Iron Aces 2: Birds of Prey	88	40%	Shabby, dull, tired, mayday, MAYDAY!
ISS 2	89	79%	Lacks depth, but good fun nonetheless
Jade Cocoon 2	91	70%	Fairly engrossing despite its superficial banality
Jak And Daxter	86	91%	Surprisingly fun given that it's nothing new
James Bond In... Agent Under Fire	85	94%	Girls, guns and gadgets make the best Bond game to date!
James Bond: Nightfire	97	90%	Captures the Bond spirit wonderfully well
Jeremy McGrath Supercross	86	30%	It made us super-cross
Jet Ski Riders	85	60%	This will sink without trace and rightly so
Jonny Moseley Mad Trix	89	40%	You'd be mad to buy it!
Jungle Book Groove Party	77	89%	Entertaining and polished dance game
Kelly Slater's Pro Surfer	96	64%	Gnarly waves and a laid back style don't levitate this above the mundane
Kengo: Master Of Bushido	75	83%	Intelligent and original adventure
Kessen II	88	84%	A beautiful to watch, great to play strategy game
Kingdom Hearts	96	90%	Disney meets *Final Fantasy* and has a platform-RPG baby. A pretty one too
Kings Field: The Ancient City	91	23%	The most frustrating game of the issue. Crap
Klonoa 2: Lunatea's Veil	84	87%	A small yet beautifully formed platformer
Knockout Kings 2001	74	63%	A bit poor for PS2 – solo play only
Knockout Kings 2002	89	74%	A better update but still flawed especially in two-player
Kuzushi Hype, The	93	59%	*Arkanoid* clone that's expensive at import price
Legaia 2: Duel Saga	96	55%	RPG-by-numbers with unusual fighting system. Still naff though
Legends Of Wrestling	89	53%	Incredibly tedious, non-event of a wrestling game
Legion	94	57%	King Arthur turned in his grave. Twice
Lego Racers 2	81	87%	A fun-filled, well-structured cart racer with universal appeal
Le Mans 24hrs	78	89%	Competence personified, a fine racer which deserves attention
Le Tour De France	92	69%	Patience will determine your success or failure
Lethal Skies	94	79%	Acceptable airborne antics best off bought at discount
LMA Manager	89	88%	Little change over the PSone, but still as addictive as hell!
LMA Manager 2003	97	89%	Most up-to-date version of the best management game on the platform
LOTR: Fellowship Of The Ring	97	72%	Something that Tolkien fans should enjoy
LOTR: The Two Towers	96	78%	Beautiful to look at, but slightly repetitious to play. Contains elves

