PLAYSTATION 2

PLAY

プレイステーション

THE UK'S BEST UNOFFICIAL PLAYSTATION 2 MAGAZINE

ISSUE 118

PLAY magazine issue 118 2004 » GRAND THEFT AUTO: SAN ANDREAS ■ DRIV3R ■ ENTHUSIA ■ SILENT HILL 4 ■ BURNOUT 3 ■ TEKKEN 5 ■ SECOND SIGHT ■ FRONT MISSION 4 ■ JACKIE CHAN ADVENTURES ■

grand theft auto SanAndreas

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8/10

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THE UK'S BEST UNOFFICIAL PLAYSTATION2 MAGAZINE!

PLAY! プレイステーション



NICK JONES
EDITOR

PS2 LITTLE?

Well, there it is. Turn to page 72 now to read the *Driv3r* review. Back? Good. It is without question the biggest disappointment of 2004 and, now I come to think about it, probably the biggest disappointment since the launch of the PS2. Y'know, if you disregard the actual launch of the PS2. Right.

Even the much-heralded return of *Tomb Raider* wasn't like this – at least that game had a certain amount of polish and, well, we were half expecting that to be rubbish anyway – if we're honest.

It begs the question: should PSone classics remain where they are? That is to say, should they remain purely as part of our fond memories and not try to recreate their greatness on another generation of hardware.

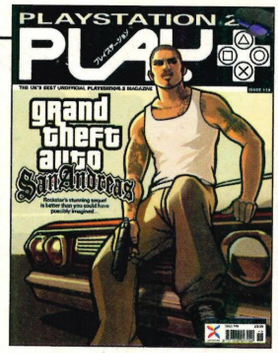
Come on, how many PSone classics have successfully made the transition to PS2? *Syphon Filter*? No. *Ridge Racer*? Never. *Metal Gear Solid 2*? You're having a laugh aren't you? *Grand Theft Auto*? Okay, you can have that one.

Perhaps it's that certain types of game are suitable to less-powerful hardware. Perhaps the pressure is just too great on developers to reproduce an original's success, something that's especially difficult when part of the success depended on the original being unique. After all, great games are always stripped of their ideas by other me-too developers. Perhaps it's simply a sign of how quickly and how far we've come in such a short space of time.

Driver will live long in my memory as a great game but I wouldn't want to play it again. I've moved on and so have videogames.

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THE BEST LOOKING DISAPPOINTMENT OF ALL TIME



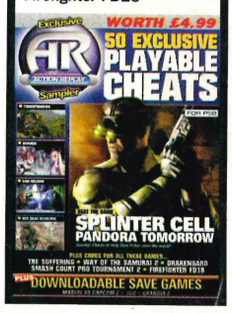
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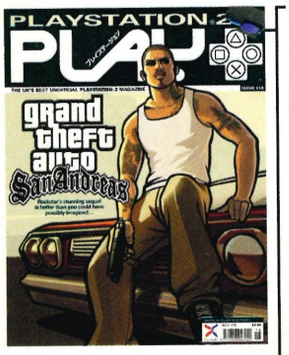
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Splinter Cell: Pandora Tomorrow, Red Dead Revolver, Transformers, Disgaea, The Suffering, Van Helsing, Way Of The Samurai 2, Drakengard, Firefighter FD18



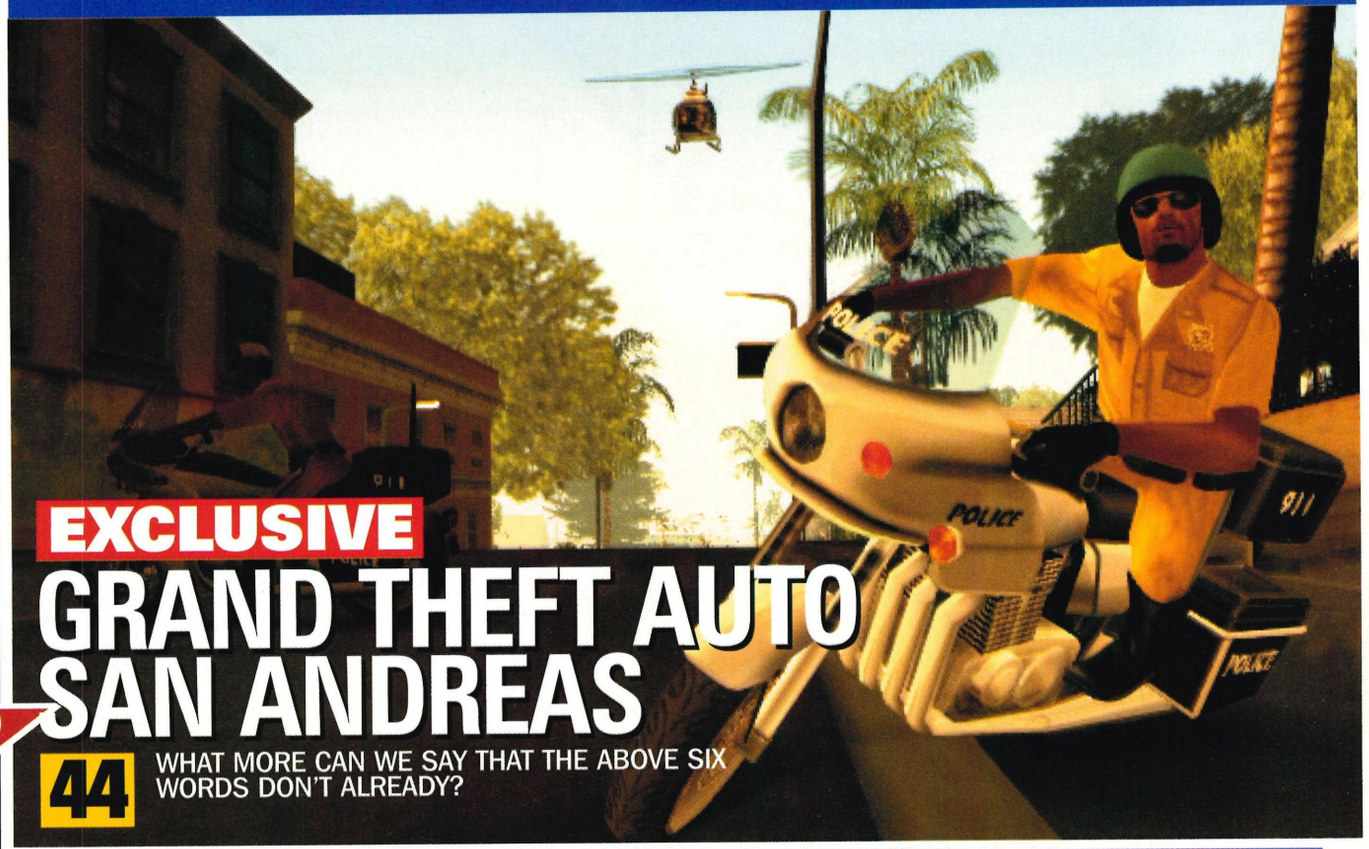
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Exclusive feature on the next game in the series that's so good it will one day have its own religion.



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PLAY GREATEST PLAYSTATION GAME EVER

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WIPEOUT 2097

Martin Mathers cracks his knuckles and pummels out two pages on why *WipEout 2097* really is the Greatest PlayStation Game Ever. You might disagree with him, you might not, but if only there was a way you could express your feelings... Waitaminute! Apparently, there's a crazy voting system for such expression...



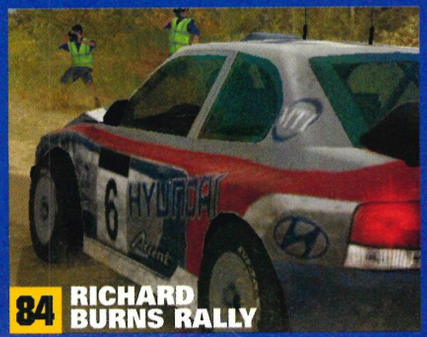
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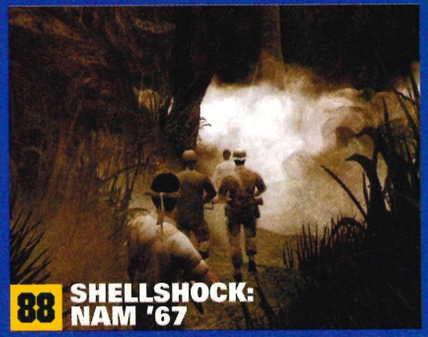
The usual helping of a ridiculously large amount of games reviewed with all the wit and intelligence you've come to expect.


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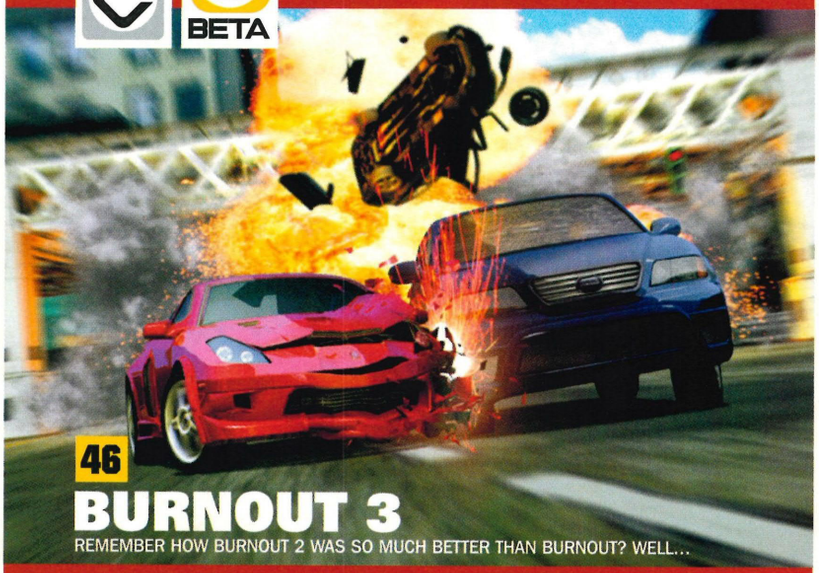

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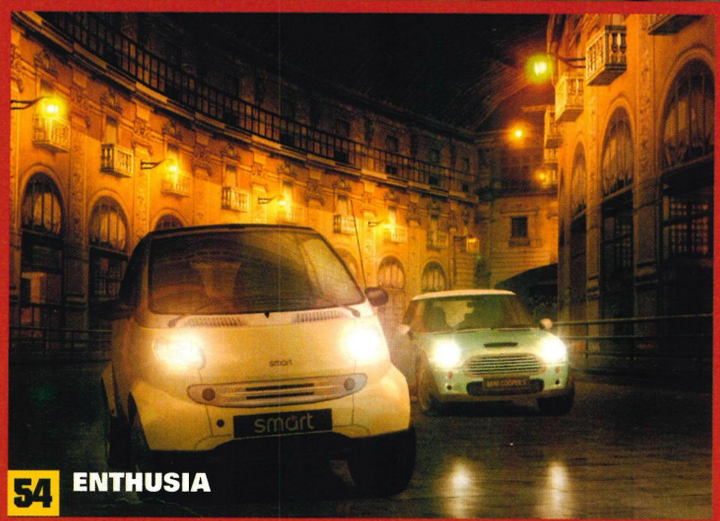
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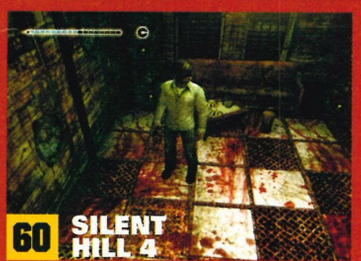
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Games that are coming your way soon.



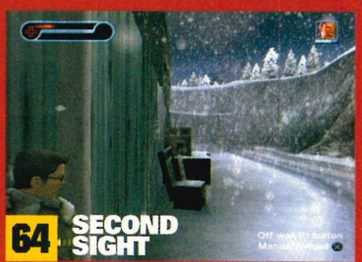
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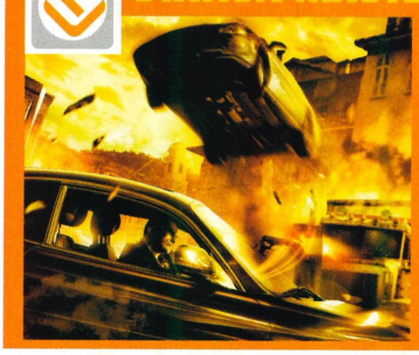
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Simultaneous proof that there's no PlayStation matter too big or too small for our features darling Will to get his mitts on. Pulverising your eyes with specs and stats, Will will dumbfound you with his wit-littered knowledge on the greatest piece of technology ever to fit through our letter box.

AND THE REST
All the extra bits that make us the best PS2 mag around.

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PLAY CHEATS DISC



THE UK'S BEST UNOFFICIAL PLAYSTATION2 MAGAZINE

ON THE CD

This month's selection of exclusive cheats...

Please note: after the activation of any cheats, it will take up to 30 seconds for the game to begin loading. Please be patient!



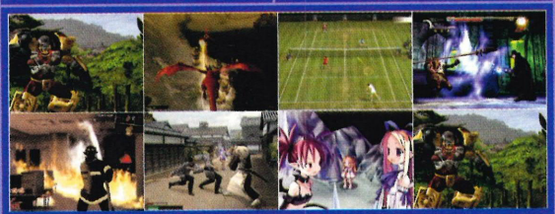
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW

Infinite Health
Big Jumps
Small Fisher
Always in the Dark



RED DEAD REVOLVER

Infinite Health
Invincible
Start With Max Cash
Unlock Journal/Multiplayer
Open Journal



TRANSFORMERS

Infinite Energon Ammo
Infinite Health
Infinite Health When Linked To Minicon

DISGAEA: HOUR OF DARKNESS

Laharl Max Hp
Laharl Max Sp
Laharl Max Atk
Laharl Max Def
Laharl Max Int
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Laharl Max Hit
Laharl Max Res

THE SUFFERING

Infinite Ammo
Infinite Flashlight
Infinite Item
Infinite Rage
Infinite Health

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Quick Van Helsing
Invincible
Infinite Double Jump
Infinite Finishing Moves
Van Helsing Debug infos
Monsters Debug Infos
Metal Enemies

SMASH COURT TENNIS PRO TOURNAMENT 2

Player On Top Of Score Board
Always 0 Sets
Always 9 Sets
Player On Bottom Of Score Board
Always 0 Sets
Always 9 Sets

WAY OF THE SAMURAI 2

Check Status For
Max Mon
Infinite Health
Infinite EP
Check Sword Moves For All Moves

DRAKENGARD

Infinite HP
Max HP
Infinite MP
Max MP
All Levels Opened

FIREFIGHTER FD 18

Infinite Health
Infinite Firefighting Support
Infinite Impulse Ammo
Infinite Survivor Time
Infinite First Aid Kits SP

BONUS CHEAT

FINAL FANTASY X

CHARACTER IN PARTY CODES

Yuna	In Party	Not In Party
Auron	In Party	Not In Party
Kimahri	In Party	Not In Party
Wakka	In Party	Not In Party
Lulu	In Party	Not In Party
Rikku	In Party	Not In Party
Seymour	In Party	Not In Party
Ifrit	In Party	Not In Party
Ixion	In Party	Not In Party
Shiva	In Party	Not In Party
Bahamut	In Party	Not In Party
Anima	In Party	Not In Party
Yojimbo	In Party	Not In Party
Magus Sisters	In Party	Not In Party

IN BATTLE CODES

One Hit Kill **Infinite Health For All Team Members**
And Summons Infinite MP For All Team Members
And Summons **Low Damage For All Team Members**
And Summons Stats Maxed For All Team Members
And Summons **Max Overdrive For All Team Members And Summons**

CASH AND MISCELLANEOUS CODES

All AI Bhed Is Translated Have All Normal Overdrives
Have All Key Items Infinite Gil **No Random Battles**
Hypermode **Show Endings** Zoom Out **Zoom In** Zoom x2 **No Zoom**

DOWNLOADABLE SAVE GAMES

MARVEL VS CAPCOM 2	ICO	GRANDIA 2
All characters unlocked	Player 2 can control Yorda	Start on last map, Ryudo has max HP

Make sure you back up any previous game saves of the games above. Using this feature may wipe the equivalent game save on your memory card.

NOTICE

Although every effort is made to ensure the cheats on your disc work, software companies do release updated software which is identical in packaging and look to the original product but has a change in the game code. In these cases the cheats may be incompatible with your version of the game.

HOW TO USE YOUR CHEATS CD



01 GET DISC OUT OF THE BOX

And insert it into your PS2. Close the drawer. Duh.

02 CHOOSE YOUR GAME

Use your D-pad to highlight the game you want to cheat on and press ⊗.

03 CHOOSE YOUR CHEAT

Activate the cheat you want to use by pressing ⊗.

04 SWAP THE DISC FOR YOUR GAME

The game will start to play with the cheat you have chosen. Now, how easy was that?

In the unlikely event that your disc is faulty, phone **01202 200200** or email **subs@paragon.co.uk**

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PLAY BOYS

In the spirit of the Olympics, this month's PLAYboys will be written in the style of John Keats' Hyperion...



NICK J

(EDITOR)

Deep within the titanic bird, on top his throne of commute, Jonesus rested with brooding silence as the future's sun promised to scorch his icy eyes. His motherless nest now would grow on its own, his words of honest spite not needed to malform these eggs into soaring beasts. With the grumble of the leaves on a century old oak, Jonesus' cry was stifled by his pride: "My kingdom is now gone!"

nickj@paragon.co.uk



NICK P

(GAMES EDITOR)

Shook like autumn's leaf on winter's floor, Powelian's heart pumped its bloody tears through his watered eyes: Jonesus was gone, and now Willius will reign. "The knightingale's greenery has given way to the crunch of rocky fort, song crushed by the silence of stone, life choked by a healthy death!" Frozen by Willius' cold wind of terror, Powelian cooked the red of his eyes with the glare of the sun and called to a silhouette of the old titanic bird.

nick.powell@paragon.co.uk



WILL

(FEATURES EDITOR)

With devil'd joy and riddled glee, Willius bathed in the tar of Jonesus' shadow, free to soak Powelian in the heav'n of his timeless hell: "The sense of the seasons is lost on my barren land! Never shall joy sprout from the ashes of my soil – with only mad cacophony and confused tongue can Min now live!" It was with slimey smile that Willius thus ripped himself a harvest of decrepid roots.

will@paragon.co.uk



MAT

(NEWS EDITOR)

Dancing with dawn to Seth's jumbled orchestra, Hoddion begged for the mud of old fruits for the lighter nest that now seemed to weigh more: "Let withered nature rest its soul in our home, as more than just Jonesus' ghost is needed to prop this house of broken sticks!" Mimicking the burden of Atlas, Hoddion would wait for Spring's beckon to flocks and murders of happier years.

matth@paragon.co.uk



AARON

(SUB EDITOR)

The chaos of absence was humbled by Aarion's foresight as he bellowed: "The Earth may crack and mountains may spill murderous fire, but Neptune's landscape will forever roar with the look of the year before. Oft distant though it may be, those high up enough will see that the mash of the tide on the crushed shells works to the beat of Chronos' echo. The first apple of autumn still falls from summer's tree."

aaron.asadi@paragon.co.uk



GREG

(SENIOR ART EDITOR)

"But Jones only left for a few days to see the new *GTA* – why all the fuss?!" Clearly above such arrogant words (for some time Greg has been trying to speak in iconography), Greg didn't want anything to do with this rather silly PLAYBoys. "I thought we were going to do a Sports Day one. What's with all this Keats nonsense? And who is this Hyperion chappy?" Goddamn, he knows how to keep it real.

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VIEWS

WHEN WILL NETWORK GAMING TAKE OFF ON PS2? HOW GOOD WILL SAN ANDREAS BE? (VERY) WHY ARE THERE SOOOOO MANY FOOTBALL GAMES AROUND? YOU GUYS ARE JUST FULL OF QUESTIONS THIS MONTH. GOOD JOB WE'RE FULL OF ANSWERS. AND PIES. AND SO WITHOUT FURTHER ADO... PLAY VOMITS UP THE INFO!

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BY MY FANTASY

I can't help but buy your magazine now because of the Greatest PlayStation Game Ever feature. However, I was shocked to see *MGS* take such a huge lead (issue 116). I was a little disappointed by Nick Powell's viewpoint of *Final Fantasy VII* as I feel it was not strong enough to describe *FFVII* as the best game ever, although I must admit I would not be able to cover everything about the game in two pages either.

FFVII is almost like Marmite, you either love it or you hate it, but people who hate the game are normally impatient gamers. *FFVII* is undoubtedly the best game ever, and I can tell people now that if they play 10 hours into *FFVII*, they will not move from their chairs until they have finished.

MGS is also one of my favourite games, but for a game that only lasts about 5 hours I find it hard to believe that it is so far in the lead, also the fact that it is very easy to finish (I am not saying it a bad game, far from it). People that believe *MGS* is better have probably never completed *FFVII*; I would like to see their opinion change if they did play it, just like my friend did. *FFVII* is a 70+ hours game if you try to finish it completely. I've already finished the game three times, but I've just started again because of you guys talking about it. Even today I love it more than ever. I just wish that Square would do a remake just like Konami have done with *Twin Snakes* on the GC. If there was a remake on the GC of *FFVII* I would go and buy both console and game straight away, although I would advise Square to cut down on Tifa's assets because men prefer real ones, yes Jordan, REAL.

DHARMENDRA SINGH, LONDON

PS did you consider *Driver* and *Final Fantasy X* as possible candidates?

See that's the point of a debate. Although 'Powelly' does object to you saying his piece wasn't strong enough. A quote, "Right from the get-go, *Final Fantasy VII* grips stronger than any RPG released before or since." There, hyperbole. Oh, and *Driver* was considered for best PS game ever. *Final Fantasy X* was not.



Thus far *Final Fantasy VII* has been left adrift from the sheltered harbour that is PLAY's Greatest Game Ever.



MGS is still way out infront in the Greatest Game Ever survey, but how will *MGS3* compare in the future?

PUCKER UP

I'm no kiss arse but it has to be said that you are the best PS2 magazine around – I've never missed an issue for over two years and agree with all your reviews 99.9% of the time. However, I think you've massively underrated *Jak II: Renegade* with only 92%, it is by far the best game since *GTA III* & *Vice City*. Without it I would have sold my PS2 at Xmas as there is no longer a constant stream of quality games.

Unless companies such as Rockstar start delivering games with new ideas and long-term value (*Jak II*, *GTA*, *TimeSplitters*) then the console war will go to Xbox for sure. Also, wouldn't it have

LETTER OF THE MONTH
NETWORKING STILL NOT WORKING

Hi Team,

I found the article 'Networking Not Working' in issue 116 to be very thought provoking and would like to share my views on this matter.

I have tried some online First Person Shooters on PC over the last few years. As a casual online gamer, I found it hard to compete as it seems that most of my fellow soldiers of fortune were American, had faster net connections, and had a lot more practice than me. Although I was playing with 15 other people, it never felt any different from single play, except for dying loads more and a hefty drop in frame rate. You can't beat leaning across to boisterously thump your friends after thrashing them in a bout of *Tekken*, or pushing them to the floor to shake them off your spoiler in *GT3*. In online games, playing against strangers, that social feeling does not really exist. When local friends are getting bored of losing, you can let them win a round or two. Online, its just frag frag frag, you won't get a chance, and you are more likely to get all your limbs blown off before you've even worked out where you have spawned on the map, or got your controls sussed.

If we don't have a decent sized user base online in the UK soon, we won't stand a chance competing against players from the territories that have had the software longer and have superior access to high speed net connections. We will be left behind.

I live in a provincial area, some 5 miles out of town. There are not many businesses out here, but we do have access to Broadband. We got access by collecting 500 signatures from local residents and petitioned BT to update our telephone exchange. Fellow readers, if you find that Broadband is not available in your area, maybe you could take similar action. Without full UK coverage, I believe that online gaming will never really take off.

Another concern is if developers are spending more time and money on programming online content into their products, won't they want paying for that extra effort? Why should we pay for features that we will never use? And if we can't use these features, will we ever be able to fully complete the games and unlock all their secrets?

Don't get me wrong, I do want to see games move online, it is a natural evolution, but I don't want us to be left behind (again). I totally agree with the closing paragraph of the article, the potential of network gaming is indeed immense, and we are not ready for it yet. We should wait until everyone can play, or until net access is entirely free and we can all play willy nilly.

FAITHFULLY

MARTIN BAZLEY, BOGNOR REGIS

Really, the market will be driven by software. Give people must-have online games and they'll invest in the kit. Look what Microsoft has done with Xbox Live. *Killzone* and *GT4* should go a long way to redressing the balance but just imagine what an online version of *GTA* would do for Network Play...

EVERY LETTER

Any letter printed wins an Atari PS2 game, thanks to our pals at Atari. Just make sure you include your address, so we know where to send it to, or it's into our personal collections with it before you can say "Oi! That's my game! I had a letter printed in issue..." You get the picture.

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FFVII IS ALMOST LIKE MARMITE, YOU EITHER LOVE IT OR YOU HATE IT, BUT PEOPLE WHO HATE THE GAME ARE NORMALLY IMPATIENT GAMERS

DHARMENDRA SINGH

I WOULD HAVE SOLD MY PS2 AT XMAS AS THERE IS NO LONGER A CONSTANT STREAM OF QUALITY GAMES

SHANE BROWN

been more successful for Atari to base its game on the original *Transformers* series as opposed to this new rip-off shite, that way anyone from the age of 16-36 would buy it (I know I would).

GTA: San Andreas, *Gran Turismo 4*, *Jak 3* and *TimeSplitters 3*. These are the four sequels we now have to rely on to bring back the crown of best console, without them there just is no future for PS2.

SHANE BROWN, LEEDS

(PS keep up the good work and *GTA III* is best game ever... FACT!)

ONLY 92%!?! That's a cracking score, young man. We agree that the *GTA* games should be the norm rather than the exception to the rule though – certainly in terms of inventiveness and quality. But hey, if nothing else, they are a sign that the games industry is moving in the right direction. Just imagine how popular gaming would be if all games were as good as *GTA*! Very.

FEVER PITCH

I'm just contacting you people to ask for your opinion on what you really think about all these football games that keep coming out.

Honestly, you can't really say that they are actually improving because they really aren't. All that is new is maybe the producers, the new players in and the old ones out, new music, and a new menu. The gameplay is always the same and mostly so are the looks. Yet people still go out to the store when there's a new one, buy it and say 'oh it's so much better than the last one I bought.' Euhmm, NO IT AIN'T!! It's thanks to idiots like these that producers will continue to make the same games and get a bundle out of it.

RICARDO, COPENHAGEN

That's a good point. We would like to use *Pro Evolution* to prove an exception to this rule but it's a game that has its fair share of problems. It comes down to supply and demand – the fans (and shareholders, if we're honest) demand a new *FIFA*, a new *Club Football*, a new *Pro Evo* every year, giving the development team a small time in which to come up with improvements. This leads to an incremental change in the quality. It does work though – try playing the first *Pro Evo* game after playing *Pro Evo 3* and you'll see what we mean.

AS SEEN ON (PLAY) TV

In reply to last month's letter of the month I would like to add that I totally agree about the Cover DVD. I, like a lot of other readers, aren't interested in using cheats to complete a game and I thought the PLAY TV DVD was fantastic. Plus, contrary to what somebody put in a letter last year, I thought the lady presenter was excellent, and she took the pi*s out of you lot which is always a nice extra! Please consider bringing this back as I am sure you would gain more sales from it too.

I've been buying PLAY for about 3 years or so and love your unbiased opinion and funny reviews. Keep up the good work lads!

CHEERS, PAUL NEWBOLD, DERBY

P.S. After taking your advice and buying *Ico* and completing it, I would have to vote it as the best PlayStation game of all.



Here's the first shot of *FIFA 2005*. It features a "unique first touch system". Chances are though, it'll be just like the last one with a few slight and similar changes. In saying that however, have you played *FIFA 2002* recently?

Have you seen Will Johnston lately? He's really let himself go since the 'heyday' of PLAY TV. Think: the Judy Finnegan of games journalism. Still, we realise that the Cheats CD doesn't appeal to everyone who reads PLAY – rest assured, we are looking into ways of giving you even more value for money. Watch this space!

BIG COUNTRY

First of all I want to make it clear that I have no beef with any of the *GTA* games to date, they all rock. But whose idea was it to set the new *GTA* in *San Andreas*? A shitty little city built on a fault plane in an unknown part of America. Anywhere else would have been better. Even Butlins would have been funnier with plenty of tourists to kill and dodgems to highjack. I can't think of any vehicle more suited for drive by killings.

Apart from the location, I hope that the *GTA* team do not feature another set of fat wheezing dons that sound like they've swallowed the Statue Of Liberty's hat and sit around saying, "Eh, Fat Fingers Tony, wassa matter with chu?" like so many bad movies.

If *Kill Bill* has taught us anything it's that Japanese crime is more fun and violent and filled with feisty schoolgirls with giant yo-yos. Japan would be ideal with its dark karaoke bars, neon filled streets and the infamous Yakuza sporting their funky tattoos. The idea of playing another *GTA* game in an American shit-hole does not overwhelm me with joy. I know that they have already decided that it is to be San Andreas, and so my opinion is about as worthwhile as an exploding hat, so I'll stop now. However, I remain seated in the fact that I have my middle finger held high in the air, pointed in the general direction of the Italian-American loving yahoos that decided to pick San Andreas.

MARK, PETERBOROUGH

By now you've heard that *Grand Theft Auto: San Andreas* is set in not one, but three major Californian/Nevadan cities – these are based on San Francisco, Los Angeles and Las Vegas. That's right, three. THREE. And all of the mountainous countryside surrounding them. *San Andreas* is going to be huge. But still, perhaps *GTA: Tokyo* could be the way forward... or how about if Rockstar set a *GTA* in the future with flying cars and a city based on New York in *The Fifth Element*?



We all had our own ideas about where the next *GTA* should be set, but the fact remains that only one company decides where we'll spend our November, and we're quite happy about it as well. It did, after all, give us *Vice City*.

GS GHOST SWEEPER MIKAMI

AVAILABLE TO BUY ON DVD VIDEO 16TH AUGUST AT HMV

top dog for music·dvd·games



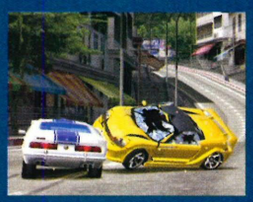
A ZANY MIX OF SUPERNATURAL ADVENTURE WITH OVER THE TOP COMEDY AND A WILD CAST OF CHARACTERS

PG

MANGA

www.manga.co.uk

NEWS



22 PLAY NETWORK

Burnout 3 reckoned it was the next big online thing, so we interviewed the guy behind it... *Burnout 3* will be the next big online thing – and don't just take our word for it either.



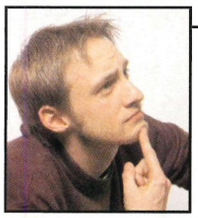
24 STATES OF PLAY

GTA responsible for bomb threat? Or just a retarded fascist police system that has zero tolerance for human confusion? Graeme Nicholson spreads the word.



26 JAP'S EYE

Who else on this earth could so perfectly link restaurants and videogames? BT Amazawa does it again with another noodle-slurpingly fantastic Jap's Eye.



MAT HODDY
NEWS EDITOR

It's the time of year when you have to play games with the curtains closed properly and to celebrate, PLAY has begun to look towards the end of the 2004 and the start of 2005, when this damn seasonal sunshine won't try so hard to ruin the translucent pallor we've been working on since autumn. Our exclusive new arcade shots of *Tekken 5*, for example, suggest that (hopefully) next spring will be more about destruction than creation in PS2-Land, while ELSPA's recent conference suggests an industry looking to consolidate its success through innovation and safeguard its ever-accelerating growth. In a market where games are developed years in advance, it helps to look to the future as well as the present, (despite Nintendo's misguided recent protests).

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Tekken 5 // Namco

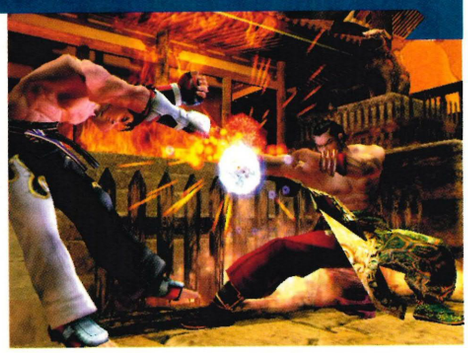
TEKKEN 5 CONFIRMED?

UNOFFICIAL REPORTS SPARK ONLINE FIGHTER FRENZY

It was unveiled in its arcade form for E3, but Internet news sites the world over began circulating rumours regarding *Tekken 5*'s home console conversion this month – with many sources certain that Namco's next fighting opus will be completely PS2-exclusive. However, while pay-to-play *Tekken* cabinets will begin to appear in arcades around late autumn (debuting at The Namco Station, County Hall, London – www.namcostation.co.uk), these early rumours suggest that humble PS2-owners will have an agonizing wait until the beginning of 2005 to be able to play *Tekken 5* in the luxury of their own homes.

As well as a large amount of gameplay footage, Namco used the E3 period as a forum to demonstrate the game's opening CGI intro (stills from which are featured overleaf, along with a bevy of exclusive arcade screenshots kindly supplied to PLAY by the developer) and gave away a number of plot elements in an attempt to get regular King Of The Iron Fist tournament entrants excited about its fifth instalment. Additionally, Namco revealed three brand new characters, who will be playable when the final game arrives next year, and will bring the opening tally of fighters to 21 (after the smaller number of characters in *Tekken 4* caused universally-high levels of gamer disappointment). Early rumours filtering through from Namco headquarters indicate that perhaps another ten characters, old and new, will be time-released, bringing the inevitable final headcount to over 30 fighters. ■





Tekken 5 is already looking spectacular, Namco having paid particular attention to visual effects and textures.



Environmental floor surfaces have been levelled out, but the arenas themselves are far more interactive this time around.

ROUND FIVE – FIGHT!

IT'S ALL CHANGE AT THE MISHIMA ZAIBATSU

News of *Tekken 5*'s supposed PlayStation2 development is yet to be verified by Sony, which is keeping as tight-lipped as ever for now. However, a lack of any solid confirmation did little to dissuade nearly every PlayStation news site from reprinting the 'announcement', having apparently gleaned their 'hard facts' from a recent financial report released by Namco itself.

Teasingly little is currently known about *Tekken 5*'s three new characters (who will be joined by an all-new incarnation of the Jack robot, rumoured to be named Jack-5), except that they will join a bolstered roster which reunites many of the characters missed from *Tekken 4*.

"RAVEN APPEARS TO FIGHT IN A VERY CARTOONY MANNER"

Most conspicuous of the three recruits is Raven, who is strikingly similar to Blade or *Demolition Man*'s Simon Phoenix – both of whom were played in their respective movies by Wesley Snipes – and although practically nothing is known about his fighting style, he appears to fight in a very cartoony, grandstanding manner with lots of fast, high-jumping moves. Feng Wei (top of page 11), on the other hand, is said to be a Kung Fu monk, while the trailer suggests he is looking for revenge after the slaying of his master (the video sees him standing over a corpse purposefully). It is unknown at this time which of the other characters is responsible for his misery, but we're willing to bet it plays a big part in Feng Wei's personal story arc. Last up is Asuka Kazama (opposite page), who as well as being the cousin of Jin and the niece of Jun, also shares many of the Kazama move set, presumably because the control system has been honourably passed down the family line.

Interestingly, *Tekken 4*'s move system has also been tweaked, and a move-buffering system has been



The lighting effects Namco has included do a great job of heightening the seedy fight atmosphere.



Feng Wei's moves are a good example of how the laser/fire attacks have been restored for *Tekken 5*.



Jack is now expected to be tagged with a '5' suffix, though we have no idea how it will affect his moves.

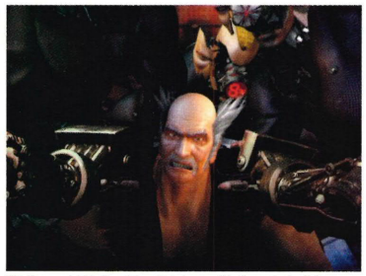
TEK A LIFE

SPOILER ALERT, FOLKS – DON'T SAY YOU WEREN'T WARNED

Picking up almost exactly from the end of Jin Kazama's *Tekken 4* ending, the intro to *Tekken 5* comes with a shock plot twist – the death of a major character! As a mist of white feathers settles all over the Mishima complex, signalling the end of the fourth Iron Fist battle, an army of Jack-3 robots enters the fray, apparently under the control of new character Raven and with bloodshed on their mechanical minds. Despite a valiant fight from both Heihachi and Kazuya, before the robot insurrection can be quelled, Heihachi is overpowered, and the face of one Jack robot opens up to reveal a bomb timer. The old man has no chance against such an overwhelming force. The timer reaches zero, and a huge blast shreds the Mishima complex in a hellish inferno. As the smoke clears, we see Raven speak into a radio and inform the world that "Heihachi Mishima is dead". Of course, we're used to these plot twists not amounting to anything in the long run, so whether Heihachi will actually remain dead for the duration of the game is another story altogether. ■



Many Jack units burst in, before each reveals a face-bomb with only seconds left to detonation.



Poor old Heihachi – it takes a lifetime to build a great dojo, but only one massive bomb to level it.

> "MUCH OF TEKKEN 4'S PSEUDO-REALISM HAS BEEN ESCHEWED"

implemented by Namco to add a level of fluency to the proceedings. This basically means that for the few vacant moments when you've pulled off a move and it is being carried out by your fighter of choice, it is possible to set up another move in series, so long as the attack is not interrupted by a well-timed fist to the face. The system relies on the fact that there are several empty 'recovery frames' in each animation, which link one animation to the start or end point of another, and have previously slowed the pace of a battle. Namco's new system ensures even these few frames are filled with the high-octane action *Tekken* fans have become accustomed to.

As is evident from these arcade screenshots, Namco has also made some heavy alterations to the arena environments of *Tekken Tag* and *Tekken 4*, removing the uneven floor surfaces of the previous instalment, and replacing them with old-school, flat battle terrain. However, those *Tekken* players who might feel cheated at this backwards step can take heart, as the developer has invested a large amount of effort into making the environments dynamic, interactive and less plain than the slightly drab arenas of *Tekken 4*. Indeed, Namco has implemented a certain amount of arena destruction – but only to the extent that debris can be knocked from the walls and floors, *Dead Or Alive 2*-style – there will be no multi-leveled arenas as with Tecmo's game. However, this feature should mean that *Tekken 5* will be the most fully integrated experience in the series so far.

On the move front, early evidence suggests the fifth *Tekken* instalment will carry much of the fighting philosophy from previous chapters, though much of *Tekken 4*'s pseudo-realism has been eschewed. Rather, some imaginative elements have found their way back in, while *Tag Tournament*'s fire and laser attacks have apparently been reintroduced. Whether this relates to the side-effects caused by *Tekken 4*'s Devil Gene plotline is yet to be disclosed by Namco, but you can expect PLAY to report back with any further news on this super-sequel between now and the beginning of next year, when those conversion rumours will inevitably be confirmed or disproved. ■

FIGHTING FORCE

THAT FULL LIST OF TEKKEN 5 CHARACTERS ANNOUNCED SO FAR

Kazuya Mishima, King, Marshall Law, Ling Xiaoyu, Julia Chang, Steve Fox, Nina Williams, Lei Wulong, Paul Phoenix, Hwoarang, Jin, Kazama, Christie Monteiro, Craig Marduk, Lee Chaolan, Jack, Kuma, Brian Fury, Yoshimitsu, Raven, Kazama Asuka, Feng Wei. ■



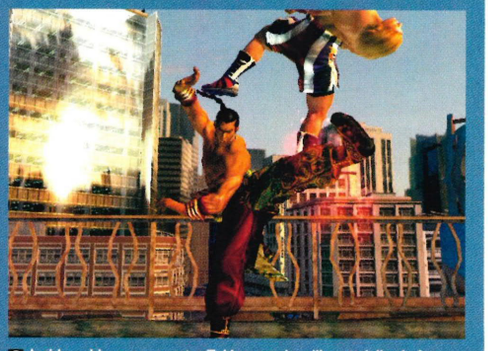
Newly-unveiled character Feng Wei is apparently a monk, albeit with a frighteningly well-toned gut.

