100TH ISSUE SPECIAL

ISSUE NO.100

PLAY

プレイステーション

THE UK'S BEST UNOFFICIAL PLAYSTATION®2 MAGAZINE

PLAY magazine issue 100 2003

SOUL CALIBUR II

WORLD EXCLUSIVE!

■ Heihachi returns in Namco's greatest beat-'em-up yet. See it here first!

FIRST REVIEW!

DEVIL MAY CRY 2

■ Read our verdict on Capcom's gun-crazy masterpiece first!

EXCLUSIVE REVIEW!

TENCHU WRATH OF HEAVEN

■ We review the game *MGS2* should have been!

TIME CRISIS 3

■ Set your sights on the return of Namco's frantic light-gun series!

ON TEST

DIE HARD VENDETTA ■ INDIANA JONES ■ **DARK CHRONICLE** ■ RESIDENT EVIL DEAD AIM ■ **MOTO GP 3** ■ PAC-MAN WORLD 2 ■ **MARK OF KRI** ■ HARD HITTER 2 **GALERIANS: ASH** ■ PRIMAL ■ **WAR OF THE MONSTERS** ■ PARIS DAKAR 2 **ZAPPER** ■ SPLINTER CELL ■ **DEF JAM VENDETTA** ■ PLUS EVEN MORE

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PLAY magazine issue 100 2003 SOUL CALIBUR II • TIME CRISIS 3 • DEVIL MAY CRY 2 • SPLINTER CELL • METAL GEAR SOLID 2: SUBSTANCE • PRIMAL • TENCHU: WRATH OF HEAVEN • AND MORE...



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Welcome to Oblivion.

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PlayStation.2

THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

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page 54 *Devil May Cry 2*



Editor's Word

Welcome to issue #100 of PLAY magazine and a celebration of nine years of PlayStation gaming. Nine years that have seen Sony rise from a big Japanese company that made popular music gizmos, to a big Japanese company that made the world's most popular games console. Quite the 'party guy' then.

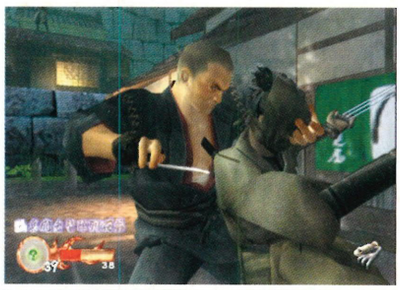
Sony was unstoppable and so was PLAY as we eagerly snapped up the biggest games and lost our heads to the likes of *Wipeout*, *Ridge Racer* and *Tekken*. It's a journey that's seen the arrival and departure of six editors and countless staff writers all eager to deliver the biggest games to you, the reader, first, without bias and with a healthy dose of honesty. We have annoyed peoplealong the way – Konami didn't like us breaking the egg that was *Metal Gear Solid 2* and telling the world "it's *all right*, but not great", but we've always made it our priority to tell it just like it is. Join us on page 72 to celebrate such honesty and the defining moments in PlayStation gaming from the last 100 issues as we reveal the 100 greatest PlayStation games of all time.

But have no fears, we haven't forgotten that this is 2003, no siree – this issue is as packed as ever with the best games coming your way in the next few months, including exclusive first looks at *Soul Calibur II* (possibly the greatest beat-'em-up ever to draw blood), *Time Crisis 3* and *Fear Effect: Inferno*. And that's before we've even hit the review section with the world exclusive on *Tenchu: Wrath Of Heaven* (the PS2 debut of the PlayStation's first and arguably best stealth adventure) rubbing shoulders with the first unbiased opinion on *Devil May Cry 2* and *Metal Gear Solid 2: Substance*.

PLAY will always be there first with the big games and first with the opinion you can trust. Expect some big things from the UK's oldest and best unofficial PlayStation magazine in 2003.

See you in issue #101...

Ian Dean
Deputy Editor



Tenchu
Wrath Of Heaven



Time Crisis 3



Soul Calibur II

on the DVD

We've packed all the latest cheats for all the biggest games on this month's cover disc including *The Getaway*, *Pro Evolution 2* and much more!



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THE UK'S BEST UNOFFICIAL PLAYSTATION®2 MAGAZINE!

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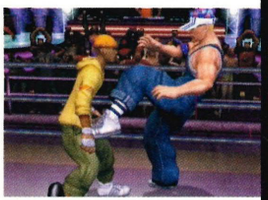
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SOULCALIBUR II

WORLD EXCLUSIVE!

Sharpen those knives for the sequel everyone's been after. Read all about Namco's return to form with the exclusive first look at this year's best beat-'em-up.

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REVIEWED!

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ON PAGE 72

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> PLAY offers the kind of hard-edged opinion that can only come with experience and integrity. Its strong brand means that it is first choice for gamers who want both trustworthy and entertaining reviews. Turn to page 98 for more details.

CALL THE SUBSCRIPTIONS HOTLINE ON 01454 642442

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PLAY EXCLUSIVE

FEEL THE FEAR

a tale of mercenary love...

EIDOS INTERACTIVE HAS ANNOUNCED THAT the third chapter in the *Fear Effect* saga, *Fear Effect Inferno*, will be available on PS2 this summer. Currently being developed by Kronos, this will be the series' first appearance on a next-generation console.

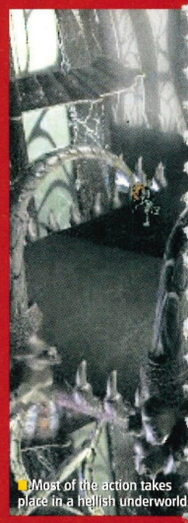
This instalment of the action-adventure series will see the return of your favourite mercenaries, Rain Qin and Hana Tsu-Vachel, whom you will remember for their pendulous breasts and homosexual tendencies, and Jacob "Deke" Dacourt and Royce Glas, whom you probably won't remember at all. You'll be required to play as each character at different points during the game.

The distinctive graphical style of the previous games has been kept, along with the implementation of fully interactive 3D combat environments. Supposedly, the transition between the 2D and 3D environments will be "seamless", as will be the switch between gameplay and cinematics. Naturally, the 2D pre-rendered backgrounds have been massively improved in terms of detail, animation and lighting.

■ *Fear Effect: Inferno* is set to become a more action-orientated experience than its predecessors and features what has been described as a "sophisticated combat system" with each character utilising their own distinctive combos, finishing moves and grapples. These action sequences will still be broken up by puzzles, which will require you to employ some contextual thinking in order to progress. This time around the decisions you make in the game will dictate how events unfold and ultimately how the tale ends. You can also view the action from the viewpoint of your enemies; exactly what this means and how it will be implemented remains to be seen, but it sounds quite interesting. There's also a new inventory system that should make it easier for manipulating weapons and items.

The game is set a few years after the original *Fear Effect* (the second one was a prequel) and Hana has finally earned enough money to buy out her contract with the Hong Kong Triads. Only problem is that the Triad boss, Minkz, refuses her offer and threatens to murder Rain, the one person she really cares about. Unable to remain attached to the gang and too in love with Rain to betray her, the only way out is to eliminate Minkz.

With the help of her aforementioned colleagues, she sets out to do just that. But all is not what it seems and they soon find themselves dragged into a strange, hellish world. The 'fear' effect has begun again... ■

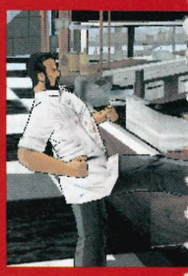


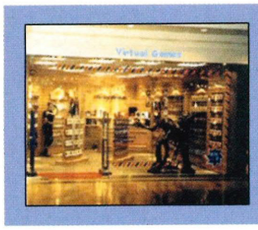
■ Most of the action takes place in a hellish underworld











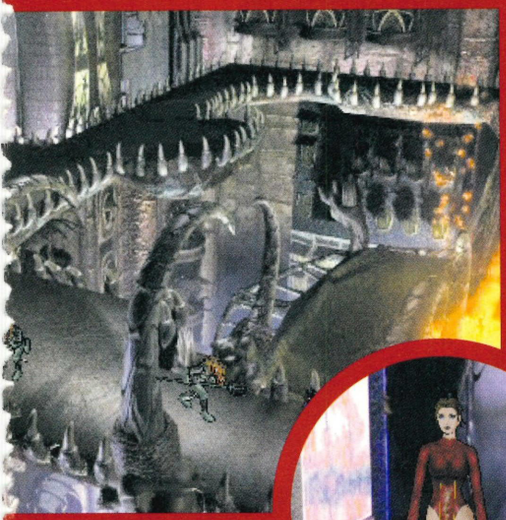
lara croft high street shocker

Indie videogames retail chain Virtual Games have pulled off one of the most appropriate publicity stunts possible. The store will be making an appearance in Paramount Picture's sequel to the *Tomb Raider* movie, starring Angelina Jolie. A recreation of a Virtual Games store will be seen in a Hong Kong shopping mall and extras will be carrying Virtual Games bags.



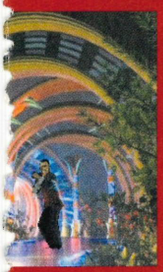
gradius comeback

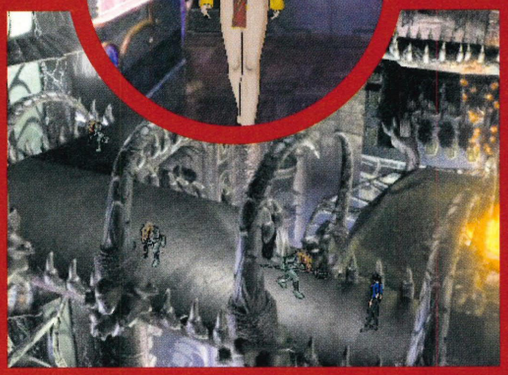
Konami will be releasing *Gradius V*, the latest in its classic space shoot-'em-up series, for PS2 some time this Autumn, it was announced at the company's Gamers' Day event. It will feature 3D graphics, old-skool 2D gameplay and a new control scheme that will give the player "more control than ever." Hopefully it may breathe some life into an almost defunct genre.

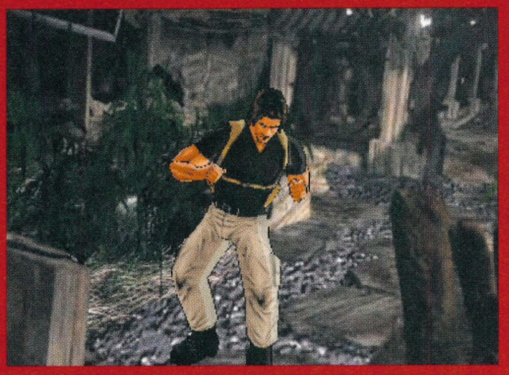




Rule of thumb – never mess with an angry chef.









"SOPHISTICATED COMBAT MEANS EACH CHARACTER UTILISES THEIR OWN DISTINCTIVE MOVES"

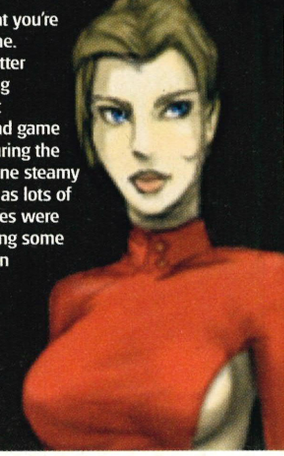


FOR THE LOVE OF A WOMAN...

We know the only reason that you're really interested in this game. Lesbians, right? For want of a better phrase, there's no point in beating about the bush, as you no doubt remember very clearly, the second game had a few naked moments featuring the curvaceous heroines, including one steamy moment in an elevator, as well as lots of flirtatious chitchat. Adult themes were prevalent throughout, including some grisly death scenes and even (shock, horror) some bad language. So, does this theme continue into the third episode? Look at these early screens and judge for yourself.



All full-blooded men should be at least 'curious' about the context of this shot.



Breast side story: *Inferno*'s narrative will no doubt follow a rather naughty theme.

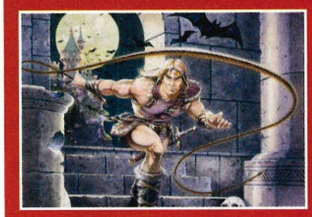
nozin around

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.



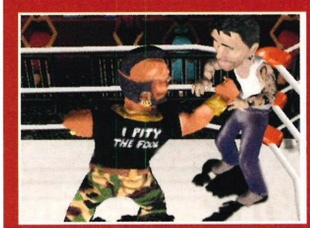
SPLATTERHOUSE RETURNS?

Any of you who had a MegaDrive back in the day will be well acquainted with the classic *SplatterHouse* franchise. Well, we've heard a whisper on the wind that would indicate Namco might be currently developing a new sequel to the gory horror beat-'em-up series. If we get any more on this, you'll be the first to know.



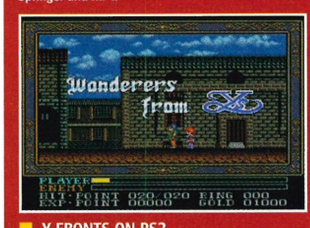
NEW CASTLEVANIA

Although Konami have hinted at this a few times now, it has officially announced that a new console *Castlevania* game is in the works. Konami is still being tight-lipped as to exactly which console this new chapter in the classic series is headed for, but we can confidently assume it'll be the PS2.



CELEBRITY DEATHMATCH LINEUP

Gotham Games have found some 'celebrities' to feature in their upcoming *MTV's Celebrity Deathmatch* game. The list is as follows: Carrot Top, Miss Cleo, Shannon Doherty, Carmen Electra, Ron Jeremy, Tommy Lee, Marilyn Manson, NSYNC, Busta Rhymes, Dennis Rodman, Anna Nicole Smith, Jerry Springer and Mr T.



Y FRONTS ON PS2

The PC versions of classic RPG series *Ys I* and *II* will be ported to PS2. The updated versions will feature new cut-scenes, remixed music and additional features. This series has been around for nearly 14 years, dating back to the NES, so it's been a long time in coming to PS2, but will it be worth the wait?



MONSTER MASH

Todd McFarlane is working with Konami on a game for PS2 based on his McFarlane's Monsters line of action figures. The characters, which are based on popular iconic monsters like Dracula and Frankenstein, will be placed into a 19th Century *Dynasty Warriors*-style action game.

jap's eye



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

stag night

Taito has announced that it will be releasing a port of its arcade game *XII Stag* for the PS2. It's an old-skool vertical scrolling shoot-'em-up, which was released in the arcades and proved quite popular last year. Perhaps Taito will be encouraging gamers to turn their TVs on their side to get the most out of it? It's scheduled to be released in Japan on 20 March for 6,800 Yen.





battleships

This spring Koei is planning to release naval battle simulation game *Kurogane No Houko 2: Warship Gunner* for PS2. In the game you become a warship commander and battle against other 'evil' warships and earn money at it in the process. You can then use your currency to design and build stronger ships.

ruined prophesy

New images and info has been released on Namco's PS2 online RPG, *Venus And Braves: Goddess And Prophecy Of Ruin*, scheduled to be released in Japan on 13 February. Firstly there's the "Gestalt System", whereby each character can mate with another and have children that will inherit their special abilities. There's also a "Summon System' which allows you to summon sacred beasts and deliver fatal attacks upon enemies.





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PS2 SHIPMENTS REACH 50 MILLION

IF YOU PUT THEM END TO END, THAT'S PROBABLY ENOUGH TO GET TO THE MOON...

SONY HAS ANNOUNCED THAT THE cumulative worldwide factory shipment of PlayStation2s has reached 50 million units. That's a lot of consoles and is a result that rests leagues ahead of the competition.

But does this interest you as a PS2 owner? Do you care? Will it increase your console enjoyment? Or are these just the kind of meaningless figures that nerds and fanboys love to shout about? And where do you stand on that whole 'fanboy' thing anyway? Here's what some of the finest minds on the PS2 forum of TGN had to say on the matter:

- **NUMPTY:** "Good news for PS2 owners as it assures great ongoing third-party support"
- **JIGGY:** "This does not interest me one bit"
- **BMXGAMER:** "I want a white creamy one"
- **METALGEAREX:** "Proves that the PS2 isn't dead yet and is running full steam ahead"

HALLOWED TURF

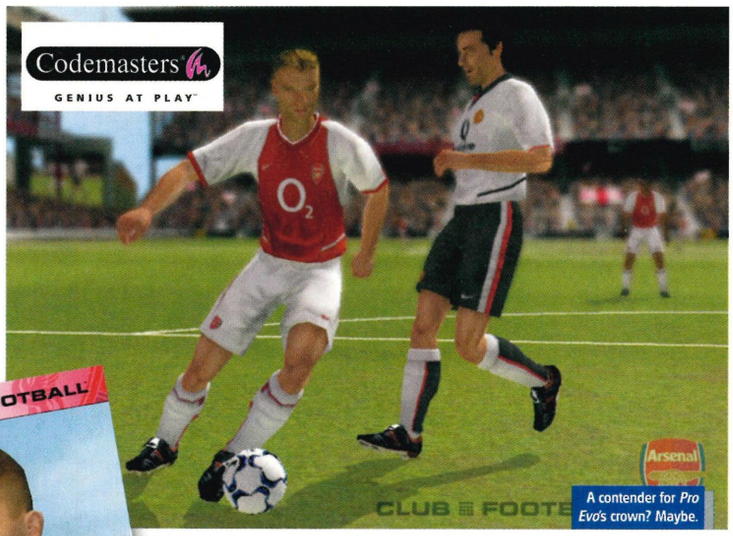
HERE'S A CHANCE TO PLAY WITH YOUR FAVOURITE CLUB...

NOW THIS REALLY IS AN interesting one. All you serious footy fans out there should definitely be getting excited about Codemasters series of *Club Football* games. "What do you mean by series?" you cry. Well, come spring 2003, 15 different *Club Football* games will be released, each one centred on one of Europe's top teams. UK club editions include: Arsenal, Aston Villa, Chelsea, Leeds United, Liverpool FC, Manchester United and Glasgow Rangers.

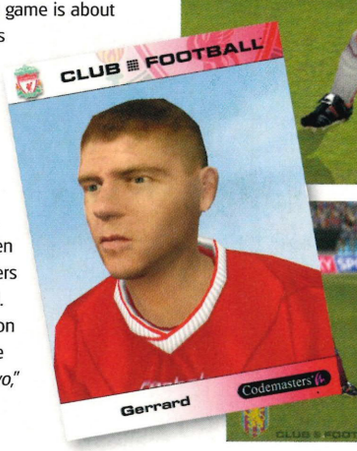
"Football games are a tough market, but very popular", reckons Codemasters' Richard Eddy, "you've got to come up with something completely different to compete. This game is about the clubs, because fans are very passionate about their teams and this brings them closer to playing as their favourite club." Thus if you decide to get yourself a copy of the Man Utd version, then everything from the menus to the FMV sequences will be specifically tailored to the team. Whether you play in the domestic season or international Super League, you'll be playing as United, taking them specifically forward to glory.

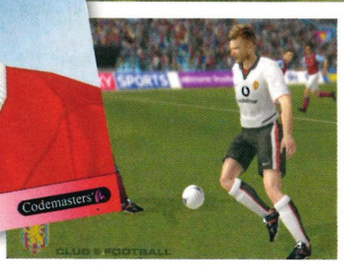
Authenticity will not be an issue as Eddy explains: "Each game edition is licensed to each club and has become part of the club's official merchandise. Every club helped to photograph every player for head and face models." Even the stadiums have been recreated down to the smallest detail, like fan banners and chants and, as you can see from the shots, it's looking very tasty indeed.

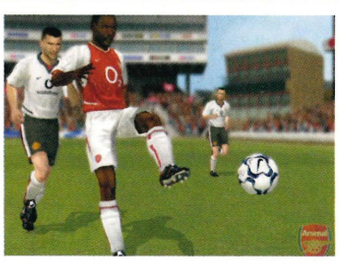
In terms of on-the-pitch gameplay *Club Football* has a fair bit of competition to contend with. "We've tried to strike a balance between instant and intuitive accessibility, like *FIFA*, but with a depth of skill to learn and master like *Pro Evo*," Eddy assures us. It sure sounds like a welcoming balance to us and we look forward to bringing you more on this very soon.



A contender for *Pro Evo*'s crown? Maybe.







NO RULES, NO BOUNDARIES

FOOTBALL RETURNS TO ITS ROOTS...

NO PROBLEM

THOSE OF YOU WHO LIKE your footy best when it's just you and a few mates knocking a ball about in the local park will most definitely want to keep an eye on this. Acclaim will be bringing *Urban Freestyle Soccer* to your PlayStation2 some time in autumn 2003.

Developed by Silicon Dreams, this is an arcadey, end-to-end style footy game that pits four against four in frantic matches with very few rules in effect. These games take place on the street, so there's no need to worry about offside here.

"Basically we're trying to bring a football game that will appeal to a wider audience," says Shaun White, UK PR Manager of Acclaim. "There are a load of casual football fans out there who don't want something as serious as *FIFA* and *Pro Evo*. Hopefully *Urban Freestyle Soccer* will appeal to them and still offer a great alternative to the *FIFA* and *Pro Evolution* fans. It'll be fast and frantic arcade action rather than simulation."

The incentive to play is nothing other than gaining respect from and eventual supremacy over rival gangs. Matches take place in urban environments, with goalposts replaced by jumpers and oil drums. Six game modes will be included, like Turf Wars, where you move through the city and play other gangs, taking control of their 'turf' as you progress and there will also be a slick combo system.

"Everything in the game will be humanly possible, just. The game will be over-the-top in terms of tricks, but it'll add to the gameplay experience. We've used the original Nike ad as inspiration and *NBA Jam* for style. We want people to be able to play a fun football game if that's what they want, but also incorporate tricks and flicks should they desire." Expect more news before the Autumn release.







Could be a refreshing break from the norm.

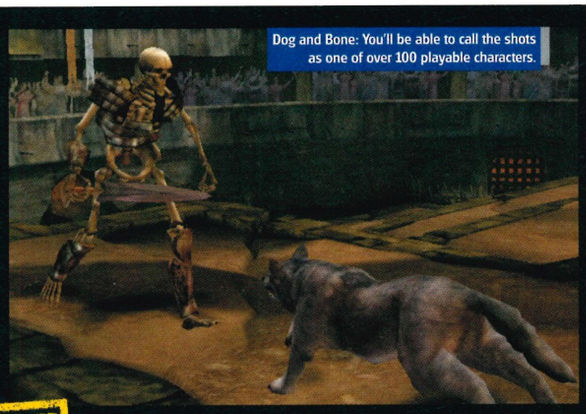
GLADIUS UPDATE

TOGAS AT THE READY

THE MUCH-ANTICIPATED COMBAT RPG from LucasArts will be with us in Spring of this year, but to keep you going until then, here's some new shots for your approval. In the game you follow the story of two young heroes, Ursula and Valens, as they recruit and train a team of warriors and compete in the gladiator games. The finished product will have over 100 unique character types to choose from.

At its current stage in development, only a few animations and models are left to be completed, and the focus of the art direction is turning towards telling the story of *Gladius*. The animated cut-scenes will be in real time and hand painted and a designer has been assigned to each of the main regions that comprise the *Gladius* world. It's a lot of responsibility, as each land must feel unique whilst supporting the overall story, made harder as there are so many locations in each region. And it's vital that they make sure recruits available in their land mesh well with the next region the player will be visiting.

So far *Gladius* would appear to be shaping up into a polished adventure that's a bit different from the norm. We look forward to bringing you more on it soon.



Dog and Bone: You'll be able to call the shots as one of over 100 playable characters.

PLAY UPDATE



The world of *Gladius* is going to be huge.



2 PS2 GAMES FOR £30

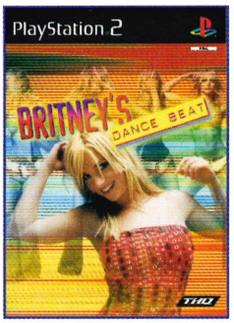
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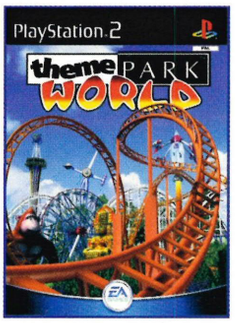
CRASH BANDICOOT PLATINUM



BRITNEY'S DANCE BEAT



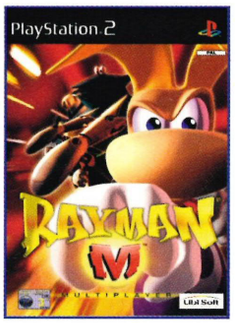
OFFICIAL DANCE MAT CONTROLLER



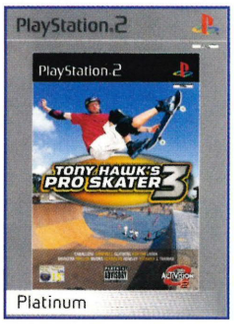
THEME PARK WORLD PLATINUM



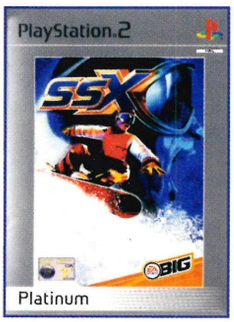
ACTION REPLAY 2



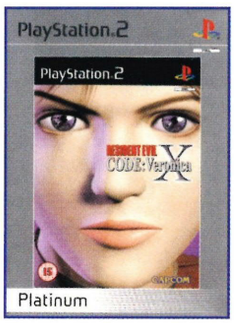
RAYMAN M



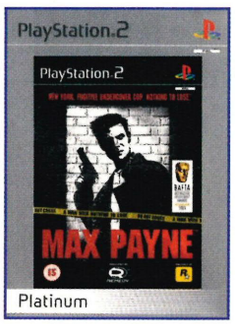
TONY HAWK'S PRO SKATER 3



SSX PLATINUM



RESIDENT EVIL CODE: VERONICA X



MAX PAYNE PLATINUM



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DRIVER 3

DRIVING ALONG IN MY AUTOMOBILE

PLAY UPDATE

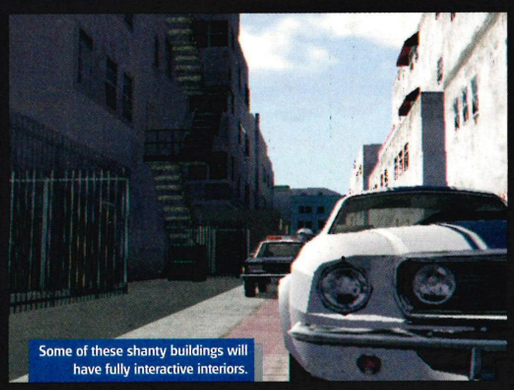
YOU MAY REMEMBER THE SUPERB *Driver* games on the original PlayStation. If not, then let us fill you in. You played as Tanner, an undercover cop, and it was your job to infiltrate a crime ring by driving across cities at high speeds performing deeds of a dubious nature. (Think *Grand Theft Auto*, but with the focus on driving.)

The good news then, is that the third game is all set for a release on the PS2! Just take a look at the shots and you'll have to agree that it really does look lovely. The exciting part though is that there will now be three cities and each one is absolutely huge. You'll also be able to enter certain buildings in order to further the story line.

Being based on the *Stuntman* engine (although, obviously, it has been tweaked and tuned to perfection), it will be an easy game to get to grips with, and if the series' history is anything to go by then it will be a cracking game. Its due for a release in July, so take heed.

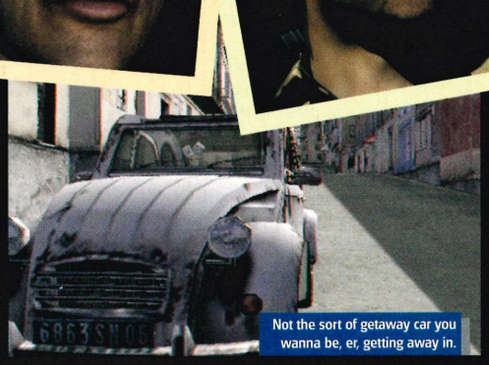


Newly released press shots show environments with a huge amount of detail and personality.



Some of these shanty buildings will have fully interactive interiors.





Not the sort of getaway car you wanna be, er, getting away in.

SIGHT SEEING

Three cities make up the play area and each one is accurately modelled on Miami, Nice and Istanbul. There will be 30,000 buildings to race around, (some of which you can enter!) with 10,000 of these being unique architectural structures. What's more, there will be approximately 153 miles of road to burn up, set over 29 square miles. Better get your Dodge Viper ready because it's going to be a long drive!





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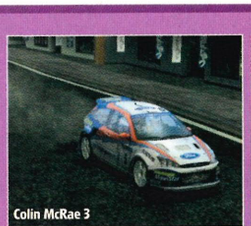
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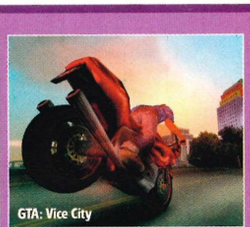
SAVE MONEY ON YOUR FAVOURITE PSONE AND PS2 TITLES!

We know how it is. More and more top class games mount up in the shops, but you can't possibly afford all the big hits on your 'must-buy' list. Lending a helping hand as always, we're here to take the sting out of that next crucial addition to your growing collection of classics. We've teamed up with Game to give you £5 off any PlayStation2 or PSone game over £29.99 bought at their stores. Just cut out the voucher and take it with you to the shop!

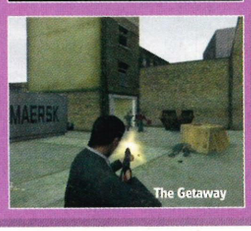
GAME



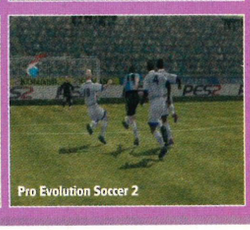
Colin McRae 3



GTA: Vice City



The Getaway



Pro Evolution Soccer 2



FIRST ONLINE RPG

FOREVER QUESTING

A SLICE OF RPG FOR ONLINE PS2 PLAYERS

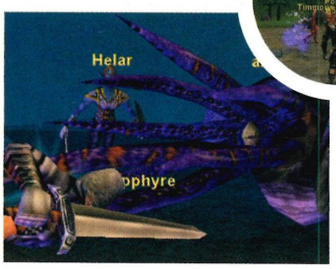
IT MAY NOT HAVE BEEN the first online multiplayer RPG, but *EverQuest* is easily the most popular – and now it's coming to your PS2. Sony will be trying to build up an online community to rival that of PC players and the game will be going under the title *EverQuest: Online Adventures*.

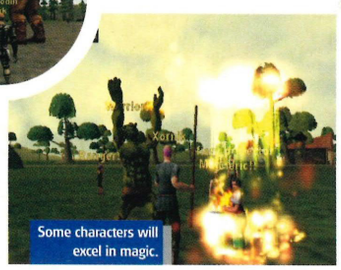
This version of the game will not be taking place in the world of Norrath as its PC cousin does, but instead on a continent named Tunaria, although the inhabitants all look much the same as in the original incarnation. Naturally, the various menus and interfaces have been altered in order to accommodate the PS2 controller.

There is a wide range of characters to choose from, each with their own skills and abilities. Regular humans, barbarians, trolls, elves and erudites are all included, to name a few. For instance, some will be natural fighters, others will be very good at magic and so on. Depending on which character you pick, you'll start the game in one of several towns scattered across the continent. From there you begin your adventure by talking to other players who have just started and even possibly team up with them. And from there, well, you can do absolutely anything you want, that's what this game is all about.

In all, there will be 323 square miles for the player to explore. It'll be available in the US in February of this year, with a monthly subscription fee of $9.99. No word on a UK release date yet.


Now this is what you call 'free-roaming'.




Some characters will excel in magic.

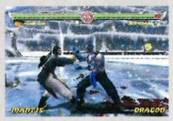
charts
PS2 top ten

		game/publisher
↑	1	**The Getaway/Sony** Decent, but largely flawed take on the *Driver* phenomenon.
↓	2	**Grand Theft Auto: Vice City/Take 2** It finally gets knocked off the top spot.
→	3	**FIFA 2003/EA Sports** The licence-heavy football series doesn't doesn't budge an inch!.
↑	4	**Lord Of The Rings: The Two Towers/EA** EA's major licence jumps a spot
↓	5	**James Bond 007: Nightfire/EA** EA's other major licence drops a spot
→	6	**WWE Smackdown! Shut Your Mouth/THQ** The grapplers hold onto their sixth position.
↑	7	**Pro Evolution Soccer 2/Konami** The greatest footie game of all time makes a move towards the top.
↓	8	**Tony Hawk's Pro Skater 4/Activision** Mr Skateboarding slips a position. Is he on the way out?
→	9	**Harry Potter And TCOS/EA** Potter dawdles around the bottom of the chart. Hopefully he'll slip out.
→	10	**Red Faction II/THQ** The futuristic fps proves a longstanding favourite, but will it be here next month?

ChartTrack — Compiled by Chart Track

INCOMING

Games hitting the shelves this month...



Mortal Kombat: Deadly Alliance
"If Midway takes *Deadly Alliance* as a template and builds on it sufficiently, its sequel could be very special indeed" **84%**



SOS: The Final Escape
"A thinking person's game that had the potential to be brilliant, this is not earth shattering, but worth a look if you find it for the right price" **79%**



Wild Arms 3
"A pleasing adventure that will get the blood pumping and the brain fizzing, but can be very formulaic in places as well as a trifle dull." **82%**



ATV: Quad Power Racing 2
"It's not going to rock your world, but it looks good, sounds good, plays great and is sure to put a big old smile on your face." **81%**

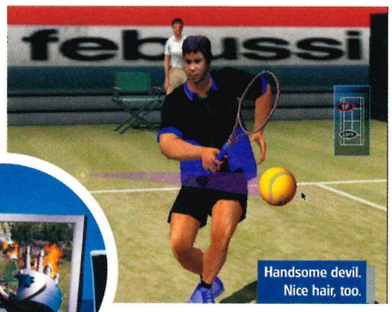
SIMPLY LOVE DEUCE

TENNIS SIM VOLLEYS TO PS2

AQUA PACIFIC IS CURRENTLY WORKING on *Perfect Ace: Pro Tennis Tournament*. This will be their third tennis title, so they should be getting pretty good at it by now.

The finished product will feature 120 tennis moves filmed from real tennis professionals and even a stuntman for the more gymnastic rolls. Each move uses 'blending' technology to help one animation move smoothly into another. The developers are proud of the control mechanism, described as "context sensitive". This means that, for instance, if the ball is very close to the character, when you move towards it the player will sidestep to intercept, rather than break straight into the run animation.

The graphics include laser-scanned models of real people, including the PLAY News Editor, yours truly. Whilst visiting the Aqua Pacific studio, I had the pleasure of being demonstrated first hand the 'Digimask' face imaging technology that's being used to make the players look extra convincing. Whilst very pleased with my muscular thighs, let's hope the hair is sorted before it goes on sale. It'll be released by Oxygen Interactive in the spring of 2003.



Handsome devil. Nice hair, too.








This will be the first time we've seen a bona fide *Final Fantasy* sequel.

PLAY UPDATE

FINAL FANTASY X-2

FFX'S SEQUEL GATHERS MORE MOMENTUM

ANOTHER MONTH GOES BY AND thus more news for *Final Fantasy* fanatics comes through. No, there's not going to be a Yunu/Rikku/Lulu extreme volleyball mode as some people have been suggesting. So you can calm down at the back, it's just another feminine male added to the *Final Fantasy X-2* roster. This time the she-male in question is named Nuji and he's a member of the Alliance Ajito – a group of young people who oppose the teachings of Yevon. He's a warm-hearted fellow with a cool head and despite his looks, is only 21 years old.

With all of the new additions to the *Final Fantasy X* formula, such as platform sections and the ability to change your job classes mid-fight, this looks to be a worthy addition to the *Final Fantasy* list of games, even if it is the first time that Square has taken the series to 'sequel territory'. Maybe those rumours of remakes for *FFVII* and *VIII* might have a pinch of truth to them? Fingers crossed...


FFX-2 will build upon the look of the first game.









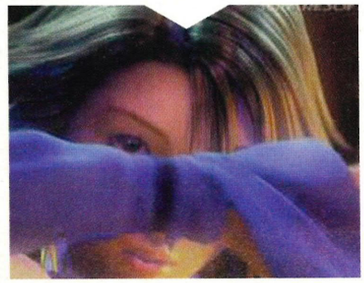




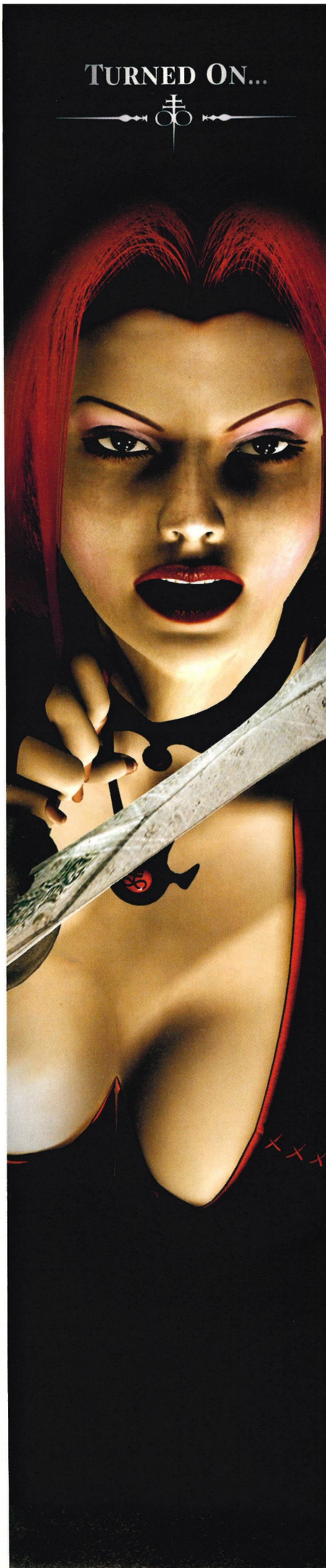








TURNED ON...





entertainment USA special
reports cat bucannon

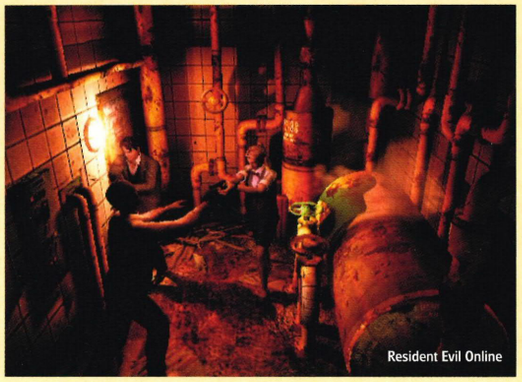
CAPCOM®

GAMERS' DAY



HOT NEW GAMES, HOT NEW DETAILS. CAPCOM ARE AS GOOD AS EVER...

CAPCOM HAVE ALWAYS WOWED US with their programming skills and game ideas. However, nothing will prepare you for the onslaught that they have in the wings for us PS2 owners. New details await you in the following page and a half, as does the announcement of a bizarre new game. If this isn't enough (and we're sure that it should be...) then the news that the four new Capcom titles headed to Nintendo's GameCube (*Dead Phoenix, Killer 7, Viewtiful Joe and P.N. 03*) that were thought to be exclusive are, in fact, not. This means that in the future we may just see a few of these games on the PS2... and any new Capcom game is a good thing in our opinion. Take a look below to see what you could be playing this year and beyond.



Resident Evil Online

networked horror

RESIDENT EVIL ONLINE

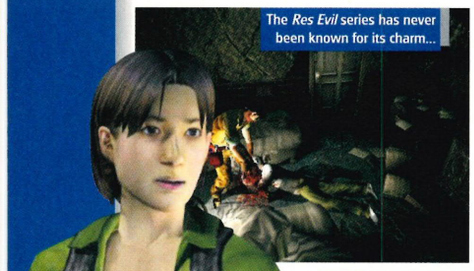
Capcom's first *Resident Evil Online* title is really shaping up into something that can only be described as 'frighteningly good'. Up to four players will be able to connect to a server and play out a scenario that involves you escaping the zombified clutches of Racoon City. How you go about achieving this task revolves around what character you are, whom you meet up with and whether or not you manage to stay on your toes. There will be eight characters to choose from, and these are:

- **Kevin – Police officer**
- **George – Doctor**
- **Yoko – Japanese woman, typically shrouded in mystery**
- **Mark – Vietnam veteran turned security guard**
- **Cindy – Waitress**
- **David – Plumber**
- **Jim – Railway worker, who is also good at puzzles (must be all that signal switching)**
- **Alyssa – Reporter**

None of these characters have any special skills as such, although some will understandably be better at certain things than others.

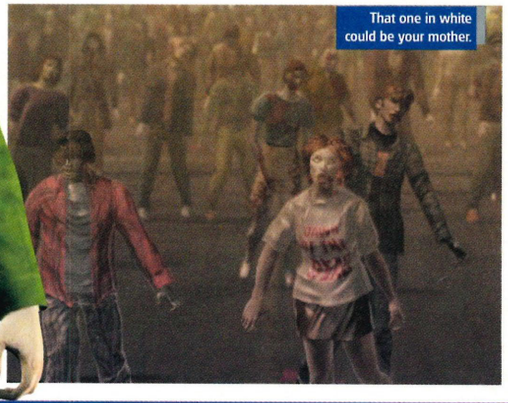
You'll be able to pick up all manner of objects found on the ground such as pipes and rakes, and the areas you explore will all be delicacies found in the usual Racoon City menu – bridges, classrooms and spooky laboratories.

Other details are scarce, but we're as excited about this game as you are. If anything else comes up then you'll be the first to know. Bravo out.



The *Res Evil* series has never been known for its charm...





That one in white could be your mother.

Meet Yoko. No relation to Ono.

summon smells good to us!

CHAOS LEGION

Victor Delacroix has fallen into a magical darkness, and before long he's going to be destroyed, and the world is going to go with him. Before this awful disaster happens, you, yes YOU have to save him. Luckily you'll be playing as Sieg Wahrheit who is one mean mofo and a quarter. Using your sword you can chop the enemies you encounter into little pieces, but the real fun comes in the ability to summon magical legions to do the dirty work for you. Once you've released one of the magical creatures, you can order them to defend or attack, and you'll also have to keep an eye on their various health meters, giving the game the means to incorporate elements of management to break up the action. There are seven legion types – bomber, archer, shield, power, claw, sword and giant legion, with each one being earned after fighting a boss.

There will be 13 levels to fight through – the ones that we saw having a very eastern European flavour to them. This is certainly an impressive title, resembling something of a *Devil May Cry* on steroids. Rest assured, we won't let this one out of our collective sight.



Just sit back and enjoy the show...









The scale of the game can be breathtaking.

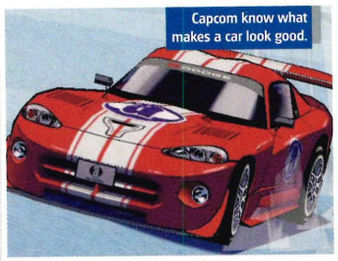


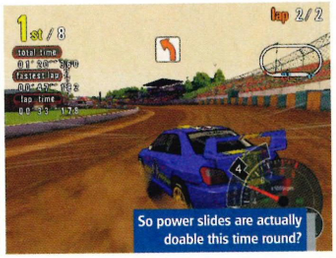


cartoon classic

AUTO MODELLISTA UPDATE

It's already out over here, but over in the US *Auto Modellista* is still an unknown quantity. Now, we all know that it's very Californian in nature – sweet to look at but as deep as a Saharan desert puddle – but for the US release the controls are supposed to be getting a tweak. Not only this but there will be nine new cars – among them the famous Dodge Viper, Ford GT and Mustangs. The Corvette licence is up for grabs, but Capcom haven't actually got it yet. If Capcom manage to sort the controls for the US release then it may be worth importing... we'll find out in March.


Capcom know what makes a car look good.


So power slides are actually doable this time round?



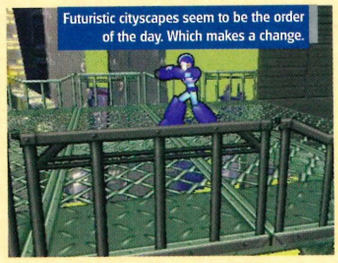
mega-cool

MEGA MAN X7



Who would have guessed it? Mega Man is now old enough to start noticing girls, listen to Nine Inch Nails and get confused over his own body... he's 15! We're not sure if Capcom will be having 'that talk' with him or not but what we do know is that another *Mega Man* title is on the cards. *Mega Man X7* will have both 2D and 3D levels to tackle, lock-on systems, strafe abilities and a 'Scramble Change', which will allow you to flick through the various controllable characters at any time so as to avoid taking damage and perform pronged attacks. A release is due in September.

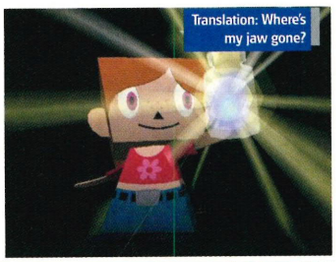

Locking onto enemies will make the game a lot easier to play.


Futuristic cityscapes seem to be the order of the day. Which makes a change.

be there and be square

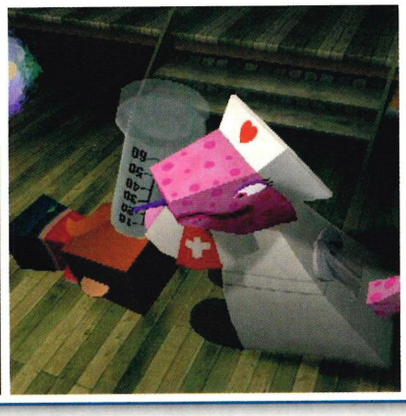
GREGORY HORROR SHOW

There's no denying that the Japanese can create some pretty crazy stuff and looking at Gregory Horror Show, we think you'd agree. A 'very tired' boy is walking home one day and decides to pop into the local haunted mansion. Upon entering, he is confronted by Gregory, a mouse who tells him that the only way of leaving is by collecting the souls of the animals that inhabit the house. The only way of doing this is by setting up traps involving banana skins and listening in to conversations. Naomi Iwatani is responsible for the design and we'll all be able to understand why in 2004.


Translation: Where's my jaw gone?

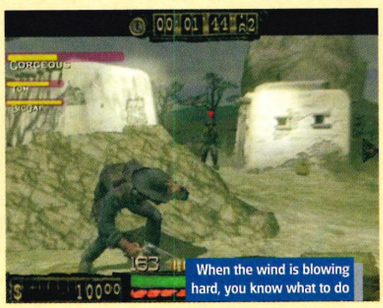


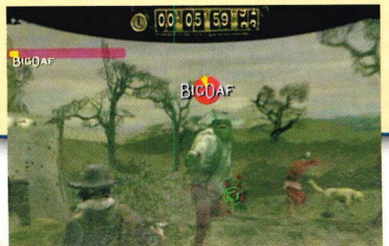
We're guessing you've just grabbed a soul, or something.



seeing red

RED DEAD REVOLVER

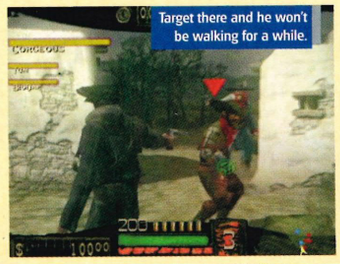

When the wind is blowing hard, you know what to do



First shown at E3, *Red Dead Revolver* is looking really good. If you've not seen it yet, you control a character named Red, who was left for dead when some bandits murdered his parents and then fled. Luckily for him though, an Indian Shaman claimed him as his and taught him some skills. Seven years on and you're out for revenge. Cool.

Capcom are jointly working on this title with Rockstar South, so we'll be getting a nice mix of Western and Eastern ideas which will include the ability to target any part of your enemies. You can take out their limbs, legs, body... even shoot out the irons from their hands. Even better though, is the way that once a boss is defeated you earn their abilities, such as ricocheting bullets off walls or calling on cannon-equipped bulls to charge at your target. Non-Player Characters (NPCs) will also play a large part in the game – take 'em down and they'll be reluctant to help or give you info, play it cool with them and you may find yourself with a partner.

Buckle up for a release some time this year.


Target there and he won't be walking for a while.





The PS2 version of *Mystic Heroes* will feature multiplayer options.



As ever in *Dynasty Warriors*, huge armies are yours to command.

KOEI COMES TO THE UK

AND IT'S BRINGING A LOAD OF GAMES WITH IT...

OVER THE YEARS, MOST OF you will have gradually become more and more familiar with the name Koei. Most well known in this country for their *Dynasty Warriors* series, the Japanese developer/publisher long ago realised the value of the historic Japanese setting that is the basis for so many of its releases. It's an aesthetic that is proving to be increasingly popular in the West and now Koei are hoping to penetrate further into the European market.

"Although Koei has been famous for its strategy games, we have recently been developing games such as *Dynasty Warriors* and *Kessen* that appeal to a wide audience outside of Asia," says Steve Marks, marketing manager of Koei UK. "Therefore, the decision was made to open our own UK office to handle our titles in the United Kingdom and across Europe."

At the spearhead of this European assault is *Dynasty Warriors 3: Xtreme Legends*, due for release on 21 March. A much-updated version of *DW3*, developers Omega Force have taken onboard suggestions made by the series large fanbase. Indeed, thanks to the game's tactical action and real-time combat system, that pitches vast numbers of warriors head-to-head in battle, it has amassed quite a cult following.

In *DW3: XL* you'll have the chance to experience the game as one of seven legendary generals, who were previously unplayable. "*DW3: XL* is a new game in its own right," says Steve Marks, "with new features like customisable bodyguards, a combo evaluation system, new challenge modes, a fifth level weapon for each character and the ability to do a two-player Mousu attack when playing as a single player. You can also use *Xtreme Legends* to unlock new features in *DW3*, and use these new *DW3: XL* features in modes from *DW3*."

Sounds like plenty to keep you all going until *DW4* arrives. And if it's not quite enough, then there's always *Mystic Heroes*, due out on 28 March, and *G1 Jockey 3*, out on 21 March.

Mystic Heroes is a great looking, heavily action-orientated RPG-esque adventure. Expect plenty of frantic action as you lay waste to hordes of enemies and some huge bosses, with plenty of flashy effects and pyrotechnic explosions. Fans will be pleased to know that a multiplayer option is included that wasn't present in the GameCube version.

G1 Jockey 3 is the latest in Koei's series of horse racing sims. Very popular in Japan, it's hoped that this sequel will make a larger dent in the Western market. As a franchise, it certainly has originality on its side. Success in the races depends on good positioning and judicious use of the whip. Lay it on your steed's backside too liberally and you're going to have one unhappy horse.

Watch this space for updates on these games. ■


Be careful with that whip.

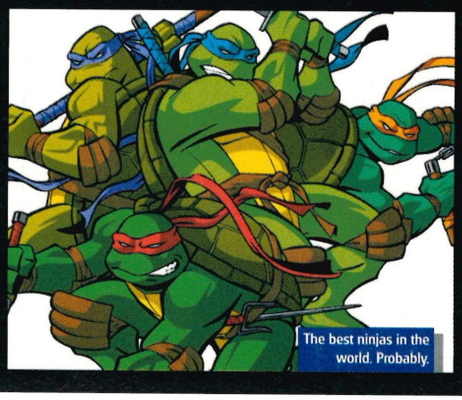


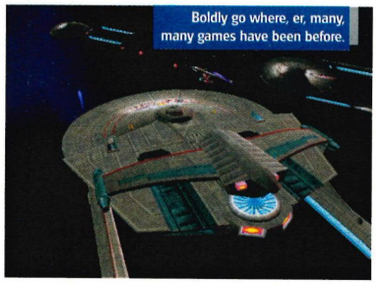
AMPHIBIOUS TEENAGE NINJA COMEBACK

TIME TO EAT PIZZA AND PLAY IN THE SEWERS AGAIN...

IF YOU'RE OF A CERTAIN age, then you'll remember the ninja turtles quite fondly, and you'll be pleased to know that Konami of America have announced a new *Teenage Mutant Ninja Turtles* game for the PS2. It should be available around September of this year.

It's going to be based on a revival of the franchise, which is being kicked off with a new cartoon series to be aired on the Fox Network in the US this February. The game has been described as "3D fighting/action", so a scrolling platform beat-'em-up then. A Story mode and two-player Versus mode will also be included. ■


The best ninjas in the world. Probably.


Boldly go where, er, many, many games have been before.



HOPE FOR TREKKIES

TDK COMES TO RESCUE AT WARP SPEED

ALL YOU STAR TREK FANS out there who were disappointed to learn that *Star Trek: Shattered Universe* had been cancelled by Interplay, will be overjoyed with the news that TDK Mediactive will now be bringing the game to your PS2 some time this summer.

Developed by StarSphere, it promises to be a dark and edgy take on the universe. Set in the time of the original series, this space combat action game takes place in a mirror universe where the Federation is an evil foe.

If *Star Trek* is your bag, then you might be in for a treat. ■



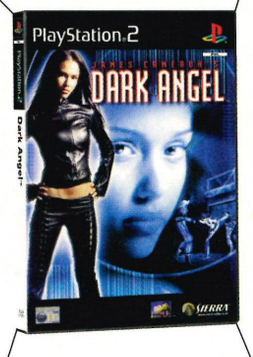
WIN! An Angelic MP3/DVD player

Enter a world of bio-engineered killers courtesy of 20th Century Fox and Vivendi Universal...

Set in a 'Post Pulse' 21st century Seattle where technology has been sent to the dark ages and one girl with a genetically enhanced ability to kick arse is doing just that, James Cameron's TV series is a unique twist on the teenage superhero formula. And it's coming to the PS2...

The game, developed by Radica (and up for review next issue), is a standard third-person stealth adventure given a twist with the help of the lead character's enhanced senses and abilities – she can jump high and punch hard like a modern, leather-clad bionic woman.

To celebrate the new game and the release of the *Dark Angel* season one DVD boxset, 20th Century Fox and Vivendi Universal are giving away copies of the game, the DVD and a brand spanking new DVD/MP3 player to enjoy the bundle on. The machine is a state-of-the-art beast from Acoustic Solutions and comes in stylish silver with surround sound DTS for added impact. What better way to watch Jessica Alba dispatch villains in a leather catsuit?



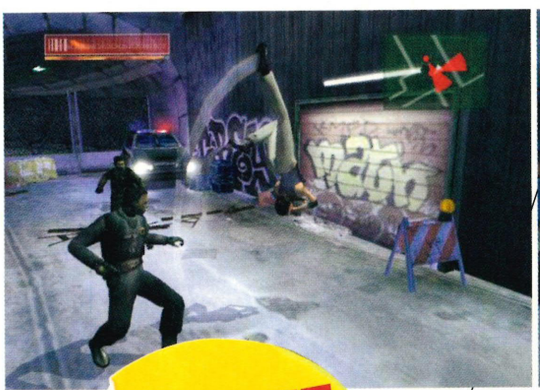
To win this brooding package of teen angst and dual technology goodness courtesy of 20th Century Fox and Vivendi Universal, just answer this easy question:

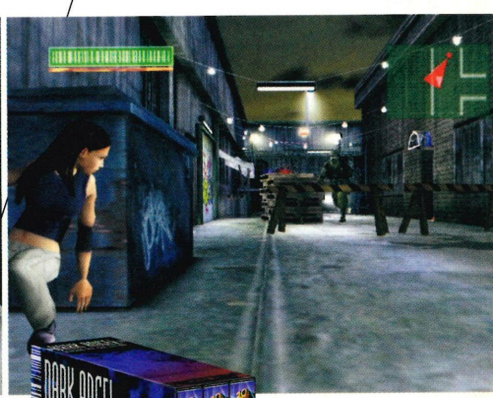
In which American city is *Dark Angel* set?

a) Seattle
b) Southampton
c) Burton Wells

All answers must be written on a postcard and marked 'Alba's Secret', PLAY #100, 87 Cobham Road, Ferndown Industrial Estate, Wimborne, Dorset, BH21 7QB (Closing date 20 March 2003).

Dark Angel will be released through Vivendi Universal this March on PS2 and *Dark Angel* the DVD boxset is courtesy of 20th Century Fox, on sale now. The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing, Vivendi Universal Games or 20th Century Fox may not enter the competition. We reserve the right to issue a prize of equivalent value to that illustrated if necessary.





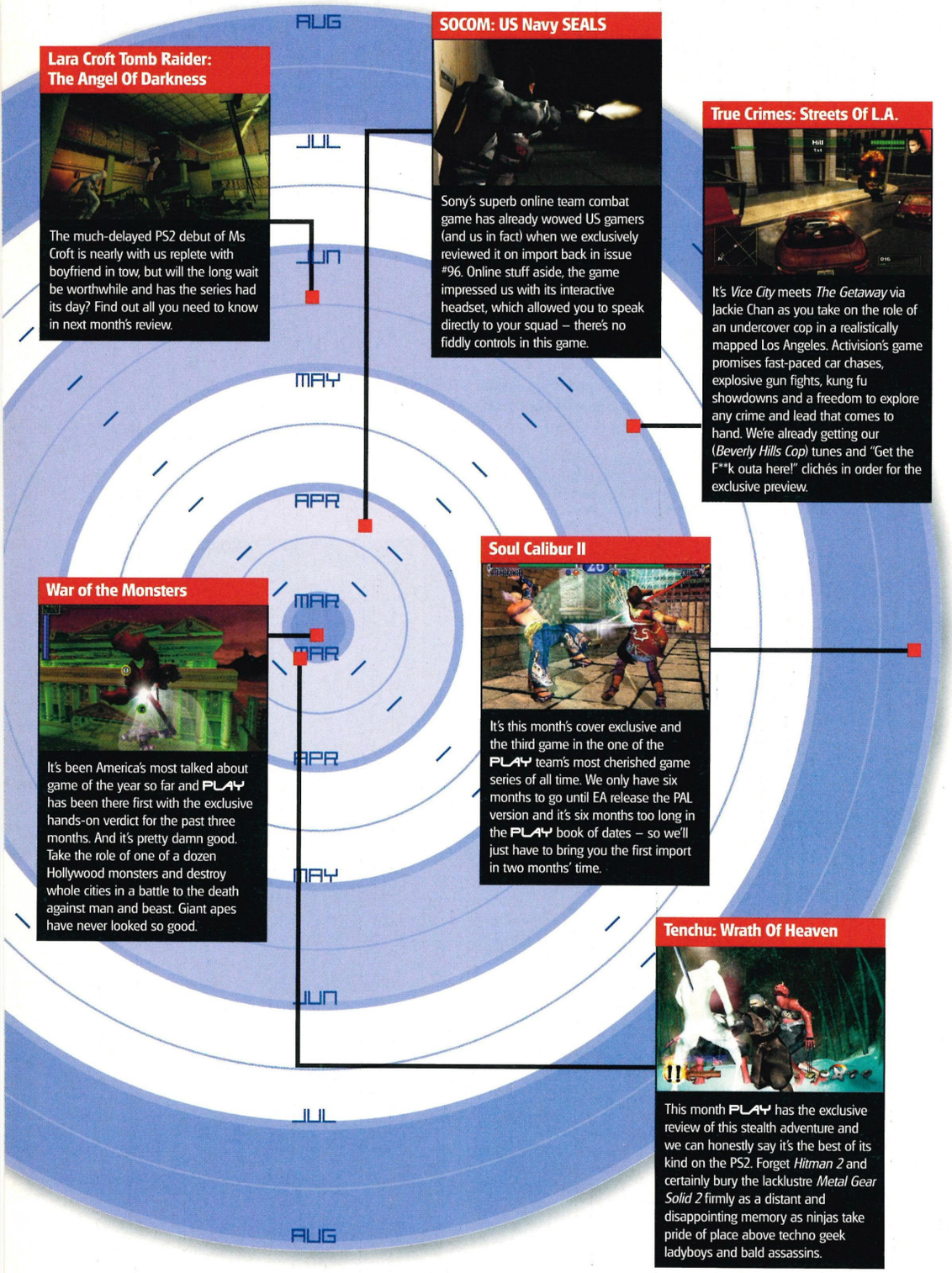


PS2 RELEA

2003'S GONNA BE A BIG YEAR FOR THE PLAYSTATION2 – CHECK IT OUT FOR FOR YOURSELF

ON THE RADAR

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



Lara Croft Tomb Raider: The Angel Of Darkness

The much-delayed PS2 debut of Ms Croft is nearly with us replete with boyfriend in tow, but will the long wait be worthwhile and has the series had its day? Find out all you need to know in next month's review.

SOCOM: US Navy SEALS

Sony's superb online team combat game has already wowed US gamers (and us in fact) when we exclusively reviewed it on import back in issue #96. Online stuff aside, the game impressed us with its interactive headset, which allowed you to speak directly to your squad – there's no fiddly controls in this game.

True Crimes: Streets Of L.A.

It's *Vice City* meets *The Getaway* via Jackie Chan as you take on the role of an undercover cop in a realistically mapped Los Angeles. Activision's game promises fast-paced car chases, explosive gun fights, kung fu showdowns and a freedom to explore any crime and lead that comes to hand. We're already getting our (*Beverly Hills Cop*) tunes and "Get the F**k outa here!" clichés in order for the exclusive preview.

War of the Monsters

It's been America's most talked about game of the year so far and PLAY has been there first with the exclusive hands-on verdict for the past three months. And it's pretty damn good. Take the role of one of a dozen Hollywood monsters and destroy whole cities in a battle to the death against man and beast. Giant apes have never looked so good.

Soul Calibur II

It's this month's cover exclusive and the third game in the one of the PLAY team's most cherished game series of all time. We only have six months to go until EA release the PAL version and it's six months too long in the PLAY book of dates – so we'll just have to bring you the first import in two months' time.

Tenchu: Wrath Of Heaven

This month PLAY has the exclusive review of this stealth adventure and we can honestly say it's the best of its kind on the PS2. Forget *Hitman 2* and certainly bury the lacklustre *Metal Gear Solid 2* firmly as a distant and disappointing memory as ninjas take pride of place above techno geek ladyboys and bald assassins.

GAME NAME	PUBLISHER
MARCH	
RUN LIKE HELL	VIRGIN
BREATH OF FIRE: DRAGON QUARTER	CAPCOM
CONTRA: SHATTERED SOLDIER	KONAMI
BATTLEBOTS	THQ
WHIRL TOUR	VIVENDI
TOM AND JERRY: WAR OF THE WHISKERS	UBI SOFT
MIDNIGHT CLUB II	TAKE 2
DEVIL MAY CRY 2	CAPCOM
DR MUTO	MIDWAY
MOTO GP 3	SONY
MARK OF KRI	SONY
INQUISITION	WANADOO
JURASSIC PARK: OPERATION GENESIS	VIVENDI
SYBERIA	VIVENDI
AERO ELITE COMBAT ACADEMY	SEGA
GALERIANS: ASH	AGETEC
RETURN TO CASTLE WOLFENSTEIN	ACTIVISION
TNE KING OF ROUTE 66	SEGA
ZONE OF THE ENDERS: THE 2ECOND RUNNER	KONAMI
CHOPLIFTER: SEARCH AND RESCUE	XICAT
DEATH CRIMSON	SAMMY
GUILTY GEAR X2	SAMMY
MUSIC 3	JESTER INTERACTIVE
SEGA BASS FISHING DUEL	ACCLAIM
XENOSAGA	SONY
RTX RED ROCK	ACTIVISION
VEXX	ACCLAIM
NBA 2K3	INFOGRAMES
APRIL	
RAYMAN 3: HOODLUM HAVOC	UBI SOFT
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ
MALICE	VIVENDI
ROBOCOP	VIRGIN
MACE GRIFFIN BOUNTY HUNTER	VIVENDI
SILENT HILL 3	KONAMI
BATTLEBOTS	THQ
HARDWARE	SONY
I AM SHORTY	LSP
GREMLINS	LSP
CHOPLIFTER: SEARCH AND RESCUE	XICAT
BATMAN: A DARK TOMORROW	KEMCO
DEF JAM VENDETTA	EA
BLOODRAYNE	VIVENDI
DRAGON'S LAIR 3D	THQ
METAL GEAR SOLID 2: SUBSTANCE	KONAMI
STARSKY AND HUTCH	MIDWAY
YU-GI-HO! DUELISTS OF THE ROSES	KONAMI
YU-GI-HO! DUNGEON DICE MONSTERS	KONAMI
CLUB FOOTBALL	CODEMASTERS
GLADIUS	ACTIVISION
INDIANA JONES AND THE EMPEROR'S TOMB	ACTIVISION
INDY RACING LEAGUE	CODEMASTERS
WORLD CHAMPIONSHIP SNOOKER	CODEMASTERS
SPLINTER CELL	UBI SOFT
SHINOBI	SEGA
PRIDE FC	THQ
BLACK AND BRUISED	EMPIRE
FREEDOM: BATTLE FOR LIBERTY ISLAND	EA
MAY	
ENTER THE MATRIX	INFOGRAMES
GODZILLA	INFOGRAMES
FEAR EFFECT: INFERNO	EIDOS
XIII	UBI SOFT
GUNFIGHTER 2	UBI SOFT

SE LIST

GAME NAME	PUBLISHER
FREQUENCY ONLINE	SONY
LAMBORGHINI	RAGE
THE GREAT ESCAPE	SCI
CROUCHING TIGER, HIDDEN DRAGON	UBI SOFT
EVERYBODY'S GOLF 3	SONY
DELTA FORCE: BLACK HAWK DOWN	NOVALOGIC
CONFLICT: DESERT STORM	SCI
SHREK PARTY	TDK
THE HULK	VIVENDI
JUNE	
FUTURAMA	SCI
FREESTYLE METAL X	MIDWAY
SPY HUNTER 2	MIDWAY
STREET RACING SYNDICATE	3DO
CONFLICT: PRESUMED INNOCENT	SCI
ARMORED CORE 3	METRO3D
RICHARD BURNS RALLY	SCI
ALLY OF JUSTICE	SONY
DARK CHRONICLE	SONY
TEENAGE MUTANT NINJA TURTLES	KONAMI
SHOOT TO KILL	CODEMASTERS
MY STREET	SONY
DARE DEVIL	THQ
MEDAL OF HONOR IV	EA
GHOST MASTER	EMPIRE
WOLVERINE	ACTIVISION
JULY	
TIMESPLITTERS ONLINE	EIDOS
ALTER ECHO	THQ
FALCONE: INTO THE MAELSTROM	VIRGIN
FOUR HORSEMEN OF THE APOCALYPSE	3DO
CELEBRITY DEATHMATCH	TAKE 2
MIAMI VICE	KOCH MEDIA
DEAD TO RIGHTS	SONY
ISLE OF MAN TT	JESTER INTERACTIVE
AUGUST	
TERMINATOR 3: RISE OF THE ROBOTS	INFOGRAMES
FINAL FANTASY X-2	SONY
xXx	ACTIVISION
SOUL CALIBUR II	EA
JUDGE DREDD VS JUDGE DEATH	VIVENDI
SEPTEMBER	
STARCRAFT: GHOST	VIVENDI/BLIZZARD
CHARLIE'S ANGELS 2	UBI SOFT
RIDGE RACER VI	SONY
MAXIMO 2	CAPCOM
TOCA RACE DRIVER 2	CODEMASTERS
SOUL REAVER 3	EIDOS
ONIMUSHA 3	CAPCOM
RESIDENT EVIL ONLINE	CAPCOM
NHL 2004	EA SPORTS
SYPHON FILTER 4	SONY
FINDING NEMO	THQ
OCTOBER	
GRAN TURISMO 4	SONY
RED DEAD REVOLVER	CAPCOM
SSX 3	EA SPORTS BIG
FIFA 2004	EA SPORTS
TIME CRISIS 3	SONY
BREAKER	TECMO
SEGA RALLY 3	SEGA
THE GETAWAY 2	SONY
RED FACTION 3	THQ

GAME NAME	PUBLISHER
DRIVER 3	INFOGRAMES
NOVEMBER	
PRO EVOLUTION SOCCER 3	KONAMI
LORD OF THE RINGS: RETURN OF THE KING	EA
HARRY POTTER: PRISONER OF AZKABAM	EA
TONY HAWK'S 5	ACTIVISION
STAR WARS GALAXIES	ACTIVISION
DEUS EX: INVISIBLE WAR	EIDOS
BAD, GOOD AND EVIL	UBI SOFT
WWE SMACKDOWN! 5	THQ
TIMESPLITTERS 3	EIDOS
COLIN MCRAE 4	CODEMASTERS
DECEMBER	
LORD OF THE RINGS: RETURN OF THE KING	EA
HARRY POTTER: PRISONER OF AZKABAM	EA
JAK & DAXTER 2	SONY
THE MATRIX REVOLUTION	INFOGRAMES

CONFIRMED TITLES FOR 2003/04

SPACE HARRIER	SEGA
BUTTERFLY TABLE TENNIS	METRO3D
CHARIOTS: THE FIRST OLYMPICS	CANDELLA
HITMAN 3	EIDOS
FINAL FANTASY XI	SONY
KINGDOM HEARTS 2	SONY
GRAND THEFT AUTO: SAN ANDREAS	ROCKSTAR
GOLDEN AXE	SEGA
CAPCOM ALL STARS	CAPCOM
ATV: OFF ROAD FURY 2	SONY
CRANK THE WEASEL	MIDWAY
DOOMSDAY RESCUE	MIDWAY
FULL THROTTLE II	ACTIVISION
FREAKY FLYERS	MIDWAY
EXTREMELY GOOFY SKATEBOARDING	KONAMI
NITROCITY	MIDWAY
MAX PAYNE 2	TAKE 2
ONI 2	TAKE 2
TAK AND THE POWER OF JUJU	THQ
THUNDERBIRDS	SCI
SAFARI JOE	MIDWAY
PILLAGE	ZED 2
MOTO XXX	DARK BLADE
BMX GREEN OOZE	THQ
FINAL FANTASY XII	SONY
GHOST HUNTER	SONY
FUTURE HUNTER	INFOGRAMES
SPLASHDOWN 2	THQ
VIRTUA COP 3	SEGA
NIGHTMARE CREATURES 3	UBI SOFT

ONE TO WATCH!