GAME TITLE	ISSUE	SCORE	WE SAY...
Lotus Challenge	80	72%	Licensed racing that'll test your skill and patience
Madden NFL 2001	70	91%	The definitive American footie title
Madden NFL 2002	83	91%	Subtle but welcome changes make this the best Madden game
Madden NFL 2003	96	85%	Plenty here for the hardcore fan of the chess-like sport
Mad Maestro	89	76%	Simple, daft and fun but should be cheaper
Magix Music Maker	86	63%	Flawed, but with the ability to entertain
Mat Hoffman's Pro BMX 2	94	82%	Capable if unoriginal fix of 'extreme' BMX thrills
Maximo	87	85%	An extremely polished 'homage' to the classic series
Max Payne	87	83%	It lets you shoot scumbags in slow motion
MDK2: Armageddon	76	74%	Nice, but not nearly slick enough
Medal of Honor: Frontline	90	98%	Initially harrowing and then totally consuming. Incredible
Men In Black 2	93	62%	Too limited and shallow to warrant serious attention
Metal Gear Solid 2 (NTSC)	85	77%	Self-indulgent yet stylish but still *Metal Gear*
Metal Gear Solid 2 (PAL)	87	81%	Bigger code that still can't live up to its own hype
Micro Machines	97	65%	Something little that doesn't go a long way
Midnight Club Street Racer	70	77%	'Best when dipped into' racer
Mike Tyson Heavyweight Boxing	91	20%	An absolutely listless piece of software
Ministry of Sound: Interactive Edition	80	70%	This is not a game we play...
Monsters, Inc	86	65%	The game really doesn't belong on a PS2!
Moto GP	73	78%	Addictive though imperfect biker
Moto GP 2	86	58%	No attempt has been made to fix the flaws of the original
Motor Mayhem	83	69%	*Twisted Metal* for the uninitiated
Mr Moskeeto	89	72%	Almost essential but let down but control and design issues
MTV Music Generator	77	89%	Any musical inclination? Buy it!
MX2002 featuring Ricky Carmichael	81	73%	Adequate racing but the competition is stiff
MX Superfly	94	79%	Fans of the original should note that this is markedly superior
NBA Hoopz	74	68%	Outdone by the PSone version!
NBA Live 2001	73	80%	Spot on sim, if that's your bag
NBA Live 2003	97	82%	Best version of the series so far
NBA Street	79	85%	Slick and street tough basketball authority boyee!
Need For Speed: Hot Pursuit 2	96	80%	Fast, but it doesn't take *Burnout 2*'s cigar
Next-Generation Tennis	91	57%	Painfully clear it's not how it should be
NHL 2001	70	82%	Imperfect but hugely addictive!
NHL 2002	85	89%	New-found brains with some redesigned brawn
NHL 2003	95	87%	Not strictly new, by the best update money can buy
NHL Hitz 2002	83	90%	Insane hockey that's a delight to play. Body-check it out!
NHL Hitz 2003	96	90%	Perfect addictive arcade thrills
Ninja Assault	95	70%	Fair translation of a rather boring arcade game
No One Lives Forever	88	80%	Fun and amusing shooter that lacks depth
NY Race	85	55%	A nice concept that's let down by its poor implementation
Oni	74	72%	Enjoyable but flawed adventure
Onimusha Warlords	78	91%	Another Capcom survival horror classic of the highest order
Onimusha: Samurai's Destiny 2	95	90%	Another Capcom survival horror classic of the highest order!
Operation Winback	76	60%	Flawed but tolerable stealth title
Orphen: Scion Of Sorcery	72	61%	This could have been fun
Parappa The Rapper 2	86	80%	*Parappa* again, same as ever, only easier!
Peter Pan: The Legends of Never Land	87	63%	It wears its consumerism cash-in badge with pride
Pirates: Legend of Black Kat	88	59%	Even for kids this is a real act of piracy
Polaroid Pete	85	80%	Those looking for the weird will find much to like here
Police 24/7	86	80%	Top shooting action – a nice complement to Time Crisis
Poolmaster	70	87%	Competent yet fun pool sim
Project Eden	82	91%	A big, fat, slightly rough diamond – well worth a look
Pro Tennis WTA Tour	94	63%	Bog standard women's tennis sim
Portal Runner	82	40%	Are we going to be swayed by a girl made of plastic? No!
Prisoner Of War	92	79%	Occasionally exciting, constantly aggravating but saved by true originality
Pro Evolution Soccer	83	97%	The best, most accurate, most intricate football game ever made
Pro Evolution Soccer 2	96	98%	The best, most accurate, most intricate football game ever made. Again
Project Zero	94	85%	Extremely well-done subscriber to the survival horror genre
Pro Rally	89	60%	Old-fashioned but good enough for casual fans
Quake III	75	90%	Breathtaking multiplayer frag-fest
Rayman M	91	30%	A game that not even the fans will forgive
Rayman Revolution	72	70%	Fun luvin' platform adventure
Rally Championship	90	85%	Fast, playable and challenging but lacking in atmosphere
Rally Fusion	96	73%	Challenging and different, but still in need of a spit and polish
Ratchet & Clank	96	93%	Great fun for the young at heart
RC Revenge Pro	71	78%	Novel but moody racer
RedCard	90	78%	Hugely entertaining Vinny Jones-'em-up
Red Faction	78	94%	Undoubtedly the cream of the FPS crop. Sicko's rejoice
Red Faction 2	96	89%	Flashier and more violent than the original, but not better
Ready To Rumble Round 2	71	83%	Massively enjoyable, if simplistic
Reign Of Fire	97	80%	Needed that extra couple of months in development
Resident Evil Code: Veronica*	77	95%	More a reworking than a revolution
Resident Evil Survivor 2 Code Veronica	87	63%	An almost totally wasted opportunity
Rez	85	73%	Competent shooter that eventually caves into confusion
Ridge Racer V	69	89%	A highly polished if unoriginal racer
Riding Spirits	95	72%	Plenty here for less demanding race fans to lap up
Ring Of Red	77	83%	Involving strategy, tense gameplay
Robot Warlords	75	56%	Robots on a go slow
Robotech Battlecry	97	65%	Worth a look at reduced price
Rocky	95	90%	"He's not a fighter, he's a killer!" Excellent interpretation of the classic movies
Rumble Racing	77	84%	A fun, if slightly repetitive, racer
Rune: Viking Warlord	81	50%	Ineffective and trite viking saga that belongs in the dark ages
Salt Lake 2002	86	37%	Lurchy steering and poor physics
Scooby-Doo Night Of 100 Frights	92	70%	Decent and playable but in no way original
Scorpion King	97	52%	Tripe smothered in gruel and then dipped in tripe again
SEGA Soccer Slam	97	55%	Rather flat experience that's best avoided
Shadow Hearts	88	71%	RGP with some good features and major flaws
Shadowman 2	89	65%	Disappointing follow-up to a disappointing original
Shadow Of Memories	74	89%	Intelligent and original adventure
Shadow Of Zorro, The	87	39%	The most un-Zorro game you're ever likely to play
Shaun Palmer's Pro Snowboarder	85	86%	Accessible, yet tough, snow-sliding fun
Shox	96	87%	Despite annoying american voicing this is a decent arcade racer
Silent Hill 2	83	73%	Retreads old ground all too well – pretty darn scary though
Silent Scope	70	81%	Highly tense, innovative shooter
Silent Scope 2: Dark Silhouette	84	68%	An inappropriate conversion of an already short-lived game
Silpheed: The Lost Planet*	71	57%	Mindless blaster with limited appeal
Simpsons Road Rage	84	86%	Like starring in your own episode, this is Simpsons-tastic!
Sky Odyssey	75	91%	Sky-high quality gameplay
Sky Surfer*	64	35%	An exceptionally poor boarding game
Slam Tennis	92	77%	A game tennis fans alone will appreciate
Sled Storm	89	80%	Another fun title from the 'BIG' team
Smash Court Tennis Pro Tournament	90	80%	Frustrating and annoying yet painfully addictive
Smuggler's Run	69	80%	Smuggle it into your cove as soon as possible
Smuggler's Run 2	84	66%	A pleasant engine and promising context
SOCOM: US Navy SEALS (import)	96	84%	Fun single-player – we can't wait to test it online
Soldier of Fortune – Gold	88	75%	Not the best but a contender for the goriest FPS
Soul Reaver 2: Legacy Of Kain	84	76%	Solid and lavish, but so unfulfilling
Space Channel 5	87	80%	Ulala and lacks in super cool 'Simon Says' game
Space Race	87	71%	Sufficiently placatory, if ultimately throwaway device
Spider-Man: The Movie	91	79%	Follows the age-old movie conversion formula but is still okay
Splashdown	83	90%	Ultra-realistic, visually outstanding, wet 'n' wild racing game
Spy Hunter	81	90%	It may be short-lived, but it burns soooo bright!
SSX	70	93%	A must-buy launch title
Star Wars Starfighter	75	92%	Stunning space battle simulator
Star Wars Jedi Starfighter	89	89%	No new surprises, but still great fun to play
Star Wars Racer Revenge	89	84%	Playable and atmospheric, but lacks the depth to be a classic
Star Trek: Elite Force	88	72%	Soaked in the atmosphere of the licence
State of Emergency	88	80%	violent arcade fun that's great in small doses
Stepping Selection*	64	70%	Reasonably fun, but limited, dancing game
Street Fighter EX3	63	33%	Time to call it quits for this old dog!
Stitch Experiment 626	94	48%	There's nothing here we haven't seen a thousand times before
Stuntman	93	85%	Compelling, extreme and addictive game that's rewards outweigh its frustrations
Sub Rebellion	95	76%	Involving underwater shooter that isn't sub-standard (Ha, we made a funny!)
Summoner 2	95	88%	Better than the original in every way and well worth a look
Super Bust A Move	71	80%	As great as it ever was...
Superman: Shadow Of Apokolips	96	59%	Even a Man Of Steel would find this hard to put up with
Super Trucks	91	69%	It's a cliché, but this is one for racing fans only
Surfing H30	72	46%	You'll be surf-board in no time
Swing Away Golf	71	70%	Strangely charmless, yet adequate
Taz Wanted	95	30%	Fair attempt to translate the wee devil to the digital world
TD: Overdrive	90	78%	Nothing speaks volumes except its average-ness
Tekken Tag Tournament	70	85%	Enjoyable addition to the family
Tekken 4	95	91%	As original as Heinz's 57th variety but classic nonetheless
Terminator: Dawn Of Fate	94	85%	Slick yet unoriginal slice of gaming that Arnie fans will lap up
Tetris Worlds	90	65%	Reasonable version that's way overpriced
Tiger Woods PGA Tour 2003	96	88%	Golf's top dog returns with another eagle
Theme Park World	71	85%	Weathered classic with knobs on
The Thing	94	85%	Retains all the hallmarks of the movie, just like a licence should do
This Is Football 2002	82	74%	Below average thanks to unappealing play
This Is Football 2003	96	70%	Finer in concept than in execution
Thunderhawk: Operation Phoenix	82	85%	Quick-fire chopper action that needs faster loading times
Tiger Woods PGA Tour 2001	74	84%	Slick and progressive golfing fun
Tiger Woods PGA Tour 2002	90	89%	More addictive and fun than golf should be
TimeSplitters	70	90%	Get that PS2 multi-tap now
TimeSplitters 2	95	94%	The most lovely beautiful and downright sexual FPS ever to grace the system
Time Crisis 2	83	90%	Spectacular and glossy shooter that does just what it's meant to!
TOCA Race Driver	94	83%	Not quite essential driving game with unique narrative approach
Top Angler	89	65%	One of the best fishing games on the market
Tony Hawk's Pro Skater 3	85	94%	A piece of interactive art – gorgeously playable
Tony Hawk's Pro Skater 4	97	95%	Can it get any better than this?
Top Gear Dare Devil	71	60%	Sedate but sure, verging on dull
Top Gun: Combat Zones	83	69%	Not quite the top gun, but a worthwhile, if comfortable, shooter
Treasure Planet	95	58%	Another naff Disney game. These people are evil, evil, evil, evil, evil, evil, evil...
Turok Evolution2	95	70%	A silly little game of the highest order

CONTINUES OVER...