CINE-MARRED

NUMBER SIX ANNOUNCED ALREADY? TEKKEN THE PISS, AREN'T YA?

Movie industry trade paper *Variety* has bolstered the *Tekken 5* publicity this month by re-announcing the *Tekken* motion picture. Rumoured to be in development for over two years already – but presumed dead-in-the-water like so many other game-to-movie cash-ins – the *Tekken* film was originally to be developed by Crystal Sky Entertainment (currently prepping Marvel's *Ghost Rider* movie and previously responsible for, er, the execrable *Baby Geniuses*) after a deal was brokered with New Line Cinema. Now, however, it seems Miramax subsidiary Dimension Films will co-fund the *Tekken* movie, meaning it's highly possible we will actually see it materialise. Another financier of the picture will be Tokyo-based studio Gaga, the studio that owns the film rights to Capcom's *Onimusha* series. A script by *Tomb Raider* scribes Mike Werb and Michael Colleary is said to be awaiting studio approval, though no stars are yet to be attached to the project.

However – and here's the real kicker – *Variety* also suggested that Namco is "currently developing a new game based on the movie," meaning that *Tekken 6* could already be in the works. Naturally, the developer has so far declined to comment. ■



Insider whispers suggest a *Tekken* movie will materialize before the end of 2005, with a tie-in game already in the works.

SHORTS

NOW YOU SEE HIM, NOW YOU DON'T

» SHORT STORY



Surfing over to www.streetfightercontroller.com will definitely bring a smile to fans of Capcom's classic brawlfest, as Nubytech has revealed a series of stickered control pads to go with the game's 15th anniversary PS2 release. The pads, the design of which had a secret embargo date of 7 July, had been released early by several websites before being removed.

SEGA SWALLOWED

» SHORT STORY



Mere moments after last month's issue of PLAY went to press, we received this official logo, which will represent the newly created SEGA-Sammy Holdings when it enters the corporate arena in October. As expected, the logo – which retains far more of the stylings of Sammy's previous logo than that of SEGA's familiar blue tracks – suggests the enveloping of one 'S' by another, rather than the conjoining of two equal powers.

2005 EDINBURGH GAMES FESTIVAL

» SHORT STORY

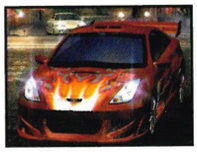


In another of those 'may-not-be-true-but-worth-reporting-anyway' deals, a US woman has apparently sold her son's PS2 after she returned home from a weekend away to find he had drunk a bottle of Dom Perrignon. The woman – who was amazed to find her son had even replaced the unwieldy champagne cork in an attempt to hide his indiscretion – was just as surprised when the second-hand PS2 raised $122, despite the fact a new unit retails for less than $150.

SHORTS

NEED FOR SPEED: UNDRESSED

SHORT STORY



EA has announced that Playboy model and US television presenter Brooke Burke will have her ass – erm, sorry – face plastered over its forthcoming *Need For Speed Underground 2* after clinching a deal with the busty beauty. But won't that be a tad confusing for all of those suped-up chavs with psychosexual bodyshell issues? Sorry, sometimes we just can't control our ridiculously egotistical, self-righteous tongues.

GTA ON TGN

SHORT STORY



PLAY's sister website, www.totalgames.net, has launched a *Grand Theft Auto* mini-site in preparation for the launch of the next instalment, *San Andreas*. The site (www.totalgames.net/pm/219), which features an archive of *GTA* articles from PLAY, P2 and games™, as well as all the information on *San Andreas* currently available, will be updated on a regular basis until the game is finally released to the masses in October of this year.

PSX RELAUNCHED

SHORT STORY



The start of July saw a slightly-improved PSX thrust onto the Japanese hardware market. Despite promising sales for its launch, the unit had temporarily ceased production, but has been reintroduced with the new ability to create opening menus for your ripped DVDs. At the time of going to press, Sony still plans to launch the PSX in Europe towards the end of 2004, although we'll be surprised if this date doesn't shift at least a couple more times.

ELSPA // Convention

SUMMIT UP

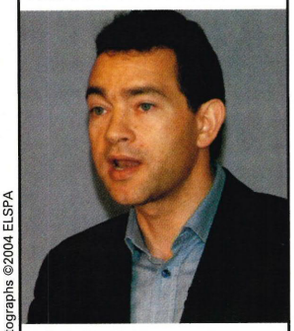
MIXED MESSAGES AT ELSPA'S SECOND CONVENTION



DAVID REEVES
SCEE PRESIDENT



KATHY VRABECK
PRESIDENT OF ACTIVISION



DAVID GOSEN
NINTENDO EUROPE MD

All photographs ©2004 ELSPA

The beginning of June saw developers, money-men and the big decision makers from a whole host of industry sectors come together to discuss strategies at ELSPA's second annual Games Summit, which took place at Le Meridien hotel in Piccadilly Circus, London. The theme of this year's event was reportedly 'New Technologies and New Strategic Directions: Maximising Profit And Managing Risk In A Convergent Entertainment World', which, although unashamedly pretentious as a title, highlights the currently transitional state of the videogames industry, and the threat to safe development brought on by rushing into the next hardware cycle.

Both Kathy Vrabeck (President of Activision) and SCEE president David Reeves – whose keynote speeches opened the proceedings – were quick to praise the current level of creativity in the industry, with EyeToy and *Singstar* receiving particular recognition for their attempts to widen the mainstream videogames market and bring them to new demographics. However, many speakers at the event felt that the progression to the next generation of consoles could damage the games industry as much as forward it, if not handled correctly. Reeves also responded to recent suggestions that the PS2 is beyond its peak, openly calling them "bullshit" and stressing that Sony's second console is only halfway through its life cycle. He went on to point out that the PSone is still selling strongly today at its "magic price point", five years after it was superseded by PlayStation2.

> **GTA, ULTIMATELY, IS A DEAD END STREET**

The strangest speech of the week, though, must have been that of Nintendo's Europe managing director David Gosen, who slammed Microsoft for attempting to drive the transition prematurely, and warned that the games industry needs to break out of its current five-year generational cycle if it is to have any long term future. Gosen also went on to heavily criticise videogames magazines (PLAY included, no doubt) for looking too far ahead and losing sight of the short-term picture. "For every magazine editor bored with the current products, there are hundreds of thousands of gamers around the world just discovering them," he said, just days before personally announcing that Nintendo is *already* developing it's next Game Boy following the DS.

Gosen's speech can also be noted for dismissing major trends in the industry, including the ever-burgeoning market for mature-orientated titles. Any PLAY readers in attendance would have also had the privilege to hear Gosen issue the truly immortal line "*Grand Theft Auto*, ultimately, is a dead-end street." At a time when many people are sounding an early death knell for Nintendo, Gosen's speech could be said to draw a line between Nintendo and the rest of the gaming world – suggesting that the Japanese stalwart could still have a few tricks left up its sleeve. After all, it couldn't misread the market it created that severely... could it? ■

Konami // It's the law



LEGAL EVO

KONAMI TRIUMPHANT IN DISPUTE

On 7 June, a relieved Konami Europe celebrated victory in its ongoing legal wrangle with le Federation Francaise de Football, France's national soccer federation. Dating back as far as 2001, the dispute accused Konami of breaking copyright with its use of French names and likenesses, as well as the French team's uniform and logo designs. The FFF had sought to have all sales of the *Pro Evo* series withdrawn from France.

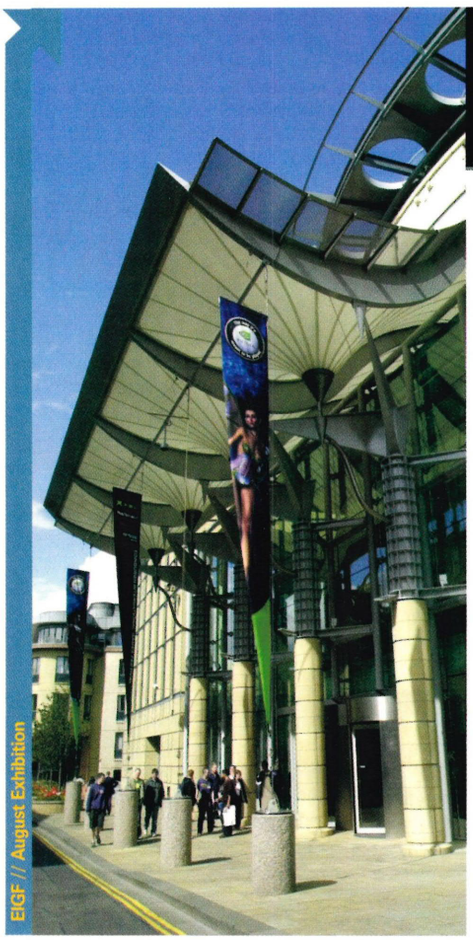
Previously, Konami had responded to the claims with a counter-lawsuit, which accused le Federation Francaise de Football of violating its country's own monopoly laws by basically granting exclusive rights of the French football team to a private company. The decision, which is not expected to be contested any further, means that Konami can now distribute *Pro Evo* on the continent freely and without fear of reprisal. ■

MIND-CONTROLLER

DIGITAL TELEKINESIS – TODAY!

Scientists in the United States have managed to take the world one step closer to resembling a Seventies sci-fi movie, by controlling a videogame using nothing more than some electrodes and the power of the mind. And no, this isn't yet another bizarre plea for attention by Derren Brown, but a genuine scientific experiment.

"We are using pure imagination," beamed Dr Eric Leuthardt, Neurosurgeon at St Louis' Barnes-Jewish Hospital. "These people are not using their limbs." The four volunteers involved – who had their skulls opened so that electrodes could be placed on the surface of the brain – were apparently required to think the word 'move' in order to control the simplistic game. The technology could potentially lead to breakthroughs in paralysis research. ■


EIGF // August Exhibition

EDINBURGH INTERNATIONAL GAMES FESTIVAL

EIGF'S THIRD YEAR LOOKS TO IMPRESS

August sees the third Edinburgh International Games Festival, an offshoot of the world-famous Edinburgh festival entirely devoted to videogames and gaming. Organised in conjunction with ELSPA (Entertainment and Leisure Software Publishers Association) and TIGA (The Independent Game Developers Association) and overseen by a committee made up of industry bigwigs, the festival returns after a hugely successful and popular inaugural year, bigger than ever before.

Firstly, Go Play Games, EIGF's public games exhibition, has doubled in length to two weeks (8-22 August), and will offer session-based opportunities to play new and classic games, including a lounge area showcasing Sony's *EyeToy: Chat* and a host of other developers. EIGF's press/industry Trade Conference (12-13 August) – which is also open to students – will explore the behind-the-scenes face of game development, and how the industry links to popular culture.

However, the major highlight of EIGF for many people will be the four-day series of Game Screenings, which will offer gamers the opportunity to not only see the biggest games currently in development, but to hear the creators of these games speak about their creative decisions and gaming philosophies (11-14 August). To be officially opened by EA's Neil Young, speeches will include Eidos' Ian Livingstone discussing Lara, Agent 47 and the creation of an iconic character, game-girl Emily Newton-Dunn discussing 'games that give you nightmares' and Miles Jacobson of Sports Interactive presenting *Football Manager* for the first time (that's 'the game that used to be *Champ Manager*' to the rest of us). In addition, animation house Pixar will be showing off THQ's tie-in for its next blockbuster, *The Incredibles*. Chris Deering will also be side-stepping his role at Sony to present BAFTA's first New Talent award to the industry, truly hammering home how much of a mainstream art form games have now become. For more information, and to book tickets, visit www.eigf.co.uk. ■


The EIGF promises to be spilling over with exciting exhibitions, new games, and plenty more besides.

THE DETAILS

GO PLAY GAMES:

Royal Museum, Edinburgh – 8-22-August 2004. Tickets cost £2 per session, but some sessions will require adult supervision due to content. Gamestation stores throughout Edinburgh will be giving away free money-off vouchers in conjunction with the event. Call 0131 247 4422 for more details or to book tickets.

GAME SCREENINGS:

11-14 August 2004. Tickets cost £4 per session, but are limited in number. For a confirmed line-up of speakers, more information, or to book tickets call 0871 5544007 or log on to www.odeon.co.uk.

TOTAL GAMES net

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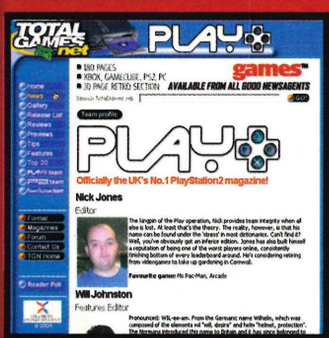
NEWS:
All the latest gaming news, gossip and events brought straight to your home or office by our servers. Updated daily by members of the PLAY team, no corner of the videogames industry is left uncovered in our quest for total news domination!



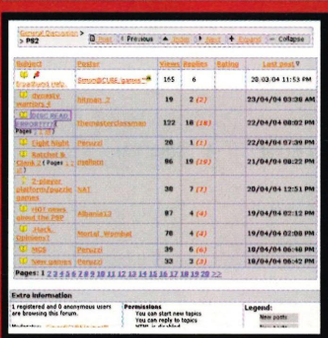
PREVIEWS:
News on the most exciting titles currently in development as we get it ourselves – totalgames.net has spies postioned all over the gaming world, bringing you all the scoops you want to read about before you get to read them anywhere else.



REVIEWS:
The PLAY team's judgment on all the latest and imminent releases, including scores, screenshots and the most reasoned, trusted, and sometimes just plain profound prose to be found in this spin-crazy, hyperbole-lovin' world of wonderful games.



PLAY:
Discover all you'd care to know (and far more) about the freaks and geeks who write PLAY every month, with a sneak preview of all the exciting features to be found in the current month's issue of the UK's Best Unofficial PS2 Magazine.



FORUM:
The Total Games Network forums are there for you to let the world know what you think about PLAY, current developments, rumours, recent releases, or any aspect of the games industry in general that compels you to vent your spleen.



RETRO:
TGN's brand new retro section contains all the latest news on old games and current emulation, with retrospective review features, historical analysis and a whole bunch of retro game adverts to make you long for the days when games still cost a tenner.

TOTALGAMES.NET – YOU'RE ONLY EVER A CLICK AWAY FROM THE HEART OF GAMING

RUMOUR CONTROL

BECAUSE ONE MAG'S HEARSAY IS ANOTHER MAG'S COVER STORY

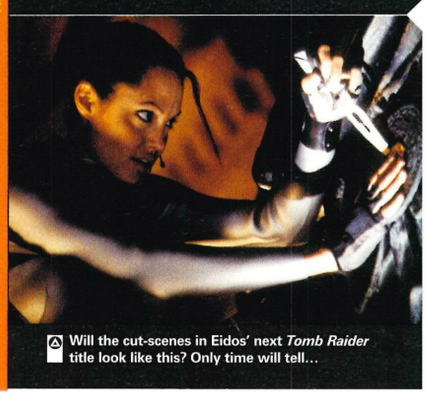
It looks as though SEGA's first development move after that SEGA-Sammy Holdings announcement could be a PS2 port of its classic GameCube title, *Super Monkey Ball*. Despite no official confirmation from the developer, all those fanboy net-heads who seem to have nothing better to do than bemoan everything non-Nintendo are already pulling a murderous hissy fit about it. Which always brings a smile to PLAY's collective face. Other rumours flying this month concern Konami's next *Pro Evo* instalment, which will apparently – as well as online play – feature players getting physically dirty as well as a Classic mode that enables you to (re)play history's greatest matches.

Of course, if you like your characters dirty then you won't mind us using it as a tenuous excuse to talk about *Tomb Raider*. According to Mr Unnamed Source, the Eidos-owned Crystal Dynamics team are hoping to unify the *Tomb Raider* franchise by licensing the face and voice of Angelina Jolie. That'll save it, then.

In other spurious affronts to the world of solid PR, PLAY has also heard sequential words expelled at low volume suggesting that Guerrilla is already working on a sequel to the mighty *Killzone*, but that the developer has no intention of releasing another FPS. Hmmmm... go-karting, anyone?

Finally, we end this month with a story that will warm the cockles of anyone who was holding out for a *WipEout* victory in our Ten Best Games shortlist – that a *proper* sequel to the classic floaty racer will appear in early 2005, courtesy of none other than Namco.

Until next month – keep one ear to the ground.



Will the cut-scenes in Eidos' next *Tomb Raider* title look like this? Only time will tell...

Rumours // A vision of the future

ON TRAK

IN2GAMES WANTS TO HURT YOU. CHANCES ARE YOU'LL LET THEM



Dance mats – exhausting, right? Well, if you enjoy giving your bottom half a good ol'-fashioned work-out to the primal beats of bass, then you'll probably be quite excited by the prospect of giving your upper section a thorough toning at the hands of In2Games' Gametrak.

Employing some sophisticated technology, the Gametrak plugs into the PS2's USB socket and can triangulate its position in three dimensions (precise to a single millimetre) and relay the information back to your PS2. When it is released in the UK in autumn, Gametrak will come packaged with first-person boxing title *Dark Wind*, making it akin to playing EyeToy with wires attached to your wrists rather than reversed in front of a camera. Basically, a single retractable cable attaches to either side of the floor-mounted unit, with the other end of each cable attached to one wrist. Opponents appear on screen in front of you, while digital arms stretching away from you mimic every pugilistic block or swing you make. Simple really, but highly effective and – as PLAY discovered during a recent hands-on playtest – massively tiring, giving you an effective shadow-box workout in the luxury of your games room.

Another bonus feature of Gametrak relates to its functionality – the unit supports other specially-manufactured peripherals including a sports 'wand' (which recognises the movement of long-handled sports equipment), and though the unit is bundled solely with *Dark Wind*, Atomic Planet Entertainment is currently developing extra software for release, (PLAY has already seen an impressive-looking golf title in the early stages of development). The developer promises baseball, basketball, adventure and dance titles will become available, offering peace of mind for gamers tired of buying novelty peripherals for use with a single title, only to find they are never given further software support.

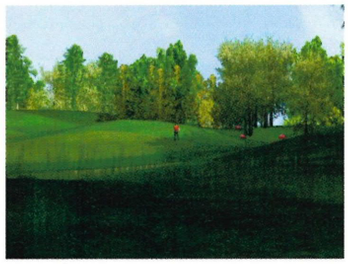
Also famous for forcing the Gametrak handheld to change its name to (gulp) Gizmondo, Gametrak was unveiled at ELSPA's Game Summit this month by company director Harry Holmwood, who argued the case for the peripheral-led gaming trends that have become prevalent in recent years. No price has yet been assigned to the Gametrak, but upon its release in the latter half of 2004, In2Games expects its unit to retail for around the same price as a wireless controller. ■



He's about to smack you, but moving a hand in front of the green icon will result in a block.



The control Gametrak gives is very accurate, and your effect on enemies feels surprisingly solid.



In2Games has developers working hard on a clutch of future titles for use with Gametrak.

Warner Bros // Development Penalties

BROTHERLY LOVE?

STUDIO THREATENS TO SLASH DEVELOPER PROFITS

A couple of months ago, PLAY jokingly suggested that Marvel's new comic-to-game factory might ensure the quality of future comic tie-ins. Well, it turns out that someone at Warner Bros – who as well as carrying the rights to the *Harry Potter* franchise, also owns Detective Comics and therefore the *Batman* and *Superman* franchises – may have been reading, because now the media giant has decided to impose penalties upon developers who deliver poor games by fluctuating their royalty payments according to game sales and review scores.

"The game industry has had its time to exploit movie studios all day long and get away with producing inferior products," stated Warner Bros Interactive Entertainment boss Jason Hall, according to movie tabloid The Hollywood Reporter. "An escalating royalty rate kicks in to help compensate us for the brand damage that's taking place." In theory, Hall's scheme would see games which score under 70% (better than average according to the PLAY score hierarchy) becoming ripe for some corporate punishment.

"WARNER BROS HAS DECIDED TO IMPOSE PENALTIES UPON ITS DEVELOPERS"

Atari chairman Bruno Bonnell was quoted in the same article as saying the stipulation "effectively insults our business," before adding that "sales don't equal quality." Don't we know it, mate – we've spent the majority of the last month playing *Driv3r*.

Let us just hope that measures such as these – which, in theory, should also result in a gamer recognizing the Warners' logo to be a good substitute for forty quid in cash – won't scare the bejeezus out of potential developers, and mean that Warners can't find anyone to program their videogame tie-ins in future. We'll leave the last word to Jason Hall to put us at ease: "This isn't just lip service. Honestly, the bad games are over." ■

WIN! 100 PAIRS OF TICKETS TO GAME STARS LIVE

Held from 1-5 September at London's impressive Docklands ExCel centre, Game Stars Live looks to be the consumer videogame event of the year, arriving on the wave of success created by ITV's popular series. Co-organized by Granada Enterprises (the TV company responsible for the show), London EventCo and ELSPA, and sponsored by ITV and GAME, the show is expected to see up to 100,000 attendees throughout its five-day span, and PLAY is offering 100 lucky readers a free pair of tickets to the show. TO WIN, JUST ANSWER THE FOLLOWING QUESTION:

WHAT DOES THE ACRONYM ELSPA STAND FOR?

A: Extreme Lovemaking and Sadistic Passion Authority
B: Entertainment and Leisure Software Publishers Association
C: European Long Sighted Person's Administration

CALL 0901 0100 423

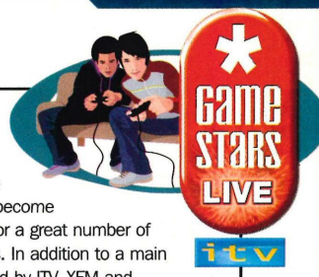
Calls cost 50p per minute. Please seek permission from the bill payer before calling. This number may not be accessible from some networks.

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TERMS AND CONDITIONS: All entries must be received by 11 August 2004. Prizes may be subject to use on a specified day of the Game Stars Live show. Unfortunately, Highbury Entertainment Limited is unable to provide travel facilities to and from the venue. Employees of Highbury Entertainment Limited, Barrington Harvey, their agents, wholesalers, retailers and/or relatives may not enter this competition. Entries are limited to one per person. The submitting of multiple entries will result in disqualification. The Editor's decision is final and no correspondence will be entered into. The winners will be notified in writing, and a list of winners will be available from Highbury Entertainment Limited on request. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. There is no cash alternative for any prize offered. Proof of sending is not proof of delivery. Highbury Entertainment Limited does not accept responsibility for lost, delayed or damaged entries.



Game Stars Live is set to become a mainstay in the gaming calendar, since it will almost certainly become the first public venue for a great number of key Christmas releases. In addition to a main stage area co-organised by ITV, XFM and Capital FM, you can expect television and radio broadcasts from the show floor, with an edition of ITV's *Game Stars* series to be filmed during the show for broadcast later in the year.

As well as the opportunity to view new games, Game Stars Live will also feature a large number of challenges to take part in, with intriguing titles such as The Bear Pit and The Virtual Vs Reality Zone. The show will also be the venue for The European Online Gaming Championships, while an area called Get Into Gaming will tell you everything you ever wanted to know about securing a job in the videogames industry.

Meanwhile, the development muscle attending the show encompasses some of the biggest names in the gaming world, with Activision, Atari, Eidos and Electronic Arts all confirmed to feature, and many more development houses expected to sign up between now and September. As if the excitement of seeing so many new games wasn't enough, you can also expect Game Stars Live to be populated by a large contingent of celebrity gamers, after stars such as Simon Pegg and Jordan turned out for the ITV series.

Tickets for Game Stars Live would usually cost either £10 per day in advance, or £12 each on the door, with children under twelve allowed entry for half price, and under-fives free with paying adults. Various group discounts are also available. For more details, and to keep abreast of the current event line-up, visit www.gamestarslive.co.uk.

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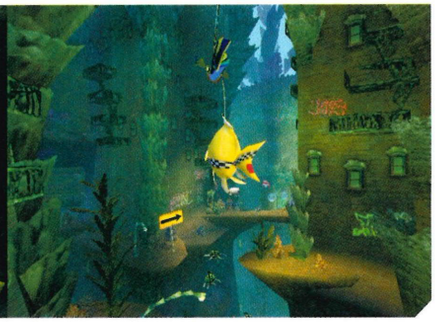
THIS MONTH: THE RETURN OF SOME CLASSICS, AND A COUPLE OF NEW FISH

SHARK TALE

PUBLISHER: ACTIVISION | DEVELOPER: IN-HOUSE | RELEASE: TBA | ORIGIN: USA

Activision announced this back before E3, but these are the first shots to have filtered through. Based on the upcoming Dreamworks movie – which has no connection to *Finding Nemo*, regardless of first impressions – it tells the tale of Oscar, a little fish who (wouldn't you know it?) becomes an unlikely hero of some sort. It's currently looking pretty swish for a licensed tie-in, but the movie's not out until October so we'd expect the game some time around then.









LAMBORGHINI FX

PUBLISHER: TITUS INTERACTIVE | DEVELOPER: MILESTONE | RELEASE: JULY | ORIGIN: ITALY

Titus, developer of *Crazy Cars*, returns to the racing genre for a "throwback to classic gaming". Race, collect FX tokens and incorporate edgy stunts such as two-wheeling, spins, power slides and jumps in order to earn weapons to use against your opponents. It's full-contact, *Burnout*-style freewheeling, with the ultimate goal being to get your hands on the Lamborghini World Championship cup. It's the only way we'll ever drive one, that's for sure.

SPYRO: A HERO'S TAIL

PUBLISHER: VU GAMES | DEVELOPER: EUROCOM | RELEASE: AUTUMN 2004 | ORIGIN: UK

British *Athens 2004* developer Eurocom hopes to resurrect the heroic dragon for another big adventure, in which Spyro must save the Dragon Realms from Evil Red Dragon, who has scattered light-sapping Dark Gems all over in an effort to increase his malevolent power. *A Hero's Tail* will reportedly feature five playable characters, as well as some cleverly programmed morphing environments and a bevy of inventive new moves, attacks and enemies.









ARMY MEN: SARGE'S WAR

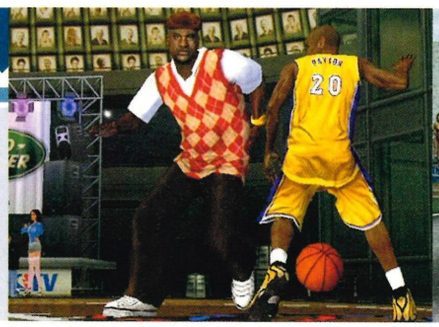
PUBLISHER: GLOBAL STAR | DEVELOPER: 3DO | RELEASE: SUMMER 2004 | ORIGIN: USA

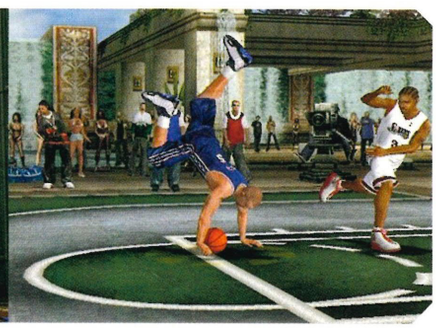
It was almost finished when 3DO suddenly went bankrupt, but now it has now been tweaked and polished, and Global Star is going to publish it for a paltry twenty quid. You are the titular Sarge, this time called to arms without the aid of your famous team – and that's because nemesis Colonel Malice has annihilated the entire squad, leaving you to fend for yourself in a third-person warzone hell. Only made of green plastic, obviously.

NBA BALLERS

PUBLISHER: MIDWAY | DEVELOPER: IN-HOUSE | RELEASE: TBA | ORIGIN: USA

Technically, it's been covered in the pages of **PLAY** before, but as E3 saw an official PS2 release confirmed for Europe we thought we'd get your mouth watering with some new screenshots. Aided by the creative mind of *NBA Jam*'s Mark Turmell, this is one-on-one 'ball with a stronger focus on the fundamentals. Expect a considerable Career mode and some serious showboating moves to embarrass your opponents with.







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PS2 RELEASE

BEHOLD! A YEAR'S WORTH OF GAMES THAT WILL CHANGE YOUR LIFE,

» JULY

GAME NAME	PUBLISHER	DATE
SPIDER-MAN 2	ACTIVISION	9/7/2004
ATHENS 2004	SONY	JULY
EX ZEUS	METRO3D	JULY

» AUGUST

GAME NAME	PUBLISHER	DATE
CATWOMAN	EA	6/8/2004
WORLD CHAMPIONSHIP SNOOKER 2004	CODEMASTERS	18/8/2004
FUTURE TACTICS	JOWOOD	27/8/2004
DANCE: UK2	BIG BEN	AUGUST
EYETOY CHAT	SONY	AUGUST
FOOTBALL GENERATION	MIDAS	AUGUST
GAMETRAK: DARK WIND	IN2GAMES	AUGUST
INDY CAR SERIES 2005	CODEMASTERS	AUGUST
KIDZ SPORTS ICE HOCKEY	PHOENIX	AUGUST
MADDEN NFL 2005	EA	AUGUST
SHAMAN KING: POWER OF THE SPIRIT	KONAMI	AUGUST
SMASH COURT TENNIS PRO TOURNAMENT 2	SONY	AUGUST
TERMINATOR 3: REDEMPTION	ATARI	AUGUST

» SEPTEMBER

GAME NAME	PUBLISHER	DATE
CONFLICT: VIETNAM	SCI	3/9/2004
DYNASTY WARRIORS 4 EMPIRES	KOEI	3/9/2004
JUICED	ACCLAIM	3/9/2004
NEIGHBOURS FROM HELL	JOWOOD	3/9/2004
CRIMSON SEA 2	KOEI	17/9/2004
PSI-OPS: THE MINDGATE CONSPIRACY	MIDWAY	17/9/2004
PILOT DOWN	MC2	24/9/2004
.HACK// VOL. 3	ATARI	SEPTEMBER
ADIBOO AND THE ENERGY THIEVES	VIVENDI	SEPTEMBER
BURNOUT 3	EA	SEPTEMBER
CALL OF DUTY: FINEST HOUR	ACTIVISION	SEPTEMBER
CLUB FOOTBALL 2005	CODEMASTERS	SEPTEMBER
COLD WINTER	VIVENDI	SEPTEMBER
COLIN MCRAE 5	CODEMASTERS	SEPTEMBER
CRESCENT SUZUKI RACING	MIDAS	SEPTEMBER
CRISIS ZONE	SONY	SEPTEMBER
DEF JAM FIGHT FOR NEW YORK	EA	SEPTEMBER
FAIRLY ODD PARENTS SHADOW SHOWDOWN	THQ	SEPTEMBER
FLATOUT	EMPIRE	SEPTEMBER
GRADIUS V	KONAMI	SEPTEMBER
LEISURE SUIT LARRY: MAGNA CUM LAUDE	VIVENDI	SEPTEMBER
NICKTOONS EYETOY	THQ	SEPTEMBER
PACIFIC WARRIORS II: DOGFIGHT	MIDAS	SEPTEMBER
POWER RANGERS DINO THUNDER	THQ	SEPTEMBER
RATCHET AND CLANK III	SONY	SEPTEMBER
SILENT HILL 4: THE ROOM	KONAMI	SEPTEMBER
SLY COOPER 2: BAND OF THIEVES	SONY	SEPTEMBER
SPOOKS	BBC MULTIMEDIA	SEPTEMBER
STAR OCEAN TILL THE END OF TIME	UBISOFT	SEPTEMBER
STAR WARS BATTLEFRONT	LUCASARTS	SEPTEMBER
STARCRAFT: GHOST	VIVENDI	SEPTEMBER
TOM CLANCY'S GHOST RECON 2	UBISOFT	SEPTEMBER
TORQUE	JOWOOD	SEPTEMBER
TRIGGER MAN	CRAVE	SEPTEMBER
YUYU HAKUSHO: DARK TOURNAMENT	ATARI	SEPTEMBER

» OCTOBER

GAME NAME	PUBLISHER	DATE
KNIGHT RIDER 2	DAVILEX	1/10/2004
MIAMI VICE	DAVILEX	1/10/2004
AQUANOX	JOWOOD	8/10/2004
LEGEND OF KAY	JOWOOD	15/10/2004
GRAND THEFT AUTO: SAN ANDREAS	TAKE 2	22/10/2004
100 BULLETS	ACCLAIM	OCTOBER
BACKYARD WRESTLING 2	EIDOS	OCTOBER
CRASH 'N' BURN	EIDOS	OCTOBER
DANCE DANCE REVOLUTION EXTREME	KONAMI	OCTOBER
DEAD TO RIGHTS II	NAMCO	OCTOBER
DJ: DECKS AND FX	SONY	OCTOBER
DREAMWORKS' SHARK TALE	ACTIVISION	OCTOBER
DUKES OF HAZZARD: RETURN OF THE GENERAL LEE	UBISOFT	OCTOBER
EYETOY: ANTIGRAV	SONY	OCTOBER
FIFA 2005	EA	OCTOBER
FORD RACING 3	EMPIRE	OCTOBER
GARFIELD	HIP INTERACTIVE	OCTOBER
GODZILLA: SAVE THE EARTH	ATARI	OCTOBER
GOLDENEYE: ROGUE AGENT	EA	OCTOBER
KING ARTHUR	KONAMI	OCTOBER
MORTAL KOMBAT: DECEPTION	MIDWAY	OCTOBER
NBA LIVE 2005	EA	OCTOBER
NHL 2005	EA	OCTOBER
OPERATION AIR ASSAULT	MIDAS	OCTOBER
PROJECT MINERVA	MIDAS	OCTOBER
RAVE MASTER	KONAMI	OCTOBER
RICHARD BURNS RALLY	SCI	OCTOBER
ROCKY LEGENDS	UBI SOFT	OCTOBER
SNIPER ELITE	WANADOO	OCTOBER
SNOWBLIND	EIDOS	OCTOBER
STARSKY & HUTCH 2	EMPIRE	OCTOBER
STEEL DRAGON EX	MIDAS	OCTOBER
TAK 2: STAFF OF DREAMS	THQ	OCTOBER
TEENAGE MUTANT NINJA TURTLES 2	KONAMI	OCTOBER
TEST DRIVE: EVE OF DESTRUCTION	ATARI	OCTOBER
THE BARD'S TALE	ACCLAIM	OCTOBER
WRC 4	SONY	OCTOBER
X-MEN: LEGENDS	ACTIVISION	OCTOBER
YU-GI-OH! CAPSULE MONSTER COLISEUM	KONAMI	OCTOBER

» NOVEMBER

GAME NAME	PUBLISHER	DATE
ALTERED BEAST	SEGA	NOVEMBER
AREA 51	MIDWAY	NOVEMBER
ATV OFFROAD FURY 3	SONY	NOVEMBER
EYETOY: PLAY 2	SONY	NOVEMBER
FAHRENHEIT	VIVENDI	NOVEMBER
FIGHT CLUB	VIVENDI	NOVEMBER
FIREFIGHTER FD18	KONAMI	NOVEMBER
FORGOTTEN REALMS: DEMON STONE	ATARI	NOVEMBER
GRAN TURISMO 4	SONY	NOVEMBER
GUILTY GEAR ISUKA	SAMMY	NOVEMBER
HOT WHEELS STUNT TRACK CHALLENGE	THQ	NOVEMBER
KILLZONE	SONY	NOVEMBER
LOBO	KEMCO	NOVEMBER
METAL GEAR SOLID 3: SNAKE EATER	KONAMI	NOVEMBER
METAL SHELL	PUBLISHER TBA	NOVEMBER
NANOBREAKER	KONAMI	NOVEMBER
NARC	MIDWAY	NOVEMBER
NEO CONTRA	KONAMI	NOVEMBER
NIGHTMARE CREATURES 3	UBI SOFT	NOVEMBER
RED NINJA: END OF HONOR	VIVENDI	NOVEMBER
RUMBLE ROSES	KONAMI	NOVEMBER
SPACE INVADERS ANNIVERSARY	EMPIRE	NOVEMBER
SPONGEBOB SQUAREPANTS	THQ	NOVEMBER
STATE OF EMERGENCY 2	TAKE 2	NOVEMBER
SUIKODEN IV	KONAMI	NOVEMBER
THE GETAWAY: BLACK MONDAY	SONY	NOVEMBER
THE INCREDIBLES	THQ	NOVEMBER
THE MUMMY: ANIMATED SERIES	HIP INTERACTIVE	NOVEMBER
WWE SMACKDOWN! VS RAW	THQ	NOVEMBER

» DECEMBER

GAME NAME	PUBLISHER	DATE
JAK 3	SONY	DECEMBER
MIDNIGHT CLUB III: DUB EDITION	TAKE 2	DECEMBER
PLAYBOY: THE MANSION	UBI SOFT	DECEMBER
THE POLAR EXPRESS	THQ	DECEMBER

» JANUARY 2006

GAME NAME	PUBLISHER	DATE
ACE COMBAT 5	SONY	JANUARY
CALL OF CTHULHU: TAINTED LEGACY	HEADFIRST	JANUARY
CT: SPECIAL FORCES: FIRE FOR EFFECT	HIP	JANUARY
DEADLANDS	TBA	JANUARY
DEATH BY DEGREES	SONY	JANUARY
DESTROY ALL HUMANS	THQ	JANUARY
ENTHUSIA PROFESSIONAL RACING	KONAMI	JANUARY
MERCENARIES	ACTIVISION	JANUARY
THE PUNISHER	THQ	JANUARY

» FEBRUARY 2006

GAME NAME	PUBLISHER	DATE
25 TO LIFE	EIDOS	FEBRUARY
ALTERED BEAST	SEGA	FEBRUARY
EMERGENCY MAYHEM	ACCLAIM	FEBRUARY
JIMMY NEUTRON	THQ	FEBRUARY

ONES TO WATCH!

FUTURE PS2 GAMING PROSPECTS THAT TICKLE PLAY'S 'FANCY'



FUTURE TACTICS

Publisher: **JOWOOD** Release: **AUGUST**

This Warthog developed Tactics-RPG-with-less emphasis-on-'RPG' had been in a limbo of sorts. Thankfully it's been snapped up by JoWooD for release in the UK. We're flexing our brains in anticipation.



THE SHIELD

Publisher: **SAMMY** Release: **TBA**

Sammy's take on the best cop show on TV. From the screenshots it looks like a no-brainer, while the TV show is anything but. We bet Michael Chiklis is turning in his grave, and he's not even dead.



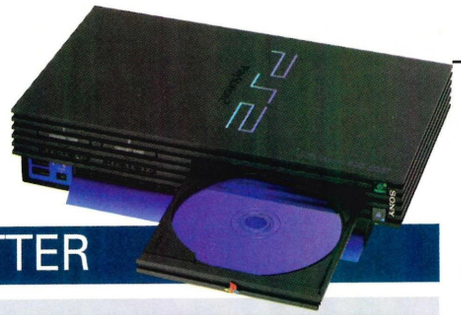
RAVE MASTER INTERNATIONAL

Publisher: **KONAMI** Release: **OCTOBER**

Unless appearances are very, very deceptive, *Rave Master International* is a multiplayer brawling game of the arena variety. And if that doesn't sound fun enough, it's based on a comic as well.