Chaos Legion



Capcom's latest action-based, gothic adventure looks to take off where *Devil May Cry 2* will leave us. With an emphasis on tactical combat, fast hack and slashing as well as some of the slickest graphics this side of a Bond sequence Chaos Legion is a game to watch out for in the tale end of 2003.

MOST WANTED



SOUL CALIBUR II

PUBLISHER..... EA
EXPECTED RELEASED DATE..... AUGUST 2003

Namco are no slouches when it comes to converting its best coin-ops to the PS2 and so we are justifiably eager to get our sweaty hands on the final code for *Soul Calibur II* complete with enhanced graphics, new game modes and the return of Heihachi. The stage of history beckons.

HOT PROPERTIES

Now we know film conversions are always poor and we also know that despite the hype and the $47 million even *The Matrix* will likely be an eye sore, but like a car crash we just can't help looking. We can't fail to delude ourselves that forthcoming film conversions will be great. Here are five to fear...

Enter The Matrix
Publisher.....Infogrames
Release.....May



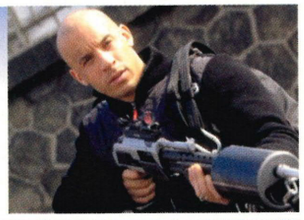
Terminator 3: Rise Of The Robots
Publisher.....Infogrames
Release .....August



The Hulk
Publisher .....Vivendi Universal
Release.....May



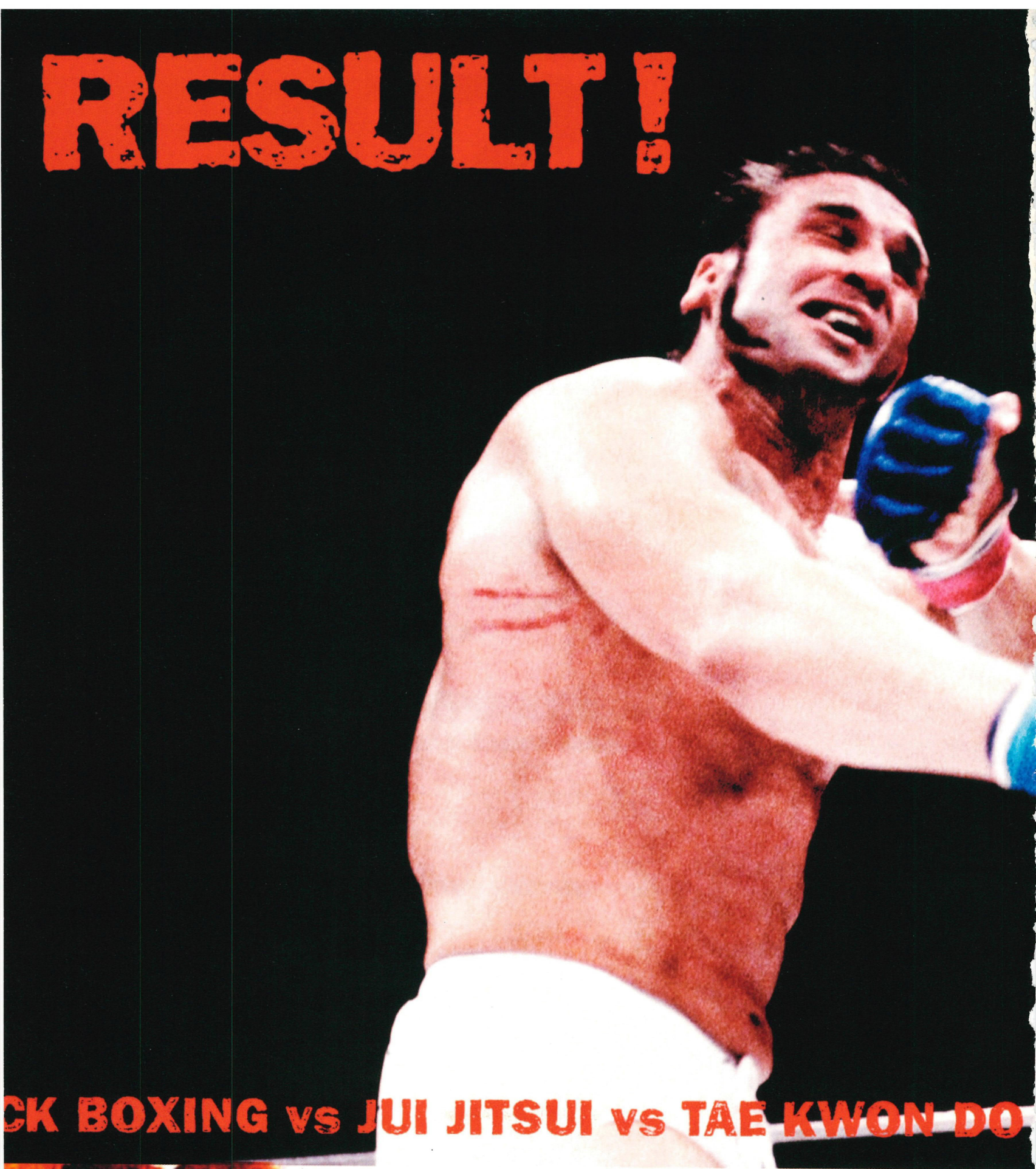
xXx
Publisher .....Activision
Release .....August



Dare Devil
Publisher.....THQ
Release ..... June



RESULT!



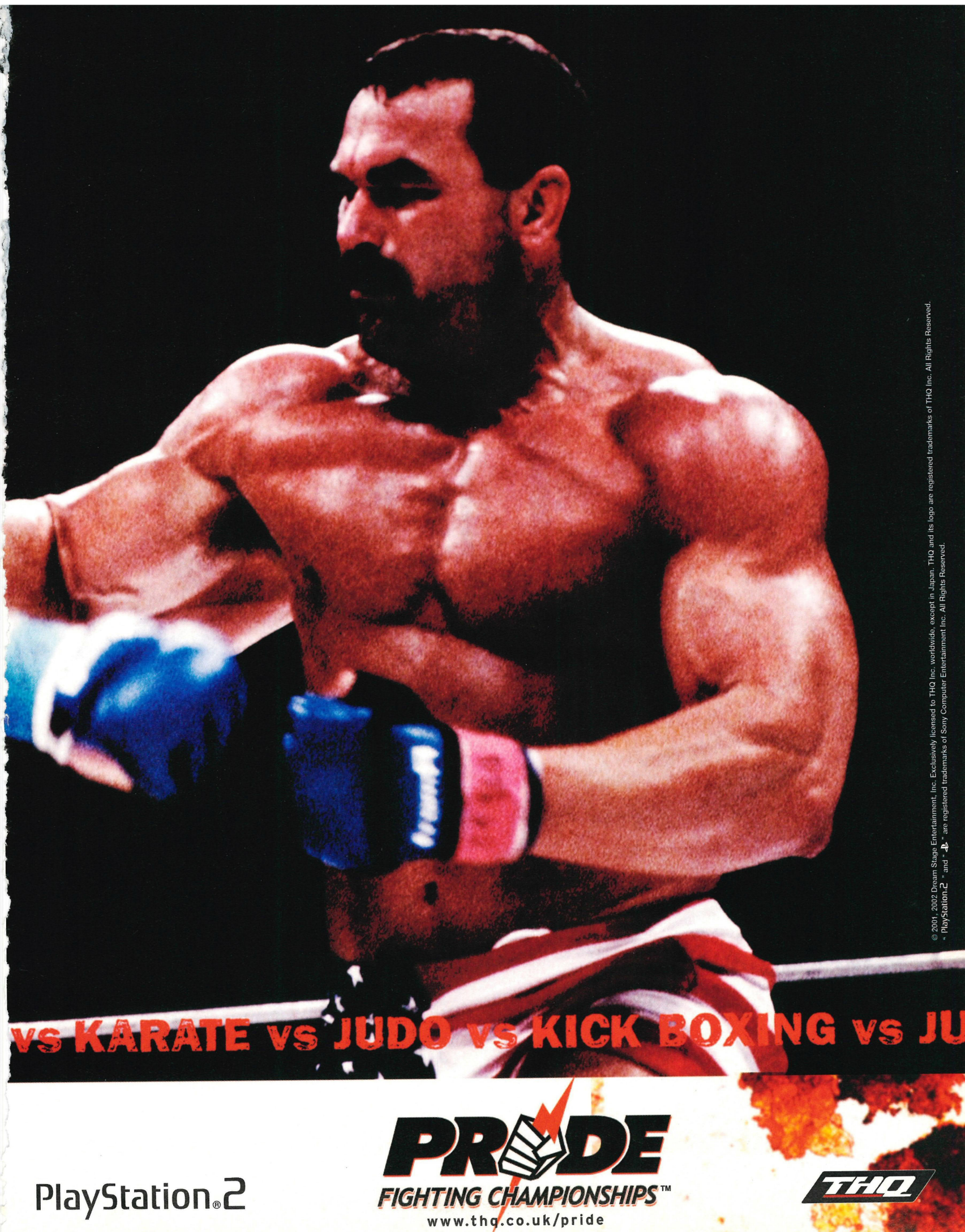
CK BOXING vs JUI JITSUI vs TAE KWON DO





"Broken bones, excruciating submissions and one punch knock-outs... the most brutally realistic beat-'em-up... ever"
Games Radar

"The most violent sport in the world"
PSM2



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EXCLUSIVE FIRST LOOK!

SOULCA

Step back up to the stage of history...



LIBUR II



Way back in issue #17 we lost our heads over a little beat-'em-up on the PSone called *Soul Blade*. "Lock the doors, board up the windows, pack the girlfriend off to her mother's, get a stack of beer and an almost inexhaustible supply of baked beans in, and sit down in front of the telly for the ride of your life. *Soul Blade* has arrived, it's here – so you can kiss your social life goodbye!" We said in the review.

You see, unlike the review, *Soul Blade* was anything but a cliché and delivered one of the world's finest beat-'em-ups, a game we here at PLAY consider one of the best examples of the genre to date. So you can understand that when hard evidence of the PS2 version surfaced we lost our heads all over again and just had to get in there first with the exclusive look at the PS2 conversion. Let's get one thing clear, the screenshots, art and gameplay details packed into these six pages aren't coin-op shots pretending to be PS2 screens (as you may see in lesser mags), no these are the real McCoy, the real deal – these here are the first PlayStation2 screens, character art and the gameplay details.

Economy Of Movement

The series is in the same mould as Namco's other great beat-'em-up franchise, *Tekken*, which is no bad thing at all (in fact it's a bloody marvellous thing). Featuring smooth animation, subtle controls and attack combos as well as some of the most balanced and keenly designed characters in any beat-'em-up, *Soul Calibur II* (sequel to *Soul Calibur* and in fact the third game in the *Soul Blade* series) is threatening to ruin our lives all over again.

But for now let's ditch the subtle explanations of gameplay – just try to imagine *Tekken 4* with sharp weapons and you will have nailed the formula down. No, instead of rapping about the perfect controls, balance of moves and speed of combat we must first explode all the rumours surrounding the new PS2-specific features and characters. Last June it was announced that *Soul Calibur II* would feature a PS2-exclusive fighter and a new secret fighter. We now know the details; for your money you will get *Tekken 4*'s Heihachi and a new swordsman, designed specifically for *Soul Calibur II* by Todd McFarlane, the legendary comic artist of Spider-Man and Spawn fame.

Tekken's malevolent Heihachi is a known quantity, or so you may think, and indeed questions immediately arise as to how this master of the martial-arts-based Iron Fist Tournament can fit smoothly into a beat-'em-up based around weapons. Well, that 'Iron Fist' is an iron fist, literally, as Heihachi's Mishima karate style is aided and abetted by a pair of iron gauntlets. All of Heihachi's moves that made him an icon in the *Tekken* series will be in here. However, now they will be bolstered with new enhanced attacks to add injury to the insult of taking down a hardened swordsman with just a couple of metal bangles. Longstanding fans of the *Tekken* series will also be pleased to hear that Heihachi has undergone a facelift with improved animation and colouring over that seen in *Tekken 4*.



SOUL CALIBUR II



Faster, smoother and more imaginative than ever before, *Soul Calibur II* will be special.

THE TASTE RETURNS

>>Now how about that McFarlane influence? Asking the man responsible for reinventing Spider-Man in the late Eighties, and creator of the hellishly gothic Spawn, to knock up a new character for the PS2 version of *Soul Calibur II* was something of a stroke of genius. The end result is a large, brutish, green lizard-man that resembles the bastard son of a Spawn/Hulk under the duvet liaison. Big, brooding and green, Necrid is promising to be something of a specialist character to the series. Namco has hinted that Necrid will be more than a secret character unlocked at the end of the game and will in fact play a key role in the Quest mode.

Great Characters

With all the attention thrust onto Heihachi and Necrid it would be easy to forget that the *Soul Calibur II* coin-op featured four new fencers to the series. So, we now get Talim, Cassandra, Yun Sung and Raphael – a French fencer complete with the flowing hair, goatee and the snappy, quick attacks of a true dandy. All four characters brought a little glamour to the coin-op and their fast attacks, speed of movement and flexibility around the arenas earned a soft spot with fans the world over. Their inclusion in the PS2 conversion has added spice to an already enviable cast list of some 19 characters, including classics of the series like the samurai Heishiro Mitsurugi, the well-endowed ninja, Taki, and the lanky, knife-spinning, Voldo.

PLAY has also learned that this initial selection of characters will be bolstered in the PS2 version by three secret fighters unlocked after finishing the game. These include the original boss from *Soul Blade*, Cervantes de Leon, *Tekken*'s alien swordsman, Yoshimitsu, and, finally, a version of the Soul Edge weapon itself – bizarre. We count that as a staggering 22 characters. Each will, of course, come with up to four costume changes and a weapons list of some 200 different swords, axes, staffs and knives – the game should lend itself to some varied methods of death dealing then.

Fans of the series will be pleased to learn that *Soul Calibur II* will be a perfect conversion of the brilliant coin-op (let's face it, you can't really improve on perfection), with all of the blustering moves, pyrotechnic attacks and specials returning to blow us away all over again. In fact, there will also be some enhancements, most notably the graphics, which will be beefed up with the PS2's trademark lighting effects. Look at the shots on these pages and tell us *Soul Calibur II* doesn't look incredible.

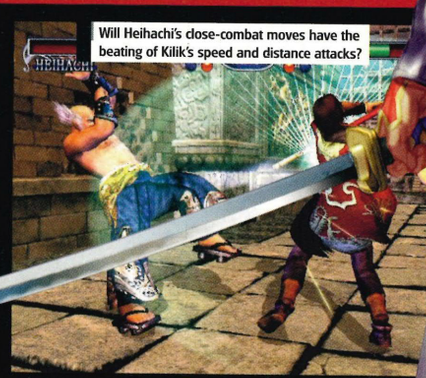


TEAM BATTLE MODE

Go the distance to prove who has the biggest schlong...

Much like the Team Battle mode in *Tekken 4* this mode will allow two players to select up to eight fighters each and then slug it out until all the opponent's characters are defeated.

The basic idea is to select a string of your favourite fighters to go toe-to-toe against a mate's top eight until only one survives. The difference here is that *Soul Calibur II* could introduce more tactical thought into which characters are selected. The weapons-based gameplay and counter system offers more strategic match-ups than the basic martial arts of the *Tekken* series. Add in the promise of over 200 alternative weapons to equip to these fighters and this could prove a real crowd pleaser.



Will Heihachi's close-combat moves have the beating of Kilik's speed and distance attacks?



The clash of fighting styles is at the heart of *Soul Calibur II*. Should be exciting.

POKING FUN

Heihachi threatens to change history...

THE TEKKEN CONNECTION

So you thought you would have to wait another couple of years to see Heihachi in action again? Waiting around for *Tekken 5* would be torturous if Namco hadn't decided to give us all a taste of what's to come with the introduction of Heihachi to *Soul Calibur II*. Namco has promised some enhanced moves, spruced up animation and a few secrets in the cupboard for the man with the Mishima Karate.

Just how Heihachi, complete with spiked hair and menacing expression, has come to battle on the edge of history for the Soul Edge is unclear, though it does suggest further links with the *Tekken* series in the future (after all, Yoshimitsu is once again lurking in here as a secret character). Can we expect Heihachi to return with the Soul Edge in *Tekken 5*?



Heihachi poses for the cameras in a vain attempt to display his new gauntlets. There is little known about them at present, except the fact that they do enhance his already devastating moves.



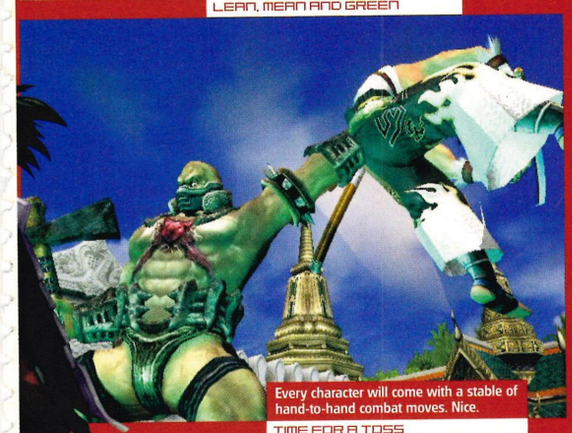
Ivy puts the block on Heihachi's moves. Surely he should realise she's too young for him. Though if the girl will go out dressed like a tart then what more should she expect?

"LOOK AT THE SHOTS ON THESE PAGES AND TELL US SOUL CALIBUR II DOESN'T LOOK INCREDIBLE"



Designed by Todd McFarlane and looking sweet, Necrid will be unstoppable.

LEAN, MEAN AND GREEN



Every character will come with a stable of hand-to-hand combat moves. Nice.

TIME FOR A TOSS



Necrid promises to be both agile and powerful – the perfect Team battle contestant?

The gameplay will also come in for a few tweaks. The counter system that showed itself in a basic form in the PSone original and the *Soul Calibur* coin-op will be developed allowing for more fluid fights. Dare we suggest these battles will be even faster than those of the past games? Basically, the guard button, when timed properly, can be used to block and, more importantly, counter an opponent's attack. Good players can turn a fight on its head by timing repels, creating a tussle of deft manoeuvres and lightning fast attacks.

As a result the guard move is also one of the series' more famous variations on the beat-'em-up. Constant use of the guard will break your weapon (as signified by a weapon energy bar) and leave you seemingly defenceless. Time for some traditional brawling *Tekken*-style as each character comes complete with an array of hand-to-hand combat attacks. In this area alone *Soul Calibur II* should offer some new gameplay over previous titles in the series as it is clear that Heihachi will have an advantage over his rivals – or will he? Namco are hardly a developer to create unbalanced beat-'em-ups, so we can expect some enhancements to the hand-to-hand repertoire afforded to the rest of the game's heroes.

Wall Of Pain

One major new addition to the series will be the *Tekken 4* styled walls. Here you will be able to throw an opponent against a wall and pin them there whilst you deliver a serious beasting to the ribs. Learning to shepherd an opponent into a dangerous corner will be a key tactic of the new game.

This isn't to say that the ring outs, made famous in *Soul Blade*, will be excluded. All the new arenas in *Soul Calibur II* will feature opportunities to win by hitting your opponent off the fight zone. Every fan of the series can remember the first time they managed to win by default due to spinning an opponent off the floating raft in Li Long's stage and into the river. A win made all the more satisfying as, unlike other

SOUL CALIBUR II



Four new heroes join the fight

ENTER THE NEWBIES

With all the attention being thrust at Heihachi and Necrid it would be all too easy to overlook the other four new characters to the *Soul Calibur/Soul Blade* cast list – Raphael, Talim, Cassandra and Yun Sung. These four new fighters made their debut in the *Soul Calibur II* coin-op and have been converted across to the PS2 complete with secret costumes. Here are the biogs...

CASSANDRA ALEXANDRA

BIRTHPLACE: **Athens, Ottoman Empire**
AGE: **21** WEAPON: **Omega Sword & Nemea Shield**

Cassandra is sister to *Soul Blade*'s Sophitia (and, let's be honest, looks near-enough identical) and wields the Omega sword and Nemea shield, a gift from the God Hephaestus in the battle against the Soul Edge. After discovering a shard of the Soul Edge, Cassandra takes up the task of defeating the weapon as a means to protect her sister from the constant haranguing of the God. Sophitia has family to think about and has stopped this world-saving malarkey. Besides, after two kids she likely has an arse like an ass.

RAPHAEL SOREL

BIRTHPLACE: **Rouen, 16th Century France**
AGE: **32** WEAPON: **Flambert**

Raphael is a French nobleman born into a wealthy family, but following a power struggle and betrayal he is on the run and hunted like a dog. Amy, a ten-year-old girl from the gutter, saves his life and from that moment on he is a changed man. The selfish, cold character he was has gone and Raphael is driven only by a desire to make Amy's life better, which means finding the Soul Edge and using its corrupting influence to stir the nobles to kill each other off in a fight for the sword. So that's how the French revolution started...

TALIM

BIRTHPLACE: **Southeast Asia, Village of the Wind Deity** AGE: **15** WEAPON: **Loka Luha & Syi Salika**

Talim was born into a secluded mountain village that has tried to keep itself hidden from the Spanish colonisation of the Philippines, and in doing so keep its traditions of worshipping the Wind Deity. Talim is the last Priestess of the Wind and after coming into contact with a shard of the evil Soul Edge, knew she had to seek out all the other broken pieces and return them to the blade to prevent an ecological catastrophe. Talim uses two elbow blades and the power of the winds to her advantage.

YUN SUNG

BIRTHPLACE: **Chili-san, Lee Dynasty Korea**
AGE: **18** WEAPON: **White Storm**

New boy Yun Sung is every bit the flighty swordsman that made Hwang Sung Kyung a popular character in the first game. This is because Yun Sung has studied at the same Dojo and under the same master as Hwang. He is also on the same quest, to find the Soul Edge and return to save Korea from the Japanese invasion; and in the process prove he is a better swordsman than Hwang, who failed in the same task four years earlier.

BLAGGER'S GUIDE

In a story that imitates many of the themes of *Lord Of The Rings* the *Soul Blade/Calibur/Calibur II* series of games focuses on man's desire to control other men and rule without obstruction via a 'thing'. The thing of the game being the Soul Edge, a sword from the edge of history created from the deepest, darkest evils of man's dreams; it will offer treasure without equal, eternal youth, cure all illnesses and unite nations. Sounds good, right?

Well yes, but a thing like this has a lot of people fighting over it, and so we have the crux of series and the reason why tooled-up heroes from all over the world want to skewer each other in a fight for control of the sword. But regardless of the motive or melodrama that has occurred in the past games (such as Nightmare wiping out half of Europe), *Soul Calibur II* is about cutting people, hitting people and generally smacking the crap out of things with a selection of very big swords.

>>beat-'em-ups with a similar idea, you can only be removed from the ring by being lifted off your feet and flung helpless to your death. As a way of improving on this aspect of the gameplay, Namco has included a new move that allows characters to be controlled whilst in the air, new air counters and blocks as well as movement can be used to avoid such moments of stress and indeed turn it to your advantage.

So the cut and thrust of the action is a game of evasion, speed and forethought. *Soul Calibur II* looks set to define the way beat-'em-ups are played and set new standards in every department. Standards that will be met on the PS2 with new enhanced graphics, all new arenas that take in influences from the Dark Ages, Ancient China and the classical periods of France, Greece and Germany.

Castle ramparts, Greek temples and exotic French chateaux's are all on offer and packed with interactive features. Many will combine walled sections and edge areas to create arenas with no place to hide. Players who would once back off and wait for the time to tick away will now have no safe place to run to. The PS2 has never had a beat-'em-up that looked so damn good.

If You Ain't On The Edge...

You will get to see all the stages courtesy of the new and improved Edge Master mode, effectively a Quest or Story mode that has you traipsing the world searching for the Soul Edge – a sword imbued with demonic energy that grants its owner unrivalled powers to carve up the world. Of course, each character in the game comes with a motive for wanting the sword, most of them involving the desire to avenge a murdered family member. In this respect, the PS2 version promises more FMV and story development than the coin-op as well as more stages and mini-games. This mode will, like the Edge Master mode in the PSone original *Soul*



All the characters will come with new PS2-exclusive costumes. Taki reveals a little leg.

SLAP AND TICKLE



Necrid takes a moment out of destroying history to pose for the cameras.



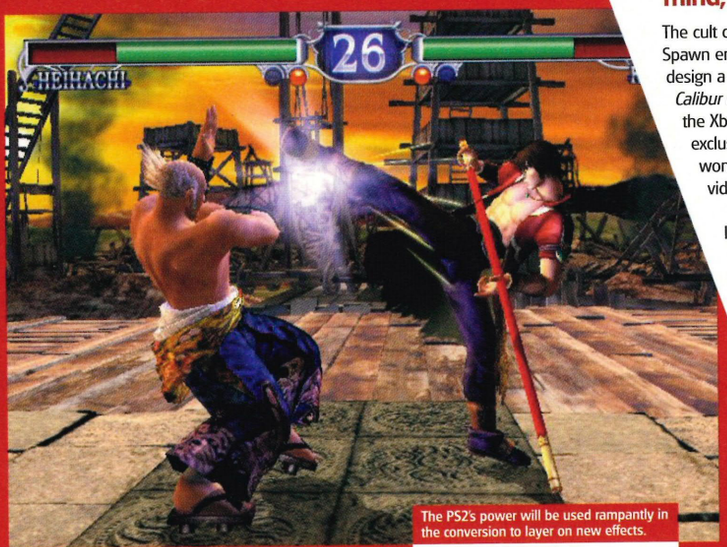
Necrid promises to be both agile and powerful. He's still green though so you can't have it all.

"THE PS2 HAS NEVER HAD A BEAT-'EM-UP THAT LOOKED SO DAMN GOOD"

Blade, add depth to an already superior beat-'em-up. You will have complete freedom to roam a map, picking fights that will challenge with more than just defeating an opponent. In these Quest mode bouts you will need to complete certain criteria and defeat enemies in particular ways (some enemies can only be hurt with counter attacks) and some fights will even introduce hindrances such as poison – you begin a fight gradually losing energy and only by killing the foe will the cure materialise.

As you progress, new weapons, costumes and the promise of extra mini-games are earned until finally you arrive at your goal and fight for possession of the ultimate weapon – the Soul Edge. Anyone who has played the original on PSone will know how days and months went by in the search for every hidden item on the game map in a bid to improve your character and get that near-impossible 100% ranking.

The new PS2 conversion – complete with new characters, improved graphics and game modes – looks set to better the coin-op and the previous games in the series in all areas. Personally, the PLAY team can't wait to start losing sleep and self-respect over *Soul Calibur II*, just as we did all those years ago with *Soul Blade*. Clichés be damned, we're quite prepared to lose our social lives all over again.



The PS2's power will be used rampantly in the conversion to layer on new effects.

CRACKING SPECIALS

MCFARLANE SPAWNS A MONSTER

It's not Spawn, but it is an exclusive creation from same mind, which we like...

The cult comic artist and creator of the Spawn empire was approached by Namco to design a brand new character for *Soul Calibur II* and so here we have Necrid. Okay, the Xbox gets Spawn, so what? We get an exclusive Todd McFarlane creation that you won't see anywhere else – in comic, videogame or film form.

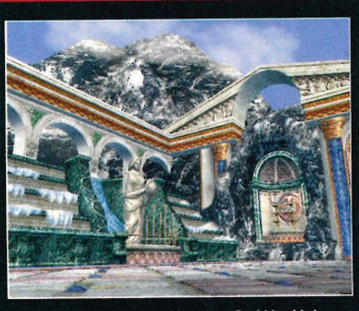
The character is a half-man-half-lizard creature that wields a glowing green broadsword that resembles the Soul Edge itself.

McFarlane has suggested Necrid will have a key role in the game's Quest mode and will not simply be a throwaway bonus. The comic guru's involvement in the game and with Namco in general, looks to be stretching further than the console conversions as a set of action figures are in the works, too. These will not just be of the McFarlane characters, Necrid and Spawn, but of all the *Soul Calibur II* fighters, including Mitsurugi, Voldo and Taki.

EDGY STUFF

Arena combat returns...

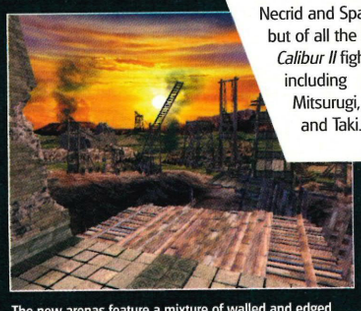
As is the norm with a beat-'em-up, each of the game's fighters will have their set arena themed to their characteristics. These will range from war-torn castles to European farmlands, but all will feature *Soul Calibur II*'s blend of perils. The classic 'Ring Out' edges that made the past games so tactical will return coupled with walled areas similar to *Tekken 4*. Playing safe and staying away from the edge of an arena will now leave you open to being forced against a wall, held there helplessly and battered to within an inch of your life... then thrown over the edge.



Homeland to Cassandra and her sister Sophitia, this is Greece, land of milk and honey and Gods who can't stop poking their noses where they aren't wanted. As you can see, those new walled areas are present.



This Jade cavern set in China promises to be an arena to really show off the PS2 conversion with its lighting and reflection mapping. Don't get distracted by the pretty lights though, as you may lose your head.



The new arenas feature a mixture of walled and edged areas to vary the action. It also opens up the game to new options; Do you pummel people against walls, or go for a quick victory and smack them off the arena?

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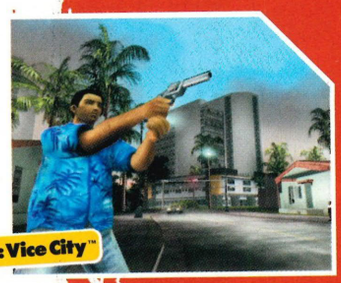
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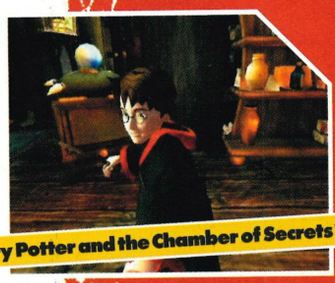


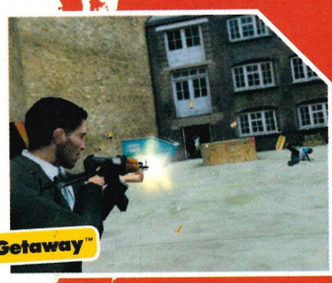


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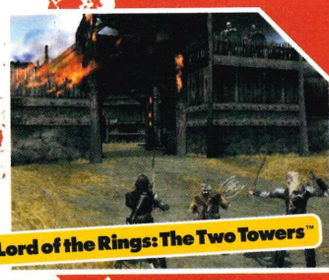
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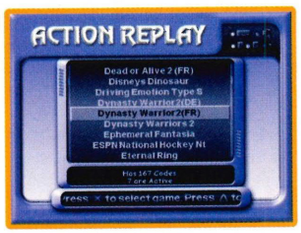




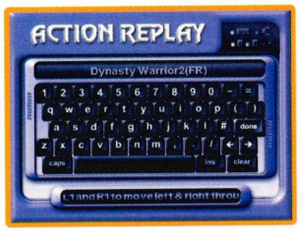




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GUNFORCE (SNES) 1992 • R-TYPE DX (GBC) 1999

DIE HARD: VEN

EXPECTED RELEASE DATE
APR 2003

PUBLISHER
Vivendi Universal

DEVELOPER
Bits Studios

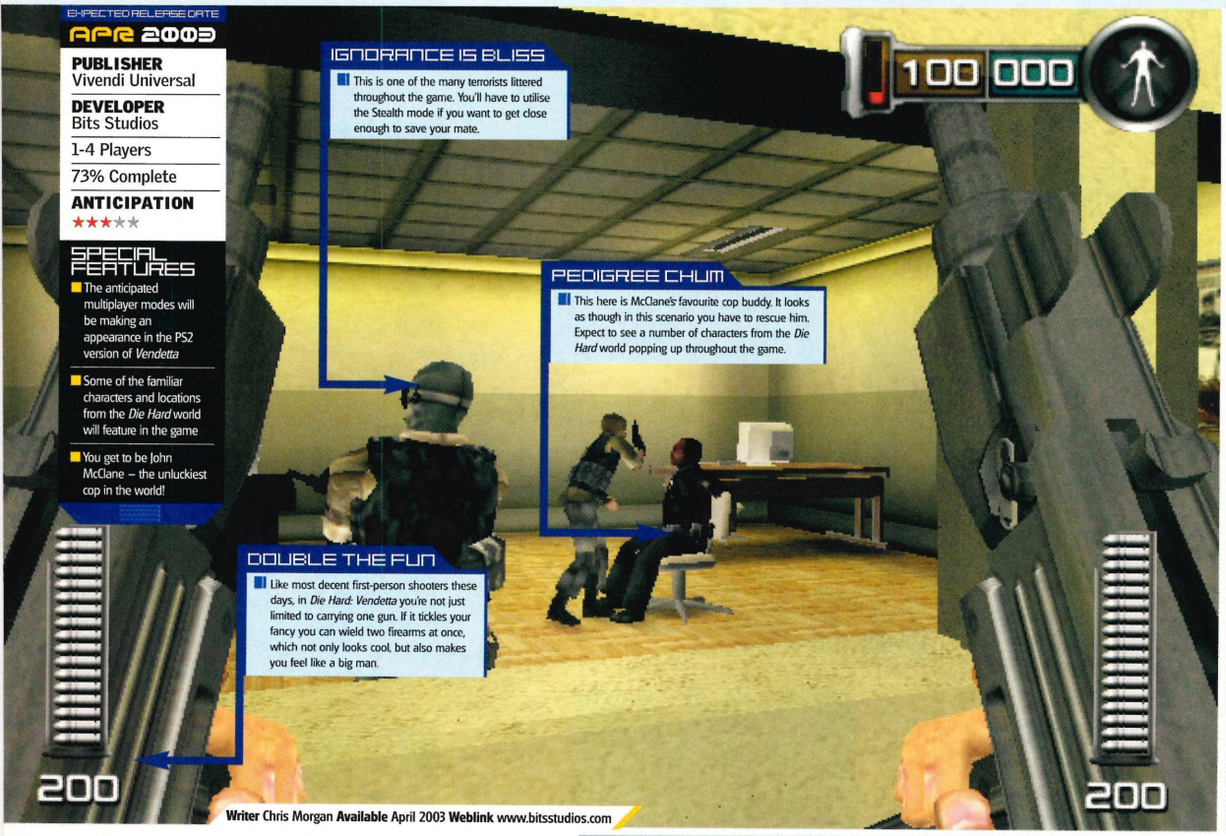
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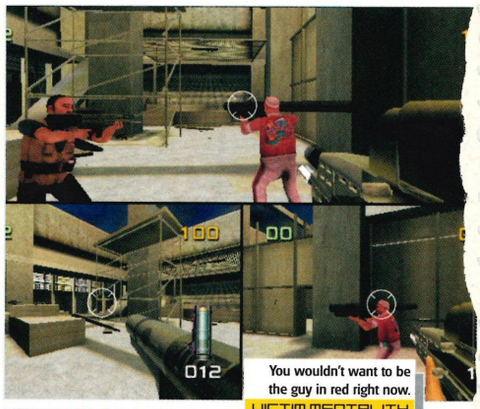
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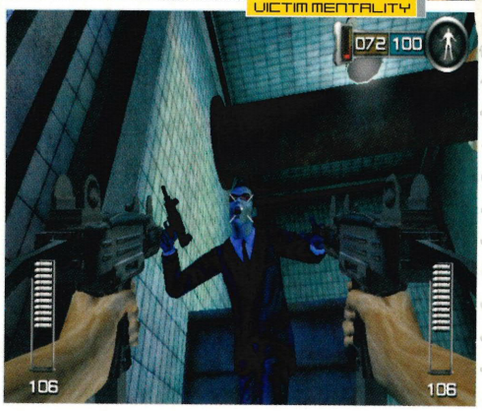
SPECIAL FEATURES

- The anticipated multiplayer modes will be making an appearance in the PS2 version of *Vendetta*
- Some of the familiar characters and locations from the *Die Hard* world will feature in the game
- You get to be John McClane – the unluckiest cop in the world!





You wouldn't want to be the guy in red right now.
VICTIM MENTALITY



Writer Chris Morgan **Available** April 2003 **Weblink** www.bitsstudios.com

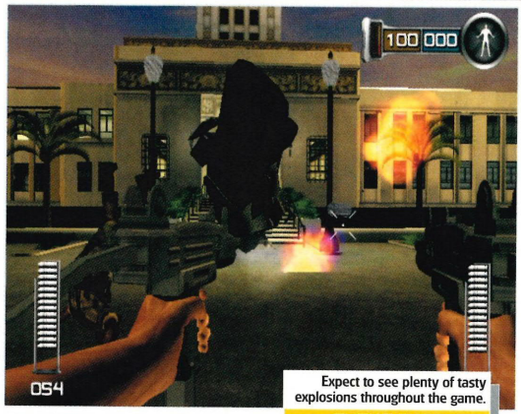
>> SOME OF THE NASTIER BAD GUYS WILL SHOOT THEIR COMRADES SIMPLY JUST TO GET AT YOU <<

TWO CAN PLAY THAT GAME

Bring A Friend

The GameCube version of *Vendetta* was heavily criticised for its complete lack of multiplayer options. Well, this situation seems to have been rectified somewhat for the PS2 version, as it has more multiplayer modes than you can shake a stick at. Whether or not it can live up to the standards set by the likes of *TimeSplitters2* is another matter.


Looks as though plenty of heavy-duty weaponry has been included.
WEAPON OF CHOICE



Expect to see plenty of tasty explosions throughout the game.
SHAKE THE ROOM





UK-based developers Bits Studios are nearly ready to let you jump into the shoes of none other than John McClane himself. McClane has to be the most unfortunate cop in cinematic history, as he invariably spends every Christmas Eve battling gangs of international terrorists whilst the rest of us wait for our stockings to be filled.

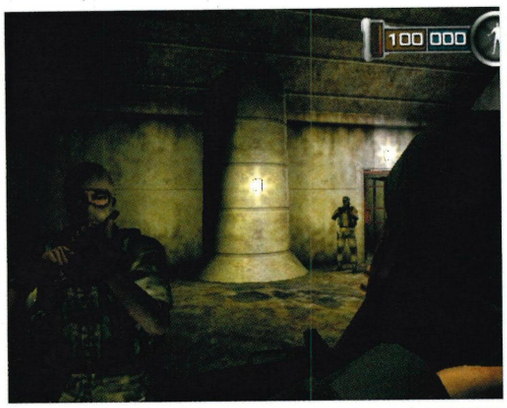
The plot for *Vendetta* is set years after the last movie sequel left off. John (played by Bruce Willis in the films) has long since retired from the force and is kicking back living the good life in Los Angeles, California. His daughter Lucy, who's all grown up now and has just graduated from police academy, comes face to face with the son of McClane's old enemy, Hans Gruber, the German terrorist leader from the first film. Naturally, he's out for revenge, so Lucy gets herself kidnapped (like they always do) and McClane has to, wait for it, rescue her. Thus a whole new *Die Hard* adventure begins. It's not known yet what time of year the game is set in, but we reckon it must be somewhere near Christmas Eve. It just wouldn't be *Die Hard* otherwise.

Although based on your standard first-person shooter mechanics, i.e. move from room to room and kill the bad guys, the gameplay focuses on tactics and stealth as much as blazing guns and then there's the interesting element of hostage-taking thrown into the mix. Whilst your enemies can use civilians as leverage against you, you can turn the tables by moving in slowly and stealthily, evaluating the situation and taking one of them as your own hostage. Usually the crims in question will drop their weapons and accommodate your needs when the lives of one of their own is threatened, though some of the nastier ones will

DIRTY VESTS AND DOUGHNUTS AT THE READY..

DETTA





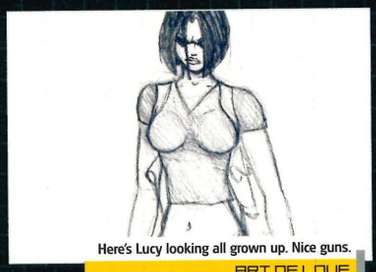


It all looks rather pyrotechnic.
LIGHT SHOW

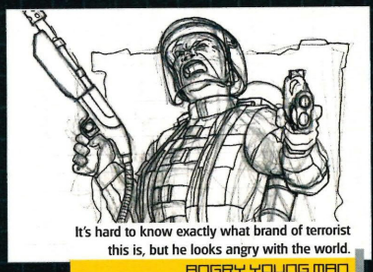
OPEN YOUR MIND

Arty Farty

The good thing about concept art is that you get to see what the game was meant to look like 'in their heads'. And here you can see what they dreamt McClane's daughter would look like. Can you tell where they were heading with this?



Here's Lucy looking all grown up. Nice guns.
ART OF LOVE



It's hard to know exactly what brand of terrorist this is, but he looks angry with the world.
ANGRY YOUNG MAN

Radio Contact



Name: Neil Dejyothin
Position: Producer
Developer: Bits Studios

PLAY: How well do you think the game has captured the feel and style of the *Die Hard* movies?
NEIL: The game captures the spirit of the original franchise really well, and this is something that has been relayed to us from many players who have played *Die Hard: Vendetta*. The game revolves around the *Die Hard*™ universe, including interacting with friends and locations from the past, as well as a gripping story line that is similar in nature to what you would come to expect from the movies.

PLAY: Did you find the licence an asset or a hindrance?
NEIL: The *Die Hard*™ licence has given us an exceptional opportunity and definitely helped make a rich package. We feel we have fulfiled its potential by adding to the *Die Hard*™ universe with a unique gaming experience.

We wanted to remain true to the spirit of the films, but at the same time, grow and develop some of the characters. We didn't want to make a first-person shooter with a licence slapped on the end, as we knew just how much it meant to the *Die Hard*™ fans. The films were cool and the challenge was to do them justice.

PLAY: The taking hostages aspect sounds quite interesting. Could you explain how this works in more detail?
NEIL: Taking hostages is great fun and is a unique feature to *Die Hard: Vendetta* that has never been seen before in a first-person-shooter. Not only being fun though, taking hostages brings a whole new dimension to the gameplay.

Using Stealth you can creep up on foe unawares and take them hostage. From here, there are several different scenarios that can potentially be the difference between life and death.

Grab a mercenary that isn't deemed worthy enough and your foe may decide to take his life in order to take yours. Grab the leader of a group and you will be able to disarm a whole pack of enemies in one go without firing a single bullet! This is particularly useful if you're low on ammo. From the hostage situation, you will be able to disarm and arrest the mercenary for interrogation, potentially leading to vital clues or information to help you on through your missions.

PLAY: There is a lot of first-person shooter competition out there these days. What separates *Vendetta* form the pack?
NEIL: Which first-person shooter allows you to play the greatest action hero of all time? The only answer is *Die Hard: Vendetta*. You get to be John McClane and kick ass. Come on people, what more do you want?!

On a more serious note, we realise there are some great first-person-shooter games for the PlayStation2, but *Die Hard: Vendetta* gives the player a little bit more. There's an enormous amount of interaction with both characters and the environment, creating a really believable world. It's not just action, there's a lot more in terms of a sense of adventure and exploration.

PLAY: Could you shed some more light on the multiplayer options? What's the paintball gun and boxing gloves all about?
NEIL: We're not going into specifics at this stage, but we will be announcing more details as the game readies for release. Multiplayer will be available for up to four players, including a Boxing mode. The Paintball gun is available in both multiplayer and training.

PLAY: Were there any difficulties in transferring the game from GameCube to PS2? If so, how were these overcome?
NEIL: The PlayStation2 hardware is very powerful in terms of its graphical capabilities. It takes time to create an engine from scratch and one option would be to use third-party middleware to hurry the development. However, we wanted a fully functional PlayStation2 engine as part of our in-house toolset and decided to build one from the ground up. This meant a lot of time and resources have been directed to the PlayStation2 conversion, but it was worthwhile as it allows us complete control over the engine.

PLAY: Aside from the inclusion of multiplayer modes, what separates the PS2 version from the GC version?
NEIL: We have looked at areas of the game and feedback from players who've played *Die Hard: Vendetta* and made adjustments for the PlayStation2 release. Overall, it's a better experience than the original with even more features!

The multiplayer mode is obviously a big addition, but we haven't stopped there. Some levels have been improved in terms of design and more options have been added for manual and automatic aiming. Control is another area we've looked at and they've been reworked to accommodate the PlayStation2 analog sticks.

PLAY: Can we expect to hear plenty of Bruce Willis style witty one-liners?
NEIL: It wouldn't be *Die Hard*™ without McClane spitting out one-liners. There are plenty of them, and you'll find the blend of humour and action is pretty cool. There are around 100 player characters to choose from in the multiplayer modes. Are these all taken from the *Die Hard* world? All of the characters available in multiplayer are ones you meet within the *Die Hard: Vendetta* game world.

PLAY: Can we expect to see some familiar *Die Hard* locations, like the Nakatomi Plaza?
NEIL: The game is based in L.A. so getting locations from some of the later *Die Hard*™ movies would be difficult, but there is a part where McClane must return to the completely refurbished Nakatomi Plaza from the original film.

NEVER SAY NEVER

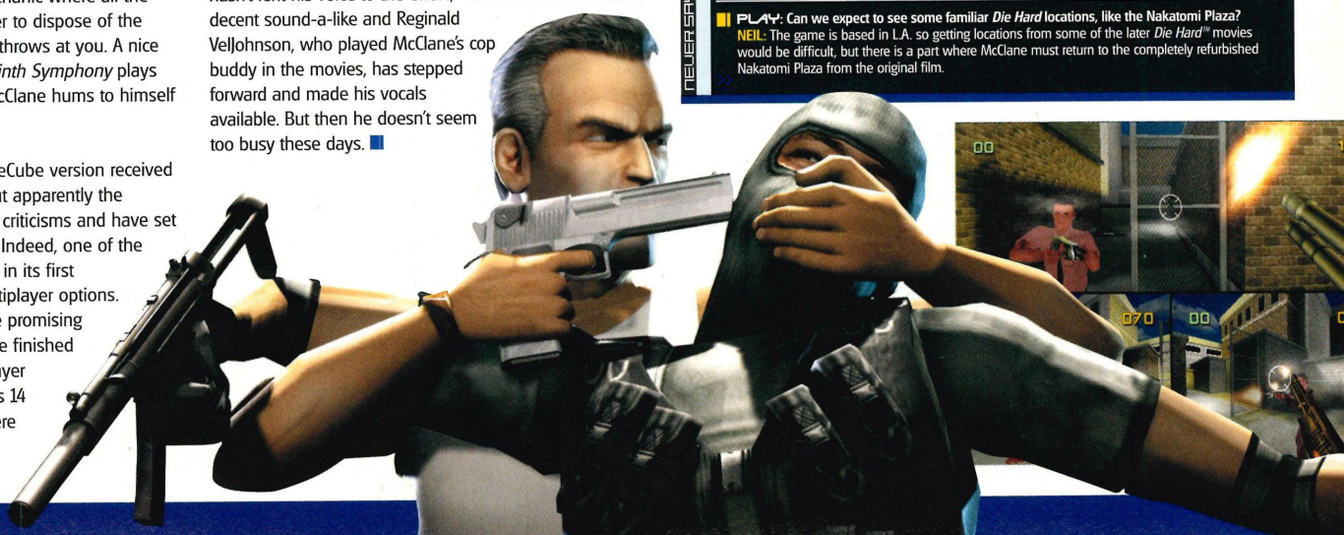
>> shoot their comrades just to get at you. Sounds like an intriguing idea. Naturally, storming in with a gung-ho guns-blazing type approach is equally valid and viable and you'll probably end up with faster results, but you'll get hurt in the process.

McClane is quite a nimble chap and, apparently, the controls have been designed with console users in mind. He can pull off all the usual tricks like jumping, crouching, climbing and so on, but he can also swing on ropes, go prone in order to squeeze through narrow gaps and switch to a Stealth mode when you need to avoid the enemy.

Then there's the Hero mode. In a nutshell, this is a *Matrix*/*Max Payne*-inspired play mechanic where all the enemies slow down, making it easier to dispose of the large number of enemies the game throws at you. A nice touch is the way that Beethoven's *Ninth Symphony* plays whilst in this mode, the tune that McClane hums to himself during the movies.

It has to be said that the GameCube version received a somewhat lukewarm reception, but apparently the developers have listened to player's criticisms and have set out to fix these for the PS2 offering. Indeed, one of the main criticisms levelled at the game in its first incarnation was the lack of any multiplayer options. And behold, PS2 *Vendetta* has some promising looking deathmatch goodness. In the finished product there will be around 100 player characters to choose from as well as 14 different areas to scrap it out in. There will also be weapons added to the multiplayer modes not available in the single-player Story mode, including a paintball gun, mini-gun and, rather bizarrely, boxing gloves. There's some pretty stiff competition out there at the moment in terms of deathmatch glory (not least from Free Radical's delicious *TimeSplitters2)*, but from what we can tell so far it's looking quite decent.

Sticking closely to the style of the *Die Hard* movies, Bits Studios have included a ton of audio cues where McClane can strike up conversations and display the cocky attitude and humour that characterises the films. The game boasts full lip-synching and dialogue localisation for each of the five different European territories. Although Mr Willis himself hasn't lent his voice to the effort, Bits Studios have used a decent sound-a-like and Reginald VelJohnson, who played McClane's cop buddy in the movies, has stepped forward and made his vocals available. But then he doesn't seem too busy these days.



>> SOFTOGRAPHY
LUCASARTS/THE COLLECTIVE/USA
STAR WARS: THE CLONE WARS • STAR WARS: BOUNTY HUNTER



INDIANA JONES AND THE EMPEROR'S TOMB

EXPECTED RELEASE DATE
MAY 2003

PUBLISHER
Activision

DEVELOPER
LucasArts/The Collective

1 Player

67% Complete

ANTICIPATION
★★★☆☆

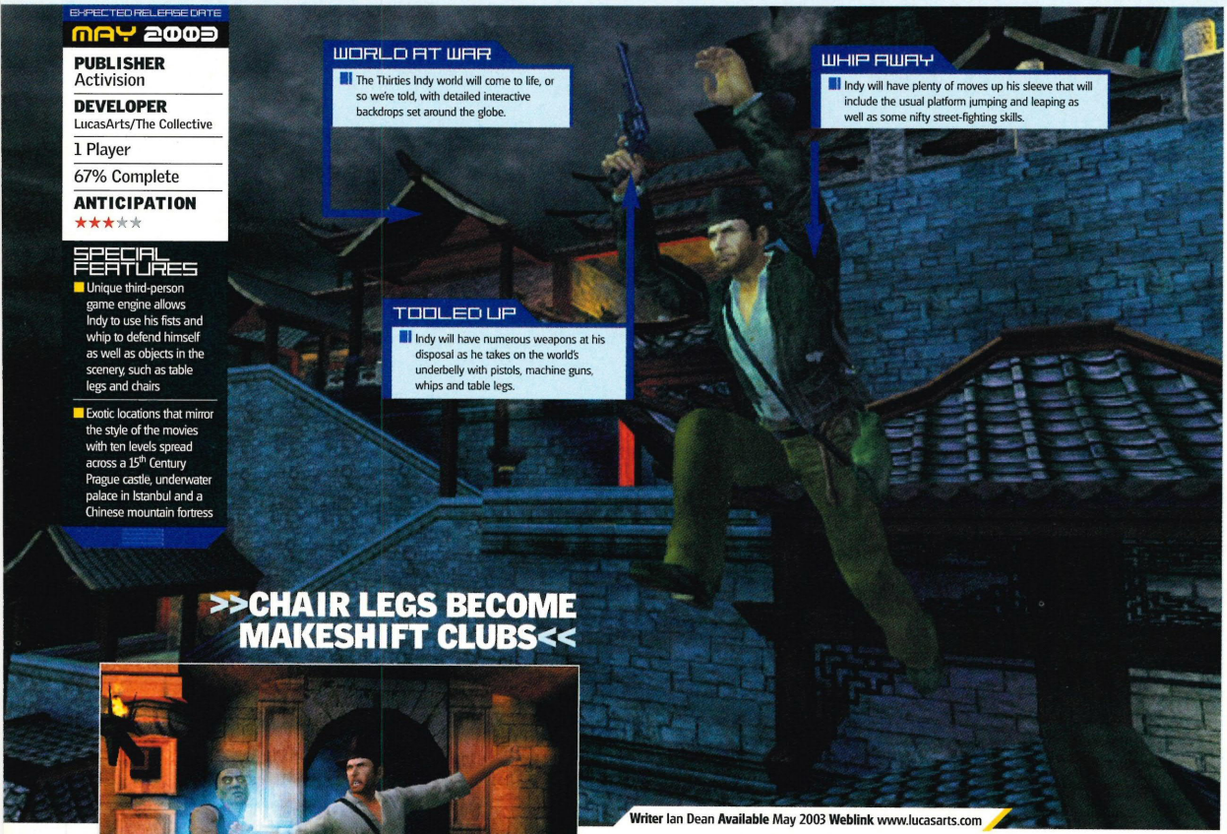
SPECIAL FEATURES

- Unique third-person game engine allows Indy to use his fists and whip to defend himself as well as objects in the scenery, such as table legs and chairs
- Exotic locations that mirror the style of the movies with ten levels spread across a 15th Century Prague castle, underwater palace in Istanbul and a Chinese mountain fortress

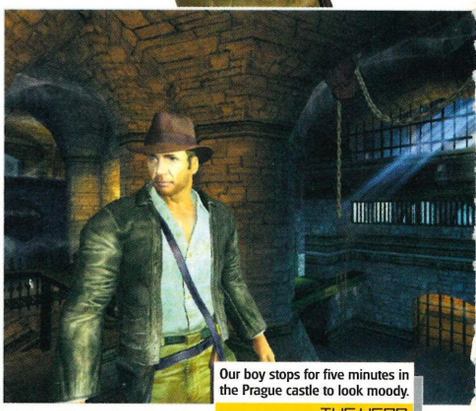
WORLD AT WAR
The Thirties Indy world will come to life, or so we're told, with detailed interactive backdrops set around the globe.

WHIP AWAY
Indy will have plenty of moves up his sleeve that will include the usual platform jumping and leaping as well as some nifty street-fighting skills.

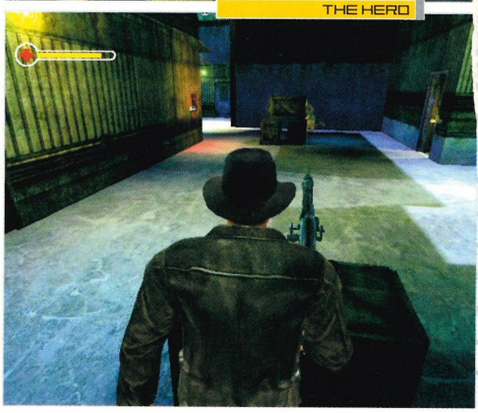
TOOLED UP
Indy will have numerous weapons at his disposal as he takes on the world's underbelly with pistols, machine guns, whips and table legs.



>>CHAIR LEGS BECOME MAKESHIFT CLUBS<<



Our boy stops for five minutes in the Prague castle to look moody.
THE HERO



Writer Ian Dean **Available** May 2003 **Weblink** www.lucasarts.com

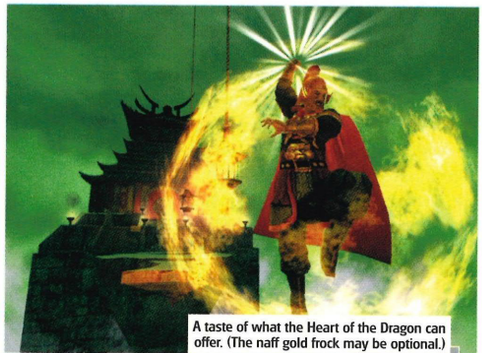


Things have been fairly quiet in the world of Indiana Jones. With the last film being released nearly ten years ago and Harrison Ford nearing 60, a new film is never likely to happen. Age catches us all you see, unless you are immortalised in a videogame.

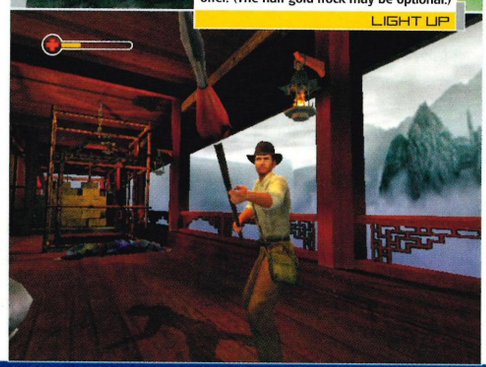
The new game then resurrects the Indiana Jones character and all the ancient world myths and legends that go with it. Set in 1935 Indy has learnt that a sinister Asian crime society known as the Black Dragon Triad has teamed up with a German mercenary, Albrecht Von Beck, in the hope of uncovering the Heart of the Dragon. This black jewel is said to "possess the power to control people's minds" and is the perfect little gizmo to spur a budding fascist organisation to take over the world.

So the PS2 game will feature ancient relics, evil Germans and moody criminal types vying to make a quick buck. The game will also feature the trademark Indy globetrotting as the game swiftly leaps continents in search of the Heart of the Dragon. Locales included will be an underwater palace off the coast of Istanbul, a fight on a gondola in the South China Sea and a final confrontation atop a Chinese mountain – in all there will be ten levels of action.

We were a little dubious of Activision's game, after all LucasArts doesn't have a strong track record on the PS2, but the early screens and game details have proved impressive. Best of all though is surely news of a development collaboration with The Collective, a team responsible for the Xbox's fun *Buffy The Vampire Slayer* beat-'em-up and indeed early indications are that the fight action in Indy will be superior to most action adventures. Indy can use his trademark whip as well as brake and use areas of the scenery – chair legs become makeshift clubs. Add in some fps chase sequences through Hong Kong and *Indiana Jones And The Emperor's Tomb* could be a surprise roller coaster ride of action that makes you glad games stay young.



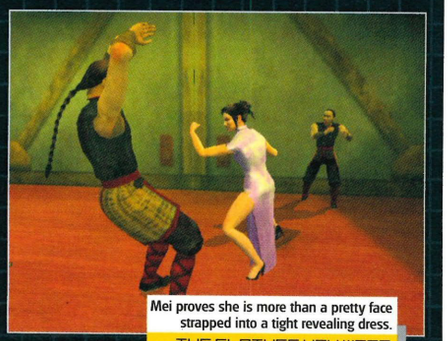
A taste of what the Heart of the Dragon can offer. (The naff gold frock may be optional.)
LIGHT UP



ALL WOMAN

Mei We?

A little extra spice will be dished out in some levels as you will take control of Indy's partner Mei Ying. This young kung-fu-kicking lass has been sent to help our hero by the wealthy Chinese businessman Marshal K'ai. She will help Indy unearth the scattered pieces of the Dragon Seal with which the pair can unlock the Emperor's secret tomb.



Mei proves she is more than a pretty face strapped into a tight revealing dress.
THE CLOTHES YOU WEAR


★★★★★ LOADED
'WE'RE LOVING THIS' PSM2
MORTAL KOMBAT
DEADLY ALLIANCE
www.itsinusall.com
XBOX
NINTENDO GAMECUBE
PlayStation 2
GAME BOY ADVANCE
IT'S IN US ALL
MIDWAY
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DARK CHRONI

EXPECTED RELEASE DATE
JUN 2003

PUBLISHER
Sony

DEVELOPER
SCEI

1 Player

66% Complete

ANTICIPATION
★★★★★

SPECIAL FEATURES

- Control a giant robot war machine called Steve
- Control two characters at once, switching between swordsman and engineer to destroy and build as you go
- Marks the return of an improved version of the Georama engine to build villages and towns

BUST A MOVE

This little power meter shows just how damaged your sword is. Luckily you can now repair them in this sequel once they are well and truly smacked up so all that hard work developing the stats doesn't go to waste.

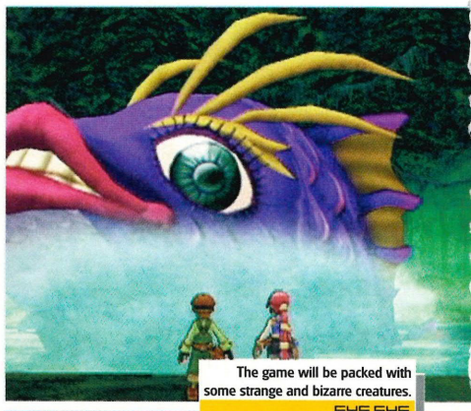
DOUBLE TROUBLE

The enemies come thick and fast in real-time, which, in layman's terms, means there's no turn-taking as in the *Final Fantasy* series. A handy lock-on system helps out, too.

GRAAL POWER

Unusually for a game, the kick-arse character this time around is a girly. Yes, we know it's nonsense as girls are fluff, but in *Dark Chronicle* Monica holds the power and protects Max.

Writer Ian Dean **Available** June 2003 **Weblink** www.level5.co.jp



The game will be packed with some strange and bizarre creatures.
EYE EYE



>> DARK CHRONICLE LOOKS ORIGINAL, SLICK AND INVOLVING <<



The towns will be full of character when finally built.
HUSTLE AND BUSTLE





You may not recognise it from the title or indeed from the screens on these pages, but *Dark Chronicle* is in fact the long-awaited sequel to the cult RPG, *Dark Cloud*, a game released shortly after the PS2's launch back in 2001.

The original put you in control of a young adventurer on a quest to seek out his world and rebuild it. A demon had destroyed it you see. The result was lots of classic RPG exploring and fighting coupled with a world-building sim, somewhat like a basic version of *Sim City*. It was surprisingly good fun.

The sequel promises all the same world-building, exploring and fighting of the original, only executed with more aplomb. The flaws of the original will be ironed out, such as the need to keep drinking and the breakable weapons; swords will still break, but will no longer disappear as they can now be repaired.

The story is as imaginative as before, only this time the world is disappearing, not because a demon is stealing it, but due to the careless time-travelling exploits of a madman hellbent on stopping a rebellion in his time, robbing him of power. He goes into the past and begins killing people, altering the present with every death. As the two adventurers, Max and Monica, you must journey through time to stop this and rebuild the future through the handily improved Georama system. Now you must collect blueprints of the destroyed towns and build to a plan, whereas before you could just put buildings anywhere.

Also, and this is the biggest change, you will need to develop building materials from raw elements before researching and building the houses, farms and power

TOWN PLANNING GETS COLOURFUL

CLE





Throw a spanner in the works – Max's tool kick comes in handy when faced with multiple foes.

YOU SPANNER

Chronicle This...



Name: Mr Kentaro Motomura
Position: Assistant Producer
Developer: SCEI

PLAY: What inspired the time travel story line?
KENTARO: The theme of *Dark Cloud* was to be able to build your own world. The sequel needs to do more, and time travel was the answer.

PLAY: Does the time travel element have any influence on the gameplay?
KENTARO: The evil emperor goes back and forth through time and, by controlling the history, he plans to destroy the world. To fix the controlled history, the player would need to create a town in the present time and see how it develops in the future. For example, if the future develops in a proper way, you can make the rebels superior to the evil emperor and prevent him from destroying the world.

PLAY: Is it right that in the sequel you no longer have to worry about your character's thirst level?
KENTARO: Yes, it is right. This time the thirst system is not necessary for the player to enjoy the action and dungeon exploration, so we have decided to delete it from the sequel.

PLAY: An integral part of the first game was the weapons system, more specifically the way your weapon could break. Has this system changed at all?
KENTARO: The weapons still break. However, they will not disappear like in *Dark Cloud*, but can be repaired. Now, you won't suddenly lose weapons that you have strived to build up.

PLAY: Has the Georama system been altered or improved since the first game?
KENTARO: It has been improved drastically. There is a big increase in the number of parts and additional accessories you can use, freedom in how you can arrange the landscape, colouring and residents, etc. Wait till you play it, it is very different from *Dark Cloud*.

PLAY: Do Max and Monica have differing attributes and abilities?
KENTARO: Monica is a swordsman, who uses a sword and magic. Max is an engineer/fighter who uses a wrench and a gun. Obviously, the attributes and abilities differ. In regards to attributes, there are enemies weak with swords and enemies weak with guns. Players would need to switch characters to cope with various types of enemies.

PLAY: Could you tell us more about Steve?
KENTARO: Steve is a robot that Max invents during the game. As it is powered by energy, once the energy runs out, the robot stops. Its power is overwhelming and is considered the last weapon for Max and Monica when they are in trouble. You can customise your own Steve by combining different parts including torsos, legs, arms and cores. Legs can become wheels with which you can move really fast, arms can become canons with which you can blast from a remote distance, etc.

PLAY: What inspired the new look for the game?
KENTARO: The setting of *Dark Cloud* was in the Western continent full of nature, but as for the sequel, the setting is now in the eastern continent where the world is more civilised. As the eastern continent was already seen as civilised in *Dark Cloud*, in that sense, nothing has basically inspired us, but the idea of a sequel in the eastern continent came to us naturally. However, the time setting is very different between the two stories.

DARK IT UP STAR

>> plants. To add an extra bit of brainwork to the pot, the time travel element of the game affects everything you do – putting a farm in one place in the past will directly affect the future and learning how to use these effects to your own purposes is key to success.

Of course, as before, building the towns is the last link in the gameplay chain. Before you can do all the God-like town planning, you will need to find the materials by exploring the new game world.

Where the original game had a distinct Western theme, the sequel is set in the Eastern area of the world with more civilised people, machines and stylised scenery. The usual dungeons make up the majority of these areas though the new graphical style (a crisp cel-shaded look similar to the recent *Wild Arms 3*) offers a good deal more variety than before with mountains, forests and caverns all there ready to explore.

Of course, these dungeon-esque areas aren't empty. They will be packed with weird and wonderful creatures to have a pop at. A revised fight system allows you to combine and create more new weapons than before and attacks can be performed with greater dexterity as a weapon's components can be charged separately. Best of all though is the promise of a robot called Steve. We've never played as a tooled-up war machine with such a commonplace name and this alone strikes us as a great addition to the series.

Given the lack of real quality RPGs on the PS2, with only Square's odd title to really get us hooked, Sony's *Dark Chronicle* looks original, slick and involving. We'll have more details next issue.

MARTIAL MATTERS

M 'n' M

Max

Like a little Einstein, this 13-year-old boy is a certified genius, but unlike Einstein he is using his IQ to build a better world and not Fat Boy and Little Boy. He is the son of a rich family and likes nothing more than to build things, which is handy for the Georama stages of *Dark Chronicle* Thankfully, he can also defend himself using his oversized spanner and homemade pistol.



Monica

This mysterious girl has dropped into Max's life from 100 years in the future. No one knows why – for now. She is quite handy in a fight and is actually the game's main killer harbouring, as she does, a hulking great broadsword to hack away at her enemies. The odd dose of magic doesn't help either.