TOP FIVE SHOOT-'EM-UPS



01 TIME CRISIS 2 – A classic arcade conversion!
02 Police 24/7
03 Rez
04 Star Wars Starfighter
05 Gradius III/IV

TOP FIVE SPORTS GAMES



01 PRO EVOLUTION SOCCER 2 – The best is still getting better!
02 Virtua Tennis 2
03 Tiger Woods PGA Tour 2003
04 Tony Hawk's Pro Skater 4
05 LMA Manager 2003

TOP FIVE STRATEGY ADVENTURE



01 GTA: VICE CITY – GTA in the Eighties – what joy!
02 Hitman 2: Silent Assassin
03 Deus Ex
04 Final Fantasy X
05 Devil May Cry

TOP FIVE PUZZLE/PARTY



01 PARAPPA THE RAPPER 2 – Hip hop hound still sick of noodles!
02 AquaAqua
03 Frequency
04 Super Bust-A-Move
05 MTV Music Generator

TOP FIVE RACING GAMES



01 BURNOUT 2: POINT OF IMPACT – The fastest racing game ever!
02 Gran Turismo 3: A Spec
03 Colin McRae 3
04 Wipeout Fusion
05 SSX Tricky

PLAYLIST

THE GREATEST GUIDE TO PLAYSTATION2 GAMES IN THE WORLD

TOP FIVE PLATFORMERS



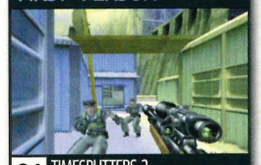
01 ICO — An enchanting, irresistible classic
02 Jak & Daxter
03 Ratchet And Clank
04 Klonoa 2
05 Crash Bandicoot: WOC

TOP FIVE BEAT-'EM-UPS



01 TEKKEN 4 — Hardly original but still absolutely essential
02 Virtua Fighter 4
03 Capcom Vs SNK 2
04 Dead Or Alive 2
05 R2R: Round 2

TOP FIVE FIRST-PERSON



01 TIMESPLITTERS 2 — Finest fps on the system
02 MOH: Frontline
03 Red Faction
04 007 Nightfire
05 No One Lives Forever

BAGSY MINE!

I WANT ONE OF THOSE!

WIND-UP MULTI MOBILE CHARGER

Motorola Freecharge £59

To be honest, and no offence to Motorola, we found a variant of this gadget that does pretty much the same job but only costs a tenner, so already we're concerned about the price and we haven't even told you what the bloody thing does yet. It's a mobile phone battery charger that charges up your mobile phone via an amazing device we like to call an alternator. You simply wind the device up and it'll put juice in your mobile – excellent. You can even make calls while a mate (or friend) does the winding. It really works. Yes, a gadget that has an actual purpose. Jesus H Christ we must have entered a new era of 'practical gadgetry' or something. Look, it's a great idea and you can even use it to make a penny or two by charging people for (get this) charging their phones should you find yourself in a remote area surrounded by frightened people with depleted phones. Hull, for example.



CONTINUED...

PLAYSTATION2

	Twin Caliber	95	59%	Nice idea, pulled off with the grace of a dead cow
	Twisted Metal Black	82	87%	Car combat finally comes of age!
	Ty The Tasmanian Tiger	97	70%	Kiddified platformer with stereotypical Aussie accents
	UEFA Challenge	79	79%	Challenge? That doesn't even begin to describe it...
	UFC Throwdown	96	73%	Cumbersome Ultimate Fighting sim that needs finesse
	Unreal Tournament	73	86%	Great, but struggling against PS2
	Vampire Night	88	72%	Decent lightgun action that lacks any real sparkle
*	Virtua Fighter 4*	87	94%	Impressive SEGA beat 'em-up converted to perfection
	Virtua Fighter 4	91	88%	Not quite as tasty as *Tekken 4*, but still fairly solid
*	Virtua Tennis 2	97	90%	One of the best multiplayer experiences on the console
	V-Rally 3	91	90%	A driving game for driving fans that's been worth the wait
	Wacky Races	78	65%	Charmless toony racer aimed at the nostalgic crown...
	Way Of The Samurai	95	78%	The original Ghost Dog and a game with a few small, yet glaring faults
	Weakest Link, The	83	80%	Here's to you, Mrs Robinson...
	Wild Wild Racing	69	64%	Competent but ultimately wearing racer
*	Wipeout Fusion	83	90%	The alternative *Wip3out*, Liverpool-style...
	World Championship Snooker	81	82%	Won't convert snooker haters, but still a solid simulation
	Worms Blast	89	68%	Lacks the weapons, skill and humour of the series
	WRC	85	74%	An excellent rally engine, let down by blasé course design
	WRCII: Extreme	97	85%	Fully licensed rally game that really has to be looked at
	Wreckless: The Yakuza Missions	97	77%	Hectic racer that fails to really truly inspire or offend
*	WWE: Shut Your Mouth	96	90%	More of the same, you know you want it you sad little perverts
*	WWF! Just Bring It	84	90%	Great, but not the definitive WWF title that we'd hoped for
	X-Squad	71	59%	Shooter with squandered potential
	Z.O.E	75	80%	Good looking but shallow shooter