LIST

UNDOUBTEDLY FOR THE BETTER



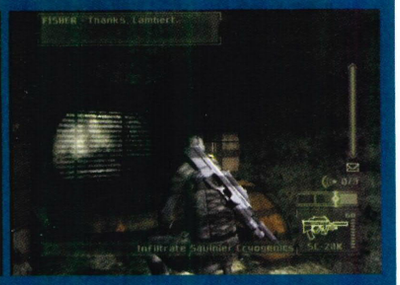
GAME NAME	PUBLISHER	DATE
NOTORIOUS: DIE TO DRIVE	UBISOFT	FEBRUARY
PHANTOM CRASH 2050	KONAMI	FEBRUARY
RISE OF THE KANSAI	SONY	FEBRUARY
TAK 2: THE STAFF OF DREAMS	THQ	FEBRUARY
THE LAST JOB	ACCLAIM	FEBRUARY

» TBA

GAME NAME	PUBLISHER	DATE
APE ESCAPE MEGA STADIUM	SONY	TBA
ASTROBOY	SEGA	TBA
BATTLEFIELD: MODERN WARFARE	EA	TBA
BIG MUTHA TRUCKERS 2: TRUCK ME HARDER	EMPIRE	TBA
BLACK	CRITERION	TBA
BLOOD WILL TELL	SEGA	TBA
BLOWOUT	VIVENDI	TBA
BROTHERS IN ARMS	UBISOFT	TBA
BUJINGAI	SONY	TBA
BUTTERFLY TABLE TENNIS	METRO3D	TBA
CALL OF DUTY: FINEST HOUR	ACTIVISION	TBA
CHARIOTS: THE FIRST OLYMPICS	CANDELLA	TBA
CONFLICT: MISSING PRESUMED DEAD	SCI	TBA
CRASH 'N' BURN	EIDOS	TBA
CRASH BANDICOOT: UNLIMITED	VIVENDI	TBA
CRIMSON TEARS	CAPCOM	TBA
CUBIX SHOWDOWN	3DO	TBA
DARKWATCH	SAMMY	TBA
DEVIL MAY CRY 3	CAPCOM	TBA
DRAGON BALL Z: BUDOKAI 3	ATARI	TBA
DRAGON QUEST VIII	SQUARE ENIX	TBA
ESPN NBA 2005	SEGA	TBA
ESPN NFL	SEGA	TBA
EVERYBODY'S GOLF 3	SONY	TBA
EYETOY: SPORTS	SONY	TBA
FINAL FANTASY XI	SONY	TBA
FINAL FANTASY XII	SONY	TBA
FORMULA CHALLENGE	OXYGEN	TBA
FROGGER	KONAMI	TBA
FRONT MISSION 4	SQUARE ENIX	TBA
GHOULS AND GHOSTS ONLINE	CAPCOM	TBA
GOD OF WAR	SONY	TBA
GUNGRAVE OD	SEGA	TBA
GUNSLINGER	ACTIVISION	TBA
INTERVIEW WITH A MADE MAN	ACCLAIM	TBA
JOJO'S BIZARRE ADVENTURE	CAPCOM	TBA
JUNIOR SPORTS BASKETBALL	ATARI	TBA
KARAOKE REVOLUTION	KONAMI	TBA
KATAMARI DAMACY	NAMCO	TBA
KENGO 3	TBA	TBA
KING OF FIGHTERS 2002 & 2003	PLAYMORE	TBA
KING OF FIGHTERS: MAXIMUM IMPACT	PLAYMORE	TBA
KINGDOM HEARTS 2	SONY	TBA
KUON	TBA	TBA
LA PUCELLE: TACTICS	MASTIFF	TBA
LEMONY SNICKET	ACTIVISION	TBA
LIFELINE	KONAMI	TBA
LOWRIDER	JALECO	TBA
MCFARLANE'S EVIL PROPHECY	KONAMI	TBA
METAL SLUG 4 & 5 COMBO	PLAYMORE	TBA
MIDWAY ARCADE TREASURES 2	MIDWAY	TBA
MIDWAY	SCI	TBA
MONSTER HUNTER	CAPCOM	TBA
NEBULA ECHO NIGHT	TBA	TBA
NEED FOR SPEED MOST WANTED	EA	TBA
NICO	SONY	TBA
NIGHTMARE BEFORE CHRISTMAS	CAPCOM	TBA
OKAMI	CAPCOM	TBA
PANIC MAKER	CAPCOM	TBA
PARAPPA THE RAPPER 3	SONY	TBA
PLAGUE OF DARKNESS	NAMCO	TBA
PREDATOR: CONCRETE JUNGLE	VIVENDI	TBA
PRINCE OF PERSIA 2	UBI SOFT	TBA
PRO EVOLUTION SOCCER 4	KONAMI	TBA
RESIDENT EVIL: OUTBREAK	CAPCOM	TBA
SECOND SIGHT	CODEMASTERS	TBA
SEGA SUPERSTARS	SEGA	TBA
SERIOUS SAM: NEXT ENCOUNTER	CLIMAX	TBA
SHADOW OF THE SUN	TBA	TBA
SHINING LORE	PHANTAGRAM	TBA
SHINSENGUMI	KONAMI	TBA
SHOOT TO KILL	CODEMASTERS	TBA
SNK VS CAPCOM CHAOS	PLAYMORE	TBA
SPACE HARRIER	SEGA	TBA
SPY FICTION	SAMMY	TBA
SPYRO: A HERO'S TALE	VIVENDI	TBA
STAR WARS GALAXIES: AN EMPIRE DIVIDED	LUCASARTS	TBA
STREET FIGHTER 3: THIRD STRIKE	CAPCOM	TBA
STREET LETHAL	ACTIVISION	TBA
STUNG!	TBA	TBA
THE GODFATHER	EA	TBA
THE LORD OF THE RINGS: THE THIRD AGE	EA	TBA
THE MATRIX REVOLUTIONS	ATARI	TBA
THE RED STAR	ACCLAIM	TBA
THE SETTLERS	UBI SOFT	TBA
THE SHIELD	SAMMY	TBA
THE URBZ	EA	TBA
THE WARRIORS	TAKE 2	TBA
THUG 2	ACTIVISION	TBA
THUNDERBIRDS	SCI	TBA
TIMESPLITTERS: FUTURE PERFECT	EA	TBA
UBU	UBI SOFT	TBA
UNDERWORLD	PLAY IT	TBA
VIB RIPPLE	SONY	TBA
VIEWTIFUL JOE	CAPCOM	TBA
VIEWTIFUL JOE 2	CAPCOM	TBA
WHEEL OF FORTUNE	TBA	TBA
WORMS FORTS UNDER SIEGE	SEGA	TBA
X10	WARTHOG	TBA
XENOSAGA	SONY	TBA
YS: THE ARK OF NAPISHTIM	KONAMI	TBA

PS2 TOP TEN UK CHART

Compiled by ChartTrack



01 SPLINTER CELL: PANDORA TOMORROW /UBISOFT
Sam sneaks his way straight back to the top.

02 HARRY POTTER AND THE PRISONER OF AZKABAN /EA GAMES
Feel the magic... feel the magic... shazam.

03 UEFA EURO 2004 /EA SPORTS
It's all over but the fond memories help sales.

04 RED DEAD REVOLVER /ROCKSTAR GAMES
A victory for violently heterosexual gaming.

05 SHREK 2 /ACTIVISION
The only four-player platformer on this chart.

06 DRIV3R /ATARI
Driving us to something, that's for sure.

07 SINGSTAR /SCEE
Making parents prematurely bald worldwide.

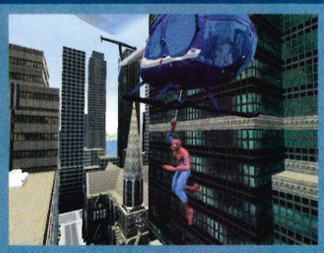
08 GRAN TURISMO 4 PROLOGUE /SCEE
That'll shut you up for now.

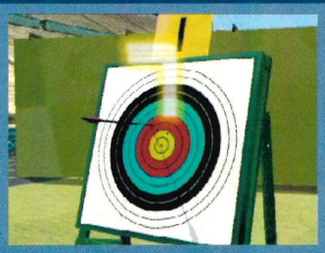
09 HITMAN CONTRACTS /EIDOS
Why aren't more of you buying this?

10 SONIC HEROES /SEGA
At the bottom of the hill, clutching a stitch.

NEW RELEASES

COMPETING AGAINST THE SUNSHINE UNTIL THE MIDDLE OF AUGUST







SPIDER-MAN 2

Publisher: **ACTIVISION** Score: **79%**

The movie's doing great business, but it's the game that really surprises, with its high level of web-slinging quality. Quite simply, it's a great action game as well as a clever license tie-in. Roll on *Spider-Man 3* in 2006.

ATHENS 2004

Publisher: **SCEE** Score: **86%**

Even if the 25 excellent events weren't enough to get you warming up on the sidelines, the prospect of four-player multitap competition should have you false starting 'til teatime. Archery is still our favourite event, though.

MTV: MUSIC GENERATOR 3

Publisher: **CODEMASTERS** Score: **89%**

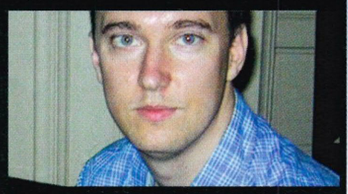
As effective as it is simple, Codemasters' latest choon-creator will have you ruining tracks like you're Ja Rule within half an hour of pulling it out of the box. Beastier than the boys and phatter than yo' mama.

PLAY NETWORK

A NEW MONTHLY FEATURE DEVOTED TO GETTING THE MOST OUT OF BROADBAND GAMING ON YOUR PS2

NETWORKING

THIS MONTH, PLAY NETWORK ASKED BURNOUT 3'S LEAD DEVELOPER WHAT WE CAN EXPECT FROM HIS AMAZING RACER WHEN IT GOES ONLINE



NAME: ALEX WARD
GAME: BURNOUT 3
POSITION: LEAD DEVELOPER
COMPANY: CRITERION



Hopefully, *Burnout 3* will be a huge boost for online play and may even mirror the success Xbox Live has had with *Project Gotham Racing 2*. The fact that *Burnout 3* features a Mustang is just one of those bonuses that just makes us want to break out into a Christmas carol in the middle of summer.

Can you run through the basic online modes of *Burnout 3*?

Pretty much every race mode from the single-player game is playable online, but some of them are different. Standard single-player races you can play online, you can have a GP online, you can play Road Rage online, you can play Crash mode online (Head-to-Head, Cooperative and Party Crash for up to eight players). You can set up from two to six players – it's a maximum of six players because we're running with traffic. We could run sixteen players and have no other cars on screen, but *Burnout* isn't *Burnout* without the traffic so we had to keep it in. Road Rage works differently online – that's the 'fox and hound' type racing mode where three players are on a racing team (they get a head start and have to race to the finish) and the other three are the Road Rage team and they have to smash the other guys up. The whole thing was designed for online.

Would you say the game was more a racer or a fighter?

It's still a racing game... you race to the finish line and winning is winning. We've just changed the way you do that. With *Burnout 2*, all you do is drive on the wrong side of the road, drift and nearly hit the other cars and then you win. A race to the finish line where you fight and smash people up along the way is more exciting than just a race to the finish line. People want this element of anarchy online – I don't think it'll ever go away. Online gaming will always be full of people who want to cheat, people who want to spoil it for everyone else, people who want to be better than everybody else, people who want to argue and that's what *Burnout* is. We say its like a bar fight – you go online, you start the race, somebody breaks a bottle over your head and you go get 'em.

PEOPLE WHO THINK THIS IS JUST GOING TO BE BURNOUT 2 ONLINE WILL GET A BIG SHOCK

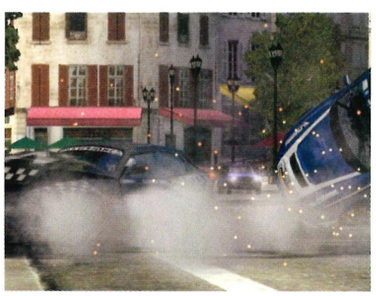
What would you say to devout fans of existing racers?

It's time to wake up. I think people who think this is just going to be *Burnout 2* online will get a big shock. It's just a very different game but I think that once you've played *Burnout 3*, it feels better than *Burnout 2*. *Burnout 2* players who come to their first race and try and stay away from everybody and not touch anything, lose – the guys who get three Takedowns on the first straight are going to beat them because they've got more boost. That's why you can steal boosts now – the risk/reward of having players steal boost from you is really key, so you have to play in the new *Burnout 3* way. I think people will get that really quickly. Do I think we've got it right? With an online game, you don't know until it's out there. Online games spawn and mutate; people make a game out of nothing. *Midtown Madness* on Xbox was an online chat room – "Who's got the flag?" *"Who cares?* Did you see *24* last night?" It'll be very interesting to see what happens here. Are people going to do races or are they just going to do Road Rage? Or are they just going to play Crash mode?

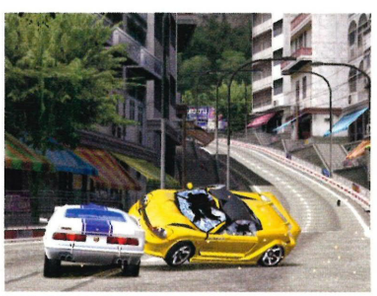
Have you had to make sure you're not over-eager with online content then, knowing you'll have to support it after it goes live?

We've made sure that the game modes online are simple enough to minimize risks. For example, before Road Rage was this cat and mouse-type mode. It was six road ragers in a race, but the problem was that one player could hang at the back, let everybody else take care of themselves and win. People want to be number one on the scoreboards. It goes back to being in the arcades where you had to put your name in at number one as FUK or COK. This is a game experience that's very, very fun that can be different every time you play... that surely is the ultimate game. Hopefully it won't get dominated by elite players but again, what's the worst they can do – make you crash?

Burnout 3 *will be released in September.* *See page 68 for our preview.* ■



There will be plenty of chances to cause similar chaos across Broadband wires everywhere.



So humbled by the Mustang's beauty was the car that it actually crumpled in its mere presence.

NETWORK GAMES LIST

NOT SURE WHICH GAMES ARE COMPATIBLE ONLINE? READ THIS FIRST...

SOCOM: US NAVY SEALS — SONY
What you get: 12 new online multiplayer maps, lobby, chat rooms, ladder ranking, clan support.

TWISTED METAL: BLACK ONLINE — SONY
What you get: Up to eight-player simultaneous network play.

TONY HAWK'S PRO SKATER 4 — ACTIVISION
What you get: Up to eight players can compete in the online-exclusive Goal Attack and Capture The Flag modes.

AMPLITUDE — SONY
What you get: Challenge gamers online in Multiplayer and Remix modes. Also: chat-enabled, ladder ranking and a 'remix repository' database.

EVERQUEST ONLINE — SONY
What you get: Upto 8000 players can adventure online at any one time.

MY STREET — SONY
What you get: Four-player simultaneous network play, with seven game modes to choose from.

MIDNIGHT CLUB II — ROCKSTAR
What you get: Simultaneous network racing for up to eight players.

HARDWARE: ONLINE ARENAS — SONY
What you get: Regular, big-prize competitions online, record scores, rankings and multiplayer network play.

DD ARENAS — SONY
What you get: Up to 16 players can compete in network demolition racing.

TRIBES ARIEL ASSAULT — SIERRA
What you get: Four exclusive vehicles, and network combat for up to 16 players.

FIRE WARRIOR — THQ
What you get: Online Network play.

MADDEN 2004 — EA
What you get: Messaging, voice-chat, and online multiplayer with anti-plug-pulling fail-safes to increase fair play.

FIFA FOOTBALL 2004 — EA
What you get: Rankings, Multiplayer, messaging, voice-chat and downloadable content.

MEDAL OF HONOR RISING SUN — EA
What you get: 10 new multiplayer maps, up to eight-player simultaneous play, voice chat.

NFS: UNDERGROUND — EA
What you get: Online racing and ranking tables.

TONY HAWK'S UNDERGROUND — ACTIVISION
What you get: Upload your own face onto your character, plus multiplayer options and game modes.

NHL 2004 — EA
What you get: Online match-play and rankings.

XIII — UBISOFT
Upto eight-player deathmatch.

RAINBOW SIX 3 — UBISOFT
Online co-op and deathmatch content.

SPLINTER CELL: PANDORA TOMORROW — UBISOFT
Downloadable content, plus the mother of all multiplayer games.

SOCOM II: US NAVY SEALS — SONY
More of the same from Sony – this will be hitting a shelf near you very soon.

SYPHON FILTER: THE OMEGA STRAIN — SCEE
Online Deathmatch options.

COMING SOON

JUICED — ACCLAIM
Head-to-head and team racing modes.

MONSTER HUNTER — SONY
Up to four-player simultaneous network play with Multi-match facilities.

RATCHET & CLANK 3 — SONY
Eight-player online deathmatch mode.

MIDNIGHT CLUB III — ROCKSTAR
Details to be announced, but expect some form of online customisation.

BURNOUT 3 — EA
Online racing, Road Rage, Crash mode and stat tables.

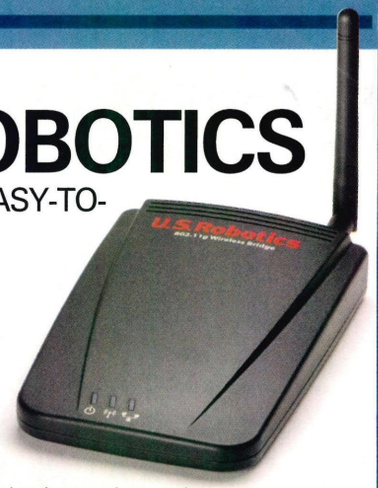
KILLZONE — SONY
A variety of modes for up to 16 players.

EYETOY: CHAT — SONY
Online video conferencing and messaging.

STAR WARS: BATTLEFRONT — SONY
16-player deathmatch on a choice of planets.

MAGIC ROBOTICS

PLAY FINALLY FINDS AN EASY-TO-USE WIRELESS SOLUTION



A bedroom filled with knotted cables is the bane in many a gamer's life, so many readers will be pleased to read about US Robotic's new range of plug-and-play wireless peripherals. While PLAY has been quick to promote wireless solutions before, never have we come across a unit so simple to set-up as the Wireless Gaming Adaptor & Ethernet Bridge that dropped through our letterbox this month.

The secret to US Robotics' success is in the plug-and-play aspect of the unit – while many peripherals purport to enable immediate online gaming, no adaptor PLAY has tested holds true on its promise quite like this Ethernet Bridge – every unit is pre-configured by the manufacturer to ensure ease of installation, and even the slightly remedial PLAY team had no problems with connecting the unit to the back of a PS2 ethernet adaptor. For £69.99, the Ethernet Bridge will communicate with any other bridges in the vicinity, meaning that wireless console link-ups are as easy as plugging one into each PS2. Additionally, if used in conjunction with US Robotics' Wireless Turbo Access Point & Router (£89.99), multiple gamers can get online anywhere within several hundred feet with little or no loss of information flow. Admittedly, this sort of technology is still priced well out of the reach of most PS2-owners, we know, but if you're looking for a gateway that is quick and easy to install, then recommendations don't come much higher than this. For more information visit www.usr-emea.com/loc-index.asp?loc=unkg. ■

SCORE: ★★★★★

ONLINE REVIEWS

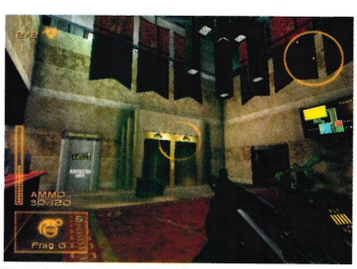
SPLINTER CELL: PANDORA TOMORROW

Producer: UBISOFT | Developer: IN-HOUSE | Players 2-4 | Reviewed: 117 | Score: 85%

And the award for greatest innovation in networked multiplayer gaming goes to *Pandora Tomorrow* – surely there is yet to be a more well thought-through title brightening the darkened lobbies of the Sony network.

Separating players into two very different teams (Spies and Mercenaries), *Pandora Tomorrow* online is unlike any other title out there in that it not only designates varied goals for the two teams, but asks that you play them in completely different ways. Spies, controlled in third-person, come equipped with night-vision and are charged with hacking computers or planting explosives. So far, so *Splinter Cell*. Mercenaries, on the other hand, are merely trained killers, and present a whole new world of gameplay possibilities. As they are played from a first-person viewpoint, Mercenaries can detect electromagnetic charges and carry motion sensors.

The most striking aspect of *Pandora Tomorrow* online is how much practice it takes to get any good at it, although Ubisoft has included a one-player practice mode on the disc to help players get acclimatised. Three game modes are available, and though they all basically boil down to hide-and-seek gaming, the difference between having to install a spy-modem and getting out with a case-full of Viral containers is actually quite surprising. It's also worth noting that all three game modes are at times unbearably tense, and that there is no feeling on earth like hanging upside down from a pipe while an opponent walks through underneath, completely unaware. Let us assure you that if you can find three other players who are skilled at *Pandora*'s network modes, there is no better reason to go online with your PS2. ■



Without the question, this is the best online game since Network Play's inception.

SCORE: ★★★★★

NETWORK GAMING EXPLAINED!

THINKING OF TAKING YOUR PLAYSTATION2 ONLINE? READ THIS FIRST

HOW DO I GET NETWORK ACCESS?
To be able to take your PS2 online, you will need two things: a Broadband connection, and a PlayStation2 Ethernet Network Adaptor, available from most high street game retailers for about £25. If you don't already have a Broadband connection in your home, it is a good idea to check whether or not your area has Broadband coverage (about 75% of the country is currently covered). Various service providers all charge different rates according to the type of connection and the area you're in, so shop around to find the best deal. The Playstation Ethernet Adaptor comes with step-by-step instructions for getting everything up and running.

WHAT WILL IT COST?
A Broadband connection will cost between £20-30 per month, depending on the speed of your connection, your service provider and the area you are in. You should also expect to pay around £50 for installation, although some providers may waiver this fee if you sign up for a one-year contract. Additionally, you will need a Broadband modem – these can be expensive, but many Broadband providers are also providing these, with many of them offering the modem gratis as a part of an overall subscription package. If you've got all these things, you'll just need a few network-compatible games and you're ready to go!

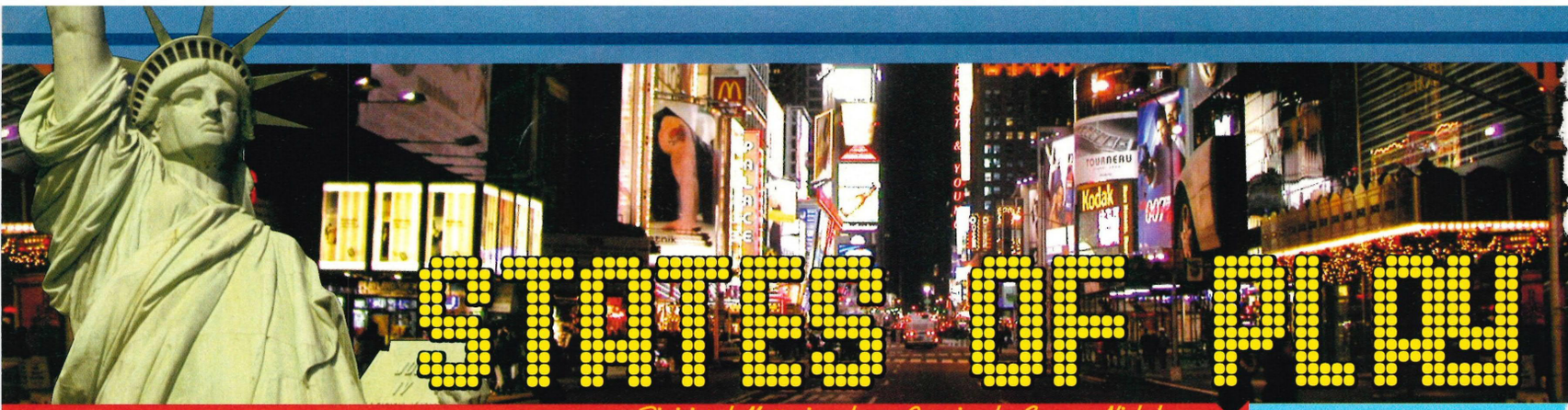
WHAT DO I NEED TO DO?
Once you have connected your Ethernet Network Adaptor, and your Broadband connection is live, you'll need to insert the Network Access Disc which comes in the box. This will take you online to Sony's DNAS area (Dynamic Network Authentication System), where you can register your Network account and your personal handle (the name you will be known by online). Once this is complete, you will be welcomed into Central Station and your Network experience can begin proper.

WHAT IS CENTRAL STATION?
Sony describes Central Station as "the core" of its Network community, and this would be an apt description. Updated daily, Central Station is basically a clubhouse for all PlayStation Network gamers, and contains three sections; News, Games and Help. Here, you can be sure to receive all the latest authorised PS2 news as it breaks (courtesy of Central Station's dedicated editorial team), as well as any new games info, developer interviews, lists of Network features in games and any online support you might require while using the service. In addition, Sony provides a number of polls, quizzes, and many other interactive elements to indulge yourself with.

If you have any queries, problems or even just points you would like to raise regarding PS2 networking, contact us at:

PLAY Magazine, Highbury Entertainment,
Paragon House, St Peter's Road,
Bournemouth, Dorset BH1 2JS
Or email play@paragon.co.uk
(subject: play network)

CONTACTS:
Ntl: www.ntlhome.com
BT: www.btyahoo.com/ps2
Telewest: www.telewest.com
Sony: www.playstation.com



STATES OF PLAY

Disjointed Mutterings from America, by Graeme Nicholson

US GRIPPED BY FEAR OVER GTA-STYLE BOMB THREATS

Twenty-seven year old Anthony Jones of Chestnut Drive, North Jacksonville, Florida, is in jail now, and he says it's because he played *Grand Theft Auto* while on the phone. He called a buddy at Cross Creek Barbecue, where Anthony works as a cook, late one night. When his buddy picked up, all he heard on the other end of line, he would later tell investigators, was, "There's a bomb in the building. There's a bomb in the building. Everyone needs to get out." Anthony's friend, who has not been named, bugged out. Soon, the night manager of Cross Creek called 911. The place was evacuated. Cops spent hours searching for a bomb that wasn't there. The phone call was traced back to a house where a friend of Anthony's lives, who said Anthony had been over earlier playing *GTA*, and had made a call. When the police located and arrested Anthony, he swore that he'd merely been playing the Rockstar classic with a kid friend of his and had yelled the critical words to the child in relation to the game while on the phone. The cops charged him with a second-degree felony – making a false report about planting a bomb or explosive – which can get you as much as 15 years in the slammer. You see, folks are on pins and needles at the moment. Al-Qaeda wants us dead, they keep telling us. It's an election year.

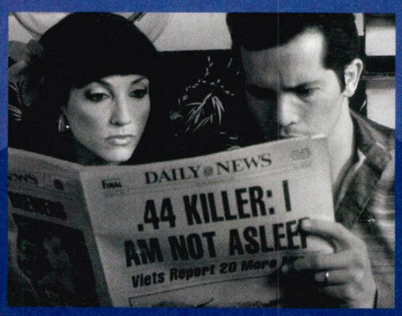


It would seem then that *GTA* and the law have fallen out again. Here's an entirely accurate graph showing the correlation between global crime and the release of *GTA* titles which may explain *GTA*'s bad reputation.

Some last minute terrorism in Spain seemed to change the course of their election, and there's a lot of fear that the same thing will be tried here. At the time of writing, Anthony Jones' case is scheduled within the next few days. He sits in jail still because he hasn't come up with the $5,000 bail to get out. So like, be sure to stay off your phone while playing PlayStation.

In all the commotion, I bet Anthony's missed his chance to get a free *Gran Turismo 4* demo disc. See, we didn't get the *GT4 Prologue* disc over here like Japan and Europe got, even though we're obviously more important than everyone else. As a super clever way to let customers 'test drive' two of their cars, Toyota gave away, for a very short period, playable *GT4* demos via their website. Not Sony, Toyota. Two tracks, two Toyota cars, absolutely free. Brilliant, except when I got there I got a red message saying the demo disc was no longer available. Guess it was kind of popular then. Crud.

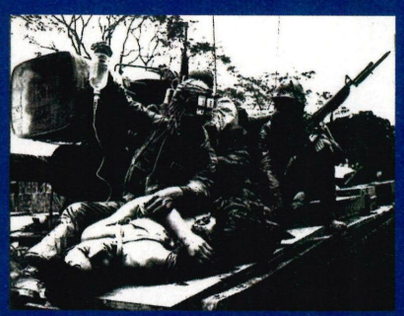
ANTHONY JONES IS IN JAIL NOW, AND IT'S BECAUSE HE PLAYED GTA WHILE ON THE PHONE



Was *GTA* repsonsible for the Son Of Sam as well? Rockstar's offices *are* based in New York. Coincidence?



Some have reason to believe that *GTA* actually influenced the minds behind the A-bomb.



97% of all wars can be directly linked to *GTA*, which has nothing to do with war! Weird!

USA CHARTS

TOP 10 GAMES



01 **SPLINTER CELL: PANDORA TOMORROW** UBISOFT

02 **TOM CLANCY'S RAINBOW SIX 3** UBISOFT

03 **RED DEAD REVOLVER** ROCKSTAR

04 **NBA BALLERS** MIDWAY

05 **HITMAN CONTRACTS** EIDOS

06 **HARRY POTTER AND THE PRISONER OF AZKABAN** EA

07 **SHREK 2** ACTIVISION

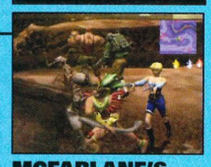
08 **SYPHON FILTER: THE OMEGA STRAIN** SONY

09 **FRONT MISSION 4** SQUARE ENIX

10 **TRANSFORMERS** ATARI

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マチセ シハキ

Jap's eye previews

THE GAMES WE MAY NEVER SEE...



キトカスラ

COCO CURRY ICHIBANYA

TAITO (AVAILABLE NOW)



This month, we look at restaurant games. *CoCo Curry Ichibanya* is first up and it's... as interesting as a game about curry can probably be. Curry is on the grow in Japan in terms of popularity, so, like the latest *Pop Idol*, it was only natural that it gets its own videogame. The curry served at CoCo locations in Tokyo is Japanese-style curry, which I reckon isn't as tasty as Indian curry and not as spicy either. It's also a little too runny at CoCo. No matter – videogame curry looks like videogame curry. Runniness is not a factor. Graphics, however, are. *CoCo Ichibanya* is a little flat compared to this month's other restaurant offerings. The patrons and workers are little big-headed people made of a handful of polygons. They move well and animate brightly, and the game itself is sharp and fun, if not something you'll play for the rest of your life. I recommend the developer's convenient store simulations above this – barely. ■



イスワノキトカスラ

YAKINIKU BUGYOU BONFIRE

MEDIA ENTERTAINMENT (AVAILABLE NOW)



I told my good friend (and **games™** columnist) that I was writing about restaurant videogames, and he asked if I wrote about *Yakiniku Bugyou Bonfire*. I told him I think I mentioned it a month or two ago. He told me to mention it again. He said to tell you there's a full review of it, and other weird games like it, on his website insertcredit.com. He then went on to rant about how the game is about the evils of carnivorousness. He said that playing the game reminds him of why he hates meat. The sound-effects are dead-on: you can hear the Korean-styled beef grilling. I asked him why he continued to play: "It's fun. The gameplay is compelling. One of the customers is a giant cartoon stand-in of (K-1 kick-boxer) Bob Sapp. He screams 'BIIIIIIIIIFU!'" ■



キトカウエ

YOSHINOYA

SUCCESS (AVAILABLE NOW)



Yoshinoya (meaning 'Yoshino's Shop', Yoshino being the founder's name) is a little shop you can find near any train station in Japan, if you're not blind. They also have a few of them – big dining-room affairs – in Southern California. Their speciality is gyuudon: basically, big, sweaty, sauce-bathed shavings of beef on top of a bed of rice. Lately, there's been what the Japanese call a "Beef Crisis". There's not much room in Japan for people, much less cows, so their beef is mostly imported. With all the Mad Cow going around, Yoshinoya, for the first time, axed the beef bowl from its menu and replaced it with pork bowl. Well, in the game, the gyuu lives on – with very similar gameplay to *CoCo Curry*. 'CoCo' isn't exactly a name every Japanese person remembers. Hell, some mistake the 'O's for Japanese periods and call it "C C Curry." Well, the mere word 'Yoshinoya' triggers carnivorous impulses in every Japanese person, so this game will outsell its closest rival for sure. And you know what? It's a better game too. That the hero is named 'Yoshino Gyuunosuke' takes the cake – the best translation I can think of is 'Beefboy Yoshino.' Greatest game character name ever? Maybe! ■

ミニマチ カギカニト

GAME-LIKE JOBS, OR JOB-LIKE GAMES?



As part of a story about train-simulator games, I once asked a Tokyo train-driver if he'd played them before. He said, "Of course." He admitted to owning a SEGA Saturn and all of the necessary ridiculous controllers. He was a young guy, and had only been a train-driver for a few years. He said he'd recognized his talent for stopping on a one-yen-coin when he cleared the legendary hardest difficulty of his favorite train-game. When asked if the games were work-like, he said, "No, the job is game-like." That's a nice way of looking at it.

I asked the waitress at CoCo Curry Ichibanya in Ikebukuro if she'd ever consider playing Taito's *CoCo Curry Ichibanya* game on PlayStation2. "They made a game about this job?" she asked. Yes, I told her. "This job isn't... fun." I told her the game makes it fun. "What... kind of game is it?" I told her it was a simulation game where you tried to make your franchise location successful through puzzle-like curry-cooking gameplay. She squinted at the idea. Her final comment before she said "goodnight" was "I don't understand videogames." ■

デハベハボヒヲゲートカヲーゲオトーヲカゲチンドィザデバガゲベゲジッバーバヲーヌッィギヌド

CHAPTER FOUR: A VEGETARIAN IN TOKYO EATS KOREAN FOOD

"I know a woman who makes me Korean food," Tim Rogers says. "Is she Korean?" I ask, morbidly afraid of the answer. "Well, yeah." She makes him kimchee – shreds of cabbage fermented in vinegar and spice – and serves them cold and raw, with rice. "There's a little Korean grocery store in Nippori where you can get it for 90 yen a bowl." I ask: doesn't Korean ramen always have pork in it? The answer: "Not the cheap plain-kimchee kind. They expect you to drop your own meat in." Which you don't do? "I'm all about the eggs, man." Drop a fried egg in, and you've got a bowl of something good.

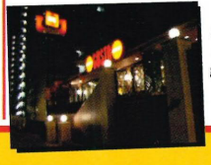


CHAPTER THREE: A VEGETARIAN IN TOKYO EATS AT FAMILY RESTAURANTS: PART TWO

"Most family restaurants in Japan suck," Tim Rogers told me. "Denny's is the worst. They have these 300-yen pancakes. It's a crime, is what it is. Tiny little things. They don't even have free drink refills, either." If you're going to be up all night though, in a town without a Gusto, Saizeriya is your best bet. "They have pasta pepperonico in large size, and they have foccacia. As of spring 2004, they also have grilled potatoes. The drink bar's Coke is usually a little flat, though." He's right about the Coke – I was trapped in the West Ikebukuro Saizeriya for a night a few weeks back, and it wouldn't keep me awake. "Jonathon's is a pretty crappy one, too. It's probably, menu-wise, the stiffest for vegetarians. The only meatless menu choice is fried potato. The drink bar is good, though. Man, last summer, I used to go up to the one in Kuramae, Asakusa, right across the street from the Bandai office, and talk about punk-rock with (*.hack* producer) Daisuke Uchiyama and (*Neon Genesis Evangelion* character designer) Yoshiyuki Sadamoto. It was great." He further reports that Uchiyama always ate the beef curry.

CHAPTER THREE: A VEGETARIAN IN TOKYO EATS AT FAMILY RESTAURANTS: PART ONE

"The best family restaurant in Tokyo is Gusto. Hands down. End of story," Tim Rogers declares. He slaps the table with each finished sentence. I point out that the chain – owned by the Skylark Corporation – is disappearing from the central Tokyo metropolitan area. He shrugs this off. "The one in Akihabara is as alive as ever." True, perhaps. "And the menu is better than ever." In addition to Gusto's trademark 320-yen Yamamori Fried Potato there's the very-vegetarian-friendly 'cheese plate' and their all-new tomato-garlic spaghetti pepperoncino. "Oh my GOD it's SO GOOD," Tim says. Large size, of course. And if you get tired of the same thing every day – twenty-four hours a day, no less – "There's always the big hot skillet of buttered corn for 230 yen!"



イトカスラ

REGULAR REPORTS ABOUT HAPPENING EVENTS IN THE LAND OF THE RISING SUN FROM PLAY'S JAPANESE CORRESPONDENT, BT AMAZAWA

Jap's Eye

JAP CHARTS
PS2 TOP 10 GAMES



01 SUPER ROBOT TAISEN MX
BANPRESTO

02 JISSEN PACHISLOT HOKUTONOKEN
SAMMY

03 GRAND THEFT AUTO: VICE CITY
CAPCOM

04 ATELIER IRIS: ETERNAL
GUST

05 TENSHO GAKUEN GENSOUROKU
ASMIK ACE

06 DENSHA DE GO! FINAL
TAITO

07 PACHISLOT TOUKON DENSHO INOKI MATSURI
SUCCESS

08 DRAGON QUEST V
SQUARE ENIX

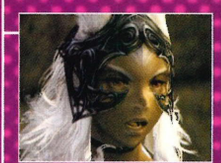
09 ONIMUSHA 3
CAPCOM

10 SENGOKU MUSOU
KOEI

JAP CHARTS
MOST WANTED GAMES



DRAGON QUEST VIII
SQUARE ENIX
When the news of *Final Fantasy XII*'s delay set in, Japanese consumers who thought they'd be getting the game in June reverted to wishing with all their hearts for *Dragon Quest VIII*. They'll get it, really they will!



FINAL FANTASY XII
SQUARE ENIX
The latest *Final Fantasy* game might come out in December, or February, though certainly not any month in between. It will sell very well and be responsible for many fan-fictions and internet-turf wars.







THE BIG STORY EXCLUSIVE

XBOX LEADING PLAYSTATION2 IN SALES OF FRUITY GAMES?!

I took an American friend to Akihabara, Japan's game-store paradise, just last week. I should have known better. It was his first time in Japan. He was kind of embarrassing. He screamed at a lot of stuff. Among his hard-hitting analytical comments on the Japanese gaming industry: "Dude, they sure have a lot of fruity games here." He said this when confronted with a 900-something-yen, in-box, brand-new copy of some *MiniMori* tambourine-shaking game. Looking at that game, I was inclined to agree. Its box is as long as a human arm, slender and yellow. It's bright, like a bowl of fruit. The game is about shaking a tambourine. "The PlayStation2 needs more fruity games," my friend then said. "The Xbox gets all the good ones." I couldn't believe what I'd just heard. Had this man not heard of the *Simple Series*, with its dodgeball simulator starring Napoleon, or *The Dai Bi Jin*, about a 50-foot Japanese bikini model attacking a village? Or *Chou Aniki*, the homoerotic bodybuilder-piloting shooter? I asked him to enlighten me with his definition of a 'fruity' game. He said, "A game with limited appeal, even in a country as weird as Japan." He mentioned *Dead Or Alive Extreme Beach Volleyball*, and I waved it away. I said it was too commercial. He said it was a perfect 'fruity' game, in that it dealt with characters from a fighting game doing completely unrelated things to beating each other up. I then pointed out the new *Yoshinoya* beef bowl action-simulator on PlayStation2. He said, "*Bistro Cupid* is better." That's an Xbox restaurant simulation in which all the waitresses are busty anime girls. The player is the unseen manager. I said, "Well, *Yoshinoya* is wacky, with loopy special effects." He said, "Well, in Bistro Cupid you can have sex with the waitresses if you're good enough." Maybe Xbox is winning after all. ■

ダーパンギビルネピプゴドヂネ ドヂネンガバギヂンベダンベデギンィルヂ ネポピンナレヨ



CHAPTER TWO: A VEGETARIAN IN TOKYO EATS TEMPURA

Tim Rogers loves Tenya. Tenya is a chain restaurant specializing in tendon, a Japanese dish involving tempura. Here's a short Japanese lesson: Tempura is a kind of Japanese deep-fried staple food. Normal people eat tendon, which includes shrimp and fish in addition to vegetables. Tim Rogers eats only the vegetables. "I get three imo, two kabocha, and a renkon." No, this is not the set-up to a logic involving problem: an imo is a sweet potato indigenous to Japan, ingenious to food-making, and not indelicious in any way. Tim Rogers will drag you here if you ever meet him in Tokyo, as he does not tire of the girls in their purple-and-yellow uniforms. "No, the bonnets aren't yellow – they're golden rod. Heh, heh. I just said 'rod'." Yes.