MOTO GP 3

EXPECTED RELEASE DATE
APR 2003

PUBLISHER
Namco

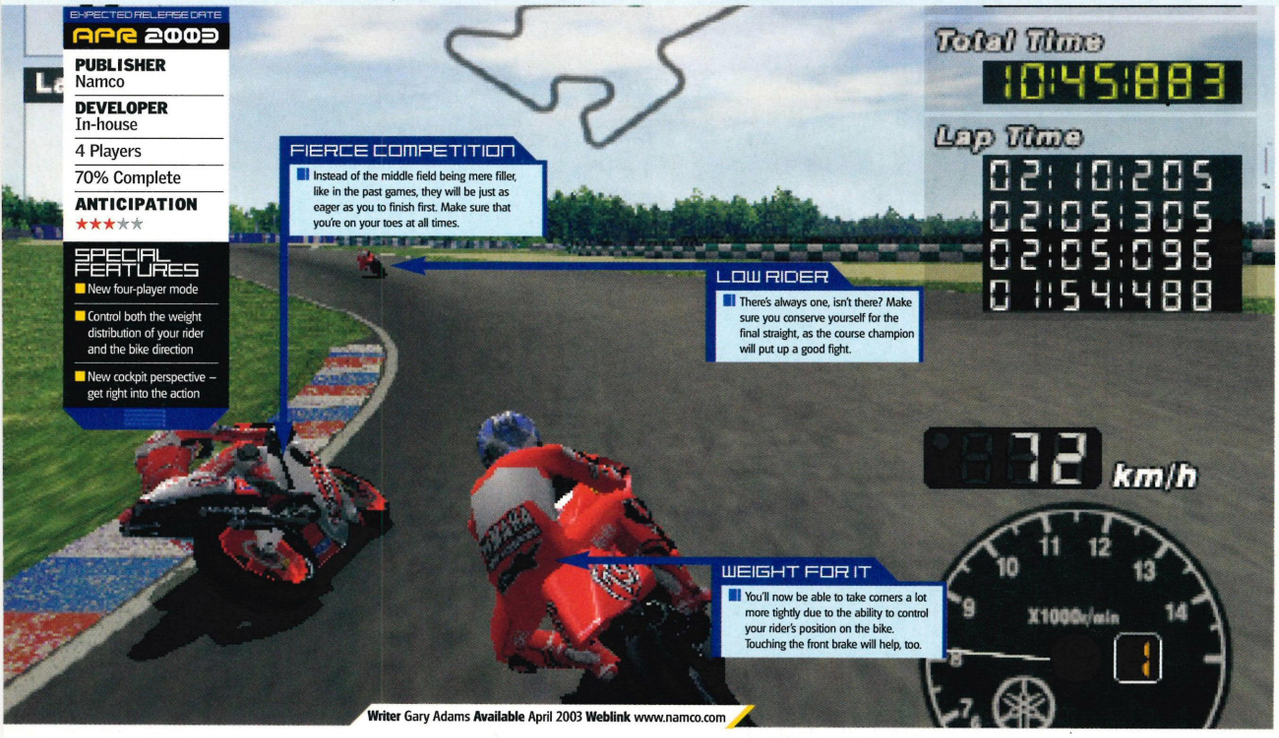
DEVELOPER
In-house

4 Players

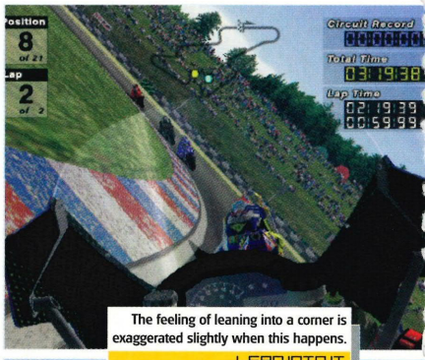
70% Complete

ANTICIPATION
★★★★★

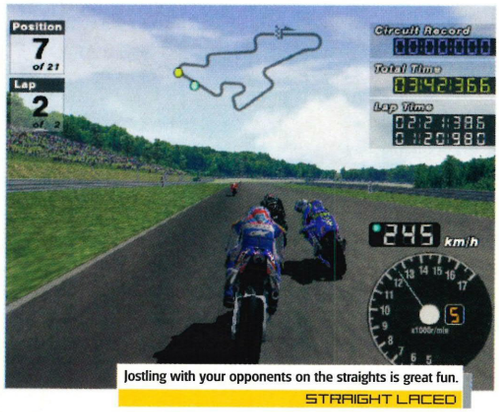
SPECIAL FEATURES
- New four-player mode
- Control both the weight distribution of your rider and the bike direction
- New cockpit perspective – get right into the action



Writer Gary Adams **Available** April 2003 **Weblink** www.namco.com


The feeling of leaning into a corner is exaggerated slightly when this happens.
LEAN INTO IT




Jostling with your opponents on the straights is great fun.
STRAIGHT LACED





The PS2 has had its fair share of racing games, but, curiously, there is a distinct lack of racing games that involve bikes. As such, *Moto GP* has had it pretty easy, achieving sales despite being a tad mediocre. Yes, the visuals are lovely, but the gameplay has so far lacked the high degree of polish that you'll usually find in a Namco title.

However, this hasn't stopped the Japanese giant from developing a third instalment. This time the features have been upgraded slightly, allowing up to four players to battle it out on the tarmac at the same time, as well as aiming to improve the controls by allowing the player to control both the position of the bike rider and the bike itself. Adding to this, you can also now activate the rear and front disc brakes separately, so you'll be able to slide around corners with ease and perform controlled skids.

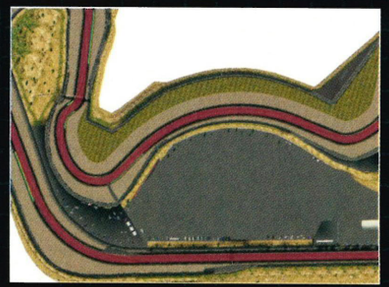


TRACK RECORD

Bitmaps

All 15 of the courses on offer are fully licensed and, as with most officially licensed simulation racing games, every corner and racing line will have to be memorised if you want to be a winner.


Aerial views will help you commit the course to memory.
BIRD'S EYE



THE THIRD INSTALMENT IN THE MOTO CYCLE...



For the maximum sense of speed, get into the cockpit and wait to be impressed.

I'LL HAVE YOUR WINDOWS





Hello Moto



Name: Isao Nakamura
Position: Producer
Developer: Namco

PLAY: Given the less than spectacular commercial history of motorbike games on console, were you surprised by the success of the *Moto GP* series worldwide?
ISAO: I wasn't really. But I am very happy that so many people are enjoying this game. We are trying to offer the best possible motorbike racing game.

PLAY: Do you feel that your series is now overtaking Formula 1 as the best racing games on PS2?
ISAO: Yes, I am confident at least in terms of the quality of the game screens and controls. Although in terms of top speed, we can't compete.

PLAY: What do you feel are the strengths of the *Moto GP* series and why has your game become so popular when other motorbike games have failed?
ISAO: Maybe it could be that we are not only trying to create a good motorbike game, but that we are aiming to create the number one racing game. We are using all the finest technologies to create this game that Namco has to offer.

PLAY: In terms of gameplay, where can you take the *Moto GP* series without straying too far from the core values of the games?
ISAO: In *Moto GP 3* we have evolved by adding a few new features such as weight distribution controls and the possibility to brake with either the front or rear brakes.
You can also play with the Simulation on as in previous games. But to make sure that more players can enjoy the game than up until now, we have introduced an Easy option. I can definitely recommend trying out on this easy setting. I believe that this will make playing *Moto GP 3* even more enjoyable. We are hoping to create a racing game that many people can enjoy.

PLAY: What new tracks and bikes are in *Moto GP 3*? Can we expect sidecar races?
ISAO: We have added five real Moto GP courses, bringing the total up to 15. This is more or less the same number as is the actual Moto GP races. But we have also added 20 circuits which we have designed ourselves. Among those, there are some courses from the *Ridge Racer* game. We have also based the bikes on actual bikes appearing in the 2002 season of Moto GP. We have also created a few hidden bikes and helmets. I am sure you will enjoy trying to unlock these hidden items.

PLAY: To what lengths have you gone to make sure the tracks, bikes and handling are as authentic as possible?
ISAO: We go to the races and the circuits and take photographs and do research by taking measurements. We also measured the bikes. Actually the real Moto GP bikes are quite small! I think that the important point is that the development staff have seen the bikes, also understand the races and the circuits and the movement by actually seeing it. I have been to all the courses in *Moto GP*.

PLAY: Do you think there is a need for a balance between actual realism and perceived realism in order to make a fun game that appeals to bike enthusiasts?
ISAO: Realistic images are definitely important. I also feel that is it important for the users to feel the real excitement of the circuit as if you were there. If you've never been to the real Moto GP race, I thoroughly recommend it. The atmosphere is very powerful.

PLAY: Will there be any classic riders and manufacturers in the game to unlock?
ISAO: We have included the popular 'Legends mode' from *Moto GP 2*. You'll just have to look forward to which riders will make an appearance.

PLAY: Have you any plans to include an online option? Where do you think the series can go from here?
ISAO: If a great number of users are going to play online games, then I hope to create an online *Moto GP* game. Coming from an arcade background, I have experience in making online games and know the enjoyment of it. As we only just finished *Moto GP 3*, we haven't really thought about the next in the *Moto GP* series. We are going to enjoy our break!

>> There will be several gameplay modes on offer, including: all of the ones seen before in *Moto GP 2*, a four-player Versus mode (as mentioned before), a Virtual Challenge (two-player Grand Prix-style) and an improved Replay mode.

As you can see from the screenshots, visually at least, *Moto GP 3* looks set to continue the series' reputation for excellence, with professional looking replays and menus emulating the kind of program you'd expect to see on something like Sky Sports. And if the animation is as good as previous efforts, then this will be no let down either.

It has to be said though, that while we thought that *Moto GP* was a fair enough effort, the second instalment didn't add enough new elements to make it a worthwhile purchase. Not only that, but the gameplay problems that were so obvious in the first game were still lurking in the sequel. Hopefully, the problem of iffy handling and zero sense of speed will have been looked at and dealt with, because the presentation and depth of the *GP* series has always made us long to love it. Namco are, after all, a cracking developer.

Those looking for an arcade blast though may want to look somewhere else. The simulator elements are being taking even further this time around – representatives of Dorna Sports S.L have helped with the development and there are 15 officially licensed courses to tear through. Motorbike anoraks will also be pleased to hear that the riders and their steeds have been lifted from the 2002 Moto GP season, so a degree of authenticity is guaranteed. In many ways we're looking forward to this game. If Namco can inject the right amount of speed into it, give a sense of control to the handling and make sure the AI is up to scratch, then the series could really take off into a two-wheeled version of *Ridge Racer*. We'll find out in April. ■

>> SIMULATOR ELEMENTS ARE BEING TAKEN EVEN FURTHER...



>> SOFTOGRAPHY

CAPCOM/JAPAN

RESIDENT EVIL CODE: VERONICA • MAXIMO • DEVIL MAY CRY

RESIDENT EVIL DEAD AIM

EXPECTED RELEASE DATE
JUN 2003

PUBLISHER
Capcom

DEVELOPER
Capcom

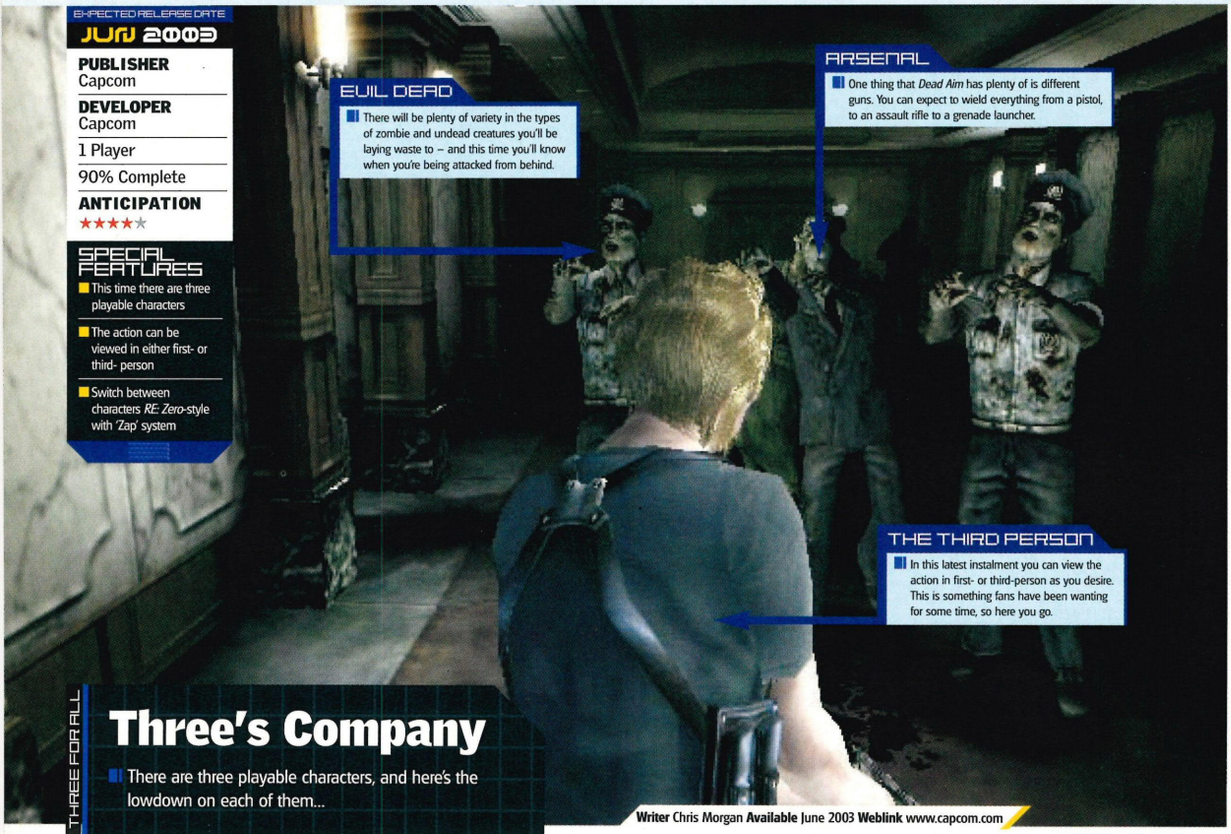
1 Player

90% Complete

ANTICIPATION
★★★★☆

SPECIAL FEATURES

- This time there are three playable characters
- The action can be viewed in either first- or third- person
- Switch between characters *RE: Zero*-style with 'Zap' system





This is not what you want to see at this time.
BAD NEWS

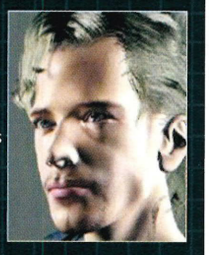


THREE FOR ALL

Three's Company

There are three playable characters, and here's the lowdown on each of them...

Bruce McGivern
Brucey is a 27-year-old US Army Officer and member of an anti-Umbrella group called the US-STRATCOM. He's described by Capcom Japan as being "brave and having a strong sense of justice", but is also regarded as a bit of a troublemaker by his peers.



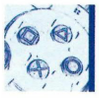


Fon Lin
A 25-year-old government agent, Fon Lin's parents were killed shortly after she was born, so she was raised by the Chinese government. Quite ruthless, she even tracked down her own brother and handed him over for execution to her government.

Morpheus D Duvell
A 32-year-old ex-Umbrella researcher suspected of wanting to steal the T-Virus. Apparently he has a large group of followers and it is thought that they brought the virus on-board the cruise liner and are responsible for the outbreak of undead flesh-munchers.



Writer Chris Morgan Available June 2003 Weblink www.capcom.com



This game came as a slight surprise when it was announced by Capcom Japan earlier this year. Whilst another *Gun Survivor*-ish game was expected to turn up some time, the surprise was the amount of thought and effort that appears to have gone into it.

The game begins on a vast cruise liner which, naturally, has become infested with the undead. It takes place in the *Resident Evil* universe and the story is based on an original unused concept for *RE3*.

Many people will be pleased to hear that now the action can be viewed in first- and third-person, and features three playable characters: Bruce McGivern, a US army officer; Fon Lin, a government agent; and Morpheus D Duvell, an ex-Umbrella researcher. The game utilises the 'Zap' system as featured in the GameCube's *RE: Zero* meaning that you'll be able to switch between characters whilst playing. Another new feature is that you will be warned when enemies are approaching from behind, allowing players to reposition themselves or escape, as opposed to when you could simply turn your invulnerable back to them. The graphics look very detailed and clean, with some nice effects like exploding zombies, not seen since *Resident Evil 2*.

It'll be compatible with GunCon 2, Dual Shock 2 as well as the USB mouse. A Japanese release is scheduled for 27 February of this year, whilst a USA and European release date is yet to be announced, but expected in early to mid 2003.



The zombies would appear to be as hungry as ever.
MUNCHIES





AVENGE HER PAST. DISCOVER HER FUTURE.

COMING FEBRUARY 2003

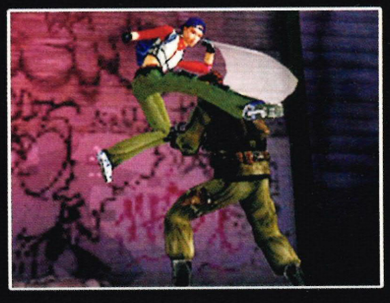
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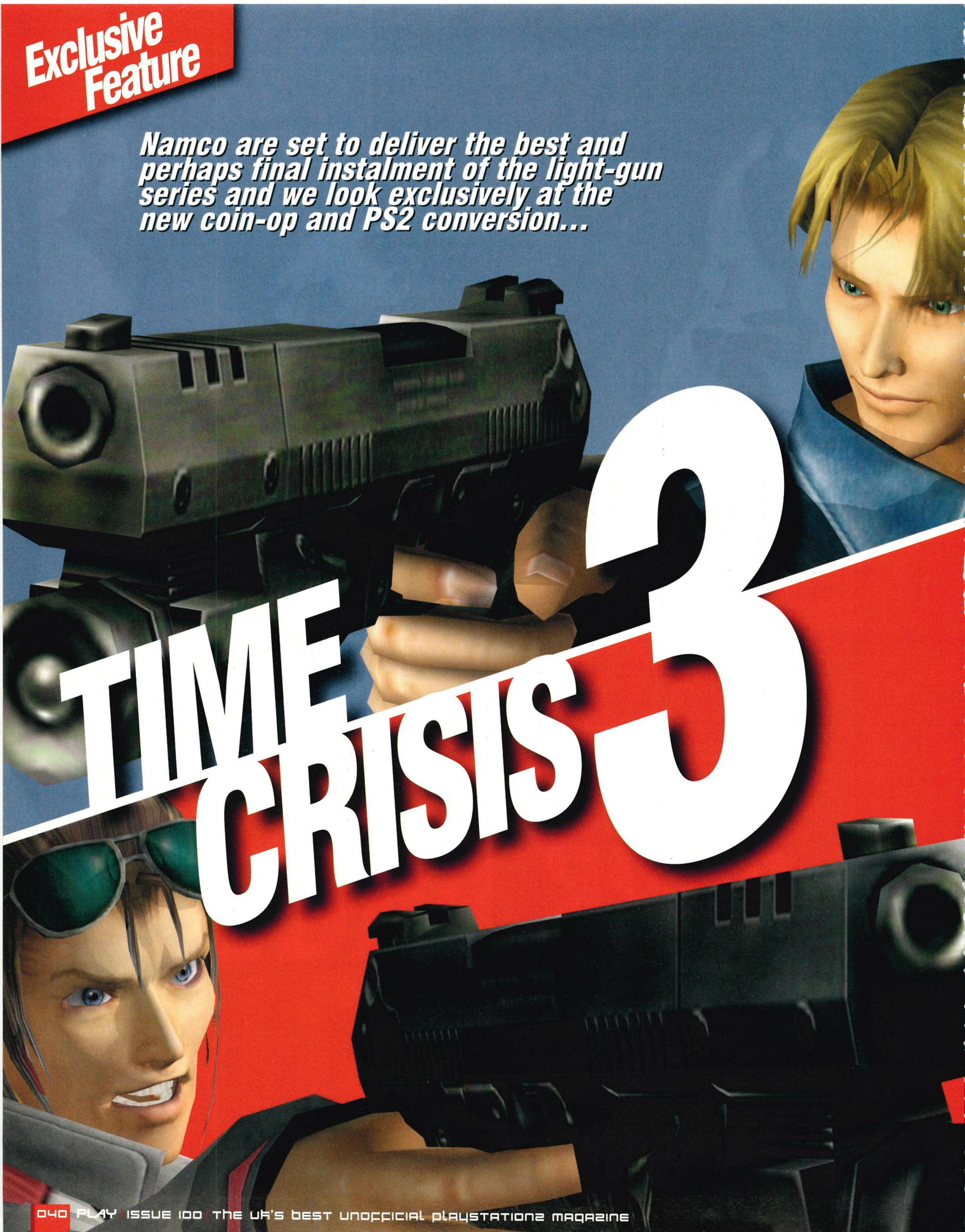


PlayStation.2 XBOX RADICAL ENTERTAINMENT SIERRA CAMERON/ECKER PRODUCTIONS

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Exclusive Feature

Namco are set to deliver the best and perhaps final instalment of the light-gun series and we look exclusively at the new coin-op and PS2 conversion...



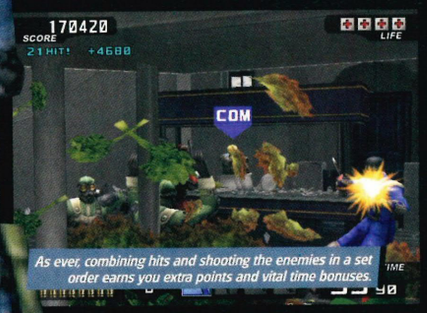
TIME CRISIS 3

TIME CRISIS 3



Armed with one of the new weapons, the machine gun, you should make short work of these goons.





As ever, combining hits and shooting the enemies in a set order earns you extra points and vital time bonuses.



The new improved graphics feature far more interactive scenery than ever before. Witness the exploding MGS2-style melons!







Get In The Zone

Namco borrow from their successful spin-off

Fans of the Time Crisis series will remember a spin-off coin-op by the name of Crisis Zone. This game shared the common traits of the series, such as a tight time limit, well designed attack patterns and bold style, but replaced the pistols with a heavy machine gun.

To balance the action, enemies came with armour that needed to be diminished before the villain would bow out. Well, these armour-clad gunmen are making their debut in a Time Crisis game (and on the PS2) and the Armour mode is also here for the first time. Other Crisis Zone characters include a number of fast-moving bladed assassins who leap down on you from hidden positions.

The introduction of the armour to the Time Crisis series suggests a new tactical direction for the game and an increased reliance on accurate blasting as these gunmen are notorious for having weak spots. Hit the weak spot, kill the joker in one shot and save yourself plenty of time.



For the first time in a PS2 Time Crisis game we get characters from Crisis Zone, such as this armoured gunman.

When did light-guns stop being the prime concern of the kid at school with too much money, no friends and serious sociopathic tendencies; the lad who would often be seen making guns with his fingers and, in his head, shoot passing pensioners? We reckon it must have been around the time Namco released the G-Con45 and with it, *Time Crisis*, a game that single-handedly put to rest any thoughts of gimping around your living room with an ancient NES plastic gun that would have embarrassed Buck Rogers and shooting ducks in the process.

No, *Time Crisis* pitted our sharp shooting skills against a world of camp super-villains, over-sexed girls in mini-skirts and hoards of spies, henchmen and gun-crazy goons. Throw in a taut time limit, a unique 'duck' button and perfect attack patterns and *Time Crisis* proved to be the defining console shoot-'em-up. In 1996, gun games became something we could openly admit to enjoying.

Now, nearly eight years on, Namco are gearing up to release the *Time Crisis 3* coin-op worldwide with an exclusive PS2 conversion to follow shortly afterwards this year, with Sony once again being the likely publishers. So what's changed in all that time? Surely a light-gun game is a known quantity; bloke wanders onto screen, you blow his head off in the shortest time possible with accuracy, right? Well, yes and no. Anyone who has played *Time Crisis 2* on the PS2 and indeed the excellent *Time Crisis: Project Titan* on the PSone will be well aware that this is one series that Namco take very seriously and one that improves with every edition.

Namco is once again using the PS2-developed System 246 technology (used to develop *Soul Calibur II*, *Ridge Racer V* and *Tekken 4*) to deliver a smooth, rich and colourful game that is a step above even the beautiful *Time Crisis 2* conversion. Namco has obviously got to grips with this technology now as the effects, speed of the game and all-round animation and detail is looking far superior to the past games. And being a PS2-based technology, the coin-op shots scattered around these six pages are identical to the quality we can expect from the PS2 conversion; in fact, given Namco's track record for surpassing the coin-op originals with PS2 conversions, we should expect *Time Crisis 3* to look even better.

This is no more evident than the cut-scenes, where our two new heroes, Wesley Rambart and Alan Danaway, can be seen lounging in the ocean doing a bit of fishing. The animation is better than ever and the character design is only bettered by the new voice-acting that brings the duo to life. Later characters, including the requisite camp villains, are also more extrovert than ever and come with flouncing names like Wild Fang and, er... Tony.

BEHIND ENEMY LINES

Early reports from secret arcade test sites around the USA and Tokyo prove the game's improved graphics are not just for show. Where once the enemies would dawdle in the background seemingly begging to be shot or spin and shoot with little perceivable forewarning, the added animation now sees them preparing their shots, loading guns and carefully taking aim before pulling the trigger. The obvious result is that the core gameplay will be improved. The *Time Crisis* games are about judging the on-screen danger and taking out the most imminent threat and shooting enemies in the quickest pattern – added animation will only improve that gameplay.

A related gameplay improvement which comes as a result of the richer graphics rears its head in Stage 2 of the game. As you approach a waterfall the mist created by the spray from the water hides the attacking enemies, there is a brief moment before you arrive to gamble on staying in the open and taking them out with 'critical shots', if you fail them your task is made more difficult as the enemies dissolve into the mist.

Heroic Trio

Three new characters lead the line in *Time Crisis*' third instalment

Wesley Rambart

The new lead hero of the *Time Crisis 3* coin-op, and member of the V.S.S.E anti-terrorist organisation, is this young blonde-haired chappy, Wesley Rambart. Like the previous *Time Crisis 2* partnership of Keith Martin and Robert Baxter, Wes is the serious man, the straight guy; we're told he's smart and cool and basically a straight-laced hero with a soft centre – he puts up with his partner's jokes.



Aricia Winstone

This new heroine is a lady with attitude and the first playable female character in a *Time Crisis* game. Aricia is also exclusive to the PlayStation2 conversion. In fact, though she makes an appearance, this young killer won't be playable in the coin-op. She is a soldier for the Front Of The Liberation And Independence Of Lukano and she's on a mission to rescue her brother and slaughter bad guys. A Mission mode will be exclusively playable in the PS2 version of *Time Crisis 3*, effectively giving you two games in one when released in September.



Pump Action

Switch weapons mid-action to increase the carnage

An important (and possibly defining) new gameplay element in *Time Crisis 3* is the selectable weapons system. For the first time in a *Time Crisis* game you will be able to collect extra weapons as you wade through the terrorists and store them up for later use, cycling between them at will.

This adds a new tactical level to the game and draws on elements of gameplay from *Crisis Zone*. The weapons up for grabs are the standard pistol, a shotgun, an Uzi-styled machine pistol and a rocket launcher. Each will be more effective against particular enemies and each will have strengths and weaknesses. The shotgun for example can deplete the new armour-wearing gunmen quicker than pumping away with the pistol but, as we all know, such a weapon is slow to reload and can consequently leave you vulnerable and waste precious time. Time you obviously don't have.



Again, certain areas of the levels will have sweets spots where you can take out multiple enemies with one shot.

Alan Danaway

Alan is the Bobby Ball to Wesley's Cannon, Large to his Little, Chris Rock to his Jackie Chan; he's the game's funny man. A cheerful yet aggressive man (presumably pushing your face against a wall whilst telling you the 'one about his mother in law'), Alan has an easy-going attitude and kills with a smile.





Once again team play is the order of the day and protecting your partner, even in the single player mode, is vital to success.

The Stage Is Set

Battle the boss in a bid to save the world

As with all the past Time Crisis games, the third instalment will feature three stages to blast through with each stage being separated into a further set number of areas. In all, there will be more areas in Time Crisis 3 and Namco has stated this sequel will be twice the length of Time Crisis 2.

Add in the PS2-exclusive Aricia stage that follows her mission to rescue her brother from the invading Zagorias army, and the forthcoming PS2 version of Time Crisis 3 should be a blast of epic proportions.

The game will also feature the now familiar end-of-stage boss fight. As ever, these characters will have weak spots that will need to be hunted out and targeted. Unlike previous games though, these boss battles will be longer and more intense than ever. The fights will take place over multiple environments. Bosses, right from level one, will now attack in stages – the level one boss battle opens up with the you tackling a series of gun turrets, missile launchers and machine gun nests before jumping into a speeding jeep to continue the gunfight that eventually leads to the boss leaping aboard an airliner and attempting to take off.





He'll try to outrun you in a jeep before leaping aboard a moving plane. The rapid-fire machine gun is a useful addition here.











This is somewhat similar to the enhanced effects seen in the second stage of *Time Crisis 2* when the soldiers would hide in the mists of the forest. The whole effect is to offer more tactical choices than in past *Time Crisis* games; this third instalment will offer a greater dexterity between thinking offensively and defensively.

This new focus on the core strategic gameplay of the *Time Crisis* series will be further improved by the most important addition of all to the series – the weapon selection. Whereas previous titles allowed use of the pistol only (though occasionally picking up a time-limited machine gun in *Time Crisis 2*), the new game offers a choice of four weapons (pistol, shotgun, machine gun and rocket launcher) that can be switched between at any point in the game. By ducking behind a crate you can flip between guns as the bullets zip above your head. First take down a row of goons with the machine gun. Duck. Switch to the more powerful shotgun. Now let loose a few rounds at that big mother in the armour...

Oh, did we not mention the Armour bar? Well here's another new addition to the *Time Crisis* series. An idea that first surfaced in the spin-off *Crisis Zone* coin-op was the Armour Gauge that depleted as enemies were shot – also similar to that seen in *Ninja Assault*. In *Time Crisis 3* certain machine-gun-wielding troops come wrapped in such armour, but here you can use the powerful shotgun (or rocket launcher for overkill) to take them down. This obviously introduces further tactical thought as you will need to save certain ammo for particular enemies – bullets don't grow on trees. No, instead they get dropped by the yellow troops who only appear briefly at points in the level. Learning to save ammo and switch weapons whilst under pressure from the strict time limits and using different guns against the varying waves of enemies will soon become a quickfire juggling act and with it comes more depth to the classic 'duck shoot' gameplay. Previous games have never offered this much depth and flexibility.

CHRONO MASTER

The most influential ideas though seem to come from the underrated *Crisis Zone* coin-op. A faster pace to the action, new weapons and some stunning set-piece events will make *Time Crisis 3* the defining gun game both in the arcades and on console. One section of the game has you shooting your way out of a stranded oil tanker that is slowly slipping off the rocks and with every shunt comes a little closer to sinking to the bottom of the ocean. The ship sways and judders, the screen tilts and enemies slide past (as do you and the rest of the ship's cargo) as the stranded vessel tilts vertically – explosions fire off all around and somehow you have to remain cool.

PS2 and as such should be something special. PLAY has learned details of the conversion and it's looking better than ever. In a move that retraces the glories of the original PSone conversion, *Time Crisis 3* will feature complete new missions and stages as well as the enhanced coin-op mission, effectively offering two games in one.

This new mission will feature the PS2-exclusive character, Aricia Winstone, who is on a one-woman quest to rescue her brother from the clutches of an evil nation, the Zagorias Federation, who have invaded her country, Lukano, and arrested her brother, Daniel – a member of the Front For Liberation And Independence Of Lukano. The story then, is as cheesy as ever and full of the usual suspects: medal-heavy generals in large-shouldered uniforms, sharp-shooting dandies with a penchant for purple satin suits and gung-ho meatheads with no other goal in life than to hurl small arsenals at you. Essentially, this PS2-exclusive story will offer a new route through the coin-op missions, new stages, enemies, bosses and set-piece shootouts. We can also be sure that Namco will tweak the graphics, offer new mini-games and play modes to really deliver a PS2 conversion worth waiting for.



"THIS THIRD EDITION LOOKS SET TO BE A CELEBRATION OF THE SERIES AND WILL SURELY BE THE DEFINING VERSION"

Namco are famous for coveting their *Time Crisis* series and only releasing games when there is something to really add to the mix. Given it's been nearly four years since the coin-op release of *Time Crisis 2* and almost two years since the PS2 conversion, there is certainly room for the new ideas mentioned here. More importantly, *Time Crisis 3* looks set to be a celebration of the series. With ideas taken from all the past games on all formats and systems, including game design from Titan and elements from *Crisis Zone*, this will surely be the defining version of *Time Crisis*.

More than that, the PS2 conversion (set for release in October), is likely to be the final version of the series on

In the meantime, until the estimated October release on PS2 and all its new improved glory, we can look forward to nipping down the local arcade to brush up on our 'critical kill' skills with the *Time Crisis 3* coin-op. And thanks to the *Time Crisis* series we can do this in the safe knowledge that no one would snigger. ■

PLAY プレイステーション

GAMES REVIEWS



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!



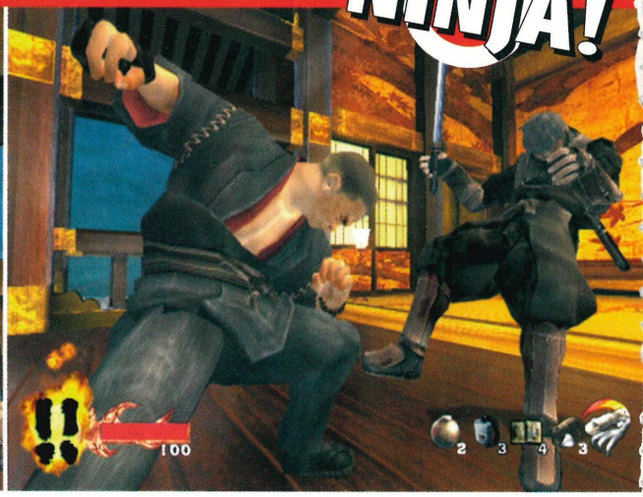
PLAY EXCLUSIVE FIRST PAL REVIEW!

TENCHU: WRATH OF HEAVEN

Turn to page 46 to read the first UK review of Activision's sequel to one of the greatest games of all time. Ninjas, demons and evil CEOs mix it up in this superior stealth game..

NINJA!



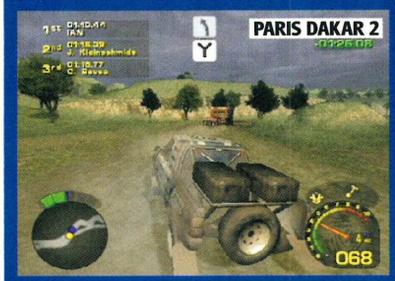


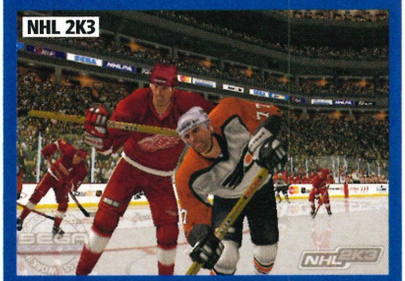
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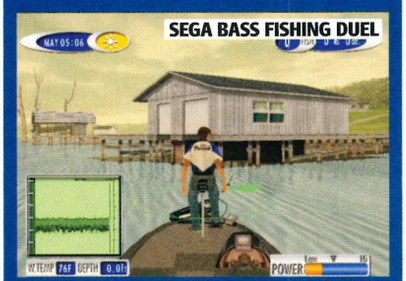
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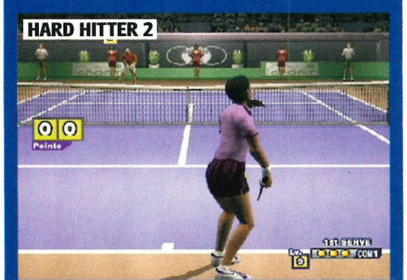
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WHAT'S HOT?



Devil May Cry 2 54
Dante returns with the lovely Lucia in toe to shred some heads and take down another demonic ruler threatening to rule the world. With an emphasis on action over adventure, is this really the sequel we all expected? Read on...

Primal 58
Sony's big hope in the crowded horror genre finally arrives after nearly three years in development. Join the Buffy-inspired Jen and stone pal Scree on a mission to save the world and her man from certain doom.

Mark Of Kri 66
An unusual stealth adventure from the US that has gone down a storm across the pond is now with us. Featuring slick cartoon visuals, brutal beheadings and birds (the feathered sort, sadly), this could be a cult classic.

IMPORT OF THE MONTH

Metal Gear Solid 2: Substance 68
Konami try to put pay to past mistakes with a new version of *MGS2* complete with new Solid Snake missions and VR mini-games. But is it enough?



ON PAGE 68

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...

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

DID YOU KNOW?
Full of trivia and facts about the game or subject. Read it, you might learn something.



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.

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.

PLAY BOYS

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 month the boys have been showing off their collections...



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

You'll only find a man of Ian's stature collecting one thing and one thing alone: the businessman. This rare breed of hard-balling, high-rolling, heart-attack-inducing, Ford-Mondeo-driving, jacket-in-the-back-window-living creatures are a treat indeed. We're not talking your average middle management here, we're talking your chief exec, your CEO of Allied Carpets; the serious men who make serious decisions about home furnishings. Ian has 52 high street managers already. The sick puppy.



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

"Yeah, so I skin squirrels," says Will nonchalantly as he tucks into another vegi burger, "what's it to you?" The team are stunned for words as Will produces pelt after pelt, skin after skin – red ones, grey ones, rare ones, it doesn't matter to him. "They're quite a simple animal to skin actually, no different to your average raccoon or domestic cat," says Will proudly as he begins mounting his prey around the office. His job done, Will sits back and ponders where to put his cat paw collection. The sick puppy.



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

Chris is in love with loose bellybutton skin, or more to the point the metallic, groin-tightening feeling you get as you poke your baby hole. Chris has poked his belly button 103 times already this month, which generally explains the distant contented expression on his face. Worryingly he has begun to look too intently at Will's large round, menacing stomach. We can only image the thoughts drifting through Chris' demented head, all poking and loose flesh. The sick puppy.



Gary Adams (Senior Writer)
gary@paragon.co.uk

Sadly, this was Gary's last issue of PLAY, the hardcore gamer got tired of the constant jibes about his collection of *Zelda* memorabilia and *Mario Party* moustaches and returned to his corner at the other end of the office to play *Animal Crossing*. Pitiful. Why must a man be so enamoured with dungarees and plumbers? Gary was later found beaten half to death in a ditch whilst the rest of the team were consolidating their alibis... for the final time. We're sick puppies.



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

Girls. Andy collects girls like ITV primetime celebs gather controversy. It's easy for the man with the smoothest hair in games journalism to pull the fairer sex; he just breezes in and wafts through the office gathering admirers. Unfortunately, there is a price to be paid. When we say *collects*, we mean *steals, kidnaps* and *snags* the ladies of the office to keep in small cages in his flat, just so his hair can be admired 24 hours a day. The sick puppy.



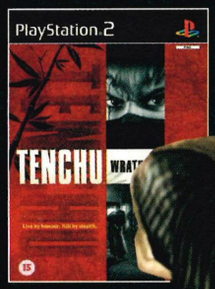
Stu Messham (Sub Editor)
stuartm@paragon.co.uk

Obsessed with Paul Merson and the Messiah-like way he's descended from the Premiership to breathe life and continental passing into Portsmouth's football this season, Stu has been collecting his hero. Obviously this is tricky considering there is 'only one Paulie Merson'. Our super sub has been loitering around the Pompey dressing room and showers collecting discarded hairs and nails of his hero. One day he will have the whole man. The sick puppy.

WRITER Ian Dean | AVAILABLE 28 March | WEBLINK www.activision.com

IN A NUTSHELL: HITMAN 2 IN PYJAMAS

INFO



FORMAT	PS2
PUBLISHER	ACTIVISION
DEVELOPER	K2
PRICE	£39.99
AVAILABLE	28 MARCH
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Ten main story levels each with four enemy set-up variations, plus another two secret missions to unlock
- Bonus missions, secret characters and alternative story paths simply demand to be replayed
- The third game features new multiplayer Versus and Cooperative modes set within four bonus maps and missions
- New moves and weapons become available to good players, including magic spells, ninja dogs for assistance and ninja vision

THE BIG GAME



Did someone call a doctor?

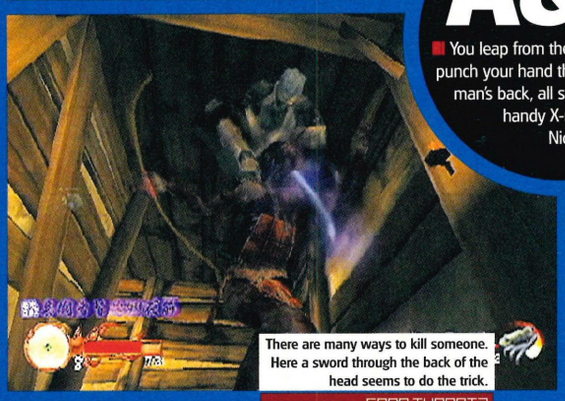
TENCHU WRATH OF HEAVEN

PLAY CLASSIC



A&E

■ You leap from the darkness and punch your hand through another man's back, all seen through a handy X-ray shot. Nice.



There are many ways to kill someone. Here a sword through the back of the head seems to do the trick.

SOAR THROAT?

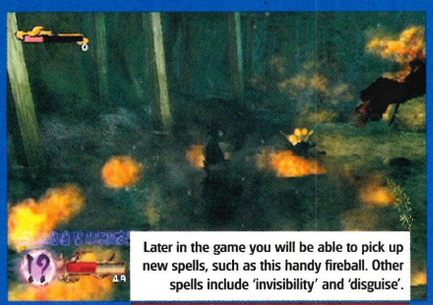




Now, we know we keep banging on and on about this one, and we promise this will be the last time it's mentioned, but *Metal Gear Solid 2* really was a letdown. The PSone original was superb, but all the stealthy goodness we loved about that game never made the transition to the powerful PS2. Which brings us neatly to *Tenchu: Wrath Of Heaven*. If ever a game shared a similar journey to that of *MGS* it is this innovative stealth adventure from Activision. The original was fantastic and was, by the way, the first stealth game on the PSone (so stick that in your pipe Konami) and here it is again, five years on, finally on the PS2 and looking incredible.

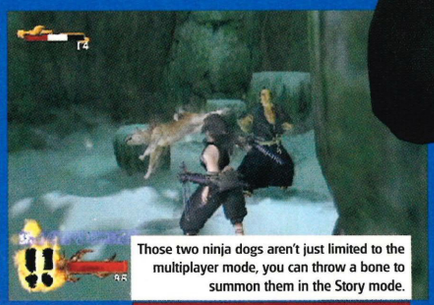
The success story here is that Activision hasn't swamped the core gameplay with over-elaborate FMV, long-winded story strings that nobody can understand and added in new characters that stray too far from the original premise – we do get Tesshu, but his particular brand of surgery is most welcome and there will be more on the doctor's needlework later. Back to the conversion though, and to the fact that Activision set up the development studio K2 specifically to make *Tenchu*. This alone speaks volumes for the care and attention that has gone into making the game. This studio was promptly filled by talented ex-members of Japan's premier developers (including Capcom, SNK and Squaresoft) with just one thought in mind – to take the original PSone game and make it better. To use every ounce of PS2 power and imaginative game design to create a next-gen version of a classic that every true PlayStation gamer loved. The fact that it's been almost three years since K2 were given their initial assignment is irrelevant – the wait has most definitely been worth it.

■ Like the original *Tenchu* on PSone, *Wrath Of Heaven* dresses you up with the death-delivering gadgets and natty, stealth-assisting pyjamas of a ninja, and asks you to go out into the world and kill. Slitting throats, beheading samurai and quietly poisoning passing monks becomes the order of the day. In fact, the ways in which you deal out the death card seem near limitless, with only the recent *Hitman 2* coming close to the sheer gruesome invention found here.



Later in the game you will be able to pick up new spells, such as this handy fireball. Other spells include 'invisibility' and 'disguise'.

FIERY SPELL



Those two ninja dogs aren't just limited to the multiplayer mode, you can throw a bone to summon them in the Story mode.

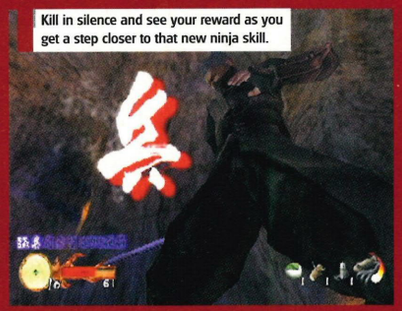
JUST WHISTLE

THRILL YOU NOW

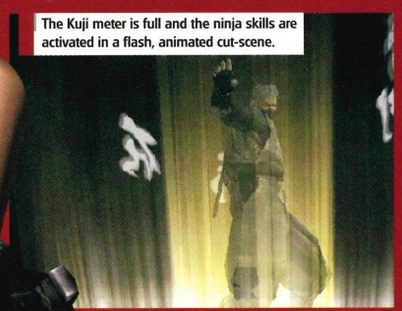
HE CAN'T SEE ME...

■ After a bit of play you will notice a series of Japanese letters sitting in the bottom left of the screen, this is the Kuji meter and it's vitally important. With each stealth kill you perform a portion of this bar gets filled, each kill is graded and the better the death the more Kuji is awarded. Essentially, the more stylish and difficult the kill, the closer the bar gets to being filled.

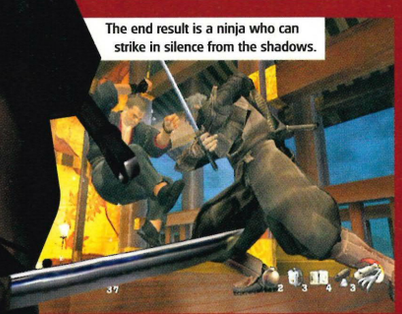
And why should you want to get your fill of Kuji? Because with every completed bar comes a new ninja move. Effectively, you will be looking to get a new skill per mission, that's nine for Rikimaru and Ayame, and six for Tesshu – we don't count the final mission. Rikimaru will now be able to jump kick from walls, shoulder charge enemies and, best of all, hang from ceilings – stick to the roof of a room, throw some poison food down and wait for a helpless guard to wonder into your trap. Tesshu will unlock some new brutal combo attacks that allow him to charge through enemies, slash their throats with his bare hands, whilst Ayame shares many of the ninja traits of Rikimaru; the ninja vision is especially handy for spotting distant targets.



Kill in silence and see your reward as you get a step closer to that new ninja skill.



The Kuji meter is full and the ninja skills are activated in a flash, animated cut-scene.



The end result is a ninja who can strike in silence from the shadows.

"THE K2 DEVELOPMENT STUDIO WAS SET UP SPECIFICALLY TO MAKE WRATH OF HEAVEN AND SET ABOUT IT WITH ONE THING IN MIND – TO TAKE THE ORIGINAL PSONE GAME AND MAKE IT BETTER"

STOLEN HEARTS

HEART ATTACK MAN

Tesshu is *Wrath Of Heaven*'s secret character and is unlocked after completing game with both Rikimaru and Ayame. He is also a doctor by day and an assassin by night (we can't stop loving this guy) who wants nothing more than to kill his target and pick up his pay cheque. Which causes problems, as Rikimaru is out there snagging his kills first and taking money from the doctor's pocket. This annoys Tesshu to the extent that he travels the length of Japan looking to have 'a quiet word' with our favourite ninja. At Tesshu's disposal are his hands. No swords, no daggers, just two hands and an encyclopaedic knowledge of the human nervous system. This makes him quite special. This makes Tesshu the greatest new game character since we got to operate on a cult leader with Agent 47.

Like Rikimaru and Ayame, Tesshu has his basic fighting skills, which are generally pub-level brawling punches. His real flair comes via his stealth kill skills. After all, by the time you unlock the Doc you will have completed the game twice and killing in silence will be second nature. Here Tesshu dishes out his own brand of medicine as he pulls out victims' hearts, breaks their spines, twists necks before finishing with the *crème de la crème*, breaking every joint in his target's body before snapping their head around and leaving them alive just long enough to see just how big their bum actually looks in a pair of pyjamas. And all this delivered through X-ray style cut-scenes reminiscent of the Jet Li movie *Romeo Must Die*... each break seen in gruesome detail from inside the body.



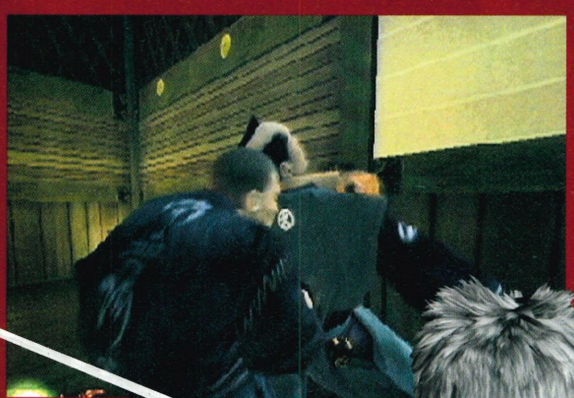


Leap from behind...
and Tesshu likes nothing more than to jab a needle in the neck.





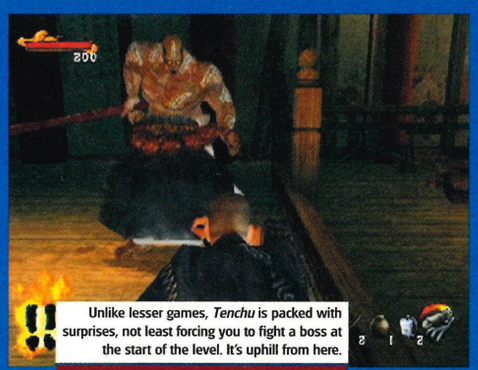
Approach from the front...
and our mate Tesshu will do a Cassanova and steal your heart.





A sneaky rear attack...
and that annoying back ache will be gone in a snap.





Unlike lesser games, *Tenchu* is packed with surprises, not least forcing you to fight a boss at the start of the level. It's uphill from here.

BOGGLE-EYED





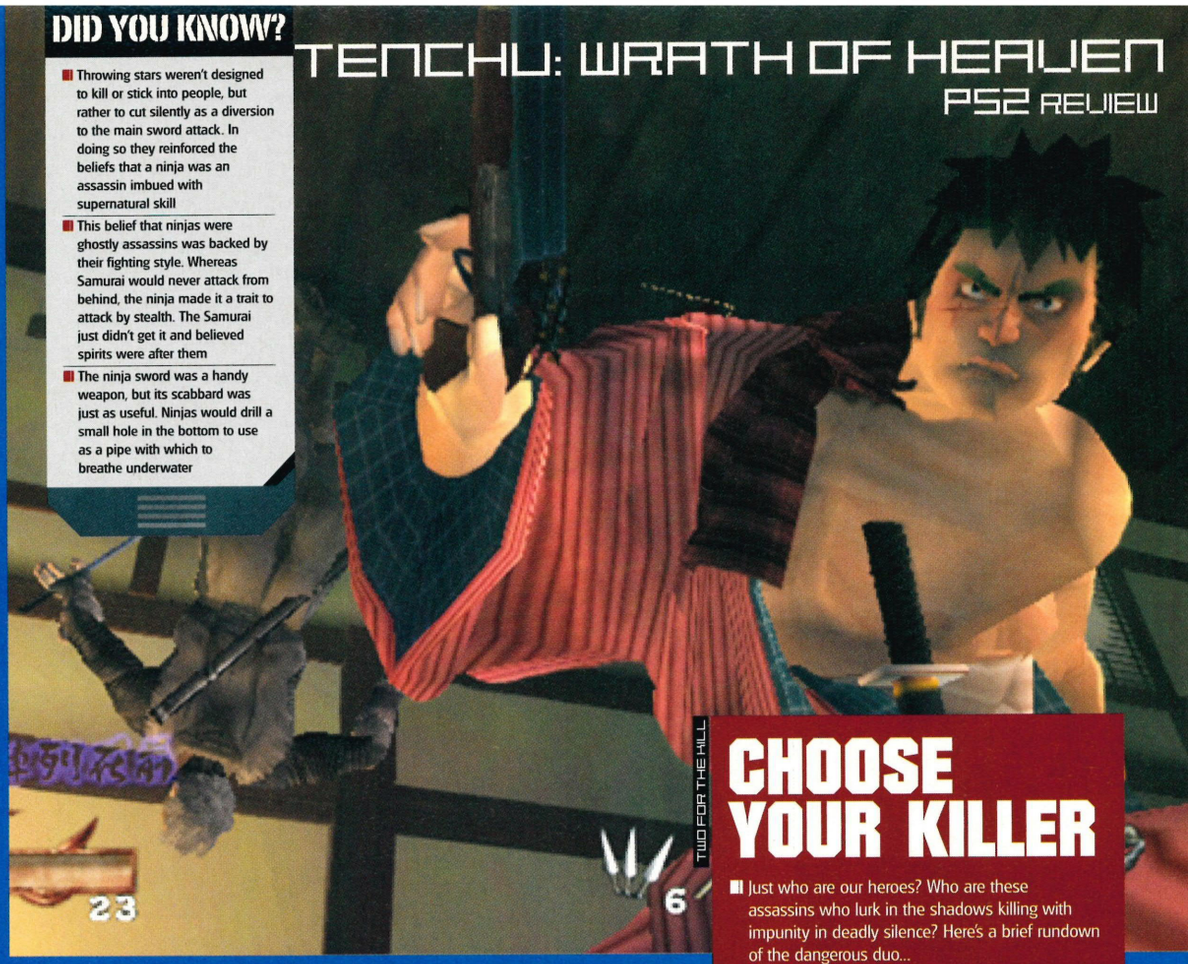
Of course, there is a reason behind the calm carnage, and this is where fans of the original will become completely enamoured with the new *Tenchu*, as it is a true sequel to the PSone original, refusing to acknowledge the flawed *Tenchu 2* (which was a prequel) left off. Which isn't really that confusing if you think about it. We're not getting into a *MGS2* bewilderment here, it's simple, the events and characters of *Tenchu: Wrath Of Heaven* follow on straight after those of the original game with the hero, Rikimaru, thought killed in a mountain cave, the sultry Ayame mourning his death, and their master, Lord Gohda, troubled by a resurgent evil in his domain. Just when all looks lost Rikimaru emerges from the cave – alive! It seems he has simply been in Ninja Sleep (how cool is that?) for the past four years, waiting for a reason to return (we love this ninja stuff). And that reason is to track down the cause of a disturbance in one of Lord Gohda's villages.

This is where the game starts and where the good people at K2 begin to tease us with their knowledge of the *Tenchu* series. This first village is something of a reworking of the original game's first level, replete with the camp gun-wielding boss in the pink silk dressing gown who boasts: "Looks like you chose the wrong party to crash," just before you cut him a new anus. The mission layout as a whole works perfectly as an introduction to the *Tenchu* way of stealth as you can literally tackle the level any way you wish. There's none of *MGS2*'s dull corridor malarkey here. The grappling hook returns and is used to swing about the level, hooking and zipping from rooftop to rooftop like something from *Crouching Tiger, Hidden Dragon*. There are underground passages to uncover, windows to climb through, secret cellars to crawl into and generally a quick run through of the basic skills needed to get through *Tenchu*. Which, of course, involves a quick spat of stealth kills. We're not sure why it should be so much fun to leap from a house roof and spear a man through the head all in one swift move, it just is. Perhaps it's the way you stand over the poor soul watching him bleed to death from the gash in his throat as he gargles, "My life, my life, I see it passing before my eyes"? As we say, we don't know why it's fun, it just is.

This early introduction over with, it's onto the main game proper and a further resurrection of some classic characters. Villains and heroes from the original title come in and out of the game as we begin to learn that Rikimaru wasn't the only figure to emerge from the cave alive. Enter stage left the evil Tenrai on a mission to find and steal the Shichishito Sword and revive his defeated master Lord Mei-oh, freeing him from the portal he was banished to at the end of the first game. To cut a long story short... he does, and Rikimaru and Ayame are once again faced with defeating an army of undead samurai, demonic monks and brutal giants, not to mention

DID YOU KNOW?

- Throwing stars weren't designed to kill or stick into people, but rather to cut silently as a diversion to the main sword attack. In doing so they reinforced the beliefs that a ninja was an assassin imbued with supernatural skill
- This belief that ninjas were ghostly assassins was backed by their fighting style. Whereas Samurai would never attack from behind, the ninja made it a trait to attack by stealth. The Samurai just didn't get it and believed spirits were after them
- The ninja sword was a handy weapon, but its scabbard was just as useful. Ninjas would drill a small hole in the bottom to use as a pipe with which to breathe underwater



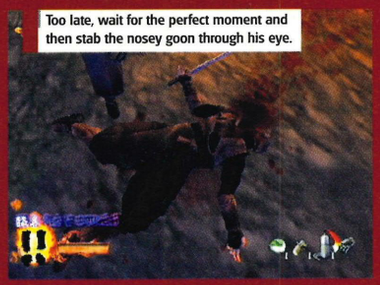
TIME TO DIE

LIFE'S A BITCH

Tired of life's daily struggle? Saving the world from undead Shogun warriors not paying enough? Then why not end it all? One move that becomes available later in the game if you manage to get the Kuji filled is the suicide attack. A typically 'ninja' move this, which sees your character commit Hari-Kari by running themselves through before sprawling out and acting dead. The enemy comes closer to check out the mess and is swiftly met with a kick in the face and sword through the gut. Perfect. The only downside being that whilst you lay gushing blood from a self-inflicted wound you lose vital energy.


It's no good! I can't take another episode of *Blind Date*!


Maybe I made a mistake?


Too late, wait for the perfect moment and then stab the nosey goon through his eye.

>>

>> the bears, goblins and wooden robot assassins that resemble a cross between R2D2 and Chuckie, complete with a HACK! HACK! HACK! motion and fixed grin that would make Tyson uneasy.

Essentially, what we get with *Wrath Of Heaven* is a reworking of many of the original game's better moments and elements as well as feats that only the PS2 can handle. This is no lazy sequel and certainly no flawed *MGS2*. All the parts and pieces we loved so much about the PSone *Tenchu* are in here, only improved to perfection and wrapped in a new and surprising story (complete with a modern day setting). The controls are swift and smooth, the combat easy and accomplished and the little touches, like being able to use the grappling hook from any angle and on any surface, simply add to the feeling of total freedom and complete control.

More importantly, the game just gets better and better the more it's played. The further you explore into the game, the more becomes available to you. The Kuji system returns, offering scope to build on a character's basic moves with a selection of special new ninja attacks. There are nine for both Rikimaru and Ayame and six for Tesshu. Each opens new ways to play the existing levels as characters will now be able to leap onto walls and, instead of merely back-flipping over enemies, they can twist and return to the fight with a flying kick.



Later levels are packed with small, irritating goblin creatures that look just a little like Gollum, only these breath fire and scratch.

A HEALTHY GLOW



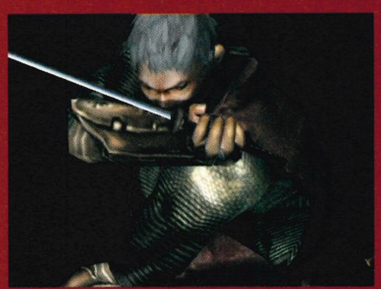
It's a bear! And you can punch it out! Will this game never stop delivering the goods?

PANDA PUNCHER

TWO FOR THE KILL

CHOOSE YOUR KILLER

Just who are our heroes? Who are these assassins who lurk in the shadows killing with impunity in deadly silence? Here's a brief rundown of the dangerous duo...



Rikimaru

Our hero doesn't really care much for his personal safety. His belief in destiny allows him to take on missions that others would consider suicide – so walking into a cemetery full of the waking dead doesn't bother him one bit. As the leader of the Azuma Shinobi-ryu ninja sect he does have responsibilities, not least to keep the sect's sword, Izayoi, nice and sharp. Rikimaru favours this brand of longsword, but is also adept at using the spears, bows and bombs left by his enemies.



Ayame

This slim young thing is the perfect antidote to Rikimaru's brutish ways. Like any good videogame girl, she is quick and nimble and strikes with attacks that make up for her lack of strength with added speed. This killer's soft spot seems to be for the kiddies. Oh yes, she may be a death-dealing killing machine in a tight pair of trousers, but she also likes the children. Ayame favours two small daggers over the traditional sword.

>>


Don't lose your head copper... huh, huh, huh.

MODERN LIVING



With skillful play you can perform a kind of running wall kick move to take enemies by surprise. Other skills include: clinging to the ceiling of a room to drop onto guards with deadly precision; ninja vision that allows you to zoom in on targets; as well as an arsenal of new combos that become especially useful for countering attacks. With these new moves unlocked, the fights become a pleasing blur of gymnastic kung fu.

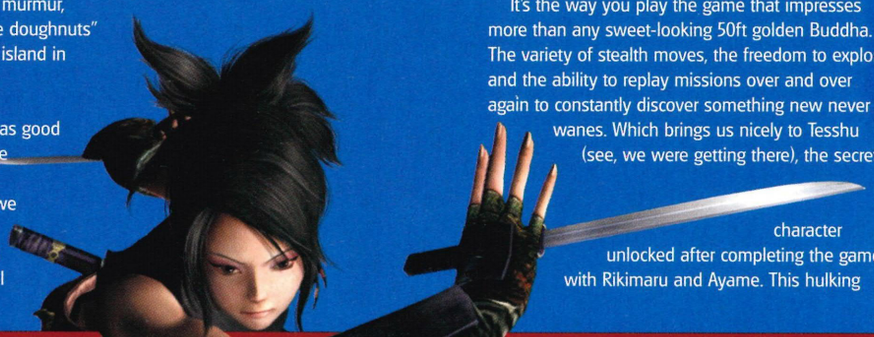
This Kuji system allows characters to develop over the adventure, with the ultimate aim being to reach the final encounter with Tenrai and Lord Mei-oh, fully armed for the fight. It also means that replaying past missions and levels becomes a must as new scores can be attained with the aid of your new gruesome crafts. A once lowly 'Thug' ranking can be turned into a 'Ninja Master' classification with practise, patience and, of course, those all-new skills. The result of this extra work is to unlock more level plans. You see, each mission level contains four enemy plans (effectively the layout of guards, patrol paths and items), creating four games in one. Genius.

This isn't to say the levels themselves aren't enough of a challenge in their original state. Each of the ten main level environments is mapped differently for each of the three characters, with different challenges, areas and enemies to fight as well as alternative routes, story scenes and bosses to battle. Essentially though, the core values of each stage remain the same. The rain-soaked village mission, swarming with Ronin Samurai, is a test of real stealth in an open environment regardless of who you play as. Whilst the interior of the fortress found at the end of the mission is a vast catacomb of secret passages, rambling wooden robots and trap doors – take the wrong step and the floor will give way to a fiery grave, or the ceiling may sprout skull-piercing spikes and begin to close in. Further levels prove more testing as traditional swords are swapped for the energy-sapping Muramasa Sword, the only blade that can kill the undead and which must be fed at all costs, either with your energy or that of the kill. The result is that your energy bar slowly ebbs away as the sword feeds forcing you to make every kill a silent death as you will never have enough energy to last in an open fight. Later missions take place in the depths of a goldmine on the side of an ocean cliff, a mountain monastery crawling with basket-wearing monks and even a secret bonus mission set in the modern world as Rikimaru takes on the CEO of an evil corporation. Lardy cops are heard to murmur, "doughnuts, I must have doughnuts" as they quickly form an island in their own blood.

"WITHOUT THE KUDOS OF BEING AS BELOVED AND HYPED AS THE ORIGINAL METAL GEAR SOLID WAS, TENCHU HAS COME TO US FULL OF ORIGINAL IDEAS"

These levels look as good as they play, too. Anyone expecting a simple PS2 updating of the classic we all love will be in for a surprise as K2 has piled on the effects and detail to create a world of billowing trees, shimmering temples and mist-swamped castle corridors, not too mention snow and rain effects that threaten anything seen in *MGS2*. But we can bang on about the level of detail all day, the footprints in snow, the many ways to kill, the impressive lighting, the levels that zip from tight mist-swept mountain retreats to vast open villages in one jaunt. We could mention all of this until we're blue in the face. The point is: *Wrath Of Heaven* deserves better than such simplistic preambles.

It's the way you play the game that impresses more than any sweet-looking 50ft golden Buddha. The variety of stealth moves, the freedom to explore and the ability to replay missions over and over again to constantly discover something new never wanes. Which brings us nicely to Tesshu (see, we were getting there), the secret character unlocked after completing the game with Rikimaru and Ayame. This hulking

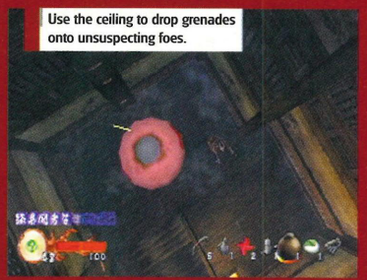


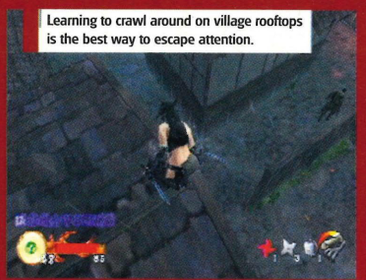
SKULL PIERCING

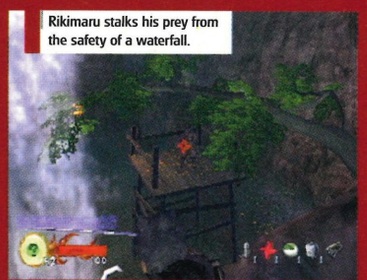
SILENT, BUT DEADLY

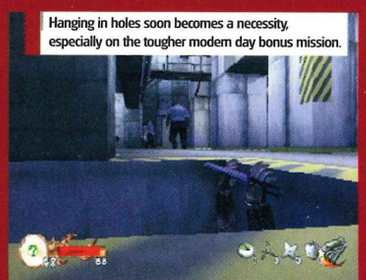
Let's really nail this down shall we – *Tenchu* is fun because it allows freedom, not just to complete a mission in the way you want, but in the manner you want. We're talking about the freedom to take out guards with limitless options. At first you will try sneaking around walls and silently approaching enemies from behind, but then you'll discover *Tenchu* works in complete 3D. There's none of the limited stealth action from *MGS2* in here, oh no, Rikimaru can climb onto any surface, swing up to rooftops and hang around in the rafters. Soon you'll be leaping from roofs and knifing people through the tops of their heads, watching the blade poke out of their gullet. You'll jump from roofing beams and decapitate a villain in one swoop, and then you'll discover the weapons. Chains can be used to swing out at guards, catching and dragging them towards you. As they land at your feet dazed you will jump onto their shoulders, twist the poor soul's head and stab them between the eyes. And with practice this is all done effortlessly.

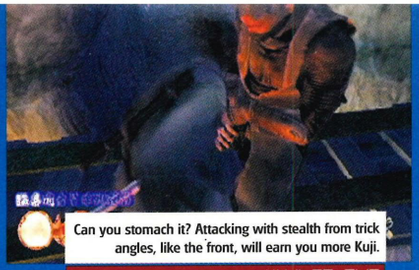
More importantly, with every new game and newly discovered Kuji move and weapon technique, you will learn a new way to work through missions and a more bloodthirsty way to assassinate your enemies.


Use the ceiling to drop grenades onto unsuspecting foes.

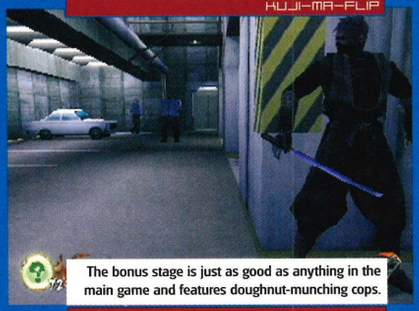

Learning to crawl around on village rooftops is the best way to escape attention.


Rikimaru stalks his prey from the safety of a waterfall.

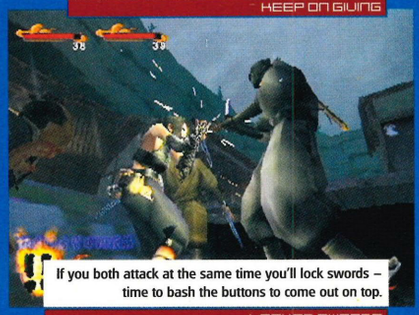

Hanging in holes soon becomes a necessity, especially on the tougher modern day bonus mission.


Can you stomach it? Attacking with stealth from trick angles, like the front, will earn you more Kuji.

KUJI-MA-FLIP


The bonus stage is just as good as anything in the main game and features doughnut-munching cops.

KEEP ON GIVING


If you both attack at the same time you'll lock swords – time to bash the buttons to come out on top.

LOCKED SWORDS

DOGGY STYLE

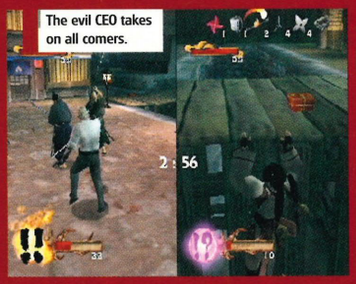
WHO LET THE DOGS OUT?

Look at them! They're dogs in neckerchiefs, ninja dogs in neckerchiefs for crying out loud and you get to play as them!

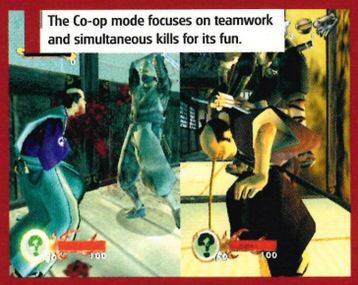
The new two-player mode, an addition to the series that all *Tenchu* fans have craved for years, is packed with such delights as these furry killers... and more. As you progress through the game defeating enemy guards and boss characters they will appear in the multiplayer mode as playable characters.

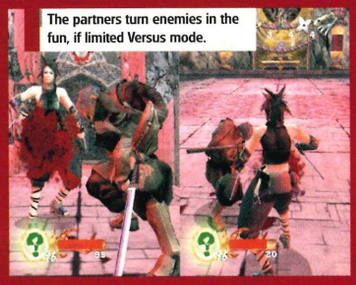
If the game is completed, including all bonus missions, there will be a total of 18 characters to select including the likes of Semimaru the ninja dog, D CEO, the evil corporate demon, and the eerie Chibot – a wooden robot on wheels with a dead man's head.

The multiplayer games themselves are based on standard Versus and Cooperative modes. There are four themed levels in total and each has specific mission objectives. Obviously, in Versus mode you must hunt your mate down and slit his throat, but in the more fun Cooperative mode you get to work as a team through four brand new missions, watching each other's backs, taking on guards together and setting traps is a refreshing diversion from the rather lonely slaughtering that makes up the single-player adventure.


The evil CEO takes on all comers.


Complete the game as Rikimaru and Ayame and ninja dog versions of our heroes become available.


The Co-op mode focuses on teamwork and simultaneous kills for its fun.


The partners turn enemies in the fun, if limited Versus mode.

>> killer is a doctor by trade but likes to bolster his pay cheque by administering a bit of killing on the side. When we say the highly quotable phrase "Tesshu is the best new game character for some time" we're not joking, he's a doctor *and* an assassin for Christ's sake, it doesn't get much better than this. Once you add in his style of killing – removing organs with his bare hands and snapping joints for fun, all seen by us through the glaring sterility of an X-ray cut-scene – Tesshu becomes the definition of mature gameplay. Oh, and he can also make animal noises in order to throw enemies off his sent. Now, you tell us, what other game allows you to deflect unwanted attention with an impersonation of a cow?