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

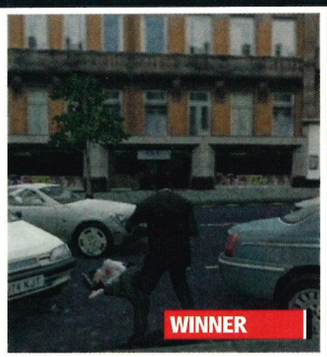
PLAY'S TOP 100 PSONE GAMES

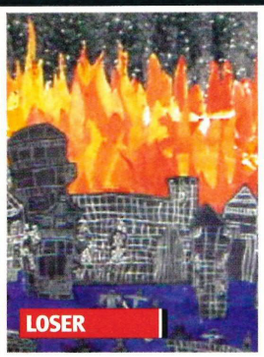
	GAME TITLE	ISSUE	SCORE	WE SAY...
*	Abes Oddysee	26	90%	One of the most addictive platformers on the PSX!
	Ace Combat 3	59	82%	Decent enough, but devoid of depth
*	Alien Resurrection	67	93%	*Quake* who?
*	AKS Smash Court Tennis	49	93%	The most fun you can have with a multi-tap...
*	Ape Escape	50	90%	Our favourite platform game on the PlayStation!
*	Ballistic	63	92%	The most addictive, and frustrating, game ever!
*	Bishi Bashi Special	62	92%	The best two-player party game around!
	Blood Omen: LOK	18	81%	Be a vampire – top bloody fun!
	Breath Of Fire IV	78	85%	Capcom proves there's plenty of life in the PSone
*	Broken Sword 2	28	90%	Beautifully intuitive point 'n' clicker
	Bust-A-Groove	41	89%	Platform-wearing party gaming!
	Bust-A-Move 4	43	86%	Sublime puzzle action featuring bubbles
	Capcom Vs SNK Millennium Fight 2000 Pro	91	89%	Capcom has done a superb job of squeezing everything on this one
*	Colin McRae Rally 2	64	92%	The best rally game ever. Even better than the first!
*	Colony Wars: Red Sun	60	91%	The slickest shoot-em-up in the galaxy!
	C&C: Retaliation	41	90%	Er... the 'new' last word in real-time war games!
	Cool Boarders 4	59	86%	Another great addition to the series
*	Crash Bandicoot 3: Warped	43	90%	The best *Crash* game on the PlayStation
	Crash Team Racing	56	88%	Great fun, but too slow in multiplayer...
	Cricket 2000	60	80%	A bit rough around the edges, but quite playable...
	Dark Omen	33	85%	Polished action/strategy simulation
*	Dead Or Alive	34	91%	Neat fighting game complete with wobbly t*ts!
*	Die Hard Trilogy	11	92%	Utterly brilliant, three film games in one
*	Dino Crisis	52	94%	Every ounce the monster it promised to be!
	Doom	03	85%	Top link-up, but now looking dated
*	Driver	50	92%	Believe the hype, a fantastic game
	Everybody's Golf 2	62	83%	Fun and rewarding, just like real golf is!
	Fade To Black	09	82%	Gripping sci-fi alien adventure!
	Fear Effect 2: Retro Helix	74	85%	Well improved over the original
*	FIFA '99	42	91%	The best *FIFA* game ever!
*	Final Fantasy VII - IX		94%	It's all good
*	F1 2000	62	91%	For a corking current F1 game, look no further
	Front Mission 3	62	84%	Mechal gear solid! A destructive delight!
*	Future Cop: LAPD	40	94%	The best isometric blaster we've ever seen!
	Grandia	60	87%	A top-notch RPG, but pig-ugly!
*	Gran Turismo 2	59	92%	Another generation of racing paradise!
	Grand Theft Auto 2	56	79%	A surprisingly playable sequel, sounds great too!
	Grind Session	65	85%	A fine addition to the skateboarding genre
*	Hogs Of War	64	90%	Fantastically good strategy. An absolute must.
	Incredible Crisis	69	82%	A hugely innovative collection of mini-games
*	ISS Pro Evolution 2	73	97%	Best footie game ever just got better!
	Int Track & Field 2	59	90%	Better than the first, with a wider variety of events!
	Klonoa: Door To Phantomile	30	83%	Fast and loveable Japanese platformer
	Knockout Kings 2000	56	84%	Better and more accessible than the original
	LMA Manager 2001	75	93%	The giant of footie management
	Marvel Vs Capcom	59	83%	Making it or loving it? The latter, but only just
*	Medal of Honor Underground	69	94%	The PlayStation's definitive first-person shooter
*	Metal Slug X	90	90%	One of the finest shoot-em-ups of recent years. Absolutely essential
*	Metal Gear Solid	42	94%	So much better than the PS2 sequel. Oh the controversy!
*	Micro Machines V3	19	90%	Blistering racing game. Fantastic!
	Mr Driller	68	89%	Obsessives of the world unite!
*	Muppet Race Mania	62	90%	Racing so good, it's silly!
*	Music 2000	56	92%	Infinitely better than the last, this is perfection
	NFL Blitz	42	87%	A serious *Madden* contender!
	Nuclear Strike	26	88%	Better looking and bigger than
	Omega Boost*	50	83%	An excellent game, but far too short
	Panzer Front Bis	88	80%	Superb WWII tank action/strategy
	Parappa The Rapper	24	87%	Tap the buttons, sing the rhyme. Brilliant!
	Parasite Eve 2	66	89%	Blemished, but slick nonetheless
	Point Blank 3	74	82%	The definitive *Point Blank* title
*	Power Diggerz	70	92%	Ludicrously complicated yet amazingly compulsive digging!
*	Pro Pinball: Timeshock	34	90%	The best pinball game available
	Puyo Puyo 4	59	87%	Still as addictive as ever!
*	Quake II	55	90%	A truly stunning accomplishment
*	R-Type Delta*	43	90%	Pure adrenalin-pumping shooting perfection!
	Rayman 2	67	82%	Triumphant 3D return of our 'armless friend
*	Resident Evil 2	32	90%	A truly spectacular sequel and utterly terrifying!
*	Ridge Racer Type 4	47	92%	Frighteningly fast arcade racing game
	Rival Schools	44	89%	Not as fast and fluid as the Japanese version
	Sheep Dog 'N' Wolf	79	84%	A funny and addictive puzzler
	Silent Hill	51	84%	Scary as hell, but rough around the edges
	Sled Storm	54	85%	Snowboarding with engines...
*	Smackdown! 2: KYR	71	92%	Same game but with nicer graphics
*	Soul Blade	17	96%	The best weapons-based beat-em-up on PSX!
*	Soul Reaver: Legacy Of Kain	50	92%	Better and darker than *Tomb Raider*...
	Soviet Strike	14	83%	Decent helicopter shoot-'em-up
*	Speed Freaks	52	90%	The greatest karting game ever...
	Spider-Man 2 Enter: Electro	82	85%	Our favourite web-slinger returns to PSone
*	Spyro The Dragon 2	55	90%	Builds on the original to become a classic!
	Syphon Filter 3	85	88%	By default, the best PSone game
*	Tekken 3	34	92%	Undoubtedly the greatest beat-'em-up around
	Tenchu	40	82%	Dark and deadly assassination action
	Test Drive 4	28	86%	Enough to blow your gasket!
	Theme Hospital	32	88%	More fun than a hospital could ever be!
*	Time Crisis	24	90%	Stupendous light-gun shooting action. Top
	Tombi 2	64	85%	An excellent piece of platforming action
*	Tomb Raider	14	92%	Improbable female anatomy simulator. Fair
*	Tony Hawk's Skateboarding 2	65	92%	Finest skater, bar none
*	Total NBA '98	36	90%	So good it walks on water, the best bar none!
*	TOCA: Touring Car 2	42	94%	Non-stop clutch burning bliss!
*	Toy Story Racer	76	92%	Cool racing game with a difference!
	Twisted Metal 2	16	88%	Remarkably compelling two-player blast-a-thon!
*	Vagrant Story	61	92%	Compelling RPG puzzler, looks a treat too
	Vandal Hearts II	63	84%	Engrossing and very playable adventure game
*	Vib Ribbon	65	91%	Truly unique dancing platformer
*	V-Rally 2	51	90%	World class action, an absolute screamer
	Wipeout 2097	13	93%	Far better than *Wipeout* – a stunning game
	World's Scariest Police Chases	79	80%	A tough and rewarding cop-based driving game
*	Worms: Armageddon	57	92%	A brilliant sequel that'll blow you away!
*	WWF Smackdown	61	92%	The best wrestling game available!
	X-Com: Terror From The Deep	15	88%	Deeply involving underwater strategy game
	X-Men Mutant Academy 2	82	80%	X-Men are back, and they are still very angry

HEAD-TO-HEAD THE GETAWAY'S LONDON VS SATAN'S LONDON (THE REAL ONE)

THE GETAWAY'S LONDON

Never in the field of videogames have so many vowels been twisted for so little reason. No offence to those of you who were born within earshot of bow bells. Or those of you who were hit on the head by bow bells while an umbilical cord pumped you with all the heavy metals your mother is exposed to. But come on, Londoners don't sound like that, do they? Maybe they do, but it's only through an electronic medium that we know the truth – like when you listen to your voice on an answering machine. Still, the streets look nice and clean don't they? And the people are so docile and ignorant, quite happy to watch you kill a policeman without feeling the need to reach for their mobile. This London has so many parking spaces too – if it wasn't for dominance of the species known as 'cockneys' we'd live there tomorrow.