CHAPTER ONE: A VEGETARIAN IN TOKYO EATS BREAD

This month, I salute the experience of dining out with **games™** Japanese correspondent and lifelong Tokyo resident, Tim Rogers. As a hardcore vegetarian, he ruins any group meal in this meat-soaked nation. So I thought I'd ask him to compose a makeshift guide for vegetarians vacationing in this land. His first tip: "Eat lots of bread. There ain't nothing wrong with bread, unless it has squid in it. It's usually hard to tell if it has squid in it though, come to think of it. Hmm. Well, anything with strawberries is guaranteed to be squid-free. I mean, the Japanese mix some crazy stuff. Just not raw squid and strawberries." For 120 yen at Family Mart, you too can get this tasty Ichigo Special – it's a thin, yet large strawberry jam sandwich. "Their cream pan is good, too," he says.



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GREATEST PLAYSTATION GAME EVER

プレイステーション

PLAY GREATEST PLAYSTATION GAME EVER

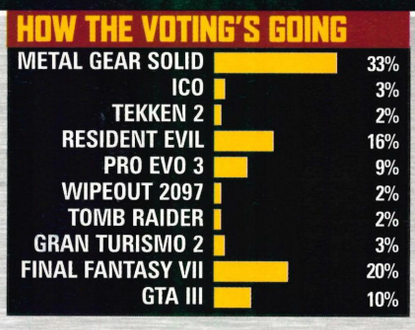
SPONSORED BY gamestation

This year sees the ten year anniversary of PlayStation and to celebrate this momentous occasion (after all, without it none of us would be here) we here at PLAY would like to find out which game is the greatest ever to appear on the format. Over the next ten months we'll be singing the praises of each of the games we think should be considered for the title 'Greatest PlayStation Game Ever'. Each month a writer will put forward his argument for the game he considers the greatest.

It's then up to you to decide.

You can wait until the climax of the ten months before casting your vote or you can vote for any of the games on the list at any time.

HOW THE VOTING'S GOING



1	METAL GEAR SOLID	PHONE: **0901 030 8760** TEXT: **PLAY60 to 86025** EMAIL: playgreatest@paragon.co.uk with *Metal Gear Solid* in the subject field.	
2	ICO	PHONE: **0901 030 8761** TEXT: **PLAY61 to 86025** EMAIL: playgreatest@paragon.co.uk with *Ico* in the subject field.	
3	TEKKEN 2	PHONE: **0901 030 8762** TEXT: **PLAY62 to 86025** EMAIL: playgreatest@paragon.co.uk with *Tekken 2* in the subject field.	
4	RESIDENT EVIL	PHONE: **0901 030 8763** TEXT: **PLAY63 to 86025** EMAIL: playgreatest@paragon.co.uk with *Resident Evil* in the subject field.	
5	PRO EVOLUTION SOCCER 3	PHONE: **0901 030 8764** TEXT: **PLAY64 to 86025** EMAIL: playgreatest@paragon.co.uk with *Pro Evolution Soccer 3* in the subject field.	
6	WIPEOUT 2097	PHONE: **0901 030 8765** TEXT: **PLAY65 to 86025** EMAIL: playgreatest@paragon.co.uk with *WipEout 2097* in the subject field.	
7	TOMB RAIDER	PHONE: **0901 030 8766** TEXT: **PLAY66 to 86025** EMAIL: playgreatest@paragon.co.uk with *Tomb Raider* in the subject field.	
8	GRAN TURISMO 2	PHONE: **0901 030 8767** TEXT: **PLAY67 to 86025** EMAIL: playgreatest@paragon.co.uk with *Gran Turismo 2* in the subject field.	
9	FINAL FANTASY VII	PHONE: **0901 030 8768** TEXT: **PLAY68 to 86025** EMAIL: playgreatest@paragon.co.uk with *Final Fantasy VII* in the subject field.	
10	GRAND THEFT AUTO III	PHONE: **0901 030 8769** TEXT: **PLAY69 to 86025** EMAIL: playgreatest@paragon.co.uk with *Grand Theft Auto* in the subject field.	

HOW DID WE DECIDE THE SHORTLIST?

After *much* debate, we decided that there was no set criteria for nomination to the shortlist. Each game on it will have its own reason for inclusion; for example, *Grand Theft Auto III* invented open-ended gameplay whereas *Resident Evil* was the first game to make videogaming terrifying. Just two small examples, the rest is for each writer to justify. There are games which are firsts, games that redefine a genre, some that are simply great in their own right but all have one thing in common: each one made a massive impact on the world of gaming, just like the PlayStation.

One important note: each game is considered *in its time*. That is to say each one was great in its era. *Gran Turismo 3* may well be better than *2* with its slicker visuals but *Gran Turismo 2*, we felt, is the best example of the series *and* had more impact.

No doubt, there are some games that you love that didn't make it to the list. Just so you know, we also considered these games for the final ten: *Parappa The Rapper*, *Devil May Cry*, *Soul Blade*, *Driver*, *Medal Of Honor Frontline*, *Ridge Racer*, *Rez*... even this list is long and distinguished – just a sign of how great PlayStation has been over the years.

HOW TO VOTE

PHONE: Call the corresponding number for the game of your choice.

EMAIL: Send the name of your choice for PLAY's Greatest PlayStation Game Ever (IN THE EMAIL SUBJECT FIELD) to: playgreatest@paragon.co.uk

TEXT: Text the corresponding code for game of your choice to 86025

ONLINE: Log onto totalgames.net to vote for your favourite!

PHONE CALLS AND TEXT COST 25P. PLEASE MAKE SURE YOU HAVE THE PERMISSION OF THE PERSON WHO PAYS THE PHONE BILL BEFORE VOTING!

TERMS AND CONDITIONS

The closing date for voting is 27 January 2005. The editor's decision is final. No correspondence will be entered into. Employees of Highbury Entertainment or any of the companies relating to this competition may not enter. Game names not in an email's subject field cannot be counted. Phone calls and text cost 25p. Please make sure you have the permission of the person who pays the phone bill before voting.

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プレイステーション

PLAY

GREATEST PLAYSTATION GAME EVER

THIS MONTH, MARTIN MATHERS FEELS THE NEED FOR SPEED FROM THE COCKPIT OF SONY'S ANTI-GRAV RACER



Running out of time wasn't really much of an issue, but you still had to hit those vital checkpoints to ensure you stayed in the race.

WIPEOUT 2097

'Contender eliminated'. If there are two sweeter or more satisfying words in the English language (besides 'free cake', perhaps), I've yet to hear them... although to be fair, it is all a matter of context. Having someone shouting them at me from behind while on the bus or loudly down the phone would probably just lead to confusion – but on the other hand, it's second nature to have that Steven Hawkin-esque robotic voice cry out as my anti-grav craft hurtles around yet another curved bend at over 200 kilometers per hour, another loop of The Prodigy's *Firestarter* blaring out of the speakers as I go. The adrenaline rush of scraping the barrier as you cut past another racer, dropping a payload of mines in your wake and hearing a rattle of explosions, followed by those immortal words... if you've never experienced the thrill, I've got nothing but sympathy for you.

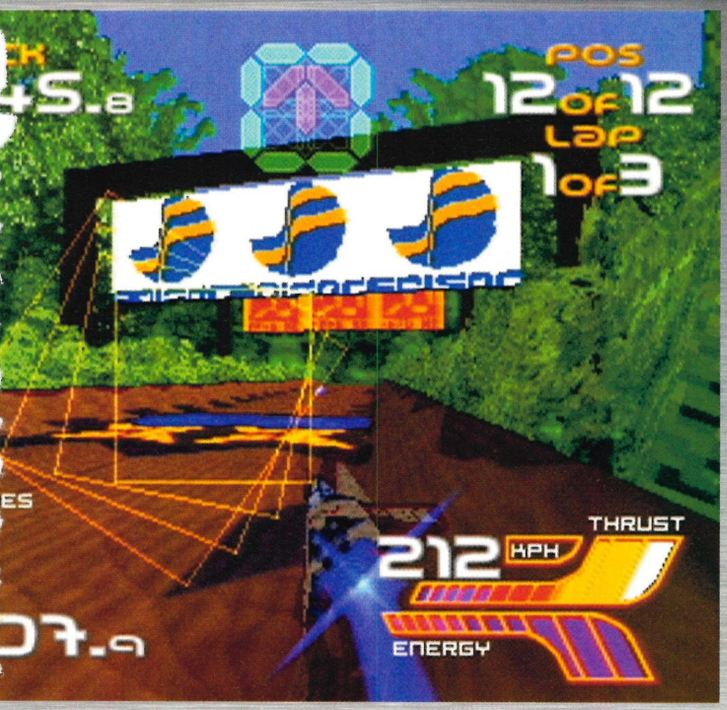
But then, the chances of you actually bothering to go out and find yourself a copy of *WipEout 2097* on the PSone are relatively remote – chances are that if any of my words do rub off on you, you'll dash out and pick up *WipEout Fusion* on the PS2 (which, amazingly, is currently going for as little as a tenner). Of course, the fact that there are actually four *WipEout* games in existence may lead you to wonder why it's the second game in the series that finds itself shortlisted for the mantle of Best PlayStation Game Ever, rather than either the first or the most recent effort which, to be fair, looks far better than its PSone predecessors. Not surprisingly though, there's more to it than improved graphics – if you want to talk about the best PlayStation game ever, then you have to consider the fact that *WipEout 2097* managed to take the already high standards set by the original game and raise the bar even higher, although you might not notice the changes at first glance.

When the original *WipEout* came out as part of the first wave of PlayStation software, it's fair to say that everyone was mightly impressed – the machine was throwing polygons around at an alarming rate, creating a high-octane racer the likes of which had yet to be seen on a home console. It really was a genre-defining title and an impressive demonstration of what the PlayStation could do, but then, that was exactly what Sony was aiming for. As a result, *WipEout* was great fun but ultimately left players wanting something more – and that's where Psygnosis (yes, the original Psygnosis, the company that built itself on the Amiga and Atari

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Running side-by-side your opponent was the ultimate thrill, especially if you bumped them into oncoming mines.



Using the Autopilot power-up was risky – if you weren't careful, it left you vulnerable upon deactivation.





ST, shortly before being snapped up by Sony) pulled out all the stops and gave us *WipEout 2097*. And lo, gamers did cry, for they had tasted perfection and it was good.

Effectively then, *WipEout 2097* has everything the original game should have had and more besides. More weapons – including the almighty Plasma Bolt, a tricky-to-aim blast that could wipe out opponents in a single shot – as well as refined versions of the original ones, more craft sponsors to choose from – with the addition of the high-speed but weaponless Piranha – and just, well, more. The track design was far better than before, offering some devilishly tough undulating circuits for you to scream around at high speed. Undoubtedly though, the best tweak was in how the craft reacted with the track; as well as bouncing off humps and being smoother to control, players could now literally scrape round corners (creating a shower of sparks in their wake) rather than being punished for every minor bump as in the original. It was the perfect example of a developer taking a successful game and then melding it gently into an image of true beauty, improving by actually changing the core fundamentals that made it so good in the first place – sadly, the exact opposite of what happens with most sequels we see today.

And then there was the soundtrack; a perfectly crafted example of how Sony would capitalize on merging popular music with games to make them 'cool'. Featuring tracks from Future Sound Of London, Fluke, The Chemical Brothers and Underworld, each tune (from the ambience of *Canada* and *Tin There* to the pumping beats of *We Have Explosive* or *Atombomb*) set the mood perfectly for the fast-paced action that lay in store for anyone daring to head down to the track. And before you say anything, no, we haven't forgotten The Prodigy. Indeed, the fact that *Firestarter* was even in there as a selectable track was definitely the sugar on the Frosties.

SONY OWES A WHOLE LOT TO THE GENIUS THAT IS THE WIPEOUT SERIES, BUT 2097 EASILY PROVES ITSELF TO BE THE BEST OF THE BUNCH

Still, all this is just thinking about the quality of the game, but you also have to consider that the *WipEout* series deserves more than a little respect for what it did for the PSone. When Sony first started its assault on the console market, it managed to do the unthinkable by bringing videogames to the mass market and making them acceptable to non-gamers, particularly by introducing PSone pods into unlikely places such as clubs and trendy nightspots. And which game did it use to do this? Why, *WipEout* of course. Like it or not, but Sony owes a whole lot to the genius that is *WipEout* series and with *2097* proving to be the best of the bunch, I reckon that more than makes it the greatest PlayStation game ever. If you've ever owned a PSone or PS2, you owe it yourself to vote for it; if not, you might as well go buy an Xbox right now. Traitor. ■



The four basic craft classes – as you improved your skills, you could move up the ladder.



Well, that's what you get for using a craft with a weak shield – you can't be too rough with it.

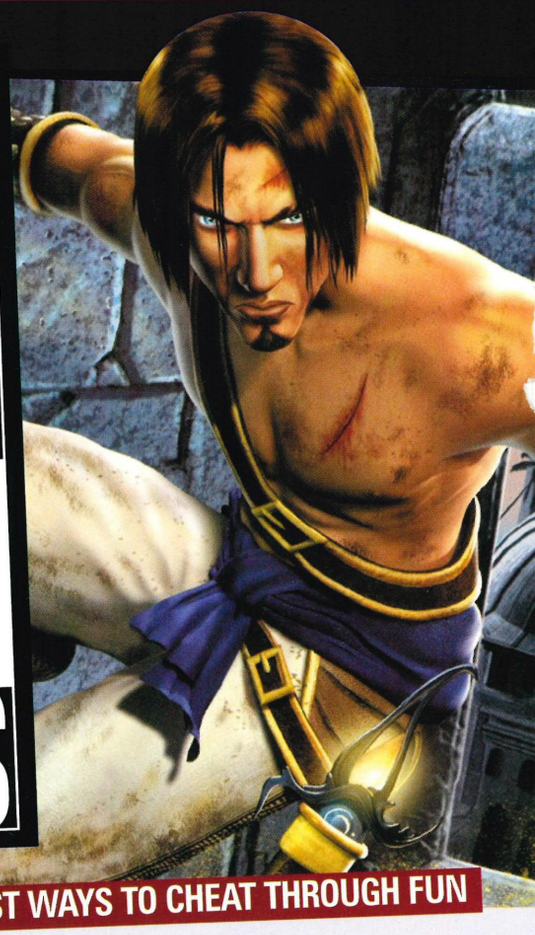


Gold medals weren't too tough to get at first, but try getting them on Phantom class.



Even for a PSone, the lighting effects were rather special – doesn't it all look pretty?

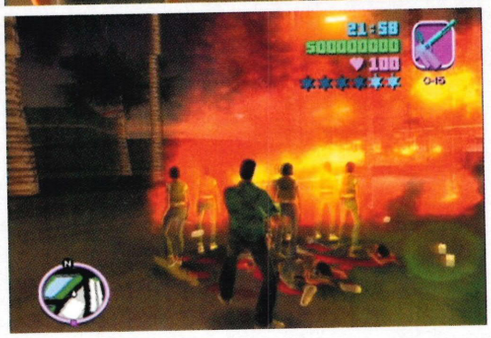
TEN OF THE BEST PLAYSTATION2 CHEATS



JUST WHEN YOU THOUGHT THERE WAS NOTHING ELSE TO CELEBRATE ABOUT OLD GAMES... WE REMIND YOU OF THE BEST WAYS TO CHEAT THROUGH FUN

GRAND THEFT AUTO: VICE CITY
FANNY MAGNET





It's important that you know that in America, 'Fanny' is slang for 'The Buttocks'. It's also short for Frances, and in Britain it's often used as another word for a lady's pah-pah. Great, now we're all singing from the same hymn sheet, let us raise the roof to *Vice City*'s most impressive cheat. It doesn't add extra gore, or infinite ammo – it gets you lots of tail. Every woman will follow you, get into vehicles with you, go places with you and want to touch you. Excellent should you want to practice your baseball swing as you punt one after another of the lasses off a high-rise building.
Press ⊙, ⊗, L1, L1, R2, ⊗, ⊗, ⊙, △ during play.

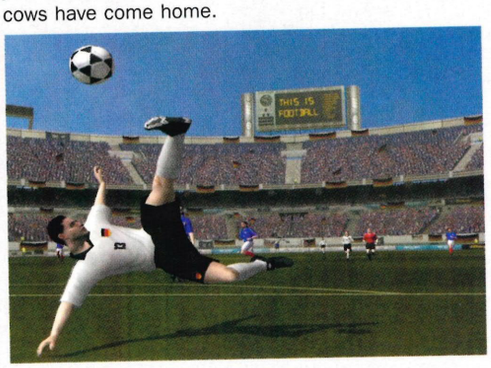
TENCHU 3
WRATH OF HEAVEN



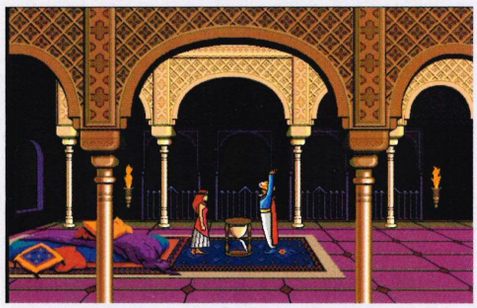
Ayame's levels Grandmaster you must attain, if transmogrification unto a ninja dog is your gain. With red neckerchief and sharp ninja blade, in multiplayer will you learn to wade. Nope, we can't keep that rhyming up and, between you and us, it was pretty dire. The Ninja Dog, however, is a different kettle of prana. In the future, all dogs will be able to walk on their hind legs and drink tea from china cups. Until that day we're just going to have to make do with this novel multiplayer character that yelps every time he performs a somersault. Whoever decided to include this cheeky chap as a hidden skin is welcome to come on over here and go on a date with our collective sister.

THIS IS FOOTBALL 2003
ANIMAL NOISES

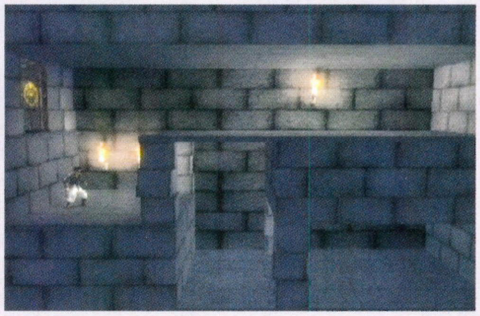
Some say that football is the bubblegum of the mind of the masses, and if those people happen to be Will, they'd be dead right. Sony's *This Is Football* was always going to have trouble turning heads away from *FIFA* and *Pro Evo*, but again, those games didn't have a cheat that made the crowd cluck like chickens and moo like cows. There's little in life as satisfying as lining up a freekick to the spiralling cacophony of farmyard animals. This is how all football should be played. At the main menu press L1, L1, R3, ↑, ↓, →. A cheer will let you know that you should put down your Dairylea because the cows have come home.



PRINCE OF PERSIA: SANDS OF TIME
3D PRINCE OF PERSIA



"But *Prince Of Persia is* in 3D!" we hear you bleat. *Sands Of Time* is in 3D, yes. The original *Prince* was a two-dimensional affair and now you can play some of it as it was, but with the added bonus of the 2D layout being revealed using *SOT*'s shining graphics engine. Every game released based on an old series should include the original



game as a bonus. Yes, we're still burning because *Speedball 2100* didn't come with the original *Speedball*. When you begin a new game, stay on the balcony and hold L3 and push ⊗, ⊡, △, ⊙, △, ⊗, ⊡ and ⊙ as quickly as possible without doing your self an injury. You'll enter the first level of the original *Prince Of Persia*. There's no actual end to the level, once you get your sword and see the picture of the developers you've pretty much seen all there is. Still, nice touch.

TONY HAWK'S PRO SKATER 3
DARTH LOGAN



You've had enough of playing as a grown man playing with a wheeled child's toy and you want someone a bit more badass. Activision make *Star Wars* games, Activision make *X-Men* games. These are facts. This is why if you complete all the goals in the game and get gold medals in all three competitions you'll be able to grind as Darth Maul. Complete all the goals and get gold medals in all three competitions twice, using different skaters each time and you'll unlock Wolverine. Expect a Wolverine Vs Darth Maul game out nowhere in the future. Any future.

ICO
LIGHTSABER



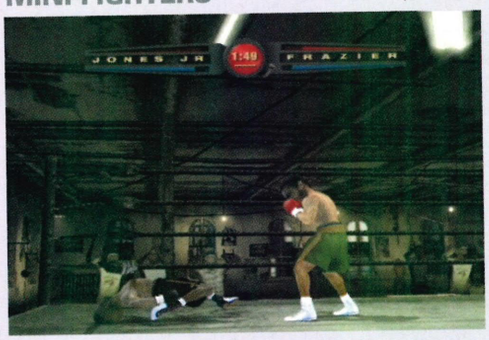
Ico, if you don't love it there is something seriously wrong with your brain. "But it doesn't have any cool weapons or blood" we hear your younger sibling bemoan. Shut up and take note. When you've reached the top of the waterfall area, you'll see a tall tree to the left of a switch that you'll have just pulled. Hit that tree with your sword and a ball will fall from the branches. Take this ball up the stairs, into the room and drop it. There are three arches between the two stairs going up toward a higher level. Push the middle arch to make it reveal a secret room. Take the ball and Yorda to this newly found enclave and hop onto the pedestal to make a basket appear. Throw the ball in the basket and your new weapon will fly through the window. If you've not completed the game before, it will be a Mace, if it's your second time through you'll receive what we would like to call a 'Lightsaber' but won't in case George Lucas' lawyer-droids are in the vicinity.

ONIMUSHA 2
PANDA SUIT

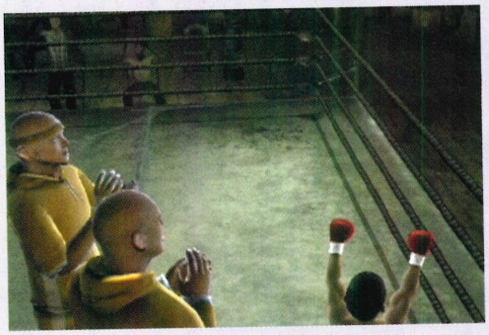


Now, ninja know how to chill out, but samurai are waaay too intense. They need to relax, and what better way to chill while you kill than by wearing a fully functional panda suit, complete with a panda head as a hood. We're no experts, but we reckon that no Samurai in the history of Samurai has ever gone into combat in such a guise. This prize above all prizes is available to all who complete the game's secret Training mode, or who have an *Onimusha Blade Warriors* save on their memory card. You'll never look at Samanosuke in the same way, unless the sight of a samurai dressed as a panda is a common occurrence for you.

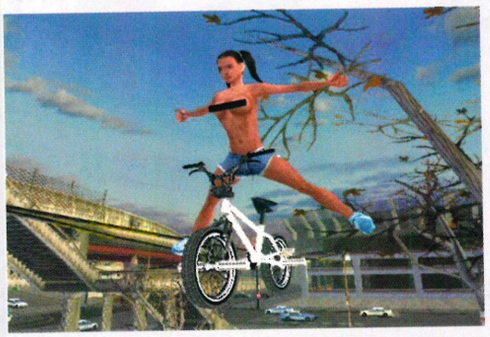
FIGHT NIGHT 2004
MINI-FIGHTERS



Any school teacher who has secretly let a school yard fight go on longer than it should, knows the fun of watching small people belt each other as spit and blood enshrouds their heads like the nimbi of saints long dead. Better still should the scrappers be imbued with perfect body physics. Double fun should either boxer be Rocky Marciano. This is as close as we're going to get toward admitting that 'Big Head' mode is ever any fun at all. If only you could give a fighter the face of Kitten from *Big Brother* we'd all be able to sleep safer in our beds. With the Play Now option highlighted press ←, ←, ←, →, →, →, ←, ⊗.



BMX XXX
TITS



What better way to remind yourself of the insignificance of your life than by watching the female hose-beasts of *BMX XXX* as they gyrate and giggle, never to be yours. Never to be yours. All you have to do is to enter 'Champagne Room' as a password and you'll never have to play the bike-'em-up ever again. Since this is the socially acceptable side of pornography you don't even have to worry about being discovered either. If there is one thing PLAY has learned it is that women love a man who's really, really, really, really into soft porn. They also like it when you're visibly impressed by the synthetic augmentation of the breasts, so keep on smiling. If only all crap games had extra porn. It's a wonderful word isn't it? Just say it: porn. P.O.R.N. Nice.

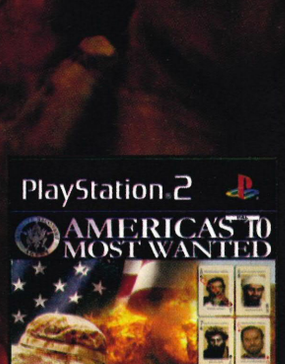
THE SIMPSONS ROAD RAGE
THE HOMER

Remember years ago when Bart was 'da man'? The little bast' with the shrill woman's voice was everywhere. He was the show. Now, as we all get older, it is Homer who we look to. The man is a genius, and never better than when he's driving his own Sports car estate, The Homer, a nonsense-mobile that perfectly describes the inner workings of his non-mind. After you've defeated the ten missions of Story mode, you are awarded the ride of his life. Awesome.



PROMOTIONAL FEATURE

AMERICA'S 10 MOST WANTED



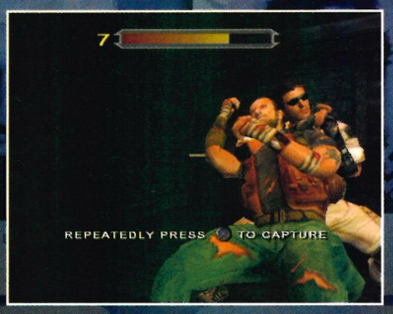
America's 10 Most Wanted – a game four years in the making. A game that brings the headlines of the day right into your living room. A game that is a powerful blend of frantic first-person shooter, third-person fighter and cunning strategist. You now have the opportunity of declaring war on international crime and terrorism.

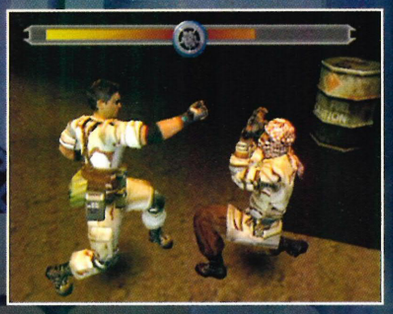
At the dawn of the 21st century, the number of fugitives wanted by the FBI soared to record levels. Federal agencies were overwhelmed with unsolved cases. Fugitives became more unpredictable, and the Top Ten Most Wanted were increasingly linked to terrorism. This emergence of worldwide terror networks caused unprecedented casualties abroad and at home. To deal with this crisis, CIFR, the Criminal Interdiction and Fugitive Recovery task force, was created. CIFR's primary objective is to hunt down the world's fugitives and bring them in alive. Hand-picked by the military to lead CIFR's Alphateam, Lieutenant Jake Seaver is a veteran of counter-terrorism and urban warfare.

Set in modern day, *America's 10 Most Wanted* has you on the trail of some of the most evil bad guys in the history of crime. Travelling through dark inner-city streets, treacherous mountain ranges and dense jungles, you track down criminals

PROMOTIONAL FEATURE













and terrorists in places like Afghanistan, Utah, Paris, and Miami, culminating in reaching the hideout of the biggest and baddest of them all – Osama Bin Laden.

But bringing these guys in is not going to be easy. Each one of Jake's targets has hordes of henchmen protecting them that seem to have only one thing on their minds – blowing you away…

Fortunately, you are going to take them on without the proper equipment. As the leading CIFR agent you have access to the very best, and absolute coolest, weaponry including: powerful rocket launchers, TV grenades (remotely controlled), flame thrower, sniper rifle, machine guns and – well you'll just have to play the game to see all the other great weapons – assuming you are actually good enough to use them! Your job is to track down and bring to justice the most wanted criminals and terrorists in the world and before every mission, you are briefed about your next target with details of his crimes, links to other criminal associations and useful background information to help you seek him out and capture him. The missions start with you confronting Miami based 'Gangstas' and as you progress through this international rogues gallery, you encounter Militia Men in Utah and powerful Drug Barons from the South American Cartels. All serving as a preparation for the ultimate encounter with the number one bad guy – Osama Bin Laden. *America's 10 Most Wanted* is played in both a first and third-person perspective. It's a real 'there's-someone-behind-you' type of shooter that, from the outset, is a serious test of shooting accuracy, rapid reflexes and even quicker thinking. It makes you approach your quarry with stealth and cunning and not go charging into situations. But that's not all that sets this game apart from all the other FPSs on the shelf – the mission goals in *America's 10 Most Wanted* are to capture the bad guys, not just blast them to pieces from a hundred feet away. You have to bring them in to face the full might of the legal system and then, with any luck, they'll be executed.



The last 12 months has seen a massive resurgence in the First Person Shooter genre. In fact, some times it looks like every other game to hit the shelves these days is an FPS. So what makes *America's 10 Most Wanted* different?

Realism, multiple viewpoints, action so intense it can hurt, the most realistic gameplay of any game in this genre, a plethora of guns and explosive devices – all with primary and secondary fire modes, opponents react to what is going on around them – not the usual predictable and mindless AI, frequent mission updates ensure the storyline unfolds at a brisk pace – never leaving you wondering what to do next, puzzle-solving elements for some variety, grapple with fugitives and force them into cuffs while they struggle to escape, cut-scenes to die for – literally, spectacular mo-cap animation (not just running and jumping) but also for some amazing stunt animations that put this game in a different league – performed by leading Hollywood stunt doubles that have appeared in movies like *The Matrix* and *Fight Club*, an extensive library of behind-the-scenes videos and unbelievable soundtracks accompany the action – created by the amazing So Solid Crew.



America's 10 Most Wanted is a new first-person shooter, coming your way in July, that really stands out from the crowd. It is a powerful mix of gaming styles, compelling storylines, awesome motion-captured animation and outstanding sonics seamlessly blended into a totally engaging gameplay experience with a unique combination of first and third person perspective realistic action, true-to-life scenarios and characters, in-mission briefings to keep the pressure on and a real variety of locations accompanied by outstanding music and sound effects. All this combines to produce an awesome piece of entertainment and a superb gaming experience – don't miss it.

For more information about the game, why don't you visit the excellent dedicated web site the publishers have created at: http://www.americas10mostwanted.com. There are loads of downloads available on the site including movie trailers and So Solid Crew soundtracks featured in the game.

put your hands

THE PLAYSTATION PORTABLE LAID BARE ON THE ALTAR OF INVESTIGATION

Just look at your palms. Patchy, fleshy – isn't that glinting worm actually a trickle of sweat twisted in its path by folds of flyblown skin? Could it be that you need help, something that can take attention away from nature's cruelty and simultaneously demonstrate the wonders of electronic miniaturisation? But this forthcoming PlayStation Portable is more, much more. This Sony-confessed "Walkman for the 21st Century" was unveiled at this year's E3 and we've got all the information you need, and some you certainly don't. Does it matter? You know you want one.

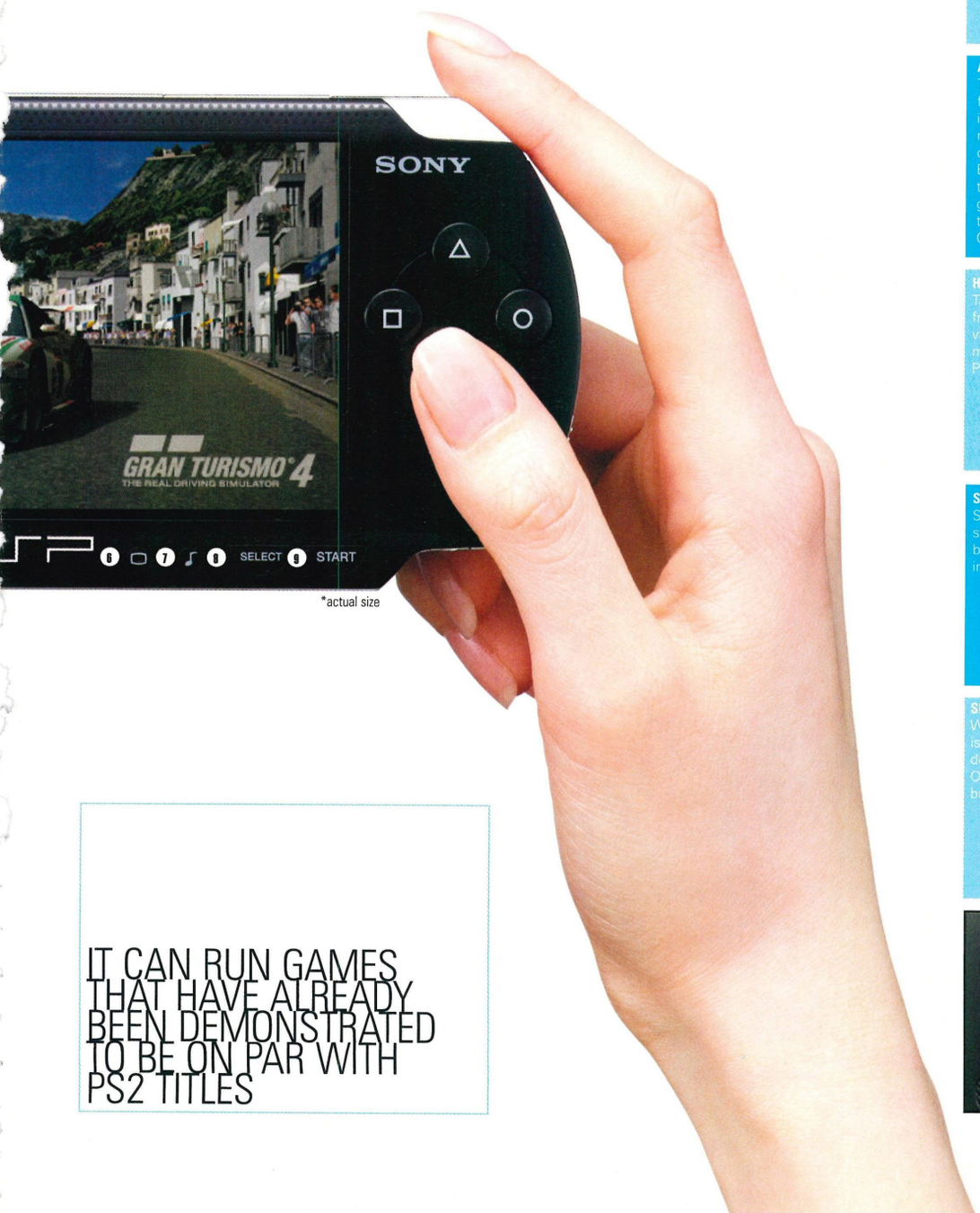
The PlayStation Portable – it's a PlayStation that's portable. Trust us, calling it a 'GameMan' would only lead to confusion, especially when the inarticulate and refutably-heterosexual ask for one.

It can run games that have already been demonstrated to be on par with the majority of PS2 titles, you can watch movies (as long as they're shorter than 2.5 hours long) and listen to MP3 music that you can store on a memory stick after transferring the files from your home computer. Movies, music, games. It's a games player with the potential to carry PDA-style applications while Wireless Fidelity enables users to communicate to each other within a set radius. This same technology can be used to allow to connect to the internet over the airwaves. Many modern hotels and restaurants feature such Wi-Fi 'hotspots' to make sure that, no matter how hard you try, you are never incommunicado. With the addition of a USB camera you can take digital pictures. It would be easier to describe the PSP by what it can't do. It's not a phone. Or, at least, no phone module has been announced as yet.



IT WOULD BE EASIER TO DESCRIBE THE PSP BY WHAT IT CAN'T DO

together



*actual size

16:9 SCREEN
Pure luxury. This 4.3-inch TFT Liquid Crystal Display offers startling clarity and, thanks to the TFT technology, can be viewed from any angle.

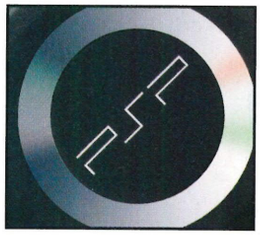
1

DIRECTIONAL-PAD
This is a rethought d-pad that features a more robust design and feels firm and accurate. It's more responsive than those found on the classic PlayStation pad and is particularly well suited for the complicated combos required for beat-'em-ups.

2

ANALOG STICK
This analog device features a firm grip that's sliding nature initially feels weird, but soon reveals it self to be very comfortable and accurate. Because it's just a switch, there's no danger of a stick getting damaged when the PSP is in transport. Cute innovation.

3



HOME
Takes you to the PSP's front end where you can view pictures, listen to music and play with a PDS-style organiser.

4

VOLUME
Turn it up for when the Chavs on the train start demonstrating the poor quality of their ring tones AT FULL VOLUME. For the entire journey.

5

SCREEN
Save battery power by switching off the backlight when playing in bright conditions.

6

SOUND
Turn the sound on, turn the sound off.

7

SELECT
We have no idea what this one is. Possibly the unit's self-destruct or secondary fire mode. Or it's just a standard Select button. Whatever.

8

START
Software must be started, and this is just the button to do just that.

9



SHOULDER BUTTONS
Two shoulder buttons available for game control, though comfort will depend on the size of your hands. These feel as if they're designed to keep in with the overall flow of the PSP rather than because they're comfortable. Shoulder buttons are notoriously tricky on handheld systems.

10

IT CAN RUN GAMES THAT HAVE ALREADY BEEN DEMONSTRATED TO BE ON PAR WITH PS2 TITLES

gaming in Heaven

A HANDHELD WORTH DYING FOR

1 Jemima loves the sound core

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

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

166MHZ (1.2 V)
Remember when a 66Mhz PC was the absolute bomb?

128-BIT BUS
Thanks to binary numbers being constructed of either a zero or a one, bits are always divisible by two.

5 GIGA OPERATIONS PER SECOND
Five billion operations can be processed in one second allowing the PSP to pat its head AND rub its tummy in an anti-clockwise direction.

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

3D SOUND, 7.1 CHANNELS
Not bad considering the unit only has two speakers. Headphone port included.

ATRAC3 PLUS, AAC, MP3 FOR AUDIO
The audio CODEC used by MDLP MiniDisc players and Sony MP3 players. Advanced Audio Coding offers better sound reproduction than standard MP3 even if encoded at a lower rate.

2 Dean digs the PSP's graphics core

166MHZ (1.2V)
Faster than the PS2's 147.456MHz Graphics Synthesizer.

256-BIT BUS
The bigger the bus, the more data that can be transferred at any one time, just like a tap with a wider aperture will fill a bath faster.

2MB EDRAM (VRAM)
Two megabytes of Enhanced Video Random Access Memory.

5.3GBPS BUS BANDWIDTH
A bit is the smallest amount of information a computer can understand. The PSP can handle five point three billion Giga Bits Per Second, which is just plain sexy.

664 MILLION PIXELS PER SECOND PIXEL FILL RATE
The PSP's screen has a resolution of 480 x 272 pixels and can therefore needs to display 130530 pixels on screen at any one time. In one second, the PSP can display 664 million pixels, which is hellaplenty for smooth frame-rates. Support for compressed textures, hardware clipping, morphing, bone, tessellation, bezier, b-spline (NURBS) Everything a game based on 3D graphics needs to display highly detailed characters and enviroments.

MAXIMUM OF 33 MILLION POLYGONS PER SECOND
The PlayStation2 can kick out 75 million polygons, but then it has to cater for a much, much, much larger screen display.

24-BIT FULL COLOUR (RGBA)
Red, Green, Blue, Alpha. Alpha is used for blending to colours together and relates to opacity.