As such lucid details of Tesshu's mammal mimicry show, *Tenchu* gives the overall impression of a game enjoying its own status. Without the kudos of being as beloved and hyped as the original *Metal Gear Solid* was, *Tenchu* has come to us full of original ideas, clever gameplay and hidden depths that matches the original whilst developing everything tenfold. The boldest example of this is the addition of a two-player mode. Despite not being essential or playing up to its potential (the fights are quite basic and the Co-op mode muddled) the two-player modes have been demanded by fans of the series for a long time, and now K2 has delivered them. Good or bad, we've got the two-player mode we've always wanted. It's almost like K2 has asked *Tenchu* fans the world over what they want from their next-gen ninja and, by some small mercy, managed to circumnavigate corporate needs to homogenise our fun in order to create a uniquely gruesome adventure.

What more can we say, we love this game. The PLAY team has been hammering away on one version or another of *Tenchu* for the last three months and it still surprises every time we boot it up. It's stylish, charming, detailed, graphic, gruesome, original, funny, exciting, skillful, quick and varied. *Tenchu* is everything *Metal Gear Solid 2* should have been and wasn't. It's everything we loved about the PSone original with the flaws ironed out and new ideas seamlessly crafted in.

Tenchu is the perfect example of how to update a classic game without losing the spark of sheer enjoyment that made it great in the first place. This is the first must-buy game of 2003.



VERDICT

TENCHU: WRATH OF HEAVEN

Stylish, unique and violently fun – *Wrath Of Heaven* is essential

FINAL SCORE

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

93 PERCENT

"THE PERFECT EXAMPLE OF HOW TO UPDATE A CLASSIC GAME WITHOUT LOSING THE SPARK – THIS IS THE FIRST MUST-BUY GAME OF 2003"

PLAY BACK

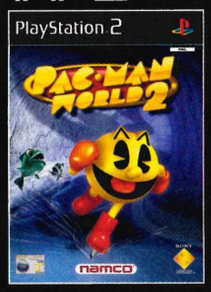
ALTERNATIVELY


Hitman 2: A slick and violent Mafioso stealth game that matches the detailed graphics with equally detailed gameplay. Superb
ISSUE 95 91%


Metal Gear Solid 2: A massive disappointment that emerged as a game of two halves – one good, one terrible. A game for die-hard *MGS* fans only
ISSUE 87 81%

WRITER Chris Morgan | AVAILABLE 28 February | WEBLINK www.scee.com | IN A NUTSHELL: PAC-MAN IN THE THIRD DIMENSION

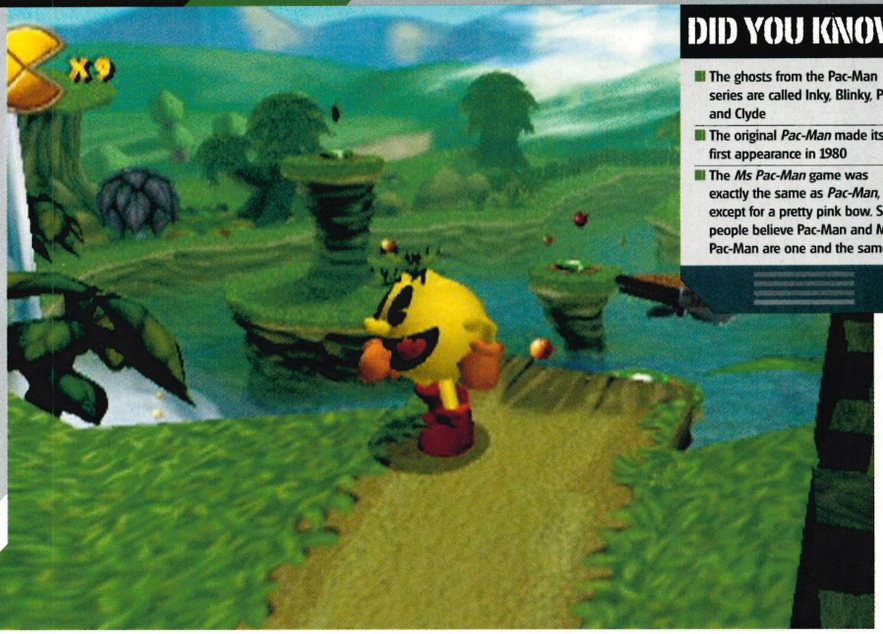
INFO



FORMAT	UK PAL
PUBLISHER	SONY
DEVELOPER	NAMCO
PRICE	£39.99
AVAILABLE	28 FEBRUARY
1 PLAYER	MEMORY CARD
DUAL SHOCK 2	

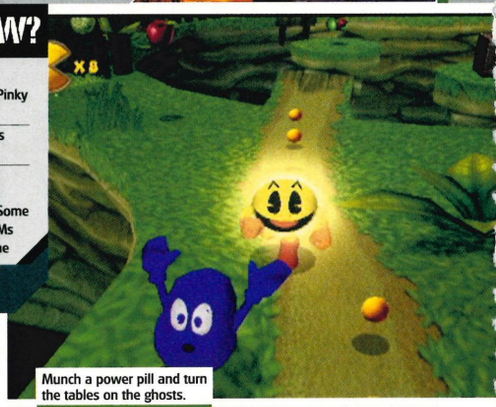
STATISTICS

- Contains all the original versions of Pac-Man's early adventures
- 18 levels of Pac fun!

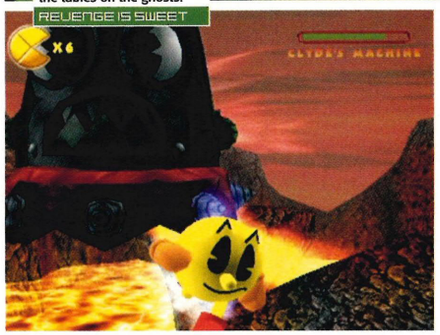


DID YOU KNOW?

- The ghosts from the Pac-Man series are called Inky, Blinky, Pinky and Clyde
- The original *Pac-Man* made its first appearance in 1980
- The *Ms Pac-Man* game was exactly the same as *Pac-Man*, except for a pretty pink bow. Some people believe Pac-Man and Ms Pac-Man are one and the same



Munch a power pill and turn the tables on the ghosts.



REVENGE IS SWEET

PAC-MAN WORLD 2



The spherical pill muncher returns...



As most of you should know, what we have here is a genuine gaming icon, a legend, one of the true granddaddies of videogames. And it's games like this that raise the question: Should such icons be gently laid to rest, left in a place to be remembered, through rose-tinted specs with dewy eyes, or should they be dragged out into the cold light of day to face the scrutiny of the ever-demanding public?

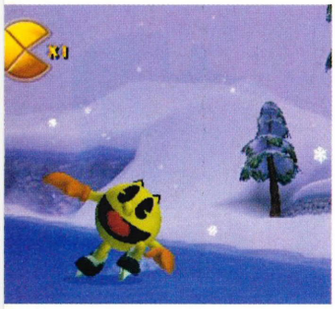
You can probably tell from looking at the screenshots that this is a 3D platform game. Another one. And, as we all know, to stand tall as a 3D platform game in this cynical day and age, you need to have something special.

Pac-Man World certainly has all of the prerequisites needed for such a game. It has a weak plot involving nasty ghosts stealing some sacred fruit, which you must retrieve. Thus it also has the collecting element that is inherent to the 3D platform genre. And to look at, it's as cute as cute can be – all colourful and soft and fluffy. And then there are lots of baddies, which you mostly dispose of by jumping on their heads. It's definitely a platform game all right.

As for that something special, it's there too. Sort of. As you progress through the game, you'll find lots of bronze tokens to pick up. But that's not the special thing. The special thing is that these tokens allow you to unlock and play the original *Pac-Man*, *Ms Pac-Man*, *Pac-Mania* and *Pac-Attack*. This we like. But when you spend the best part of 40 quid on a piece of software, you don't want to spend it on a load of games that date back over 20 years. Which brings us reluctantly back to the game in question...

And that game is just another average platformer, in case you hadn't guessed. There's nothing badly wrong with it, it's just not that great. Aside from some dodgy camera work (as always) this is a simple and at times fun game, which will be enjoyed by very young players. But there are plenty of better games like this out there.

If you want a charming, fun and easy-to-play platform game, then *Ty The Tasmanian Tiger* is a far better choice. And if you're after a more challenging and grown-up platform experience, then *Ratchet And Clank* it has to be. It's hard for us all, but it's time to let go, time to move on, time to leave Pac-Man where he belongs – in the videogames of yesteryear. God bless him.





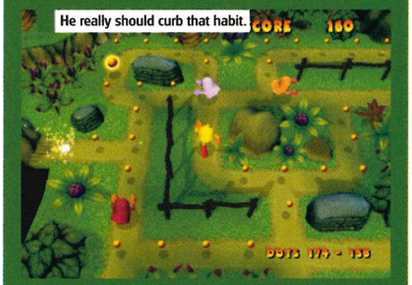
Even your enemies are cute.

CUTEY PIE

EEZER GOOD, EEZER GOOD

Ebeneezer Good

- At various points throughout the game, you'll be able to navigate some mazes that hark back to the *Pac-Man* of old. They are stupidly addictive and, best of all, once you've unlocked them you can play them whenever you want. It has to be said, these are far more entertaining than the main game.



He really should curb that habit.



This is more like the Pac-Man we loved...

VERDICT

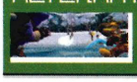
PAC-MAN WORLD 2

As average as can be.

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

FINAL SCORE **60** PERCENT

ALTERNATIVELY



Ty The Tasmanian Tiger: Simple and fun, this is a much classier and more charming product than what's on offer here
Issue 97 70%



Ratchet And Clank: This is the daddy of PS2 platform games at the moment and will probably remain so until *Ratchet And Clank 2*
Issue 96 93%

"HAS ALL THE PREREQUISITES NEEDED FOR A PLATFORM GAME – A WEAK PLOT AND THE NEED TO COLLECT FRUITS AND JUMP ON BAD GUYS' HEADS"

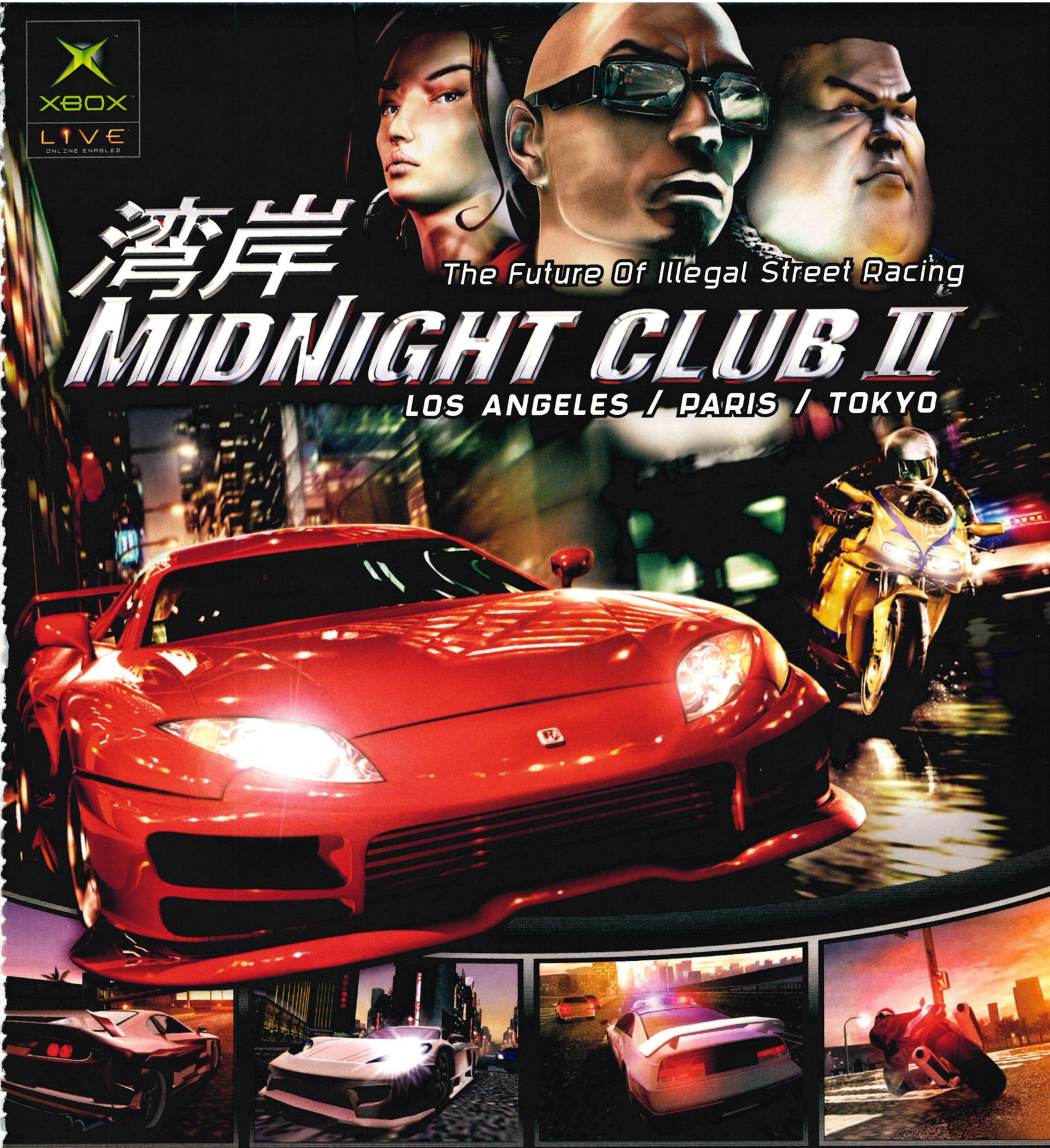
PLAY BACK

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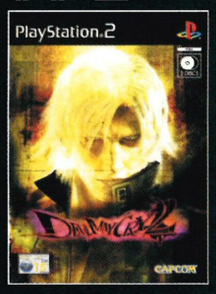
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WRITER Keith Edwards | AVAILABLE 28 March 2003 | WEBLINK www.capcom-europe.com/devilmaycry2

IN A NUTSHELL: HACK 'N' SLASH WITH STYLE

INFO



FORMAT	PS2
PUBLISHER	CAPCOM
DEVELOPER	IN-HOUSE
PRICE	£44.99
AVAILABLE	28 MARCH
1 PLAYER	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Two selectable characters on two separate discs
- New high-resolution display
- 18 missions









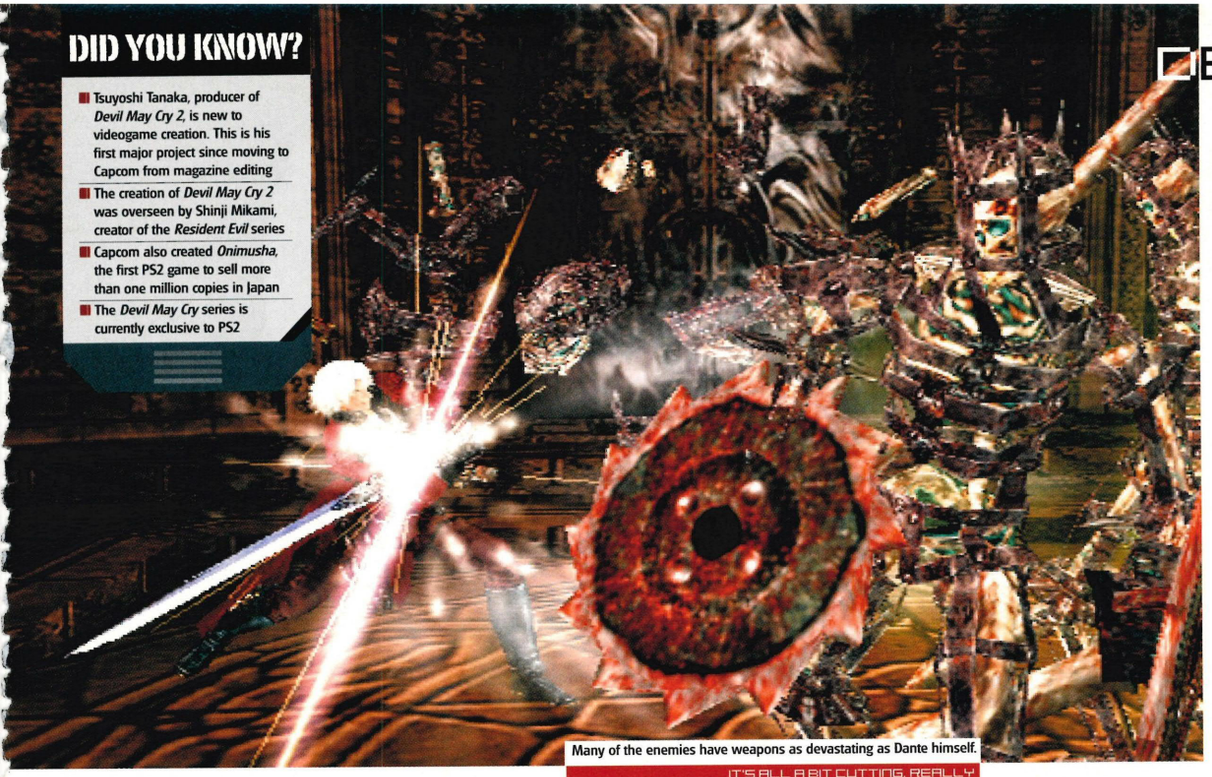


DEVIL MAY CRY 2

Dante returns, with some gameplay elements a bit Lucia than before...

DID YOU KNOW?

- Tsuyoshi Tanaka, producer of *Devil May Cry 2*, is new to videogame creation. This is his first major project since moving to Capcom from magazine editing
- The creation of *Devil May Cry 2* was overseen by Shinji Mikami, creator of the *Resident Evil* series
- Capcom also created *Onimusha*, the first PS2 game to sell more than one million copies in Japan
- The *Devil May Cry* series is currently exclusive to PS2



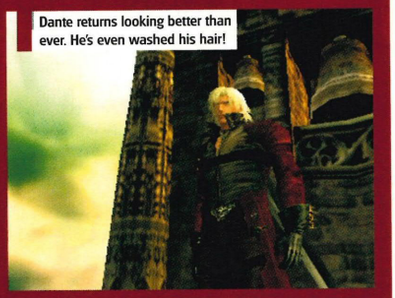
Many of the enemies have weapons as devastating as Dante himself.

IT'S ALL A BIT CUTTING, REALLY

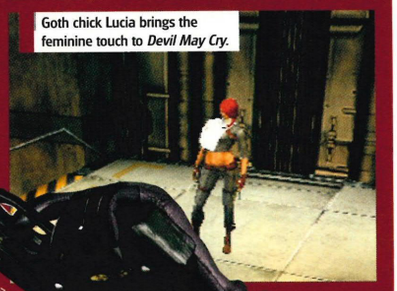
IT TAKES TWO, BABY

Lucia Or Dante?

Just as *Resident Evil 2* came on two separate disks – one for Leon's adventure and one for Rebecca's – *Devil May Cry 2* does the same for Dante and Lucia. The clever part is that each character sees the story from their own point of view, meeting up from time to time along the way. Unsurprisingly, Lucia is the more agile of the two demon slayers, fighting with duel blades and throwing knives, as opposed to Dante's sword and twin pistol combination.



Dante returns looking better than ever. He's even washed his hair!



Goth chick Lucia brings the feminine touch to *Devil May Cry*.

>>

The original *Devil May Cry* was disappointing. Not because it was a bad game, far from it in fact, but because the PAL translation was lousy, sporting huge black borders, a squashed display and a speed loss of 17.5% over the foreign versions. If, however, you were lucky enough to pick up a Japanese or American copy of the game, you were in for a real treat. You see, this survival horror focussed not on story and dramatic tension, but on action and fast-paced gameplay. Set out as missions (rather than the typical continuous gameplay as in most survival horrors), the levels were moderately linear, offering just one route through each area, along with a handful of secret rooms. However, this linearity kept things moving swiftly along and combined with the stunning visuals and slick gothic styling throughout, *Devil May Cry* was one of the highlights for 2001.

Well, it's now two years later and, unsurprisingly, a sequel has arrived. As you'd expect, nothing has changed too drastically since the original; the game still centres around Dante and his demon hacking and slashing escapades. The main difference this time round is that he's brought a friend, though it's not who you might be expecting. If you played through the original *Devil May Cry*, you'll no doubt recall how Dante set up shop with goth chick, Trisha, at the end of the game. Well, surprisingly, it's not Trisha that joins Dante on his adventure, instead she's been replaced by newcomer, Lucia. Apparently Capcom made this decision so as to give Dante a James Bond-like appeal, hinting that he may well have a different female sidekick if the company decides to make *Devil May Cry 3*.

Aside from the addition of a new playable character though, *Devil May Cry 2* initially seems identical to the original. However, a few elements have been streamlined, supposedly to accentuate the speedy pace still further, though the results seem to have backfired somewhat. Though puzzles were never really an integral part of the first game, here they've almost disappeared completely, with access to most areas now relying solely on destroying enough bad guys. We feel that this has upset the balance, making the experience decidedly shallower and less fulfilling than it was before. In fact, it's been streamlined so far that it can't really be classed as a survival horror any more; with virtually no puzzles and a complete lack of drama and tension, this can only really be classed as a hack and slash adventure.

Even the graphics (which were something rather special the first time round) seem to have lost a little of their clarity and vibrancy. It's clear that Capcom has spent considerable time upping the detail on Dante himself – certainly the cloth and hair movement routines are much more accomplished than before. But this is barely noticeable when you're playing the game as they're such a







Devil May Cry 2 isn't as striking as the original. Many of the gothic castle settings have been replaced.

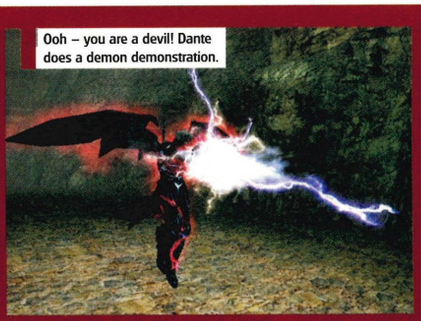
DANCING IN THE STREET

CITY OF ANGELS (AND DEVILS)

Devil And Angel

Performing combos not only looks cool, but also fills the DT gauge below your energy bar. Once you've built up at least one cube of DT energy you can tap the L-Trigger and transform into either a devil or angel, depending on whether you're playing as Dante or Lucia. Whilst in your transformed state, your energy slowly increases and all sorts of new abilities become available. Although this feature was available in the original game, it's been improved here by the inclusion of collectable amulets that introduce new devil/angel abilities.

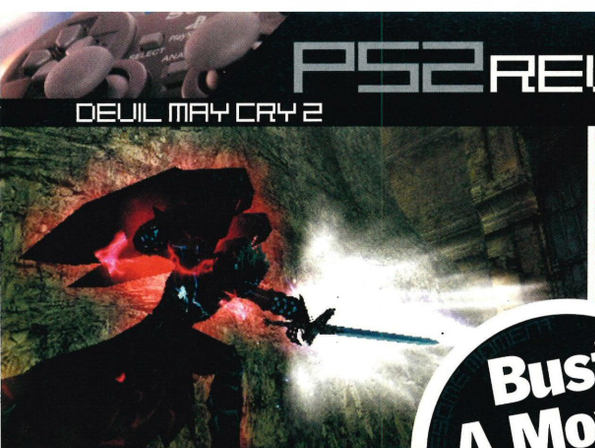
>>



Ooh – you are a devil! Dante does a demon demonstration.



Do angels never cry either? Why not ask Lucia?





New playable character Lucia demonstrates her own unique brand of combo.

THE FEMALE TOUCH

Bust A Move!

Running up walls, blasting enemies two at a time and spinning through the air wasting all in your sights is a great spectacle.

minute element on the screen. Sadly, it seems that Capcom has cut down on background detail to make such superficial elements as Dante's Pantene-conditioned locks possible. Neatly textured rock faces, crisp castle walls and softly coloured grass have been thrown out and replaced with repetitive textures and ugly clashing colours. There's also a surprising amount of graininess and shimmering caused by a lack of filtering on the textures. It's astonishing that a title two years newer than its predecessor should suffer from many of the problems the original was praised for eliminating. The overall feel is of a title lacking in polish and finesse – two criticisms that simply didn't apply to the prequel.

Despite falling short of our expectations though, *Devil May Cry 2* is still a fun game that manages to retain the slick style and gothic atmosphere we were hoping for. There are even a few new features, such as the ability to attack two enemies at a time by pointing Dante's handguns in two different directions simultaneously. You can also run up walls and backflip down with all the grace and fluidity of a fight scene from *The Matrix*.

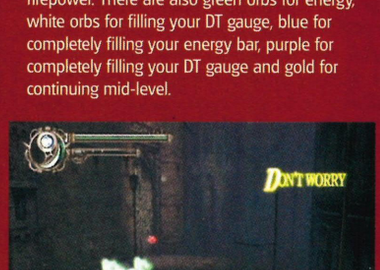
This essentially nails the game down. With many of the, albeit simplistic, puzzle elements of the original omitted, *Devil May Cry 2* arrives as a flamboyant and frantic shoot-'em-up. The developers have always hinted at the intention behind the series was to recreate the feel and fun of old-skool shooters with structured enemy attacks patterns, weakness and colossal bosses that fill the screen. And in this respect they have succeeded in spades. The bosses are massive, requiring both skill and a rampant trigger finger to send them back to hell. Add in a measured power-up system, a gymnastic sense of destruction and swift controls and *Devil May Cry 2* is a quality shoot-'em-up. It's just not quite the sequel we all wanted.

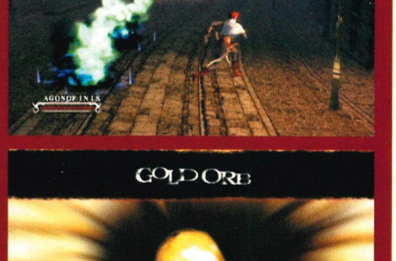
At the end of the day *Devil May Cry 2* should be better given the quality of the original and the promises it posed for future titles; a few flashy new moves hardly compensate for the lack of subtlety and polish that was so evident in the original title. Capcom is one of Japan's biggest development houses and to create a sequel that's completely failed to build on what its predecessor achieved is inexcusable. Perhaps if this wasn't a follow-up it would fare slightly better, perhaps if we hadn't played the stunning original we'd be more welcoming of this sequel, but we had. Following such a quality original, *Devil May Cry 2* pales in comparison. It's not terrible, perhaps expectations were just too high, but at least this time around Capcom has included a 60Hz option to eliminate all the drawbacks of PAL gaming.

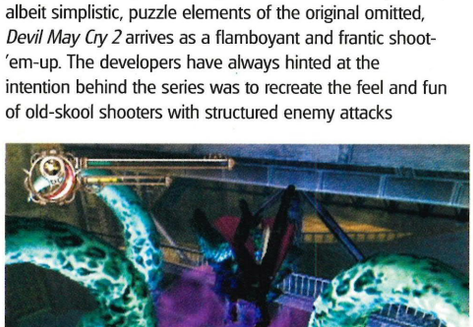
PICK-'EM-UPS

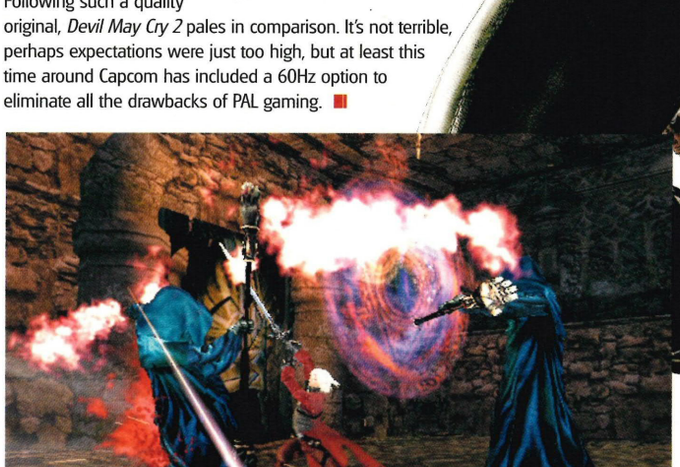
Orbital

As in the original game, collectable coloured orbs are dotted around the levels. The most common of these are the red ones which, as well as being scattered liberally around the place, are also rewarded to Dante each time he destroys a foe. These can be spent on extra items that can be combined with weapons to increase their firepower. There are also green orbs for energy, white orbs for filling your DT gauge, blue for completely filling your energy bar, purple for completely filling your DT gauge and gold for continuing mid-level.









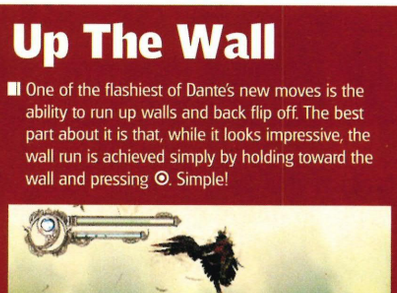
The enemies are a little more varied this time around. Sadly, many seem to lack artistic design.

DEATH BECOMES HIM

FANTASTIC GYMNASTICS

Up The Wall

One of the flashiest of Dante's new moves is the ability to run up walls and back flip off. The best part about it is that, while it looks impressive, the wall run is achieved simply by holding toward the wall and pressing ⊙. Simple!



VERDICT

DEVIL MAY CRY 2

Polished, but pales in comparison to the original

FINAL SCORE

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

82 PERCENT

"A MODERATELY FUN HACK AND SLASHER THAT FAILS TO LIVE UP TO THE QUALITY OF ITS PREDECESSOR – NOT QUITE THE SEQUEL WE'D HOPED FOR"

PLAY BACK

ALTERNATIVELY



Devil May Cry: Aside from a lazy PAL translation, the original is better than the sequel in just about every way. And you can pick it up for a tenner
ISSUE 82 93%



Shinobi (Import): Although lacking in style compared to the *Devil May Cry* games, SEGA's update of *Shinobi* offers a similarly exciting hack 'n' slash experience
ISSUE 99 69%

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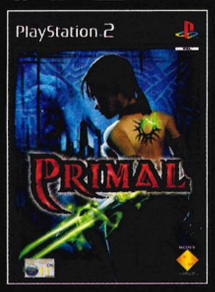
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WRITER Will Johnston | AVAILABLE April 2002 | WEBLINK www.playstation2.com

IN A NUTSHELL: ARCADE ADVENTURE THAT'S MORE LIKE WORK THAN REST OR PLAY

INFO



FORMAT	PAL
PUBLISHER	SONY
DEVELOPER	SCEE STUDIO CAMBRIDGE
PRICE	£3999
AVAILABLE	APRIL 2003
1 PLAYER	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Two playable characters
- Four different Demon forms to use
- Obviously contains a lot of effort, minimum soul

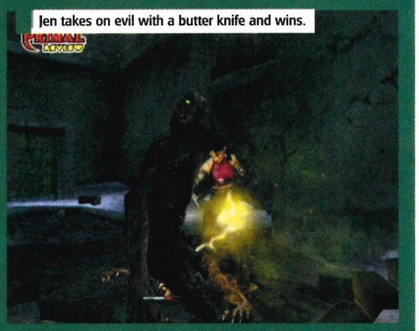
PRIMAL

The game that makes even the most exciting tasks seem excruciatingly menial has arrived!

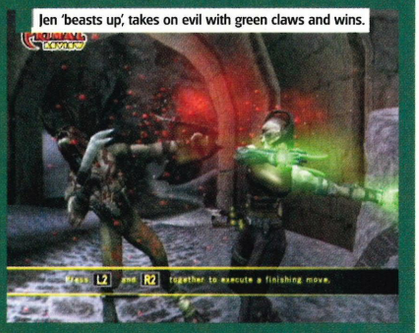
FIGHT, FIGHT, FIGHT, FIGHT...

A Total Beasting

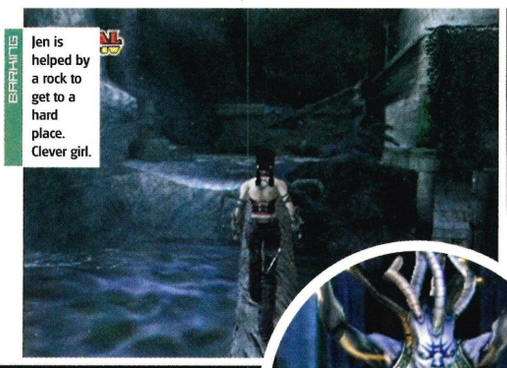
Jen is the only character that does any fighting, though interestingly enough both characters can smash open barrels in order to find magic stones. But when it comes to scraping, Jen's your girl. It is just too bad for the sassy chick that her fighting feels basic at best, tedious at worst. Even the addition of finishing moves doesn't stop *Primal*'s aggressive side from feeling as tame as a lobotomised kitten.



Jen takes on evil with a butter knife and wins.



Jen 'beasts up', takes on evil with green claws and wins.



SHARING

Jen is helped by a rock to get to a hard place. Clever girl.



Scree can suck on the power of handily placed magic stones.

LORD OF BOULDERS





Ian tells Stuart that he must get to the coffee machine and retrieve a cup of "Options" drinking chocolate or all is lost – it's way over the other side of the office. Stuart does not view this as a problem. But this journey of approximately 38-and-a-half metres will not be easy; a dozen art designers from another department have mastered the art of walking at a pace that would cause a snail to stall. They're in front of his feral lolloping frame, he gets confused, he wants a fight but he's lost to the left of the photocopier. He looks around for some bearing but every part of this place resembles every other. Stuart really wants a fight, something to make this quest a bit spicier. But as much as he tries to punch and jab, he can't, he just can't unless someone dangerous is in his presence. Just as the tiniest fragment of hope is all but atomised he hears the chink and clunk of money as it is fed into a mechanical device. Ha! A jaunt round the corner reveals a place described by a magnificent device punctuated with glowing buttons just as an infinitely slow (the point of being 'maddening') art designer collects a cup of hot liquid and exists. And a glance at the liquid crystal display of the machine, "Exact Change Only."

Stuart returns to Ian, his path blocked by a gaggle of designers making their way back. Wearily he returns. But before Stu can kick off, Ian automatically starts to rant that Stu should take Ian's exact change, for only then will he be able to procure the chocolate. Stuart wants a fight.

What we have there is a painfully accurate yet oh-so simplified (and possibly sprawling) recreation of *Primal*'s gameplay mechanic. And here are some other classics that make us wonder what people



DID YOU KNOW?

- The word "gargoyle" comes from "gargouille," which is an old French word for "throat." Only carved creatures that act as water spouts can be called gargoyles, a strange creature that's not a channel for water is a "grotesque"
- *Primal* is aimed at an older audience. We know this because we heard it say "sh*t!"
- In religions that worship an omnipresent god, like Judaism and Christianity, demons are always evil. Religions that worship many gods have demons that contain both positive and negative elements
- Cliff Richard had reached Number 3 of the pop charts on Wednesday, 15 September 1976 with the song "Devil Woman"

SUCH ENERGY

Would You Adam And Reave It

When your not controlling a character they will perform acts by utilising what boffins call "artificial intelligence." Basically, they will follow you, fight and, in Scree's case, collect the energy from fallen foes. Once he has done this he can pass it on to Jen, who then gets to use it to transform into her demon form. What is it with developers borrowing obvious ideas from each other then trying to make out they were their own? *Onimusha* had you collecting spirits, so did *Soul Reaver*. Does this make *Primal* more 'by-the-numbers' than it thinks it is? Yes, obviously.



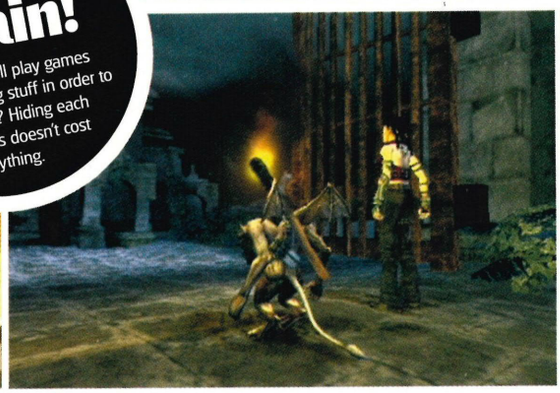
Stop the game, we must shoehorn in a borrowed soul-collecting element!

>>

Never Again!

Must we still play games based on finding stuff in order to open doors? Hiding each other's keys doesn't cost anything.







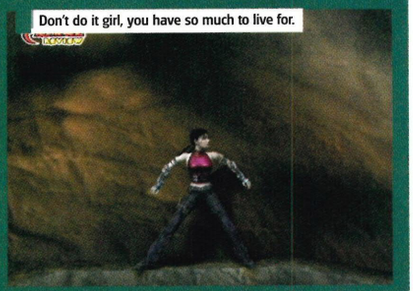
And today in school we learned the words "cooperation" and "dull".

YOU LITTLE RUNT

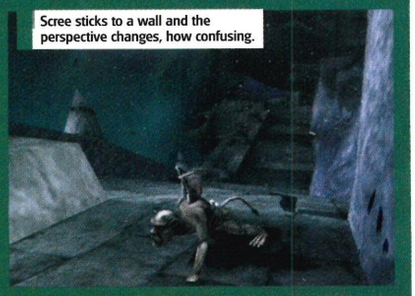
YOU GO THAT-A-WAY

Each To Their Own

Scree can climb around obstacles by clinging to (some) rock surfaces whereas Jen has the rather more human ability to 'walk on narrow ledges.' And that's how they can both get around areas that would otherwise be impassable – by utilising their natural talents. Problem is, getting both characters to a single location via separate routes isn't as compelling as it would be, say, in real life. And you have to do it a lot. Or just enough to be annoying.



Don't do it girl, you have so much to live for.



Scree sticks to a wall and the perspective changes, how confusing.

>>

have been doing to improve games in the past 20 years: We have doors that cannot open, but you won't know until your character has spun through a set animation that takes up more time than you'd expect for the quick twist of a handle; we have a gargoyle-like character that claims that he can climb any stone surfaces, but you later find out that he can only stick to certain ones – if he encounters an inch-wide crack he can't go over it, he must navigate his way around; we have mini-puzzles that mostly seem to consist of getting one character to open a door for the other; and we have quests where you have to collect a certain amount of items only to find that when you've accomplished this Herculean task you get told that you need just one more thing – often this is a gem, it could be anything.

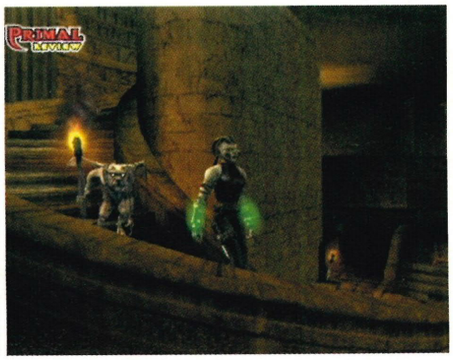
Primal comes from the same Studio Cambridge stable that gave us *MediEvil* (*1* and *2*) and *C-12* (it was on the PSone and had no sequel). It's the tale of a sassy rock chick (with an attitude presumably dictated by a focus group that's seen Sarah Michelle Geller), her 'Sk8ter Boi' rock-singing boyfriend and a little imp. And the battle between the forces of chaos and order. Rock guy gets taken by a demon, Jen, the rock chick, gets the living crap kicked out of her in the process and while in a coma she must travel around another dimension, rescue her bloke and restore balance by kicking the arse of animal-people and finding things. The aforementioned gargoyle-type imp accompanies her. And you get to control both of them, one at a time. Are you surprised to hear that they have different skills that they occasionally have to use to help each other through the game?

There are a lot of good things going for *Primal*. Let's think... well, it does occasionally look quite pretty. Yes it does. Character animation is 'sweet as' and the design of the creatures you meet, greet and kill is all very well thought out if slightly too bestial. They even all have different languages too, which would have helped enormously in creating a sense that you are, indeed, walking around a totally different world with its own collection of cultures. We say "would have" because unfortunately the levels feel surprisingly enclosed. It

BRANDON LEE



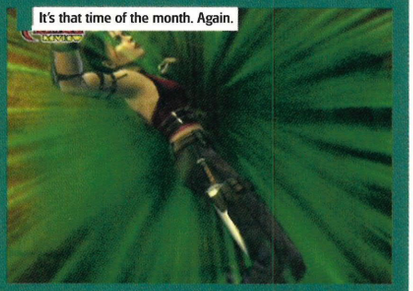
Sassy girl with modern attitude seeks generic game.

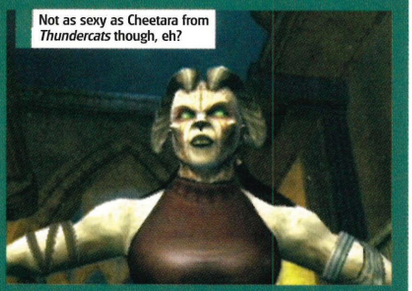


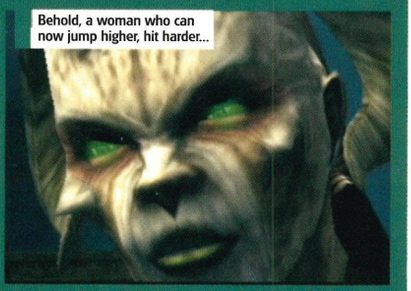
SHE'S GOT THE HORN

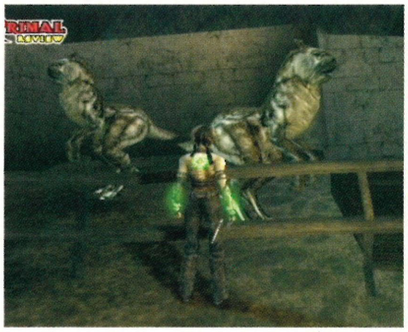
She Just A Devil Woman

Primal features four different worlds for you to explore and find arbitrary objects in, each one having its own set of creatures and geographical styles. Each one also contains a different form of primal energy that Jen can use to turn into a demon. So, you can change into four different demons? With different powers? What do you think the chances are of encountering puzzles than can, remarkably enough, be solved by using these exact powers? One to one, apparently.


It's that time of the month. Again.


Not as sexy as Cheetara from *Thundercats* though, eh?


Behold, a woman who can now jump higher, hit harder...





SPICE GIRL
Jen's second date took a sinister turn.




doesn't much feel like you've delved into another dimension as walked onto a back lot used for filming the 'other worldly' bits from *Buffy The Vampire Slayer*. It's all very enclosed. This is a problem inherent in videogames that want to describe outside locations, but don't want you to be able to travel too far away from the few tasks it needs you to perform, so fair enough? Maybe, but there must be a better way of doing it than blocking your path with objects the protagonists could easily navigate, like a 30° slope or a small pile of wood. If you're going to make such a fantastical setting it must be at least slightly believable and follow some sense.

You've probably got the idea that we didn't have too much fun with *Primal*, and you'd be right. For starters, it takes bloody ages to get the game to stop being a series of cut-scenes interwoven with sections that simply have you running from one place to another trying to get past locked doors. And then you get given a dagger and for a minute it seems that perhaps all this work (we call it that, because that's what it feels like), will be broken up with some nice combat.

But no, slashing away at a creature by using the shoulder buttons is more of a chore than a hard-hitting luxury to be savoured. Then there is the whole 'primal' bit where Jen learns that she can convert energy that Scree's collected (or 'Reaved' if you get what we're saying) into an ability to morph into her demon form. This allows her to perform larger jumps (which you can only use when the game wants you to, at certain locations – not a great way of making you feel like a superhuman) and she can now extend green and glowing blades from her armlets that make attacks all the more damaging.

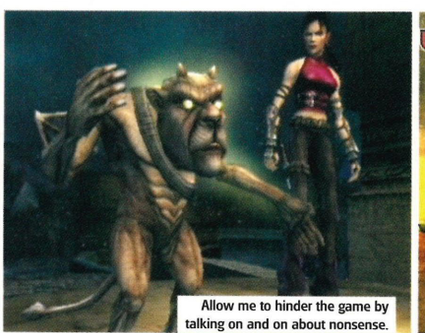
Sorry, but if this is meant to add depth to the game we've just missed the point completely. Killing someone with some swishes of a blade, metal or 'green', it doesn't feel any different. She's got demon powers for Christ's sake – let's have something that feels demonic in the way she moves, fights and interacts. What we get are a pair of horns and a face that looks like it has been partially morphed with the cat out of the Sheba advert. So the tasks you're set are mundane, combat is a drag rather than an explosion of demonic rage... if the graphics were of a lesser quality we'd assume that this came from 3DO.

It's obvious that a great deal of time has been spent working out *Primal*'s background story. We've even got a press release that gives bullet point after bullet point that describes each character. Scree, for example, is, "noble and proud. Sometimes a little too self assured." The list goes on for everyone in the game. All this background depth is all very well and good and we're sure you want to hear about it, but how about putting in more fun? As it is *Primal* seems to be a story that someone's spent a long time working out and really wants to talk about but for some reason they are forced to break up their tale of trans-dimensional demons and rock musicians with 'gameplay elements'. These they have put in and they work, but we'll say it again, they are *not fun*.

We'd recommend *Primal* to those of you who like games to act as a dictator rather than an instigator. And those who find fetching cups of coffee comparable to the heroic tasks undertaken by the idols of Greek mythology. Everyone else would be better playing *Legacy Of Kain: Blood Omen 2*.





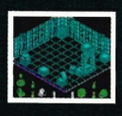

Allow me to hinder the game by talking on and on about nonsense.
YOU JUST SHUT UP



ONE PLUS ONE

Combined Studies

You've read all that text about *Primal*, but you still can't work out what it's like? How about a visual guide?


+

= *PRIMAL* (IF YOU TAKE OUT THE FUN)

Yes indeed folks, *Primal* is a bit like the ancient Spectrum Classic *Head Over Heels* where two characters had to help each other through puzzles and *Blood Omen 2*, a game where you run about, beat people up, suck their souls and figure out how to open locked doors. It's that simple.

VERDICT

PRIMAL

Makes you wander about. Then just makes you wonder "WHY?"

FINAL SCORE

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

69 PERCENT

"WE DIDN'T HAVE TOO MUCH FUN WITH THIS AND WOULD ONLY RECOMMEND IT TO THOSE WHO LIKE GAMES TO ACT AS A DICTATOR"

PLAY BACK

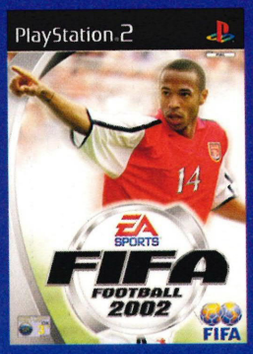
ALTERNATIVELY


Legacy Of Kain: Blood Omen 2: More gothic adventuring, but this time it's both fun, worthwhile and interesting
ISSUE 89 86%

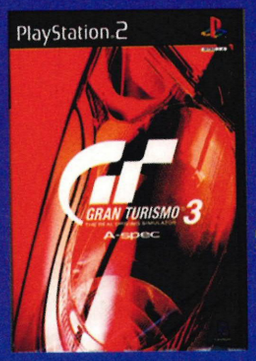

Bloody Roar 2: Primal Instinct: A fairly enjoyable beat-'em-up that allows you to transform into beasts, like a mole, a rabbit...
ISSUE NA NA%

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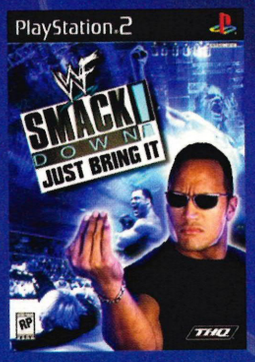
WHY PAY MORE? CHEAPER THAN YOU THINK!



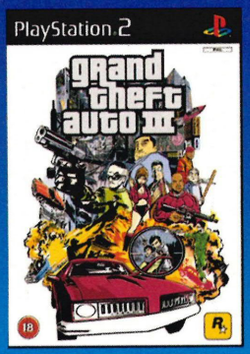
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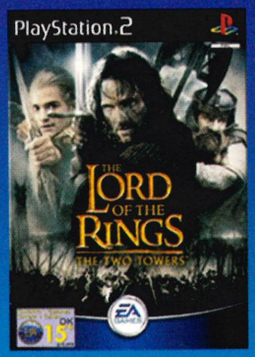
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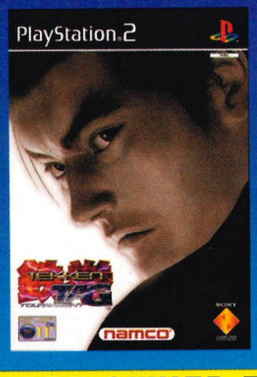
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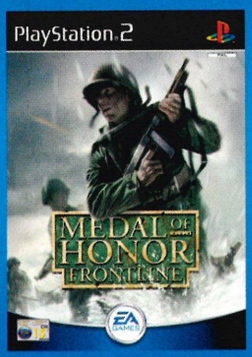
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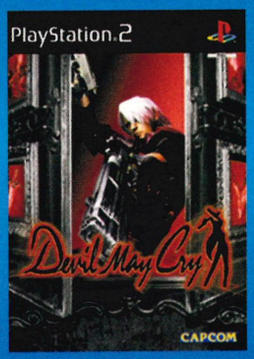
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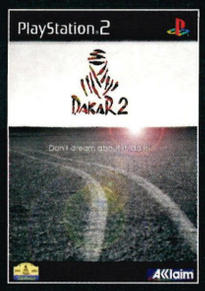
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IN A NUTSHELL: ARCADE RALLYING WITH BREAKABLE BITS

INFO



FORMAT	UK PAL
PUBLISHER	AKA ACCLAIM
DEVELOPER	ACCLAIM STUDIOS CHELTENHAM
PRICE	£39.99
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Race against 600 over vehicles across North Africa
- Compete in jeeps, trucks and motorbikes
- Damage management system for tactical racing









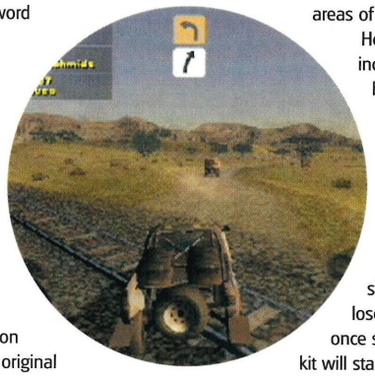
DAKAR 2

Can a novel licence deliver some fun from a desert of ideas?



Endurance is the word that springs to mind when you think of the famous Paris-Dakar rally. A race that sees 600 jeeps, trucks and motorbikes tearing across southern Europe and North Africa in the shortest time possible whilst trying to stay in one piece. Perfect for a game then, if you can endure the limitations.

If there is one area *Dakar 2* succeeds in it's identifying with the word 'endurance' – playing this lacklustre title is one hell of a chore at times. This boils down to the limitations of the game's design which flies in the face of recent 'simulation' approaches to rally (made so playable in *Colin McRae 3*) and instead opts for an outdated and overly basic formula. The game modes on offer include nothing more original than selecting between Arcade and Campaign modes.



The races are generally point-to-point trundles down a selection of narrow, ramshackle tracks and roads that occasionally throw up forks and alternative routes in a bid to inject a little variety into the mix. This sadly doesn't work and the courses are generally too basic to offer any real freedoms or true thrills.

Occasionally, the influences of the licence are drawn on to deliver some novel desert races across the Sahara and the like. Here you must navigate from checkpoint to checkpoint across open desert. The skill coming from attempting to navigate around rocky outcrops and learning to slow up on the crest of dunes to avoid damaging the vital areas of the vehicle.

Here is the crux of *Dakar 2*, and, indeed, the one redeeming feature brought over from the original game. The game features a working, realistic damage system – these jeeps and trucks don't just look like they are breaking down, they do. Hit a rock or land heavily after navigating a dune and the shocks will go, the steering will lose its responsiveness and that once state-of-the-art piece of off-road kit will start to resemble 20 pounds of scrap. The result is that the basic, empty arcade racing becomes a little more tactical and, dare we suggest, a bit more fun. Not a lot more, but just enough to instill a desire for one more go.

A little more variety and depth comes from the range of vehicles on show. Instead of restricting you to the standard selection of hatchbacks and saloons, we now get tuned trucks, jeeps and motorbikes. Each one handles a little differently with the truck being slow but solid, the bike fast but precarious, and the jeep a good all-rounder for stability and speed. You will also be racing against these different classes of vehicle on the tracks and whilst this presents a novel image in the first instance, trying to overtake a hulking truck on a narrow Moroccan cliff whilst staying within the incredibly tight times is unfortunately more frustrating than fun.

And that's the major crime *Dakar 2* commits, despite being obviously influenced by great arcade rally titles such as *SEGA Rally*, there is little in the way of real thrills or excitement here. This is typified by the graphics that feature all of the requisite elements of an arcade racer – such as the bold car and trackside models, strong colouring and obligatory flybys from planes and helicopters – without ever really impressing. The trackside scenery is nice, without ever being stunning and includes nothing too original – African villages, hillside towns and undulating desert dunes being the standard. Even spot effects such as rainstorms and mud sprays fail to get the blood pumping.

Compare the limitations of *Dakar 2* with the colour and bold style of recent arcade rally titles like *Shox* and indeed *Rally Fusion*, and Acclaim's African





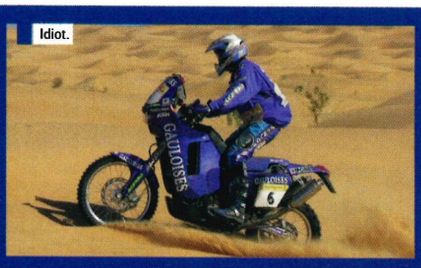


FEEL THE HEAT

Wassa Dakar?

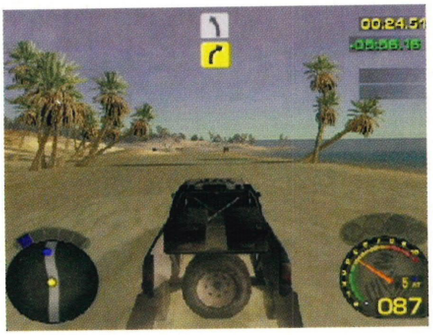
The Dakar is said to be the world's most extreme race – give or take a jaunt around the M25. It runs from Europe through to Africa. Initially the race ran the now-famous route from Paris through to the Senegalese capital city before recently extending the 15,000 km race right to the southern tip of Africa in Cape Town.

The first race was run in 1978 and was started by Thierry Sabine. After losing his way in a previous desert race he, for some sadistic reason, wanted everyone else to experience the nervous dehydration of running on empty in the Sahara desert. An experience akin to our average Monday morning then. Well done you strange French man.



DID YOU KNOW?

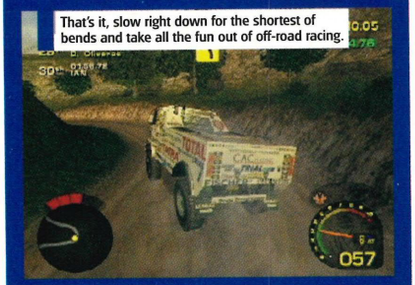
- The original Dakar Rally was held in 1978 and included 170 competitors
- By 1992 the rally had doubled its length to finish in Cape Town and increased its competitors to a staggering 600



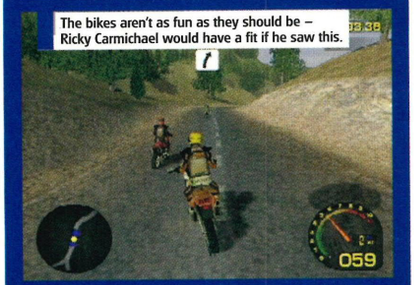
FEEL THE HEAT

Classy Endeavour

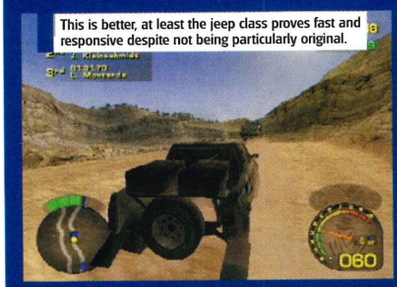
Okay, so the big deal here is that you get the choice of racing in three different classes of vehicle – a jeep, a tuned truck and an off-road motorbike. The sad thing is that only the jeep class comes close to a degree of fun, the trucks are just too damn slow and clunky to get any response from or interest in, and the bikes are too frail to hammer around the courses with any arcade conviction. A case of frills over thrills then.



That's it, slow right down for the shortest of bends and take all the fun out of off-road racing.



The bikes aren't as fun as they should be – Ricky Carmichael would have a fit if he saw this.

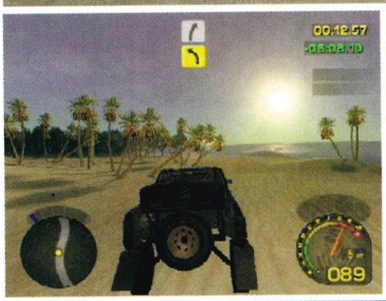


This is better, at least the jeep class proves fast and responsive despite not being particularly original.



Desert Hearts

Racing up your first dune and screaming down the other side, dust flying in the face of common sense, is actually... less fun than it sounds.



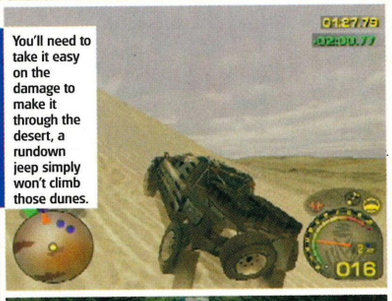


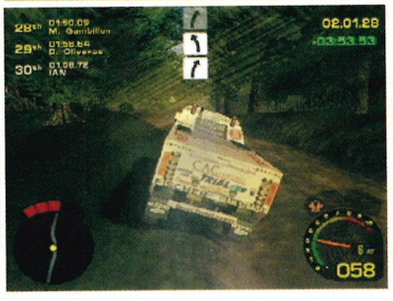




FULL STEAM

You'll need to take it easy on the damage to make it through the desert, a rundown jeep simply won't climb those dunes.





Staying on the track and keeping clear of the high grass will avoid unnecessary staining.

GREENERY

>> safari looks distinctly jaded warranting some pretty heavy 'endurance' of your own to get through.

Remember, we're paid to play through and endure *Dakar 2*, you on the other hand will be paying Acclaim the grand sum of forty pounds, which seems a little steep to us for a game that is little more than a slightly reworked version of last year's equally average title.

Dakar 2 is not a terrible game, it is simply average and lazy in every sense. There are far superior rally titles out there on the PS2 and this game adds little to an increasingly overcrowded genre. If you can endure the lack of ambition and damage to your bank account (you sick puppies) then there is a chance you may gain some joy from what is the effectively the Alan Shearer of gaming – solid, dependable and very, very dull.

VERDICT

DAKAR 2

Average and very basic rally racing

FINAL SCORE

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

57 PERCENT

"THIS ADDS VERY LITTLE TO AN OVERCROWDED GENRE AND CAN BE EFFECTIVELY DESCRIBED AS THE ALAN SHEARER OF GAMING – SOLID, DEPENDABLE AND VERY, VERY DULL"

PLAY BACK

ALTERNATIVELY

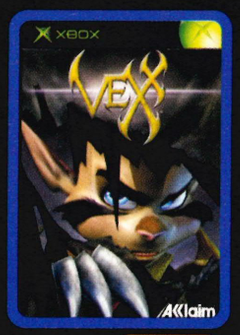


Colin McRae 3: Codemasters return with the PS2 debut of the genre-defining racer. Simply the only game rally fans should own
ISSUE 96 92%



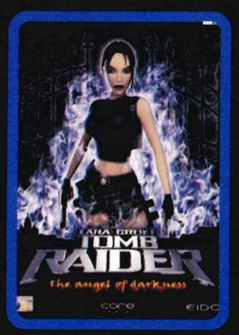
V-Rally 3: A tough and genuinely novel approach to the rally genre will provide fans with weeks of quality time
ISSUE 91 90%

WANNA PLAY SOME MORE?



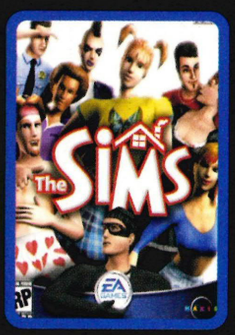
~~RRP £39.99~~ **£32.99**

Vexx



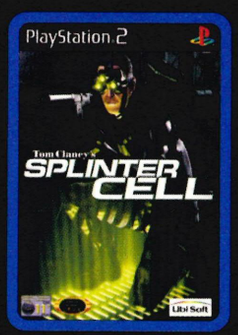
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Lara Croft - Tomb Raider: The Angel Of Darknes



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The Sims



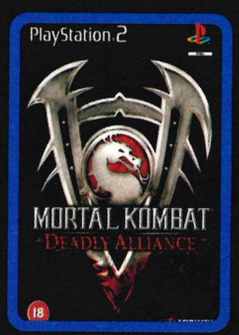
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Splinter Cell



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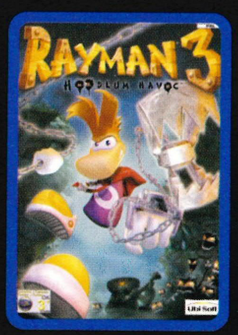
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Metal Gear Solid 2: Substance



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Rayman 3 Hoodlum Havoc



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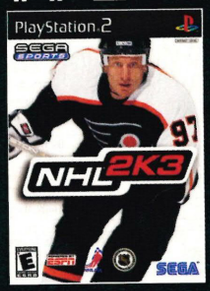


FREE DELIVERY ON ALL ITEMS!

Artwork shown from 'Tom Clancy's Splinter Cell' courtesy of Ubi Soft Entertainment. Tom Clancy's Splinter Cell and Ubi Soft (r) & (c) 2003 Ubi Soft Entertainment. All rights reserved.

WRITER Gary Adams | AVAILABLE March 2003 | WEBLINK www.segasports.com | IN A NUTSHELL: FASTEST TEAM SPORT IN THE WORLD

INFO



FORMAT	UK PAL
PUBLISHER	INFOGRAMES
DEVELOPER	SEGA
PRICE	£39.99
AVAILABLE	MARCH 2003
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Franchise mode allows you to manage a created team down to the tiniest detail
- Expansive Replay mode ensures proper face-rubbing etiquette when playing with 'friends'

DID YOU KNOW?

- Typically, the ice on Olympic rinks is 3/4" thick. It is held at a constant –7°C
- If you live near us then the chances of the one and only ice rink being knocked down in favour of a Bingo Hall is 100%
- Despite making some excruciatingly hip games, everybody still hates SEGA. Life just ain't fair







By the smattering of white shirts in the crowd we'd hazard a guess that this was an away match.

NHL 2K3

SEGA passes the red line and goes for a goal. N-ice! (Sorry)

Being British, we're not overly familiar with the slippy fun of ice hockey. However, over the years this certainly hasn't diminished our need to play such classics as the *NHL Hitz* series and EA's *NHL* series. The speed and fluidity of the games and the immediate accessibility of the controls can give the most green of players a chance to have some fun. Out trots SEGA though, with its first PS2 ice hockey entry and it takes far more of an arcade slant than those other company's games.

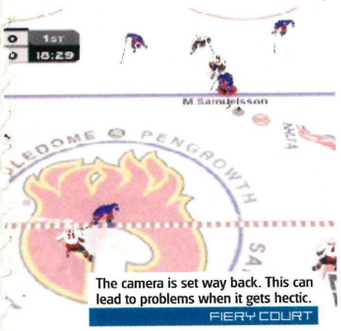
Now SEGA have a history with sports games. They are well respected and have a huge following (especially in the States) so we had lofty expectations concerning this particular title. Good news – we are not disappointed. Obvious highlights include the blitzing speed of the game and the ease of settling into a match. But after fiddling around for a couple of hours you'll have progressed, and will want to play around with the more advanced settings. This is where the game firmly sticks two fingers up at every other ice hockey game out there – the control that you have over your players goes down to the tightest detail. Each button has a second modified mode that is activated with the shoulder buttons, concerning either offensive or defensive manoeuvres and although fiddly for the first few games, before you know it you'll be racing around the rink with a finesse and grace normally associated only with the slinkiest and taut-bellied of athletic Penguins. (Possibly surfing on frozen Otters, but frankly we're not sure about this one.)



There is an expansive list of game modes to delve into including everything you'd expect to see in a modern sports game, so no problems there. Similarly, the wealth of options you have at your fingertips is quite astounding. You can alter the likelihood of fights (although these are few and far between even on the highest rating), fiddle around with player stats and generally tailor the game to suit your wants.

The thing that seems to be missing is the ability to change the camera views during play – the only one on offer is a bit too distant to make out some of the finer details that are on offer.

There are a few other problems such as the computer's lack of ability to change tactics and so forth, but these are very minor in the face of such a fun game. The visuals are excellent, commentary exciting and convincing, and overall enjoyment is top-notch. Highly recommended. ■



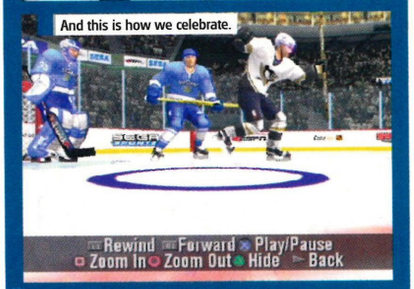
The camera is set way back. This can lead to problems when it gets hectic.
FIERY COURT

LET'S SEE THAT AGAIN!

Rewind All The Fun

- The extensive replay options allow you to have a look at recent events. So if the fancy takes you, you can see exactly how your opponent managed to score with that tricky shot, or, alternatively, it can be used as the ultimate nose-rubbing tool. Your opponent won't be sniffing at that.







VERDICT

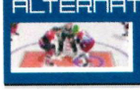
NHL 2K3

Fun and rewarding, this is a sports game to be treasured

FINAL SCORE **87** PERCENT

LOOKS	9
SOUNDS	9
GAMEPLAY	10
VALUE	7
LONG TERM	9

ALTERNATIVELY



NHL Hitz 20-03: Far more arcadey than the rest, this is loaded with mini-games and fun. The perfect compliment to *NHL 2K3*
Issue 96 90%



NHL 2003: Typical EA produce – gorgeous to look at, as slick as an average PLAY team member on the dancefloor, but as similar to *NHL 2002* as you can get
Issue 95 87%

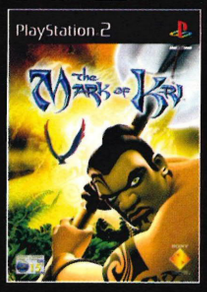
"STICKS TWO FINGERS UP AT EVERY OTHER ICE HOCKEY GAME – THE OVERALL ENJOYMENT IS TOP-NOTCH AND THE GAME COMES HIGHLY RECOMMENDED"

PLAY BACK

WRITER Gary Adams | AVAILABLE 21 March 2003 | WEBLINK www.uk.playstation.com

IN A NUTSHELL: HACK 'N' SLASH WITH A SMIDGEN OF EXPLORATION

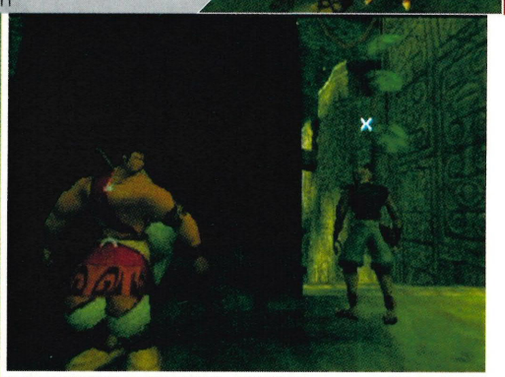
INFO



FORMAT	UK PAL
PUBLISHER	SONY
DEVELOPER	SCE SAN DIEGO STUDIOS
PRICE	£39.99
AVAILABLE	21 MARCH 2003
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Six levels to play through
- Multiple weapons to collect
- Complete certain tasks in the levels to open up secrets





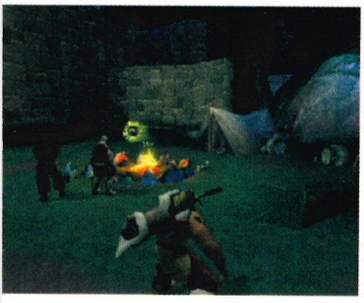
BLOCK CHANGING

Pressing R1 will have Rau block, which is one of the most useful moves around.

THE MARK OF KRI

Sony is rapidly becoming a very well respected developer. This is one of the reasons why...





STEEE—RIKE!

Time your strikes right and you can disarm an enemy and take them down using their own weapons!





A few years ago it would have been hard to imagine Sony publishing quality software titles. But proving us wrong over the years, we've had the likes of *Ape Escape* and *ICO*. Now *The Mark of Kri* can take a bow, for while not a classic by any stretch of the imagination, it's still an extremely solid title that could well be a sleeper hit over the next few months.

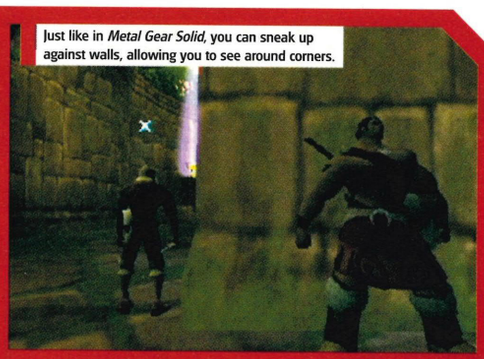
For those that saw **PLAY**'s Wired Up on *The Mark Of Kri* (that we ran last issue), you'll know that you play as the warrior Rau who has to run around the land chopping up the bad guys with his sword in as many ways as he can handle. Along for the ride is your pet eagle, Kuzo, who can be sent to perch on specified trees and structures, enabling you to see through his eyes and thus around corners. He can also knock down out-of-reach ladders and activate switches. He's a very useful little bird to have around.