LONDON (THE REAL ONE)

AD 60 and London is burned to the ground by Queen Boudicca of the Iceni tribe. September 1666 and a fire spreads from Puddle Lane to four fifths of the city. Woof! 1940 and the Luftwafe tied their best too. Bang! You people just don't get it do you – history wants you out of there. History reckons that living so close together for so many miles makes you a nice fat target. You can keep your London-centric view and your congestion and your oh-so cleverly named bars (called such things as Gash, Clank and Boomerang) and your people so up-to-the minute with their "fashion." You can keep the national news that seems to think that your steaming metropolis is The Nation. Yeah, so you've got your trendy record shops and the chance that some celebrity may walk into your boozer and order an Evian. You're oh so bloody civilised aren't you, and the rest of us are so bloody backward. Enjoy your crack epidemic and goodnight.

DVD SPY

YOUR PS2 ENJOYS THE COMPANY OF A DVD FILM AND WE WANT TO MAKE SURE THAT IT'S TIME WELL SPENT...

ROLLERBALL

Naveen Andrews, Chris Klein, LL Cool J
2.35:1 Dir. John McTiernan, 2002



Annoying film geeks among you will already know that *Rollerball* was a film that was made in 1975, starred James Caan and kicked a small amount of ass (as our American cousins would say). Annoying film geeks among you will also know that John McTiernan directed the (similarly kick ass) *Die Hard*. So, John McTiernan plus *Rollerball* equals a must-see movie event of the year, right? No. This new version is more concerned with the spectacle of the hyper-violent sport (roller hockey meets rugby and motorbikes) than any such things like, say character development and/or interest. This flick feels like it could have been there, but then suffered at the hands of a nervous studio who just wanted another average bums-on-seats braindeath movie rather than one which, like the original, managed to entertain through the spectacle of the sport and made you think. Well, at least a little bit.

RATING ★☆☆☆☆

SERPICO

Al Pacino, John Randolph, Jack Kehoe
1.85:1 Dir. Sidney Lumet 1973



Life as a New York cop isn't a sweet ride of doughnuts and kickbacks if you're Serpico. Nope, cops on the take just hate those who aren't and so we have this movie based on the real-life adventures of a pig who didn't want to eat out of the wrong trough. Pacino provides us with another great performance as the policeman who endures scorn, mistreatment and even bullets for standing up for what he believes in. This is a fascinating character study that manages to excite, enthuse and inform while also giving us a nice view of New York in the Seventies. Pacino's career has yet to hit the skids in such a dramatic way as say Robert 'Rocky And Bullwinkle' DeNiro, so the film doesn't have that "wow, they used to be really, really good" feel to it, which is nice. And the Real to Reel documentary doesn't just provide you with bad puns, it's genuinely interesting, so it is.

RATING ★★★★☆

DOG SOLDIERS

Liam Cunningham Kevin McKidd Sean Pertwee
1.85:1 Dir. Neil Marshall 2002



British horror is back and biting with this rather groovy take on the classic Werewolf genre. A team of soldiers are mucking about in the woods on some form of training exercise that involves mucking about in woods. Nothing too stressful there, until they discover another team of military personnel who seem to have been eaten by some form of animal – then the red stuff really starts to hit the fan. This is a low budget mini-masterpiece that negates wizbang special effects for genuine suspense and shocks as the dogs start to take apart the squad one by one, limb by limb. The producers commentary provides some insight into the putting together of small money and big fear and the whole packages does a great job of doing for woods what Jaws did for the sea.

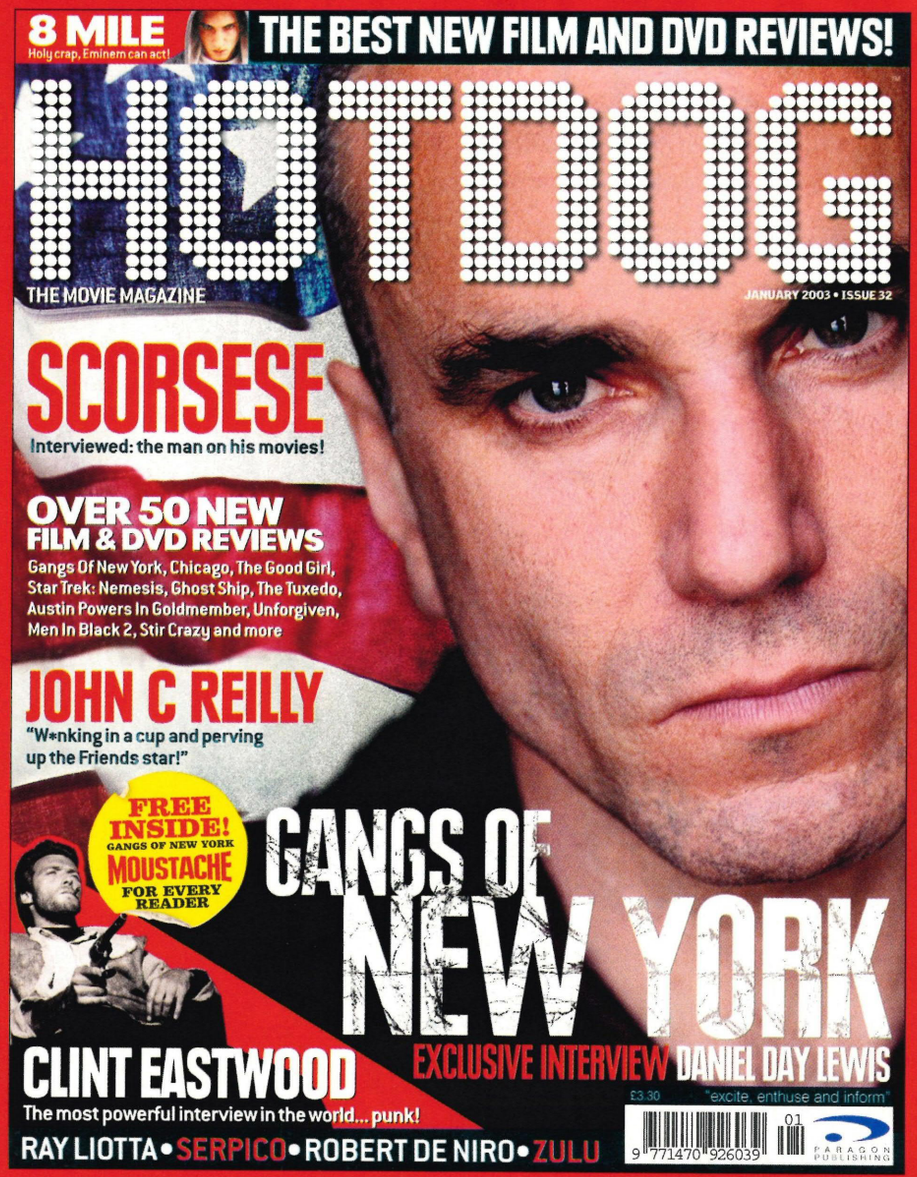
RATING ★★★★☆

HOTDOG

THE MOVIE MAG WITH ATTITUDE

Martin Scorsese – the man and his movies • Daniel Day Lewis – exclusive Gangs Of New York interview • Clint Eastwood • John C Reilly • Jennifer Aniston • Eminem in 8 Mile • David Cronenberg • The 10 greatest scripts never made • Serpico • and more!

Hotdog: wanna be in our gang?



ISSUE 32 ON SALE 27.12.02

NEXT MONTH

PLAYED OUT

THE UK'S BEST UNOFFICIAL PLAYSTATION2 MAGAZINE!

NEXT ISSUE AVAILABLE 23 JANUARY 2003

INTERACTIVE CHEATS EXPLOSION!