3 Kitten needs UMD

UMD (UNIVERSAL MEDIA DISC)
60mm diameter, 1.8GB capacity dual-layered disc optical disc that can hold three times more information compared to a PSone CD, or over two hours of high-resolution full screen video playback. It's cute, but cannot be recorded to. All new files, be they photographs or music, are held on the USB memory sticks.

660NM LASER DIODE
The laser diode in a standard CD player has a wavelength of 780 nanometres. A laser with a wavelength of 635nm appears more than five times as intense as light at 670nm. Best not open it up and have a look, or you'll have unsolicited eye surgery. Probably.

11MBPS TRANSFER RATE
Average quality full screen video requires a 3.5 to 5 Megabits Per Second data transfer for a smooth ride. The PSP will have fast data access, which facilitates faster loading times.

AES CRYPTO SYSTEM
Just try and play pirated data on this puppy and a small but powerful detonation will thrust six inch steel spikes out of the unit's chassis, impaling you and the PSP to the nearest surface as the PSP dials the police.

UNIQUE DISC ID
The PlayStation Portable knows which discs it is allowed to play. A lot of development has gone into making the system tough to crack. We lied about the spikes – if you use illegitimate software, you'll probably just get a blank screen. Good. Pirates make us bloody livid.

SHOCKPROOF
Confess to owning Will Young's version of *Light My Fire* and your PSP won't disown you. It's also not going to jog video playback if you're being driven over bumps or sleeping homeless types. If you really want to shock it, you're going to have to be playing games while jogging across a bouncy castle filled with sleeping homeless. Don't do that, you'll look a prat.

REGIONAL CODE SYSTEM
Just in case you wanted to buy and watch a PSP movie when on Holiday abroad, this code system makes sure you can't. Bah.

PARENTAL LOCK SYSTEM
Stops kids abusing the machine's portability by watching Jessie Jane's *Journey Of Self Discovery* from their bathroom.



4 Hilary respects the specs

MIPS R4000 32-BIT CORE
MIPS32® compatible processors are intended for high performance, low power, system-on-a-chip embedded applications. Perfect for handheld devices.

128-BIT BUS
Hey! The PS2 has another 128-bit bus!

333MHZ (1.2V)
The PS2's 'Emotion Chip' pumps in at slower 294.912MHz. This figure shouldn't be seen as a direct indication of how fast the machine is because overall performance takes into account more than just clock speed.

8MB EDRAM MAIN MEMORY
Enhanced Dynamic Random Access Memory – could knock the wind out of unenhanced RAM, given the chance.

2.6GBPS BUS BANDWIDTH
How many bits per second can be handled by the bus. Essentially, this refers to data transfer rates.

FPU, VFPU (2.6 BILLION FLOPS)
Floating Point Operations Per Second. Floating point units are used to express large numbers. 10,000,000 can be expressed as 106, for example.

5 Dougie aknowledges other specifications

16:9-FORMAT WIDESCREEN
TFT LCD (480x272 pixels, 24-bit full colour) Easily the most impressive LCD screen we have ever witnessed. Vivid colour, perfect light balancing and a reason why the PSP's overall cost won't be cheap since TFT screens are the most expensive to manufacture.

MPEG4 AVC DECODER
Absolutely perfect for decoding the data used to describe DVD movies.

WIRELESS LAN (802.11)
Airports, hotels, and even coffee shops like Starbucks are deploying 802.11 networks so people can wirelessly browse the Internet with their laptops. As these types of networks increase, this will create additional security risks for the remote user if not properly protected. The PSP's Wi-Fi port will allow for remote accessing of the Internet, should you be in one of these 'hot spots'.

USB 2.0 MEMORY STICK
The USB Stick can hold up to 1 Gigabyte of information, though such levels come at a hell of a price. Expect 128 Megabytes as a standard amount to use for storing game saves, music and pictures. The Universal Serial Bus will also allow expansions including Global Positioning technology.

AV IN/OUT
Plug your PSP into your TV and/or stereo and really make a mockery of this whole 'portable' thing.

STEREO HEADPHONE OUT
Something that even the Game Boy SP didn't come with as standard.

LITHIUM ION BATTERY
Can hold over than ten hours running time in one charge. Most lithium ion batteries start to wane after 300-500 charges.

the names...

developer interview

WHO BETTER TO ANSWER ALL OUR CONCERNS ABOUT THE DEVELOPMENT OF GAMES FOR THE PSP THAN A PSP GAME DEVELOPER? THERE'S NO ANSWER, IT WAS RHETORICAL, DESIGNED PURELY TO TAKE US TO THE FOLLOWING SENTENCE: WE HOOKED UP WITH THE PEOPLE BEHIND THE DEVICE'S FIRST TITLE, DEATH, JNR., TO ASK THEM SOME BLOODY SERIOUS QUESTIONS.

CHRIS CHARLA	SENIOR PRODUCER	BACKBONE ENTERTAINMENT
NAME	POSITION	COMPANY

How do you go about designing a game for a console that doesn't exist?
It's a little tough. We have a good idea of the specs, and we did a lot of work figuring out exactly what kind of machine those specs would produce.
That enabled us to do poly-budgets and estimate poly-performance in terms of other hardware, such as the Dreamcast or PS2 etc. Once we got the emulator, we revised some estimates, just to make sure things were interactive.

Could you please explain what's so great about 'Support for compressed textures, hardware clipping, morphing, bone, tessellation, bezier, b-spline (NURBS)' that the PSP specifications rant on about?
It's all a lot of things that are cool. Features that you'd have to be implementing in software on the PS2 and that are essentially free on the PSP. So some of those features, like morphing, are eye candyish, and some enable you to do more with less (like the splines). The bottom line is that it's a lot easier to get things up and running, and looking cool, on the PSP than it is on PS2.

With the UMD drive taking up more power when delivering MPEG 4 playback, do you see many PSP games using the lengthy, high quality full motion video sequences we're used to on the PS2?
That's an interesting question. Frankly, I expect to see mostly ingame cutscenes, because I feel that's just the general trend in the industry. Honestly though, with rechargeable batteries, I don't see developers bending over backwards to maximize battery life.

What was the best part of developing for the PSP?
Cool machine! And it's new!

And the worst.
The lack of dual analog sticks.

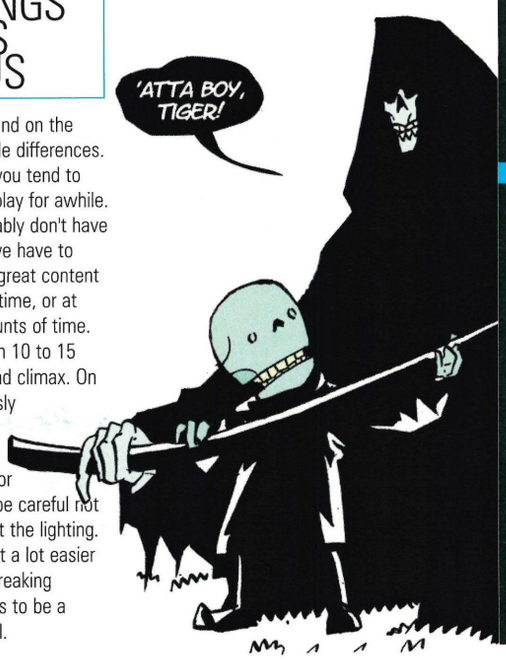
How does developing for a handheld differ from developing for a regular Joe console?
From a programming perspective there is no real difference between developing for a console like the GameCube and developing for the PSP. It is a powerful console that just happens to be portable. On the design side, it actually differs quite a bit. On the one hand there are the physical differences – the controller, the physically smaller screen, and on the other hand are the play style differences. When you play a console, you tend to settle in, grab a beer, and play for awhile. With a handheld, you probably don't have as much time to play. So we have to make sure that we deliver great content in a really short amount of time, or at least easily digestible amounts of time. Gameplay needs to come in 10 to 15 minute cycles of conflict and climax. On the hardware front, obviously we have to take into account the hardware differences (less analogs, for one), but also we have to be careful not to make assumptions about the lighting. A backlit screen makes that a lot easier – and the PSP's screen is freaking gorgeous – but it still needs to be a consideration at some level.

What do you think of the Nintendo Game Boy DS? Looks as bit *Star Trek* 1969 compared to the PSP 2005 does it not?
Nintendo's strength has always been game design over industrial design, but the games on the DS look really interesting to us.

What came first, *Death, Jr.* or the need to create a PSP game?
The game was there for a while, as a test bed for our engine. When we saw what we could do with it on PSP (and simultaneously started getting a huge amount of interest in the character), we made the decision to go full bore with the game on PSP.

What next for *Death, Jr.*? Will he/she ever get to be Death, Snr.?
We have lots of plans for *Death, Jr.*!

> A BACKLIT SCREEN MAKES THINGS A LOT EASIER – AND THE PSP'S SCREEN IS FREAKING GORGEOUS



THE DEVELOPERS

JAPAN
ATLUS CO.,LTD.
BANDAI CO.,LTD.
BANPRESTO CO.,LTD.
CAPCOM
CyberFront Corporation
Dimps Corporation
DORASU Corporation
Electronic Arts K. K.
FromSoftware, Inc.
GENKI Co.,Ltd.
GUST CO.,LTD.
HUDSON SOFT CO., LTD.
IDEA FACTORY CO., LTD.
KOEI Co., Ltd.
Konami Japan
Konami Studios
Konami Tokyo
KONAMI CORPORATION
Marvelous Interactive Inc.
MTO CO.,LTD.
NAMCO LTD
NIPPON ICHI SOFTWARE INC.
NOW PRODUCTION Co.,Ltd.
Sammy Corporation
Sega Corporation
SNK Playmore Corp.
Spike Co., Ltd.
SQUARE ENIX CO., LTD.
SUCCESS Corporation
TAITO CORPORATION
TECMO
TOMY Company, Ltd
WorkJam Co.Ltd.
YUKE'S CO., LTD.
34 COMPANIES IN TOTAL

NORTH AMERICA
Activsion, Inc.
Atari, Inc.
Backbone Entertainment
Bethesda Softworks LLC
EIDOS
Electronic Arts
Factor 5
InXile
Konami Hawaii
LucasArts
Majesco
Midway Games Inc.
Namco Hometek, Inc.
Radical Entertainment Inc.
Rockstar Games/ Take 2
Saffire
SEGA of America
Snowblind
Sony Online Entertainment
Stormfront Studios
Surreal Software
THQ
Ubisoft
Vicarious Visions
24 COMPANIES IN TOTAL

EUROPE/PAL
Acclaim Entertainment Ltd
Activision UK Ltd
Argonaut Games PLC
Atari Group
BLITZ GAMES LTD
Broadsword Interactive Limited
Codemasters
Criterion Software Ltd
Driver-Inter Ltd
Eidos Interactive Ltd
Eko Software S.A.R.L
Engine Software BV
Eurocom Entertainment Software
Full Fat Productions Limited
Hothouse Creations
Icon Games Ltd
Ignition Entertainment Ltd
Kuju Entertainment Ltd
Pocket Studios Ltd
Publishing Identity Svenska AB
Rebellion Developments
Revolution Software Limited
Rockstar Games
Rockstar Leeds Ltd.
Sidhe Interactive
Tantalus Interactive Pty Ltd
Team17 Software Limited
Torus Games Pty. Ltd.
Ubisoft Entertainment SA
Visual Impact BVBA
Warthog PLC
31 COMPANIES IN TOTAL

SOUTH KOREA
Axis Entertainment Inc.
Cinepix
Coong Entertainment Inc.
Expotato Corp.
Lions Logics
Neowiz corp.
NEXON Corporation.
SEED9 Entertainment Inc.
SKonec Entertainment CO., Ltd.
Zepetto Studios Inc.
10 COMPANIES IN TOTAL

...and the games

First game shots

REMEMBER HOW TERRIBLE THE ORIGINAL LINE-UP OF PS2 SOFTARE WAS? THE PSP WON'T BE MAKING THAT MISTAKE, INSTEAD PROVIDING AN EXCELLENT VARIETY OF GENRES. ALL BASES ARE COVERED, FROM ROLE-PLAYING GAMES, TO RACING, SPORTS AND BEAT-'EM-UPS. EXCELLENT.

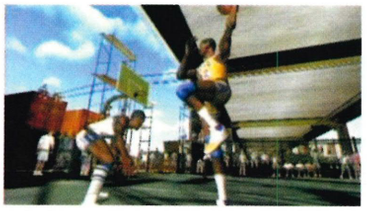






FINAL FANTASY: ADVENT CHILDREN

The first movie to appear on the system will be based on the *Final Fantasy VII* universe. Hopefully, Square have learned their mistakes they made with *Final Fantasy Spirits Within*. The very thought of Sephiroth appearing in anything but a perfect movie makes us want to boil puppies in a steamer.





NBA STREET

Electronic Arts are so rich that they've recently managed to bankrupt God in a hostile takeover of heaven. They also know about sports games, they're developing *NBA Street* for the PSP. When EA gets behind a console, it really gets behind a console.









METAL GEAR AC!D

Konami takes a classic and slows down the action with the incorporation of a card game. No exact information is currently available as to how this will work, but since it's by Hideo Kojima we are assured that it will be fantastic. Let's just hope there's no storyline to screw things up.

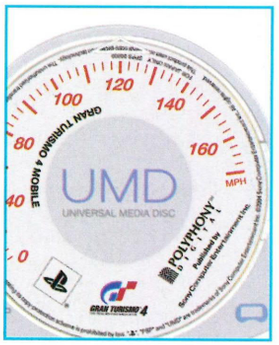
THE GAMES

Armoured Core: Formula Front
Ape Escape (working title)
ATV Offroad Fury (working title)
Axel Impact
Burnout
BG
Crazy Racing Kart Rider
Darkstalkers Chronicle (working title)
Death, Jr.
Dokodemo Issho
Dynasty Warriors (working title)
EverQuest
Fighting Spirits
Final Fantasy VII: Advent Children
Frogger
Formula One '04
Free Running
Gran Turismo 4 Mobile
Hot Shots Golf (working title)
Hard Corps
Jak And Daxter
MediEvil (working title)
Mercury
Metal Gear Acid
Metal Shell
No Kagi, Chi No Mon
NBA Street
989 NBA Shootout
Need for Speed Underground
NFL Street
Project S (working title)
Puyo Pop Fever
Project PSP Racer
Ren-Goku: The Tower of Purgatory
Ridge Racer (working title)
SOCOM: US Navy Seals
Super Star Studio
Syphon Filter: Logan's Shadow
Sticky Balls
Spider-Man The Movie 2
Tales of Eternia
Tiger Woods PGA Tour
Tony Hawk's Underground 2
Twisted Metal World Tour
Wipeout Pure
World Tour Soccer 2005
World Rally Championship
Zero Hour

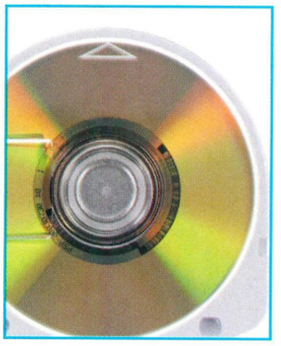
game packaging *Gran Turismo 4 Mobile* – looks as good, if not better than, *GT3*.



UMD DISC Universal Media Discs will be a standard for media storage.



UMD FLIPSIDE So shiny, so precious, so very precious.



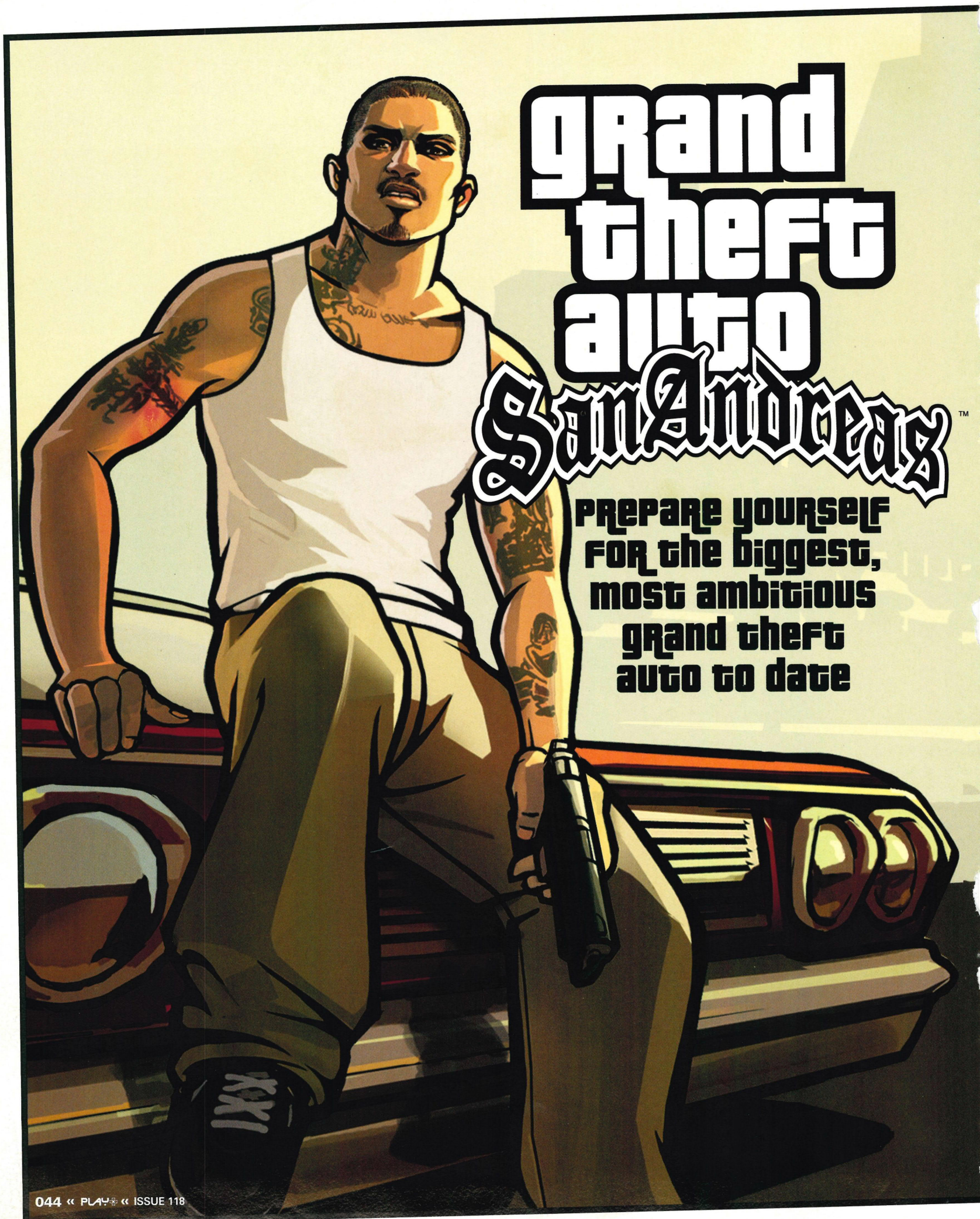
memory stick Stores pictures and MP3s and looks damn cool.

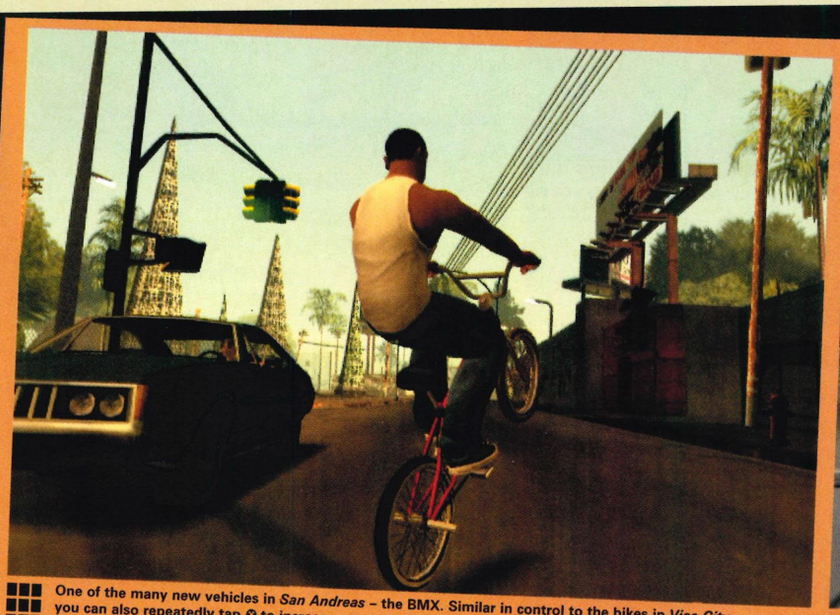




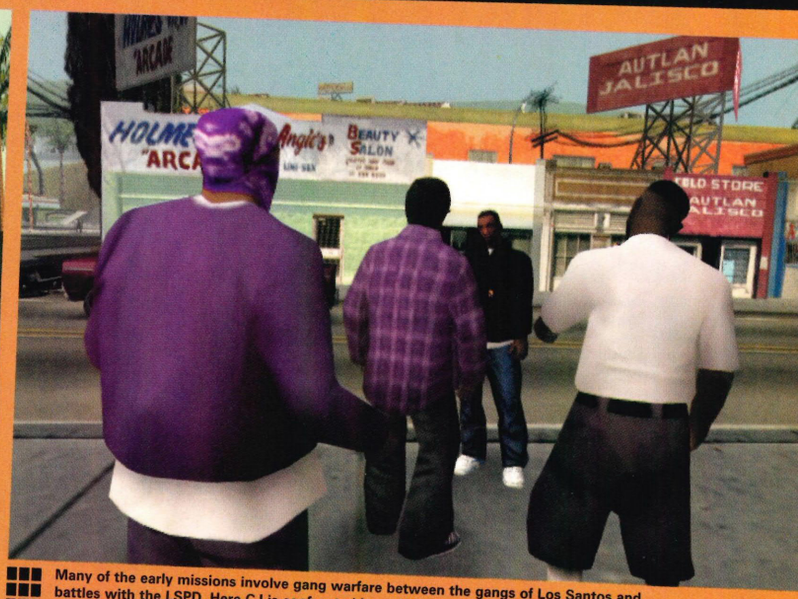
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One of the many new vehicles in *San Andreas* – the BMX. Similar in control to the bikes in *Vice City*, you can also repeatedly tap ⊗ to increase your speed, causing a brilliant side-to-side animation of the rider. Rockstar are yet to confirm if you'll be able to pull tricks on it or not, but we have a sneaking suspicion that the above wheelie won't be the only way to look cool on two wheels in the game.



Many of the early missions involve gang warfare between the gangs of Los Santos and battles with the LSPD. Here CJ is confronted by a rival gang – areas of Los Santos will be controlled by different gangs so you'll be welcome in some but not others.

We've been searching for a way to sum up *San Andreas* without resorting to hyperbole. That is to say, "using language in which the expression is an evident exaggeration of the meaning intended to be conveyed". Or in other words, over-egging the cake. This is what we've come up with: *San Andreas* takes the *Grand Theft Auto* series to impossible levels of brilliance. *San Andreas* represents the future of gaming... but the future is now! Then there's PLAY's very own cover line: "Rockstar's stunning sequel is better than you could have possibly imagined..." See? While these statements may be true it's still hyperbole. But when you've attached just about every superlative *known to man* to *Grand Theft Auto III* and *Vice City*, where else is left to go?

Of course, to try to sum up what *San Andreas* is in a single sentence or sound bite is not only impossible but also an insult to the game's content and what it actually is. Damn, there goes that hyperbole again. It's like trying to describe *Vice City* as 'that game with Eighties music'. Or *Grand Theft Auto III* as 'the game where you screw prostitutes'. These aren't lies but they ignore pretty much everything that makes the games great. And that is a massive disservice.

Perhaps we should just stick to the facts. From the beginning, then.

The 'San Andreas' of the game's name is not a city. It's a state. Contained within that state are three cities, each roughly the size of *Vice City*. Think about that for a minute – before we had a city with limits and it was big. Suddenly those boundaries have been eliminated and you're free to explore what's outside. Believe us, this is videogame liberation on a massive scale. Try to imagine what that looks like for a minute.

That's *three* cities each the size of *Vice City*.

And all the countryside between them.

It's impossible isn't it?

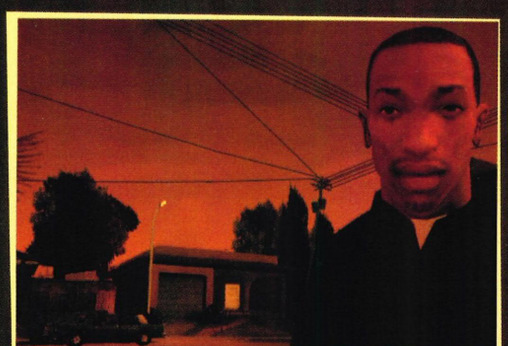
So we'll continue. These cities are placed on the overall 'state map' in roughly the same positions and have a similar geographical relations as Los Angeles, San Francisco and Las Vegas have on maps of California and Nevada respectively – that is to say, one lies in the south, one in the north (and on the coast) and one towards the east situated in, we can only assume, the middle of the desert. And in the same way that Liberty City and Vice City were Rockstar's take on New York and Miami, each of these three represent its take on the real world places. They are: Los Santos (Los Angeles), San Fierro (San Francisco), and Las Venturas (Las Vegas).

believe us when we say that gta: san andreas is videogame liberation on a massive scale

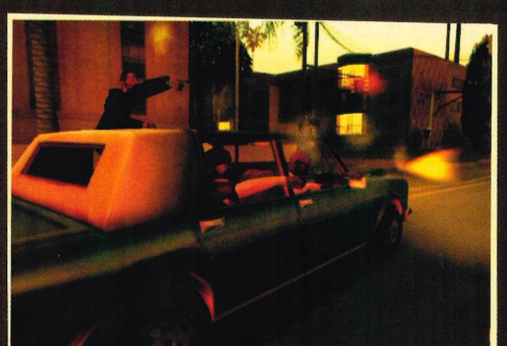
Let's lay one rumour to rest straight away: *San Andreas* is not a hip-hop game. Unless, of course, you want it to be. The screenshots you've seen in *another* magazine (it's okay, we bought it too) are just a small portion of the setting. A tiny keyhole-view of what *San Andreas* has to offer. Sure, Los Santos features gangbangers, drive-by shootings and those cars with massive bouncing suspension, and if you play with a hip-hop radio station then you'll be playing a hip-hop game, but what happens if you're playing with a soft rock station? Does that make it a different game? Whatever, it'll certainly be a different *experience*. If a soundtrack helps to define a game, then what does *San Andreas* become if you're listening to Fifties big band crooners? We hasten to add that no music has been signed up for *San Andreas* just yet, so that's all conjecture. But you get the idea. ▷



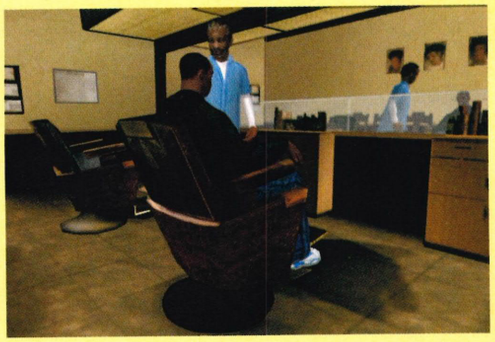
The motorcycle police in Los Santos are more than a little reminiscent of the cops in Seventies cop show *CHiPs*. The police are a lot more determined in *San Andreas* – they'll even grab onto your car if they're after you.



The quality of the character models in San Andreas has been ramped right up. The main character CJ uses even more polygons and, as his habitual gum chewing demonstrates, has an excellently animated jaw – perfect for lip-synching with.



Drive-by missions involve four characters in a car – you as the driver and three AI characters who shoot independently of you. They even reposition themselves depending on where the target is and the direction you're driving in.



Customising CJ is just one of the things you can play with in *San Andreas* – here he gets a haircut. While none of the haircuts have been finalised, two styles do include a flat-top (this is the early Nineties, after all) and an Afro-handlebar moustache combo. Sweet.



The helicopters in *Vice City* were a nice bonus and a lot of fun to fly, but due to the sheer scale of *San Andreas* they, and perhaps 'other' flying machines, will be essential to you getting around the state.



True to the gang ethic of Los Santos, many missions take place with you and other people on your side – here CJ and his bro' Ryder prepare for a hold up at the local Well Stacked Pizza restaurant.

Then of course, you have to bear in mind that what happens in Los Santos is something that's in the culture of Los Angeles – move up to San Fierro or Las Venturas and you've a whole other load of culture and, more importantly, pop culture to draw on. How many films set in San Francisco have featured car chases using the city's unique elevation? At least one. How many films set in Vegas have been about gambling, gangsters, Fat Elvis and burying bodies in the desert? Well, all of them actually. So while we don't know for sure what the content of those other cities will be, you can be sure that each city will have its own distinct feel, look and content. Just use your imagination and your knowledge of films and music. See? It's going to be great!

you can be sure that each city in the game will have its own distinct feel and content

One of the advantages of having all these distinctly different settings is that it gives the designers more to play with. Put the player in different situations and environments and the missions become more varied, much more interesting and, for want of a better word, cinematic. But more on that in a minute, first let's talk about the playaz. Sorry, players.

Our game begins in Los Santos. It's the early Nineties and you play as Carl Johnson, or 'CJ' to his friends. He's been living in Liberty City for the past five years – he moved there, supposedly, to escape the violence on streets of Los Santos, where he grew up. But the real reason he moved away was to avoid dealing with the death of his ten year-old brother Brian. Now thanks to a murder in the family – his mother's – he's back in town. He's back to be with his family, most notably his other (and older) brother Sweet, and to find out who killed his mom.

CJ's home is in a part of town that is reminiscent of East LA – if you've ever seen films like *Boyz N The Hood* or *Menace II Society* then you'll know the look. Guys sat out on porches sipping on 40oz bottles of beer, getting twitchy trigger fingers the moment a car drives by a 5 mph... CJ's older brother Sweet is head of the Orange Grove gang – just one of the many gangs running the streets of Los Santos – but they've been quiet for the last couple of years – a fact that is about to change now that CJ is back...

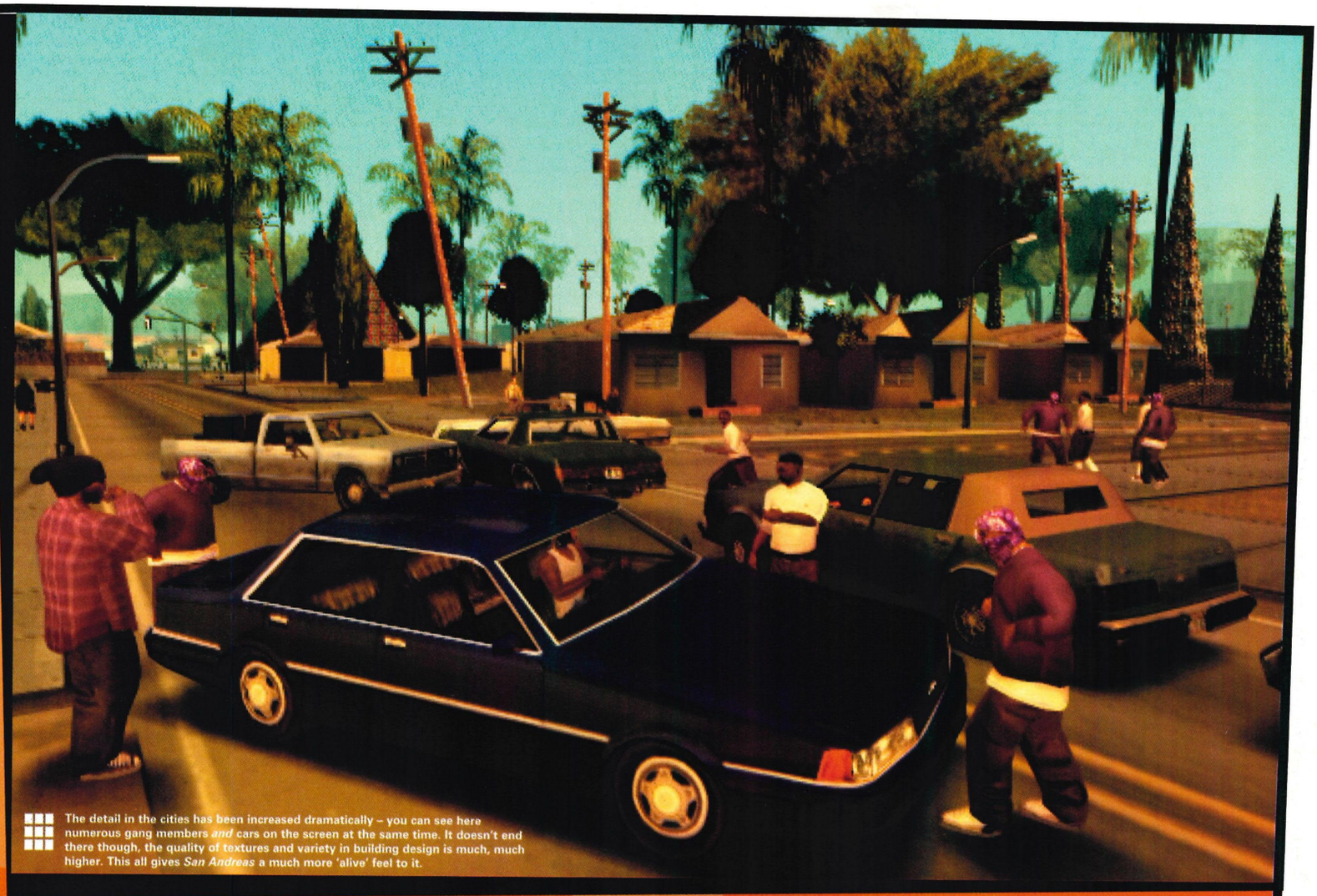
CJ is the most detailed character to have appeared in a *GTA* game before. Aside from the jump in the number of polygons (a 35-50% polygon increase over *Vice City*, throughout all aspects of the game) CJ can be customised. This is a logical continuation of *GTA*'s whole 'this is your game' ethic. The amount of control you have over this starts off simply with his hairstyle but also includes his clothes, what he weighs, and goes as far as his actual skills with a gun and as a driver. This feature basically takes all the stats that the previous games track (distance travelled on foot, police spending, insane stunts...) and turns them into something that affects your character in the game. This feature has yet to be completed but it basically works like this: CJ will score experience points for killing using a weapon or for driving well and will 'level up'. But don't expect any RPG-style allocation of experience points, CJ will simply get better at driving, be able to reload his weapon faster or will score more head shots. The idea is that the CJ on screen is *your* CJ, he represents how you play the game. If you like to eat a lot of fatty food, then CJ will be fat. If you spend more time driving motorbikes, then he'll be better at that than driving four-wheeled automobiles and so on. You get the idea.

The other point to this is that missions will need to be attempted differently (or not at all), depending on how you play with CJ. If CJ is fat then he won't be able to run very fast and he's likely to get out of breath more quickly. Conversely, if CJ doesn't eat regularly then he'll be slow and lethargic. But there have been a number of fundamental changes to the missions anyway.

Here's an example of how the missions have become much more involved. Not long back in Los Santos, CJ and his old friend Ryder (who he's recently hooked up with) go to exact some revenge on the manager of the local Well Stacked Pizza restaurant for erasing Ryder's graffiti tags but CJ's first task is to get a haircut. This is partly to show the player one of the new features in the game, mostly though, it demonstrates how the player is given the freedom to do a non-mission type of



Another example of how CJ *belongs* to the player and represents your play style. If you don't feed CJ at regular intervals he'll become lethargic and weak – eat too much, however, and he'll put on weight and run around like a big tubby boy. Let's hope he's invested in some Levi's Loose-fit jeans then.



The detail in the cities has been increased dramatically – you can see here numerous gang members *and* cars on the screen at the same time. It doesn't end there though, the quality of textures and variety in building design is much, much higher. This all gives *San Andreas* a much more 'alive' feel to it.

activity during missions. Even though completing mission goals remains your ultimate objective, you'll still be able to take part in non-essential activities, like visiting a barbershop while 'on a mission'. Rockstar is trying to blur the line between the strict 'drive here, steal that car, kill that person, get away from the police' type of gameplay and the openness and freedom of the *GTA* world.

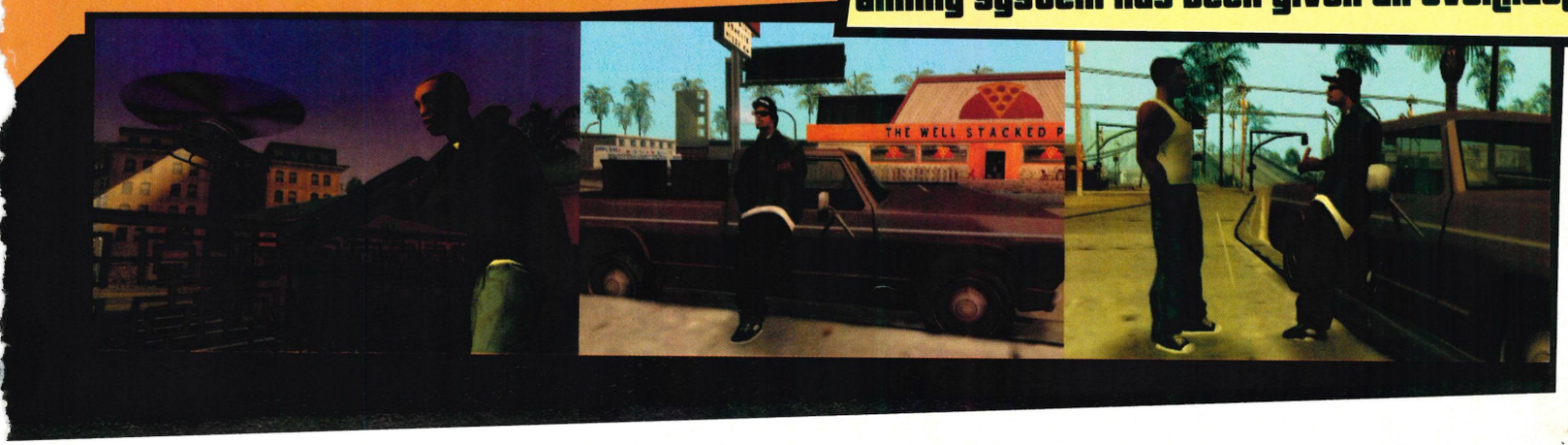
So anyway, back to the mission. CJ's next task is to order some pizza to distract the guy at the counter – again introducing you to the food system in the game. Once he's done this, it's Ryder's turn to put the moves on the manager… but he's bitten off more than he can munch as the manager is not someone to lie down and let people walk all over him. He pulls out a shotgun, which is enough to spook Ryder and CJ, and they hightail it out of there… Already we're seeing how objectives change mid-mission by using cutscenes – something that lends *San Andreas* an even more cinematic feel than its predecessors. Naturally though, this being *GTA*, there's more.

The interiors, as first seen in *Vice City*, have not only been hugely improved upon but seem to play a much bigger part in the game. In another, later mission, you find yourself working with all the members of the Orange Grove gang. They are Ryder, Sweet and a guy called Smoke. The Flats, a rival gang, have flooded the area with drugs and Sweet has had enough. He's decided that it's time to unite families from different gangs in order to try and clean up the streets, so he calls a meeting at a local motel.