Graphically, the game is underwhelming on a technical level – while the animation is slick and suitably over the top, looking closer reveals the textures to be drab and repeated far too often. The characters also have a low polygon N64-ness look to them, which doesn't flatter the game. However, there is a certain amount of style to the environments and the characters, and the heritage of the animators (they worked with Disney) shows through once everything gets going. Don't be fooled

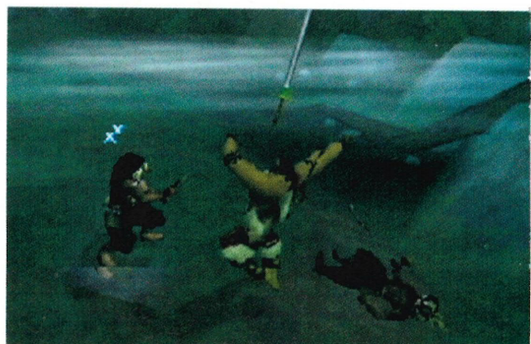
IT'S A FIRST

Sweeping With The Enemy

Unlike a lot of other hack 'n' slash titles, a bit of thought has gone into *The Mark Of Kri*'s combat. To break it down simply, you target enemies within your range by 'sweeping' the right analogue stick around in a circle. Those within range are then assigned a symbol that corresponds to one of your three face buttons (□, ✕ and ○). Hitting these buttons will make you strike the designated enemy. The clever bit though, is that the less enemies you target, the stronger your attacks will be, as you can use the unmarked buttons as combo modifiers. As you get better weapons you'll be able to assign up to three enemies per face button – letting you target a maximum of nine enemies in one go.



Just like in *Metal Gear Solid*, you can sneak up against walls, allowing you to see around corners.



DID YOU KNOW?

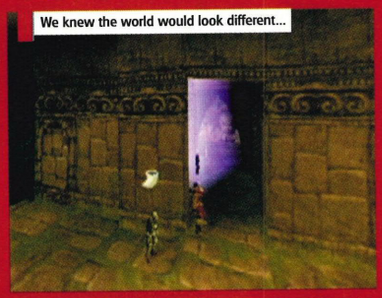
- You always look good when fighting. The animation does wonders for even the most useless of gamers
- 'The developers behind *The Mark Of Kri* originally worked on Internet babelfish programs, so we've heard
- Sword crime will rise by 38% a week after this game is released to the general public



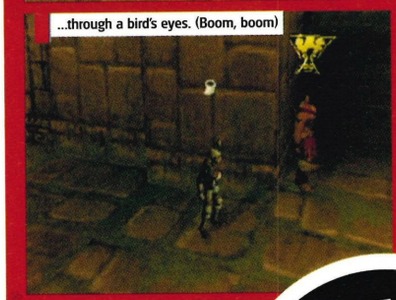
FOR THE WINGS OF A DOVE

Bird Of Prey

Kuzo is the bird for you. Whenever you see a big blue marker hovering over a structure such as a clifftop or log, tapping L1 will send him soaring, coming to rest on the aforementioned structure. Pressing △ will then allow you to see through his eyes and this way you know when it's safe to charge around corners. To add to his usefulness, you can also use the bird to knock down ladders and hit switches, pick up items and disrupt flocks of birds, serving to cause a distraction.



We knew the world would look different...

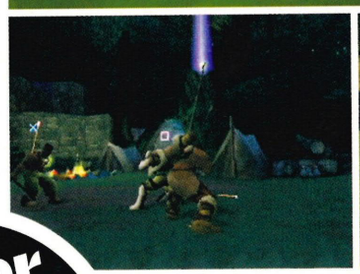


...through a bird's eyes. (Boom, boom)

GORO SLICING

Silent But Violent

As you progress through the levels stealth kills start to take precedence over just charging in willy-nilly with your sword. All to often alerting the enemy of your presence will bring whole crowds of savages to you and the odds are usually overwhelming. Silently sneaking up behind somebody, resting your blade on the grass underneath their legs and then slicing upwards through the groin in one swift stroke is the way to do things. If you want to be a bit more bloodthirsty, you can even pick somebody up and start ramming their skull against a wall repeatedly, like a child playing with a rag doll. Not the most pleasant way to go about things, but it gets the job done.





As Tony Hart would say: "Simple, but effective."

LOSING YOUR HEAD

In For The Kill

When you first pull off a stealth kill and some unfathomably violent sequence takes place before your eyes.

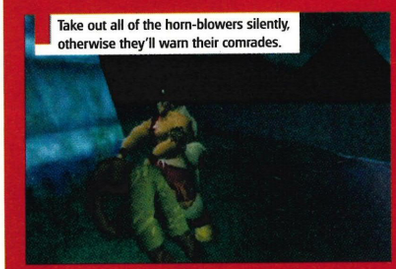
>> with the Disney-style graphics either – this is no kids' game. You'll be chopping enemies' heads from their torsos, splitting bodies in two, stabbing people in the throat, hacking off limbs and generally causing a right mess.

However, whatever immersion could have been achieved with the art direction and the atmospheric spacious areas is cruelly torn from your grasp (like that famous relationship between your wages and the taxman) when you try to do something simple like jump off of a cliff or scramble up a rock. Your character has no interaction between himself and the environments, aside from standing on the ground. There are gullies and canyons, streams and forests just begging to be explored, but the choice isn't there. All you ever do is follow a simple path. Granted, there are multiple routes to take at certain points, but you never forget that you're playing a videogame, never get drawn into the fictitious world and wonder what else might be going on in the distance beyond what you're up to. For an action/adventure game this is a somewhat of a disappointment.

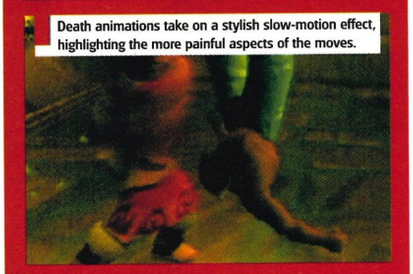
The main focus of the game though is the combat, which is pulled off impressively. The unique targeting system (see boxout: 'Sweeping With The Enemy') lends itself well to the animation of your main character and little touches like being able to aggravate a Wild Boar by shooting it with an arrow so that it squeals and runs around causing the guards to investigate, or having to be careful not to disturb a flock of birds so as to not give away your position, are fantastic and well received. Similarly, the option of progressing through the levels with stealth rather than just storming in (instead of being forced to play with just one of these styles at particular points, like in many other games) is refreshing and gives an illusion of freedom to an otherwise very linear game.

The Mark Of Kri is a simple game to play and the responsive controls help matters enormously. There are only six levels – though they are all quite large – but there are plenty of unlockables (outfits, artwork etc), which can be opened by competing in the Arena modes, or going through a checklist of tasks (such as stealth-killing six enemies) in the main levels. The Arena modes let you loose in a large room with your sword, axe, spear, bow and arrows and either an unlimited supply of enemies (how many can you kill in 'x' minutes?) or a set number of enemies and the challenge of seeing how long it takes you to dispose of them all.

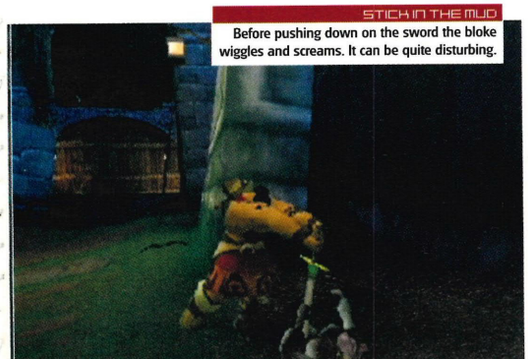
While adding length to the game, it still doesn't stop *The Mark Of Kri* being rather short. And with such a limited game this isn't a good thing. However, this doesn't stop it being a blast, and for some simple brainless hack 'n' slash action you won't find a better packed or well-presented disc on the PS2. Worth a rental at the very least.



Take out all of the horn-blowers silently, otherwise they'll warn their comrades.



Death animations take on a stylish slow-motion effect, highlighting the more painful aspects of the moves.



STICK IN THE MUD

Before pushing down on the sword the bloke wiggles and screams. It can be quite disturbing.

VERDICT

MARK OF KRI

Extremely well-presented, if rather short, hack 'n' slasher

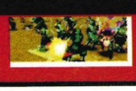
FINAL SCORE **78** PERCENT

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

ALTERNATIVELY



Metal Gear Solid 2: Substance: The VR missions and Snake Tales catapult this over the original game released over a year ago
ISSUE 100 78%



Dynasty Warriors 2: Boring and unimaginative hack n' slash game. The sequel isn't much better either
ISSUE 72 62%

"A STYLISH SLASHER WITH ENOUGH BELLS AND WHISTLES TO SAVE IT FROM MEDIOCRITY – MARK OF KRI'S WORTH A RENTAL AT THE VERY LEAST"

PLAY BACK

WRITER Gary Adams | AVAILABLE Out Now (Japan) | WEBLINK www.kcej.co.jp

IN A NUTSHELL: THE SAME GAME AS BEFORE, WITH EXTRAS BITS

INFO



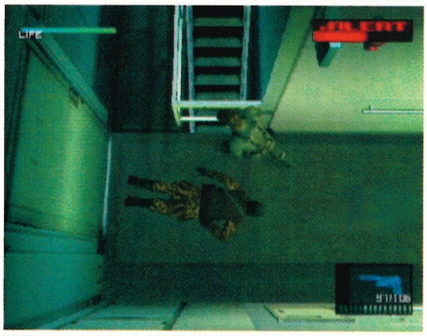
FORMAT	JAP NTSC
PUBLISHER	KONAMI
DEVELOPER	IN-HOUSE
PRICE	£3999
AVAILABLE	OUT NOW (JAP)
1 PLAYER	MEMORY CARD
DUAL SHOCK 2	

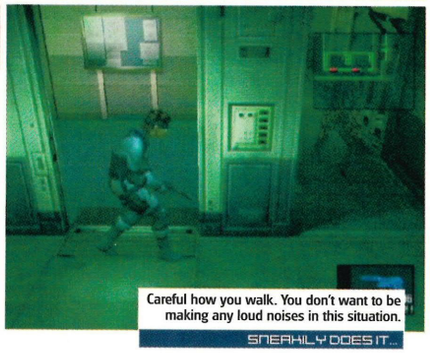
STATISTICS

- 350 VR Missions
- Snake Tales expand on the story somewhat
- Speciality missions to test your different skills
- Play the same game all over again!









Careful how you walk. You don't want to be making any loud noises in this situation.

SNEAKILY DOES IT...

METAL GEAR SOLID 2: SUBSTANCE

Konami admitting that the original was below par?

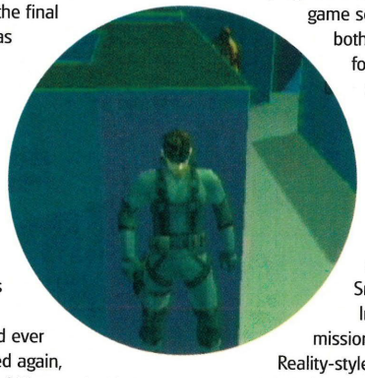


Sometimes you're going to just have to have a straight-out gunfight.

TAKE COVER



The word 'hype' is nowhere near strong enough to describe the ludicrous level of anticipation that followed every leaked screenshot and movie of *Metal Gear Solid 2: Sons Of Liberty*. Of course, when the final code was released and it was revealed that – unlike the demo that had been available with Kojima's other game, *Zone Of the Enders*, months before – *Metal Gear Solid 2* consisted entirely of pointless chitter-chatter and cut-scenes, but most forms of media nevertheless managed to heap on more praise than any game should ever get. Now it has been released again, this time on both the PS2 and Xbox and with it comes not only a new title, but also a few extras in the form of more missions and some VR training briefs.



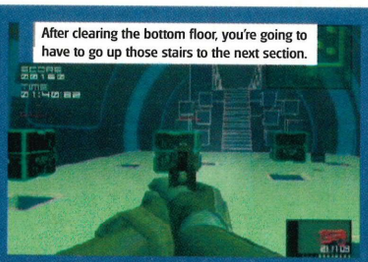
The main 'game' has not received any changes. It's still Kojima trying his best to be a movie director and pointing out the faults of women when all you want to do is save your progress. Still, none of this has stopped the game selling a boatload, so why bother changing it? The real focus here is on the extras that come on this disc and, as you would expect, it's a mixed bag. The additions are split into three main sections – VR missions (everyone should be familiar with these by now), Alternative missions and The Snake Tales.

In case you don't know, the VR missions are a selection of Virtual Reality-styled missions that cover all areas of skills (sneaking and stealth killing, weapons training, first-person aiming skills and an unlockable Variety mode) that the game will eventually demand of you. The quicker you

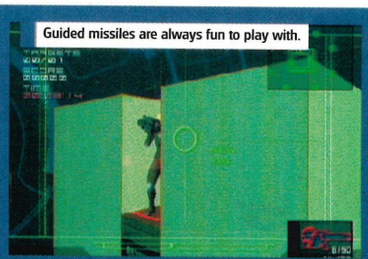
IT'S A FIRST

Through The Eyes Of Snake

Included in the VR missions is a first-person mode with several missions to play through. You control your character in much the same way as you would in titles such as *Doom*, except for the fact that it's much harder to aim due to the gun barrel blocking half of your view.



After clearing the bottom floor, you're going to have to go up those stairs to the next section.



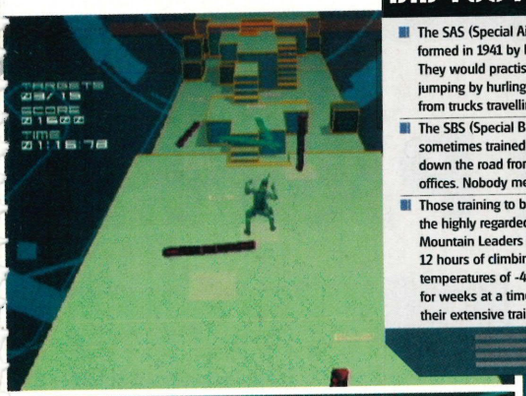
Guided missiles are always fun to play with.

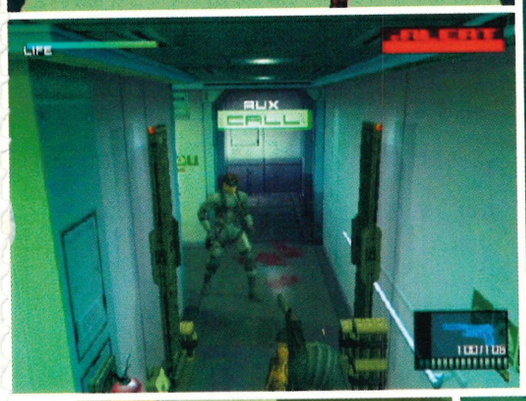


You can tackle the different levels that involve the larger weapons at any time.

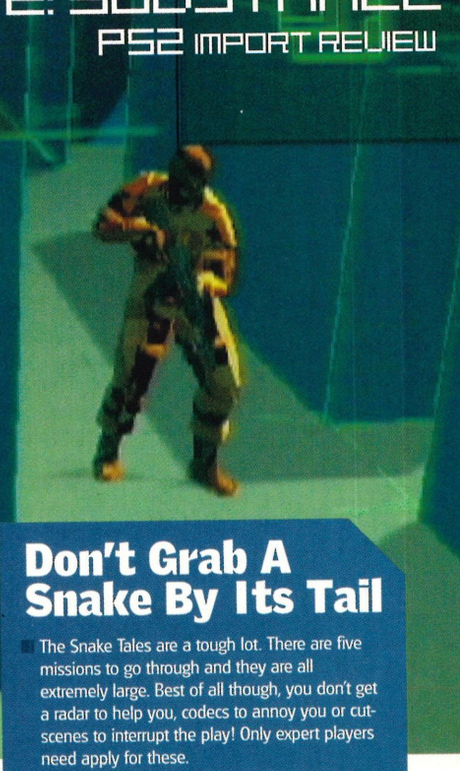
DID YOU KNOW?

- The SAS (Special Air Service) was formed in 1941 by David Stirling. They would practise parachute jumping by hurling themselves from trucks travelling at 30mph
- The SBS (Special Boat Service) are sometimes trained in Poole, just down the road from the PLAY offices. Nobody messes with us
- Those training to be members of the highly regarded Royal Marines Mountain Leaders have to endure 12 hours of climbing in temperatures of -40°F every day for weeks at a time as part of their extensive training





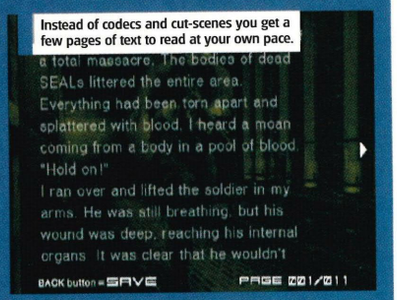


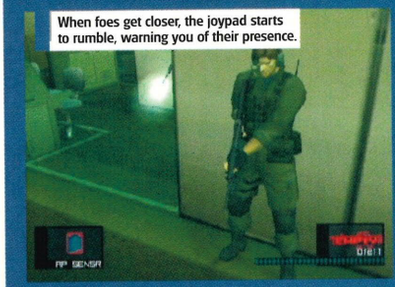


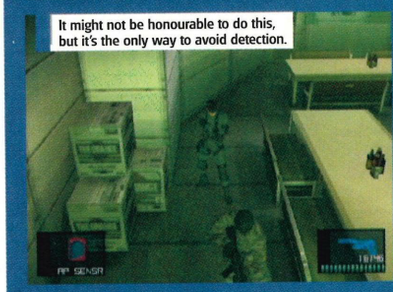
THE REAL DEAL

Don't Grab A Snake By Its Tail

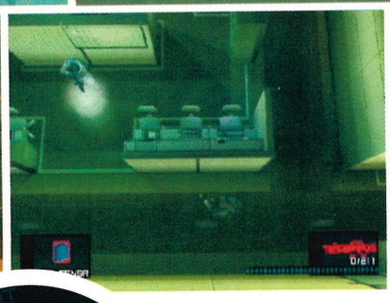
The Snake Tales are a tough lot. There are five missions to go through and they are all extremely large. Best of all though, you don't get a radar to help you, codecs to annoy you or cut-scenes to interrupt the play! Only expert players need apply for these.

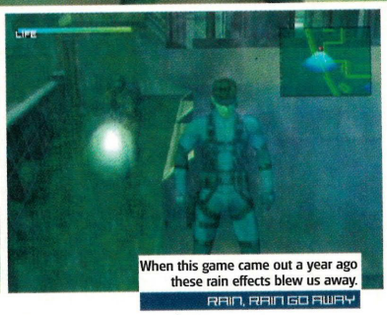












Sounds Of The City

When you first load the game up, the introduction music is fantastic. It's scored by Harry Gregson-Williams, who did *The Rock* and

complete them, the more overall points you get. These missions are extremely good fun, perfectly paced and focused – everything that the main game is not – thus highlighting, once again, the fact that *Sons Of Liberty* should have been a lot more fun than it turned out to be.

Likewise, the Alternative missions are short tests of skill. They are set on the Big Shell and evaluate you in such skills as bomb disposal, holding up enemies, photography and elimination. These are quite tough but once again, prove to be a lot of fun.

The final big addition, Snake Tales, allows you to play as Solid Snake in the Big Shell. This element is patchy, as, although the gameplay is extremely tough (ideal for *Metal Gear Solid* fans), the codecs and cut-scenes have been replaced with pages and pages of text. Why not simply condense the story or even skip the lot entirely? It just makes everything appear cheaper than it should do.

There are a few other extras too, such as Boss Survivor mode (where you battle each boss in turn), a photo gallery, (which lets you view famous and memorable scenes and characters from the game) and a cinematic Casting mode where you can place characters of your choice into the game's various cinematics. Nothing major, but nice enough to fiddle around with all the same. For the *Metal Gear Solid* fan, it will be easy to get lost in the world of espionage and double-crossing with this disc.

It's difficult to deny that for those without the original game, this is astounding value. In fact, it would be a justified release for most without the original game included in the same box. The VR missions are supremely addictive pieces of fantastic design and inspired ideas. The Alternative missions can be involving and, for the expert player, the Snake Tales are great. Bizarrely, these add up to a package that is far, far more interesting than the original game was a year ago.

Without all of the fluff and nonsense of supposedly confrontational ideas and haphazard twists that do nothing but send the story into the highest stratosphere of pretension, you end up with a title that relies solely on what *Metal Gear* games have been about since the days of the MSX – careful planning, patience and the ability to get yourself out of any given situation within the context of the game.

All of those disappointed with *Sons Of Liberty* may well want to have a crack at this, as it will allow you to fine-tune your skills and provide a major challenge to all but the most Solid of Snakes.



VERDICT

METAL GEAR SOLID 2: SUBSTANCE

Far more interesting and playable than the original game

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

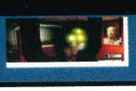
FINAL SCORE **78** PERCENT

"THE EXTRA MISSIONS AND VR MODES ARE FAR BETTER THAN SONS OF LIBERTY. THOSE WITH FOND MEMORIES OF PSONE METAL GEAR SOLID SHOULD TRY THIS"
PLAY BACK

ALTERNATIVELY



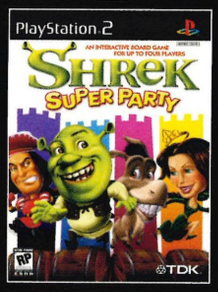
Metal Gear Solid 2: Sons Of Liberty: You can't fold a piece of paper over itself more than eight times, and that rule should go for stories, too
ISSUE 85 77%



Tenchu: Wrath of Heaven: It's everything the original was loved for with the added freedoms of the PS2 hardware. In a word, stunning.
ISSUE 100 93%

WRITER Chris Morgan | AVAILABLE Out now | WEBLINK www.tdk-mediactive.com

INFO



FORMAT	PS2
PUBLISHER	TDK MEDIACTIVE EUROPE
DEVELOPER	MASS MEDIA
PRICE	£3999
AVAILABLE	NOW
1-4 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Play as any of your favourite characters from the movie
- 30 mini games in total

30 party games, yet not a single spinning bottle in sight...

SHREK SUPER PARTY

They're a strange breed, party games. One whole big game, made out of loads of little ones. As a reviewer, this can be problematic, as you can't rate "the big picture" on the merits of just some of the little pieces that make up said "big picture", no matter how amusing they might be.

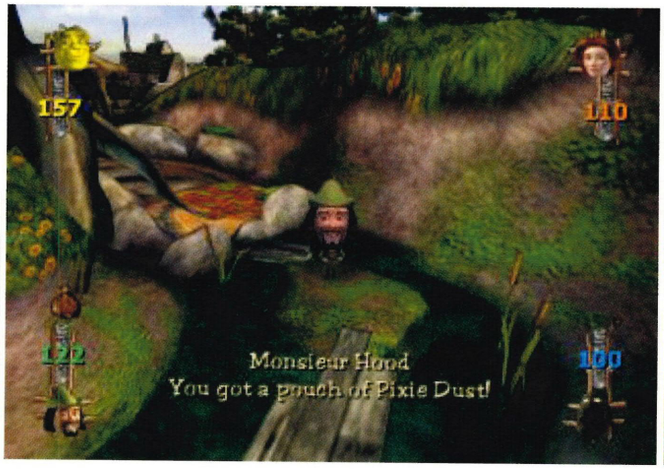
You see, you must also take into account the little pieces that are without merit. The ones that aren't amusing. And in *Shrek Super Party*, just as many of the little pieces can be described as such.

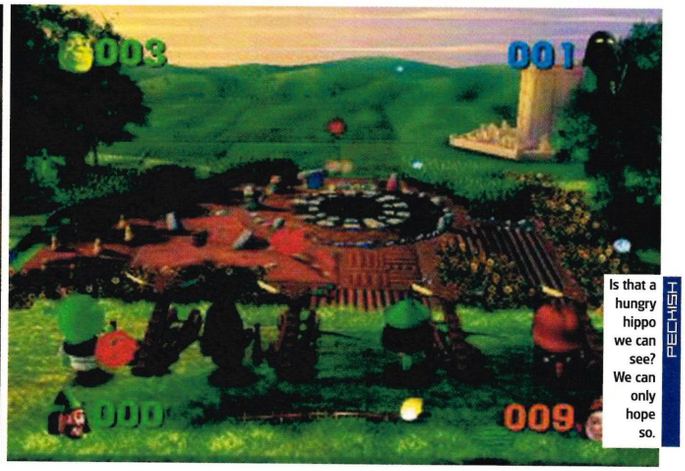
It's quite pretty to look at and the characterisation is, naturally, excellent, and will certainly hold lots of appeal for younger players. You can play as Donkey, which is a good thing for sure. And then there's Hungry Hungry Hippos. We here at PLAY love Hungry Hungry Hippos and many of the mini games on offer here are variations on the Hungry Hungry Hippos theme. These make up many of the amusing little pieces of the "big picture".

So, if you're a youngster who's into *Shrek*, loves Hungry Hungry Hippos, but whose Mum won't buy it for you, then *Shrek Super Party* will be just the thing you're after. ■ **58%**







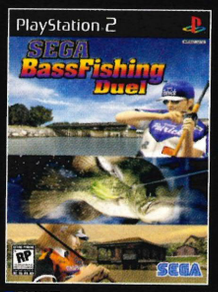


Is that a hungry hippo we can see? We can only hope so.

PEGHISH

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

INFO

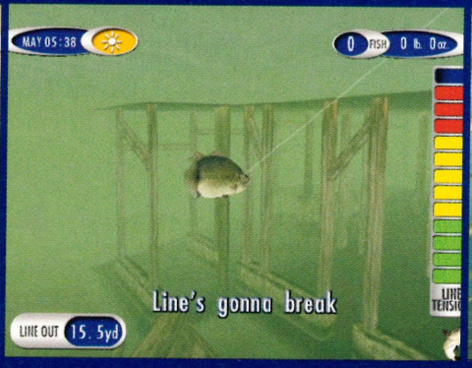


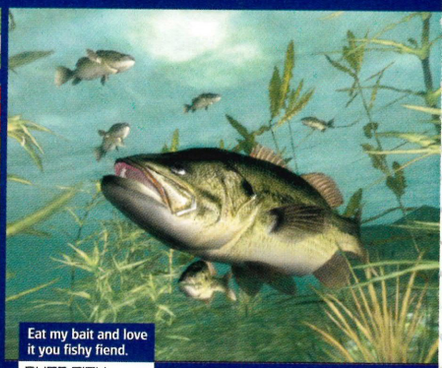
FORMAT	UK PAL
PUBLISHER	ACCLAIM
DEVELOPER	SEGA
PRICE	£3999
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- Four play modes
- Unlockable lures and fishing tips







The fisherman's friend, for fishermen with none...

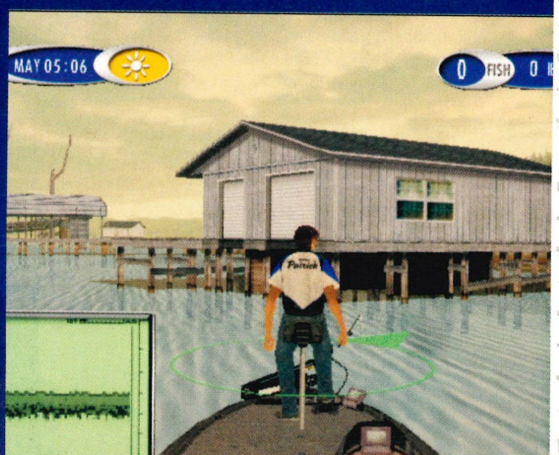
SEGA BASS FISHING DUEL

Now this really is a bizarre one. The thing is, you probably already know if you like this or not without having to bother reading a review. This is one title most definitely targeted at a very specific niche audience. Come on, you know who you are.

Firstly, you chug along in a little boat and pick a spot where you think there might be some fish hiding out. Then you cast out and, in doing so, get a view of what's going on underwater. You jiggle your bait around and see if any fish want to bite it. If they don't, then you try different bait. When you've selected a tasty lure that they're interested in, they'll bite it. Then you have to 'hook' the scaly fiends by pressing the shoulder buttons. Once you have one hooked, you have to rather frenziedly wobble the analogue sticks (or that fishing rod peripheral thing, if you have one) until you get it near the surface. If you then press the ⊗ button at the right moment, well, congratulations, you've got yourself a bass. And then repeat.

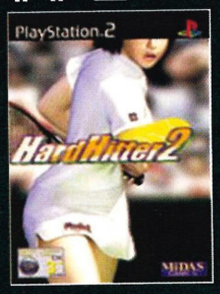
There are four play modes – Vs Two-Player, Vs Computer, Tournament and Practise – a number of different fishermen for you to chose from, each with varied attributes, and the conditions change according to the seasons and time of day. If this sort of thing floats your boat, here you go, enjoy. ■ **61%**





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

INFO



FORMAT	UK PAL
PUBLISHER	MIDAS GAMES
DEVELOPER	MAGICAL
PRICE	£2999
AVAILABLE	NOW
1-4 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

STATISTICS

- More than 100 open competitions to play through and earn money
- New character development system for added depth
- Three new mini-games to frolic with

A cheaper alternative to SEGA's classic?

HARD HITTER 2

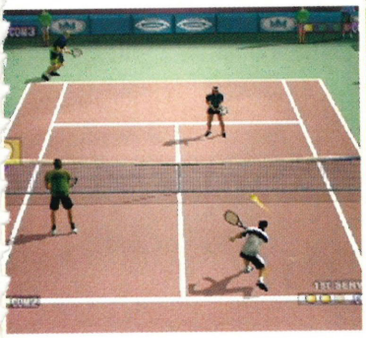


There was a time when the PS2 was bereft of quality tennis games and then along came the original *Hard Hitter*, a decent knock-about with a maddeningly addictive two-player mode.

Okay, so it was just a basic *Virtua Tennis* clone without the multiple game modes or character development, but we didn't have *Virtua Tennis* and so we made do. Now it's a different story. Fans have *Virtua Tennis 2* nestled firmly in their collection and quite rightly so, it's the best tennis game out there. So where does *Hard Hitter 2* fit in? Let's just say it tries hard to impress by swiping all the ideas that make SEGA's game such a quality product, but at the end of the day it lets you down by implementing them half as well.

The controls are smooth, there is now a character development angle to single-player mode (win cash to buy new kit and your performance raises the player's stats) as well as three new mini-games to hone your skills in – Shooting Tennis, Alphabet Tennis and Team Tennis. Which is all well and good, the only problem is *Virtua Tennis 2* does all this and more – more mini-games, better graphics and slicker controls. Unfortunately at times you just aren't sure what shot the player will do next and without confidence in the placement system, the two-player game – the crowning glory of the original – is somewhat shot down.

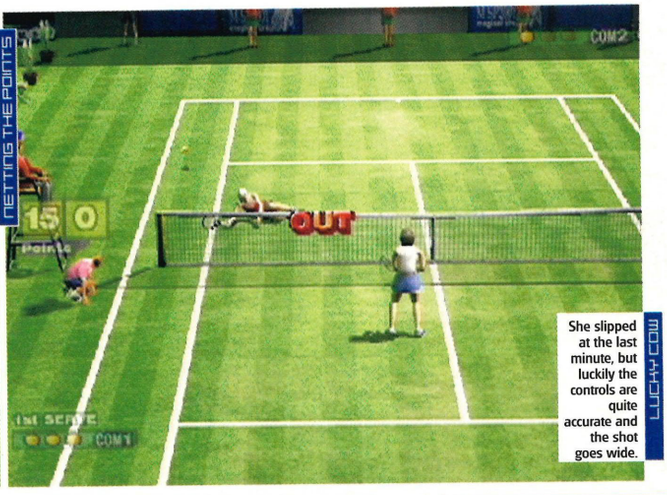
Like the original, *Hard Hitter 2* is a sub-standard *Virtua Tennis 2* clone. But unlike *Hard Hitter* we now have *Virtua Tennis 2*, making Midas' game all but unnecessary. On the plus side it is £10 cheaper, so if it's a cheaper alternative to SEGA's masterpiece you're after, then step up to the centre court. **69%**





NETTING THE POINTS

Each player has a style of play – net players need to get in close.

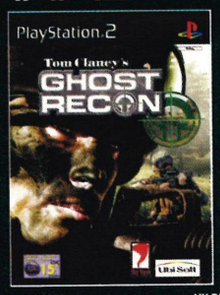


LUCKY COM

She slipped at the last minute, but luckily the controls are quite accurate and the shot goes wide.

WRITER Gary Adams | AVAILABLE Out now | WEBLINK www.ghostrecon.com/

INFO



FORMAT	UK PAL
PUBLISHER	UBI SOFT
DEVELOPER	RED STORM ENTERTAINMENT
PRICE	£3999
AVAILABLE	NOW
1-2 PLAYERS	MEMORY CARD
DUAL SHOCK 2	

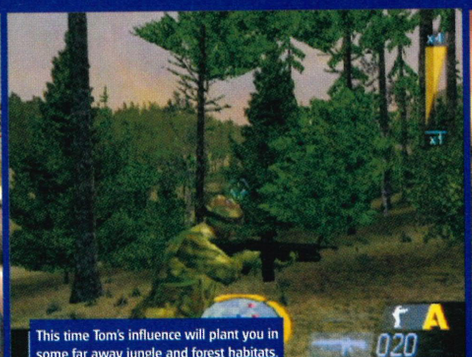
STATISTICS

- Tactical Training for every aspect of combat modes

Hide and seek with ghosts...

GHOST RECON





This time Tom's influence will plant you in some far away jungle and forest habitats.

CLANCY THAT







If you're a PC gamer then you'll know that this title caused a bit of a fuss a while back. Tom Clancy's fetish with spec ops and hi-tech weaponry created yet another team-based strategy game that challenged your thinking and tactical skills as much as it did your reactions. This time though, instead of storming embassies and museums, you are dropped off in the middle of places like Siberia.

The graphics, while sparse, do the job well, and the sound is excellent. However, in the PC to console transition we've lost an entire squad! Instead of having three teams you've now only got two. There goes an entire tactical opportunity. The worst thing though is the burgeoning need to pay attention to what's around you. Instead of creeping around looking out for bushes ruffling in the opposite direction to the wind, you can simply look at your radar, go in the general direction of the red blobs and sweep your cursor around the screen until it flashes red. They've simplified the game enormously and as a result it suffers. Still, it's bloody difficult so if you fancy a challenge then you might as well give it a go. **65%**

ISSUE 100 CELEBRATIONS

WITH THE HAND OF HISTORY UNNERVINGLY CARESSING OUR SHOULDER WE GLANCE BACK ACROSS OUR EIGHT-YEAR HISTORY WITH A NOSTALGIC EYE AND A TENDER SMILE...

1995, it was one hell of a year. A bloke won the Turner Prize by splitting dead cows in half, Robbie Williams split from Take That and teenagers all over the country were waking up to splitting headaches and mild sexual embarrassment thanks to the introduction of alcoholic lemonade. Amid all this division stood one unified force. One voice. One magazine. PLAY magazine. The very magazine you're holding in your shaking hands this very second. This is our 100th issue. Since we were the first on the shelves, we're the first to 100.You won't find any other PlayStation magazine making that claim for a while now. Smug? Self-satisfied? Us? Oh yes...

YEAR ONE & TWO
1995-1996

EDITOR[S] THIS YEAR **DAVE PERRY** ■ **NICK ROBERTS** ■ **DAMIAN BUTT**



ISSUE ONE

■ The PLAY juggernaut rolled off the press in November 1995 and was one of the first publications devoted to the PlayStation available on the newsstands.

ISSUE TWO

■ We print open letter to Sony's Comm. Director, asking him to "Pull his finger out" and supply us with a demo CD. Oh dear.



ISSUE THREE

■ The magazine was proving popular, so we treated you guys to a *Lone Soldier* pin badge and a review of *Doom*!



ISSUE FOUR

■ PLAY was gradually finding its feet in a marketplace heavily populated by other PlayStation magazines.



ISSUE FIVE

■ An explosive first look at *Tekken 2* and reviews of *Street Fighter Zero* and *Road Rash* meant things were hotting up!



NICK ROBERTS TAKES THE HELM OF PLAY



ISSUE SIX

■ A world exclusive *Adidas Power Soccer* review doesn't sound much now, but then it was like England winning the World Cup.



ISSUE SEVEN

■ First UK reviews of *Ridge Racer Revolution* and *Tekken 2*, and *Actua Soccer* becomes the third best-selling CD of all time!



ISSUE EIGHT

■ *Resident Evil* (95%) and the multiplayer heaven that was *Olympic Games* were both highlights. We also prepared for our first visit to E3.



ISSUE NINE

■ *Soul Edge* pounded in, we met the PlayStation's leading platform mascot, Crash, and swooned over *Fade To Black* (90%).



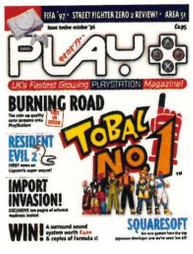
ISSUE TEN

■ Toot toot! PLAY become the first magazine in the world to feature the then unknown Lara Croft on the cover!



ISSUE ELEVEN

■ *Die Hard Trilogy* scores heavily (92%) and Sony reveals it's shifted 220,000 units in the UK. This is just the beginning.



ISSUE TWELVE

■ We 'cover' an obscure Jap game that translated badly to the UK market. The future would be full of Eastern promise though…



ISSUE THIRTEEN

■ Sony announce the Yaroze – a black console that invited bedroom coders to try their hand at programming.



ISSUE FOURTEEN

■ Sony threaten legal action against any importer selling converter chips and persuade the Spice Girls to turn on the Oxford Street Xmas lights. *Formula One* sells half-a-million copies.



ISSUE FIFTEEN

■ *C&C* is big business, Dual Analogue is revealed, *Time Crisis* is scheduled and *Pandemonium* receives a PLAY Classic.



dave PERRY
[1995]
■ *CURRENTLY...* BEING A GAMES ANIMAL AND RUNNING A PUBLISHING COMPANY

At the end of summer 1995 I was entrusted by Paragon with the launch of the UK's first independent PlayStation reviews title, PLAY. We were very aware that it was not only important not to let the 32-bit revolution start without us, but that we should certainly be sat at the very vanguard of its inception.

We decided the best tack was to create as much originality for the title as possible and sell it heavily upon its unofficial status and ability to produce fierce and independent editorial. We also took chances with its make-up, plumping for a unique square page format and distinctive Japanese style logo, both of which I'm pleased to say, still serve the magazine well to this day. What most people don't realise though is that the title's original working name was "Station", but at the last minute this was changed to PLAY Plus (hence the cross to the right of the logo).

When I eventually left PLAY, after approximately working on it in a variety of capacities for 12 issues, my baby was well on its way to becoming the outstanding and uncompromising read it is today. But has it really been 100 issues? How time flies…

IN 100 ISSUES WE HAVE LEARNED...

- There is no such thing as "just the one pint."
- You can Photoshop a press shot of a game onto an image of you playing a game and make readers believe you were the first to play it. This is not being dishonest.
- The Japanese are all insane geniuses, all of them. And they all know karate. And eat fish.
- There will never be a truly great *Star Wars* game.

continue

- The Sony PlayStation
- The Internet
- The Sega Saturn
- *Wipeout*
- *Ridge Racer*

WHAT WAS HOT WHAT WAS NOT

- Waterworld
- Robbie Williams sings "Freedom"
- Robson and Jerome
- The Spice girls *Wannabe*
- Alcopops prevent kids drinking cider

top 100 games

It's been cogitated in the corridors of power, disputed in the dusty innards of our collective cranium and argued irrationally down the boozer – now it comes to rest on these pages. A list that will, in time, become known as the definitive charting of the greatest ever PlayStation games. It's PLAY's Top 100…

100.	Vib Ribbon	PSone	94.	Silent Hill	PSone
99.	WWF Smackdown! 2	PSone	93.	No-One Lives Forever	PS2
98.	Fantavision	PS2	92.	Grand Theft Auto	PSone
97.	Silent Scope 3	PS2	91.	FIFA 2003	PS2
96.	Suikoden	PSone	90.	Resident Evil Code: Veronica	PS2
95.	Quake III	PS2	89.	Dead Or Alive 2	PS2



nick ROBERTS
[1995]
■ *CURRENTLY...* ALMOST THE BOSS TO SURPASS BIG BOSS

Well, my time as Editor of PLAY was quite short and sweet really! I came in on issue #5, after launching PLAY's sister magazine *SATURN+*, and continued for three issues before being tempted away by the exciting world of strategy books.

I came back as Managing Editor on #47 and have been here ever since! My overriding memory of the early days was that it was fantastic to make the jump from the MegaDrive and SNES to the PlayStation – 3D graphics, games on CD, millions of colours – it was an exciting new world of gaming! And now all those games look rubbish! That's life, eh?

IN 100 ISSUES WE HAVE LEARNED...

- "*GT3* is better than sex". Though what form of sex we are not sure.
- In the real world thou shalt not kill. Gameworld? Kill and steal, occasionally covet your neighbours ass.
- Peripherals can be sold by showing said item obscuring the breast and genitals of fallen glamour models.
- PR girls rarely put out, but always have nice hair that smells of fruit.
- "Jap's Eye" is as funny now as it was in 1995. It's not a knob gag, by the way.
- *RoboCop* quotes can always be used as bylines, no matter what the game.
- Foot-high picket fences can stop a big man with a sword.
- Shotguns can't be used to open doors. Crowbars neither.
- "Immersive" is a word, it must be, it is on so many press releases.
- The bigger the hype, the bigger the disappointment.

continue

- *Toy Story*
- *Tomb Raider*
- *Resident Evil*
- Mobile phones
- The Nintendo 64 (briefly)

WHAT WAS HOT

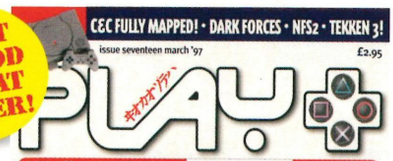
- Girls in clumpy platform shoes
- Chris Evans
- Albert Wesker
- The Sega Saturn
- Most Nintendo 64 games

WHAT WAS NOT

3 YEAR THREE 1997-1998

EDITOR[S] THIS YEAR: DAMIAN BUTT ■ RYAN BUTT

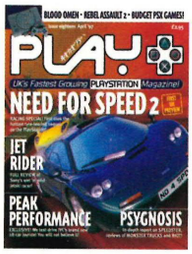
BEST BLOOD SPLAT COVER!





ISSUE SIXTEEN

■ Bagged exclusive *Rage Racer* review and learned about the new 'white' PlayStation that plays video CDs.



ISSUE EIGHTEEN

■ *NFS2* entered the pits, old games went Platinum and Sandra Bullock was voted by you as the ultimate movie Lara.



ISSUE NINETEEN

■ Too busy playing *Micro Machines V3* to care about much else. PlayStation's price was cut along with some games though.



ISSUE TWENTY

■ Expressed annoyance at the censoring of the Jap *Soul Blade* and the removal of a split-second glimpse of Sophitia's ass!



ISSUE TWENTY-ONE

■ Our Tamagotchi lasted precisely four days before being stomped underfoot. *NFS2* was awarded 90%.



ISSUE TWENTY-TWO

■ *ISS Pro* 'megged the competition, the millionth 'Station was sold and a phono-socket-less sleeker version released.



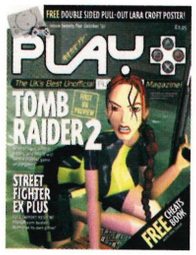
ISSUE TWENTY-THREE

■ Dinosaurs, camp firemen, gangsta dogs and the announcement of *TRII* secured Lara's place in the Hall of Fame.



ISSUE TWENTY-FOUR

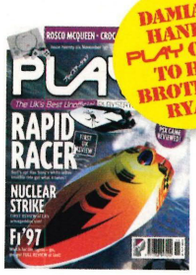
■ E3 was packed. *Crash 2*, *Rapid Racer*, *Street Fighter Ex*, *RE 2*, *Metal Gear Solid*, *Colony Wars* and *Tomb Raider II* all went on to be major hits. And we were the first mag to feature a *Time Crisis* cover.



ISSUE TWENTY-FIVE

■ Introducing Lara to gamers paved the way for the exclusive first look at *Tomb Raider II*. *MGS* was a work in progress.

DAMIAN HANDS PLAY OVER TO HIS BROTHER, RYAN



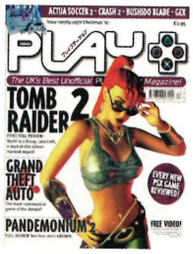
ISSUE TWENTY-SIX

■ Ryan Butt returned to PLAY as Editor and soon became no stranger to suave PR lunches. This boy had a big Future.



ISSUE TWENTY-SEVEN

■ The 93% *FFVII* score sparked debate – some readers thought it better, some didn't. *TOCA*'s engine roared and *Nightmare Creatures* was like a dream.



ISSUE TWENTY-EIGHT

■ No choice art meant no *GTA* cover, but we did mount a 'game preview' video that you could tape over once watched!



ISSUE TWENTY-NINE

■ We licked our lips at *Tekken 3* and *Gran Turismo*, and reviewed *Duke Nukem*, *FIFA: World Cup '98* and *Crash 2*.

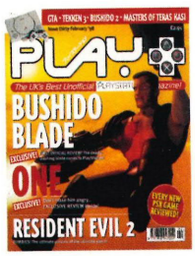
top 100 games

88.	Music	PSone
87.	Wild Arms	PSone
86.	Syphon Filter	PSone
85.	Mortal Kombat Trilogy	PSone
84.	R-Type Delta	PSone
83.	V-Rally 2	PSone
82.	Crash Team Racing	PSone
81.	Everybody's Golf	PSone
80.	007 James Bond in... Agent Under Fire	PS2
79.	Tomb Raider 4: The Last Revelation	PSone
78.	Ridge Racer Revolution	PSone
77.	WWE Smackdown! Shut Your Mouth	PS2

YEAR FOUR

1998

EDITOR[S] THIS YEAR: RYAN BUTT



ISSUE THIRTY

We published the first PlayStation screens of *Tekken 3* and beat up Leia with Chewie in *Star Wars: Masters Of Teras Kasi*.



DESIGNER AT LARGE, TIM PEACH, USED HIS HAND FOR THIS COVER!

ISSUE THIRTY-ONE

Not the greatest cover in the world, but the *GT* review more than made up for it and the crown of 'Best Racing Game Ever' was inevitably awarded.



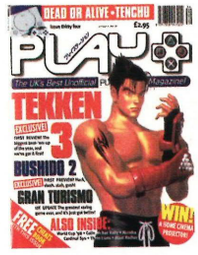
ISSUE THIRTY-TWO

No art meant we had to get creative with claret again for our cover. The game also got a hand with a score of 96%.



ISSUE THIRTY-THREE

Broke all company records by shifting over 130,000 copies! Folk who'd ignored us were suddenly like old mates.



ISSUE THIRTY-FOUR

Tekken 3, *Gran Turismo* and a gaggle of World Cup games all combined to remind us why it's called a 'deadline'.



ISSUE THIRTY-FIVE

We broke *Time Crisis 2* nearly 50 issues before release. A teenage Will Johnston also thought about 'coming out'.



ISSUE THIRTY-SIX

An exclusive review of *Vigilante 8* and was also the first issue of PLAY to give away an exclusive demo CD. Hurrah!



ISSUE THIRTY-SEVEN

E3 extravaganza with *MGS*, *Spyro*, *Crash 3* and *Silent Hill*. We were also first to disclose a little game called *Driver*…



ISSUE THIRTY-EIGHT

It was only a matter of time before that bandicoot got his mug on our cover and this month our defences crumbled.



ISSUE THIRTY-NINE

Great month for games. *Tekken 3* arrived, Duke played better than Lara and we finally got to grips with *Metal Gear Solid*.



ISSUE FORTY

The biggest issue yet (132 pages) was packed with features such as *TRIII*, *Soul Reaver* and the first ever *Metal Gear Solid* review. Could things get any better?



ISSUE FORTY-ONE

148 pages! This issue nearly killed us and unlike our withered frames was was the first to sport a rigid spine.

BIGGEST ISSUE TO DATE SO FAR! SALES ROCKETED UP 70%



ISSUE FORTY-TWO

We took the bold step of being the first UK mag to feature the relatively unknown *Soul Reaver* on the cover. It paid off and was a huge success.



ISSUE FORTY-THREE

First issue to use a 'fifth colour' cover, unveil *Ridge Racer Type 4* and interview Fat Les – it sold out in no time.



damian BUTT

[1995-1997]

CURRENTLY... THE BOSS TO SURPASS BIG BOSS.

My first job as Editor of PLAY (from issue #8-#25) was to oversee a complete redesign. The magazine had launched well and was seen as the best unofficial PlayStation magazine, but sales were slipping by issue #6 and it did look, well, nasty.

No question – they were great days. Highlights for me include: being the first journalist in the world to see *Tomb Raider* (sales plummeted on that issue BTW); bringing the Japanese import scene to ever-greater prominence in the UK and covering games like *Tobal No.1*, which no other UK mag would touch; running around the office clutching my privates as the first import copy of *Rage Racer* arrived, and then playing it for ten days straight; meeting Graeme at the airport and then discovering he was carrying a gun; and making front covers out of nothing but red paint and Tim Peach's handprint.

By the time I handed over the reigns to brother Ryan, PLAY was selling 50,000 copies an issue and in just a year would smash 130,000 as the PlayStation market boomed.

IN 100 ISSUES WE HAVE LEARNED...

- Great games that come with no hype are a good thing.
- Women with large breasts and seemingly no internal organs make great feminist icons.
- Women find men who "play games for a living" sexually exciting. This is true.
- Review code only arrives "tomorrow before twelve, guaranteed mate" when you don't need it.

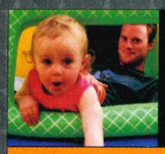
continue

- *Tekken 3*
- *Time Crisis*
- Monica Lewinsky
- Richard Bacon's nose
- *Saving Private Ryan*

WHAT WAS HOT WHAT WAS NOT

- Tamagotchi
- Dana International
- *Tommi Makkinen Rally*
- Men in sarongs
- Billie Piper
- Teletubbies
- Road rage

76.	Ratchet & Clank	PS2	70.	Dancing Stage Party Mix	PSone	64.	Crash Bandicoot 2	PSone
75.	World Touring Cars	PSone	69.	Power Diggerz	PSone	63.	Madden NFL 2002	PS2
74.	Worms Armageddon	PSone	68.	Ridge Racer V	PS2	62.	FIFA '99	PSone
73.	Formula One 2001	PS2	67.	Street Fighter Alpha 3	PSone	61.	The Getaway	PS2
72.	Kingdom Hearts	PS2	66.	Anna Kournikova's Smash Court Tennis	PSone	60.	Gran Turismo 2	PSone
71.	Vandal Hearts	PSone	65.	Red Faction	PS2	59.	Final Fantasy IX	PSone



ryan BUTT
[1998-2000]
■ *CURRENTLY...* FREELANCE WRITER, FATHER AND ZEN MASTER.

It's something of a cliché that time flies, but since vacating the Ed's chair in PLAY towers I have got married, bought a house and fathered two kids (well, one's still in production, so to speak...). It seems unfathomable that the mag I headed way back in issue #26 has now reached the magic tonne.

PLAY will always hold a special place in my heart just because of the spectacular time I had toiling away on it. Of course, it was never simply a 'job' in that you came in, bashed out some words and then sodded off again. No, it was in my blood – a means by which I could thrust my gaming passion onto an audience that shared my enthusiasm. Yes, you could always spot my faves – *Crash*, *Spyro*, *ISS Pro Evolution* – sneaking into the mag at some point. Ah, the pure self-indulgence of it all.

What also made PLAY so enjoyable for me was the richly talented staff I was 'leading'. Writers like Graeme Nicholson, Tom Sargent and Ben Lawrence all helped shape PLAY into what you clasp now and deserve much credit for its success – and not least getting the pages written whilst I played *ISS Pro Evolution*.

Anyway, all the best to PLAY and here's to another hundred...

IN 100 ISSUES WE HAVE LEARNED...

- Cat Bucannon is as foxy now as she was in 1995. She doesn't put out either, but her hair smells of fruit.
- A child forced to play *GTAIII* while listening to So Solid Crew will, eventually, turn to gun-related crime.
- Movie licences are rarely handled by people with a passion for movies.
- Editorial members are better looking in your imagination than our reality.

continue

- *Final Fantasy VIII*
- *ISS Pro Evolution*
- *Ridge Racer Type 4*
- *Syphon Filter*
- *The Blair Witch Project*

WHAT WAS HOT

- Craig David's *Re-Re-Rewind*
- Business men on Micro Scooters
- *Ronaldo's V-Football*
- *Star Wars: Episode I – The Phantom Menace* (the game)

WHAT WAS NOT

5 YEAR FIVE

1999

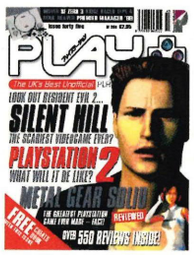
EDITOR[S] THIS YEAR **RYAN BUTT**

WORST COVER GAME OF ALL TIME?



ISSUE FORTY-FOUR

■ It's Xmas and instead of stuffing you full of turkeys we delivered an exclusive review of *Ridge Racer Type 4*.



ISSUE FORTY-FIVE

■ We experience the horrific secret of *Silent Hill* and review PAL versions of *Metal Gear Solid* and *Gran Turismo*.



ISSUE FORTY-SIX

■ We look at *Croc II* first, and *Gran Turismo 2* emerges to give all us Sony devotees hope for PlayStation's future.



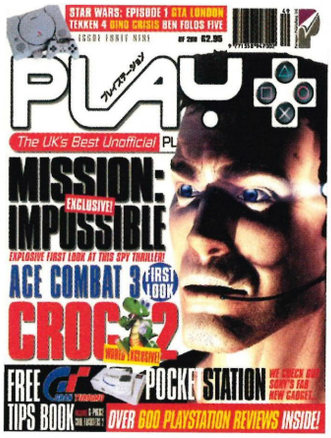
ISSUE FORTY-SEVEN

■ *Silent Hill* disappoints, the first pictures of *Dino Crisis* make us gasp and *Syphon Filter* sneaks up up with a real killer blow.

ISSUE FORTY-EIGHT

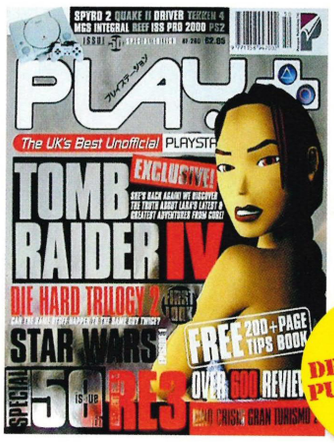
■ When *Episode I* emerged, we naturally wanted it for the cover. A few harsh letters from LucasArts later and we had to console ourselves that words spoke louder.





ISSUE FORTY-NINE

■ In the run up to E3, games were scarce, but we still had loads of reviews, including a world exclusive on *Croc 2*. Mission: Impossible? This was just the beginning...



ISSUE FIFTY

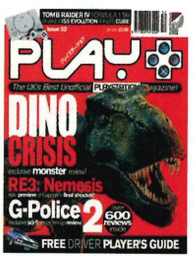
■ "Breast bigger than waist" was the mantra of the month and George Lucas claimed the PS2 was more powerful than the kit he used to make the *Phantom Menace*.

RYAN HAS A DREAM AND PUTS CRASH ON THE COVER



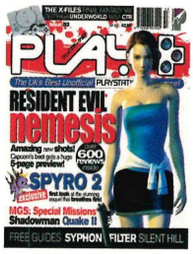
ISSUE FIFTY-ONE

■ *Tekken 4* on PSone in 18 months time? Okay, history has proved us to be 'misled' on that one. Still, *Silent Hill* came in to chill us out. *Bomberman Race* just stank.



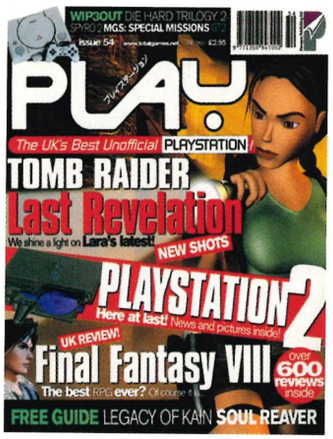
ISSUE FIFTY-TWO

■ Simon Cann's infamous *Carmageddon* jacket surfaced and a band called Cube reviewed *Wip3out*. They're not here any more, we are.



ISSUE FIFTY-THREE

■ PlayStation's reduced to £79.99 and Shinji Mikami knocks the next-gen. *Resi Evil Zero* would've sold more on PS2, mate.



ISSUE FIFTY-FOUR

■ A new Lara cover was added at zero hour. Reason? *Planet PlayStation* used the same image. Still, "Fly to your own moon," said a mutated Scottish girl across the TVs of the land. We loved her and want her back.



ISSUE FIFTY-FIVE

■ Kojima's interested in a doing a console *Matrix* and the Counting Crows reckon "games like *FIFA* are cool." Mixed month.



ISSUE FIFTY-SIX

■ Lara Croft at 16 with pigtails and weird 'brows in the misleadingly titled, *Last Revelation*. So young, so friendly, so dodgy...



ISSUE FIFTY-SEVEN

■ *Medal Of Honor* (95%) comes out of nowhere and some fool writes a newspiece stating the Stereophonics are PLAY's favourite band. We've still to live that down.

top 100 games

58.	Rocky	PS2	52.	Frequency	PS2
57.	Final Fantasy X	PS2	51.	Wip3out	PSone
56.	Colin McRae Rally 3	PS2	50.	Final Fantasy VIII	PSone
55.	SSX	PS2	49.	Deus Ex	PS2
54.	MediEvil	PSone	48.	Hitman 2: Silent Assassin	PS2
53.	Jak and Daxter	PS2	47.	Metal Slug X	PSone



ISSUE FIFTY-EIGHT

■ News suggests a little game called *Halo* will emerge on PS2 – now the only reason any of us own Xboxes.



ISSUE FIFTY-NINE

■ We print a separate PS2 section and *Resident Evil Survivor* makes the cover. Shame the game was dire, really.



ISSUE SIXTY

■ Chunky Sandra Bullock as un-chunky Lara Croft in new *Tomb Raider* movie? That was the rumour and we got scared.



ISSUE SIXTY-ONE

■ *Die Hard Trilogy 2* gets 72%, but deserves less. And how did *Gun Survivor* get 80%? Dark days indeed.

IN 100 ISSUES WE HAVE LEARNED...

- Breast physics gets more realistic the less women you actually know.
- Lack of blood does not lead to a progressive loss of consciousness.
- Dead people can fall through solid objects.
- 4.3% of our readers believe we make the games we review, hence "Why don't you make a game involving wife beating with an Eminem soundtrack!" Not all their ideas are this politically correct.
- You can sell a beanbag for over £100 as long as you describe them as a "gaming accessory."
- Even racing simulations deny the existence of the 'clutch.'
- In RPG land, the next town over always sells better weapons.
- If you're playing an FPS and find a load of health packs and ammo, get ready for pain.
- Hours of cinematic cut-scenes do not make a game into a movie.
- All characters that are pursued by zombies can moonwalk into walls.

continue



ISSUE SIXTY-TWO

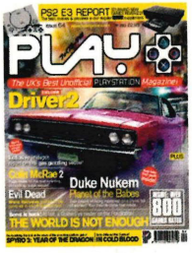
■ Dreamcasts are given away free to people who sign up to SegaNet and the PSone gets *Bishi Bashi Special*, possibly the system's last truly original title.

RYAN'S INFAMOUS LAST PINK ISSUE! WHAT WAS THE MAN THINKING?



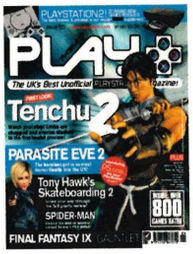
ISSUE SIXTY-THREE

■ *Jedi Power Battles* continues the "All *Star Wars* Games Are Crap" ethos that has been going since the Eighties.



ISSUE SIXTY-FOUR

■ This cover was drafted by the team on scrap paper and rendered into one of the nastiest images we've ever seen. Ouch.



ISSUE SIXTY-FIVE

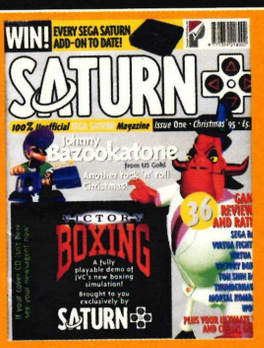
■ The PSone is shown off by some techie guys at Sony to the mixed chants of "Ooh, cute!" and "It looks like a cake!"



ISSUE SIXTY-SIX

■ *Titan AE* is canned due to poor box office and a trailer for *Final Fantasy: The Spirits Within* wows with its attention to hair.

THERE WAS ANOTHER...



Yes, PLAY was not alone at its inception – it had a sister. Both magazines featured a "plus" symbol that some designer or other figured would lead people to think of the magazines as Play Plus and Saturn Plus. 'Course, we all just remember PLAY as PLAY and *Saturn Plus* as a magazine that simply had the bad luck to back the wrong horse in what turned out to be a very long race.



ISSUE SIXTY-SEVEN

■ Ken Kutagari reckons the PS2 will be "pirate proof." We reckon this'll help make games cheaper. We were wrong.



ISSUE SIXTY-EIGHT

■ The rush to own a PS2 causes foolish people to camp outside some retailers. Everyone else just picks one up.



ISSUE SIXTY-NINE

■ *MOH Underground* proves sequels can be great and our use of "that chick from *Ridge Racer*" continues unabated.



PLAY MANAGED TO PRODUCE AN IDENTICAL COVER TO A RIVAL MAG D'OH!

ISSUE SEVENTY

■ PS2 goes on sale and rakes in $250, 000 in 24hrs, while PLAY is divided by *TimeSplitters*. Will loves it whilst Graeme bemoans the lack of blood. Sick puppy.



ISSUE SEVENTY-ONE

■ *Chronicles* is reviewed, some idiot freelancer gives it 94% and we warn you of the PS2 green screen problem. We rule.

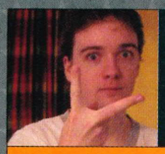
- The PlayStation2
- *Who Let The Dogs Out* Baha Men
- *Oops I Did it Again* Britney Spears

WHAT WAS HOT

- The PlayStation2 release games
- *She Bangs*, Ricky Martin
- George "Dubya" starts on his path to power like a drunk chimp with a grenade

WHAT WAS NOT

46.	Devil May Cry	PS2	40.	Onimusha 2: Samurai's Destiny	PS2	34.	Colin McRae Rally 2	PSone
45.	Medal Of Honor	PSone	39.	Wipeout Fusion	PS2	33.	ISS Pro Evolution 2	PSone
44.	Oddworld: Abe's Oddysee	PSone	38.	Tenchu: Stealth Assassins	PSone	32.	Ridge Racer Type 4	PSone
43.	Tekken 4	PS2	37.	Capcom Vs SNK 2	PS2	31.	Wipeout 2097	PSone
42.	Time Crisis Project Titan	PSone	36.	Twisted Metal 2	PSone	30.	Driver	PSone
41.	Tekken 3	PSone	35.	LMA Manager 2003	PS2	29.	Ape Escape	PSone



graeme NICHOLSON
[2000-2002]
■ *CURRENTLY...* MARRIED IN USA, THINKING ABOUT GUNS

Having joined the magazine as a mere child for issue #16 (yes, I am the longest serving PLAY member with an incomprehensible five years total service), I knew the magic formula better than any; all I needed were fresh new recruits. Unfortunately what I ended up with was perhaps the most misguided team ever to exist in publishing. Completing a magazine of PLAY's quality every month soon became as effortless as pushing a steam train uphill with no wheels. Good times.

I now live a new life on America's east coast where I lead the life of an entrepreneur, running a small company that helps female Asian students pay their tuition by performing in specialist features online. I leave you now with the most important lesson I ever learned during my term, from the wise mind of Art Editor Mark Wynne, the finest man I ever shared an office with.

"You can never have too much money," he said, "and you can never have too much pornography." Thank you, Mark.

IN 100 ISSUES WE HAVE LEARNED...

- Free beer, food, flights and hotel rooms can be gained in exchanged for souls.
- Just because a PR claims a game is "triple-A" it doesn't necessarily make it so. But they will still phone you with a few kind words concerning your review.
- All female playable characters have "attitude."
- Some people (mentioning no names) will never get past the goat in the castle.

continue

- Gas masks
- *Burnout*
- *Devil May Cry*
- Jap PS2 broadband
- Mary-Kate and Ashley

WHAT WAS HOT WHAT WAS NOT

- PLAY features Osama Bin Laden days before September 11, gets blamed
- Anthrax threats
- *Oni* no.1 in PS2 chart.
- You're not really Atari

YEAR SEVEN
2001

EDITOR[S] THIS YEAR **GRAEME NICHOLSON**

LAST FINAL FANTASY GAME ON THE PSONE



ISSUE SEVENTY-TWO

A feature using abysmal 'models' posing with all the grace of pigs snorting at a DualShock gets cut to two pages.



ISSUE SEVENTY-THREE

Only after the mag came back did we notice that Zidane has a sword handle resembling a huge, pierced penis. Shameful.



ISSUE SEVENTY-FOUR

Penultimate PSone cover ends up being less of a game than hoped and a lesbian's munched by a machine in *Fear Effect 2*.



ISSUE SEVENTY-FIVE

Graeme receives text messages from the team concerning *Project Titan* hit ratios. He was getting married at the time. D'oh.



ISSUE SEVENTY-SIX

Will "secures" the *Crazy Taxi* "exclusive" while we still question Grame's desire to put *Toy Story Racer* as a byline.



ISSUE SEVENTY-SEVEN

Two *Army Men* games receive a combined score of 44%. But no matter, we had *Red Faction* code. It had blood. Graeme was happy.



ISSUE SEVENTY-EIGHT

Squaresoft's much-anticipated *The Bouncer* fell into our paws and we weren't impressed. Still, we reviewed *Red Faction* and it had blood. Graeme was happy.



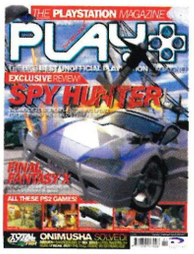
ISSUE SEVENTY-NINE

The PS2 drops to £269.99 while the mag only held a few PS2 reviews: *ATV Offroad, Ephemeral Fantasia, NBA Street* and something called *GT3: A-Spec*.



ISSUE EIGHTY

Developer Kuju were so impressed with our criticisms of *Lotus Challenge* that changes were made. We win!



ISSUE EIGHTY-ONE

Mark Crawley plays *Spy Hunter* for an eternity and awards it 94%. If you have a copy, check out the missile letters. Oh, clever!



TAKE2 LIKED US DOING THE FIRST GT3 COVER (OFFICIALLY)

ISSUE EIGHTY-TWO

Even we were surprised to find that the cover-mounted CD only held eight minutes of music for *GTAIII*, honest. Still, we had the game and played it so much we've all grown tumours.



ISSUE EIGHTY-THREE

The release of *Alone In The Dark* gets a tepid reception. Calls from PRs follow, "But it *is* a triple 'X' title!" No, it's not. Play it.



ISSUE EIGHTY-FOUR

Unrest for *Soul Calibur II* begins as does our flirt with *MGS2*. Rumours of a twist ready us for something... different.



ISSUE EIGHTY-FIVE

MGS2 gets its lowest score yet and boy, did we get it. There's not so many death threats now and some people actually agree with us.

top 100 games

28.	Tony Hawk's Pro Skater 4	PS2	22.	Tekken 2	PSone	16.	Burnout 2: Point of Impact	PS2
27.	Um Jammer Lammy	PSone	21.	Bishi Bashi Special	PSone	15.	Grand Theft Auto III	PS2
26.	Time Crisis	PSone	20.	Tenchu: Wrath of Heaven	PS2	14.	Time Crisis 2	PS2
25.	MGS2: Substance	PS2	19.	Gran Turismo 3 A-Spec	PS2	13.	Soul Blade	PSone
24.	Rage Racer	PSone	18.	Medal Of Honor: Frontline	PS2	12.	Tomb Raider	PSone
23.	Resident Evil 2	PSone	17.	Parappa The Rapper	PSone	11.	Wipeout	PSone

DARREN HERRIDGE APPOINTED EDITOR OF PLAY



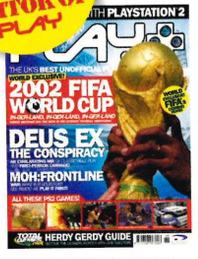
ISSUE EIGHTY-SIX

■ Australia bans *GTAIII*, 100,000 PS2 sell daily and we start a movement that has the world asking: "Will *RoboCop* ever be released?"



ISSUE EIGHTY-SEVEN

■ Graeme and Will – two men and a game called *ICO*. This magical jewel, this Eden… *ICO* sells 33,000 – we all lose.



ISSUE EIGHTY-EIGHT

■ *Frontline* shocked, *Deus Ex* preferred beauty to surface texture and *State Of Emergency* gave us that 10p arcade thrill.



ISSUE EIGHTY-NINE

■ Simon Cann thinks he's clever by referring to Lara Croft as a "speleologist", again. *Blood Omen 2* keeps us from an attack.



ISSUE NINETY

■ New *Frontline* code is better than the brilliant first build. But 98%? We got too emotionally involved. We're okay now.



ISSUE NINETY-ONE

■ A DVD ON THE COVER! Yes, the *V-Rally 3* special arrived with more info than anyone could possibly take. "Look, another car!"