Just put it in and play! No typing, no commands, no hassles.

Don't let that game get you down. Don't start the year facing a mission too tough or a time too tricky. Instead boot up next month's exclusive PLAY Cheats DVD and bust those games wide open.

Next issue we hit the biggest games hard with the only free Interactive Cheats DVD on the shelf as we deliver the best codes for...



GTA: VICE CITY
Can't get 100%? Does that elusive second helicopter mission stump you? Fear not as our disc unlocks all the cars, guns and characters and take to the streets of *Vice City* unashamed to slaughter the innocent in a string bikini.



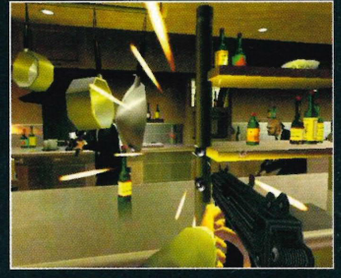
PRO EVOLUTION SOCCER 2
Fed up with all those fake names and strips, have no fears this unique code replaces everything with the real names, clubs, strips and unlocks all the classic teams and players. Can you really ask for more?



HITMAN 2: SILENT ASSASSIN
Cruise through the game with the aid of all the weapons, tools and costumes needed to assassinate the world's worst criminals. We're afraid we won't be able to grow the bald fella's hair back though.



TIMESPLITTERS 2
Following our groundbreaking and extensive map and guide we give you the cheats. Unlock all the levels, sub-missions, mini-games and every weapon, gadget and character in the best fps on PS2.



007: NIGHTFIRE
Having trouble discovering Scaramanga or unlocking Odd Job? Take comfort in the knowledge that we have no such worries. These cheat codes will give you all the arenas, weapons and characters!

reviewed!



MORTAL KOMBAT: DEADLY ALLIANCE
We've had *Spy Hunter* and *Defender*, but can Midway make it three in a row for their roller coaster of old-skool updates? (Here's a hint: Yes they can.)



PRIMAL
It's been so long in development even *The Getaway* has come and gone, but Sony's demonic adventure promises to give Lara Croft a run for her money. Discover all next issue.

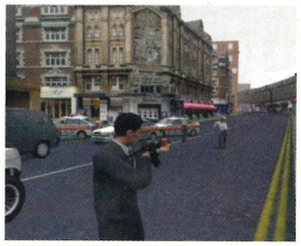


STAR WARS: THE CLONE WARS
Begun has Activision's year, and with a *Star Wars* game too. We get stuck in the middle of the galaxy's greatest battle as the Jedi face off against the Sith.

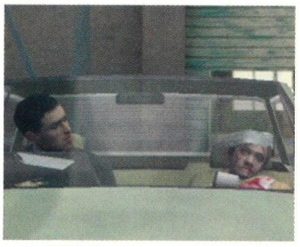
DOUBLE PLEASURE

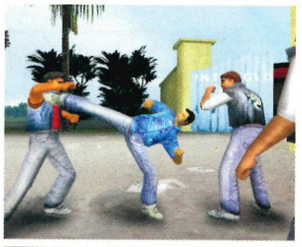
EXCLUSIVE GTA VICE CITY CODES AND MASSIVE GETAWAY GUIDE!

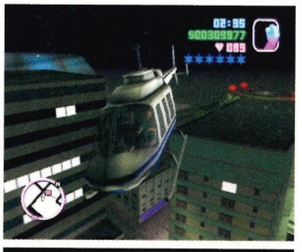
Inside PLAY next month you'll find the only *Getaway* guide worth reading and more *Vice City* codes!

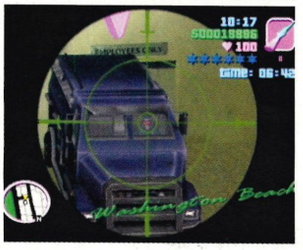




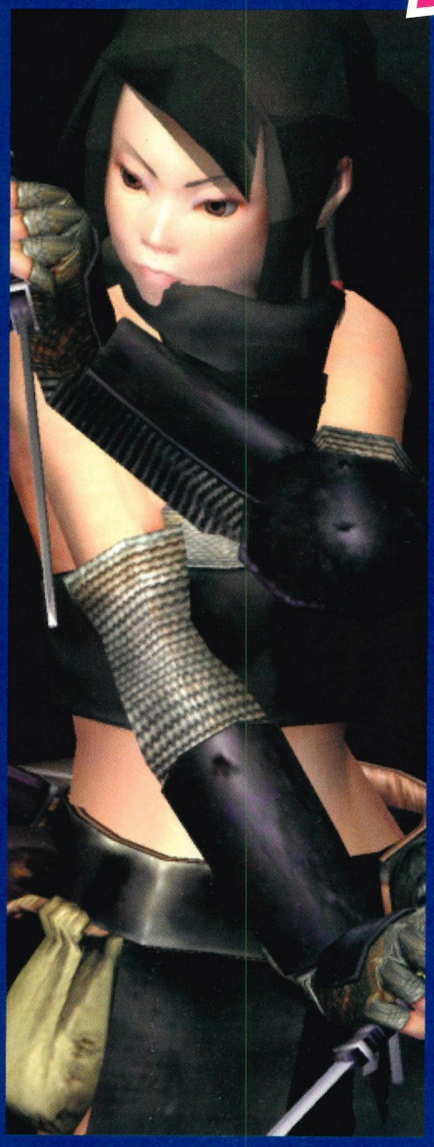








exclusive



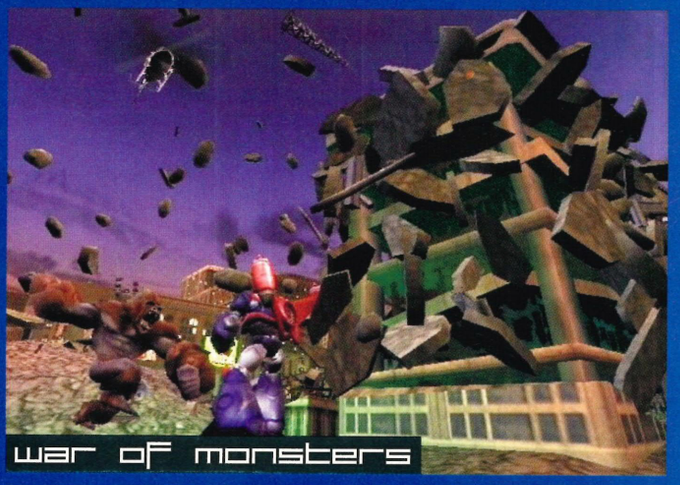
Tenchu 3

The original stealth assassin returns next month and PLAY has exclusive hands-on coverage of the game gore was invented for! Hack off heads, dismember village girls and poison dogs with sour rice in the only game to rival *Hitman 2*.





true crimes

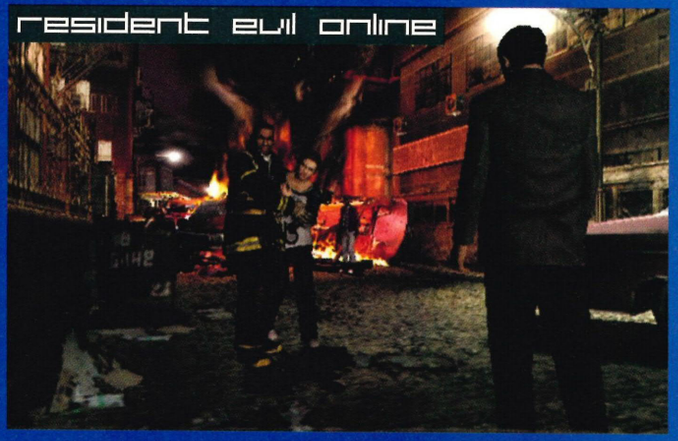


war of monsters

Enough about busting open the games you have got, what about the games you haven't played? Next month PLAY will unveil all the biggest games of 2003 and the wide world of online gaming.