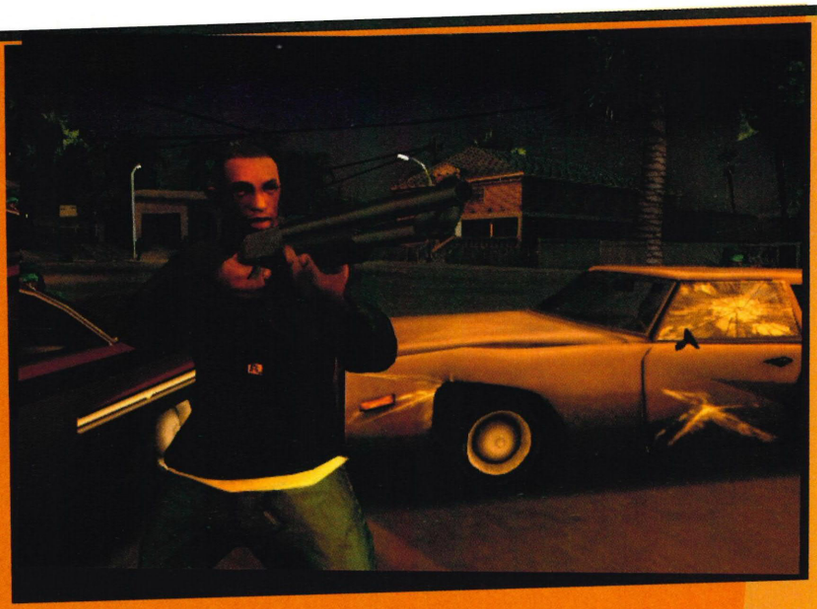
So you drive to the motel, Sweet decides to head inside to take care of business but… all's not how it should be. Someone's tipped off the LSPD and they've sent the SWAT team in to take out the gang leaders. Smoke and Ryder bail leaving CJ to go rescue his brother. Time to shoot your way in and get your bro' out.

Rockstar has made a number of major improvements to the controls in *San Andreas*. Most notably, the aiming system has been given an overhaul. You still use the same buttons – R1 to aim and to lock on to a target and L1 and R2 to cycle through the targets but in *San Andreas*, when you lock on, the camera moves to view the action from

most notably, the grand theft auto aiming system has been given an overhaul







just above CJ's right shoulder. It gives you a better look at the action and makes it easier to strafe and avoid enemy fire. Oh, and by holding down R1 for longer you can go for head-shots.

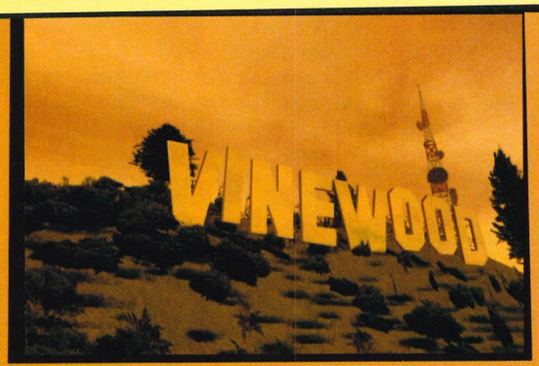
So CJ makes his way through the impressively sized interior – this is much bigger than anything in *Vice City* – past plenty of scripted moments (more cinematics) and battles with the SWAT team. Eventually he meets up with his brother on the roof of the motel. Then just as they're reunited, a SWAT helicopter decides to spoil the party trying to mow down our boys in a hail of bullets. Here CJ has to take out the chopper's spotlights to protect Sweet and take out the helicopter. Now CJ and Sweet are back down on street level and Ryder and Smoke are back to pick them up. All of a sudden you're racing away from the cops but this time you're not driving – that's up to Ryder. No, here the action switches to first person and you're keeping the cops away from the car with a machine gun – and that even includes cops who are crazy enough to jump off their bikes and try to climb up your car… these Los Santos cops really won't give up… but we won't ruin it by revealing how the mission is resolved, only to say that it has quite a dramatic end to it. It is just one example of how the missions in *San Andreas* have become more cinematic, more multi-sectioned and more varied.

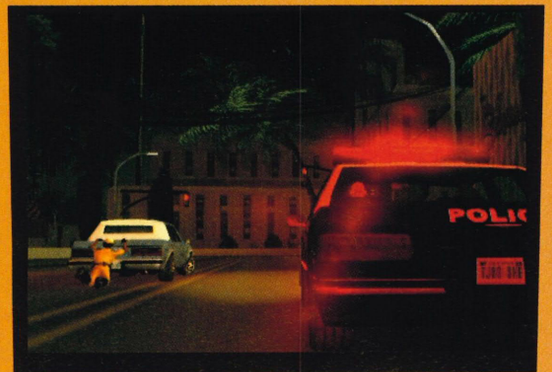
Things, however, get even more interesting once you get outside the crime-turbulent city.

This variety is matched by that of the city itself (and the other cities, we presume). There is a richness and diversity to the environment that we've not seen in *GTA* before. The quality of textures is better, the detail more elaborate and the diversity of buildings without peer. The feeling of a living breathing city has never been quite so well realised. You know how when you're on foot in *Vice City* and there's not a car in sight for ages? Well, that doesn't seem to happen at all in *San Andreas* – there appears to be a constant number of cars and people around whether you're on foot or in a vehicle. This is all rather stunning in the cities but how does *GTA* survive in the great outdoors? If you glance at the screenshots around this page you'll quickly realise that the *San Andreas* countryside is not simply a series of roads connecting the cities together, it is a whole new environment of its own. The idea of *GTA* in the country raises many questions. How would *GTA* work outside the confines of a city? How would the rural areas interact and coexist with the urban ones? Is it even technically possible to create any areas as massive as the designers had envisioned it?

To answer the first question, in part, is to say 'as you might expect'. To actually divide *San Andreas* up into 'the city bits' and 'the countryside bits' would be something of an injustice to the designers and give you the wrong impression of how the game will actually play. There is no physical divide between

the quality of textures is better, the detail and diversity of buildings without peer







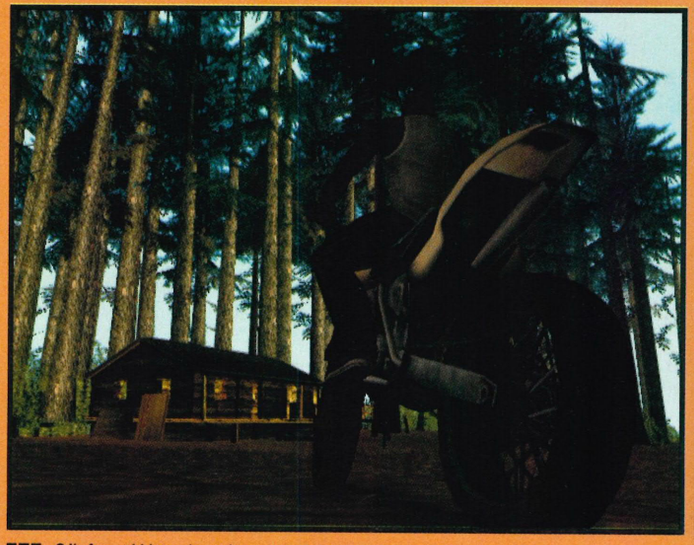
the first thing you'll notice is the scale of the great outdoors and the freedom that it affords



Lumberjack shirts, cowboy hats, chewing a piece of straw... the people you find in the country towns are quite a bit different to the city-dwellers. They probably don't like the urban-types that much either.



Your typical American farm complete with farmhouse, grain tower, water tower, barns and *lots* of foliage. It's almost like we're in the heart of the midwest. Still think *San Andreas* is a hip-hop game now do you?



CJ's forest hideout (or at least one of them) is also home to an as yet unnamed female character. We're told we'll be pleasantly surprised when we find out exactly who she is. Apparently she's from a previous *GTA*...

city and country. There is no load time a la *Vice City* (if you remember, there's a load with a postcard on the screen when you move between islands) and there is no noticeable point where you can say 'I've just moved from the city to the country'. The transition is a seamless blend. Sure, there are differences between the two environments but the key thing here is that the *Grand Theft Auto* concept has not been diluted. You're in the country so there are trees and grassy bits, hills, highways, forests and so on but it's still very much the same game at heart.

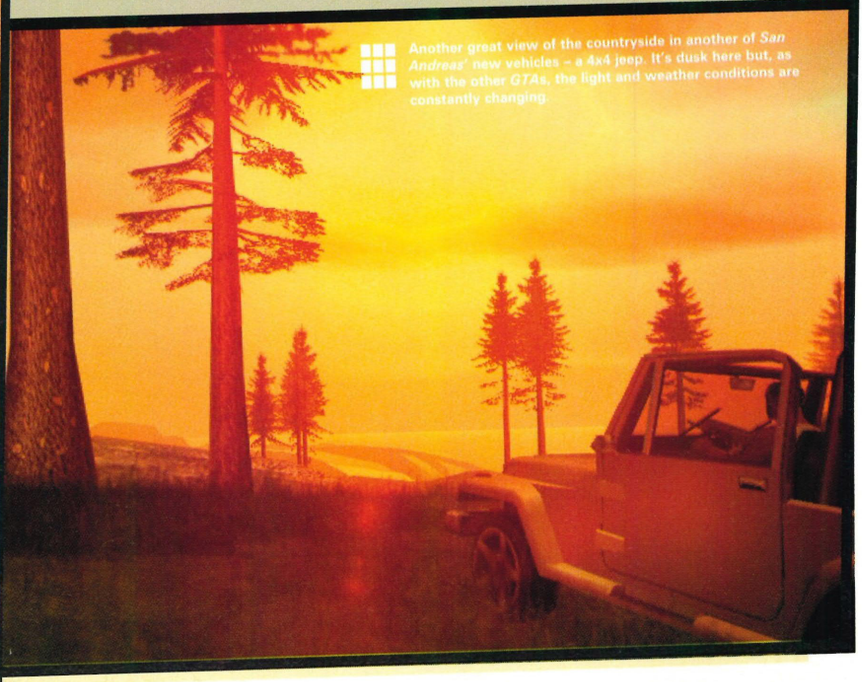
The first thing you'll notice is the scale of the great outdoors and the freedom that it affords. We mentioned earlier that the draw distance in the cities is twice that of *Vice City*. In the country, it's four times the size. This is essential as without a good draw distance, how could make the player feel like he's playing in a grand vista of a game world? You couldn't. Being able to see so far off into the distance is liberating in *San Andreas*. It makes you feel like you've literally broken out of the confines of the city and could go anywhere. And, of course, you can.

There's no need to stick to the roads when you're out in the country – jump into one of the many new off-road vehicles (more on those in a bit) and you can head off across country. Any car or bike will do, but you're going to come a cropper if you think that a sports car will get you up the side of a mountain. Ah yes, the mountain. Much has been made of Mt. Chiliad.

It's big. At about half a mile tall, Mt. Chiliad is the largest object in the game. Simply to fly to the top in a helicopter would take a minute or two – on a BMX it would take an age, walking, probably *forever* but then again, both these latter options would be a great workout for CJ – good if you need to shed a few extra pounds before a mission. In fact, it's so high that you'll start to see clouds when you get to a certain altitude. And the mountain is more than just a few roads up and down – it's covered in trails and cliff top roads and there are even tunnels that go through it. Just imagine the kind of Insane Stunt Bonus you'll get...

So with the mountain in mind, the other huge difference between the city and country is the look and feel of the environment. There's a huge contrast – not just in the colours used but with (again) the openness of the place: where you had skyscrapers in the city, you have farms (complete with barns, a weather vain, grain towers and farmhouses), where you had houses in the city, you have giant redwood trees, where you had concrete and tarmac roads you have dusty dirt tracks and rivers, where you had gridlock, traffic lights and gang members dealing on street corners, you have rolling green fields. It really is a sight to behold and one hell of a contrast to what you find in the city. There's also technology that helps fill this world with the kind of detail you'd expect. Namely plant life.

The representation of fields and woods and forestry isn't simply a matter of a flat, green, grassy texture or some cut out trees. No. Rockstar is using a procedural rendering technique to handle the foliage in the game. It basically works like this: the game



Another great view of the countryside in another of *San Andreas*' new vehicles – a 4x4 jeep. It's dusk here but, as with the other *GTAs*, the light and weather conditions are constantly changing.



the move to include countryside is a massive departure for grand theft auto but it just feels right



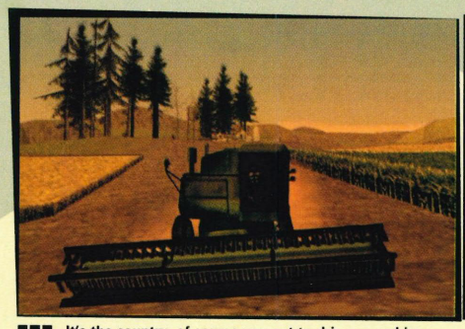
A flavour of what the small towns look and feel like in *San Andreas*. Note the small town police and gas station. Small towns also feature single-screen cinemas, liquor stores (hopefully you can rob these) and even trailer parks.

knows where plants should be drawn and then draws them as and when you're near enough to see them. This gives the impression that you're in the middle of a grassy field, for example, but without slowing the game down to a crawl. And there's wildlife too – not much – but enough to give you the impression that you're in a living, breathing environment.

But it's not just all farms, woods and all that other stuff out there in the country. What US state would be complete without plenty of small towns too? Angel Pine is one of a number of small towns not too far from Los Santos, it's a sleepy town kept alive by tourism. It's small but perfectly formed with tons of detail and variety: the main street alone has a liquor store, an old single-screen movie theatre and a bakery. The residential area is full of small factory-built homes and it, of course, has a trailer park on the outskirts. You also get different types of people, hilariously stereotyped country folk, who also react pretty badly to a city type, especially one such as CJ, who's come up to their town



New vehicles, new jacking animations... here CJ jacks an articulated truck. Driving it takes a lot of care – it's easy to lose control on the country roads. It's even possible to detach the trailer. Expect plenty of missions to incorporate it.



It's the country, of course you get to drive a combine harvester. Wait, how about those blades – wouldn't they make a perfect tool for killing?



In this mission CJ has to avoid detection from the chasing bikers. If they manage to shoot through the doors of the truck and identify CJ, his friend's for it.

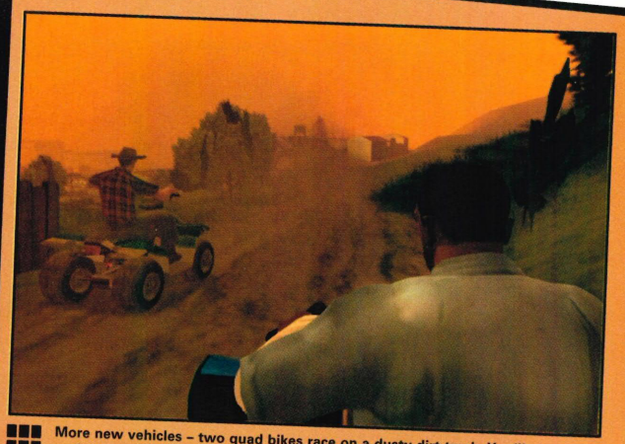
and started making trouble. The move to include countryside is a massive departure (and risk) for *Grand Theft Auto* but it just feels right. Rockstar has managed to make the country very different from the cities yet still retain the *GTA* feel of it. It makes sense. It feels like you're still in the *Grand Theft Auto* universe and that, we reckon, is an amazing achievement.

Of course, moving the game into the countryside also gives the opportunity to do different things with the missions: one of CJ's friends is in trouble with a gang. They're after him. He needs CJ to act as a decoy so he can escape from them. Your task is to get to a certain truck – one that will fool the gang into thinking that you're not CJ but his friend – and then draw their fire from the members chasing you on dirt-bikes. Here's the thing – if they manage to shoot through the doors of the truck they'll identify you as CJ and go after his friend instead. What ensues is a long and maniacal chase in and out of traffic along country roads with you in the truck and the gang members on bikes. The great thing is to see how the bikers follow you weaving through traffic.

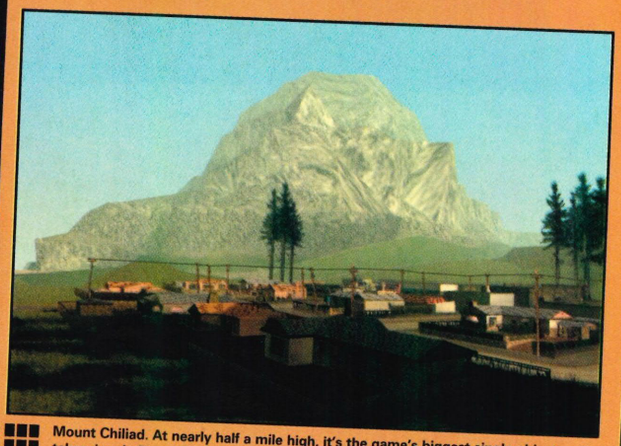
Another mission demonstrates how there are more missions like the ones with Lance in *Vice City*, where you're working with another character. At one point CJ is shacked up in a lonely cabin deep in the woods with a female character. Who she is remains a mystery (Rockstar used a different character model when we saw it so that her identity stays a mystery) but she *is* a character from a previous game in the series. Intriguing...

Anyway, the mission continues and CJ and his female accomplice are riding on a quad bike – their mission is drive into Dillimore, a *Dukes Of Hazard*-style local town complete with Boss Hog type police, and rob the local gas station. The ATV is fast and more than ready for some off-road commute – perfect for some *Bonnie And Clyde*-type shenanigans. They get to Dillamore to the gas station and try to rob it... only they find that the gas station owner has installed bullet-proof glass. So instead of stealing money from the till, CJ and his accomplice decide to steal the gas truck outside the station. This shows off another new vehicle in the game – the articulated truck. CJ has to first attach the cab to the trailer of petrol, but by this time the gas station clerks have gotten into their cars and are going to give chase, trying to ram CJ off the road and even shoot the trailer, which is quite unlike any other vehicle in the game in that it has to be driven extremely carefully, so as not to jack-knife the thing on those hilly country roads.

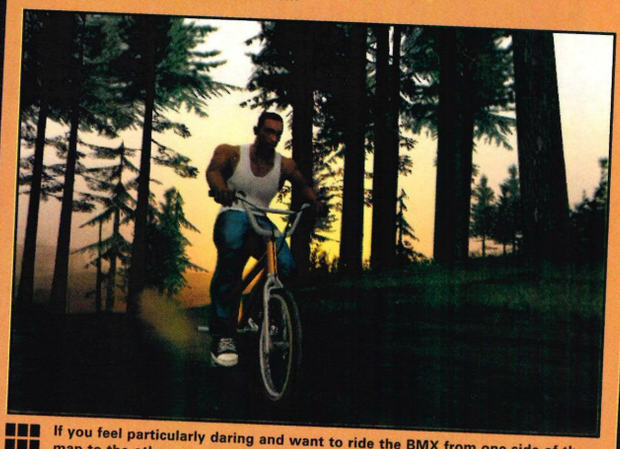
There are, of course, other new vehicles too. The Monster Truck is a four wheel, er, monster that has four wheel drive and steering – hold ▷



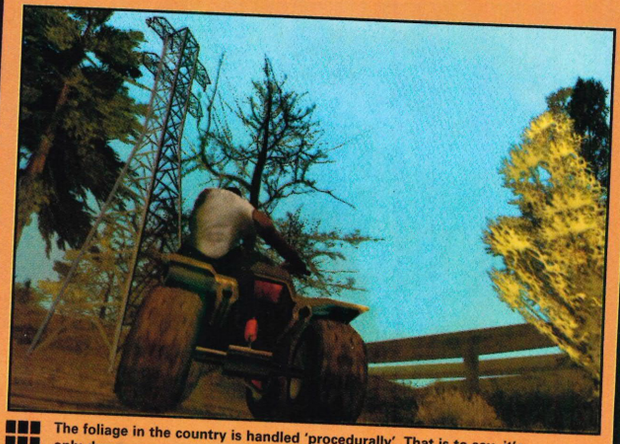
More new vehicles – two quad bikes race on a dusty dirt track. You'll also notice how the countryside contrasts with the way the urban areas look in *GTA: San Andreas* – it's all open spaces, muddy dust and farm buildings. It really is quite superb.



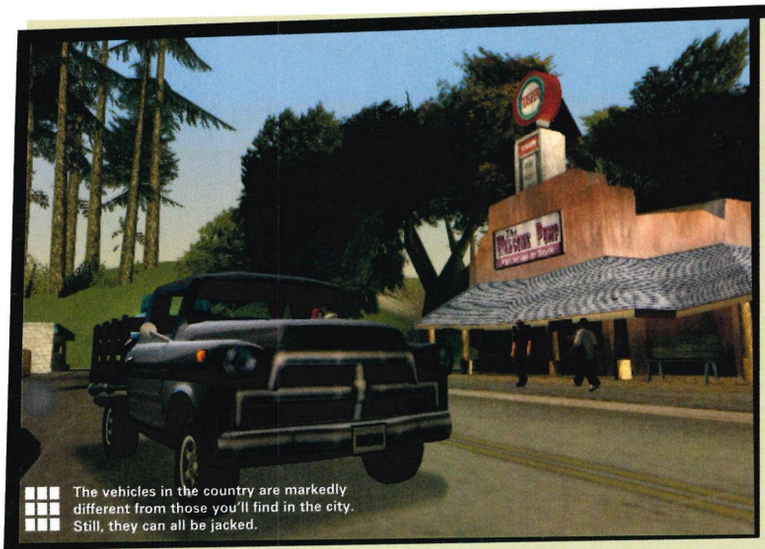
Mount Chiliad. At nearly half a mile high, it's the game's biggest single object and takes, in a helicopter, about a minute to get to the top. It's not just rock too – there are plenty of trails and wood growth on the side. Get to a certain altitude and you'll start to see clouds too...



If you feel particularly daring and want to ride the BMX from one side of the map to the other, you can. Expect to be up half the night, though.



The foliage in the country is handled 'procedurally'. That is to say, it's only drawn on screen when the player can see it. This helps to keep the all important frame rate up and enables the game's countryside to have a real 'alive' feel to it.



The vehicles in the country are markedly different from those you'll find in the city. Still, they can all be jacked.



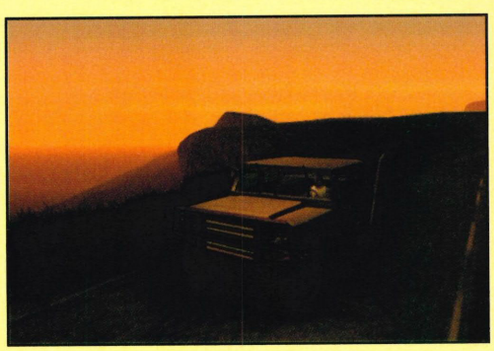
The Monster Truck is essential if you're going to drive cross-country. It's four-wheel drive and four wheel steering come into their own when you're driving along a shallow river bed.



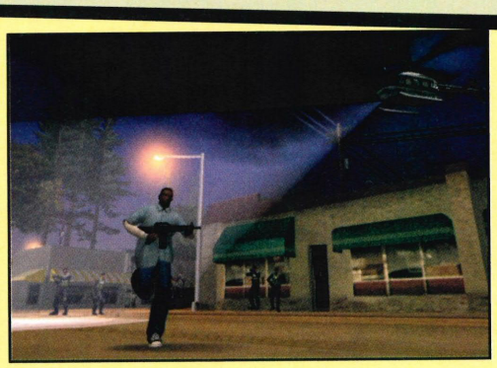
The Sanchez dirt bike is another of *San Andreas'* new vehicles. Similar to *Vice City*'s Trail Bike it's an ideal way to get up Mt. Chiliad quickly. Great for on and off-road biking.

down the R1 button and instead of doing a handbrake turn you'll activate the truck's four wheel steering – this gives it a tiny turning circle which will help you navigate through the most extreme terrain. The Sanchez dirt bike is reminiscent of the Trail Bike in *Vice City* and we've already mentioned the brilliant Quad Bike, a four-wheeled All-Terrain Vehicle, which is just superb to drive off-road. There are numerous others, including those cars with massive bouncing suspension and hot dog vans, although any hot dog selling missions have yet to be confirmed by Rockstar. And, naturally, you'll be needing a helicopter as the game opens out just to travel from one side of San Andreas to the other. Perhaps there will even be other flying vehicles too, but we'll have to wait and see.

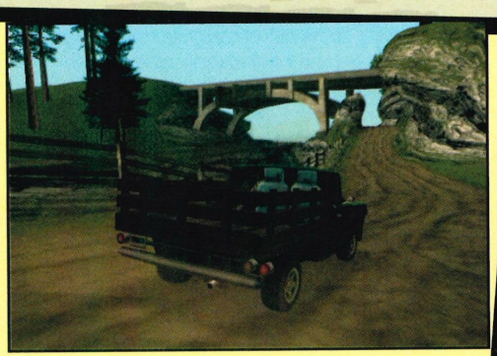
It's important to stress how much bigger and how much more vibrant *San Andreas* is compared to that last couple of *GTA*s. It's bigger in terms of size, sure, but also in scope, ambition... well, it's not just a case of stretching out a '*GTA* world' to fill a certain sized space and saying 'the biggest game ever!' and then neglecting to put actual game bits in the vast open spaces. You couldn't do 'GTA: Countryside' if you forgot about that 'GTA' bit at the front. No. The whole point of *GTA* is that it creates a beautiful, playful game world where you're *always* playing a game or enjoying an experience and that ethic has been upheld in *San Andreas*. And improved upon. *San Andreas* is dense, a thick foliage of gameplay, if you will. Like its predecessors, it's a sandbox (or should that be beach?) of a game with a multitude of toys and tools to be played with as you see fit. It's vibrant but not simply in terms of bright colours and prettiness, but also in terms of creating a living, breathing, convincing game world – *GTA III* was good at this, *Vice City*



High up on Mt. Chiliad. From this vantage point you can really appreciate the size of the countryside. The draw distance (in the country) is four times that of *Vice City*. Impressive, and essential if the game is to convince you're out in the country.

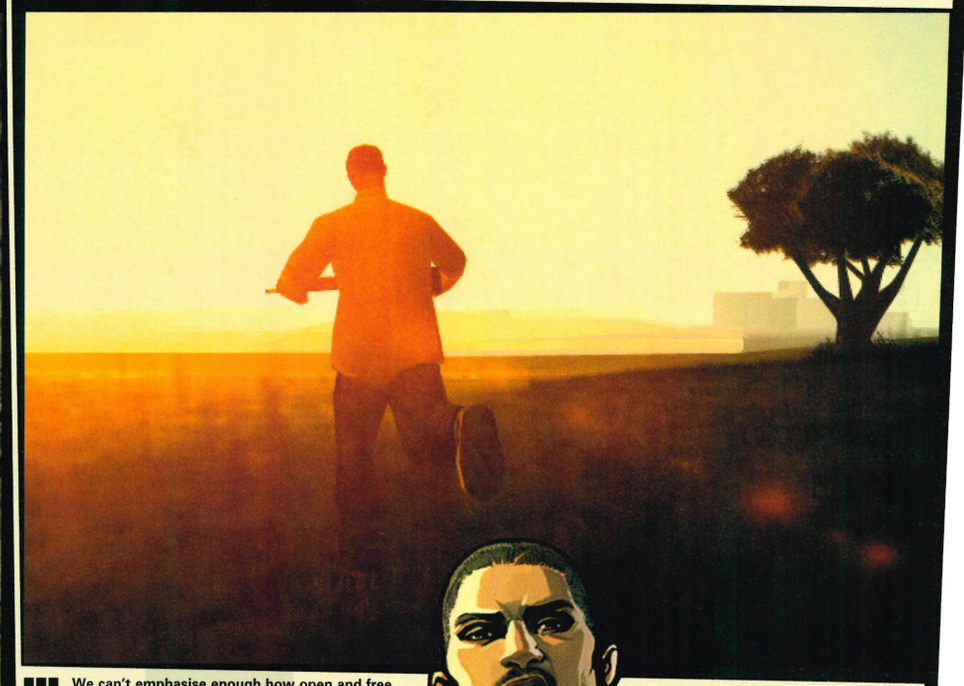


Even out in the country the police are pretty well equipped. Here CJ, carrying an M-16 assault rifle, is pursued by a helicopter (note the spotlight) and a heavily-armed SWAT team.



Bridges, dirt tracks, rocks... the look of the countryside is a real departure from that of the city and yet Rockstar has managed to retain a real *GTA* feel to it.





We can't emphasise enough how open and free the countryside feels compared to the hustle and bustle of the urban areas. It feels like you can do and go anywhere. And you can – this is *GTA*, after all!

the most exciting thing about san andreas is that we actually know very little

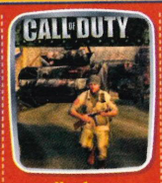
slightly better, *San Andreas* will simply blow your socks off.

Yet probably the most exciting thing that we know about *San Andreas* is that we actually know very little. The information contained here in this feature is just small fraction of what Rockstar has put into the game. We've still to see what San Fierro and Las Venturas are like. We've still to see what happens on the coast of *San Andreas* or how far your customisation of CJ can go. How will the flying vehicles be implemented? What will the soundtrack be like? Will *San Andreas* actually be *too* big? Some of this information will be revealed in the coming months, some not. So, like you, we'll be waiting impatiently for the game's release date to find out just exactly how good *San Andreas* will be. 22 October: It's the most important date of your life. Etch it into your brain. A day that will change your gaming life forever. Now how's that for hyperbole? ■



B-Man

So many enemies, so little time!
CODE 430188
Nokia 3100, 3200, 3300, 3510i, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i



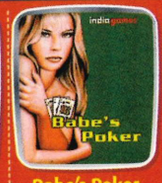
Call Of Duty

Mobile game version of the hit console game.
CODE 430158
Nokia 3100, 3200, 3300, 3510i, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, 8910i, N-Gage, N-GageQD, Samsung SGH-E700



True Crime

Choose your mission and bring justice to the streets of LA.
CODE 430219
Nokia 3100, 3200, 3300, 3510i, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, 8910i, N-Gage, N-GageQD, Samsung SGH-E700, Siemens SX1



Babe's Poker

Play a game of poker with some of the most beautiful babes.
CODE 430125
Nokia 3100, 3200, 3300, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, N-Gage, N-GageQD, Siemens SX1



The Day After Tomorrow

CODE 430221
Nokia 3100, 3200, 3300, 3510i, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, 8910i, N-Gage, N-GageQD, Samsung SGH-E700, Siemens SX1, SonyEricsson T610, T616, T618, T630, Z600



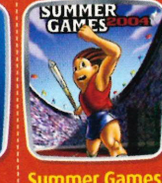
Kamasutra

The masterpiece which taught the world the art of lovemaking.
CODE 430122
Nokia 3100, 3200, 3300, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, N-Gage, N-GageQD, Siemens SX1



Turbo Camels

CODE 430220
Nokia 3100, 3200, 3300, 3410, 3510i, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, 8910i, N-Gage, N-GageQD, Samsung SGH-E700, Siemens C60, M55, MC60, S55, SL55, SX1, SonyEricsson T610, T616, T618, T630, Z600



Summer Games 2004

CODE 430033
Nokia 3100, 3200, 3300, 3510i, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, 8910i, N-Gage, N-GageQD, Siemens SX1



Shoot & Splash

Swim, dive, aim and shoot.
CODE 430170
Nokia 3100, 3200, 3300, 3510i, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i, N-Gage, N-GageQD

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Super Yum Yum

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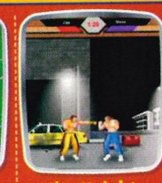
Vampire Bloodline

You are a Vampire, fighting against vampire slayers.
CODE 430206
Nokia 3100, 3200, 3300, 3510i, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, 8910i, N-Gage, N-GageQD, Samsung SGH-E700



Real Soccer

New dynamic graphics and several difficulty levels.
CODE 430201
Nokia 3100, 3200, 3300, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, N-Gage, N-GageQD, Siemens SX1



City Knights

Fight for supremacy of the N.Y. alleys! You will face the strongest of the streets one by one.
CODE 430179
Nokia 3100, 3200, 3300, 3510i, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i



Mobile Force

You're in for the fight of your life. The only question is will you survive long enough?
CODE 430154
Nokia 3100, 3200, 3300, 3510i, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i



Babe O Mania

Expose the babes from behind the veil of mystery.
CODE 430126
Nokia 3100, 3200, 3300, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, N-Gage, N-GageQD, Siemens SX1



Exotic Eves

Discover the exotic eves hidden behind the wall.
CODE 430124
Nokia 3100, 3200, 3300, 3600, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6610i, 6800, 6810, 6820, 7200, 7210, 7250, 7250i, 7600, 7610, 7650, N-Gage, N-GageQD, Siemens SX1

Logos:

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340727 340440 340003 340636
340557 340031 340655 340122
340656 340674 340697 340697
340032 340704 340672 340636
340717 340697 340730 340032

Ring tones:

All tones listed below are available in both monophonic & polyphonic!

TOP HITS	MONO	POLY
TONE - ARTIST		
HEY MAMA - Black Eyed Peas	302698	310726
STOP! STOP! STOP! - Nu Virgos	302690	310716
HIGHWAY TO HELL - AC/DC	300718	310713
FOR WHOM THE BELLS TOLL - Metallica	300897	310712
MY BAND - D 12	302540	310670
YEAH - Usher feat. Ludacris & Lil Jon	302528	310655
LEFT OUTSIDE ALONE - Anastacia	302660	310672
IT'S MY LIFE - Dr. Alban	302602	310598
SUPERSTAR - Jamelia	302643	310645
TOXIC - Britney Spears	302650	310655
GANGSTAS PARADISE - Coolio	300765	310034
SATISFACTION - Benny Benassi	302622	310619
JIGGA JIGGA! - Scooter	302623	310620
HEY YA -Outkast	302451	310556

TV & FILMS / FUN & GAMES		
SOUTH PARK - Primus	300173	310719
KILL BILL (Battle Without Honor)	302532	310662
LOTR - Orchestral Theme	301138	310623
LORD OF THE RINGS - Enya	302120	310216
C.S.I. Theme (Who Are You)	302332	300321
STAR TREK (Deep Space Nine)	302408	310507
PINK PANTHER	300166	310006
OLD TELEPHONE RING - Sound FX	302553	310537
METAL GEAR SOLID 2 - PS2	302056	310284
SUPERMARIO - Nintendo	300507	310009
HALO - XBox	302107	310360
PACMAN - Videogame	302415	310520
BUBBLE BOBBLE - Commodore 64	300123	310371

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SPARKLING CHORD - Alert Tone 2	302585	310702
CRICK CRACK - Alert Tone 3	302586	310703
ECHO - Alert Tone 4	302587	310704
SPRING IN JAPAN - Alert Tone 5	302588	310705
SPACE RADAR - Alert Tone 6	302589	310706
MYSTERY - Alert Tone 7	302590	310586

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Please, check that your phone is compatible to take polyphonic ring tones. If unsure, please, go to www.fun4me.com Polyphonic ring tones are also available on selected Sony Ericsson ja Siemens handsets.

Wallpapers:

Requires colour screen Nokia supported phones (except Communicator).



441594 441576 441592 441596 441584 441587
441578 441574 441577 441579 441585 441555
441569 441567 441516 441575 441535 441521
441519 441563 441503 441565 441561 441486
441394 441492 441387 441495 441484 441399
441560 441147 441513 441559 441531 441485

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Pics:

How to order: Send a SMS, e.g. **DO PPIC 320261** > To the number **87050**



320530 320680 321065 320261
320695 320747 320718 320624
320743 321061 320723 321043
320783 320807 320703 320822
320769 320836 321014 320786
321046 320743 321017 321069
320710 320845 320892 320883

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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.

* 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 received mobile originated SMS for T-Mobile and at £1.50 per sent mobile terminated SMS for O2, Vodafone and Orange. Three SMSs are required to deliver most items. You will need a mobile subscription for the above operators 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.

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PREVIEWS



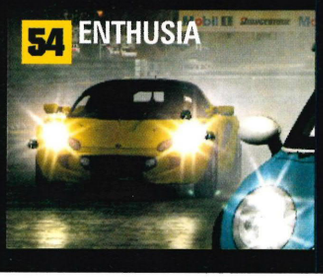
WILL JOHNSTON
FEATURES EDITOR

This month, I could lead you around what's on offer, but I'm not going to because we've played *Burnout 3* and it's obvious that, in the words of Metallica, nothing else matters. The sight of a murder of games journalists squawking around a monitor is not common, and usually signals the approach of something rather special. What's more unusual is the way *Burnout 3* actually changed their vernacular. Grown men's tongues, usually able to pronounce complex sentences, were twisted to a new, direct way of conveying ideas. Phrases like "Sweeeeeeeeet!", "That's awwwsome" and "Holy ****!" are usually greeted with slaps, but this time it felt right. When a game is this impressive, words no longer jive.

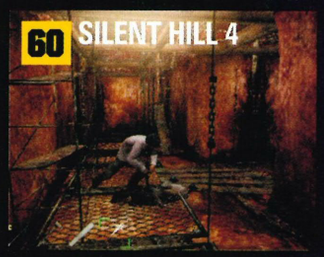


68 BURNOUT 3

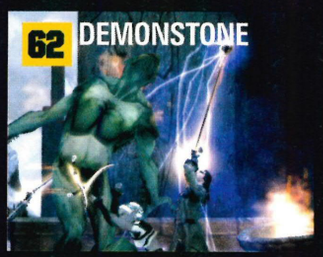
THE RACE IS OVER BEFORE IT'S EVEN BEGUN



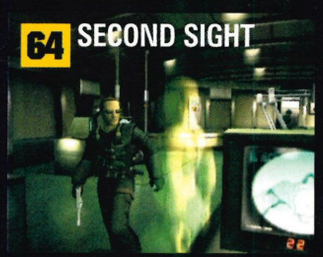
54 ENTHUSIA



60 SILENT HILL 4



62 DEMONSTONE



64 SECOND SIGHT

ALPHAS AND BETAS



ALPHA
The latest screenshots of all the latest games and all the info on the games we have at the time. It's unlikely that we will have played the game at this point so we'll also be talking direct to the developers to bring you as much exclusive information as possible.

Just what is the difference between an Alpha and Beta preview?



BETA
This is where we give you our first verdict on games. There will be plenty of opinion about how the game's shaping up – we'll be very specific about what it's like to play, the game's successes and failings and you'll only get screenshots that show you what the game looks like when you're playing it.

ALPHA

ALPHA
First looks and Q&As

54 **ENTHUSIA** Ooooh, look at the pretty cars. They're so colourful and real.

56 **FRONT MISSION 4** Big frickin' robots rampaging across big frickin' cities. Frickin'!

58 **GUILTY GEAR ISUKA** The future of beat-'em-ups turns out to be... 2D! Probably!

59 **CAPCOM FIGHTING JAM** *Street Fighter* and monsters. This is just getting silly now.

60 **SILENT HILL 4: THE ROOM** No mere mortal can resist the evil of the survival horror.

62 **FORGOTTEN REALMS: DEMON STONE** If you loved *Lord Of The Rings* you might be offended by this.

BETA

BETA
Hands-on and up front

58 **SECOND SIGHT** We just love anything that lets us use the word 'telepathetic'.

62 **JACKIE CHAN ADVENTURES** Goddamn, this man's become a joke. And a cel-shaded one at that.

63 **BURNOUT 3** Sweeeeeeeeeet!! Holy ******!!!! *Grunt* Whooowhooowhooo!!! Awwwwsum!! *Grunt*

ENTHUSIA PROFESSIONAL RACING

VITAL STATISTICS

PUBLISHER: Konami
DEVELOPER: In-house
WEB SITE: www.enthusia-racing.com

GENRE
» RACING

NO. PLAYERS
» 1-2

TAKE NOTE:

- "Photo-realistic graphics." Hmmm. Judge for yourself.
- Features an innovative Visual Gravity System.
- Compatible with the Logitech GT Force steering wheel.