ISSUE NINETY-TWO

■ *Prisoner Of War* flattered to deceive but we didn't care, we'd played *Hitman 2* and knew that something special was on the way…



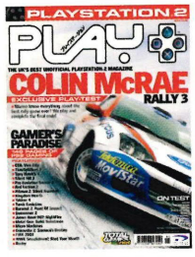
ISSUE NINETY-THREE

■ "You're watching PLAY TV, fool!" We humiliate ourselves on PLAY TV and the first shot in the "Hull Wars" is fired.



ISSUE NINETY-FOUR

■ Not our first choice for cover, or second… still, *Vice City* hype builds as images start to drip begrudgingly from Take 2.



ISSUE NINETY-FIVE

■ *CM3* combines with *Burnout 2*, *TimeSplitters 2*, *Hitman 2* and *Tekken 4* in the issue known as "The Sequencer."



ISSUE NINETY-SEVEN

■ Broadband is officially announced and we graciously let someone else win Konami's *Pro Evo* tournament. Sad times.



ISSUE NINETY-EIGHT

■ We play *The Getaway* but find *Sly Cooper* far more entertaining. Must be getting old. *Vice City* gets blamed for crimes.



ISSUE NINETY-NINE

■ *Tenchu 3* plays like *Tenchu 1* and that's very much a brilliant thing. We're in Ninja Heaven and you're coming too…



ISSUE ONE HUNDRED

■ An issue truly of the moment with one foot in the past, its face looking well into the future. Happy Birthday to ya!

ISSUE NINETY-SIX

■ "How dare you give great coverage to our great game" Take 2 almost said. Luckily we had an import copy and so the review code embargo meant nothing.

TAKE2 DIDN'T LIKE US DOING THIS COVER (OFFICIALLY)



darren HERRIDGE [2002]

■ *CURRENTLY…* INCOGNITO, OCCASIONALLY SURFACES IN LOCAL BARS

I won the Play Editor's chair because of my years of experience in the videogame magazine racket, I knew more PR types than most, and I knew their weaknesses. I was perfect for the job and quickly set about forming PLAY in my own dark reflection. Although I realised that the existing team were just about to commit mass hari-kari over the loss of their beloved Graeme, I knew I could motivate them to become a journalistic fighting force to be reckoned with and damn my bloodshot eyes if I didn't succeed.

Special mention goes out to Ian Dean for getting the magazine out the door while I was burning across America in *The Gumball Rally*, watching Brazil v Turkey in the World Cup in Tokyo and collecting free Frisbees at E3 in LA. It was a hell of a job, but I'm glad I got through it untouched. Thanks to Simon Cann for being the most internally destructive man I have ever met, Andy for the impractical beauty tips, Stu Messham for the physical violence, Will for allowing me a muse for my ever-growing repertoire of fat jokes and all you good people for helping PLAY reach the big one zero zero.

IN 100 ISSUES WE HAVE LEARNED...

■ A kid in a playground knows infinitely more and has already played games that aren't even at Beta code stage.
■ When in a fully 3D "immersive" world the word "Adventure" can be summarised as the need to collect coins or gems, with some cinematic cut-scenes spatchcocked in to create mood.
■ Magical items that can bring about the end of the world will always be broken into several pieces and scattered.

end

■ PLAY TV
■ *Vice City*
■ t.A.t.u in the rain
■ *Pro Evolution Soccer 2*
■ *TimeSplitters 2*

WHAT WAS HOT

■ B-52's
■ Trains
■ Planes

WHAT WAS NOT

■ Unarmed foxes
■ George Dubya
■ Harry 'Bloody' Potter
■ Matthew Kelly

You, Shut The Hell Up!

… or how some people really didn't get it when we asked for a list of "all-time top" PlayStation games.

At no. 4 we have *True Crime: Streets Of L.A* and at No. 9, *Starsky and Hutch*. Interesting choice Mr R Scott of Perthshire, neither game is even out yet, but obviously they're already good enough to be in the top ten.

Wacky Races at number 3 Mr A Woodward of Birmingham? Hey, you're perfectly entitled to your opinion, but NO, it's awful. *Wacky Races* at number 1 is it Ms Carrie Felton of Solihull? Drat, drat and double drat.

But the EH? Award for totally insane voting must go to Mr S Barralt of West Bromwich for his contention that in the history of the PlayStation there has been one game that stands out, one game that will shine through the fog of history and remain in our collective gaming consciousness forever. It's Army Men 3D on the PSone, apparently. And so in its hundredth issue PLAY learned that God was truly dead.

NOW TURN OVER for the definitive Top 10 PlayStation games and your chance to win 100 PlayStation2 games

top 10 games

Now down to the crucial Top 10 PlayStation games. These are the games that all self-respecting PlayStation owners should have in their collection. If you've just joined in the fun with the PlayStation2, then we heartily recommend you rush out and buy the PSone games on this list – every one's a classic!

01 **Grand Theft Auto Vice City** PS2
The hits of the Eighties, some of Hollywood's finest talent and gameplay that never dried up – Take 2's game of gangland violence, sharp suits and fast cars is in a league of its own. A worthy game to land the No. 1 position, no other comes close.



02 **Metal Gear Solid** PSone
All these years on and Konami's original PlayStation masterpiece is still the best stealth game on the console. And yes, it's even better than the PS2 sequel. A well-deserved second place.



03 **Final Fantasy VII** PSone
It changed the way we viewed RPGs in one fell swoop. Out went the dice and the geeks and in came Japanese heroes with large weapons and cute girlfriends. That'll be the third greatest game of all time then.



04 **Pro Evolution Soccer 2** PS2
The beautiful game never looked or played so good as in Konami's masterpiece. Realistic players, physics and team stats opened the door for authentic gameplay so lifelike it even broke up families.



05 **Gran Turismo** PSone
The original driving sim slips in at No. 5. The first game broke new ground and paved the way for near enough every console racing game to date. *Gran Turismo* was a genuine milestone and still holds up well today.



06 **TimeSplitters 2** PS2
Possibly the finest first-person shooter on any system, *TimeSplitters 2* bent nearly every rule in the book to deliver original, fast and addictive blasting. This funny and inventive classic definitely deserves a Top 10 position.



07 **ICO** PS2
Our No. 7 game, *ICO*, is the most beautiful game you will ever play with an otherworldly style that defies description and a story to match. We've seen grown men cry at the end... but you'll have to play to find out why.



08 **Ridge Racer** PSone
The original arcade racer that sent the world into a spin can still hold its head high amongst the new competition. This game put the PlayStation into every home in the country all by itself. That kind of influence just can't be sniffed at.



09 **Resident Evil** PSone
Camp over-acting (proper actors, too) and a generic haunted house story line couldn't stop Capcom's classic from becoming the standard by which every horror game is set.



10 **Castlevania Symphony Of The Night** PSone
Creeping in at No. 10 is the most overlooked PlayStation game of all time. A masterpiece of game design that remained true to its 2D roots without ever looking jaded, *Castlevania: SOTN* is still as playable as ever to this day.



WIN!

100 PLAYSTATION2 games



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SCi GAMES
THQ

Many Thanks to...

All excited at the sheer gorgeousness of the gaming delights on these pages? Well, you can now win yourself 100 PlayStation2 games thanks to all the lovely companies you see dotted around this page. Yes, that's 100 games all for one lucky reader! All you've got to do is answer this one simple question...

"HOW MANY ISSUES OF PLAY HAVE BEEN PUBLISHED?"

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Call this number now and leave your guess, along with your name and telephone number...

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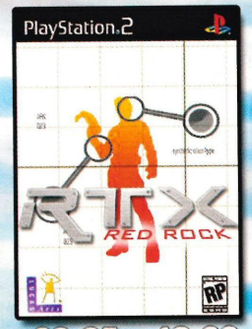
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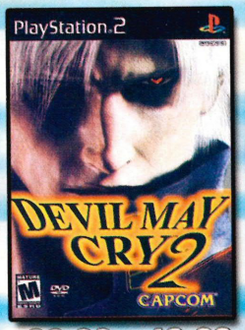
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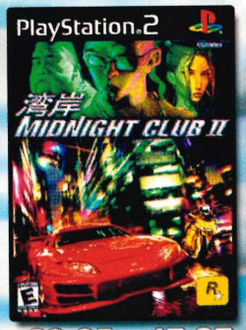
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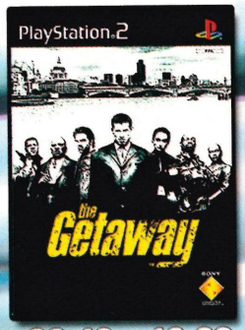
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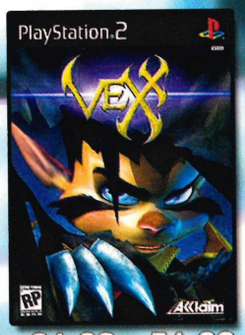
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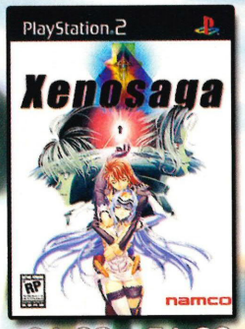
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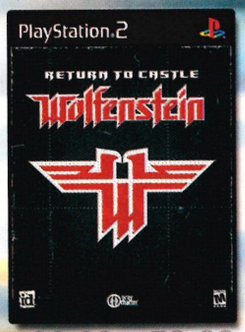
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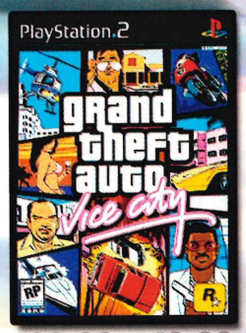
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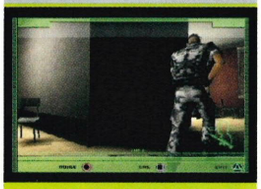
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PREVIEWS INDEX

At-a-glance guide to what's coming your way very soon...

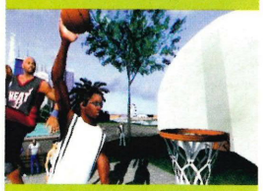


Splinter Cell 82
This is not just 'another' addition to the increasing stable of stealth-'em-up titles on PS2, this one's got all the hallmarks of being something a bit special. Eyes right for the full rundown.



Pride FC 86
Another game about two men with one goal – the introduction and inducement of pain. But are we playing for *Pride* or against it? Check out the preview here.

Def Jam Vendetta 88
EA give you the chance to step into the shoes of some of Def Jam's most colourful rappers and make some hits of your own in the squared circle.



NBA Street 2 89
EA "improve every aspect" of the original game which many considered the finest example of the genre. We reveal all in the first preview.

Galerians: Ash.....89
Best mindf*** yet? Or sequel that messes with your head for all the wrong reasons? We put on our psychic slippers and wrestle with Dorothy for the answers.

Guilty Gear X2.....90
Can a 2D game still scrap it out in the current PS2 climate. Er, yes. And we tell you how...

Mr Golf 91
Cutesy golf game with no Tigers which looks like providing some fun multiplayer 'clubbing' action.

Dr Muto 91
Heal a platform world as a wacky-haired quack in Midway's forthcoming *Dr Muto*.

Updates 92
New info on all the big games coming your way next month including: *Rayman 2, War Of The Monsters, Shinobi, Starsky And Hutch* and *Tomb Raider*.



SPLINTER CELL

The Xbox conversion sneaks in...

MAR 2003

- **PUBLISHER** Ubi Soft
- **DEVELOPER** Black Ops
- **GENRE** Action Adventure
- 1 Player
- 83% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

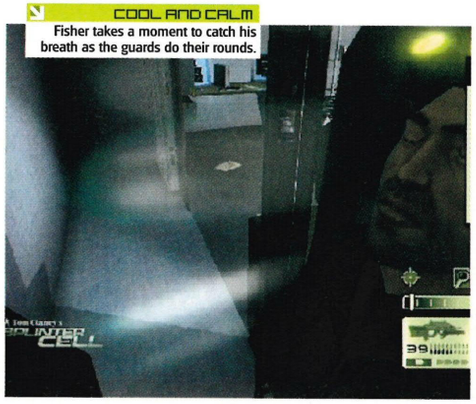
- Unique stealth moves include the ability to hang from walls and ceilings as well as taking hostages to extract information
- Dozens of real-world gadgets will be at your disposal, such as fibre optic cameras, gas-emitting sticky cameras and laser microphones
- The final game will include 15 missions over four countries, including one PS2-exclusive mission

We'll admit that we have been somewhat envious of our Xbox mates since *Splinter Cell* was released just before Christmas, but we here at PLAY always knew a PS2 conversion was just around the corner. What we didn't so much expect was the sheer quality of the game. Literally everything that the smug Xbox owners crowed about has been included into the PS2 version of *Splinter Cell*, but we PS2 owners get a whole new exclusive mission to play through. It seems it's the Xbox owners' turn to get a little green-eyed...

The early preview code played here is still some way off the mark, with the usual promises to improve enemy AI coming thick and fast from the developers (who were sat with us as we took to the Chinese Embassy mission). We accidentally let loose a barrage of bullets at the window of a nearby Chinese restaurant with a crashing noise that would have woken the dead, but no one came running, nobody came to snoop out the mess. Later in the level, however, the sniff of our shadow on the floor alerted everyone and before we knew it the whole Red Army was after our blood. The point to this ramble? The AI needs improving. The current game has an erratic tendency that could stifle the flow and feel of realism if left in the final code.

So there are improvements needed, but the core gameplay and the attention to detail is every bit as good as we have been led to believe from our Xbox friends. It's no understatement to say that *Splinter Cell*, even at this unfinished stage, is superior to the revered *Metal Gear Solid 2* in near enough every department.





COOL AND CALM
Fisher takes a moment to catch his breath as the guards do their rounds.



TWIST AND SHAKE

Deep Cover

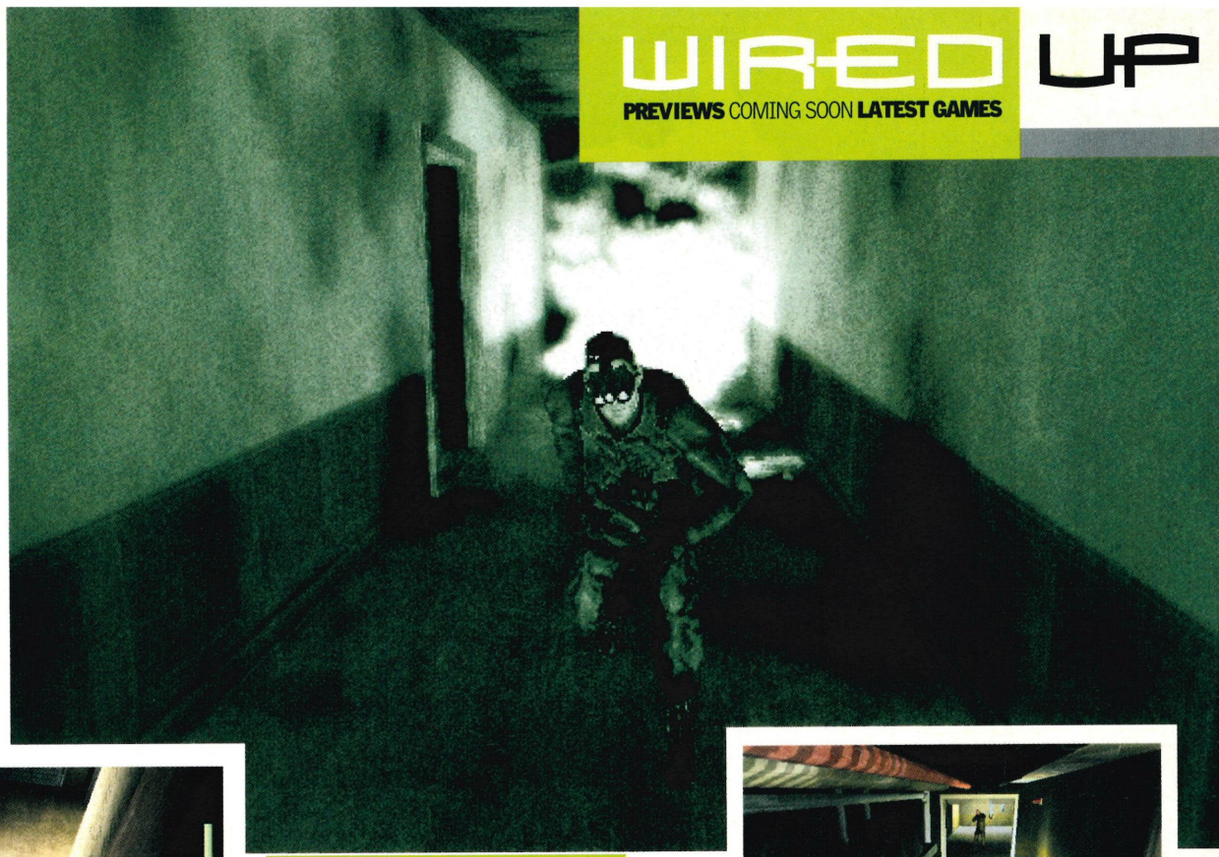
TOUGH LUCK, AGENCY MAN

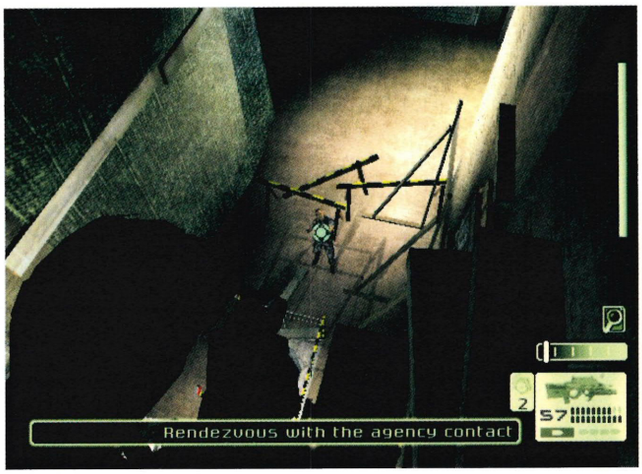


"You belong to the Third Echelon [a top secret division of the NSA]. You have the right to spy, steal, destroy and assassinate to ensure that American freedoms are protected." And so begins *Splinter Cell*.

As you can see this is very much a pro-American game complete with an 'us against them' mentality and a list of enemies from all corners of the developing world. However, as the game unfolds you will soon learn that all is not as it seems within the Third Echelon and Fisher soon starts to question the work he is doing.

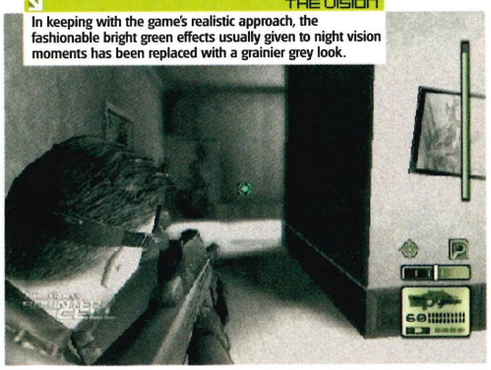
Coming from the pen of Tom Clancy we can expect a realistic and rewarding story from *Splinter Cell*, full of twists, betrayals and shocks. In the best *X-Files* fashion, you will soon learn it's best not to trust anybody...





THE VISION

In keeping with the game's realistic approach, the fashionable bright green effects usually given to night vision moments has been replaced with a grainier grey look.





The sheer detail for open-ended gameplay is staggering. At your disposal are numerous real-world gadgets and stealth techniques employed by the real-life US counter-terrorist forces. We get a PDA relaying vital data, laser microphones to eavesdrop on corrupt terrorists from a safe distance and, rather uniquely, there is also an fibre optic camera to poke through door keyholes, scan the room and mark your targets before turning the handle. Remember there are no maps or radars in this game – it's realism all the way. The best gadget of all though was the sticky camera. This little gizmo can be fired across a room from a secluded spot at which point it attaches to a wall, emitting a whistling noise and enticing guards to take a look. As they walk near to the camera, a tap of the secondary fire button sends a spray of gas into the snooper's face and down they go. Brilliant.

"TIPPING OVER AN OIL DRUM WILL WASH THE FLOOR WITH OIL, NOW SHOOTING THE OIL WON'T SIMPLY BLOW-UP THE AREA, BUT SET IT ALIGHT AND WITH IT MORE GUARDS"

This isn't to say that our Special Forces alter-ego, Sam Fisher, doesn't have the moves to match the gadgets. This hero in a tight black jumpsuit is all geared up for action with some unrivalled moves and flexibility. He can jump up into the rafters of a room, hanging down to spy on the guards below as they mooch past unaware that in five seconds all manner of pain will descend. Other moves include the usual crouching, sneaking and sliding against walls, but the best move of all is the Van Damme-esque

FISHER KING

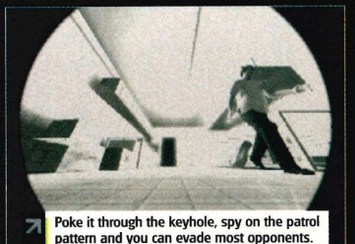
Tech Head

A BOY AND HIS TOYS...

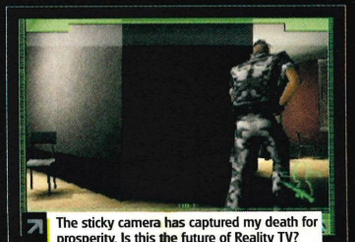
Gadgets lay at the heart of the fun to be had in *Splinter Cell* and with gizmos like the fibre optic camera and the sticky camera, the options are limitless.

Unlike other stealth games on the PlayStation2, the gadgets at your disposal are all based on current real-world technology and, generally, all of them are used to evade people rather than dispose of them.

In fact, we have been told that the entire game, all 15 missions, can be completed without killing a single person. You can disarm people silently with sleeping gas, evade them using the fibre optic camera and pick up your vital clues and information by using the laser microphone.

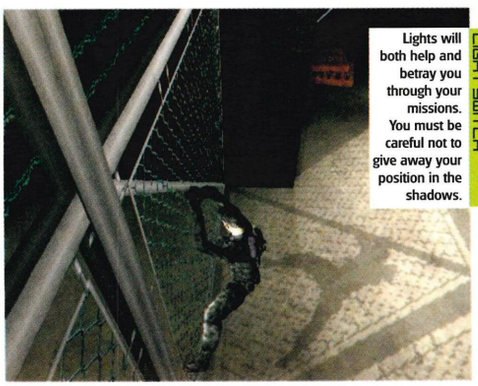


Poke it through the keyhole, spy on the patrol pattern and you can evade most opponents.



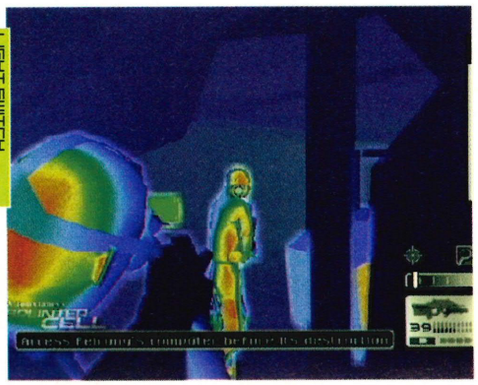
The sticky camera has captured my death for prosperity. Is this the future of Reality TV?





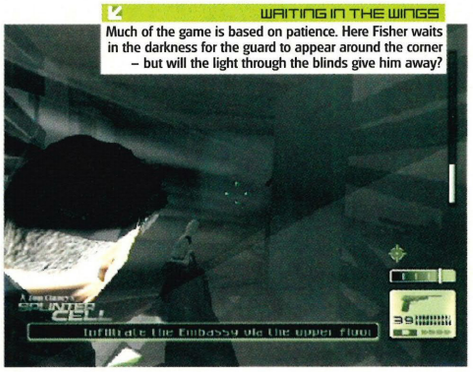
Lights will both help and betray you through your missions. You must be careful not to give away your position in the shadows.

LIGHT SWITCH

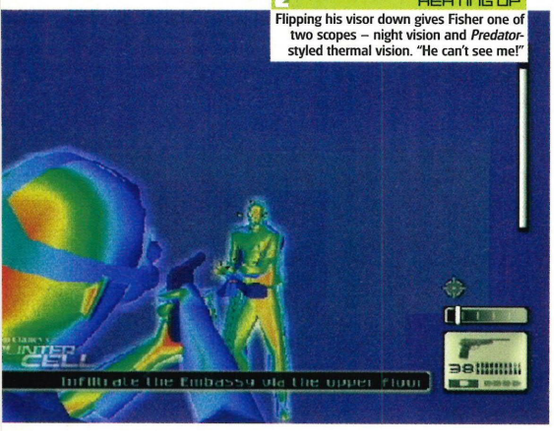




WAITING IN THE WINGS
Much of the game is based on patience. Here Fisher waits in the darkness for the guard to appear around the corner – but will the light through the blinds give him away?



HEATING UP
Flipping his visor down gives Fisher one of two scopes – night vision and *Predator*-styled thermal vision. "He can't see me!"



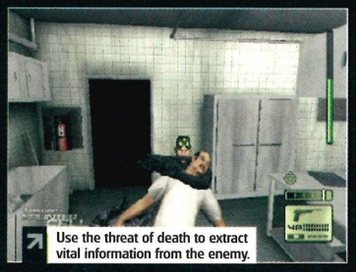


You Is My Bitch Now!

IT'S A BODY GUARD, BUT NOT AS WE KNOW IT

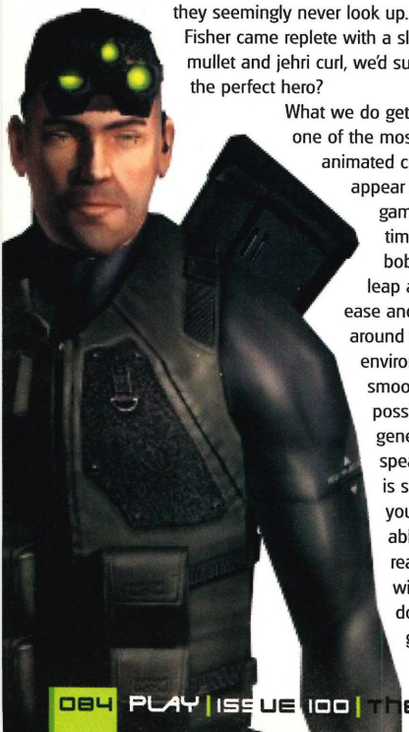
All this sneaking around could get a little dull if it weren't for the occasional bout of extreme violence as typified by the hostage-taking move (or 'gunpoint cooperation' as Ubi Soft would rather us believe).

In these situations Fisher can sneak up on an enemy and grab him from behind, placing a gun to the poor soul's head and making the odd threatening remark to extract clues to the whereabouts of targets and information. These situations can also be used to unlock doors – pushing the mug's head against an eye-scanner will open doors every time, whilst using the unfortunate villain as a shield will guarantee your safety.



Use the threat of death to extract vital information from the enemy.

wall jump. Here Fisher can leap up between two walls and hold himself spread eagle above the floor below and to once again take the guards by surprise – they seemingly never look up. If only Fisher came replete with a slicked down mullet and jehri curl, we'd surely have the perfect hero?

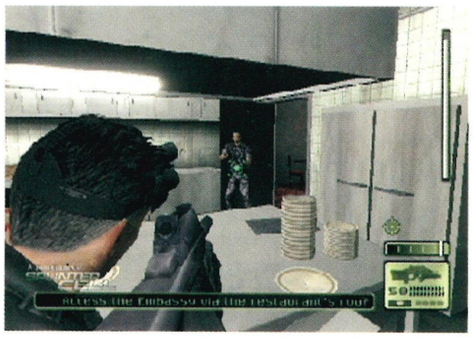


What we do get though is one of the most sweetly animated characters to appear in a PS2 game in a long time. Fisher will bob and weave, leap about with ease and pull himself around the environment in the smoothest way possible – generally speaking, if there is something you should be able to do in real life, Fisher will be able to do it in the game.

"THE CLANCY SOURCE MATERIAL MEANS WE'LL GET A DETAILED STORY, EXPLAINED THROUGH SHARP CUT-SCENES AND QUALITY VOICE ACTING, THAT'LL PLUNGE YOU INTO A WORLD OF ESPIONAGE, COVERT GOVERNMENT AGENCIES AND PLOT-TWISTING BETRAYALS"

This has a marked effect on the gameplay as levels suddenly open up to countless possibilities. Do you go straight into the Chinese restaurant at the start of the mission through the front door killing everyone, or do you sneak in the back, using the fibre optic camera to time your entry? Once in, do you avoid the chef or kill him outright? Do you switch the lights off and take enemies by surprise, or take a guard hostage and use him as a shield? The choices and freedom are genuinely impressive.

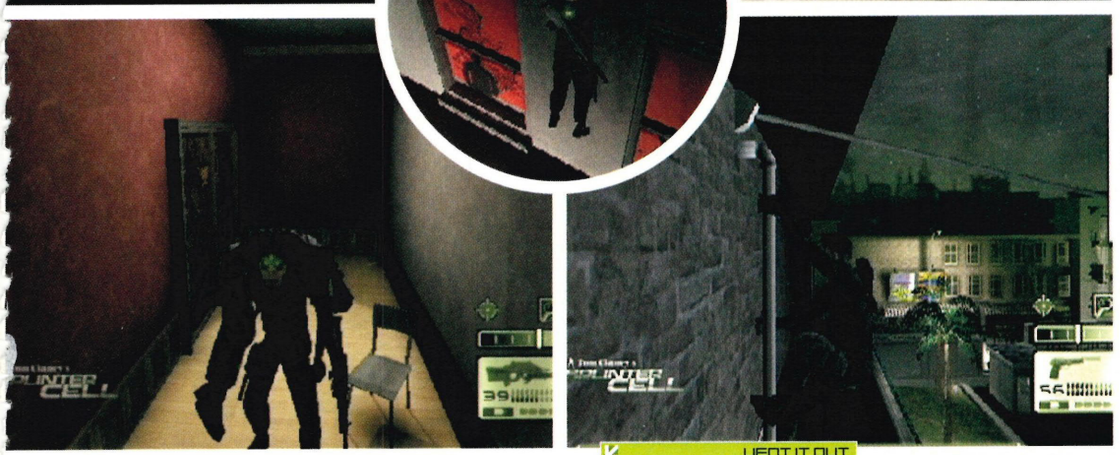
To add to this freedom the levels are designed with different routes in mind and offer countless variation due to the levels of interaction offered by game-world objects. Lights can be shot out, plunging rooms into darkness. Walls and air vents can be climbed behind and into. Shadows can be used to conceal your position – a novel light meter illustrating just how hidden you are.



This isn't to say the game is presently without its problems or indeed completely original. Many of these ideas have been used before, but *Splinter Cell* just seems to do them better and with more imagination. For example, oil drums will explode when shot and take down guards in the surrounding area, but for a more satisfying kill you can plan ahead. Tipping over an oil drum will wash the floor with oil, now shooting the oil won't simply blow-up the area, but set it alight and with it more guards.

The reason behind such detail comes from the game's source material – the Tom Clancy books. Now we have purposely failed to mention Mr Clancy until this late on in





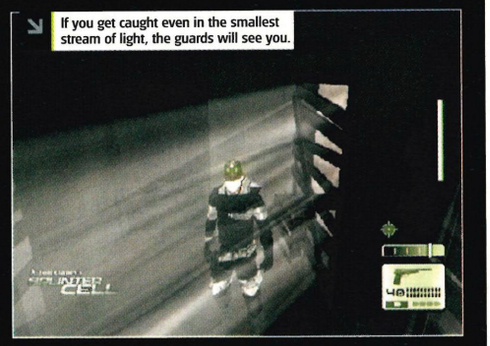
Effect The Situation

I SEE THE LIGHT

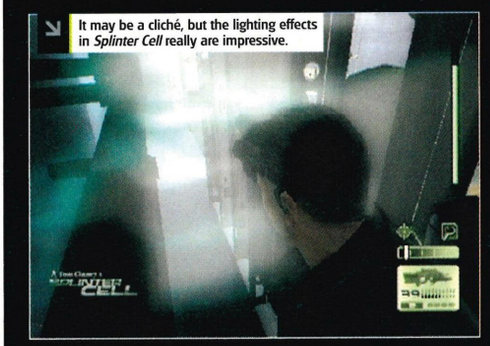
■ OOOH... LOOK AT THE LOVELY LIGHTS

Lighting effects, huh? For some reason us journos are suckers for a good bit of light sourcing, it somehow demonstrates the quality of a game to bang on about the incredibly realistic lighting therein. For once, there is something worth crowing about as *Splinter Cell* really does deliver.

What's more, this is not just designed to induce aesthetic plaudits, it also delivers in gameplay terms. Fisher must use the shadows and darkness to sneak around. Turning off power supplies and flipping switches will plunge rooms into darkness, perfect for a silent kill – remember Fisher has all those nifty scopes at his disposal. A light meter in the bottom of the screen shows you just how secluded Fisher is and likewise illustrates how vulnerable he is when in the open.



If you get caught even in the smallest stream of light, the guards will see you.



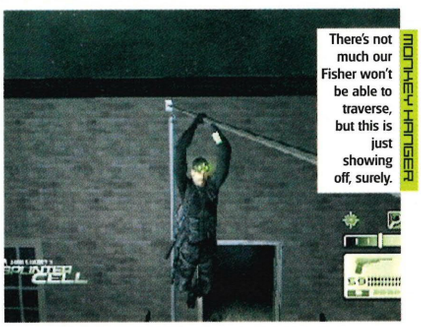
It may be a cliché, but the lighting effects in *Splinter Cell* really are impressive.





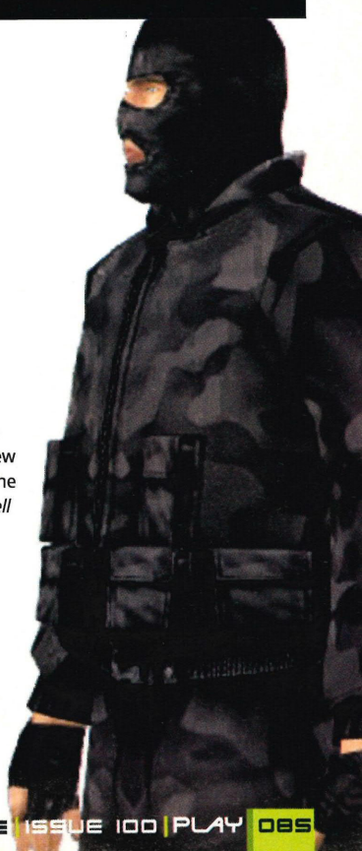
VENT IT OUT

Some good old-fashioned sneaking around in air vent action. Hardly original, but executed in style.



There's not much our Fisher won't be able to traverse, but this is just showing off, surely.

MONKEY HANGER



» the preview as all of Ubi Soft's past Tom Clancy outings have been absolutely appaling. But here the French publisher looks to have got it right. The game comes with just enough realism to enhance the game and not drag it into a mire of boredom and confusing controls. The Clancy source material means we'll get a detailed story, explained through sharp cut-scenes and quality voice acting, that'll plunge you into a world of espionage, covert government agencies and plot-twisting betrayals.

But back to the fun and back to telling our Xbox friends just what a good conversion this is. *Splinter Cell* on the PS2 contains all of the slick elements that the Xbox version was revered for, something that can only be exemplified by the impressive effects. Walking into a dimly lit room, the sun's rays will pass through the shutters in streams, casting shadows across Fisher as much as the room. This is visible again when Fisher climbs onto a wire fence, the criss-cross pattern showing clearly across our hero – shoot the light out and the shadows change as the light source changes.

Impressive stuff then this *Splinter Cell*. Well yes, but as we keep alluding to, there are areas which will benefit from some improvement. The PS2 controls can feel somewhat sluggish compared to other titles of this type on the PS2, such as the recent and exceptional *Tenchu: Wrath Of Heaven* (reviewed on page 46) and let's face it, the PS2 has more stealth titles to offer comparisons with than the Xbox. We've seen much of this before, we've played through stealth missions, realistic covert action games and espionage thrillers until we're blue in the face in the past few years, but even with that in the back of our minds *Splinter Cell* still impresses.

Can it still impress as much as it did with Xbox owners? With a few tweaks and adjustments to the handling and AI we think so, even if we have seen much of it before. Expect a full review in next month's edition of PLAY. ■



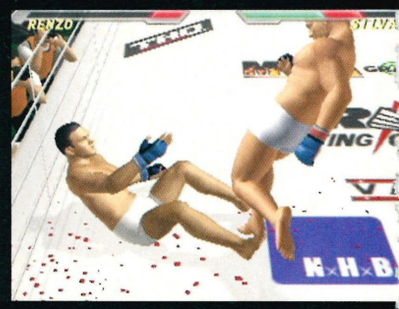
Decking a bloke on the floor is paramount to success.

MAN DOWN



"SLAPPING YOU WITH AS MUCH IMAGINATION AS A DRUNK TRYING TO FIX HIS TV WITH A SMACK"





PRIDE FC

Left punch, right punch, left kick, right kick, KO!

CLARET CANUAS

MAR 2003

- **PUBLISHER** THQ
- **DEVELOPER** Anchor
- **GENRE** Beat-'em up
- 1-2 Players
- 90% Complete
- **Anticipation** ★★☆☆☆

SPECIAL FEATURES

- Allows you to beat up another similarly attired young man
- Blood splashes against the screen and over the ring.

You either like this sort of thing or you don't, so please don't write in saying how we missed the subtleties of the sport and how it's all about groundwork. We know it's a brutal sport of mixed fighting styles and few rules. We like this idea. But do we need another *WWE: Smackdown!* on our hands?

It seems that man knows many different ways to hurt other men, some get religious about it but the pain is the same. Pride FC, a more violent form of UFC-style "anything goes" combat is all about setting different styles of unarmed combat against each other until one gets a seriously thick ear. The man with the thickest ear loses, the thinner wins – simple. What a brilliant basis for a game, we could call it Tekken 4: Smackdown! and all go home happy. See, we do want the game, we just have fears. Fears that the videos, T-shirts and books that we all know fans of this stuff crave will be everywhere come Christmas. Enough of that, if you like the sport then that's fine by us, the game is coming out and you can now play as your favourite thick-necked hero. You lucky, lucky little sods.

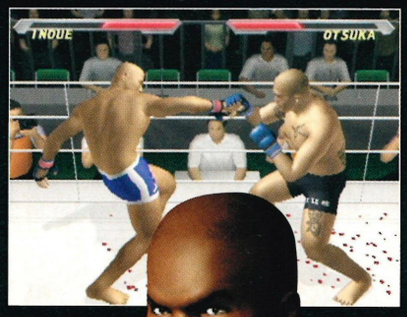
The game aims to deliver all of the graphic bruatlity and fighting stlyes of the sport. And on the surface *Pride FC* does seem to deliver an accurate depiction of the surface tactics and violenct brawling found in the real ring. However a little extra playing seemed to suggest some all too shallow gameplay, a kick in the shins is still a kick in the shins after all. We tried, but we couldn't find the multiple combos and tactical fighting that we have been promised. We hope it will surface in a more playable manner in the final version.

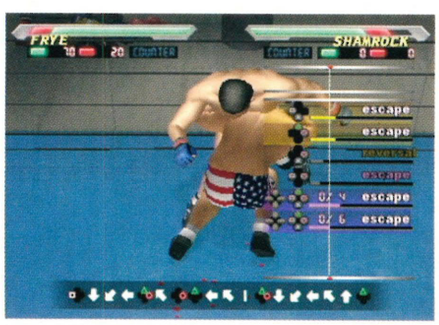
With that said the core of the game seems to work. The fighters are bold and brash and the animation is as smooth as you could want. You can punch with either fist, throw our kicks and counter attacks. However just as you're enjoying things the two lads take to the floor and start rolling around. This ground work has ruined past games of this ilk and looks like it could be a thorn in the side of Pride FC. The problem is it feels random and detached. You never feel completely in control of you moves, counters and grapples despite how fluid and brutal it all looks.

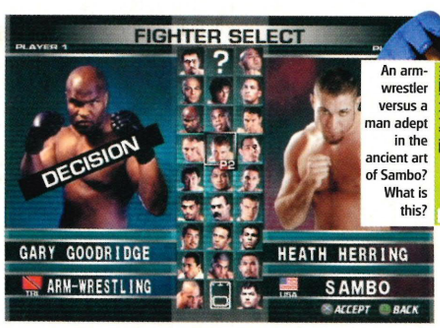
Maybe by the time we get round to reviewing this invigorating sport of tactics, endurance and style this clunky feel will be cleaned up and improved upon. The basics are in here for a fun and atmospheric beat 'em-up, that as we fear, could spill over into a WWE sized merchandising jugganaut. However until the controls and grappling gameplay is improved you will just have to enjoy these pretty pictures.

Blood On The Dancefloor

Just in case you thought that a fist in the face was some sort of joke, *Pride FC* underlines the sheer agony of the attack by... making the canvas seem like it has broken out in measles. This blood doesn't, as yet, seem to come from any actual wound since there is no apparent facial damage. Nope, it just splashes on the floor from hell knows where. And if you manage to get a foe on the floor and give them a decent tonking, the blood will look like it has hit the screen. It's a nice idea that we hope can be developed with more realsim for the final version.

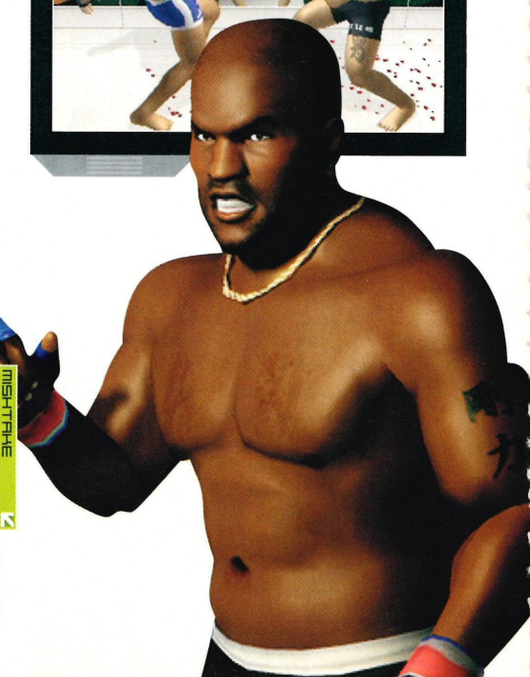






MISTAKE

An arm-wrestler versus a man adept in the ancient art of Sambo? What is this?



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Guurilla>Bags designed for your console. Just bag yr console n go. Then unzip, connect to power and TV **AND PLAY!**

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Guurilla Bag model shown>
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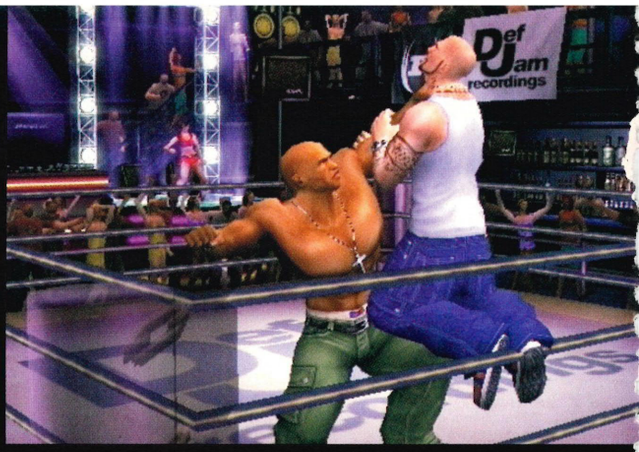
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Please allow up to 28 days for delivery.

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uurban suurvival™

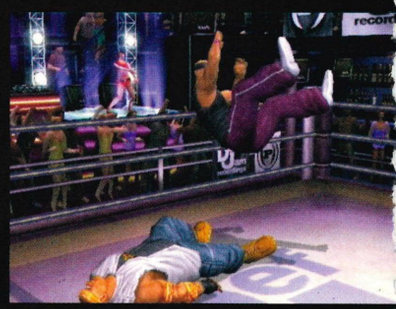


Why doesn't he use those chains as a weapon?
RESOURCES



"THERE IS A WHOLE CAST OF CHARACTERS TO CREATE ALLIANCES WITH AND FORGE RIVALRIES AGAINST"





DEF JAM VENDETTA

Hip hop & wrestling? Sounds like a great mix...

MAR 2003

- **PUBLISHER** EA Big
- **DEVELOPER** Aki Corporation /EA Big
- **GENRE** Beat-'em up
- 1-4 Players
- 83% Complete
- **Anticipation** ★★★★☆

SPECIAL FEATURES

- Momentum system rewards skillful play with more strength and special moves, and for the losing player, sluggish control
- The sound design is being handled by DaneTracks, famous for their work in *8 Mile*, *The Matrix*, *House On Haunted Hill* and *Swordfish*

When you've got a great grappling engine but the top wrestling licences have all been taken, what do you do? Easy, you take a look at your target market and look for an alternative angle. This is what EA Big has done and it looks as if this new angle has allowed the firm to shape its upcoming game into something that is really going to stand out from the crowd. Mixing underground fighting with rap/hip-hop label, Def Jam, is surely going to raise a few eyebrows, but when you think about it, the two licences suit each other perfectly.

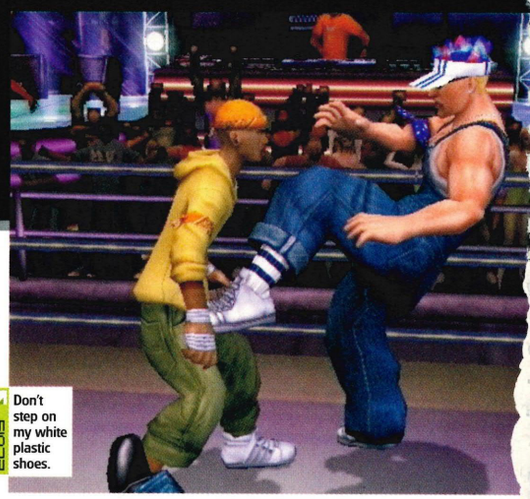
The game is based on Aki's top wrestling engine, last seen in action on the PlayStation with the excellent *Virtual Pro Wrestling*, so in terms of gameplay there are absolutely no problems. With 1,500 moves spread across the 40 characters (you start off with 10) there is certainly a lot to do, and Aki's unique submission system makes sure that bodypart-specific damage is taken care of.

The real draw for most, though, is going to be the Def Jam licence – and anybody who is a fan is not going to be disappointed. All of the artists who are involved have had plenty of input into how their digitised personality is to be portrayed, including their normal and special moves, and for each character there will be two original introduction and victory sequences.

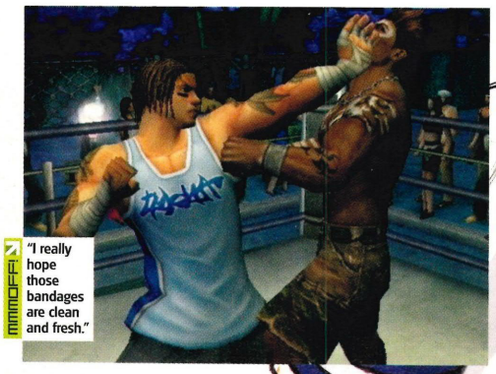
Unfortunately, the licence does mean that there won't be any Create-a-wrestler modes, but what you will be able to do is edit your wrestler by earning more moves and costumes as the in-depth story progresses.

Indeed, the Story mode is said to be getting the primary focus from the development team – there is a whole cast of characters to create alliances and rivalry with and you're going to need a lot of practise under your belt before you tackle the final challenge – D-Mob.

The fighting system itself is what you'd usually expect from Aki, but there is a novel new feature called the 'momentum system'. This is a meter that grows as you do well in a match; you'll be able to pull off special moves with ease. However, on the flipside, if you are doing badly your moves are going to become slower and less effective. All in all *Def Jam Vendetta* promises to be the perfect mix of a zeitgeist cool license and wrestling. *WWE Smackdown!* better watch your back.



ELLIS: Don't step on my white plastic shoes.

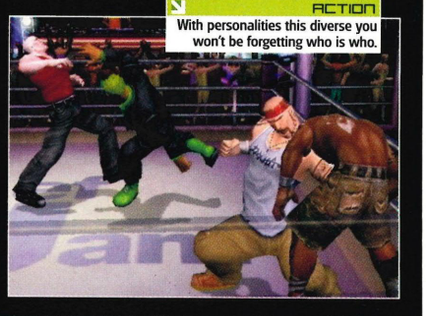


MMMOFF!: "I really hope those bandages are clean and fresh."

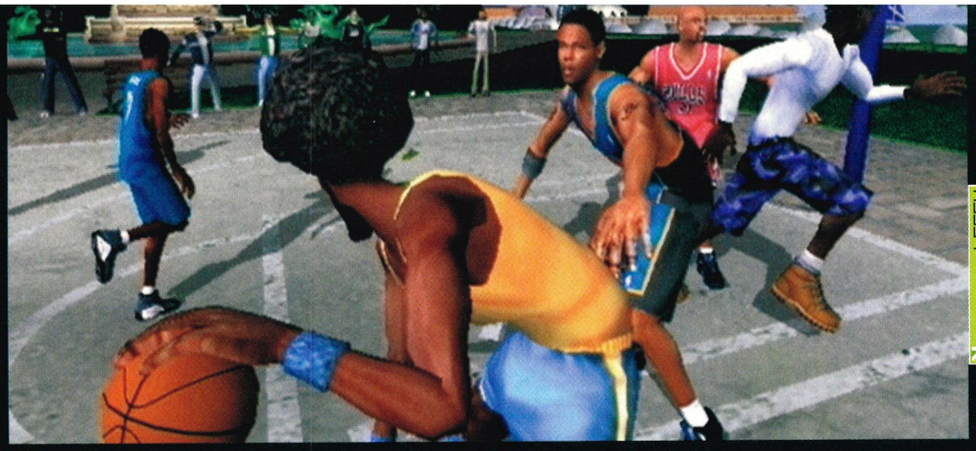
HIP TOSS

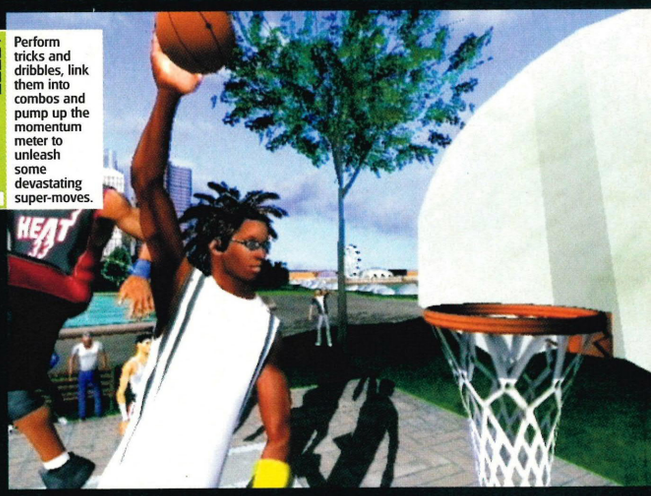
Survival Of The Fittest

There are to be a few play modes, but the creators say that they are trying to stay out of doing 'gimmicky' matches that you'd usually find in wrestling games due to this being so based on hardcore underground fighting. However, you can expect the usual Tag-team, Survival and four-player Versus modes to make an appearance.



ACTION: With personalities this diverse you won't be forgetting who is who.





LEGGY
Perform tricks and dribbles, link them into combos and pump up the momentum meter to unleash some devastating super-moves.

NBA STREET 2

The ball's in EA's court...

APR 2003

PUBLISHER EA Big
DEVELOPER EA Canada
GENRE Sports
1-2 Players
73% Complete
Anticipation ★★★★★

SPECIAL FEATURES
- Real life NBA and streetball stars rub shoulders with comical imaginary creations
- Dozens of game modes to offer unrivalled variety, including City Court mode and the return of Hold the Court

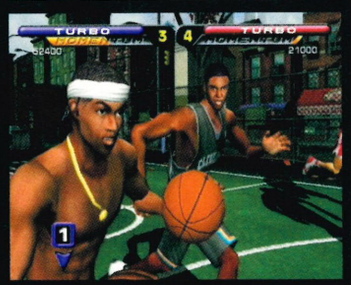
EA are back with their unfeasibly popular Sports Big label – the stable of classic such as *SSX Tricky*, *Shox* and the original *NBA Street*. Well, that latter game is returning with *NBA Street 2* and, as the name suggests, this is a full-blown sequel.

And we can practically guarantee that EA's vast vault of cash will be put to good use in improving every aspect of that original winning formula. It may not be too different, too original or too new, but *NBA Street 2* will at least be one of the slickest games available this April. We will get the same assortment of NBA stars, streetball heroes and EA's very own imaginary b-ball heroes. The graphic style is as colourful, brash and sweetly animated as before, and the super moves will be bolder than ever.

Visuals aside though, the *NBA Street* games are about pure arcade gameplay. The last game was fast and frantic and, dare we say, the best example of the sport on console. The shots, dribbles and defensive blocks worked perfectly in the original and look set to be equally responsive this time around.

A revamped version of the Hold The Court mode promises addictive two-player action whilst a new City Court mode provides lasting single-player appeal.

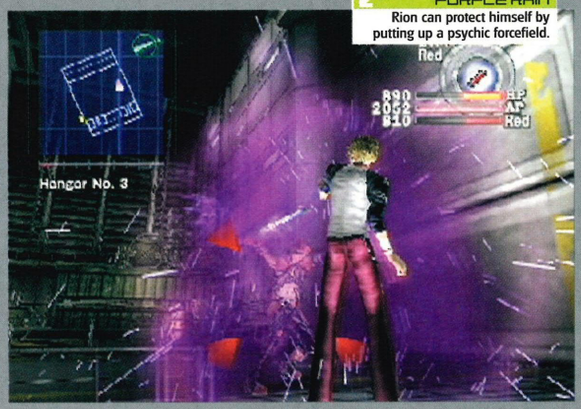
It won't be original, but it will be fun.





"THE BEST EXAMPLE OF THE SPORT ON CONSOLE"





PURPLE RAIN
Rion can protect himself by putting up a psychic forcefield.



GALERIANS: ASH

"My brain! My BRAIN! Someone is writing into my brain!"

MAR 2003

PUBLISHER Agetec
DEVELOPER Polygon Magic
GENRE Adventure
1 Player
87% Complete
Anticipation ★★★★★

SPECIAL FEATURES
- New drugs help power psychic attacks with gory results
- Unusual Anime-style scenery and characters
- Mixes standard survival horror with slick sci-fi

We're really looking forward to this title emerging, as the original on PSone managed to entertain us for days with its drugs and warped scenario of psychic warriors battling insane super computers. This sequel promises to bring all that psychic weirdness bang up-to-date and, to an extent, looks to be succeeding.

The game opens at the end of the original as you, Rion, fight your last battle against Dorothy, the super computer playing God with Earth and genetics, creating a race of psychics known as the Galerians. Kill the bitch though and you awaken to find it was all a dream and you have been in stasis whilst Dorothy has risen again and decimated the world with the help of her new offspring, the Galerian Ash.

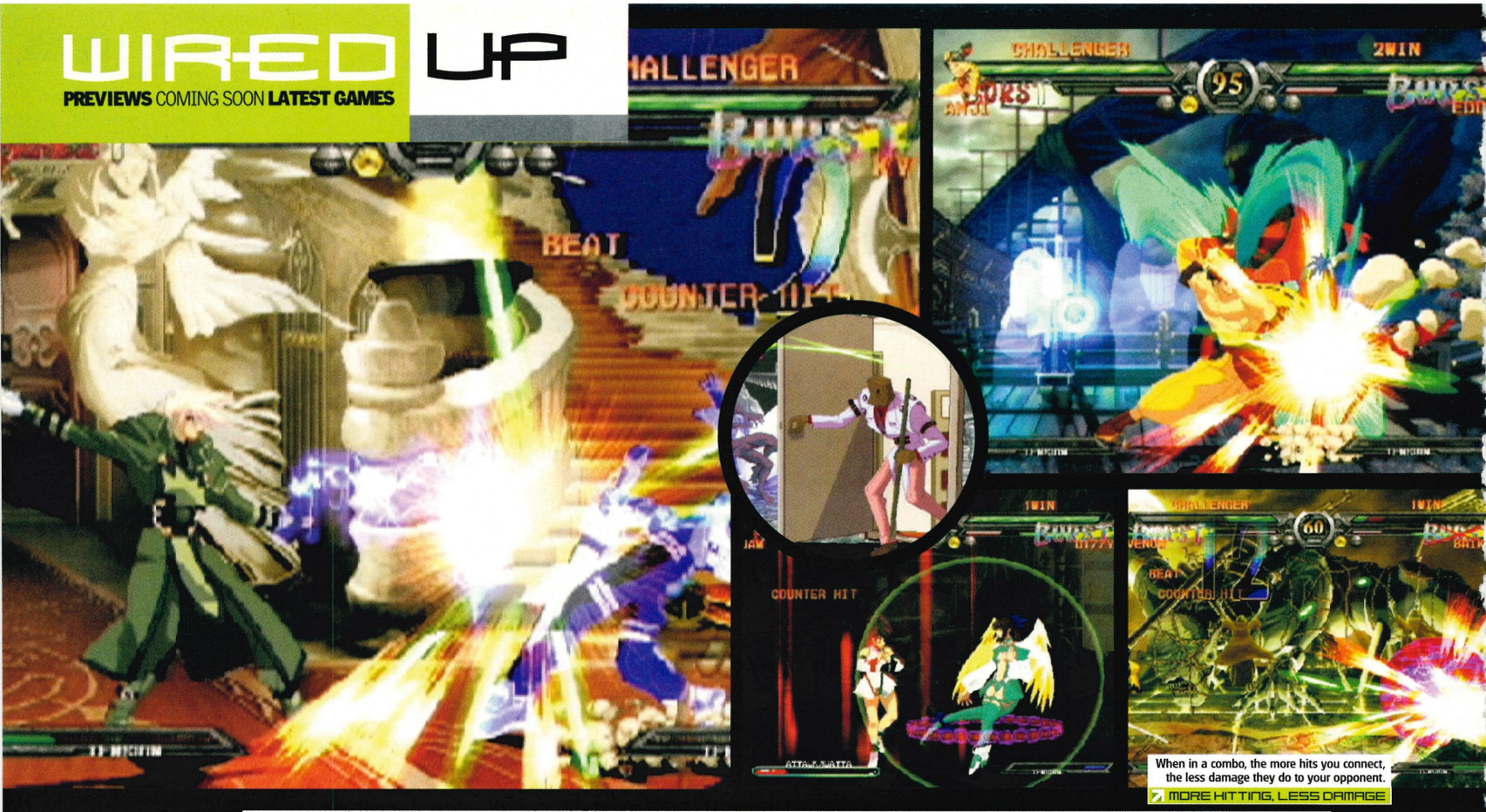
The game is set up then for a titanic struggle as you jack up on drugs, harness your psychic powers and go to war. There are five powers to control, including fire attacks, psychic bolts and telekinesis. Use too much psychic power though and your brain will crash, turning you into a walking timebomb.

Okay. We've played this early code and the game is looking nice, but apart from the novel psychic powers and the strong script and stylish Japanese visuals, *Galerians: Ash* still retains many of gameplay elements these survival horrors have been plagued by – doors that you can't open, occasional camera problems and lots of walking... lots of walking.

It won't be to everyone's liking, but fans of all things Japanese and sci-fi may just find a challenge in *Galerians: Ash* on release next month.

PURPLE RAIN
The fire attack can take out multiple enemies. Each psychic power can be increased and developed using drugs.





When in a combo, the more hits you connect, the less damage they do to your opponent.

MORE HITTING, LESS DAMAGE

GUILTY GEAR X2

Fight with style and finesse in a 2D world!

MAR 2003

- **PUBLISHER** Sammy Europe Limited
- **DEVELOPER** Arc System Works
- **GENRE** Beat-'em up
- 1-2 Players
- 87% Complete
- **Anticipation** ★★★★★

SPECIAL FEATURES

- Novel Instant Kill mode – hit all four buttons and then perform two quarter-circle rolls forward and punch. Your enemy will be helpless against an unblockable attack
- The Tension gauge that fills as you takes/hit damage allows you to perform special moves or guards. Depending on how much it fills, it will change colour

2D beat-'em-ups, curiously enough, still prove to be a lot more fun than their 3D counterparts. So simple to play, but for those wishing to delve a little deeper, infinitely rewarding and complex.

Featuring beautiful high-res graphics, 3D backgrounds and a heavy metal soundtrack complete with wailing guitars, *Guilty Gear X2* has seen enormous success in Japanese arcades. Not only is this because of the addictive gameplay or the flashy light shows that accompany every move, but the character design and overall look simply aches with style and puts everything else released by Capcom and SNK over the years to great shame. The game features 20 fighters, all with their own back-stories and fighting style, with enough moves to keep everyone happy.

Those who have played any of the games before will know that what keeps people playing *Guilty Gear* instead of the more traditional Capcom offerings is the character design. To say that they are slightly mad would be like saying that Will enjoys the occasional free T-shirt. Giant pink whales flying across the screen, extremely tall people appearing out of doorways that go to nowhere, pink teddy bear projectiles being hurled at you, snapping at your body, and deadly guitars being bashed over your head are all as normal to the *Guilty Gear* world as you or I heading down to the post office on a Saturday afternoon. Not only do these look cool, but the moves are all pretty easy to perform. Taking on a *Street Fighter*-style of joypad rolls, anybody who's been playing fighting games for more than a few years will immediately be at home with *Guilty Gear*.

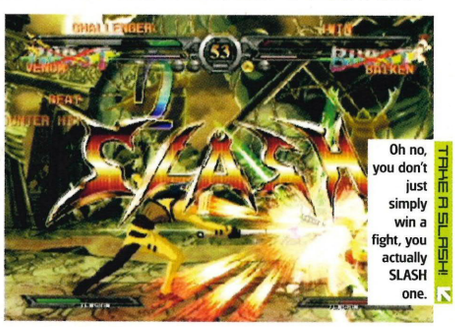
One problem that has plagued previous games in the series though is the slight unbalance of the characters. Picking certain fighters will almost guarantee you an easy time against a less experienced player. Couple this with the 'Instant Kill' move, which isn't too hard to pull off, and you have yourself a game that can be horribly unpredictable at times.

For the PS2 version we're hoping this problem will be addressed, but considering it's more than likely to be a direct arcade port, maybe we're being a tad optimistic. Even if this is the case, we won't be too annoyed as the arcade game is so good. Stay tuned for a review.

"PICKING FIGHTERS WILL GUARANTEE YOU AN EASY TIME AGAINST A LESS EXPERIENCED PLAYER"







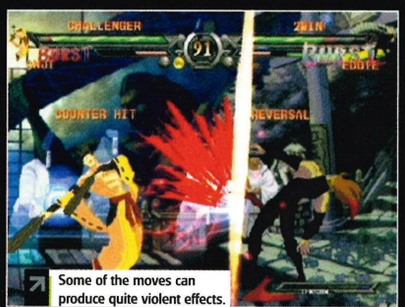
Oh no, you don't just simply win a fight, you actually SLASH one.

TAKE A SLASH!

IT'S BEHIND YOU

Fireworks

There are some really neat graphical touches in *Guilty Gear X2*, not least the special Magnesium-threaded clothes that the characters wear. You can merely swish your arms about and it will look as if a petrol station has blown up in the background. Showing up Capcom's games, the backgrounds are also extremely well animated. One example is the background where there is a line of spooky spirits all marching towards some stone steps. As they reach them, they disappear, presumably into another dimension as the steps warp and fade in a tasteful pink hue.



Some of the moves can produce quite violent effects.



If the guitar babe wins, she'll take her top off.









MR GOLF

They call me Mr Golf...

MAR 2003

PUBLISHER Midas

DEVELOPER ArtDink

GENRE Sports

1-4 Players

90% Complete

Anticipation ★★★☆☆

SPECIAL FEATURES

- New and improved Career mode
- Six secret characters to unlock, making 12 all together

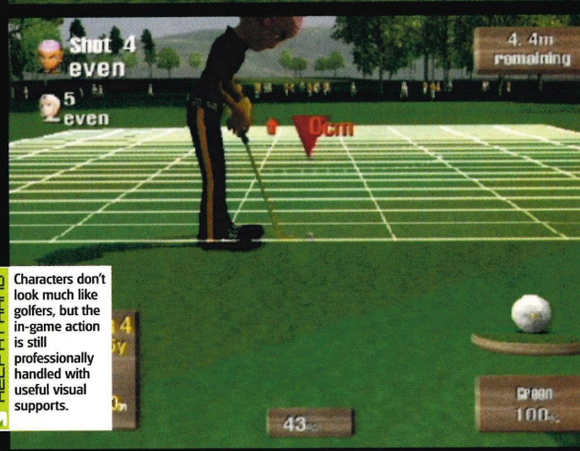
The guys behind *Everybody's Golf* make their debut on PS2 and, not really wanting to step on Sony's (the original publishers) toes, have changed the name of their PS2 sequel. It's the same deal though – cutesy characters add humour to a sport generally considered by most to be fairly boring, but at the same time not making light of it. And if it sounds a little Japanese, that's because it is. Behind the various menu screens are animations of cornfields and sunflowers, caddies range from wannabe Jamaican yardie Scotsmen to mini Miyagis, and then there's the name, *Mr Golf*, brilliant.

Course, these touches merely augment what is a cracking golf engine. Controls are a little less pick-up-and-play than recent 'fun' golf titles, but play nine holes and you'll all have each button's function down to a (wait for it) tee.

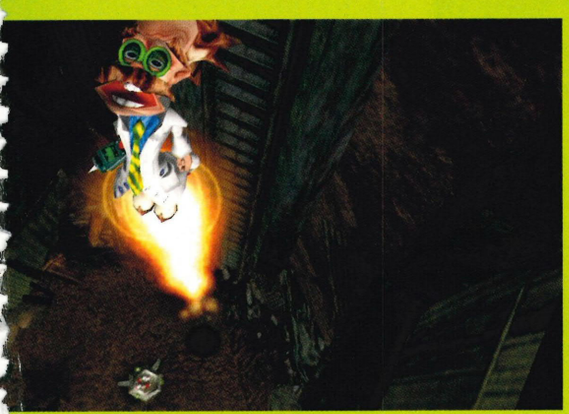
Oh, so you noticed the 'all' in that last sentence. That's because, from what we've played so far, this game works much better in multiplayer (the humour is a better shared experience). That doesn't mean the single-player options are limited though. You'll start as a novice and depending how quickly and successfully you dispatch computer opponents, your ability levels will rise. Skills improved, you can then take on progressively harder opponents and thus unlock more inside the game.

You may want to polish your putter in anticipation of this. Ours will be squeaky clean for next issue's review. ■

"CUTESY CHARACTERS ADD HUMOUR TO A SPORT GENERALLY CONSIDERED BY MOST TO BE FAIRLY BORING, BUT AT THE SAME TIME NOT MAKING LIGHT OF IT"

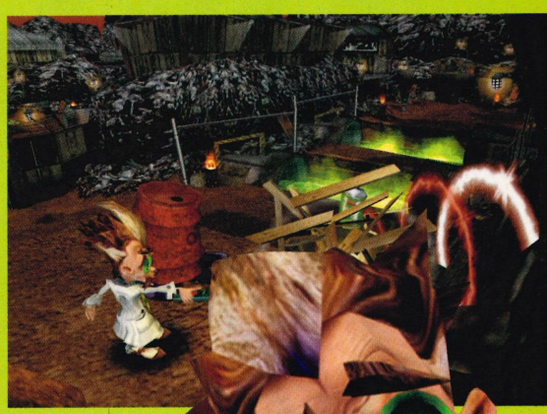


HELP AT HAND
Characters don't look much like golfers, but the in-game action is still professionally handled with useful visual supports.





GO GO GADGET
Throughout the game, Dr Muto will get to use loads of gadgets and weapons.



DR MUTO

Mad scientist wants to play Doctors and Nurses...

MAR 2003

PUBLISHER Midway

DEVELOPER In-house

GENRE Platformer

1 Player

85% Complete

Anticipation ★★★☆☆

SPECIAL FEATURES

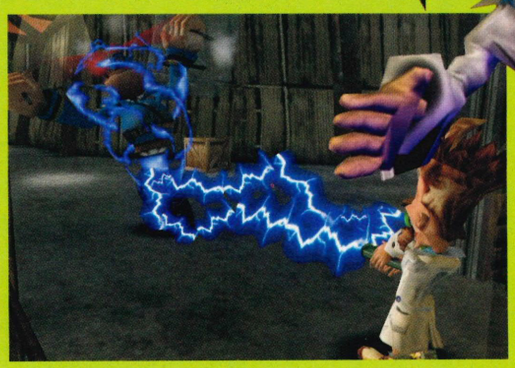
- Explore 22 levels divided into four separate massive worlds
- Morph into six different creatures, each with unique abilities

Usually, when yet another platformer lands on the PLAY desk, it's greeted with a tangible air of apathy. This time was no different. After nonchalantly inserting the preview code of Midway's latest into the office PS2, a few minutes later we were fairly surprised to realise that the experience was actually quite enjoyable.

You take the role of mad scientist, Dr Muto, on a quest to rebuild his home planet after he accidentally destroyed it. To do so, he must locate pieces of a machine that will rebuild it, and isotopes to power said machine. Standard platform game fodder really. And it is mostly by the numbers, except for the fact that throughout the game Dr Muto gains the ability to morph into six different creatures, each with their own abilities that are needed to get through the game.