Lining up on the test bed next issue will be *SOCOM: US Navy SEALS, Hardware, EverQuest, Resident Evil Online, Jurassic Park, Galerians, Warhammer 40, 000: Fire Warrior, True Crimes: The Streets Of LA, RoboCop, Run Like Hell, X-Men, Def Jam Vendetta, Silent Scope 3, Evolution Skateboarding, Way Of The Samurai, Pac-Man World 2, Tomb Raider: Angel Of Darkness, Shinobi, War Of The Monsters, Mark Of Kri, The Sims, Starsky & Hutch, Dark Angel, Rolling* and more on *Gran Turismo 4*.

resident evil online



MEDIA MAUL

the time: late **the place:** the media **the mission:** mauling

Hate mail

FRIDAY, DECEMBER 27, 2002

40P

20% OFF FULL BODY COSMETIC SURGERY

TOKEN PAGE 52

Kojima: MGS "Substance" and the dangers to your precious child's health

SEE PAGE SEVEN



Shocking statistic reveals what we've always feared

ONE IN THREE ARE FOREIGN

BRITAIN's three million PlayStation2 owners were left devastated last night when it was revealed that a shocking one in three of the games they own were of foreign origin.

By **Michael Righteous and Julie Virtue**

Chief Secretary to the Treasury, Paul Boateng, is expected to make a statement borne out of a hastily constructed tissue of lies later today in an attempt to prove that these findings are in some way a triumph for the Great British videogames industry.

He will take this most outrageous of statistics and attempt to turn it on its head, but it is too late since the *Hate Mail* is neither happy nor pleased to report the grim facts of this most heinous of wounds to this country's pride.

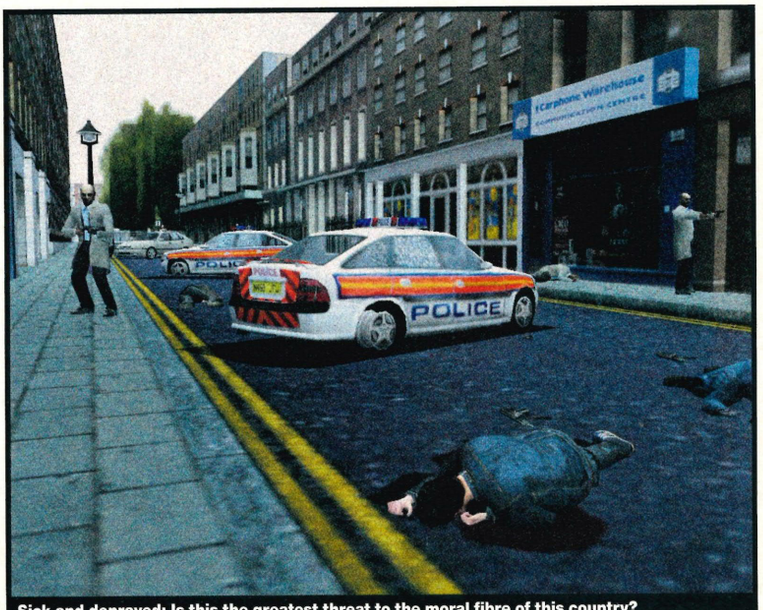
Fact: Pro Evolution Soccer is a game based on the British activity know as football and was created in JAPAN.

Fact: FIFA 2003, another game based on the British activity of football, was created in CANADA, a country that happily speaks both FRENCH and English as if they are in some way related.

Even the most British of cultural icons, James Bond, is now in the clutches of an army of unwashed foreigners who will stop at nothing to make this great country drown in their insidious code.

This revelation comes but two weeks after one of our sources revealed that the majority of gaming peripherals that are being sold to our children have been made in CHINA. This full-on attack on all that is decent

Turn to Page 4, col. 1



Sick and depraved: Is this the greatest threat to the moral fibre of this country?
Would you let your child kill a policeman? *The Getaway* is but one of many new games that feature sex, violence and repulsive cockney accents.

CALL ME 24/7, I'VE GOT WHAT YOU NEED!



The Cheatmistress presents

CHEATS UNLIMITED

FAST ACCESS TO CHEATS & GUIDES

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PLAYSTATION 2

A = 01
Ace Combat 4: S. Skies
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alone in the Dark 4
Armoured Core 2
Army Men RTS
Atlantis 3: New World

B = 02
Baldur's Gate: Dark All.
Batman Vengeance
Blade 2
Blood Omen 2
Bouncer
Burnout
Burnout 2 Point of Impact

C = 03
C.Bandicoot: W.of Cortex
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Crazy Taxi

D = 04
Dark Cloud
Dave Mirra BMX 2
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Draken: Ancient Gates
Dropship
Dynasty Warriors 2
Dynasty Warriors 3

E = 05
End Game
Escape Monkey Island
Extermination
Extreme G 3

F = 06
FIFA 2002
FIFA 2003
Final Fantasy 10
Fire Blade

G = 07
G1 Jockey
Godai: Elemental Force
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
Gun Griffon Blaze

H = 08
Half Life
Harry Potter C.of Secrets
Headhunter
Heroes of Might & Magic
Hitman 2: Silent Ass.

J = 10
J.Bond: Agent Under Fire
Jak & Daxter

K = 11
Kelly Slater's Pro Surfer
Kessen 2
Kingdom Hearts

L = 12
Largo Winch
Legaia: Duel Saga
LMA Manager 2002
LMA Manager 2003
L. of Rings Two Towers

M = 13
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
Medal of Honor Frontline
Metal Gear Solid 2
Midnight Club
Mike Tyson Boxing
Monkey Island (Escape)
Mummy Returns
MX 2002

N = 14
Need for Speed H.Purs.2
No-One Lives Forever

O = 15
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback

P = 16
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Project Zero

R = 18
Ratchet and Clank
Red Faction
Red Faction 2
Res.Evil: C Veronica X
Robot Wars
Rocky
Rune: Viking Warlord

S = 19
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Shadow Hearts
Shadow Man 2
Shadow of Memories
Silent Hill 2
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smugglers Run
Smugglers Run 2
Soldier of Fortune
Soul Reaver 2
Spiderman The Movie
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
State of Emergency
Stuntman
Summoner
Summoner 2

T = 20
Tekken 4
Terminator: Dawn of Fate
The Thing
The Two Towers
Theme Park World
This is Football 2003
Tiger Woods Golf 2002
Time Splitters
Time Splitters 2
TOCA Race Driver
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution

V = 22
Vice City, G.T.A.
V-Rally 3

W = 23
WRC: World Rally Champ
WWE Smackdown! SYM
WWF Smackdown! J.B.I.

Plus Many More...