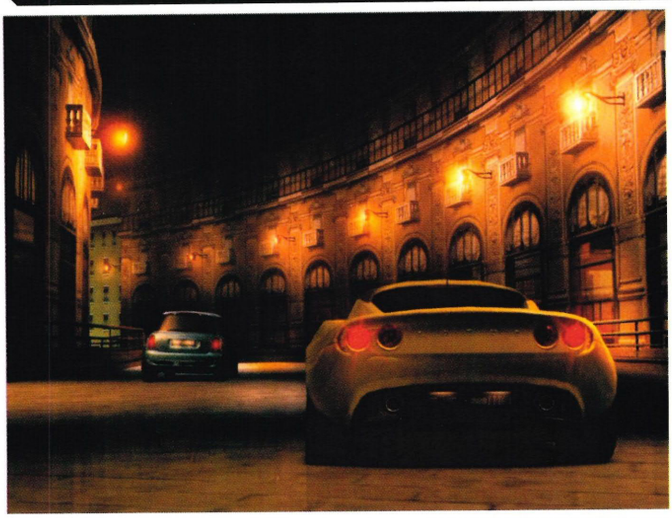
ANTICIPATION
10% 30% 50% 70% 85% 90%

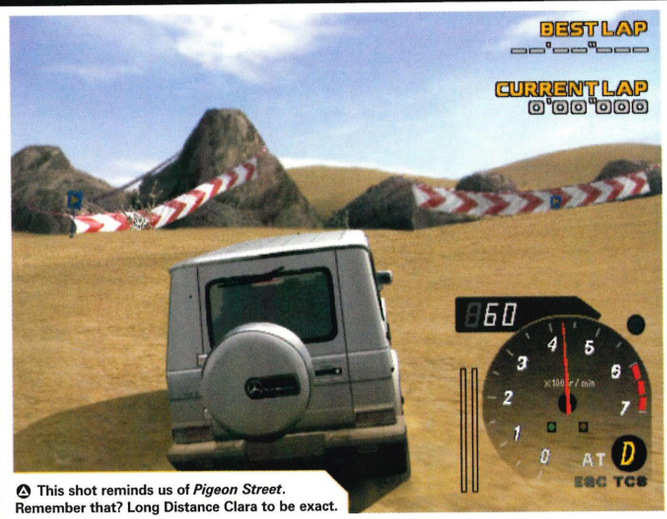
FROM THE PEOPLE WHO BROUGHT YOU...

CY GIRLS	40%
FIREFIGHTER FD18	60%

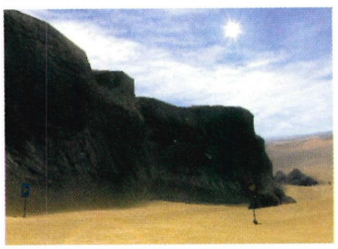
ALPHA

RELEASE DATE
TBA





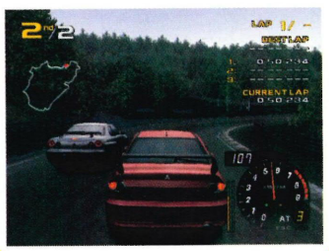
This shot reminds us of *Pigeon Street*. Remember that? Long Distance Clara to be exact.



There appears to be a variety of distinctive surfaces for you to race on.



Strangely, the number plate for this Aston Martin actually reads 'Aston Martin' – crazy!



One day there'll be a racing game that doesn't feature a car with a spoiler.



Gran Turismo's competition now seems fiercer than ever,

THE ROAD TO EL DORADO

On *Enthusia*'s checklist of features, Konami is promising the equivalent of a trip down the road to El Dorado in the form of "photo-realistic graphics." Pretty lofty claims. But while Konami can't justifiably claim to have nailed that particular item, there's little doubt *Enthusia* is one of the most exquisitely sculpted racers on PS2. Konami has also managed to implement randomly generated courses too, which, without getting too carried away, could add exponentially to *Enthusia*'s longevity.

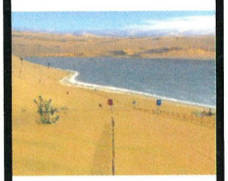


Photo realistic? A very badly shaken, not-yet-developed Polaroid photo perhaps.



Photo realistic? That's pretty damn good actually.

ENTHUSIA PROFESSIONAL RACING

KONAMI ANNOUNCES PETER ANDRE'S FOLLOW UP TO INSANIA

When Konami claims that *Enthusia Professional Racing* is going to be the most realistic racing game yet, you'd be forgiven for dismissing it as so much hot air, or envisioning a game as staid as a *Richard Burns Rally*. However, when the project is headed by Manabu Akita, not only the Corporate Officer and Chief Producer of *Enthusia*, but formerly a Technical Director involved with the Le Mans world of motorsport, things get interesting. A bit daunting and geeky perhaps, but interesting nonetheless.

But first the name – *Enthusia*, or 'Enthusiiiiaaaa' as Peter Andre might sing. What's that all about? As Akita puts it, "*Enthusia* is a made up word based on the word enthusiasm. Basically, the name is like a call for car enthusiasts, people who love cars." We couldn't have put it better ourselves. Unlike the glut of *The Fast And The Furious* inspired boy-racer appeasers, *Enthusia* taps into the real hardcore petrol-head market – the kind that appreciate Formula One telemetry systems and live for down-force and tyre wear.

Experience as a Le Mans Technical Director inevitably means Akita is up on his technical data and car physics, all carefully transplanted into the *Enthusia* experience, with the right balance of realism and gameplay promised of course. This is manifested in the Visual Gravity System, which relays the G-forces felt by racing drivers. You don't so much breathe the pressure as feel it. This is implemented in the form of the VGS icon. Think of it as *Enthusia*'s own form of a telemetry system enabling you to race perfectly by gauging the direction of G-forces and weight distribution.

And the onus is very much on racing it seems – time on the track ultimately pays dividends, not time spent tweaking intake manifolds and magna-fluxed sprockets. Of course, this is for nothing if the roster of drivable cars doesn't read like Jay Kay's private sports car collection. Reassuringly, "hundreds of cars from more than 40 real manufacturers" are promised, including the Aston Martin DB5 and other internal combustion engine-powered four-wheel vehicles. In other words – the full quota has yet to be revealed.

Multiple real life and fictional courses will make the finished product, although Akita scotched rumours that the Le Mans circuit would make an appearance, as his previous involvement was wont to encourage.

Konami certainly has all the components to deliver a potential hit – only a Peter Andre tie-in single could enhance its chances now. Enthusiiiaaa! ■

BUT FIRST THE NAME – ENTHUSIA, OR ENTHUSIIIIAAAA AS PETER ANDRE WOULD SING. WHAT'S THAT ALL ABOUT?

WHAT WE SAY »

KONAMI HAS ALL THE COMPONENTS TO DELIVER A POTENTIAL HIT – ONLY A PETER ANDRE TIE IN SINGLE COULD ENHANCE THEIR CHANCES NOW

"Designed to bring all of the white-knuckle energy and thrill of car racing to life, Enthusia features groundbreaking gameplay mechanics and pixel-perfect graphics."
Konami Press Release

« WHAT THEY SAY

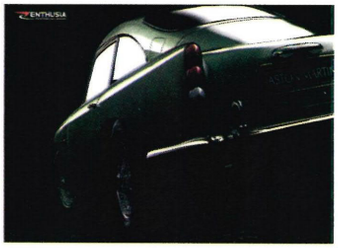


▽ More disgusting fakery from Konami. Some damn nice lighting though.

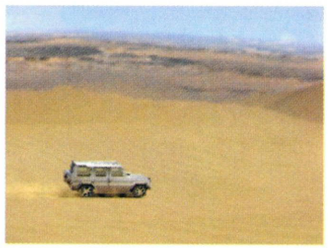


△ Long Distance Clara, well, she could drive, across the Sahara....





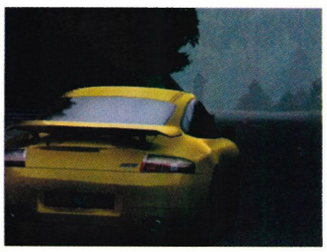
△ Oooh shiny! No doubt this will have Bond/car enthusiasts trembling with excitement.



△ This reminds us of that stupid Agassi advert – just who does he hit the ball to? Think about it.



△ Real gamers will take this corner without braking, where as fake gamers will brake continuously.



△ Okay, this spoiler we can live with. The colour, however, is just unforgivable.

Q+A



NAME
MANABU AKITA

CHIEF PRODUCER
PRODUCTION STUDIO 1

Why is the game called *Enthusia* and what are you trying to portray with that name?
Enthusia is a made up word based on the word 'enthusiasm'. Basically the name is like a call for car enthusiasts, people who love cars.

What do you think you brought from your role as Technical Director at Le Mans to *Enthusia*?
I worked with the team, and with the Le Mans race, I was the technical director. You know, working with the team they were creating a simulator. Of course, when you're creating a game you can't transfer all of it, but based on that, I managed to put the essence of the simulator into *Enthusia*.

Will Le Mans be a track in the game?
We're not thinking of doing Le Mans.

Can you tell us about the physics engine used in the game?
We have spent two years so far working on the cars' behaviour and we're still continuing to make it better.

Realistic physics models can often make a racer too difficult. What have you done to ensure the right balance between difficulty and enjoyment?
We're not thinking of changing the balance of the game, rather we're thinking about using something from cars like an automatic braking system, or other features in cars that would make it easier.

Can you tell us about the VGS system?
When you're actually driving a real car there's a lot of information. When you put it into a game I think other games haven't been able to relay all the necessary information. With VGS it's a system where we would be able to provide the players with a lot of information, so for example, with the G-force you'll be able to tell which direction it's going or how much there is. We're trying to provide the player with as much information as possible so you'll be able to drive as in real life. So that's what the VGS is for.

FRONT MISSION 4

VITAL STATISTICS

PUBLISHER: TBA
DEVELOPER: Square Enix
WEB SITE: www.square-enix-usa.com

GENRE
» STRATEGY

NO. PLAYERS
» x1

TAKE NOTE:

_ Continues the PSone series.
_ Huge mechs and some good old city-wide destruction.
_ Build-your-own-wanzer facility.

ANTICIPATION
10% 30% 50% 70% 89% 90%

FROM THE PEOPLE WHO BROUGHT YOU...

FINAL FANTASY X-2 84%
FINAL FANTASY X 94%

ALPHA

RELEASE DATE
JUNE 2005

FRONT MISSION 4

IF YOU'RE PLAYING THIS, CHANCES ARE YOU'RE A WANZER

This may be the fourth episode in the *Front Mission* saga, but somehow it's the first to grace the second generation of Sony's console. Frankly, we're not quite sure why it has taken so long to bring Square's mech-tactics-RPG to PS2, but we're hoping the wait will make the final turn-based strategy game all the more sweet for playing.

Picking up six years after events of the original *Front Mission* – if PSone owners can even remember that far into the past, with the original game in the series having appeared way back in 1995 – this latest adventure sees players take control of two separate characters trapped in a global conspiracy. Opening with a fleet of unidentified wanzers (the techie name for *Front Mission*'s giant mechs) attacking a German base, *Front Mission 4* shifts between Elsa, a greenhorn conscripted into EC's Durandel corps (and sent into Germany to sort out the problem), and Darril, a UCS Sergeant stationed in South America. After Venezuela's governor declares independence from UCS rule, Darril and his company are sent into the besieged South American nation to police the situation, whereupon they witness a fateful plane crash in the jungle.

Of course, all this is just a narrative excuse for lots of big robots to smack the living hydraulics out of each other, which is fine, seeming as it's all done with the standard technological improvements between PlayStation generations and a wealth of new features, including character voiceovers and a heavily enhanced battle system. In addition, every wanzer is now heavily upgradeable, with different bodies, legs, arms and weaponry to build from scratch, tweak and re-tweak until you command the strongest robots on the planet, with each offering a wealth of replay possibilities and new attack-defend strategies. To add a little eclecticism to the battles, each mech comes with its own selection of mêlée attacks and ordnance launchers too.

Square Enix has also implemented a brand new 'Link System', whereby it is possible to connect two squad members together, *Transformers*-style, and unleash a formidable joint attack on your unsuspecting enemies. Combined with other bonus features such as air strikes, battle armour, radar assisted missile raids and devastating EMP attacks, the developer is hoping to entice a whole new generation of PS2 gamers whose previous experience of mech games extends only as far as Konami's arcadey-but-shallow *Zone Of The Enders*. Though still not confirmed for a PAL release, on early evidence, Square Enix's endeavour appears to be a success, but we'll only really know for certain when we get hold of the review code. ■

THIS IS JUST AN EXCUSE FOR LOTS OF BIG ROBOTS TO SMACK THE HYDRAULICS OUT OF EACH OTHER

COGS OF WAR

Front Mission's depiction of sky-scraping megabots might lead you to think the game would be a pretty inactive affair, which sees you take single, huge steps while a volley of nukes barely makes a dent in your armour. Not so – here, the robots are highly responsive to combat, and will knock each other flying, both in distanced combat and with mêlée attacks. Square has also included a number of varied weather conditions to battle against, including blizzards and heavy rain. Let's hope it isn't possible to corrode your wanzer and rust into a fixed pose.

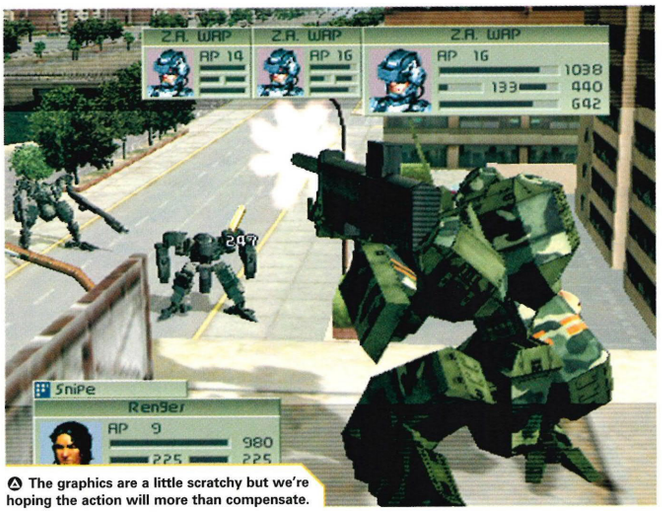


With so many wanzers in combat, it's bound to be tactically complex too.



There will be environmental issues to take into account with the game as well.

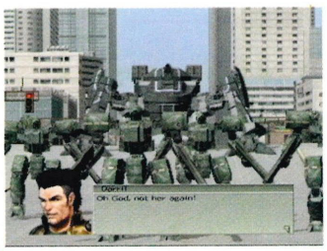




△ The graphics are a little scratchy but we're hoping the action will more than compensate.



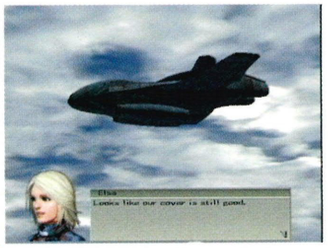
△ If a sixty-foot mech weighs 50 tonnes, how much does his forty-foot gun weigh?



△ It may be an apocalyptic future, but that's no excise for that redneck undercut.



△ Elsa struggles with the complex moral issues surrounding war. You press ⊗.



△ If you look hard enough, this screen looks like a dog standing in the sea. Maybe.

WHAT WE SAY »

THE DEVELOPER IS HOPING TO ENTICE A WHOLE NEW GENERATION OF PS2 GAMERS INTO THE MECH GAME GENRE

"Front Mission 4 maintains the outstanding strategic gameplay that has won acclaim from both gamers and press worldwide", **Square Enix Press Release**

« WHAT THEY SAY



We're not making a case for Hiroshima here or anything but from a distance, bombing does look less barbaric and it might be almost pretty if it wasn't for the screaming.



It looks like a tactical stalemate, but we don't hold out much hope for AP14-G.



That's what you'll pay the money for – giant robot Vs giant robot in a big city full of innocent people.

MECH YOUR OWN WORLD

Much of the most memorable political fiction bastardises the real-world geographical and social parameters of its society in order to create a tense political climate for its story, and *Front Mission* is no exception. Organised around three utopian global states, *Front Mission 4* ludicrously presupposes that Canada, USA and South America could settle their differences, join up in coalition and form the Unified Continental States (or UCS). Meanwhile, the European Union of Square-Enix's robocentric world is eerily similar to the real-world Europe of 2004, and therefore trails both the UCS and OCU (Oceana Community Union) in terms of economic stability, making it the weakest power on earth.



He's more confused than a green snake in a sugar cane factory, we'd imagine.

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GUILTY GEAR ISUKA

VITAL STATISTICS

PUBLISHER: SEGA Sammy
DEVELOPER: Arc Systems
WEB SITE: www.sammyeurope.co.uk

GENRE
» BEAT-'EM UP

NO. PLAYERS
» 1-4

TAKE NOTE:

- 23 playable characters.
- Side-scrolling beat-'em up mode called Boost.
- The finest visuals to be found in a 2D fighting game.

ANTICIPATION
10% 30% 50% 70% 90%

FROM THE PEOPLE WHO BROUGHT YOU...

GUILTY GEAR X 80%
GUILTY GEAR X2 72%

ALPHA

RELEASE DATE
TBA



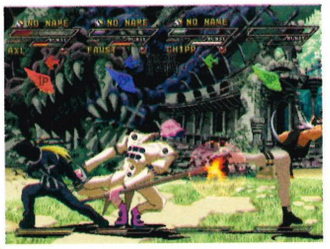
Fighting at a henge, better than fighting in Penge that's for sure.



Our money's on Sol in this one. Which one? The one with the brown hair.



That must have been one HELL of a solo.



We're not sure what's going on here, but we reckon Stan Collymore would like it.

GUILTY GEAR ISUKA

GUILTY... OF ONE-UPPING STREET FIGHTER

There's no case for the defence. The latest in Arc Systems' 2D fighting series looks set to well and truly trump Capcom's recent beat-'em up efforts; *Street Fighter* fans can only wish to see their favourite characters so exquisitely detailed and silkily animated. Still, what's wrong with the assorted miscreants that artist Daisuke Ishiwatari has conjured up? It's not as if Sol Badguy, Axl Low, Potemkin, Ky-Kiske and co all lack visual flair or dynamic fighting moves.

Arc Systems rushes in where *Street Fighter* fears to tread by introducing a Four-player mode – both two on two and four player co-op against the computer. To facilitate such potential on-screen anarchy is the introduction of two-tiered arenas and the ability to jump between them to either launch an attack or get the hell out of a hot spot. Contributing to the frenzy, as ever, is a rousing heavy metal score. Unless you hate metal.

Not content with increasing the player count two-fold, Arc Systems has also introduced a single-player Scrolling beat-'em up mode and an extensive customising feature where new combos can be earned and appearances altered. All in all then, a pretty sumptuous package and one that makes *Capcom Fighting Jam* look more than a little meagre. ■

A PRETTY SUMPTUOUS PACKAGE AND ONE THAT MAKES CAPCOM FIGHTING JAM LOOK A LITTLE MEAGRE

WEDDING CAKE

PLAY doesn't do cake analogies, the name of this boxout simply refers to the multi-tiered fighting system shown off in *Guilty Gear Isuka*, so keep your hair on. By increasing the on screen character count, Arc Systems obviously created a potential minefield of player-surrounded-from-both-sides problems – simply averted by the introduction of a 'turn around' button. Simple. A further introduction is a back-attack for quick stabs behind you, for occasions when turning around would be prohibitively slow. It all sounds so easy, making us doubly keen to give the four-player Co-op mode a spin.



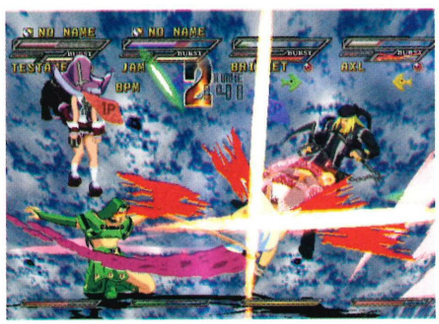
The 'turn around' button should help avoid any mix-ups with regards to ass-kicking.



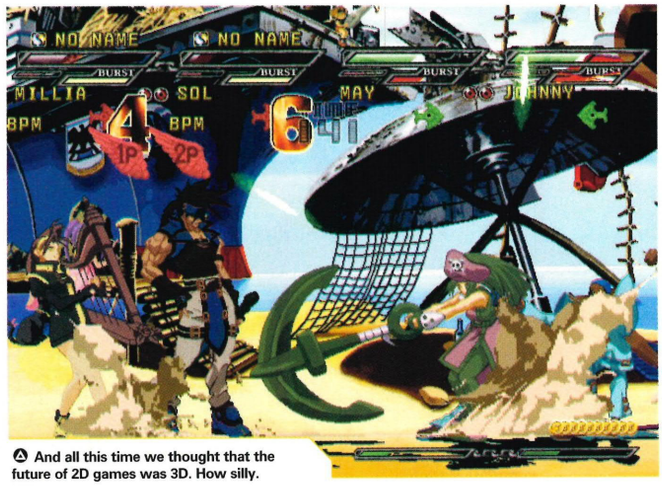
We have a sneaking suspicion that the Co-op mode will lead to some fierce Vs battles.











And all this time we thought that the future of 2D games was 3D. How silly.

CAPCOM FIGHTING JAM

VITAL STATISTICS

PUBLISHER: Capcom
DEVELOPER: In-house
WEB SITE: www.capcom-europe.com

GENRE
» BEAT-'EM-UP

NO. PLAYERS
» 1-2

TAKE NOTE:

- OMG! More recycled sprites.
- OMG! Yet another Capcom 2D fighting game.
- OMG! It's got a dinosaur in for heaven's sake.

ANTICIPATION
10% 30% 50% 70% 84% 90%

FROM THE PEOPLE WHO BROUGHT YOU...

HYPER STREET FIGHTER II	77%
CAPCOM VS SNK 2	95%

RELEASE DATE
TBA



Capcom fanboy caption no. 2: Check it out – that's Fei Long in the background.



Capcom fanboy caption No 3: The Flash Kick – one of the world's most beautiful sights.



Capcom fanboy caption No 4: There's Maki, Ibuki *and* E.Honda. Yes, we're seeking help.



Capcom fanboy caption No 5: It doesn't *really* even matter how good this will be.

POWER IS NOTHING WITHOUT CONTROL

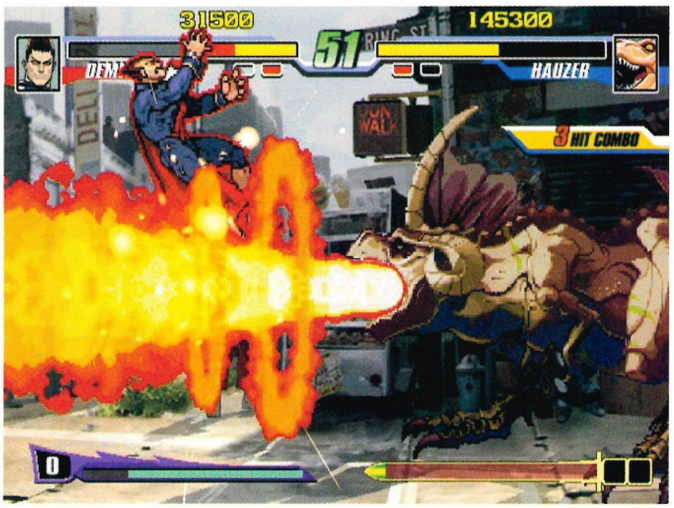
Because performing even the simplest of deep cross-up roundhouse, low short, low forward, Shinkuu Hadoken combos when using a DualShock results in a similar level of pain in your fingers as stamping on them, Capcom has teamed up with peripheral manufacturer NubyTech to produce pads of a fighting game-friendly nature. This would mean perfectly executed Spinning Piledrivers every time, if it weren't for the fact that Capcom hasn't included our favourite Russian wrestler Zangief. Or M.Bison, or Sagat, or Ken for that matter. How the hell can you have Capcom fighting game without Ken? And if it even thinks about putting MegaMan in it...



Demitri performing an audacious special move. Easier on a NubyTech pad?



Hang on a sec, that looks suspiciously like a Spinning Piledriver to us. Capcom, all is forgiven, bar the merciless recycling of sprites anyway.





Capcom fanboy caption No 1: Forget the fact Chun-Li has just kicked a dinosaur in the nads – that's John Talbain from *Darkstalkers* in the background.

CAPCOM FIGHTING JAM

IT'S WHERE STREET FIGHTER CHARACTERS GO WHEN THEY DIE

Oooh boy. Introducing yet another 2D fighting game from Capcom, which rehashes the same old sprites we've seen umpteen times before, makes us feel like a stand-up comedian about to be mercilessly heckled. "You're rubbish, get off!" Tough crowd. Thankfully, if it's one thing Capcom can rely on (for how much longer we can't be sure) it's, if not a legion anymore, but certainly a half-legion of fans devoted to its craft. The kind that still turn up to see Michael Barrymore perform onstage. "You've been wonderful!" If you're one those people that gives a fig, about *Street Fighter* that is, not Barrymore, then this is for you – both the game and, in fact, this preview.

The twist this time is the inclusion of characters from *Darkstalkers* and obscure Capcom coin-op, *Red Earth* – namely Demitri, what would happen if Ryu became a vampire, Felicia, a fetishistic catwoman, Leo, a lionman with huge sword, and Hauser, a bloody-great dinosaur? The *Street Fighter* roster includes Ryu, Guile, Yun, Chun-Li, Guy and Sakura. A measly selection perhaps, but a slew of hidden characters is guaranteed, including the distinctly poorly concealed Ingrid. Each character will fight as they did in their respective title, making *Fighting Jam* quite the celebration. ■

EACH CHARACTER WILL FIGHT AS THEY DID IN THEIR RESPECTIVE TITLE







SILENT HILL 4: THE ROOM

VITAL STATISTICS

PUBLISHER: Konami
DEVELOPER: In-house
WEB SITE: www.konami.com/silenthill4

GENRE
» ADVENTURE

NO. PLAYERS
» 1 x 1

TAKE NOTE:

- Intriguing dual world plot. Well, we're intrigued anyway.
- Swaps between first person and third person views when traveling from real to alternate worlds.
- Truly hideous apparitions.

ANTICIPATION
10% 30% 50% 70% 79% 90%

FROM THE PEOPLE WHO BROUGHT YOU...

SILENT HILL 2	73%
SILENT HILL 3	78%

ALPHA

RELEASE DATE
NOVEMBER

SILENT HILL 4: THE ROOM

Abandoned space stations invaded by the denizens of hell, haunted mansions packed with antique furniture, torture implements, secret labs, morgues, small towns, police stations and devastated cities. The chances are you'll have visited at least a couple of these environments playing survival horror games. Forgetting small towns for a second, unless you live in a warzone (our sympathies), are a mortician (our sympathies), or have been arrested recently (we've run out of sympathy, unless it's for a crime you didn't commit) you won't exactly be familiar with the aforementioned surroundings in *real* life.

Enter *Silent Hill 4: The Room*, and a change from usual survival horror haunting grounds – your own home. Well, not *your* home, but lead character Henry Townshend's. It's a great scenario. If there's one place you don't want dripping with blood and walls inhabited by the undead, it's the place you live in. This is the décor – the kind only Hannibal Lector or Lawrence Llewellyn-Bowen could possibly think is tasteful – that poor old Henry awakes to. Not only that, but his front door is heavily chained ruling out a trip to Sainsbury's Homebase to get everything nice and magnolia again. But then those are the breaks living in South Ashfield, just a few miles from Silent Hill.

Because there are only so many rotting corpses you can cram into a bedsit, portals to strange alternate worlds branch out tendril-like from Henry's home, which explains how he gets to visit hotels, forests and prisons without ever leaving his front door. It's in these locales that you'll once again experience that familiar, yet creepily unsettling, *Silent Hill* flavour of gameplay. Actually, considering the gore the series is famed for, maybe 'flavour' is the wrong word.

PERFECTED IN SILENCE. THERE'S REALLY NO ESCAPE

Unlike the hatchet job of blood and clichéd monster designs that was *The Suffering*, *Silent Hill* is genuinely creepy – empty wheelchairs trundle towards you en masse, fur cloaked, spindly bodied *things* with twin baby heads lumber around, malevolent spirits attack through walls. And if that's a little too *out-there*, zombie dogs rip people apart in a whirl of snarls, teeth and torn flesh. You know – the usual survival horror stuff.

This all looks to add up to another, no-doubt atmospheric journey through Silent Hill and its immediate geographical surroundings, leaving revolutionary features for another day. The only new element of note is the fact that you view Henry's flat from a first-person view. That you return to the trusted third-person when you leave its relative comfort suggests its inclusion may be little more than a gimmick. ■

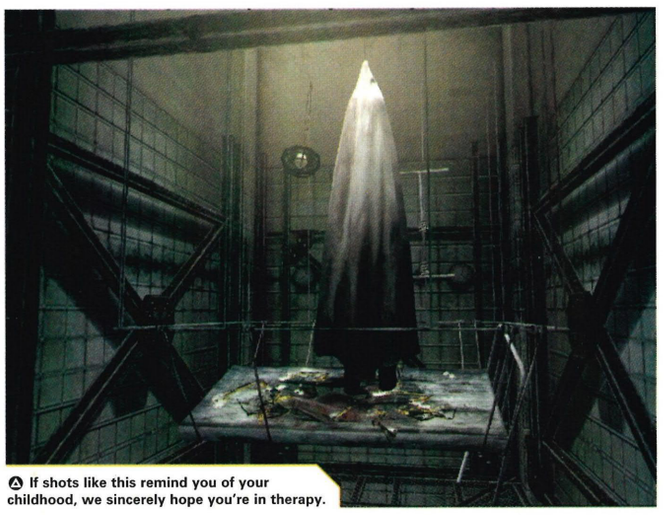
THE SOUND OF SILENCE

The fact that *Silent Hill 4*'s producer Akira Yamaoka is also its sound creator is a pretty obvious clue that aural cues play an important role in the new game. Here at PLAY we always take it upon ourselves to describe a game's soundtrack, or sound effects, even when doing so descends into garbled onomatopoeia. We had intended to accompany this preview with a Q&A with Akira Yamaoka on the use of sound, but once his interpreter had translated his replies the answers were indecipherable. Here's what we did salvage: "As we see in like, a film or a movie, usually the horror title needs to have a certain sound or music in order to carry out the horror space, otherwise it's really difficult, so for a *Silent Hill* title we need to have certain types of sound or music to show our horror themes. The way we did it is that most of the music or the sound is based on an industrial type of music. Some of the music has vocals, but generally the music is based on industrial music, factory kind of music or sound or radio noise."
What followed was indecipherable talk of waves and a noise that sounded like a recreation of the human heartbeat. It brought a tear to our collective eyes.



How is this poor beast supposed to make any noise – it doesn't even have a jaw.





If shots like this remind you of your childhood, we sincerely hope you're in therapy.



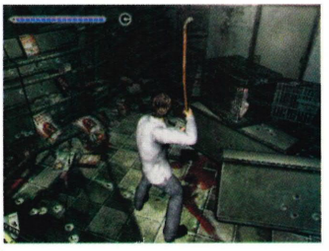
The lighting effects in *Silent Hill 4* look to be suitably eerie.



Is it us or do the sofas look like they're made of concrete?



They might look friendly, but they've just vandalized your wall and are about to run off.



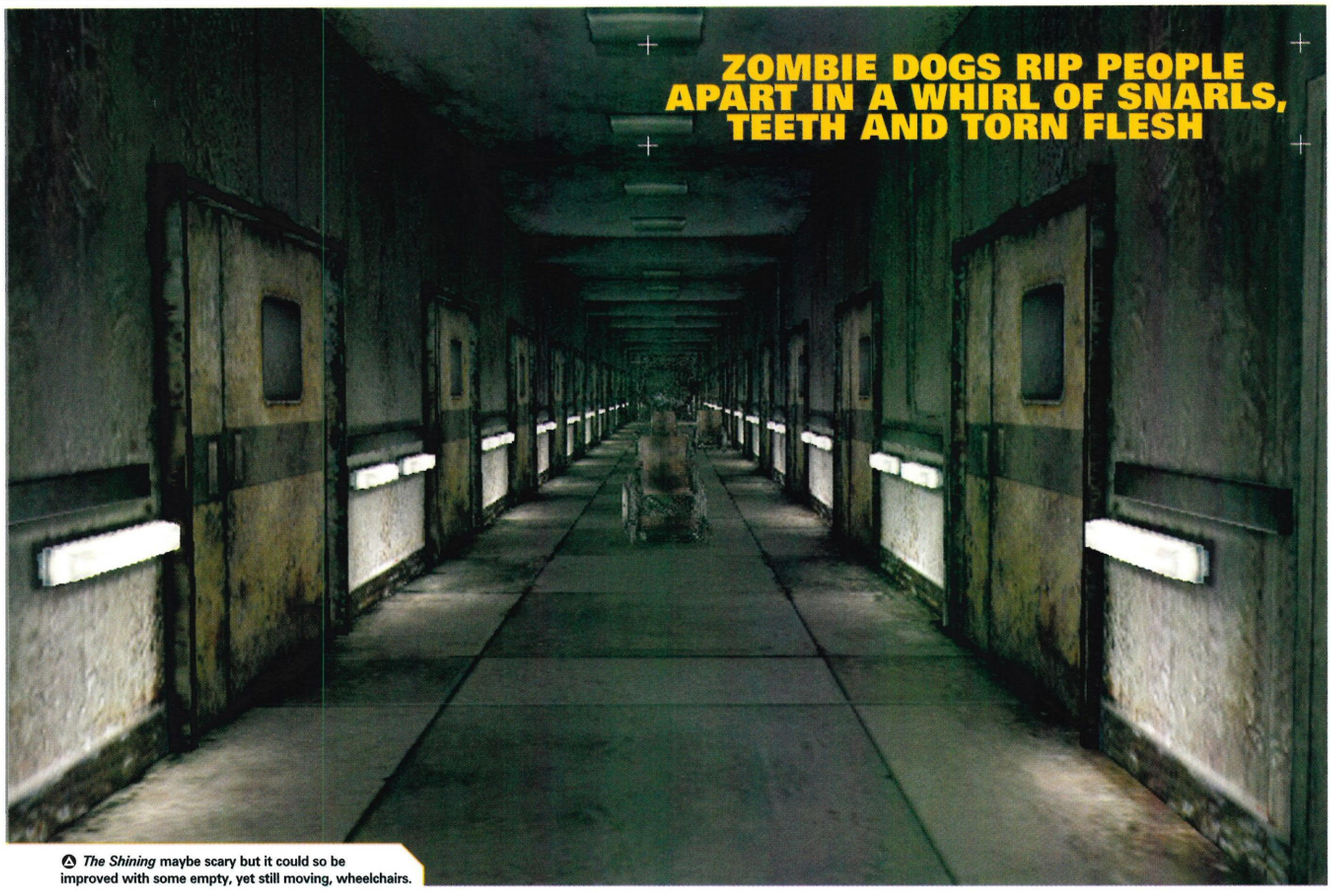
It may have cost him his furniture but hitting the rat in the ass was totally worth it.

WHAT WE SAY »

THIS ALL LOOKS TO ADD UP TO ANOTHER ATMOSPHERIC JOURNEY THROUGH SILENT HILL AND ITS IMMEDIATE GEOGRAPHY

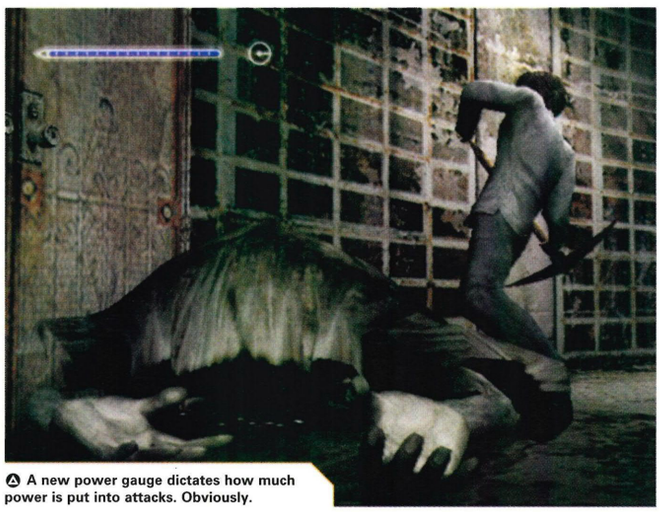
"Silent Hill 4 dives inside the physical and mental space of gamers to create the most terrifying game in the series."
Wilson Cheng, Product Manager, Konami Digital Entertainment America.

« WHAT THEY SAY

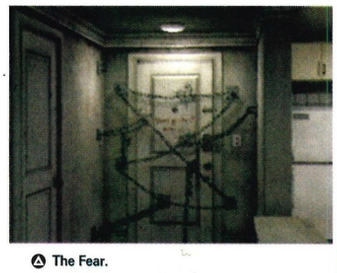


△ *The Shining* maybe scary but it could so be improved with some empty, yet still moving, wheelchairs.

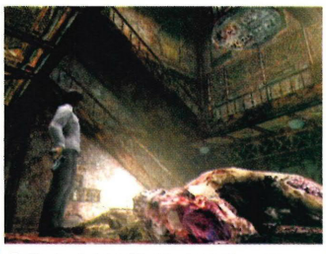




△ A new power gauge dictates how much power is put into attacks. Obviously.



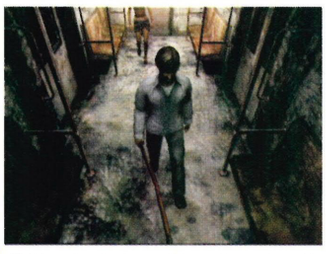
△ The Fear.



△ The level of detail in this shot is like nothing we've ever seen before.



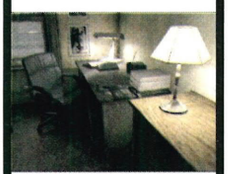
△ Everyone can do violence but few do it with the style of the *Silent Hill* series.



△ A low class knob gag: This guy just can't get his stick out without a woman chasing him.

THROUGH THE KEYHOLE

"Who would live in a house like this? PLAY it's over to you." How many times can you legitimately paraphrase TV game shows like *Through The Keyhole*? Not often, so when the opportunity arises it must be embraced. This is Henry Townshend's humble abode – sterile, boring, furnished with items from Ikea or Argos. Still, it makes a nice contrast to the assorted vileness presented across the rest of this preview. Ultimately though, the question must be asked – what on earth causes a portal to hell, or a close approximation of it to open up there? Is Henry some kind of evildoer or phenomenally unlucky? Furthermore, we've already seen footage that questions whether or not Henry has dreamt the whole thing up. We'd be willing to hazard a guess that the use of a first person viewpoint when exploring the house has some so far, unrevealed significance. Could Henry be dead in a *Sixth Sense* plot twist shocker? We don't know, but that's enough speculation for one day.



It's a nice chair, but this place is in serious need of some colour.



Oh come on! This guy's asking for hell's worst to pay him a visit. His house looks like a Travel Inn.

FORGOTTEN REALMS: DEMON STONE

VITAL STATISTICS

PUBLISHER: Atari
DEVELOPER: Stormfront Studios
WEB SITE: www.demonstone.com

GENRE
» BEAT-'EM-UP

NO. PLAYERS
» x1

TAKE NOTE:

- Voiceovers provided by Patrick Stewart and Michael Clarke Duncan.
- Plot penned by *Forgotten Realms* novelist RA Salvatore.
- Features two warring Orc armies.

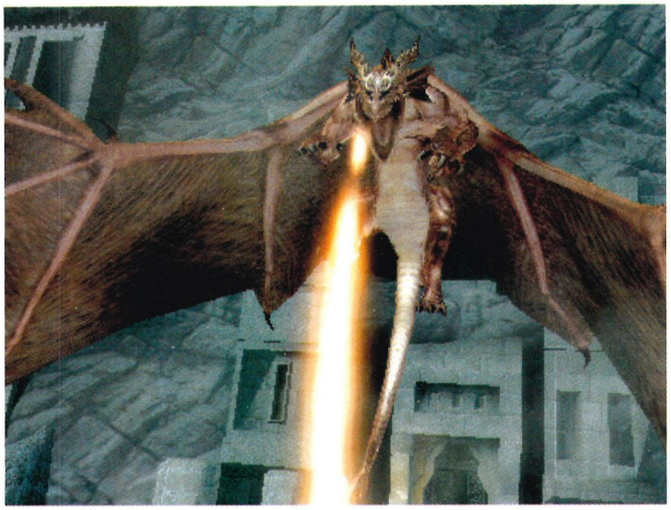
ANTICIPATION
10% 30% 50% 70% 80% 90%

FROM THE PEOPLE WHO BROUGHT YOU...