It's one of the best looking platformers we've seen on PS2 and is full of character and welcome humour. It's also a fair size, with 22 large levels divided into four huge worlds. To complement the 3D levels, there are smaller 2D sections to navigate. As always, there seems to be some camera issues, which could lead to frustration on later trickier levels if it's not sorted, but otherwise this is shaping into a fun addition to the PlayStation2's platform catalogue. ■

"WE WERE FAIRLY SURPRISED TO REALISE THAT THE EXPERIENCE WAS ACTUALLY QUITE ENJOYABLE"







"BUGGER, ALL THE WORDS WE'RE LOATHED TO USE MUST BE DUSTED OFF FOR THIS ONE"



RAYMAN 3 HOODLUM HAVOC

Bonjour, Je m'appelle le jeux nouveux au Rayman

MAR 2003

- **PUBLISHER** Ubi Soft
- **DEVELOPER** In-house
- **GENRE** Platform
- 1 Player
- 86% Complete
- **Anticipation** ★★★★☆

SPECIAL FEATURES

- Features ten large worlds containing a massive 44 levels and new mini-games
- A true PS2 sequel of the classic series with *Rayman* created from a staggering 2,206 polygons and featuring 200 animations
- New moves list now includes: The Power Fist, Grapple, Super Helicopter, Sniper Fist and Tornado

All right, settle down at the back. You're just going to have to forgive our French, so no letters explaining that the above text mixes up masculine and feminine words and all that crepe – we haven't had a lesson in 13 years, okay?

Right then, *Rayman 3: Hoodlum Havoc* is here in all its preview code glory and we have had a mild seizure and the honour and pleasure of playing it. That's right, we've played the preview code and it's come a long way since the short demonstration and quick play we had a few months back.

So what's new? Well, it works much like the final game will. That means it starts from the beginning and progresses in levels until it gets to the dramatic climax, the end of the game if you will. And since we've played it we can now take the game's press release apart piece by piece in an attempt to prove that we poor impoverished writers are far smarter than people who can speak French AND program perfectly solid, playable and gorgeous platform adventures.

The list is broken into bullet points: Challenging Combat, Diverse and High-Action Gameplay, A Living and Immersive World, Deep and Unique Storyline and A Next-Gen Rayman. Challenging Combat? This game is obviously aimed at the slightly younger audience, or the (ho ho) young at heart. Combat involves Rayman (the 'armless' Frenchman – ha, we so funny) chucking globs at pre-targeted enemies and objects. He can also curve shots around objects and trot from left to right in a brave attempt to dodge slow incoming projectiles. Not only that, Rayman can get decked up in a new range of togs that enhance his abilities, we kid you not.

Diverse and High-Action? Yes, *Rayman* isn't just a simple platform adventure, it has all the classic gameplay with extra bits attached. New sections that we have uncovered include a button-bashing section where you must help the Cookie Monster/plasticine hybrid, Globox, swim up a waterfall as well as a bit where our 'armless' (ha HA!) hero must jump from left to right and from platform to platform as he speeds into the screen while being transported down a transport tube type thing. We could go on to prove all these bullet points, but etiquette suggests that we'd be better off giving a more 'all-encompassing' scan.

For reasons that we can't explain, we're quite looking forward to *Rayman 3*. We know, we're usually such cynical hacks and this title should give us enough to get our festering gums into. But no, current play tests suggest that the final game will be something that experienced gamers will enjoy almost as much as those fresh out their daddy bags. The game has gone for much more of a self referential approach with characters admitting that they are in a game and even criticising the game's developers for putting them through rather obvious ordeals. Sure, this humour would backfire like an elephant that's just lit its own fart if the game was anything but polished to the shiniest degree, and so far it looks like that could be the case.

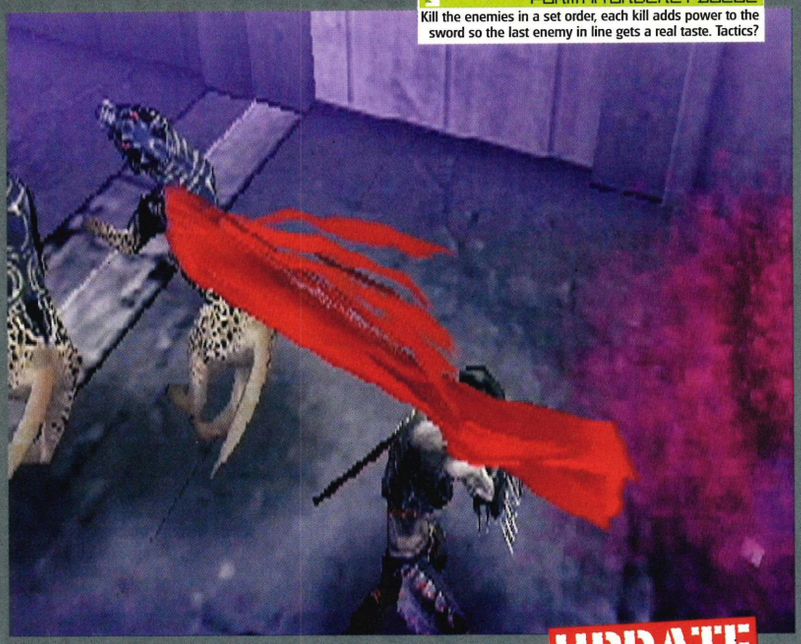
We're getting close to the time when THEY give US full review code and we get to enjoy some more of this... shall we say, charming, title? No, how about cuddly? Bugger, all the words we're mormally so loathed to use must be dusted off for this one just because it is such an agreeable game. No, we won't we'll just leave it at this: *Rayman 3* – it's looking damned 'nice'. Yuk.



UPDATE SUMMARY

WHAT'S NEW, WHAT'S CHANGED AND WHAT'S TO COME?

- We have more rounded and stable code since the last time Rayman was put through his paces, which suggests this French platforming adventure could be something of a genre classic.
- We're loathed to admit it but this latest build is a slick and playable platformer with some genuinely humourous and original ideas behind the generic elements.
- That's not to say it is without fault. The targeting system needs improving as would some attention to the learning curve.
- All in all *Rayman 3: Hoodlum Havoc*, a game that has been 'nearly with us' for nigh on two years, is close and shaping into a classic platform title with a broad appeal.



FORM AN ORDERLY QUEUE
Kill the enemies in a set order, each kill adds power to the sword so the last enemy in line gets a real taste. Tactics?

SHINOBI

UPDATE
A QUICK GLANCE AT PLAY

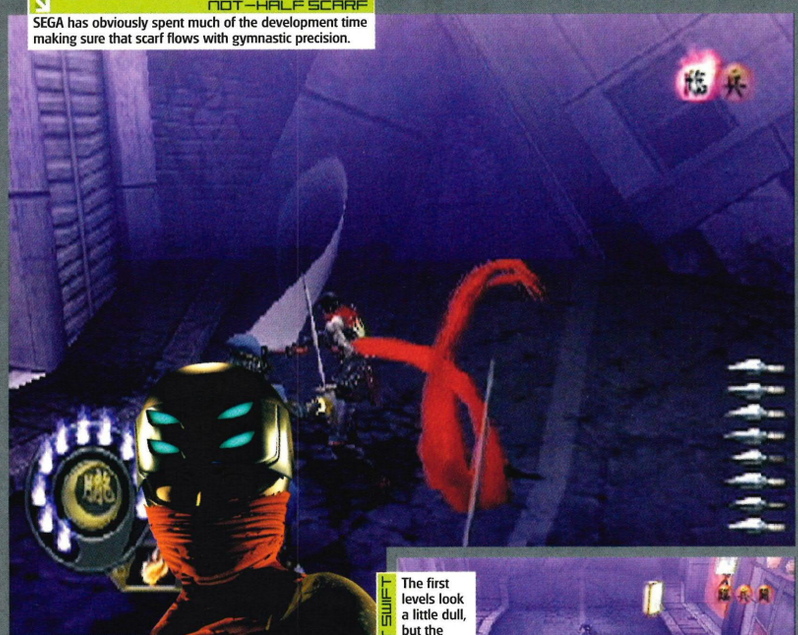
MAR 2003

- **PUBLISHER** Sony
- **DEVELOPER** SEGA
- **GENRE** Beat-'em-up
- 1 Player
- 92% Complete
- **Anticipation** ★★★☆☆

Following our import review last issue, which scored a not disrespectful 69%, we have received new PAL preview code from Sony who has confirmed it will be releasing *Shinobi* in the UK at the end of March.

The PAL code is pretty much a straight port of the US game under scrutiny last issue, which bodes well if you like your games hardcore and simple – linking kills earns you a more powerful attack too, adding a tactical edge as you should always leave the strongest enemy until last. With this said, if it's more variety and depth you're after there really doesn't appear too much on offer here outside of a fast and skillful slash-'em-up.

In this respect *Shinobi* looks to be a solid PAL conversion of a good, if overly simplistic arcade game and there is a hint of some new extra features to unlock. Fans will be happy with Sony's release, expect a full review next issue.



NOT-HALF SCARF
SEGA has obviously spent much of the development time making sure that scarf flows with gymnastic precision.



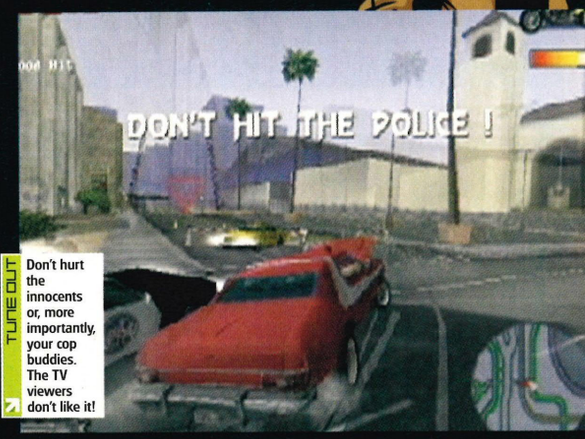
ALBERT SWIFT
The first levels look a little dull, but the later game does improve and it's all running at a swift 60Hz.

STARSKY AND HUTCH



APR 2003

- **PUBLISHER** Empire
- **DEVELOPER** Minds' Eye
- **GENRE** Driving/Shoot-'em-up
- 1-2 Players
- 89% Complete
- **Anticipation** ★★★★☆



TUNE OUT
Don't hurt the innocents or, more importantly, your cop buddies. The TV viewers don't like it!

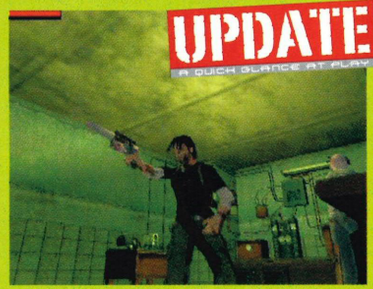
We took a look at this novel combination of driving and shooting last month and liked what we saw, although the light-gun aspect of the game was still not working. And it still isn't in this new preview code that arrived just as the issue was going to bed.

What can we say? *Starsky And Hutch* promises the world and judging by this new preview code it just may deliver. A combination of *Driver*-esque chasing and hot pursuits combined with the promise of a two-player Co-op mode where your pal takes the villains out with a light-gun is superb. And all this rapped in one of the coolest TV show licences since *Miami Vice* was released way back in 1986!

This new code shows a marked improvement over last month's version with some issues regarding slow-down being worked through and an altogether quicker turn of pace and slicker feel. The controls are still just as responsive and the overall feel is of a fast, fun and original take on the now formulaic *Driver*/*The Getaway*/*GTA* model. This should be good.

LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS





UPDATE
A QUICK GLANCE AT PLAY

JUN 2003

- **PUBLISHER** Eidos
- **DEVELOPER** Core Design
- **GENRE** Strategy/Adventure
- 1 Player
- 85% Complete
- **Anticipation** ★★★★☆

It will come as no surprise to learn that the new *Tomb Raider* game, *Angel Of Darkness*, has slipped again and is now looking to be released around the end of June.

The likely reason appears to be a concern over timing and last-minute quality control. This is the first *Tomb Raider* game on the PS2 and the first outing for Lara Croft since the poorly received *Tomb Raider: Chronicles* way back in 2000, so no one can blame Core Design for wanting to get things just right for the title's release.

New details emerging suggest context sensitive targeting on many of the weapons as well as manual and laser-sighted aiming. There will also be a stripping down of the puzzle elements, which will make much of the problems faced by Lara less abstract, mostly involving simple tasks like "find the crowbar to open the door." Simple stuff.

Apart from this, Core and Eidos are keeping a tight lid on the details surrounding the game and even the June release date could slip into May. It will definitely be a game to watch when it finally does arrive though.

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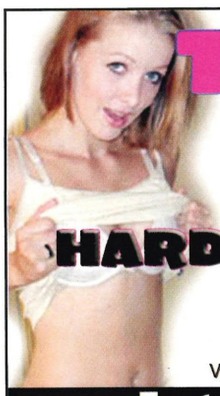
Dilemma - Nelly poly931
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Simpsons - Theme Tune poly219
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Rollin - Limp Bizkit poly543
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Doing It - LL Cool J poly1676
Jigga - Jay Z poly1686
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Duck Tales - Theme Tune poly1306

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I Shot The Sheriff - Warren G poly884
Rewind - Craig David poly950
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Creep - Radiohead poly1500
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Summer Loving - Grease poly163
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Dallas - Theme Tune poly497
Genie In A bottle - Christina Aguilera poly46
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Married With Children - Theme Tune poly206
Turnaround - Phats And Small poly997
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Stargate - Theme Tune poly1321
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Mash - Theme Tune poly207
2 Become1 - Spice Girls poly866
Wind It Up - Prodigy poly925
Livin La Vida Loca - Ricky Martin poly560
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Alf - Theme Tune poly1305
I'm So Excited - Disco poly1096
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Purple Haze - Jimi Hendrix poly983
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Fallin' - Alicia Keyes poly272
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Bladerunner - Theme Tune poly1104
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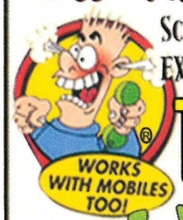
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SOUNDS OF THE UNDER.. - Girls Aloud	112332 MP	BOYS OF SUMMER - DJ Sammy	112387 MP	THE WAY (PUT YOUR HAND) - Divine Inspiration	112345 MP
AIR FORCE ONES - Nelly	112362 MP	TRUE - Jaimeson	112390 MP	THE OPERA SONG - Jurgen Vries feat. CMC	112320 MP
DILEMMA - Nelly feat. Kelly Rowland	112221 MP	HEY MA - Cam'ron	112386 MP	WE DON'T CARE - Audio Bullys	112354 MP
ALL I HAVE - Jennifer Lopez feat LL Cool J	112359 MP	THE CHEEKY SONG - The Cheeky Girls	112313 MP	BUMP BUMP BUMP - B2K feat P Diddy	112355 MP
MESMERIZE - Ja Rule	112365 MP	ALL THE THINGS SHE SAID - TATU	112335 MP	BEAUTIFUL - Christina Aguillera	112356 MP
YOU'RE A SUPERSTAR - Love Inc	112329 MP	THE KETCHUP SONG - Las Ketchup	112176 MP	DANGER HIGH VOLTAGE - Electric Six	112358 MP
SKATER BOI - Avril Lavigne	112306 MP	THUG LOVIN - Ja Rule & Bobby Brown	112308 MP	I'M WITH YOU - Avril Lavigne	112366 MP
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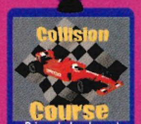
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210154



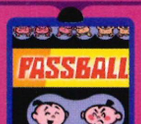
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210115



Save the planet from mutated bugs using your trusty skateboard.
210102



Enjoy the classic game of golf wherever and whenever!
210103



Pass the ball from sumo to sumo, ensure that only one sumo is left.
210123



Hit strikes and spares as you go for glory, score as much as you can!
210128



Get three or more marbles of the same colour, lined up.
210144



Safely navigate passengers through obstacles, take them to their destinations.
210148



Alien forces have wiped out teams for the planetary mining corp!
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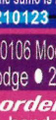
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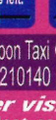
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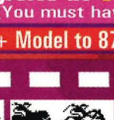

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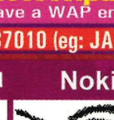

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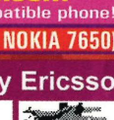

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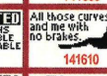
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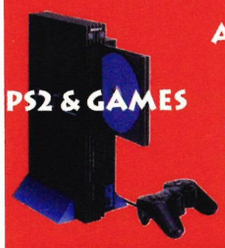
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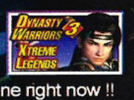
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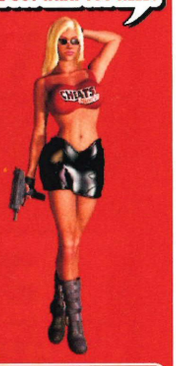
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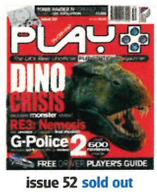
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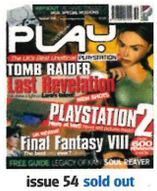

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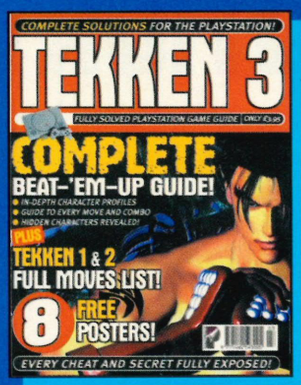
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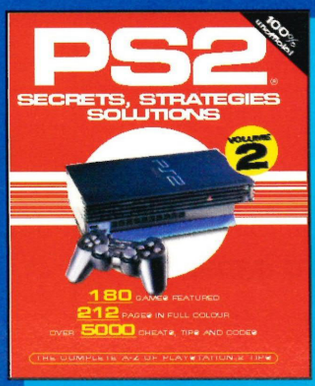
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StationMaster

Welcome to StationMaster, where we provide the latest cheats, tips and codes for the hottest releases. If you have any cheats or requests then feel free to contact us at the address shown below.

Q&A
questions&answers

THE THING
Dear PLAY,

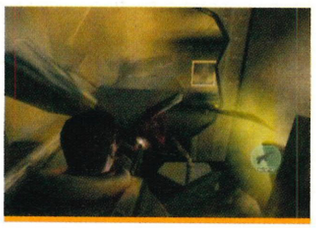
Q. I got *The Thing* for Christmas, but I'm finding it really hard to get anywhere in it. My teammates all seem to get panicky and they start attacking me – they seem more intent on killing me than they are on beating the alien! Is there a cheat or something to stop them attacking me?
John Woodman, Bristol

A. "I got"? Look pal, learn English before you ask a question, you'll find people actually respect you for, like, learning your mother tongue. Got it? Good.You don't need a cheat to stop this happening, John. It sounds to me as though you are simply letting the trust meter of your team members drop too low. Some characters ask for specific needs to be met before they can bring themselves to trust you while others will probably settle for being given a weapon. Keep an eye on the trust level at all times to stop it dropping too low – you can always give someone a weapon to bring their trust back up again.

THE TWO TOWERS
Dear PLAY,

Q. After seeing the brilliant film *The Two Towers*, I rushed out and bought the game too (I actually got it on my way back from the cinema, I was that impressed with the film). However, I'm stuck now and so I'm turning to you guys for help. I just can't beat the Breached Wall level – I always seem to get overrun before I can complete it. Whilst I'm killing some of the bad guys, some more are smashing the door down! Please, please, please can you help me to beat this level? It's driving me mad!
Barry Rogan, Hexham

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

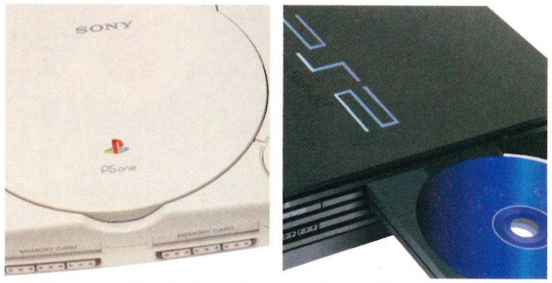




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FOR ALL OTHER ENQUIRIES CONTACT:
0870 800 6155 (NO CHEATS WILL BE GIVEN OUT FROM THIS NUMBER)

TIP OF THE MONTH

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.

Conflict Desert Storm
Blue Archie, email

Insert a USB keyboard into your PS2 and press these keys to activate the codes.

USB Codes		Normal Codes	
Debug Menu	press L	Cheat Menu	○, ○, ○, ○, L1, L1, R1, R1, L2, L2, R2, R2
Toggle damage on/off	press K		
Display menu	press \		
Invert aiming	press Y		
Freeze	press X		


psone goodie pack


ps2 pleasure pack

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electronic arts

007 NIGHTFIRE

Become the best spy ever with these awesome cheats. Simply enter a new codename and then access the Secret Options, then input the following codes to unlock some amazing cheats.

SINGLE-PLAYER CODES

Faster Laser	PHOTON
Level Select	PASSPORT
Bigger Clip	MAGAZINE
All Gadgets	Q LAB
Golden Gun	TARGET

MULTIPLAYER CODES
UNLOCK ALL MULTIPLAYER

Scenarios	GAMEROOM
Destruction Mode	TNT
Assassination Mode	SCOPE
Unlock Drake Suit	NUMBER 1
Explosive Scenery	BOOM
Unlock GoldenEye Strike	ORBIT
Protection Mode	GUARDIAN
Team King of the Hill	TEAMWORK
Uplink Mode	TRANSMIT
Update Tranquilizer	SLEEPY

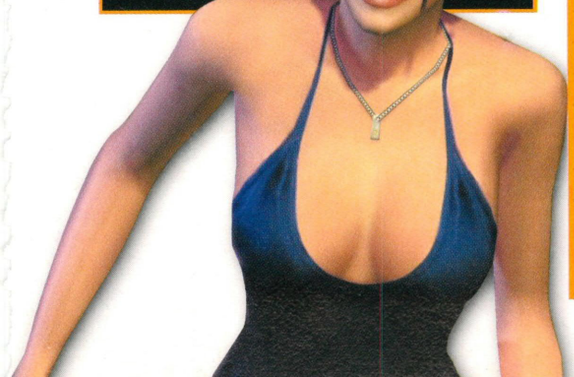
MULTIPLAYER CHARACTER CODES

Unlock Everyone	PARTY
Oddjob	BOWLER
Xenia	JANUS
Christmas Jones	NUCLEAR
Baron Samedi	VOODOO
Bond Tux	BLACKTIE
Goldfinger	MIDAS
Jaws	DENTAL
Scaramanga	ASSASSIN









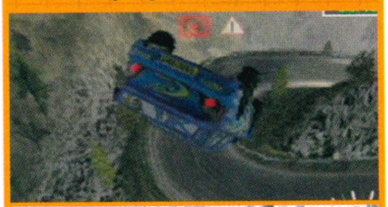
sony

WRC II EXTREME

To get more from this realistic rally racer, enter these cheats in the secrets option, which can be found in the Archives. Get ready... go!

CODES

Bouncy Suspension	KANGAROO
High Pitched Co Driver	HELIUM
Overhead Camera	SATALITE
Power Boost	NITRO
Reduce Gravity	LUNAR
Swap Left/Right	FLIPLEFT
Front Wheel Drive	NOREAR
Rear Wheel Drive	PUSHME
UFO	UFOPTER
Disco Lights	DISCO
Motion Blur	MOBLUR
Reflective Car	CHROME
Swaying Objects	SWAY
Unlock Everything	EVOS





bam entertainment

REIGN OF FIRE

CODES

Levels Unlocked
↑, ←, ⊙, ⊙, ←, ←, ⊡, ↓, ↑, ⊙ (Main Menu)

Invulnerability
⊗, △, →, ←, ⊙, ↑, ↓, ↓, →, ⊙, ⊙ (In-Game)

Win level
⊡, △, ←, ↓, →, △, →, ↑, ⊗ (In-Game)

Burn everything
⊡, △, ←, ↓, ⊡, ⊙ (In-Game)

Extra damage
⊗, △, →, ↑, →, △, ⊙, → (In-Game)

Goat Mode
△, →, ←, ←, ⊙, △, ⊡, →, ↑ (In-Game)



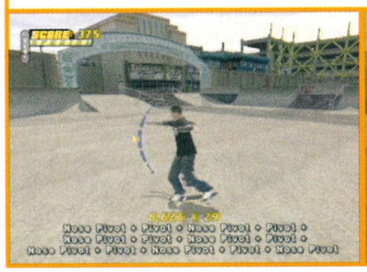
activision

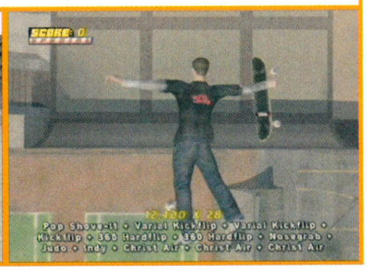
TONY HAWK'S PRO SKATER 4

Some more tricky codes have been made available, so here are all the codes we have for this top game.

CODES

Matrix Cheat	NOSPOON
Moon Gravity	SUPERFLY
Perfect Rail Grinds	SSBSTS
Perfect Manuals	MULLENPOWER
Max Special Meter	DOASUPER
Unlock Daisy	(O)(O)





activision

MINIORITY REPORTS

Need help catching would-be killers? Input these cheats in the Special Menu to unlock everything.

CODES

Level Skip	QUITER
All Level Warp	PASSKEY
Invincibility	LRGARMS
All weapons	STRAPPED
Infinite Ammo	MRJUAREZ
Super Damage	SPINACH
Extra health	BUTTERUP
Unlock All combos	NINJA
Unlock Pain Arenas	MAXIMUMHURT
Unlock Concept Art	SKETCHPAD
Unlock All Movies	DIRECTOR
Armour	STEELUP
Baseball Bat	SLUGGER
Rag Doll	CLUMSY
Slomo Button	SLIZOMIZO
Bouncy Men	BOUNZMEN
Wreck the Joint	CLUTZ
Dramatic Finish	STYLIN
Ending	WIMP
Do Not Select	DONOTSEL
Free Aim	FPSSTYLE
Clown Hero	SCARYCLOWN
Convict Hero	JAILBREAK
GI John Hero	GNRLINFANTRY
Lizard Hero	HISSSS
Nikki Hero	BIGLIPS
Nara Hero	WEIGHTGAIN
Moseley Hero	HAIRLOSS
Robot Hero	MRROBOTO
Super John Hero	SUPERJOHN
Zombie Hero	IAMSODEAD



Q&A
questions&answers

CONTINUED...



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 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!

SHOX

Dear PLAY,

Q. I'm having trouble with *Shox* – do you have any tips?

Mr Smalls via email

A. This one's a real beauty! At the start of every race, you get a countdown from three to one and then a message on screen telling you to wait. Don't press the accelerator until the camera stops directly behind your car and you should get a turbo start getting you to the front of the field before the first corner.

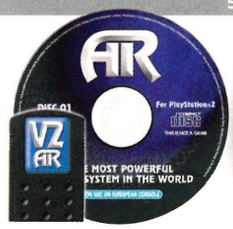


MORE Q&A NEXT MONTH

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THE GETAWAY
MASTER CODE
0E3C7DF2
1853E59E
EEADE8A2
BCDAA9B2
Unlock extra features
FEA5A856
BCA99B85
Infinite ammo most weapons
DE841372
BCA99B83
DE841CDE
BCA99B83
Bullet proof
DE842106
BF899B8B
DE842102
BCA99B83
Disable baddies' AI
DE891CAA
BCA99B83
Cops 'n' baddies don't shoot
DE876776
BF899B8B
DE876772
BCA99B83
Drive through lamppost
DEAF8C7A
BCA99B83
Drive through cars
DE902FC6
BCA99B83
Alternate character-free roam (Die for another character)
DE8EA5DE
BCA99B83
Cops turn into civilians
CE8EAFFE
BCA99B84
CE8EAF9A
BCA99B84
Cops are everywhere
CE8EA8C6
BCA99B86
2-Burning bridge
FEA5A852
BCA99B85
3-Art appreciation
FEA5A852
BCA99B86
4-Aiding and abetting
FEA5A852
BCA99B87
5-Taxi for Mr Chai
FEA5A852
BCA99B88
6-Out of the frying pan
FEA5A852
BCA99B89
7-Filthy business
FEA5A852
BCA99B8A
8-A touch of class
FEA5A852
BCA99B8B
9-The cowgirl and the cash
FEA5A852
BCA99B8C
10-A cat in a bag
FEA5A852
BCA99B8D
11-The prodigal son
FEA5A852
BCA99B8E
12-Aboard the Sol Vita
FEA5A852
BCA99B8F
13-The bargain basement
FEA5A852
BCA99B90
14-Show some remorse
FEA5A852
BCA99B91
15-Disturbance in Soho
FEA5A852
BCA99B92
16-Painting the town red
FEA5A852
BCA99B93
17-Escort duty
FEA5A852
BCA99B94
18-The vigilante
FEA5A852
BCA99B95
19-Stalking McCormack
FEA5A852
BCA99B96
20-Do the world a favour
FEA5A852
BCA99B97
21-The Jolson files
FEA5A852
BCA99B98
22-Meet Mark Hammond
FEA5A852
BCA99B99
23-Showdown with Jake
FEA5A852
BCA99B9A
24-Land of hope and glory
FEA5A852
BCA99B9B

HARRY POTTER AND THE CHAMBER OF SECRETS
MASTER CODE
0E3C7DF2
1853E59E
EEB2CCCA
BCF5CD5A
Infinite beans
CE4A82B0
BCA99B4B
Max beans capacity
CE4A82BC
BCA99B84
CE4A82BE
BCA99B84
Infinite stink bombs
FE4A828E
BCA99B82
Infinite balloons
FE4A8288
BCA99B82
Have Nimbus 2000
FE4A82B6
BCA99B84
Have Miam Hibou
FE4A8282
BCA99B84
Have cup
FE4A829A
BCA99B84
Griffyndor: max score
CE5E66BE
BCA99E6A
Disable guards' AI
DEA86BDE
BF899B8B
DEA86BDA
BCA99B83
Have first health pot
FE4A8296
BCA99B84
First pot full
FE4A8290
BCA99B84
Have second health pot
FE4A8292
BCA99B84
Second pot full
FE4A829C
BCA99B84
Have third health pot
FE4A829E
BCA99B84
Third pot full
FE4A8298
BCA99B84

WWE SMACKDOWN: SHUT YOUR MOUTH
MASTER CODE
0E3C7DF2
1853E59E
EE8DA12A
BCBAF03A
Disable AI
DE9F7392
E0AB9B83
Freeze timer
DEA1FD36
BCA99B83
Infinite Smackdown usage
DE89CFEE
BCA99B83
Always ring out count
FEA1F3AA
BCA99B84
Never ring out count
FEA1F3AA
BCA99B83
All FMVs
FEBBD4E0
BCA99B82
All unlockable items
FEBC0EA6
BBA89A82
FEBC0EA2
BBA89A82
FEBC0EAE
BBA89A82

DRAGON BALL Z
MASTER CODE
0E3C7DF2
1853E59E
EE8E4EAA
BCB94BBA
PLAYER 1
Infinite energy
0E405A92
BCA99B83
DE475C0E
01E41B83
0E405A92
BCA99B84
DE46F60E
01E41B83
Infinite Ki
0E405A92
BCA99B83
DE475C16
00D89B83
0E405A92
BCA99B84
DE46F616
00D89B83
PLAYER 2
Infinite energy
0E405A92
BCA99B84
DE475C0E
01E41B83
0E405A92
BCA99B83
DE46F60E
01E41B83
One hit kill
0E405A92
BCA99B84
DE475C0E
BCA99B84
0E405A92
BCA99B83
DE46F60E
BCA99B84
Infinite Ki
0E405A92
BCA99B84
DE475C16
00D89B83
0E405A92
BCA99B84
DE46F616
00D89B83
Massive explosions
DE82087E
F8ABDB03

SLY RACCOON
MASTER CODE
0E3C7DF2
1853E59E
EE9EA2EA
BCA99C80
100 gold coins
0E599878
BCA99982
CE968306
BCA99BE6
(Press L to activate)
Inf lives
CE96837E
BCA99BE6
Secret moves
CE96830E
BCA99A82
Open all maps
CE968FA6
BCA99BA4
All movies open
CE96830A
BCA99A82
CE968316
BCA99A82
JUST FOR FUN - USE ONLY ONE!
Everything massive
DE9A415E
FC099B83
DE9A415A
FC099B83
DE9A4166
FC099B83
Mutant Sly
DE9A4E8E
FCE99B83
Crazy levels
DE9A4EBE
FCE99B83
On edge
DE9A41AE
FC999B83
Fat everything
DE9A415E
FC099B83
Tip-toe on deep water
DE9A416E
FCE99B83

DISNEY GOLF
MASTER CODE
0E3C7DF2
1853E59E
EE8E28EA
BCB9697A
Kid mode
DE8A9222
E0AB9B84
All characters
FEAA9C8A
BCA99B82

MIKE TYSON'S HEAVYWEIGHT BOXING
MASTER CODE
0E3C7DF2
1853E59E
EE8A3B56
BCA99C80
USE ONE CODE ONLY
No Head No Gloves
CE939F9E
BCA99B84
2D Boxer mode
CE939F9A
BCA99B84

BMX XXX
MASTER CODE
0E3C7DF2
1853E59E
EE9C576A
BCCB42FA
Infinite health
DE842D2E
E0AB9B82
DE842D36
5EAB9C17
ALL CHARACTERS STATS
Stats maxed
DE815426
002AAB83
DE81540A
F8AADA43
Alien stats
DE815426
002AAB83
DE81540A
F8AADBC3
Max score
DE8FFFFE
F8ABE983
DE8FFFFA
6AEB9B83
DE8FFF86
E0AD9B88
DE8FFF82
C4AF5E04
DE83E9F2
C4AC9A43
Freeze challenge timer
DE803ADE
BCA99B83
Infinite time (run)
DEAFCF9A
BCA9DBCB
Max rotation speed
DE950C3A
FD7701E9
DE950CC6
FD699B83
DE950CC2
FD7701E9
Unlock Amish boy
CE97EB8A
BCA99B83
Unlock all movies
DE9754E2
BCA99B84
DE9754EE
BCA99B84
DE9754E6
BCA99B84
DE9754EA
BCA99B84
DE9754F6
BCA99B84
DE9754F2
BCA99B84
DE974BFE
BCA99B84
DE974BFA
BCA99B84
DE974B86
BCA99B84
DE974B82
BCA99B84
DE974B8E
BCA99B84
DE974B8A
BCA99B84
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BCA99B84
DE974B92
BCA99B84
DE974B9E
BCA99B84
DE974B9A
BCA99B84
DE974BA6
BCA99B84
DE974BA2
BCA99B84
Have all special modes
CE996B7E
BCA99A82
Fat Hellkitty
DE57683E
FFE99B83
Bigger boobs
DE57683A
FE5D9B83
Fat Joyride
DE5769BE
FFE99B83
Bigger boobs
DE5769BA
FE5D9B83
Fat Karma
DE576EBE
FFE99B83
Bigger boobs
DE576EBA
FE5D9B83
Fat La'tey
DE576D3E
FFE99B83
Bigger boobs
DE576D3A
FE5D9B83
Fat Mika
DE575ABE
FFE99B83
Bigger boobs
DE575ABA
FE5D9B83
Fat nutter
DE5763BE
FFE99B83
Fat Itchi
DE57623E
FFE99B83
Fat Tripledub
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Fat Rave
DE57673E
FFE99B83
Fat Manuel
DE5765BE
FFE99B83
Fat Skeeter
DE57643E
FFE99B83
Fat Twan
DE57593E
FFE99B83
Fat Amish boy
DE576B3E
FFE99B83
DEBUG-TEST LEVELS
Secret level
CE953F8C
BCA99B8B
Flat test level
CE953F8C
BCA99B8C
Grind test level
CE953F8C
BCA99B8D
Vert grid level
CE953F8C
BCA99B8E

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.

total conversion

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logo or ring tone sms# 87050

1. Send an SMS, eg. **DO PTONE 300001** or **DO PLOGO 340029** to the short number **87050**. You are free to use small or caps.
2. You will receive the ordered logo within seconds to your handset. Upon receiving the logo/tone you can preview it and then save it by selecting: Options/Save on your handset.
You can also send a tone/logo to your friend by adding their number at the end: **DO PTONE 300123 07081234567**.

picture messages sms# 87050

1. Send an SMS eg. **DO PPIC 320001** to the short number **87050**. You are free to use small or caps.
If you want to send the picture message to a friend, just add their number after the name and also if you like, a message at the very end (max 120 characters).
Eg. **DO PPIC 320001 07081234567 Wanna c me 2nite at your place @ 8...**

animated screen savers sms# 87050 WAP users

1. Send an SMS, eg. **DO PSAVER 330001** to the short number **87050**.
2. You will receive an SMS "Bookmark received", choose "View"
3. Save the bookmark: "Options" and "Save"
4. Open your WAP connection by choosing "Options" and "Go to"
--- After connecting to the service ---
5. Save the saver by: "Options", "View picture", "Options" and "Save picture"
6. You can activate the saver from your "Profiles" Personalise selection.

polyphonic ring tone sms# 87050 WAP users

1. Send an SMS, eg. **DO PPOLYTONE 310001** to the short number **87050**. You are free to use small or caps.
2. You will receive a link for the ordered tone within seconds to your handset.
You can also send a polyphonic tone to your friend by adding their number at the end: **DO PPOLYTONE 310001 07081234567**.

The network operator will charge you for each sent message, so be sure to be careful with the spelling of your orders.
The service is charged at £1.50 per item and is available to O2, Vodafone, Orange and T-Mobile subscription in England, Scotland or Wales. The service is open to users 16 and above. Please ensure that owner of subscription accepts order.
Send us feedback: info@fun4me.com or Mobile Avenue, PO Box 3667, London NW1 0AP

More funky mobile stuff at: **www.fun4me.com**

top-40 official fun4me chart

hottest stand out from the rest!

#	TONE / ARTIST	CODE
1	LOSE YOURSELF - Eminem	302268
2	DANGER! HIGH VOLTAGE - Electic Six	302286
3	SUPERMARIO - Nintendo	300507
4	JENNY FROM THE BLOCK - J. Lopez	302269
5	JACKASS - theme	301308
6	SCIENTIST - Coldplay	302259
7	I'M WITH YOU - Avril Lavigne	302283
8	No One Knows - Queens of the Stoneage	302284
9	WHAT'S YOUR FLAVA - Craig David	302270
10	All the Things She Said - T.A.T.U	302287
11	HALO - XBox	302107
12	THE LOGICAL SONG (RAMP) -Scooter	302119
13	DIE ANOTHER DAY - Madonna	302238
14	STAR WARS - theme	300249
15	FEEL - Robbie Williams	302253
16	THE KETCHUP SONG - Las Ketchup	302124
17	JET SET RADIO - Xbox	302103
18	TERMINATOR - theme	300522
19	METAL GEAR - Nintendo	302056
20	SMELLS LIKE TEEN SPIRIT - Nirvana	300988
21	LORD OF THE RINGS - theme	302120
22	ROCKY (Gonna Fly Now) - theme	300311
23	20th CENTURY FOX - Fanfare!	302113
24	KNIGHT RIDER - theme	300171
25	ONE - Metallica	300906
26	HERE TO STAY - Korn	301319
27	BY THE WAY - Red Hot Chili Peppers	302109
28	MORTAL KOMBAT - pc	302117
29	RAP SUPERSTAR - Cypress Hill	300092
30	COMMAND & CONQUER - pc	301143
31	POINTS OF AUTHORITY - Linkin Park	301136
32	CASTLES IN THE SKY - Ian van Dahl	300339
33	BAD BOYS - Inner Circle	300399
34	OBJECTION - Shakira	302192
35	FOOLS GOLD - Stone Roses	302254
36	INSOMNIA - Faithless	300324
37	DADDY DJ - Daddy DJ	300773
38	WISH I DIDN'T MISS YOU - Angie Stone	302288
39	PINK PANTHER THEME	300166
40	DIGITAL LOVE - Daft Punk	300679

games top 10 lock 'n' load!

1	SUPERMARIO SUNSHINE - Gamecube	302211
2	HITMAN 2 - Theme 1	302170
3	BUBBLE BOBBLE - C64	300371
4	ROGUE SPEAR - pc	301146
5	DOOM - pc	300872
6	TEKKEN 2 - Playstation	300889
7	SOUL CALIBUR - Dreamcast	301118
8	MORTAL KOMBAT - SNES	302117
9	BOULDERDASH - Commodore 64	300366
10	WAR CRAFT - PC	300871

heavy/metal

1	CRAWLING - Linkin Park	300689
2	PARANOID - Black Sabbath	300693
3	NOTHING ELSE MATTERS - Metallica	302229
4	NUMBER OF THE BEAST - Iron Maiden	300716
5	THUNDERSTRUCK - AC/DC	300095
6	IN TOO DEEP - Sum 41	301150
7	DREAMER - Ozzy Osbourne	302115
8	HELLS BELLS - AC/DC	302129
9	EPIC - Faith no More	301132
10	IN THE END - Linkin Park	301111

dance/hip hop party zone!

1	03 BONNIE & CLYDE - Jay-Z	302267
2	DILEMMA - Nelly	302239
3	CALIFORNIA LOVE - Tupac	300188
4	THE MESSAGE - Grandmaster Flash	300289
5	FLAT BEAT - Mr. Oizo	300340
6	RESURRECTION - PPK	301178
7	INNER CITY LIFE - Goldie	301279
8	BETTER OFF ALONE - Alice Deejay	301024
9	CLEANIN OUT MY CLOSET - Eminem	302125
10	WITHOUT ME - Eminem	302103

pop/rock rock me baby!

1	WAITING ROOM - Fugazi	302289
2	SELF ESTEEM - Offspring	302290
3	EVERY BREATH YOU TAKE - Police	300764
4	YOU SHOOK ME ALL NIGHT LONG - AC/DC	302280
5	I WANNA BE SEDATED - Ramones	302247
6	HATE TO SAY I TOLD YOU SO - The Hives	301280
7	THE ZEPHYR SONG	302127
8	ANIMAL - Def Leppard	301251
9	SUSPICIOUS MINDS - Elvis	301062
10	BAD BOYS - Inner Circle	300399

The ring tone service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6110, 6150, 6210, 6310, 6410, 7110, 7650, 8110i, 8210, 8310, 8810, 8850, 8910, 9000i, 9110, 9210.

tv/film themes groovy man!

1	CROCKETT'S THEME (Miami Vice)	302152
2	SILENT SIGH - Badly Drawn Boy	302281
3	EXORCIST	300217
4	HALLOWEEN	300138
5	JAMES BOND	300194
6	BEVERLY HILLS COP	300016
7	PSYCHO	301052
8	BOB THE BUILDER	300120
9	MISSION IMPOSSIBLE	300684
10	FRIENDS	300038

polyphonic top 10 new nokia 9210 & 9290!

1	CLEANIN OUT MY CLOSET - Eminem	310022
2	LOSE YOURSELF - Eminem	310280
3	DILEMMA - Nelly	310237
4	ALWAYS...BRIGHT SIDE OF LIFE	310001
5	STAR WARS - theme	310008
6	GANGSTA'S PARADISE - Coolio	310005
7	SUPERMARIO SUNSHINE - Nintendo	310148
8	HALLOWEEN THEME	310160
9	9PM - ATB	310113
10	METAL GEAR SOLID 2 - PS2	310284

picture messages top 10

The picture message service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6210, 6310, 6410, 8210, 8310, 8850, 8890 or 8910.

1 censored! 320743 | 2 censored! 320722 | 3 PARENTAL ADVISORY EXPLICIT CONTENT 320680 | 4 320818 | 5 320696
6 I WANT YOU! 320754 | 7 320750 | 8 320845 | 9 LOVE YOU! 320856 | 10 censored! 320808

Can also be used as background motives on series: 3310 ,3330, 3410, 3510, 5210 and 5510.

picture messages

Loading.. 320783 | 320651 | 320836 | Hi there 320744 | 320810 | LOVE YOU... 320673
321071 | 320712 | Drunk 320714 | 321069 | 320723 | HUG ME! 320746 | 320747 | 320672
321105 | 321066 | 321061 | 3207488 | 321074 | 320671 | Thank you 320763 | 320819

animated fun screen savers smart looks!

330010 | 330011
330014 | 330099
330074 | 330085

The service requires a compatible Nokia handset of series: 3330, 3410, 5210 or 5510.

logos top 20

The service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 3510i, 5210, 5510, 6110, 6150, 6210, 6310, 6410, 7110, 7650, 8110i, 8210, 8310, 8810, 8850, 8910, 9000i, 9110, 9210.

1 censored! 340163 | 2 340734 | 3 340269 | 4 MACHO 340730 | 5 340412
6 340220 | 7 340003 | 8 340675 | 9 DEVIL 340339 | 10 FUCK censored! OUS 340657
11 340704 | 12 Pervert 340714 | 13 SPANK ME 340627 | 14 Bitch 340654 | 15 PSYCHO 340656
16 ACTION 340683 | 17 340655 | 18 Dracula 340671 | 19 340672 | 20 J. Jameson... 340727

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...for your new ring tone or logo. Just follow the simple steps and we will send you the selected product within seconds. The service is available on selected Nokia handsets in England, Scotland, Wales and Northern Ireland. Calls cost £1.50/minute. Please ensure that owner of subscription accepts order.

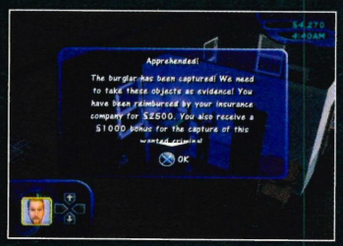
Writer Simon Griffin

THE SIMS



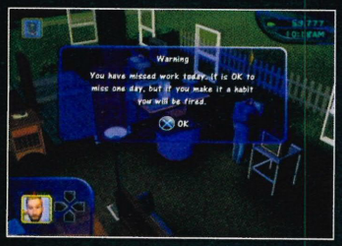
It's official, the home console has now moved from the bedroom to the front room, er, and the kitchen, the toilet...

LIFESTYLE TIPS



TEA LEAF

If you see a burglar approaching your house it doesn't matter if you don't have a burglar alarm, simply wait to see see which room they will enter first and pause the game. Now buy an alarm and install in that room. When the burglar walks in, the alarm will go off and he'll get arrested.



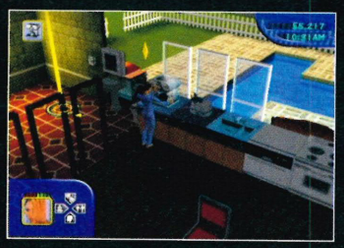
WORK SHY

If you miss one day at work it doesn't matter too much, but miss another and you'll get the sack. However, they call you on the phone to tell you so if you don't answer the phone when skiving you can get away with it. Just make sure another Sim doesn't answer the phone for you.



ANAL PROBE

When you use the telescope in order to increase your Sim's Logic skills watch out for UFOs, which will abduct them at a moment's notice. Your Sim will be returned but they may miss some work while they're away.



CAFFEINE HIT

If your Sim is on the tired side a quick hit of espresso will perk them up. Just keep an eye on their bladder level otherwise it may get messy.

SIMULATED CHEATS

Press L1+L2+R1+R2 simultaneously on the main menu to bring up the cheat menu then enter the following codes:

MIDAS
Unlock all objects, skins and two-player games.

FREEALL
Lets you buy all objects free of charge.

PARTY M
Unlocks the Party Motel two-player game



(you must actually start a game to open the Bonus menu on the main menu).

SIMS
Unlocks Play The Sims mode.

SKILLS

If you want to get anywhere in life you need to know what you're doing. These skills are essential if your Sim is to make it in the big bad world. Be warned, if they're in a bad mood then they won't cooperate.



Cooking

Increase this by reading cookbooks from a bookshelf. The higher this skill is the better your Sim's cooking will be and the more it will satisfy hunger.

Mechanical

Study this from a book or learn the practical way with the KraftKing Woodworking Table. The higher this skill is the faster your Sim will be able to fix things when they go wrong.

Creative

Your Sim's creative streak can be increased through many different pursuits, from playing the piano or guitar to painting and sculpture.

Body

These days being fit is very important, and some careers will require your Sim to be in peak physical form. Get the body beautiful by swimming or exercising with a treadmill or benchpress machine.

Logic

Unless you want your Sim to be dumb their whole life you'll need to get some logic into their brain. Use the chessboard or the telescope to get their brain cells up to scratch.

Charisma

No one likes a social leper, so your Sim needs to be likable and must be able to communicate with people, especially if they want to further their careers. Use any mirror to increase this skill.



MONEY FROM MOM

GOALS

Borrow $800 from Mom

If you want to get out of Mom's house quickly you're going to need to work fast. As soon as you get control pause the game and go into the Buy or Build menu. Use the left analog stick to go into Grab mode. Select the grandfather clock and sell it for $3,500. This immediately satisfies this goal. However, you will need to pay this back when you move out, but as long as you don't spend more than $200 you should be able to do this.

● **Unlocks: 'The Museum' two-player game**

Get a job

This is the last thing you need to do, so pick up the paper from outside and search its pages. If your Sim has a low fun level then they may be too depressed to look for a job. If this is the case then make them watch TV for a while to bring it back up. Once you've found a job that pays a decent wage, accept it.

● **Unlocks: PerspirAction Executive Treadmill**

Cook dinner without starting a fire

Study cooking until you have at least one point, then prepare dinner. If you don't study then you will start a fire and those Green Goddesses take ages – you have been warned.

● **Unlocks: Aromaster Whifferpuff Gold**

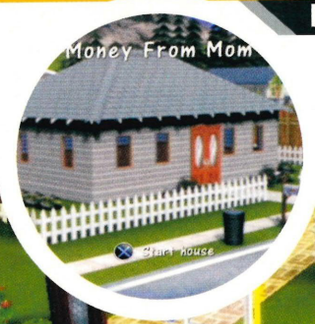
Fix the TV

Study mechanical until you have two points, then fix the TV – easy.

● **Unlocks: CharisMaster Vanity Mirror**

Get the bills from the mailbox and pay them

This only happens if you are in the house for more than three days. Mom will give you some money and tell you to get the bills from the mailbox. You must pay them otherwise you'll get a visit from the repo man.



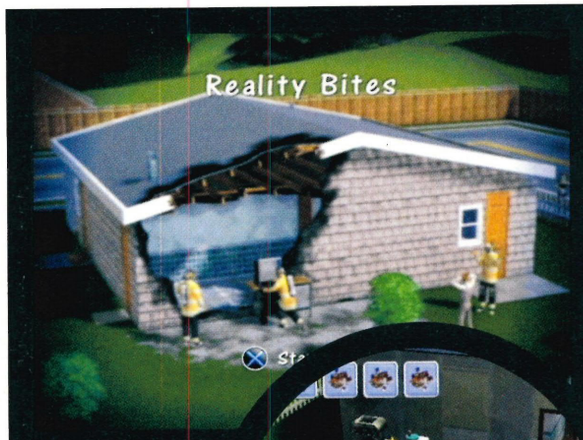
■ **You need to borrow $800 from Mom until you manage to get your Sim a job.**



BONUSES

Unlock Beejaphone Guitar
Leave the house in 24 hours or less

REALITY BITES



GOALS

Clean the place up

Clean up all the ash and rubbish that is lying around. The toilet also needs unblocking – it's a dirty job but somebody's got to do it.

● **Unlocks: Maid**

Fix the broken stuff

The TV, computer, espresso machine and clogged toilet will all need fixing. Learn some mechanical skills first, and then you can make an attempt to repair them yourself.

● **Unlocks: Repairman**



Upgrade your abode, when you go to Buy mode

You must add value to the house by buying objects. Value is also added by fixing the broken stuff so make sure you do that first and you'll only have to add another $250.

● **Unlocks: Electronic Insect Control System**

Get promoted to career level 2

Whatever career you've chosen you'll need to get promoted to continue through the game. Check your skills and any that contain yellow bars will need increasing. You may also need to have a certain amount of friends to get promoted so make sure your Sim is sociable. Once that is satisfied send your Sim to work in a good mood and when they return they should have a promotion.

● **Unlocks: Slurp 'N' Burp Beverage Cooler**

Get promoted to career level 3

As for the previous career level learn the skills you need and make sure you have enough friends then send your Sim to work in a good mood.

● **Unlocks: Teppan'Yaki Table**

Complete all goals so you can move out

Once you've completed all the goals Dudley and Mimi will ask you to live with them.

● **Unlocks: 'The Frat House' two-player**

BONUSES

Unlock Coat of Arms
Leave the house in four days or less
Unlock Purple Skirt
Make friends with Pauline Peacock
Unlock Purple Trousers
Make friends with Pierre Peacock

Writer Simon Griffin

PARTY ANIMALS

GOALS

Get promoted to career level 4

Upgrade your skills and make friends to get promoted to the next career level. You can also get Dudley and Mimi promoted if you send them to work in a good mood. They can't improve their skills however.

● Unlocks: Strip Poker Table

Get promoted to career level 5

Improve your skills further and make sure your Sim is in a good mood when they go to work.

● Unlocks: Libidinex Spa System

Upgrade your abode, when you go to Buy mode

You must add $1,500 in value to the house by buying objects for it. Try to buy things that will keep your guests amused when you have a party.

● Unlocks: SweetsWay Tree Swing

Throw a raging party

Use the 'Throw Party' option on the phone to get people to come round. Cook up some food for them and make sure they get in the hot tub or dance at the stereo. Just make sure all the guests are enjoying themselves and your Sim is in a good mood to make the party 'raging'. If Dudley or Mimi are at home then make sure they're also in a good mood and use them to cook the food so your Sim can mingle with the guests.

Move out with one of Dudley's friends at a party

Once you have completed all the other goals then you can ask one of the party guests if you can move in with them. Pick someone then make friends with them, you can invite them round separately to improve this friendship then make sure your Sim is in a good mood before asking them.



You can use the Spa to make friends...



...or throw a pool party!



The Spa is unlocked when you get promoted.

BONUSES

Unlock 'The Park' two-player game
Bobo the Bum will wander around the neighbourhood so when you see him, greet him then use the 'Give Food' option. Don't worry if you miss Bobo this time round as he does appear in later levels.

Unlock Head in Jar Curio
Leave the house in eight days or less



Unlock Camouflage Trousers
Make friends with Dudley



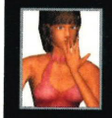
Unlock Cat Ears hairdo
Make friends with Mimi



Unlock Cheerleader hairdo
Make friends with Fran Foofaraw



Unlock Mullet hairdo
Make friends with Freddy Foofaraw



Unlock Red Camisole
Make friends with Zara Roomies



Unlock Backwards Baseball Cap
Make friends with Betty Roomies



Unlock Liberty Spikes hairdo
Make friends with Bingo Roomies



Unlock Mohawk hairdo
Make friends with Carlos Roomies



Unlock Fishnet Stockings
Make friends with Layla Roomies



Unlock Bowling Shirt
Make friends with Leon Roomies



HOT TO TROT

GOALS

Throw a raging party

As for the previous party you threw, your Sim needs to be in a good mood. There needs to be plenty of food for the guests to eat and some fun things for them to do.

● **Unlocks: 'Club Abhi' two-player game and 'Taylor's Place' two-player game**

Try and 'score' with a party guest

Pick a party guest to make friends with and during a party, try to 'score' with them. This involves a little more than a quick snog, however, and your Sim will actually get down on one knee and propose. If the party guest you're after refuses your advances simply talk to them some more until you are better friends and then try again.

Upgrade your abode, when you go to Buy mode

The value of the house must be increased by $2,000 so buy whatever you like to make your Sim's life better.

● **Unlocks: The Vibromatic Heart Bed**

Get promoted to career level 6

Keep improving your Sim's skills and send them to work in a good mood.

● **Unlocks: Sonic Shower**



■ Make sure your party guests have plenty to eat.

Get promoted to career level 7

You will need to have quite high levels of some skills, which will require a lot of your time. Use your other roommate to prepare all of the meals and to clean and tidy everything so that your Sim can spend as much time as possible improving their various skills.

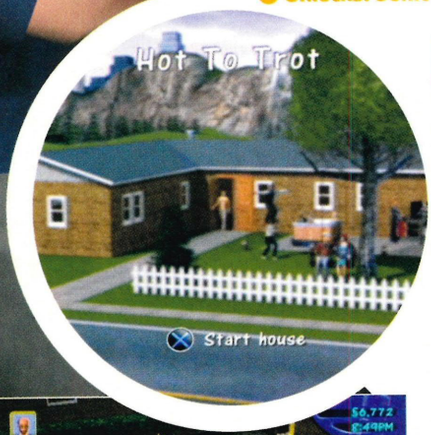
● **Unlocks: Artists' Block**



■ Your Sim takes relationships pretty quickly!











BONUSES

Unlock Wurl 'N' Hurl Jukebox
Leave the house in eight days or less



Unlock Top Hat
Make friends with Thomas Thimblewit



Unlock Geisha hairdo
Make friends with Theresa Thimblewit

Unlock Dyed-ends hairdo
Make friends with Pamela Party Girls

Unlock Cat-eye Sunglasses
Make friends with Ginger Party Girls

Unlock Genie Blouse
Make friends with Debbie Party Girls

Unlock Tiger-stripe Skirt
Make friends with Candy Party Girls

Unlock Flares
Make friends with May Party Girls

Unlock Cowboy Shirt
Make friends with Rod Party Guys

Unlock Striped Jumper
Make friends with Peter Party Guys

Unlock Gold-rimmed Sunglasses
Make friends with Randy Party Guys

Unlock Orange Lightning-bolt Sunglasses
Make friends with Woody Party Guys

Unlocks Cornrows hairdo
Make friends with Ziggy Party Guys

The Cheatmistress presents
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Alundra 2
Atlantis 3: New World
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Broken Sword 1 & 2
Burnout 1 & 2
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Colin McRae Rally 1,2&3
Commandos 2
Conflict: Desert Storm
Devil May Cry
Digimon World 1,2 & 3
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z: Budokai
Draken: Ancient Gates
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Evil Dead
F. Fantasy 6,7,8,9 & 10
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Hitman 2: Silent Ass.
Jak & Daxter
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Kingdom Hearts
LMA Manager 01,02&03
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Turok: Evolution
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Yu-Gi-Oh! F.Memories
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AGED UNDER 16, CALL THIS NUMBER
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24hr Customer Service: (Freephone) 0800 081 6000
All logos are trademarks of their respective companies

Writer Simon Griffin

WHO LOVES YA BABY

GOALS

Get promoted to career level 8

You need to spend even more time increasing your Sim's skills now but make sure they still have some fun otherwise they'll go to work miserable. It is worth noting that your Sim no longer has to make his or her own friends. Any friends made by your Sim's partner or children count as 'Family Friends' and will be added to the total needed for promotion.

Unlocks:
'The Maid's House' two-player game

Get promoted to career level 9

You're nearly at the top of the career ladder and any spare time your Sim has between eating and sleeping should be spent improving their skills.

Unlocks:
'Elle Belle' Pool and 'I Claudius' Roman Pool

Get Married

This goal only appears if your Sim's spouse leaves after a fight. You will need to find a new love for your Sim then propose when the option is available.

Upgrade your abode, when you go to Buy mode

You must increase the value of the house by $4,000 so buy some stuff for the kids to keep them amused.

Take care of the baby

As soon as you enter the house join your other half in the Libidinex Spa System or the Vibromatic Heart Bed. Once together use the 'Play' option and if they're in the mood you can get down to some baby making. The baby will appear soon afterwards and you must look after it immediately. If it starts to cry you will need to feed it, play with it or sing to it. The best bet is to do all three and it should keep quiet for a while. If you don't look after the baby and it continues to cry, Social Services will come and take it away. If this happens you must have another baby. The best idea is to put the cradle in the bedroom so if it starts to cry your Sims will automatically wake up.

Unlocks: Domestic Beach Simulator

Keep kids in school

Once your baby has grown into a child (after a few days) they will have to go to school each day. If their grade falls to an 'F' then they will be expelled and sent to military school. To prevent this happening, keep the kids in a good mood and make them study at a bookshelf, computer or telescope. It is possible to home-school the kids and never make them go to school. As long as their grades stay above an 'F' then they won't be sent to military school.

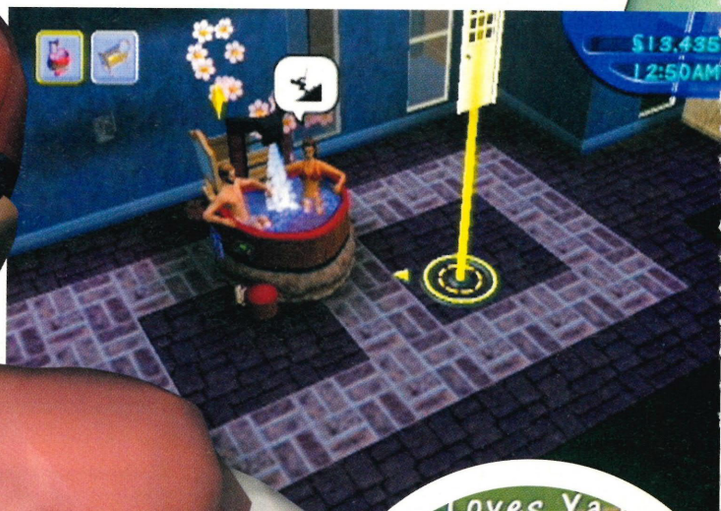
Have two kids

You can only have one baby at a time so don't try for a second until the first has grown into a child. Once the second is born the first can look after it too, so your Sim's partner is free to make friends, clean, prepare meals and even get a job if you want some spare cash. Bear in mind that kids can't use the Sonic Shower or any of the hot tubs so you'll need to buy a Hydrotherma Bathtub for them. Kids also can't prepare meals and can only get snacks from the fridge so make sure to keep the hunger levels down.

Unlocks:
Happy Thunder Neoscillating Sprinkler



- **You must stop the baby crying.**
- **Your Sim and its spouse will soon have kids...**



BONUSES

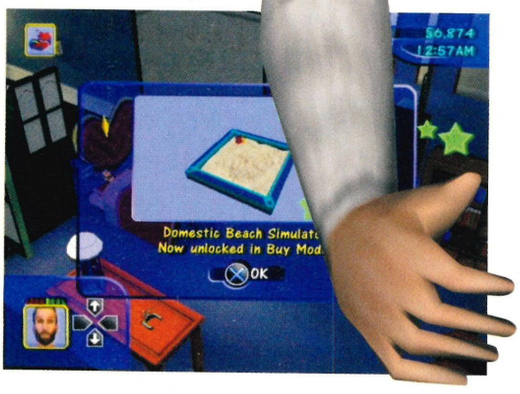
Unlock Bearskin Rug
Leave the house in eight days or less



Unlock Red Blazer
Make friends with Charles Cheeky



Unlock Egyptian Headdress
Make friends with Chantal Cheeky

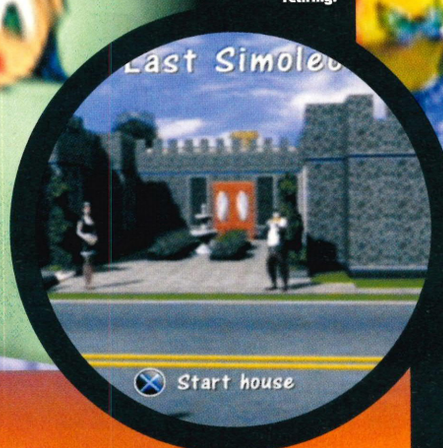


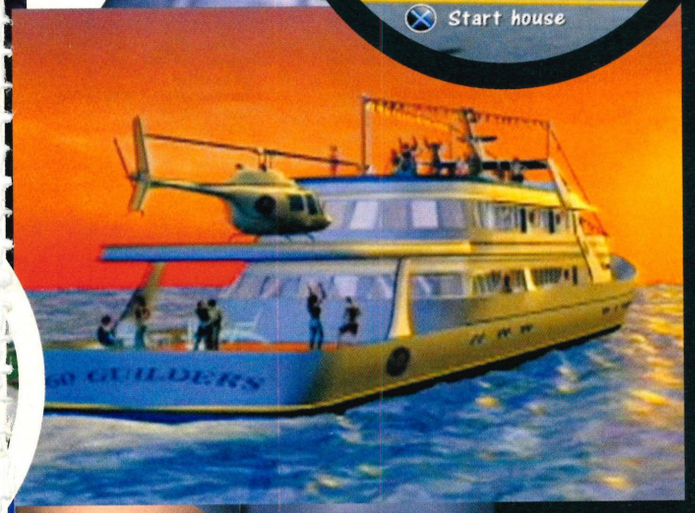




Increase your Sim's skills for one final promotion before retirement.

Throw one last party before retiring.





THE LAST SIMOLEON

GOALS

Get promoted to career level 10

This is it, your last promotion. Increase whatever skills you need to and keep your Sim happy. Make sure you have enough friends and use the other Sim to make more if you need to.

Send kids to Prep school with straight 'A's

If your kids have 'A' grades then this should happen almost immediately. If they haven't make them study at a bookshelf, computer or telescope until they do. Keep in mind that when they are sent to Prep School it will cost you $1,500 each so make sure you have some spare cash.

● **Unlocks: Meet Major Domo!**

Save $20,000 to buy a yacht for early retirement

When you leave the previous house Malcolm will reimburse you for all the money you spent on the house. Add this to whatever you have at that time and you may well have $20,000, so this objective will be completed already. The downside of this is that you don't have a choice whether you spend the $20,000 or not, so it may leave you with very little to spend on the new house, which has no furniture. However, you don't have to upgrade this house so you can sell whatever you don't need. The house is quite big so you can make some quick cash by making it smaller and selling some of the walls, floors, doors and windows, the bearskin rug and swimming pool are both worth quite a bit and aren't really essential, so sell them too. Get rid of the kids quickly so you won't need beds or other items for them.

If you don't have enough when you first get to the house you can send the other Sim to work for some extra cash, or get both their creative skills up and buy artists' blocks and an easel for them to sculpt and paint with. What they create can then be sold but you only make a decent amount if their creative skill is high. You can also buy a KraftKing Woodworking Table where your Sims can make gnomes to sell.

Throw one GREAT party before you retire!

Once you've completed the other goals then this one will appear. As for all previous parties your Sims must be in a good mood and there must be plenty of food available and things for the guests to do. If the party is a success then Malcolm will turn up in his limo to see you off. Congratulations, you can retire on your luxury yacht.

BONUSES

Unlock Rhino Trophy

Leave the house in eight days or less

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7748	5109	7317
7282	2855	7291
7296	3519	3712
3487	3449	3989
7273	4890	3709
7824	7260	7259
6693	7292	3710
3713	3472	2452
5079	7729	7253
7701	7801	7272
7274	6429	7753
7746	3466	2528
2454	7254	7751
5064	3913	2867
3442	3469	2622
3461	7256	3472
7315	7313	3520

MUSIC RINGTONES

1000's more on the internet - www.CheapTones.com

2Pac - Changes: 5156
ABS - What You Got: 7552
Afroman - Because I Got High: 5403
Alicia Keys - Fallin': 5730
Alien Ant Farm - Smooth Criminal: 5261
Ashanti - Foolish: 6807
Ashanti - Happy: 7518
Atomic Kitten - Tide Is High: 7603
Avril Lavigne - Complicated: 7977
Avril Lavigne - I'm With You: 8065
Avril Lavigne - Sk8er Boi: 7858
B2K Ft P Diddy - Bump Bump Bump: 8017
Big Brovaz - Nu Flow: 7834
Black Sabbath - Paranoid: 4013
Blazin' Squad - Crossroads: 7550
Blazin' Squad - Love On The Line: 7913
Blink 182 - The Rock Show: 4899
Blue - All Rise: 4311
Blue - Fly By II: 6383
Blue - One Love: 7856
Blue Ft Elton John - Sorry Seems: 7985
Bob Marley - No Woman No Cry: 6240
Bob Sinclair - The Beat Goes On: 8062
Bon Jovi - It's My Life: 1123
Bowling For Soup - Bad Guys Want: 6787
Bowling For Soup - Emily: 7805
Box Car Racer - Feel So: 6686
Britney Spears - I Love Rock 'N' Roll: 7882
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David Sneddon - Stop Living Lie: 8051
Dee Dee - Forever: 6809
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Electric Six - Danger High Voltage: 8019
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Elvis - Suspicious Minds: 3719
Elvis vs JXL - A Little Less: 6817
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Eminem - Lose Yourself: 7803
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Eminem - Suck My D***: 6234
Eminem - Without Me: 6604
Energy 52 - Cafe Del Mar: 7786
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Fat Joe / Ashanti - What's Luv: 6590
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Flip & Fill - True Love: 6095
Flip & Fill - Wanna Dance Somebody: 8035
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Gareth Gates - Suspicious Minds: 7769
Gareth Gates - Unchained Melody: 6381
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POLYPHONIC RINGTONES - NOKIA 3510, 3510i, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 7650

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Eminem - Lose Yourself: 7974
Eminem - Without Me: 6976
Girls Aloud - Sound Underground: 7971
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Ian Van Dahl - Castles In Sky: 6974
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Nickelback - How You Remind Me: 6950
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Shakira - Whenever Wherever: 6955
Shania Twain - Gonna Getcha Good: 7902
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PICTURES - NOKIA/SIEMENS

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7466	4036
7470	4287
5598	7410

ANIMATED SCREENSAVERS

NOKIA 3330, 3410, 5210 & 5510 - WAP NEEDED!

7005 - DOG LICKS SCREEN
6988 - BAD BOY!
7119 - SANTA'S MASK
7015 - MAD COW
7121 - SPINNING SKULL
7016 - CHEEKY MONKEY

5526	5512

JAVA GAMES

Nokia 3410, 6310i, 7210, 7650
Siemens M50/MT50, C55 - WAP NEEDED!