PLAYSTATION

A = 01
A Bug's Life
Abe's Exoddus
Abe's Odysee
Ace Combat 3
Action Bass
Action Man Dest. X
Air Combat
Aladdin: Nasira's Rev.
Alex F's Player Man. '02
Alex F's Player Man.2001
Alien Resurrection
Alien Trilogy
Alone in the Dark 2
Alone in the Dark 4
Alundra
Alundra 2
Amerzone
Anna Kournikova Tennis
Ape Escape
Apocalypse
Army Men 3D
Army Men: Air Attack
Army Men: Air Attack 2
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: Omega Sold.
Army Men: S's Heroes 2
Army Men: Team Assault
Army Men: World War
Atlantis
Azure Dreams

B = 02
Ball Blazer Champions
Batman and Robin
Battle Tanx Global Ass.
Beast Wars Transformers
Black & White
Blade
Blast Radius
Blood Omen: L. of Kain
Bomberman Fant. Racer
Bond: T.W.I.N.E.
Bond: Tom. Never Dies
Breath of Fire 3
Breath of Fire 4
Brian Lara Cricket
Broken Sword 1
Broken Sword 2
Bugs & Taz: Time Busters
Bugs Bunny Lost in Time
Bug's Life
Buzz Lightyear Star C.

C = 03
C&C: Red Alert
C&C: Retaliation
C-12 Final Resistance
Carmageddon
Casper
Championship Bass
Chase the Express
City of Lost Children
Civilisation 2
Colin McRae Rally
Colin McRae Rally 2
Colony Wars Red Sun
Command & Conquer
Constructor
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing
Croc
Croc 2

D = 04
D Mirra BMX: Max Remix
D. Nukem: Time to Kill
Danger Girl
Dave Mirra BMX
David Beckham Soccer
Death Trap Dungeon
Delta Force: U. Warfare
Destruction Derby
Destruction Derby Raw
Die Hard Trilogy
Die Hard Trilogy 2
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Digimon World 3
Dino Crisis
Dino Crisis 2
Disc World 2
Discworld Noir
Disney's Dinosaur
Doom
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z: Fin Bout
Dragonball Z: Ult. Bat.22
Driver
Driver 2
Ducati World
Duke Nukem
Duke Nukem: L.of Babes
Dukes of Hazzard
Dune

E = 05
Eagle One Harrier Att.
ECW Anarchy Rulz
ECW Hardcore Rev.
Emperor's New Groove
Everybody's Golf 2
Evil Dead
Exhumed

F = 06
F1 2000
FA P. Lgue F'ball Man.'01
FA P.Lgue F'ball Man.'00
FA Premier League Stars
Fade to Black
Fear Effect
Fear Effect: Retro Helix
FIFA 2000
FIFA 2001
FIFA 2002
FIFA 98
FIFA 99
FIFA World Cup 2002
Fifth Element
Fighting Force 2
Final Doom
Final Fantasy 4
Final Fantasy 5
Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Fisherman's Bait
Ford Racing
Forsaken
Freestyle Scooter

G = 07
Galerians
Gauntlet Legends
Gex 3 Deep Cover Gecko
G-Police
Gran Turismo
Gran Turismo 2
Grand Theft Auto
Grand Theft Auto 2
Grandia
Grinch
GTA: London 1969
Guardian's Crusade
Gundam Battle Assault
Gundam Battle Assault 2

H = 08
Hard Edge
Hardcore 4X4
Harry Potter
Harvest Moon
Heart Of Darkness
Hercules
Hidden & Dangerous
Hogs of War
Hot Wheels Ext. Racing
Hot Wheels Turbo Racing
Hybrid

I = 09
In Cold Blood
Incredible Crisis
Independence Day
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 10
Jackie Chan Stuntmaster
Jade Cocoon
James Bond: 007 Racing
James Bond: T. N. Dies
James Bond: T.W.I.N.E.
Jedi Power Battles
Jimmy White's 2: Cueball
Jurassic Park: Lost World

K = 11
Knockout Kings 2000
Knockout Kings 2001
Koudelka

L = 12
Largo Winch
Legacy of Kain
Legend of Dragoon
Lego Racers
LMA Manager
LMA Manager 2001
LMA Manager 2002
Louvre: The Final Curse

M = 13
Machine Hunter
Martian Gothic
Marvel vs Street Fighter
Mat Hoffman's Pro BMX
Medal of Honor
Medal of Honor Underg.
MediEvil
MediEvil 2
Men in Black
Men In Black: Crashdown
Metal Gear Solid
Millionaire
Mission Impossible
Monopoly
Monster Rancher
Monsters Inc
Mortal Kombat Trilogy
Mortal Kombat: S.Forces

N = 14
Nascar 2000
Necronomicon
Need 4 Speed 3: Hot P.
Need 4 Speed: Porsche
Need 4 Speed: Road Ch.
NHL 2000
Nicktoons Racing
Nightmare Creatures 2

O = 15
Oddworld 1: Abe's Odd.
Oddworld 2: Abe's Ex.
ODT (Esc. or Die Trying)
Overblood 2

P = 16
Pac Man World
Pandemonium
Panzer Front Bis.
Parasite Eve 2
Player Manager 2000
Player Manager 2001
Player Manager 2002
Popstar Maker
Populous the Beginning
Porsche Challenge
Power Rangers
Power Rangers: T. Force
Premier Manager 2000
Premier Manager 98
Premier Manager 99
Pro Evolution Soccer

Q = 17
Quake 2

R = 18
Railroad Tycoon 2
Rainbow Six
Rayman
Rayman 2
Rayman Rush
Ready 2 Rumble 2
Ready 2 Rumble Boxing
Red Alert (C&C)
Reel Fishing 2
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: Dir's Cut
Resident Evil: Survivor
Re-Volt
Ridge Racer
Ridge Racer Type 4
Riven
Road Rash Jailbreak
Rogue Spear
Ronaldo V Football
Ronin Blade
Rugrats: Search 4 Reptar

S = 19
Shadowman
Silent Bomber
Silent Hill
Sim City 2000
Simpsons Wrestling
Sled Storm
Smackdown
Smackdown 2
Soul Blade
Soul Reaver
South Park Rally
Soviet Strike
Space Invaders
Spec Ops: Covert Assault
Spec Ops: Rangers Elite
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon
Star Trek: Invasion
Star Wars Jedi P. Battles
Star Wars: Demolition
Star Wars: Phantom M.
Street Fighter Alpha 3
Street Fighter Ex Plus 2
Stuart Little 2
Sydney 2000
Syphon Filter
Syphon Filter 2
Syphon Filter 3

T = 20
Tarzan
Technomage
Tekken
Tekken 2
Tekken 3
The Italian Job
The Legend of Dragoon
The Lost World
The Mummy
The Simpson Wrestling
The World is not Enough
Theme Hospital
Theme Park
Theme Park World
This is Football 2
Thrasher Skate & Dest
TOCA Touring Cars 2
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tomorrow Never Dies
Tony Hawk's
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's 4
Toy Story 2
Tunguska

U = 21
UEFA Champion League
Urban Chaos

V = 22
Vagrant Story
Vandals Hearts 2
Vanishing Point
Vigilante 8 - 2nd Off.
V-Rally 2

W = 23
Warzone 2100
WCW Backstage Assault
WCW Mayhem
WCW/nWo Thunder
Who Wants 2BA Million.
Wild Arms
Wip3out
World Champ. Snooker
World is not Enough
World's S. Police Chases
Worms Armageddon
Wu Tang:Taste the Pain
WWF Attitude
WWF Smackdown
WWF Smackdown 2
WWF War Zone

X = 24
X Men Mutant Academy2
Xena Warrior Princess
X-Files

Y = 25
YuGiOh! Dual Monsters

0-9 = 27
007 Racing

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