Fruit Machine: 8007



Ice Penguin **: 8009

OTHERS -
Aston Golf *: 8001
Black Widow: 8002
Chains: 8003
Demon Treasure: 8004
Diamond Mine: 8005
Forge A Fortune: 8006
Hell's Pit: 8008
Pillar Dodge: 8010

HOW TO ORDER
To order a game, send text "play xxxx" to number 87101, where "xxxx" is the 4 digit game code.
All games cost £4.50
*Not Nokia 6310i
**Not Nokia 7210

www.CheapTones.com, Box 220, M27 0WR. Calls to the Order Line are charged at 60p / min. (Ireland 126.91c / min.), average call is 2-3 mins. Call from a land line as charges may be more from a mobile. *Text orders cost £3. Text orders other than Nokia, add manufacturer to the end of text message, e.g. "play 3676 sagem". For the Help Line / Compatibility - call 0870 800 6991. Fax-Back Service 0870 800 6989. Logos for Nokia: nk402,nk702,3210,3310,3330,3410,5110,5130,5210,5510,6110, 6130,6150,6210,6250,6310,6510,7110,8210,8250,8310,8810,8850,8890,9110,9210. Pics for Nokia: 3210,3310*,3330*,3410*,3510*,5210,5510*,6210,6250,6310,6510,8210,8250*,8290,8310,8810,8850,8890. (* = Screensaver option). Graphix for Siemens: C45,ME45,S45,SL45,M50,A50,C55. Ring tones for Nokia: nk503,nk702,3210,3310,3330,3410,5210,5510,6090,6110,6130,6150,6210,6250,6310,6510,7110,8110i,8210,8250,8310,8810,8850,8890,9000i,9110,9210. Alcatel: 511,512. Motorola: V50,V100, V8088,T191,T250,T260. Sagem: MW3020,MC930,MC/MW932,MC936,MC/MW939,MC940,MC942,MC946,MC949,MC950,MC952,MC956,MC959. Sendo: All except D800. Siemens: C45,ME45,S45,SL45,M50,A50,C55. Trium: eclipse,110,mystral,odyssey.



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074 House Of The Rising Sun
076 Stan - EMINEM
077 Star Trek - Theme Tune
062 Bills, Bills, Bills - Destiny's Child
063 Cause I Got High - Afroman
064 Grease - Theme Tune
066 James Bond - Theme Tune
068 Star Wars - Theme Tune
069 Without Me - EMINEM
070 ET - Theme Tune
072 The Way I Am - EMINEM
030 Mission Impossible - Theme Tune
031 Austin Powers - Theme Tune
032 Clint Eastwood - Gorillaz
033 Out Of My Head - KYLIE
035 Lucky - Britney Spears
036 Men In Black - Theme Tune
037 Muppet Show - Theme Tune
038 Paradise City - Guns And Roses
039 Pulp Fiction - Theme Tune
040 Pure Shores - All Saints
042 Children - Robert Miles
043 Barbie Girl - Aqua
044 World Of Our Own - West Life
045 It's My Life - Bon Jovi
046 Genie In A Bottle - Christina
047 Freestyler - Bomfunk
048 Uptown Girl - Billy Joel
049 Don't Speak - No Doubt

MOVIE POLYPHONIC TONES

100 20th Century Fox
102 Ace Ventura - Pet Detective
108 Armageddon
110 Axel's Theme
112 Beetle Juice
113 Blade Runner
117 Casablanca
119 Conan The Barbarian
121 Dances With Wolves
122 Doctor Doolittle
124 Edward Scissorhands
125 Escape From LA
127 EVITA
128 Rocky
129 Fame
130 Flashdance
131 Footloose
133 George Of The Jungle
134 Ghostbusters
135 Goldfinger
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 What's My Name - Snoop Dog
483 Woo Hah - Busta Rhymes

ROCK AND POP POLYPHONIC TONES

530 Get Ready - 2 Unlimited
531 A Woman's 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 Woman's 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 - Blondie
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 Bldge
275 Flying Without Wings - Westlife
276 Fresh - Kool And The Gang
277 Frozen - Madonna
278 Get Ur 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 5-0 - 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 Quantum Leap
510 Red Dwarf
511 Roswell
217 Rug Rats

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TOP 20 CHART TONES

		CODE
1	DAVID SNEDDON - STOP LIVING THE LIE	11340
2	JAY-Z & BEYONCE KNOWLES - '03 BONNIE & CLYDE	11201
3	JURGEN VRIES & CMC - BRAVE NEW WORLD	11540
4	BUSTED - YEAR 3000	11362
5	GIRLS ALOUD - SOUND OF THE UNDERGROUND	11306
6	EMINEM - LOSE YOURSELF	11065
7	PANJABI MC - MUNDIAN TO BACH KE	11385
8	DANIEL BEDINGFIELD - IF YOU'RE NOT THE ONE	11063
9	JAIMESON FEAT. ANGEL BLU - TRUE	11450
10	CRAIG DAVID - HIDDEN AGENDA	11332
11	ELECTRIC SIX - DANGER! HIGH VOLTAGE	11377
12	CHEEKY GIRLS - CHEEKY SONG	11049
13	LAYO & BUSHWACKA! - LOVE STORY	11383
14	LOVE INC - YOU'RE A SUPERSTAR	11363
15	DIVINE INSPIRATION - THE WAY	11357
16	LEMON JELLY - NICE WEATHER FOR DUCKS	11067
17	THE WILDHEARTS - STORMY IN THE NORTH	11541
18	FEEDER - JUST THE WAY I'M FEELING	11338
19	DARREN HAYES - CRUSH	11481
20	AVRIL LAVIGNE - SK8ER BOI	11074

TONE OF THE WEEK

JAY-Z & BEYONCE KNOWLES - '03 BONNIE & CLYDE — CODE 11201

THIS WEEK'S SUPATONES

	CODE
Year 3000 - Busted	11362
Sound Of The Underground - Girls Aloud	11306
Sweet Child O' Mine - Guns 'n' Roses	5793
Phoenix Nights - Tv Theme	10754
The Godfather - Theme	5413
Sticking With You - Hyundai Advert	10592

CLASSIC TONES

Knightrider	0204	The Simpsons	9130	Halloween	0065
Indiana Jones	0199	Get Carter	5425	The Muppets	0099
Pulp Fiction	4860	Italian Job	4856	Great Escape	3548
Only Fools & Horses	6152	The A-Team	4847	Eye Of The Tiger	4852
BBC Cricket	4850	Magnificent 7	4826	Beverly Hills Cop	0013
Joe 90	5317	Magic R'about	4690	Banana Splits	5316
Benny Hill	0166	Winnie The Pooh	6179	Rainbow	4861
		James Bond	0025	Mission Impossible	0094
		Hawaii 5-0	4855		
		Dambusters	5061		

CHART TOPPERS

It Wasn't Me - Shaggy	3705	Lady Marmalade - C. Aguillera	4766
Uptown Girl - Westlife	3719	The Way To Your Love - Hear Say	4650
Pure & Simple - Hear Say	3729	Another Chance - Roger Sanchez	5213
What Took You So Long - Emma Bunton	3751	Eternal Flame - Atomic Kitten	5322
Survivor - Destiny's Child	4280	21 Seconds - So Solid Crew	5390
It's Rainin' Men - Geri Halliwell	4455	Let's Dance - Five	5399
Don't Stop Movin - S Club 7	3764	Too Close - Blue	5502
Do You Really Like It - DJ Pied Piper	4640	Mambo No.5 - Bob The Builder	5571
Angel - Shaggy Feat. Rayvon	4633	Hey Baby - DJ Otzi	5767

NEW RELEASES

Incredible - Darius	11443
Dance With Somebody - Flip & Fill	11446
Solsbury Hill - Erasure	11444
Times Like These - Foo Fighters	11445
Miss You Nights - Westlife	11217
Other Side - David Gray	11222
Rock Your Body - Justin Timberlake	11226
Stay Another Day - Popstars Rivals	11223
Supastar - Blazin Squad	11234
World Filled With Love - C. David	11240
You'll Never Be Alone - Anastacia	11241
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
We've Got Tonight - Ronan & Lulu	11149
Thug Lovin' - Ja Rule	11147
Girlfriend - Alicia Keys	11056
Put Him Out - Ms Dynamite	11070
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
Scorpio Rising - Death In Vegas	11143
Ordinary Day - Vanessa Carlton	11068
Tom Jones International - T. Jones	11079

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
Whiskey 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

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

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 - Phil 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

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

RAP

Bad Intentions - Dr Dre	6550
Bouncing Back - Mystikal	6642
Break Ya Neck - Busta Rhymes	7209
Crazy Rap - Afroman	6772
Diddy - P. Diddy	6646
Missing You - Puff Daddy	1584
Slim Shady - Eminem	1515
Ugly - Bubba Sparxx	6168
Woo Haa - Busta Rhymes	8195
Next Episode - Snoop/Dre	3676
The Way I Am - Eminem	1579
Stan - Eminem	1513
Ms Jackson - Outkast	3706
Haters - So Solid Crew	6520
Lovely - Bubba Sparxx	6756
You Gets No Love - Faith Evans	6637

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

Crouching Tiger Hidden Dragon	**11412**
Dirty Dancing	**11414**
Gladiator	**11417**
Philadelphia	**11424**
Captain Scarlett	**10747**
Enterprise	**10750**
Formula 1	**10751**
Futurama	**10752**
Phoenix Nights	**10754**
The Girl Of My Best Friend	**10756**
Dawson's Creek - Theme	**10638**
Hitchhiker's Guide 2 Galaxy	**10640**
Jackass TV - Theme	**10641**
Monkey - Theme	**10643**
Smallville - Theme	**10644**
The Osbournes - Theme	**10645**
Chef's Song - The Muppets	**10590**
Dukes Of Hazard - Theme	**10591**
Sticking With You - Hyundai	**10592**
The Fall Guy - Theme	**10593**
Trigger Happy TV - Theme	**10595**
Airwolf - Theme	**4680**
Benny Hill	0166
Beverly Hills Cop	0013
Buffy The Vampire 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 - James 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
Grange Hill	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 And The 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

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Mundian To Bach Ke - Panjabi MC	601323
Sacred Trust - One True Voice	600866
Sk8er Boi - Avril Lavigne	600867
Scorpio Rising - Death In Vegas	600868
Sound Of The Underground - Girls Aloud	600869
You're A Superstar - Love Inc	600870
Sorry - Blue feat. Elton John	600859
What My Heart Wants To Say - G.Gates	600860
Naughty Girl - Holly Valance	600861
Thug Lovin' - Ja Rule	600862
Puppy Love - S Club Juniors	600865
We've Got Tonight - Ronan & Lulu	600845
If Your Not The One - D. Bedingfield	600846
The Last Goodbye - Atomic Kitten	600847
Rushes - Darius	600848
You Sexy Thing - Hot Chocolate	600520
Baha Men - Who Let The Dogs Out	600065
Deep Purple - Smoke On The water	600060
Ricky Martin - Livin La Vina Loca	600005
DJ Sammy & Yanou - Heaven	600825
Craig David - What's Your Flava	600792
Romeo - It's All Gravy	600793
Shaggy - Hey Sexy Lady	600794
Nelly - Dilemma	600311
Blue - One Love	600305
Las Ketchup - The Ketchup Song	600308
Big Brovaz - Nu Flow	600304
Oasis - Little By Little	600247
Eminem - Cleanin' Out My Closet	600259

Poly TV/Film	Code
The A-Team	600266
Titanic - Celine Dion	600217
Lord Of The Rings	600191
Ghostbusters - R. Parker Jnr.	600189
The Simpsons	600241
Baby Elephant Walk - Mancini	600009
Jaws	600112
Deer Hunter	600038
Pulp Fiction	600562
Benny Hill Theme	600387
Halloween	600473
The Muppets	600249
Mission Impossible - Theme	600230
Axel F - Harold Faltmeyer	600226
James Bond - Theme	600222
Under The Sea - Little Mermaid	600041
Speak Softly Love - The Godfather	600042
Inspector Gadget	600030
Hawaii 5-O	600085
The Good, The Bad & The Ugly	600086
The Entertainer - Scott Joplin	600033
Star Wars	600240

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Eminem - Without Me	9015
Ja Rule - Livin' It Up	6270
Blazin' Squad- Crossroads	10397
Nelly - Hot In Here	8972
Ashanti - Foolish	9302
P Diddy - I Need A Girl	9746
D12 - Purple Hills	5271
UB40 - Kingston Town	5469
Prodigy - Out Of Space	6425

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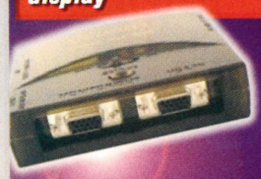
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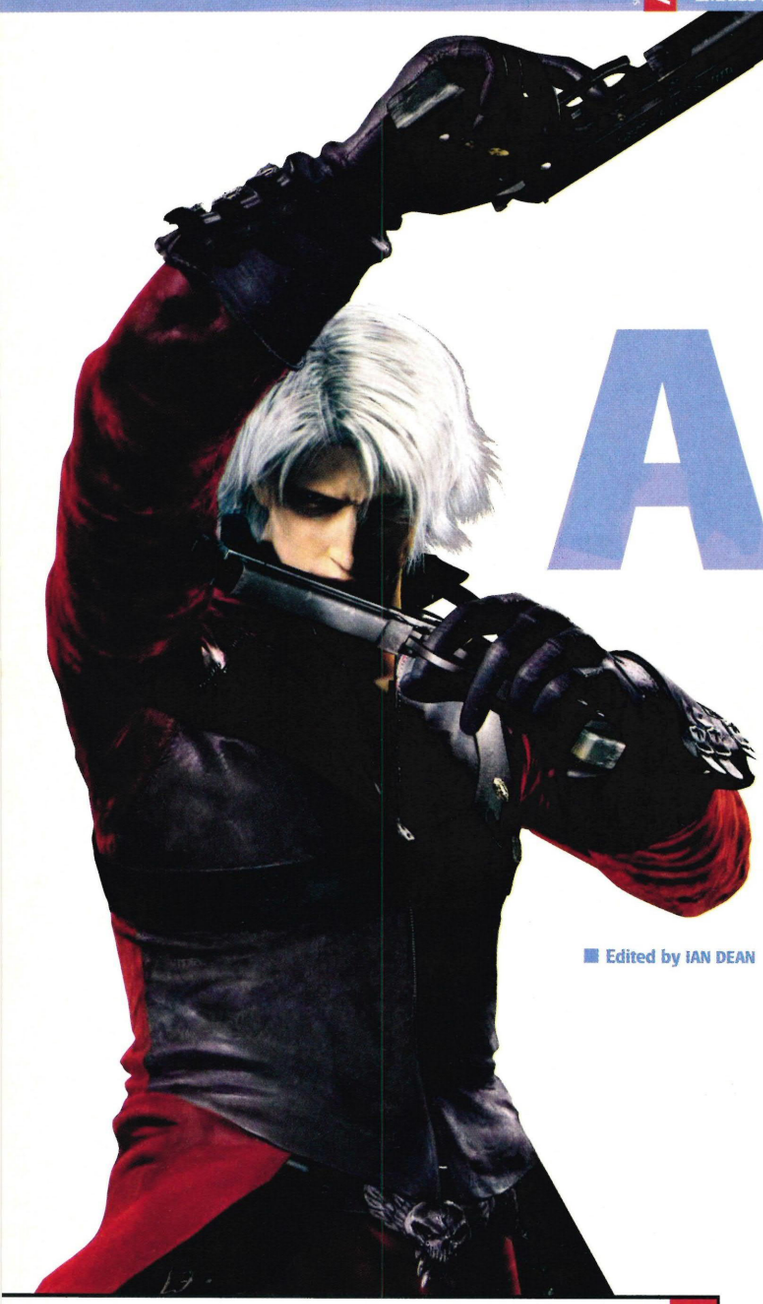
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ARENA





Edited by IAN DEAN

MONEY FOR NOTHING?

Paying more for PS2 games and accessories is better because you get a lot more for the extra you spend. When you buy a PS2 console you get better graphics and a DVD player, but with the PSone you don't get graphics half as good and all you can do is play games. The other good thing about paying more for a PS2 is you can get all the good games like *GTA: Vice City, The Getaway* and *Pro Evolution Soccer 2*.

Even though you have to pay about £20 more for PS2 games you get a lot more, such as better on-screen graphics, good sound effects and sound quality, the game doesn't crash as often and you get much more entertainment. I used to have a PSone but sold it so I could get a PS2 instead because you get a lot more for your money. This is why spending a lot more on a PS2 can give you a lot more things. The PSone is too old now, the graphics are rubbish and there aren't really any good games for the PSone.
Liam Toodle, Leeds

Anyone who starts a sentence with: "The good thing about paying more..." is in for a taste. The argument that you get more for your money with a PS2 game is, to some extent, true. In terms of development time and costs PS2 games are higher than those of the old PSone, but the PS2 is two years old now and those costs of production have come down. At this stage in the PSone's lifespan games were cut by £10, why not do the same for PS2 titles and bring the price of games down to £29.99? On a bright note for the future, there is news this month of a new £9.99 range of PS2 games coming in the next few months, though PLAY predicts the quality will be poor.

For a closing message, PLAY would just like to champion the PSone titles that are out there – the console is a great machine and has thousands of games for it that still look and play good today, including: *Metal Slug X, Street Fighter Alpha 3, Ridge Racer Type 4, Metal Gear Solid* and, just last year, the excellent *Delta Force*. This is a cheap games machine for games, not a DVD hybrid and offers great value for those who are prepared to hunt out second-hand titles, which will also run on the PS2.

SK8ER BOI

You've got an amazing magazine going, so keep up the good work. I am proud to say I am a faithful PLAY magazine reader, but I am writing to you for the first time.

Enough with the boring bit though, I'll get to the point. This was the scenario in GAME when I went out into town some weeks back: Which one to choose? *Vice City* or *The Getaway*? Oh, to hell with that. I bought *Vice City*, Dad bought *The Getaway*. Everyone's happy. The point is, these are great games, but I reckon there should be better ideas.

Here's a few: my brother loves Bionicle, so there should be a Bionicle RTS game. You could build and design your own team, then you could have techbots to upgrade what you've built instead of lousy tech centres. And when 'GTA5' comes out, the game should feature scooters, skates and skateboards. There wasn't the same variety of missions as *GTAIII* in *Vice City*, but a more in-depth plot made up for it.

Anyway, keep up the good work.
Liam Jones, Cardiff

Normally we'd ignore a ramble like this what with mention of something called a "Bionicle" (his brother should have that looked at, it could spread). But the mention of scooters and skateboards in the next *Grand Theft Auto* really got our backs up, especially Will who had to lie down and focus on the good times – which generally involves Raccoons and pie. Well honestly, is there nothing sacred from the skateboard revolution? What will it be like performing a 'hit' on a mod boss whilst scooting down the pavement like a lop-legged pleb? Now, if you could punch skateboarders off their boards or knock a passing scooter kid into a lorry, that we'd like. We'd like that a lot. Skateboards have their place – in skateboard games.

FREE GAME!
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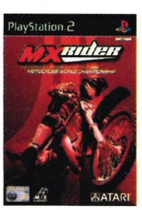
Every letter printed wins a free Atari game!

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







MESSAGE FROM THE FRONTLINE

Until recently I have been wondering if my purchase of the PS2 (around 12 months ago) was a complete waste of time. I am quite a fussy gamer, having owned every gaming platform since the SNES. I can honestly say that nothing gave me the 'come back for one more go' feeling more than *Zelda* and *GoldenEye* did on the N64.

Having waltzed through *GTAIII* very boringly (yawn) and half-completed *GTA: Vice City* before becoming too bored to hold my eyes open with matchsticks, I got hold of *Medal Of Honor: Frontline* – a great, gritty, real shoot-'em-up which has done the PS2 some justice in my eyes. But I also took your advice and purchased *TimeSplitters2*... WOW! What a big, colourful, in yer face, come-back-for-more shoot-'em-up – what a game!

This has changed my opinion of the PS2. Please give us more. Forget your drive-around-hopping-in-and-out-of–cars-with-poxy-missions-to-try-and-keep-you-in-there gameplay, give us *GoldenEye*... Sony-style.

I do love the PS2, but I have recently purchased an Xbox and I will be buying a GameCube next month... comparison's a must! *TimeSplitters2* is leading so far though...

Lee 'sick and tired of crap drive arounds' Johnstone, Carlisle

This one's open season. Who on earth could get bored by the freedom, originality and richness of *GTAIII* and *Vice City*? Perhaps someone who finds small, pointy-eared boys in green skirts endearing? Come on, *Zelda* is dull. Who wants to sit by a pond fishing when you could be tearing up Miami in a Ferrari listening to the Cutting Crew's *I Just Died In Your Arms Tonight*?

Glad you agree though that *MOH: Frontline* and *TimeSplitters2* are excellent titles, if there is one thing the PS2 does well it's fps. We'd also recommend *Red Faction, Half-Life* and *Quake III: Arena*. Let us know what you think of the GameCube and the Xbox, we've played on both and whilst there are one or two good games, such as *Halo* (which is, indecently, coming to the PS2 this year), the machines are very limited in their range of games and originality.

SOME MOTHERS DO 'AVE 'EM

Am I the only one who has a mother that absolutely hates any games with violence, swearing and sex/nudity?

Here's my problem: How can I get a copy of *GTA: Vice City* for my good friend, my PS2, without letting my mother know? Or do you have any good excuses for why I need to have the game? Something like: "the PS2 will fall apart without *Vice City* and you will have wasted £199 on it."

It's a brill game, but at the moment I have to go over to my friend's house to play it, which is really annoying because he wants to play it too.

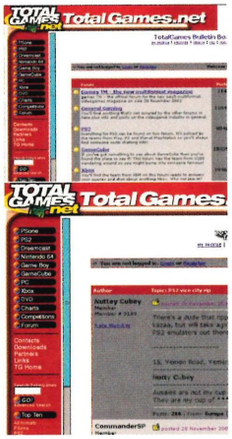
Sebastion Mergler, South Wales

PS. Thanks for the *Stuntman* cheats on the issue #98 DVD. It got me past the 'Head On' level (*Live Twice For Tomorrow*). I was stuck there for ages, but thanks to the cheats I did it straight away.

What can we say? Mothers always know. There really isn't much you can get past a mother. We suggest you either beg and whine at her until she understands that your very happiness depends on playing this game, or you wait and, shall we say, grow in to such things as sex and violence.

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.

MORE X APPEAL

X-rated games of 18, what a load of bull! I am 14 years old and now have a collection of 18 X-rated PS2 games (to my parents' dismay) and would like to point out that it would be a good idea to have a tone down option in a game's settings menu. This could tone down the gore, etc.

This way my younger brother (who is aged 8), who has outgrown *Spyro* and other crappy games like that, could play on games like *Vice City*. I think it is time manufacturers should include such features because in many game-playing families there are differing age ranges and it would enable a younger audience to play.

Brett Stevens

PS. I would just like to say how good your mag is and how issue #97, which had the *GTA: Vice City* cheats disc, really helped me to get further in the game. Cheers.

This isn't a new idea, the majority of games feature options in the menus to tone down blood and gore. But at the end of the day the act of hacking at an innocent pedestrian with a golf club is fun, but violent, and blood or no blood, this is still the case and at the heart of games like *Vice City, Mortal Kombat* and *The Getaway*. The ultimate solution is to accept that games aren't real, they're GAMES! Get over it.

PLAY IT AGAIN

I would like to congratulate you on producing a great magazine every month, your reviews are always spot-on and your cheat section is great.

My reason for writing is to complain about the shortness and lack of replayability in third-person action games. Even games like *Devil May Cry* – which is the best game on the PS2 – suffer. While it is full of action, once it has been completed there is no motivation to play it again. I completed the game in a few hours and have not played it again. Excellent games like *Devil May Cry* are gathering dust while games that are not so good, like *LMA 2003*, are being played every day.

I am a big fan of RPGs as well as action games and have spent many months of my life trying to complete the *Final Fantasy* series. However, I have as many action games as RPGs and it has taken me about two weeks to complete them, and the games I have completed have never been played again.

Perhaps, to gain some replayability, games developers should include a two-player mode in the game. A two-player Deathmatch and Cooperative mode in *Devil May Cry* would have been excellent and would have given a huge replay value for the game. How many hours have gamers spent playing two-player in *Medal Of Honor*? Yes, I know *Medal Of Honor* is a first-person shooter and *Devil May Cry* is a third-person action game, but for an action game to have multiplayer options would surely make it last for a lot longer.

Come on action game developers, get in on the act, we want longer, multiplayer action games which will give us a lot more motivation to play them again and again.

Josh Olsson, Bristol

LETTER OF THE MONTH

DAMAGED GOODS

I am writing to you while working in my local newsagents as is obvious from the fact that it's on a till receipt. I was reading through the papers today and noticed the article about how games are to blame for violence among kids, which has to be true because we're all slaves to games, right? They are our masters and we follow their examples. I'm always finding rocket launchers in people's swimming pools and stealing cars to do ludicrous jumps. Who do the Government think we are? If they were right then what would you guys be like? You play more games than anyone. (Well, maybe not as much as I do.)

Oh well, there will always be controversy over games – probably because the old gits in Parliament can't grasp the controls for *Pong*.

I hope you print this letter. Mag's great and so forth.

Matt Wylts, Hove, East Sussex

It's true, Matt here wrote his letter in on bits of till receipt paper taped together. When the anger builds and you have to put pen to paper you can't pick and choose your materials.

The point is well made and we here at PLAY agree completely – games don't cause violence in people, violence in people and social depravation causes violence on the streets and in communities. Naturally though, the government want an easy scapegoat. If it's not videogames it's films, if it's not films it's rap music – the easy option all the time. Recent games under attack by Culture Minister, Kim Howers, were *Half-Life* and *Carmaggedon*. Er, hello Mr Howers, those games are two to four years old now. Good to see you know exactly what you're talking about!

Don't worry though, the whole thing will blow over pretty soon and politicians can go back to blaming another section of society they have no contact with or knowledge of. That is until the PlayStation3 comes out and phrases like 'the graphics are incredibly lifelike' and 'the lighting effects bring the game world to life with stunning realism', will turn attention back to our innocent pastime.

"I'M ALWAYS FINDING ROCKET LAUNCHERS IN PEOPLE'S SWIMMING POOLS AND STEALING CARS TO DO LUDICROUS JUMPS"

Matt Wylts, Hove

We agree somewhat with your argument here – third-person games are notoriously short-lived, but this isn't generally a bad thing. Action games need to be short bursts of intense gameplay to really impress. It may only last a week, but *DMC* never fails to impress whilst you play. If you had another ten levels of the same gameplay seen in *DMC* it would get repetitive.

As for multiplayer modes? This would simply distract from the core values of third-person action adventures. In *DMC* it is you against the enemy in a tight story-driven game – more modes, characters and multiplayer would lose the atmosphere and immersion.

There are ways to improve though and offer value for money. *Onimusha 2*, also from Capcom, offered multiple story paths and controllable characters that became available as the certain puzzles and challenges were met – no one game was ever the same even after a dozen plays. Other recent games have more importantly offered a wider freedom to play levels, such as Eidos' *Hitman 2* and, of course, the *Grand Theft Auto* series. Online gameplay could solve the debate once and for all with freedom, multiplayer gameplay and heavy scripting being promised in *Resident Evil Online*. Only time will tell.

LICENCE TO PLAY

I would like to ask how you can give such high ratings to *Pro Evolution 2* even though the game isn't licensed? How can it possibly be entertaining to play a football sim which is no more realistic than Jordan's boobs? I cannot understand why people would enjoy playing with Rod Van Nistelro and Ravoldi, where's the fun in that? I am a big fan of football games, but this can't be right.

I am also a huge fan of the work at PLAY and have relied on your ratings up to this point. In 2001 *Pro Evolution Soccer* received 97% in PLAY magazine and I thought, "WOW!" I didn't get around to testing the *Pro Evolution* titles until this year, when I played the second in the series. I was very disappointed with the lack of realism in the players and teams. I thought that you would agree, but the game went one step further in 2002 and scored 98%, how? I have never shown any interest in football games except the *FIFA* titles and at this rate I never will.

I did agree with you in 2001 at the poor effort from *FIFA*, but in 2002 I was delighted with the game after renting it, so I bought it the next day. The only competition in footballing gaming is the *This Is Football* series, which rightfully were rated poorly by this top-notch magazine. In my view, opposing football games to *FIFA* must step up a gear to compete. It would be very interesting to see if the *Pro Evolution* titles could get a licence to player names and teams because then we would have a real competition on our hands, which is always great in the long run.

"HOW YOU CAN GIVE SUCH HIGH RATINGS TO PRO EVOLUTION 2 EVEN THOUGH THE GAME ISN'T LICENSED?"
Stuart McDonald, Thetford



I agreed with the 88% rating of *FIFA 2003* and that the game still has room for improvement. I have written to PLAY before but my letter has not been printed. I think that I have a point to argue this time and I hope you understand my point of view!

Also, I would like to mention that the Xbox is taking control of the football manager games with the *Championship Manager* series. The PS2 has many footie manager games, the best of which is the *LMA Manager* series. Do you at PLAY know whether there is any talk of *Championship Manager* being released on the PS2?

Thanks for the great work at PLAY, which has brought entertainment to me for many years. Keep up the amazing work.

Stuart McDonald, Thetford

We had absolutely no doubt in our minds when we awarded one of PLAY's highest ever scores to *Pro Evolution Soccer 2*. The first game was an absolute masterstroke of coding that we were still playing in the run-up to the second game's release, and then *Pro Evo 2* duly blew it out of the water.

For goodness sake man, you've obviously been a reader of this magazine for a while and know that we have never pandered to games with 'big licences' – and we're not about to start now. *FIFA* only lends a superficial authenticity with its real tournaments and player names, surely it's the gameplay that really counts and in this department there really is no comparison to make – *Pro Evo*'s match engine outstrips the competition with ease.

Consider this too: *Pro Evo 2* now has a much more elaborate transfer system inside a much more intoxicating and comprehensive Master League mode, the on-pitch action is so much tighter, the ball physics so much more accurate and the players really do behave like their real-life counterparts. What's more, winning competitions unlocks classic players of old (Bestie!!!) and success in the Konami Cup (choose three teams and stick it on one star) unlocks all the correct commentary names for the Master League, which are easily altered in the Edit mode...

Ah yes, the Edit mode. Given some patience you can change all the player's monikers to their correct spelling and instantly create this surface realism that you believe is so darn important. But let's reiterate our initial point once again – surely it's more important that players respond and react like real players rather than just looking like them and having their names spelt right?

As for *Champ Manager*, a PS2 edition is unlikely because of the game's sheer scale. To use one of your metaphors, it would be like trying to hold up Jordan's breasts with a strand of wet tissue paper – something would just have to break. When the 'Pretty Polly' Hard Drive arrives, this may well be a different matter.

NOT LETTER OF THE MONTH

YOU LOVE US

I'm a longtime reader of your magazine. For some reason I bought the *Official PlayStation2 Magazine* for the first time (don't worry I bought your magazine as well!) and I was shocked to find how crap *the Official Magazine* was. The reviews were terrible and their jokes were just not funny. That just goes to show that to be 'official' is not always to be the best.

You reviews are very good and I agree with about 90% of your scores. I also have to say that you are the funniest magazine out there and the rudest – you advertise figures of porn stars (issue #93)!

The best thing about PLAY though is PLAY TV. I loved the review of *BMX XXX*. For some reason I found it funny when you called us "little perverts". Also, when other magazines reviewed *Vice City* they covered the driving sections without crashing and running people over, whereas you seemed to go out of your way to run people over.

The woman on PLAY TV is very good. You won't find a voice like that anywhere except PLAY TV. I also think you should let Will Johnston do more of the reviews on PLAY TV. He is the best at it.

Hold on, I'm almost done, what is with all the sex chat lines in your magazine? I'd say about 90% of the people who read play must be under the age of 18, so what is the point? Well, you're more than likely wondering what the point of this letter is – it really is just an advertisement for how great PLAY is. Keep up the good work and keep making people laugh.

Shane Fahey, Athelone, Ireland

PS. Please print this

PSS. Please, please print this, I'm begging you, if you could see me now you could see that I am on my knees. You can even make this Not The Letter Of The Month. I don't care, just please print this.

Now we're usually above this sort of slobbering, crawling, licky praise, but for once we have in Shane a reader who appreciates the finer points of PLAY, a reader all too understanding of the need to focus on the sex and violence that purveys our society and our games. Yes Shane, we do tend to run people over in cars, we do suggest every reader needs a 12" Jenna Jameson action figure and yes, for our sins, we do deliver funny, intelligent and accurate reviews that aren't bought buy The Man's money.

Well, God dammit if it's a crime to want to tell the games players of the world just what is worth forty quid of your money each and every month in an in-depth, humourous and accurate way and if it's wrong to offer unbiased opinion and to be unofficial, then The Man is just going to have to come down here and lock all of us up. And, let's just say, we won't go quietly...

PLAY

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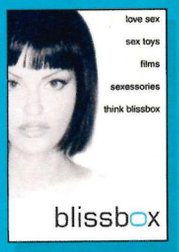


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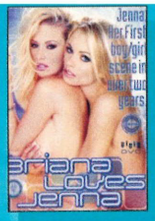


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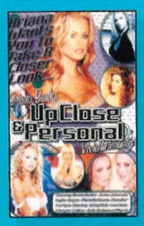
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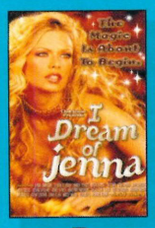
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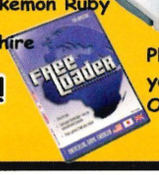
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PLAYlist

Need advice on what games to buy? Then look no further than the definitive guide to the world of PlayStation2 – the PLAYlist. Every month we update the most comprehensive list in the business to give you a brutally honest opinion on what's hot, what's not and what's severely past its sell-by-date.

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PLAY's top fives for every PS2 genre, this month's top ten and the PSone top 100

playstation2

game title	issue	score	we say...
4X4 Evolution	74	72%	Average and annoying 4X4 racer
4x4 Evo 2	98	50%	Rather uninspiringly follows the tracks left by the original
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
Alpine Racer 3	99	52%	Straight-down-the-line (ie middle-of-the-road) skiing, er, fun
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
Ape Escape 2	98	89%	You is a monkey if you likes platform games but you don't buys this
Arctic Thunder	83	13%	It's... wait for it... snow joke!
Armored 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	80%	*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!
ATV Quad Power Racing 2	99	81%	Well-conceived racer with playable Challenge mode
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
Battle Engine Aquila	98	90%	Mech combat on a grand scale
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
BMX XXX	98	52%	Mindless schoolboy humour inside the *Mirra* engine
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
Contra: Shattered Soldier*	98	76%	Faithful updating of the classic series but very difficult
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!
Defender	98	80%	Intelligent update of a true classic
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
Dragon Ball Z: Budokai	98	73%	A decent enough challenge that fans will definitely enjoy
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	47%	Unremittingly violent *Tetris* 'update'. Sorry, that's listless *Tetris* wannabe
Ejay	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*	81	96%	The most exhilarating and engaging game ever

playstation2

game title	issue	score	we say...
Final Fantasy X	90	94% Classic	Easily the greatest RPG to grace the PS2 so far
Fireblade	92	70%	Good ideas executed with no proficiency
Formula One 2001	77	93% Classic	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
G1 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 Prix Challenge	98	85%	Infogrames nick pole position from Sony
Grand Theft Auto III	82	98% Classic	The finest game the planet has ever seen!
GTA: Vice City	97	97% Classic	Style with substance, screwdrivers, prostitutes and 99 Red Balloons
Gran Turismo 3: A-Spec	79	91% Classic	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
Harry Potter	98	50	If these were a 'Quidditch' they might just be of worth. Possibly
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% Classic	Hard-edged assassinate-'em-up that plays as good as it looks
ICO	87	90% Classic	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% Classic	Surprisingly fun given that it's nothing new
James Bond In... Agent Under Fire	85	94% Classic	Girls, guns and gadgets make the best Bond game to date!
James Bond: Nightfire	97	90% Classic	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 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% Classic	Disney meets *Final Fantasy* and has a platform-RPG baby.
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
Legends Of Wrestling II	99	62%	Flawed wrsetler for the die-hard fan only
Legion	94	57%	King Arthur turned in his grave. Twice
Lego Drome Racers	99	73%	Sedate in comparision to *Wipeout* and *Burnout*, but not awful
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
Lotus Challenge	80	72%	Licensed racing that'll test your skill and patience
Madden NFL 2001	70	91% Classic	The definitive American footie title
Madden NFL 2002	83	91% Classic	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

playstation2

game title	issue	score	we say...
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% Classic	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 rushed, 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...
Minority Report	98	70%	Shallow if pretty beater that bears little resemblance to the film
Monsters, Inc.	86	65%	The game really doesn't belong on a PS2!
Mortal Kombat: Deadly Alliance	99	84%	Certainly not im-Mortal, but still highly playable
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% Classic	Insane hockey that's a delight to play. Body-check it out!
NHL Hitz 2003	96	90% Classic	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% Classic	Another Capcom survival horror classic of the highest order
Onimusha 2: Samurai's Destiny*	95	90% Classic	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% Classic	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!
Premier Manager 02/03 Season	98	65%	Original idea that doesn't really work this time around
Prisoner Of War	92	79%	Occasionally exciting, constantly aggravating but saved by true originality
Pro Evolution Soccer	83	97% Classic	The best, most accurate, most intricate football game ever made
Pro Evolution Soccer 2	96	98% Classic	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% Classic	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% Classic	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% Classic	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	85%	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

continues over

arcade shoot-'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

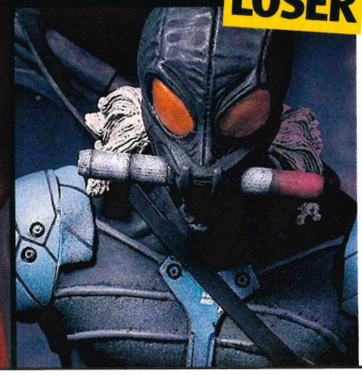
* Indicates an import review

head-to-head tesshu vs raiden



WINNER

Doctor by day, assassin by night, he's a big man but he's well in shape and he's coming to operate on a patient near you. We love *Tenchu*, it has a special place in our hearts labelled "Games some of us played while on the dole." To add a new character could have been a drastic mistake on K2's behalf, but thankfully Tesshu is possibly the greatest addition to a game series in the history of forever. You can take Ms Pac-Man and Tails the Fox, this practitioner of unnecessary surgical procedures is everything we want from a new character, and then we find out he can distract guards by mimicking chickens and cows. What a legend. And he fights bare-handed too – Tesshu, we salute you.

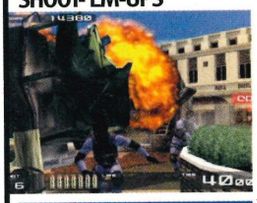


LOSER

We didn't expect him, we didn't like the look of him and we found playing *Sons Of Liberty* even less rewarding because of him. Yes, Raiden. Easily the most controversial, ridiculous character ever to enter the arena of videogames and cause collateral damage, ever. All that hooey about him being beautiful and innocent and another way to see how Snake operates, who cares, he's just awful. Bad hair, girly face, whiney, stupid-cart-wheeling-motherless-son-of-a bitch. To misquote Gollum from *The Two Towers*, "We hates him, we wants to straaaaaaangle 'im we does." Loser.

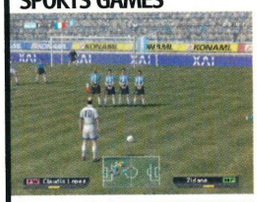
TOP FIVE

SHOOT-'EM-UPS



01 Time Crisis 2
02 Police 24/7
03 Rez
04 Virtua Cop Elite
05 Star Wars Starfighter

SPORTS GAMES



01 Pro Evolution Soccer 2
02 Virtua Tennis 2
03 Tiger Woods PGA Tour 2003
04 Tony Hawk's 4
05 LMA Manager 2003

STRATEGY/ADVENTURE



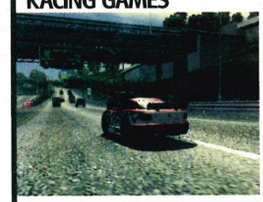
01 GTA Vice City
02 Tenchu: WOH
03 Hitman 2: Silent Assassin
04 Final Fantasy X
05 Devil May Cry

PUZZLE/PARTY



01 Parappa The Rapper 2
02 Aqua Aqua
03 Frequency
04 Super Bust-A-Move
05 MTV Music Generator

RACING GAMES



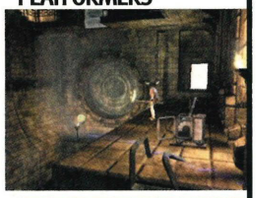
01 Burnout 2
02 Gran Turismo 3: A-Spec
03 Colin McRae 3
04 Wipeout Fusion
05 SSX Tricky

PLAYLIST

THE GREATEST GUIDE TO PLAYSTATION2 GAMES IN THE WORLD

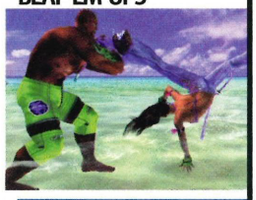
TOP FIVE

PLATFORMERS



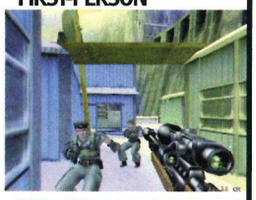
01 ICO
02 Jak & Daxter
03 Ratchet And Clank
04 Sly Cooper
05 Klonoa 2

BEAT-'EM-UPS



01 Tekken 4
02 Virtua Fighter 4
03 Capcom Vs SNK 2
04 Dead Or Alive 2
05 Mortal Kombat

FIRST-PERSON



01 TimeSplitters 2
02 MOH: Frontline
03 Red Faction
04 007 Nightfire
05 No One Lives Forever

continued...

playstation2

game title	issue	score	we say...
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!" Top interpretation of the classic films
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
Runabout 3	99	34%	Doesn't even get you from A to B
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
The Getaway	98	83%	A great big "f*** you" to anti-videogame violence and a good game to boot
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
Shinobi*	99	69%	Old-style, unforgiving gameplay that will test your tolerance
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
Silent Scope 3	99	82%	Old-skool thrills and kills at last worthy of the name
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
Sly Cooper And The Thievius Raccoonus	98	80%	Raccoon means "he scratches with his hands." We just love that!
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
SOS: The Final Escape	99	79%	Thinking person's adventure that neither epic or disastrous
Soul Reaver 2: Legacy Of Kain	84	76%	Solid and lavish, but so unfulfilling
Space Channel 5	87	80%	Ulala and Jacko 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
Simpsons Skateboarding	99	38%	Duff!
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!
Spyro: Enter The Dragonfly	98	73%	Slightly low-key entry considering he's a dragon
SSX	70	93%	A must-buy launch title
Star Wars: Bounty Hunter	98	70%	*Star Wars* 'langoisim' that'll only be a must for fanboys
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 Wars: The Clone Wars	99	55%	Badly stitched missions that fail to foster genuine *Star Wars* emotion
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 and addictive game thats rewards outweigh its frustrations
Sub Rebellion	95	74%	Involving underwater shooter that isn't sub-standard
Summoner 2	95	83%	Better than the original in every way and well worth a look
Super Bust A Move	71	80%	As great as it ever was...

playstation2

game title	issue	score	we say...
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
Sword Of The Samurai	99	80%	Intelligent fighter that improves as the fight prolongs
Taz Wanted	95	76%	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
The Sims	99	89%	A great existenstentialist work of some magnitude
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 beautiful & 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...
Turok Evolution2	95	70%	A silly little game of the highest order
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 Cop Elite	98	80%	If you've exhausted *Time Crisis 2* your new challenge begins here
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 Arms 3	99	82%	Pleasing adventure let down by being a little dull
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-Men	99	56%	Admantium skeleton? Brittle bones more like
X-Squad	71	59%	Shooter with squandered potential
Z.O.E	75	80%	Good looking but shallow shooter

LATEST gizmos and 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!

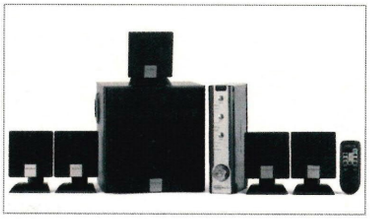


product PS2 72inch colour monitor
supplier/price Joytech £9999

In an alternative universe you can flip through a dictionary, look up the word "quality" and see just one word – Joytech. These people know more about how to build "quality" peripherals than most have forgotten and it seems that this knowledge has been directed with surgical accuracy at the as-yet-untouched PS2 portable LCD monitor market. Check it, this puppy comes with an eye-popping 72-inch wide screen, SRS surround sound system that creates a virtual 360° of ear-caressing sound and the ability to solve the embarrassing DVD green screen problem at the flick of a switch. And all this for an astounding, mouth-watering, bank manager pleasing £9999. Bargain or what! Something must be slightly wrong here, surely? Almost, Joytech want you to enjoy games and movies in locations bare of televisions and they want you to be able to afford it. Consequently the liquid crystal isn't TFT, so the image quality isn't as laser sharp as a more expensive screen could be. Still, if you want to be able to play your PS2 at work, on your yacht, or anywhere with a power supply then this is the only solution you should look at. It's sexy, it's racey and it makes your PS2 look like some form of remote missile control device – what more could you ask for? In the as-yet virginally small world of portable PS2 screens this 72-inch monster is the undeniable John Holmes. Go on, you know you want one.

rating ★★★

product Inspire 5.1 Console 5500D
supplier/price Creative £14999



If you've got a PS2, which is highly likely considering the magazine you're holding, you really should consider using its optical sound port so you can enjoy your games in all their aural glory. This 5.1 system not only looks the part, being modelled in subtle black with the decoder in silver, it sounds sweet, too. Try the opening section of *Medal Of Honor: Frontline* with BIG sound and already your enjoyment factor will have doubled. Watch the DVD of *Saving Private Ryan* and, to coin a heavily over subscribed phrase, you won't believe your ears. At £14999 it may seem a costly enhancement, but consider this: Would you want to play games and watch DVDs in black and white any more? No, of course you wouldn't. Once you step into the world of 5.1 there is similarly no going back, so go ahead and treat yourself.

rating ★★★★

bagsy mine!

Got, got, got... NEEEEEED!!!

Atari Classics 10-in-1
(Available at www.firebox.com)
Price: £24.95

Funny we should mention eBay when you consider this little marvel. Well, it is funny if you take into account that we bought a beautiful Atari 2600 with wooden finish for a measly £26 and you can now get a single Atari joystick, which comes with ten built-in games, for a whole pound less. The games include *Missile Command*, *Centipede*, *Gravitar*, *Breakout* and *Yar's Revenge* and the whole handheld unit is powered by four AA batteries so you just have to plug it into an RCA connection on your TV and off you go. But we have to admit, most of the games really have to be enjoyed with your tongue in cheek, which leads us to think you really would be better off buying a real 2600 since they look what can only be described as "so cool."



psone top 100

game title	issue	score	we say...
Abe's 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?
AK's 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	88%	Fun and rewarding, just like real golf is!
Fade To Black	09	81%	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%	Milking 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	83%	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	61	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

top 10

PR "VIBEOLOGY"



01 Immersive
This word only exists in the minds of PRs. Look it up in the dictionary... it ain't there.

02 Expansive
Like "immersive" only it does exist, but is never used in its natural meaning.

03 Dynamic lighting effects
Look! It's pretty, so it must play well. NO! It's pretty because there was no time for a game.

04 Dynamic interaction
"The door is locked. You can't enter yet. Find the key." INTERACT DAMMIT!

05 Dynamic
A word used when all else fails. Suddenly in the face of adversity this gem is pulled out.

06 Refreshingly linear
No it's not, linear equals bland, dull, old and dated. Don't sell us a donkey, please.

07 Gameplay 'Experience'
A key phrase used by our American friends to describe a game that isn't a game.

08 Cinematic
Space between Gameplay 'Experience' and the Action/Puzzle element that moves unaided.

09 Action/puzzle
Read: Collect key/gem/eagle head and place in the key/gem/eagle head hole.

10 All New
The same game but with slightly different visuals, sound but now DualShock compatible

DVD spy

xXx



Vin Diesel, Asia Argento, Marton Csokas
2.35:1 anamorphic, 4:3 regular / 124 mins/
Dolby Digital 5.1 / Dir. Rob Cohen 2002

Radical! A film that could have been designed by Electronic Arts and slung out under its BIG range! Just what modern cinema needs. *xXx* is the story of an extreme sports enthusiast who gets hired by government spooks to become a secret agent. Hey, it's just like James Bond meets any number of ka-razey sports titles, now that *is* high concept. There's plenty on the disc to enthral those of you who like to see how stunts are crafted, but we don't care since James Bond has been going downhill ever since it started to emphasise tricks over any real action and to copy the style in the new millennium seems somewhat pointless. And Mr Diesel looks like George Doors on steroids too. This is trailer trash popcorn fodder of the highest order and belongs in the cinema, not in your collection.

RATING ★★★★★

Shafted!



David J. Alexander, Angelle Brooks, Gary Coleman / 1.33:1 / 90 mins / Dolby Digital Stereo / Dir. Tom Putnam 2002

If you're the sort of person who finds it hilarious to turn up to the pub in an afro wig, then this puerile stain on the history of cinema will definitely be something you should check out – before the pain of your existence becomes so much that only a bottle of vodka and 200 headache pills is the answer. Here's the plot: A bloke is in a mental hospital for 15 years and spends a lot of time watching blaxploitation movies of the Seventies, when he gets released he thinks he's black and decides to call himself John Shat (ho bloody ho). It's hard to imagine how a film could be any worse if it was created by a brainstorming bunch of LSD-dipped eight-year olds. This truly is the worst film we have ever seen bar none and anyone who buys it should have their voting privileges revoked and their tubes tied to save future generations.

RATING ★★★★★

The Bourne Identity

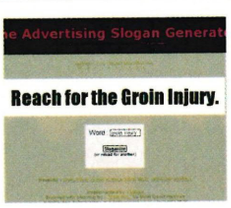


Matt Damon, Adewale Akinnuoye-Agbaje, Brian Cox / 1.33:1 / 119 mins Dolby Digital 5.1 Dir. Doug Liman 2002 / $18.99

He's got a face like Van Damme after he's been stung in the face by a giant bee, he's Matt Damon and he's bringing his sh*t-eating grin to an action movie near you. Damon makes for an unlikely hero, but that's probably the point in this remake of the never-popular Richard Chamberlain movie of the same name, since he's meant to be a super agent that can disappear in a crowd. Story goes that Bourne (for that is his name) wakes up on a beach with no memory of how he got there or why he should have two bullets in his back. He finds out that he's a secret agent, obviously. And the government want him eliminated, obviously. What the movie loses in clichés it makes up for in action, but even this, despite some fancy fighting, just feels rather forced. Still, the DVD is packed with the usual gubbings and any film with the balls to have the tagline "Action is Bourne" deserves some respect.

RATING ★★★★★

THE ZONE getting wired



best useful site

www.thesurrealist.co.uk/

"You've Got Questions, We've Got Simon Cann", "Half the Nick Jones, All The Taste!", and the rather more concerning "Don't You Just Love Being In Ian Dean?" The Surrealist is a site with many merits, but we had the most fun with The Sloganizer, a program that creates an advertising slogan for anything you suggest. It may not seem so amusing when read here, but when it pops up on the Web page in perfect height and perfect font... Look, it is REALLY funny, at least until you start seeing the same slogans again, and again. There are plenty of other interesting sections to the main site, so go on and have a look. You can even get a product description of a nonsense item based on a random number – brilliant.

RATING ★★★★★

THE SLOGANIZER



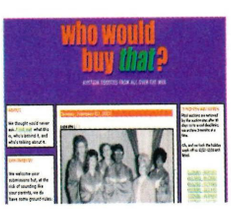
best videogame site

www.xqsite.com/

Let your fingers do the dancing with this online version of the ladies' favourite, *Dance Dance Revolution*. We don't want to anger Konami any further, so we'd better point out that this isn't a Konami-sponsored game, but one created by enthusiasts. There is something vaguely amusing in using computer cursor keys to hit the beats, but sometimes it does mean that you occasionally get some that require dislocated fingers to hit. Scores are held online and new music is added frequently. At only around 240k, you can get a game going quickly so hey girl, hey boy, superstar DJs (er... dancers) here we go!

RATING ★★★★★

FLASH FLASH REVOLUTION



best bizarre site

www.whowouldbuythat.com

Since Graeme departed as editor some time last year we've cut down on our eBay purchases by some considerable degree. Occasionally we check it out just to see what odd items are being sold, we rarely bid. Now we can step even further from the impulse to buy crap with the help of this site. 'Who Would Buy That?' finds the ridiculous items for you and presents them for your pleasure. The site is updated daily and it contains some truly horrific objects of curiosity that beggar belief. Not just because someone had the balls to even try and sell them, but because often you'll find that someone buys them. This is truly a magnificent planet populated with weird wonder, and you'll find the best of it here.

RATING ★★★★★

WHO WOULD BUY THAT?

NEXT MONTH

PLAYED OUT

THE UK'S BEST UNOFFICIAL PLAYSTATION2 MAGAZINE!



THE BIG GAME

CHAOS LEGION

Capcom begin to twist the fingers of Square's RPG stranglehold as we bring you all information you need. Until then we'll just remind you that the game's based on a comic book and will no doubt fit snuggly into the 'action RPG' genre.







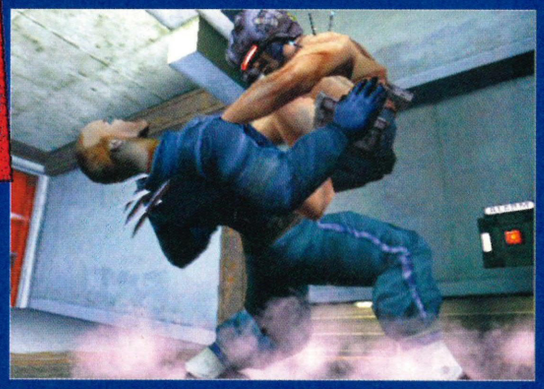




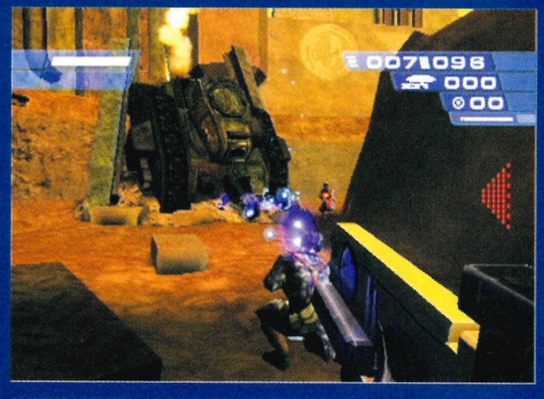
incoming



THE HULK
Hulk Ang-ry, must smash! More on the game that a lot of people are accurately saying is Vivendi Universal's tie-in with the forthcoming Ang Lee movie of the same name. Check it out or you'll be green with envy. (Sorry about that.)



X-MEN: WOLVERINE'S REVENGE
Activision get snickerty-snick Wolverine-style as they push the boundaries well beyond what we thought a man with a fist full of steel can do for the PlayStation 2.



WARHAMMER 40,000 FIRE WARRIOR
The war game of the 40th millennium gets thrown into a first-person shooter and this time you play as the aliens. Find out how violent 24 hours in the life of a future warrior can be next issue.

REVIEWED!



NEXT ISSUE AVAILABLE 20 MARCH 2003



resident evil: dead aim (import)

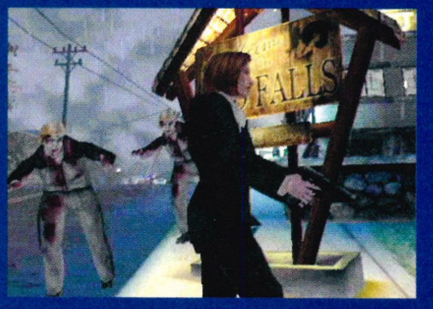
Capcom finally decide to make their *Resident Evil Survivor* series GunCon 2 compatible. Get cocked and locked next month.

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ZONE OF ENDERS 2
What you really want to know is whether or not it comes with a demo disc of *Metal Gear Solid 3*? Nope, but we'll tell you about the actual game next month.



X-FILES: RESIST OR SERVE
Gillian Anderson and David Duchovny get it together one more time in an action adventure that sees all your favourite characters reunited. Strange things are afoot in the town of Red Falls. Could the paranormal be to blame? Well, duh...



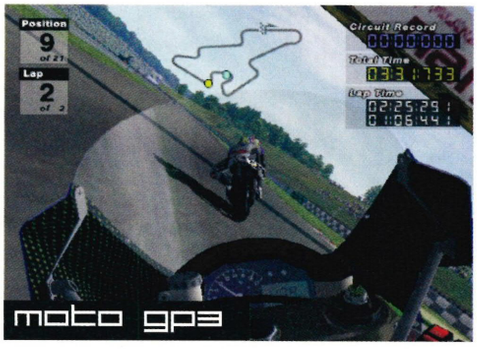
war of the monsters

Destroy all monsters with the help of Sony and those people who brought you the *Twisted Metal* series.



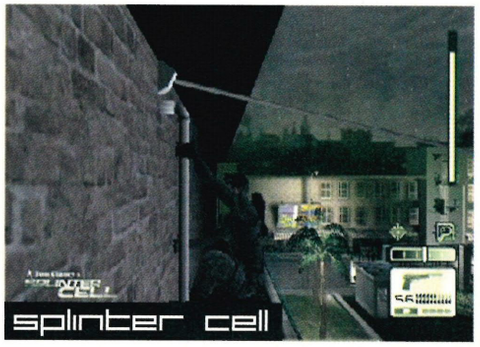
rayman 3

Generic cute platform game in "not bad" shocker? Ubi Soft have taken their time over this one, so do all good things come to those who wait?



moto gpa

Sony roll up to the starting grid with the new edition in the massively successful bike racing series. Can the new tracks, bikes and braking physics offer more than just another good looking update?



splinter cell

The Xbox killer app snakes its way to the PS2 as Sam Fisher goes head to head with Solid Snake in what could be called the finest stealth-based action game this side of *Tenchu 3*.

Hate mail
TUESDAY, FEBRUARY 25, 2003
40P



'Battle of Sexes' won by Skimpy Sarah

SEE PAGES 10-11

How many more of our children must suffer?

STOP THIS MADNESS MR BLAIR, PLEASE!

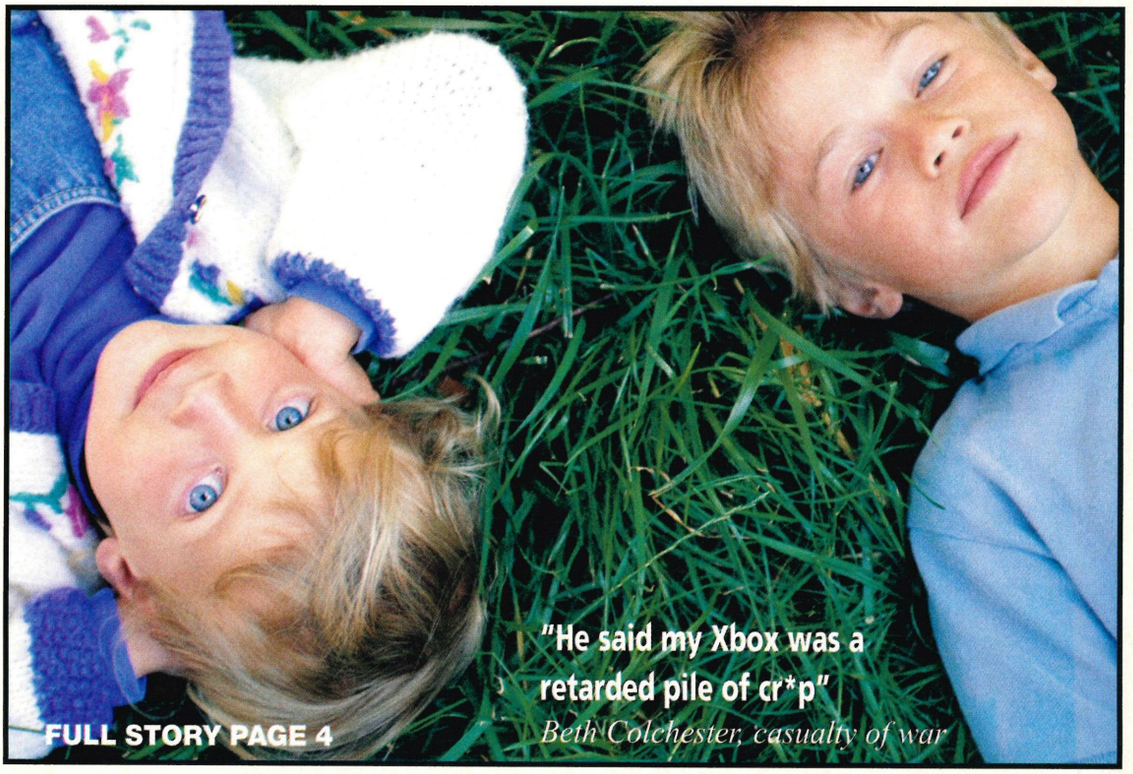
By **Charlie Candor**

A PICTURE OF PURITY but within two days of this photo being taken these siblings had become the latest victims of 'The Console War'.

Jacob and Beth Colchester of Colchester shared the same birthday, but received two different videogame consoles as presents. Within minutes of unwrapping their new systems Beth was lying in a pool of her own blood and vomit while Jacob suffered a stubbed toe and a broken heart.

"He said my Xbox was a retarded pile of cr*p" claimed a tearful Beth, "so I told him that the PS2 was for cretin casual gamers who can't even slash straight without Mummy's help, then he just went for me like a bloody wild animal."

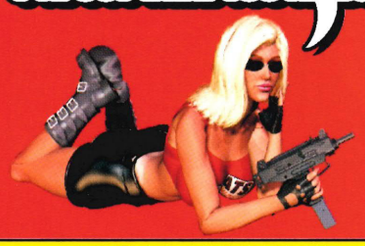
As relatives comfort the children's parents, we implore Tony Blair to stop wobbling and intervene in what is becoming the greatest conflict to grip a generation since Vietnam.



"He said my Xbox was a retarded pile of cr*p"
Beth Colchester, casualty of war

FULL STORY PAGE 4

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PLAYSTATION

A = 0 1
A Bug's Life
Ace Combat 3
Alex F's Player Man. '02
Alex F's Player Man.2001
Alien Resurrection
Alone in the Dark 4
Alundra 2
Amerzone
Army Men 3D
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: World War

B = 0 2
Breath of Fire 4
Broken Sword 1
Broken Sword 2

C = 0 3
C&C: Red Alert
C&C: Retaliation
C-12 Final Resistance
Chamber of Secrets
Chase the Express
Crash Bandicoot
Crash Bash
Crash Team Racing

D = 0 4
D. Nukem: Time to Kill
Delta Force: U. Warfare
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Digimon World 3
Dino Crisis
Dino Crisis 2
Disc World 2
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z: Final Bout
Driver
Driver 2
Duke Nukem: L.of Babes

E = 0 5
ECW Anarchy Rulz
Evil Dead

F = 0 6
FA P.Lgue F'ball Man.'00
Fear Effect
Fear Effect: Retro Helix
FIFA 2000
FIFA 2001
FIFA 2002
FIFA 2003
Final Fantasy 4
Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9

G = 0 7
Galerians
Gauntlet Legends
Gex
Gex 3 Deep Cover Gecko
G-Police 2
Gran Turismo
Gran Turismo 2
Grand Theft Auto 2

H = 0 8
Harry Potter
Harry Potter C.of Secrets
Hidden & Dangerous
Hogs of War

I = 0 9
In Cold Blood
ISS Pro Evolution 2
Italian Job

J = 1 0
James Bond: 007 Racing
James Bond: T.W.I.N.E.

L = 1 2
Le Mans 24 Hours
LMA Manager 2001
LMA Manager 2002
Louvre: The Final Curse

M = 1 3
Martian Gothic
Medal of Honor Underg.
MediEvil
MediEvil 2
Men in Black
Metal Gear Solid
Mortal Kombat Trilogy
Myst

N = 1 4
Necronomicon
No Fear Downhill MBK

O = 1 5
ODT (Esc. or Die Trying)

P = 1 6
Parasite Eve 2
Player Manager 2000
Player Manager 2001
Premier Manager 98
Premier Manager 99
Pro Evolution Soccer

R = 1 8
Rainbow Six
Rayman
Rayman Rush
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis

S = 1 9
Shadowman
Silent Hill
Spec Ops: Covert Assault
Spec Ops: Stealth Patrol
Spyro 3: Year of Dragon
Spyro the Dragon
Star Wars: Phantom M.
Syphon Filter 2

T = 2 0
Tekken 2
The World is not Enough
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tombi 2
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's S'boarding
Transport Tycoon
Tunguska

V = 2 2
Vagrant Story
Vigilante 8 - 2nd Off.

W = 2 3
Warzone 2100
Who Wants 2BA Million.
World Champ. Snooker
World's S. Police Chases

X = 2 4
X-Files

Y = 2 5
Yu-Gi-Oh! F. Memories

Plus Many More...

PLAYSTATION 2

A = 0 1
Ace Combat 4: S. Skies
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
Alone in the Dark 4
American Pro Trucker
Ape Escape 2
Arctic Thunder
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
Army Men RTS
Army Men: Air Attack
Army Men: S's Heroes 2
Atlantis 3: New World

B = 0 2
Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
Big Mutha Truckers
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
BloodRayne
BMX XXX
Bond 007: Nightfire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact

C = 0 3
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Chamber of Secrets
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Crazy Taxi
Cricket 2002

D = 0 4
Dare Devil
Dark Angel
Dark Cloud
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
Dead or Alive 2
Dead to Rights
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Donald Duck: Quack Att.
Dr. Muto
Dragonball Z: Budokai
Draken: Ancient Gates
Driver 2
Driving Emotion Type-S
Dropship
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elite Force: Voyager
End Game
Ephemeral Phantasia
Escape Monkey Island
ESPN Int. Track & Field
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Evolution Snocross
Extermination
Extreme G 3

F = 0 6
F1 2001
F1 2002
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA World Cup 2002
Final Fantasy 10
Fire Blade
Formula 1 2001
Four by Four Evolution
Freekstyle
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7
G1 Jockey
Gauntlet: Dark Legacy
Getaway
Ghost Recon
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
Gravity Games
Green Rogue
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 0 8
Half Life
Harry Potter
Harry Potter Ch Secrets
Headhunter
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
Hitman 2: Silent Ass.2
Hot Shots Golf 3

I = 0 9
Int. Superstar Soccer 2
ISS Pro Evolution

J = 1 0
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jikkyou World Soccer '01

K = 1 1
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Kingdom Hearts
Knockout Kings 2002

L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Le Mans 24 Hours
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
LMA Manager 2002
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 1 3
Madden NFL 2003
Major Lgue Baseball '02
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Midnight Club
Mike Tyson Boxing
Millionaire
Minority Report
Mobile Suit Gun.F.v Zeon
Monkey Island (Escape)
Monsters Inc
Mort.Kombat: Deadly All.
Moto GP
Moto GP 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4
Namco Museum
NBA Live 2002
NBA Live 2003
NBA Street
NBA Tonight, ESPN
Need for Speed H.Purs.2
NFL Q'back Club 2002
NHL 2003
Nightfire
No One Lives Forever

O = 1 5
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback

P = 1 6
Penny Racers
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7
Quake 3 Revolution

R = 1 8
R Carmichael's MX 2002
Ratchet and Clank
Rayman 2
Rayman M
Red Card Soccer 2003
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil Gun Survivor 2
Res.Evil: C. Veronica X
Rez
Ring of Red
Robot Wars
Rocket Power Bch.Bandits
Rocky
RTS: Army Men
Rumble Racing
Rune: Viking Warlord

S = 1 9
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Scorpion King
Sega Soccer Slam
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shinobi
Shox
Silent Hill 2
Silent Scope
Silent Scope 2
Silent Scope 3
Silpheed: Lost Planet
Simpsons' Skateboarding
Simpsons: Road Rage
Sims
Sky Odyssey
Slam Tennis
Sled Storm
Sly Cooper & Thievius R.
Sly Racoon
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Spiderman The Movie
Splashdown
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Suikoden 3
Summoner
Summoner 2
Sunny Garcia: Surfing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Superman S of Apokolips
Surfing H30
Swing Away Golf

T = 2 0
T. Woods PGA Tour 2001
TD Overdrive
Tekken 4
Tekken Tag Tournament
Terminator: Dawn of Fate
The Bouncer
The Fellowship Of Ring
The Getaway
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Simpsons: Road Rage
The Sims
The Thing
The Two Towers
The Weakest Link
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom Clancy: Ghost Recon
Tomb Raider 4
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Total Immersion Racing
Triple Play Baseball
Turok: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1
UEFA Champion League
Ult.F.Champ: Throwdown
Unreal Tournament

V = 2 2
Vampire Night
Vice City, G.T.A.
Virtua Tennis 2
V-Rally 3

W = 2 3
Wacky Races
Warriors of M & M
Way of the Samurai
Who Wants 2BA Million.2
Winback
Wipeout Fusion
World Rally Champ.2 Ext.
Worms Blast
WRC: World Rally Champ
Wreckless: Yakuza Miss.
WWE Smackdown! J.B.I.
WWE Smackdown! SYM
WWF Smackdown! J.B.I.

X = 2 4
X-Men: Next Dimension
X-Squad

Y = 2 5
Yu-Gi-Oh! Duel Monst. 2

0-9 = 2 7
007 Agent Under Fire
007 Nightfire
18 Wheeler
7 Blades

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