LOTR: THE TWO TOWERS	78%
LEGEND OF ALON D'AR	NR%

ALPHA

RELEASE DATE
TBA





Illius demonstrates what will happen if you balance a stick on a chin for long enough.



Zhai's not really invisible more translucent, but enemies can't see her, and that's enough.



Zhai is the only character blessed with a one hit kill right from the get-go.



Invisible genitalia means this particular kick didn't hurt half as much as Zhai hoped.



Homage or rip-off? There's no getting away from the Saruman's tower comparisons.

SALVATORE DALI

Wrapping *Demon Stone* up in a warm blanket of narrative elements and character development is RA Salvatore, *Forgotten Realms* novelist wracking up sales to the tune of nine million to date. Flip! Zhai, Rannek and Illius are his creations and they're masterfully introduced to the player over the course of the opening level: Rannek battling his way through warring orc armies, Zhai freeing herself from a cage and Illius appearing from a spooky portal, before 'woah!' – they're all trapped in a cave. By this time you're on your way to mastering their individual skills and have some idea about their individual foibles. Like we said 'masterful.' No really. Further intrigue is created by the addition of a huge Dragon raining hot death everywhere. Talk about a cinematic moment, and not even nicked from *LOTR* either. Expect to see a lot more of his scaly hide.



This giant guy could be from *LOTR* but he isn't. Y'see how clever it is?



Huge frickin' dragons in a game is just the kind of thing to get us all excited.

FORGOTTEN REALMS: DEMON STONE

TWO WARRING ORC ARMIES IN ONE GAME? ORC-ASMIC!

Despite the fact that he freely admits to having played *Dungeons & Dragons* for 29 years, Stormfront Studios CEO Don Daglow has certainly never been on the receiving end of a charisma bypass. He's like a *D&D* evangelist and he's a-preaching – let there be no doubt, if *Demon Stone* was a movie it would be a *Lord Of The Rings* a-like, minus the hobbits, and with even more action. However, this doesn't mean that *Demon Stone* is a cutscene-strewn extravaganza – this is a game after all. There's no thumb twiddling, or, as Don puts it, "I bought this for a reason, oh, I'll go and get a sandwich."

The similarities between *Demon Stone* and Stormfront Studios' previous title, *The Lord Of The Rings: The Two Towers*, are obvious – they're both scrolling beat-'em-ups of a cinematic nature and they're both full of orcs, trolls and sorcerers. But free from the *Lord Of The Rings* license, and with a 40% more powerful graphics engine under their belts, Stormfront was free to shape *Demon Stone* exactly as it would like: a lot like *Lord Of The Rings* – the game *and* the film, but with a few fresh twists.

Like the vaunted character-switching component – you get to grips with three characters: Rannek, he's a fighter, not a lover, looks like Aragorn crossed with Val Kilmer and is really enthusiastic about swords; Illius, a wizard with a wizard stick, has a line of long range magic attacks, a face like Legolas, and tragically, dreadlocks. On a white man. Guaranteed to be the least used character. Then there's Zhai, the rogue, half wood-elf, half Drow. Quite alluring when she isn't invisible.

THEY MIGHT BE LORD OF THE RINGS REFUGEES BUT THEY'RE OUR LORD OF THE RINGS REFUGEES DAMMIT!

Taking control of a character is as easy as pressing the corresponding D-pad direction and is assumed immediately while the remaining members of your party get on with maiming whatever miscreants happen to be on-screen, under the particularly capable command of computer AI. Take a favoured character for a spin for as long as you like, but inevitably situations arise that require the expertise of a certain individual, be it Illius's wizardry or Zhai's stealth skills.

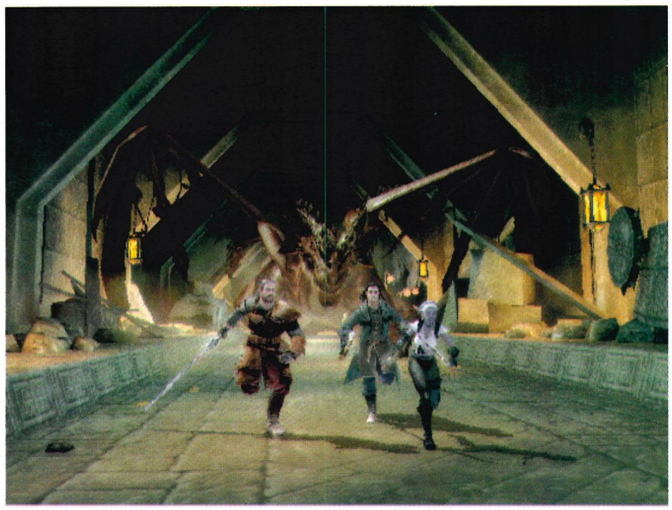
As was promised in Square Enix's *Drakengard*, yet failed to materialise, *Demon Stone* successfully integrates a few RPG staples – gold can be collected to buy beefier weapons and armour, and experience points accrued to unlock new moves and combos – it's all been very lovingly polished and honed, and each character feels the more unique and inviting for it. They might be *Lord Of The Rings* refugees, but they're *our Lord Of The Rings* refugees dammit! ■

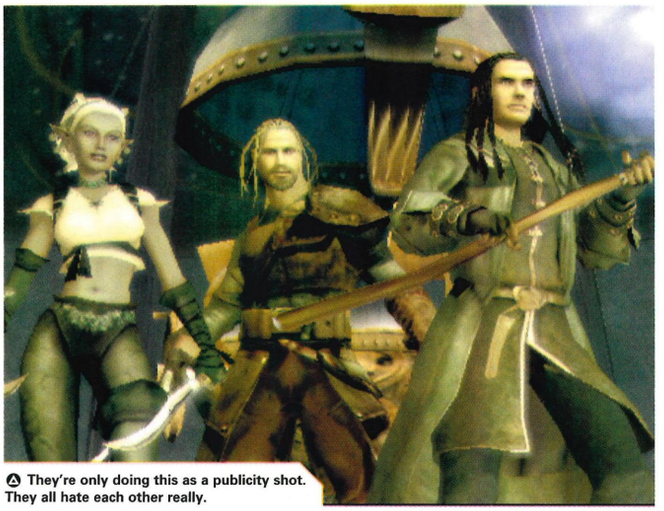
WHAT WE SAY »

THE SIMILARITIES BETWEEN DEMON STONE AND STORMFRONT STUDIOS' PREVIOUS TITLE, THE LORD OF THE RINGS: THE TWO TOWERS, ARE OBVIOUS

"The ability to switch between characters while in the middle of intense action is a first for a game of this kind."
Martin Spiess, SVP Marketing, Atari Europe

« WHAT THEY SAY





They're only doing this as a publicity shot. They all hate each other really.



Even the colours of the visuals are directly lifted from – sorry, INSPIRED BY – *LOTR*.



"Come back! We didn't mean anything by it! We love your lylac skin!"



The problem with the glowing sword is that it attracted loads of nocturnal creatures.

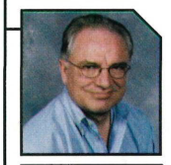


Is this mid-hack or mid-slash? We're never really that sure.



And here we have the thinnest giant ever to wear colossal armour.

Q&A



NAME
DON DAGLOW

PRODUCER
PRESIDENT STORMFRONT

What was the first thing earmarked for inclusion in *Forgotten Realms: Demon Stone*?
We finish every game with a whole list of "Things we'd do if we had more time, now that we know what makes this game tick." The first on our list as we started *Demon Stone* was the 'switch on the fly' between characters idea, and the idea that the game would feel like it came from a movie... even if the movie never existed.

What was it like working with RA Salvatore? How did this help the development of *Demon Stone*?
We weren't sure what to expect working with a famous author, but it turned out to be both very productive and great fun. Although he started the process by listening instead of lecturing, there was one thing about which Salvatore was very firm: we could not define the story until we had developed the characters. The strengths and weaknesses and ambitions of the characters would then define the story. Only then could we determine the exact events in the game – after we had developed all of our characters.

What aspect of the game are you most proud of?
As President of Stormfront I'm most proud of the fact that the game has unique elements in every part of its design: new gameplay ideas like 'switch on the fly', environments like the Yuan-ti Temple (which may have more detail, more animation, more polygons than any action adventure level ever created), circus-acrobat combat animations like those of the rogue Zhai, AI so sophisticated you forget the characters are computer controlled...

How do you think it will appeal to non-*D&D* fans?
Our goal on *Demon Stone* was to create a game that people would find fun even if they'd never heard of *The Forgotten Realms* or *Dungeons & Dragons*. You don't need to know anything about *D&D* to play and enjoy the game, and the interface is basically the same for all three characters so it's easy to learn.

SECOND SIGHT

VITAL STATISTICS

PUBLISHER: Codemasters
DEVELOPER: Free Radical Design
WEB SITE: www.frd.co.uk

GENRE
» ACTION ADVENTURE

NO. PLAYERS
» 1 x 1

TAKE NOTE:

- From the people who gave you the decent *TimeSplitters*.
- So little to do with *GoldenEye*, it's not true. Actually, it is.
- Features guns, stealth and hiding in boxes.

ANTICIPATION
10% 30% 50% 66% 90%

FROM THE PEOPLE WHO BROUGHT YOU...

TIMESPLITTERS 2 94%
TIMESPLITTERS 90%

BETA

RELEASE DATE
JULY 2004



» AROUND THE CORNEA
Peek round doors and you get a full view of the next room. Handy for scoping out villains and being nosy.

BALD NEW HERO «
Vattic, he looks like an IT salesman, but kicks so much ass that ass factories have now actually gone into overproduction.

WARPED MIND «
The game uses some decent special effects to demonstrate our hero's immense power.

FRAMED LIKE AN OLD MASTER

The use of the sniper rifle is quite interesting, so we'll chat a bit about that. With the weapon armed, all you have to do is hold the 'aim' button to lock on to your nearest target. You'll see your enemy in an on-screen window and you're pretty much guaranteed to get a body shot as a result. Of course, this is a game so bullets to the chest tickle more than kill. It takes some skill to go for the head since the smallest of twitches on the stick will blow your aim well off. Course, you could just put three shots into the chest in the same time period but where's the fun, and ammo, for that. Have you noticed that this is a boxout about a feature in the game that acts similarly to a boxout? How odd.



Aiming for the head is a particularly tricky technique to master.

SECOND SIGHT

FIRST PLAY, LAST WORD

Coincidence is a bitch. You spend years working on a wholly original project like *Armageddon*, *Deep Impact*, *Dante's Peak*, *Inferno* or whatever, and then, just when you think you've got a sure fire hit as standout and original as a dog that can play Russian roulette, Midway show off *Psi-Ops*. Bugger indeed, if you're anyone but Free Radical. With the *TimeSplitters* series entering its third incarnation courtesy of EA and mutterings of how the developers' director, David Doak, was involved with the development of *GoldenEye* on the N64, surely such ill-fated coincidence shouldn't matter. Notice how nobody EVER mentions that almost every other level in that undeniable classic was rather dull? Blasphemy. But we digress.

Second Sight is not a first-person shooter, but it does share the same visual style as *TimeSplitters*, while going for the burgeoning, some might say burgeoned, third-person stealth audience. Who want to utilise psychic powers. Whoever coughed "*Gallerians*" can shut the hell up, now.

John Vattic awakes in a hospital with no knowledge of why, or even that his name is one of those short and punchy memorable ones reserved for videogame characters. We know that he's in a secret government research lab, and so does the guard who has a gun at Vattic's head. Our John hasn't a scoobies what's going on, or why a



Two men huddle together to save each other from the cold and the prejudices of society.



Metal Gear TimeSplitters – what a fantastic idea. Someone should so make it.



Hand-to-hand combat is a single button affair, but hitting people is almost always fun.



Though closer to cartoon than reality, the visuals have plenty of their own personality.

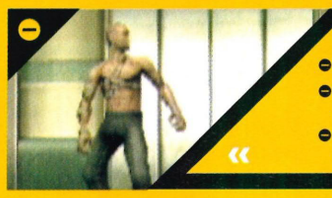
TELEPATHIC

- Free Radical MUST have been up to something all these years.
- Mind powers are this year's stealth.
- The game features stealth AND mind powers.

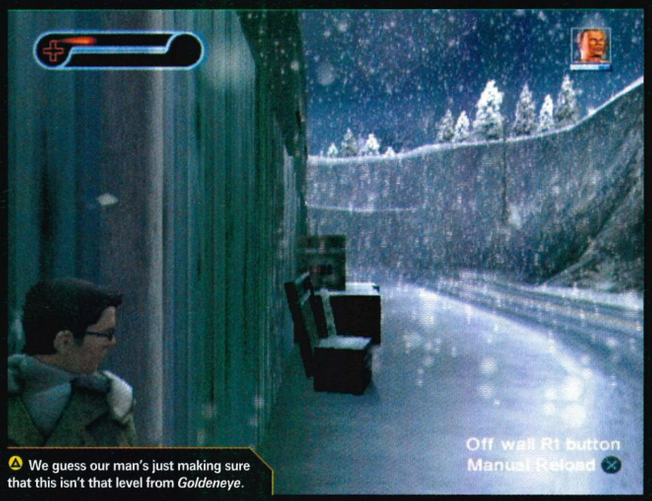


TELEPATHETIC

- Seems very 'me too'.
- Lacks *TimeSplitters* action and *MGS'* atmosphere.
- The gaming equivalent of the colour beige.







We guess our man's just making sure that this isn't that level from *Goldeneye*.

EVERYTHING MAKES PERFECT SENSE; EVERYTHING IS CLEAN, CRISP AND SLICKER THAN AN EEL'S TONGUE

sudden headache manages to punch its way out of his head and through his attacker leaving him alone in the room with a dead man and a dead man's gun. Welcome to your first dealings with your new powers, there are more available, and there's a story.

When you're playing as a man who has lost his memory, you know you've got just the right sort of narrative gimmick to allow for flashbacks. This means a nice wide variety of missions and a story that is designed to keep you guessing. That's cute. What about the frickin' game? Mental powers – they're just so mental! Jesus, there's nothing funny about this game and no amount of exclamation marks can make it so. Finding out who you are and what's going on is the mainstay of this title

Vattic may be bruised and confused, but he's obviously come from some form of government background. A background that has taught him how to use weapons by holding down a shoulder button as available targets are highlighted. Select a target with an analog stick and go for a headshot, although this will require a finely-tuned dexterity. Later on, you'll notice that the sniper rifle's zoom ability is covered by a rather cool picture-in-picture sight so you can move in third-person whilst shooting from a first-person perspective. Novel. The controls that govern your weapons holds sway over psi-powers, whose uses are many and go beyond the standard defensive-offensive style common whenever a videogame character can interact with his environment using nothing but his throbbing brain.

Security cameras can have their circuits fried, most objects you encounter can be moved using telekinesis and, more uniquely, you can use your ability to distract the enemy. This aspect was demonstrated perfectly with the game's E3 demo code, where you can open a cupboard and shut its door, which not only attracts a guard's attention, it makes them think they're going insane. With them cowering on the floor like a kid who's been told that God hates him, you can get passed, or go over and thump him until death. Groovy.

There's more to *Second Sight* than basic shooting, creeping and blasting people with your mind bullets. You can hide in closets just like Solid Snake! Okay, *Second Sight* is pretty much a third-person adventure and offers no real innovation beyond your mind powers, which, at this stage, aren't as impressive as the Havok2-driven destruction found in Midway's *Psi-Ops*. What we do get is an action adventure as solid as *TimeSplitters2*, but with the added bonus of featuring a story that helps drive the game rather than a game that has a story shunted into it. The blend of play style is seamless, while the camera, which places the main character slightly too far into the screen for our liking, can be controlled directly with the press of a button. We've played two levels of this one, and possibly the most notable aspect is how the game fails to infuriate. Everything makes perfect sense; everything is clean, crisp and slicker than an eel's tongue.

Like *TimeSplitters2* before it, code for *Second Sight* has entered our building in the guise of a demo. A two level demo where one level has you escaping from hospital, the other has you breaking into a secret Russian facility. It's these two time lines that flow together to form the game's narrative, but due to the limited nature of the demo, exactly how they relate isn't entirely clear.

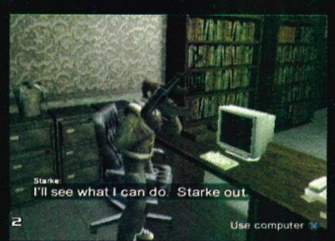
So the forthcoming battle of Uri Gellar gameplay between Midway and Free Radical heats up. *Psi-Ops* may have the advantage of the opening attack but then again, so did *Deep Impact*. ■



Convert psi-power to health, any time. Not advisable during a fire fight.



Mr Freeman employs a double to confuse the public as to the release date of *Half-Life 2*.



Levels take place in the pre-powers past, as well as the future.



Vattic coughs up an irradiated ball of flem and spits it out. Nice.

TIME KEEPS ON TRIPPING INTO THE FUTURE

Thanks to our hero Vattic suffering from flashbacks, you get to play through two separate time zones. This isn't just a gimmick which helps make a basic story artificially complex, it's a gimmick to make the whole game artificially complex. As your mind, and therefore the focus of the game, flips between past and present, you will notice that what you did way back then effects what you can do right about now, if you get what we're on about. Playing through a section set in the past effects the future. You may find this slightly odd, considering that the events of the past, if played as a flashback, will have already happened if you've already played from the perspective of someone in the present. Apparently this enables a totally "unique interaction between the player and the narrative."



Here's a screenshot of the past, as played in the present in your near future.

FIRST IMPRESSIONS

TIME 05 SECS

It's loading.

TIME 05 MINS

Plays like *Metal Gear* in the *TimeSplitters* universe.

TIME 03 HRS

Passes time but lacks real magic.

JACKIE CHAN ADVENTURES

VITAL STATISTICS

PUBLISHER: Sony
DEVELOPER: Atomic Planet
WEB SITE: www.atomic-planet.com

GENRE
» PLATFORM

NO. PLAYERS
» 1 x 1

TAKE NOTE:

- Supports both the EyeToy and USB Microphone peripherals. We're scared.
- Based on the 'hit kid's action cartoon' of the same name.
- Features demon ninjas, or is it 'ninja'?

ANTICIPATION 10% 30% 52% 70% 90%

FROM THE PEOPLE WHO BROUGHT YOU...

ROBIN HOOD: DEFENDER OF THE CROWN 69%
MIKE TYSON HEAVY WEIGHT BOXING 20%

BETA

RELEASE DATE
SEPTEMBER

UM BONGO, UM BONGO, DAMN NOTHING ELSE RHYMES

Gimmick or astonishing level of variety? We'll save judgement for a forthcoming review, however, if there's one ambition we've always had that *Jackie Chan Adventures* enables us to fulfil, it's playing in a Mexican Mariachi band. When Jackie's pint-sized niece randomly turns up in Mexico and asks Jackie for a drum kit we didn't think much of it. When a Mexican musical troupe turns up in need of a drummer, we get suspicious. When we're prompted to plug in our EyeToy and bash some skins, we're delighted. Sadly, however, the rhythm action on offer is strangely discordant. We aren't drummers, but we know a drum beat when we have to wave our arms in a mildly embarrassing manner to one, and *Jackie Chan Adventures*' beat is haphazard at best. It definitely needs tweaking at this stage, but could be a very welcoming distraction if properly executed.



Don't worry if you don't have an EyeToy – you can play the Bongos with a DualShock.

FIRST IMPRESSIONS

TIME
» 05 SECS
Kung Fu by Ash. BOOM! "Kung Fu do what you do to me/I haven't been the same since my teenage lobotomy"

TIME
» 30 MINS
Okay, so it's a slightly twee platform game then. With a slo-mo punching Jackie. Great!

TIME
» 03 HRS
A speeded up Jackie, EyeToy grooving, wrestling, fishing... we're compelled to play on.

JACKIE CHAN ADVENTURES

CHAN YOU KICK IT? YES YOU CHAN!

Here's how it happened: *Jackie Chan Adventures* arrives in the office looking innocuous enough. It's not as if it's been accompanied by much hype after all. We pop it into the PS2, grin at the simple, crisp toon-shading and then: 'Oooh-yah-yah-woah-yah-iee-yah!' *Kung Fu* by Ash erupts from the speakers making us literally jump out of our skin. The greatest use of music in a videogame intro ever? Probably. "Oh Daniel San made in Taiwan, come on Jackie Chan! Uh uh uh uh uh oh."

Come on Jackie Chan indeed. *Adventures* both intrigues and sets alarm bells ringing in equal measure. As inevitably happens when popular children's cartoon collides with PS2 architecture, Jackie spends much of his time leaping from ledge to ledge in sparsely populated, but undeniably colourful worlds. Strange given that we're controlling an avatar of the man with arguably the fleetest fists in the world. Where are the human punch bags? Stranger still, Jackie punches in slow-motion it seems. Strangest of all, *Jackie Chan Adventures* takes gameplay cues from the likes of *Beyond Good & Evil*.

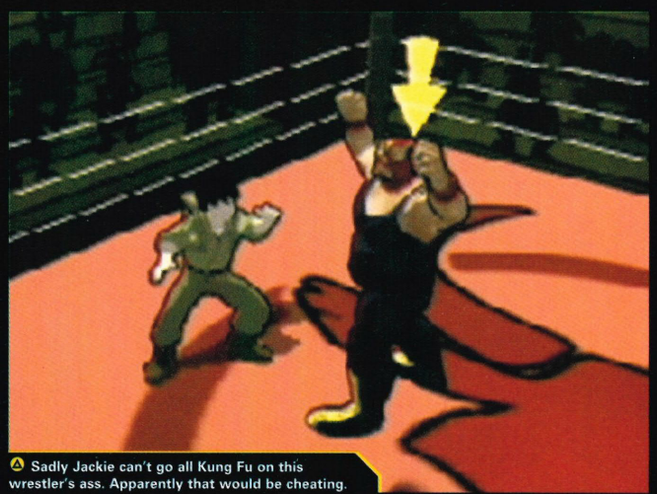
Don't get too excited though, as we mentioned before – this is the license of a children's cartoon. Children are dumb and that means dumbing things down a bit. Not in a patronising way, but in an equally frustrating, routes-must-be-more-linear-than-a-very-straight-line-linking-two-points kind of way. A shame given the varied, imaginative quests on offer as you seek out 12 ancient talismans, the kind imbued with special powers and coveted by the demon Shendu and his army of loyal ninja. Which brings us to a PLAY sore point: is the plural of ninja, ninjas or ninja? (It's 'ninja', by the way).

Anyway, back to the talismans – one of them, the rabbit one if you really must know, turbo charges our man Chan, putting a much needed flurry into his fists, and naturally attracts a few ninja gangs to try and prise it from Jackie's possession. Things are looking up. Sadly, collecting them is particularly linear – the Mayan temple from which the first duo are plucked has a habit of locking Jackie into a small series of antechambers, barring progress until they're retrieved. No puzzling, just progress. Shame.

Still, Jackie's subsequent trip to Mexico is revelatory – EyeToy support drops you into playing bongos for a Mexican four-piece and Jackie goes wrestling. Then it's off to Japan for a spot of fishing and ninja battling. It's almost as much a surprise as Ash erupting at the intro. It might be for children, but *Jackie Chan Adventures* could be very surprising indeed. ■

STRANGEST OF ALL, IT TAKES GAMEPLAY CUES FROM THE LIKES OF BEYOND GOOD & EVIL





Sadly Jackie can't go all Kung Fu on this wrestler's ass. Apparently that would be cheating.



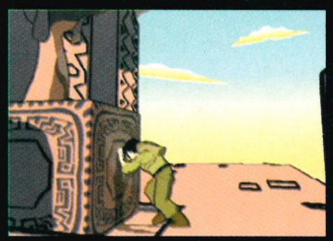
'Ninja' or 'ninjas'? The answer is 'ninja'. Use this knowledge to impress girls.



We would have used the caption ' just hanging around' here, but we've used it before.



We wouldn't be surprised if Jackie apologised after this – he's such a nice chap.



If this game wasn't for kids, we'd be laying the smack on it for making us push blocks.

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BURNOUT 3

VITAL STATISTICS

PUBLISHER: EA
DEVELOPER: Criterion
WEB SITE www.eagames.com

GENRE
» RACING

NO. PLAYERS
» 1-6

TAKE NOTE:

- The big name license has moved from Acclaim to EA.
- Over 70 shiny cars and 100 new crash junctions.
- Two thirds bigger than *Burnout 2*.

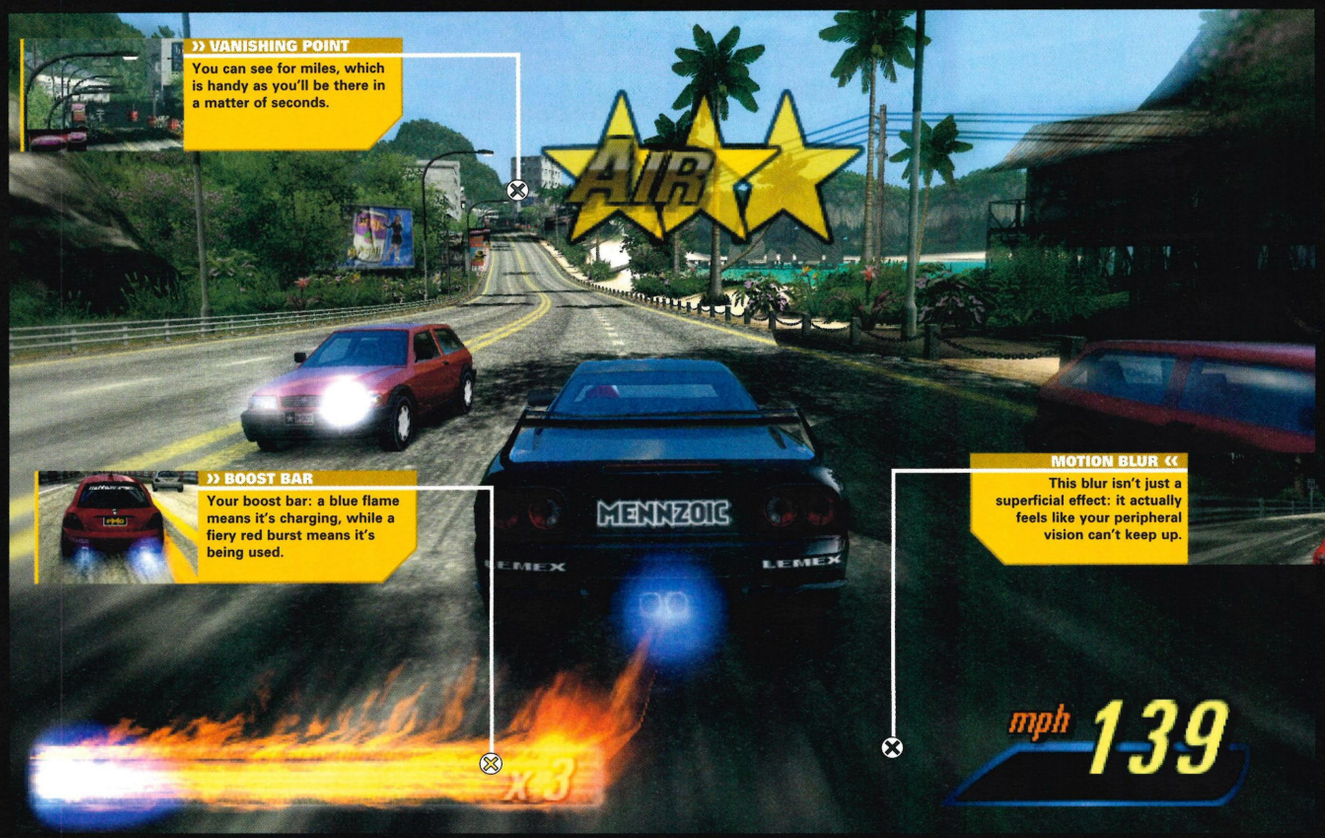
ANTICIPATION 10% 30% 50% 70% 90% 93%

FROM THE PEOPLE WHO BROUGHT YOU...

BURNOUT 2: POINT OF IMPACT 93%
BURNOUT 77%

BETA

RELEASE DATE
SEPT 2004



WORLD OF DESTRUCTION

Burnout 3 has been tailored for online play, as PLAY discovered when it took part in a six-car Road Rage race networked across EA's New York servers. Replacing *Burnout 2*'s Pursuit mode, Road Rage (also available in single-player) separates the entrants into two teams – racers and ragers. It's the job of the racers to get to the finish line, while the ragers are asked to keep up and ram them off the road. It's a simple concept, made all the more exciting by the fact that ragers get unlimited boost power. In fact, nearly every mode contained within *Burnout 3* is available for online play – even Crash mode, which can be enjoyed either in competition or cooperatively.



Crash mode can be played by upto 16 players in sequence offline, and eight online.



The destruction of the cars promises to be more comprehensive than ever.

BURNOUT 3

FEEL THE GS AND BOW DOWN BEFORE YOUR NEW RACING GOD

Few videogame series have experienced such a jump in quality as was evident between the first two *Burnout* titles – *Point Of Impact* was so much the better game in fact, that the two titles seemingly had little in common. Well, Criterion has done the same thing again with *Burnout 3*. And that's no exaggeration, as anybody who has laid eyes on the few crash videos to slip out of E3 can attest.

Perhaps the jump to EA as publisher has allowed the development team more room to flourish; perhaps it's just the think-tank of experts employed by EA to develop creativity within its ranks (comprised of Academy Award alumni, no less). Either way, *Burnout 3* is ready to set a new benchmark for arcade racing with its infinitesimal degree of crash detail and near-insane speeds of up to 205mph. Criterion has basically reworked everything to pull as much as it can out of your PS2, and you can believe us when we tell you that the developer has managed to create one of the finest looking games we're yet to see on a console.

This time around, racing is divided over 25 real-world locations on three continents – North America, Asia and Europe – and has been extended to include many more driving modes. The six-race Eliminator, for example, sees one of the half-dozen entrants eliminated at each stage (and finishes with a nerve-racking one-on-one finale), while Face Off mode sees you racing single opponents for pink slips, and the promise of separating them from their precious shiny auto. Criterion has also completely reworked the boost system from *Burnout 2*, so it is no longer a necessity to completely fill the bar before harnessing its power. Rather, the developer has implemented what it calls a 'pilot light' system – a small blue flame indicates the bar filling up, while a large red burst of fire



▲ The custom cars from *Burnout 2* are now some of the first to be unlocked.



▲ Opponents will actually attempt to ram you across the track.



▲ Beautiful – and it looks even better running at a constant 60 fps, believe it or not.



▲ How considerate – he's indicating before he rams his opponent's side.

FAST
- Faster than a speeding bullet.
- More new features than we really deserve.
- Multiple game modes are fully online.





LOOSE
- Gave us a headache after a few hours solid play.
- Erm...
- It's not out until September.



Dynamic cameras, incredible weight and speed: screenshots just can't do justice to the crashes.



Bonuses are awarded not just for driving well, but for attacking your opponents hard.



displays the moments when your car is guzzling the Nitrous. What's more, it is possible to multiply your boost bar (up to four times its original length) by shunting an opposition vehicle from the track and completing a coveted 'takedown' manoeuvre.

Put simply, you just can't play *Burnout 3* in the same way as *Point Of Impact*, and as such, it feels more like a new driving title than the expected continuation of an ongoing series. AI has been ramped up so that the other drivers will go out of their way to ruin your race, even to the extent of actively knocking you off the track. In addition, take down an opponent and he'll remember you and pursue you relentlessly until he enacts his revenge.

The aspect of *Burnout 2* which has undergone the greatest degree of transformation, however, must be the Crash mode. The PS2 version of *Burnout 2* was limited to 15 crash junctions – which lead designer Alex Ward admits nearly didn't even make the final cut, Criterion being unsure as to how gamers would view the non-racing technique required. For *Burnout 3* (after Crash mode proved the surprise success of *Point Of Impact* and was expanded for the Xbox version), the developer has included an incredible one hundred junctions in which to total your vehicle of choice, all of them with greater detail and many more NPC vehicles than ever before. Oh, then there's the new pickups Criterion has introduced to extend the challenge and keep the competition nice and ugly for those online league tables. As well as pick-ups giving x2 and x4 multipliers (meaning that clever track position is key to building a high score), the team has included cash bonuses, an auto-boost (which lasts until you crash) and an icon known only as 'the heartbreaker', which immediately halves your total score. Best of all is the 'crashbreaker' feature – which activates after you have damaged a pre-set number of vehicles on each level, enabling you to detonate a bomb in your car and continue the carnage.

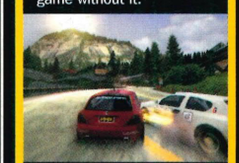
EVEN THE SHORTEST HANDS-ON PLAY WOULD BE ENOUGH TO RECOGNISE THAT BURNOUT 3 IS SIMPLY UNSURPASSED

Of course, all this extra effort would be worthless if the racing didn't handle brilliantly, and we're pleased to confirm that even the shortest hands-on play would be enough to recognise that *Burnout 3*'s intuitive handling and tongue-swallowing speeds are simply unsurpassed. Criterion has even added in-flight controls, activated by holding down R1, which enable you to 'swerve' your car in mid-air and either avoid or hit another unwitting competitor.

Another thing about those astounding E3 demos, by the way – there's not a single render amongst them. Criterion ran out of preparation time, so every shot you may have seen so far comes from real footage and clever use of the replay cameras. In fact, it may not be out for another couple of months, but already *Burnout 3* is looking like it will set a new benchmark for PS2 arcade racing with its glossy veneer and multitude of gameplay choices. You can bet that PLAY will be first in the queue to pick up a copy when it hits the shelves in September. ■

FLY-DRIVE

There's an aspect of all driving games where gamers often find themselves lacking control. You know the bit we mean – it comes between leaving a ramp and crashing down wherever gravity throws you. Well, not any more. Criterion has added 'Impact Time' to *Burnout 3*, and as a result you now have a degree of control over the direction your car travels, meaning you can 'direct' your car towards an opponent, pick-up or track lane in order to maximise damage or, if necessary, avoid a collision. It sounds like a simple addition, but it adds so much to the gameplay that we can no longer imagine a *Burnout* game without it.



Darn – a little to the right and it would have landed square on the other guy's bonnet.

FIRST IMPRESSIONS

TIME 5 SECS

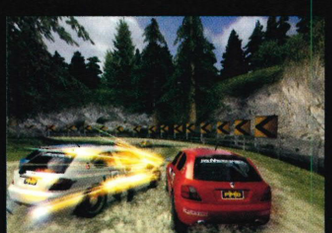
A burnout to start, and VROOOM! Into a wall, spraying the area with glass and auto-shrapnel. This is the Xbox code, right? PS2, you say? Hmmmmm...

TIME 30 MINS

We've had to sit down, as it was hard to play standing up without jumping from side to side. Are you sure this is the PS2 version?

TIME 03 HRS

We're getting a bit of a headache now, but then we haven't blinked since we started playing, and our eyes must be quite dry.



We reckon the car on the left has just hit 88mph.



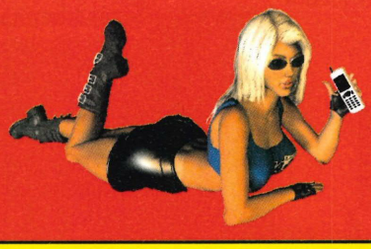
We witnessed a car crash once and it looked just like this, but with more blood pools.



There appears to be even more range to the environments than previously.



The motion blur helps to channel your vision into the distance.



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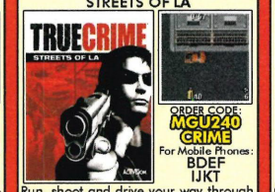
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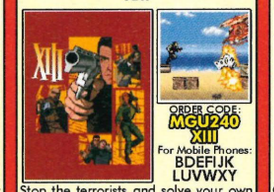
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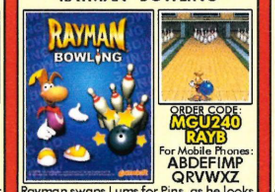
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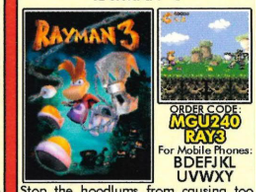
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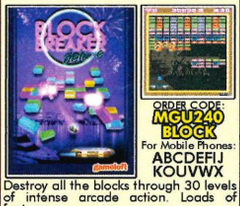
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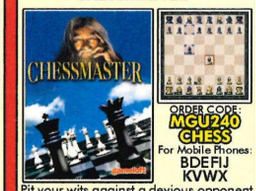
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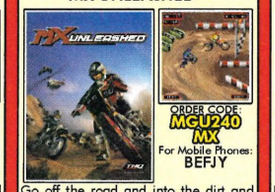
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REVIEWS



NICK POWELL

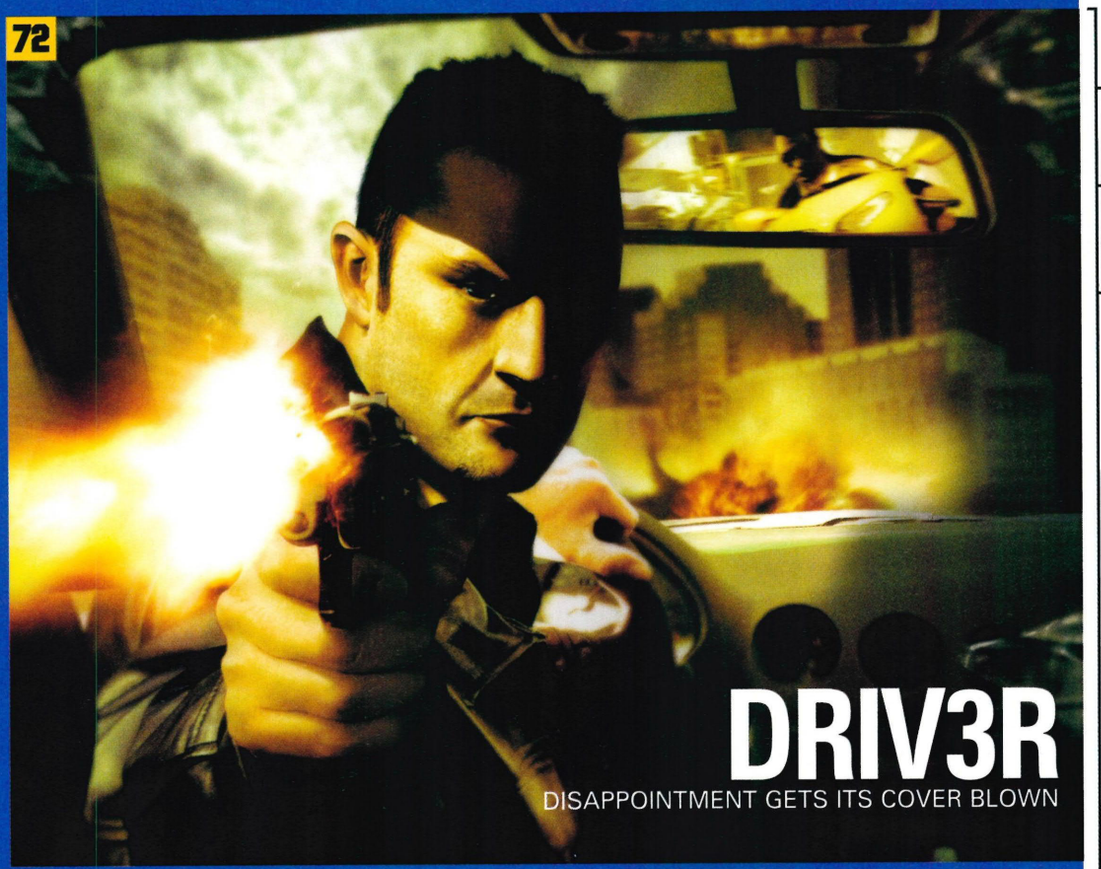
Controv3rsy. The chances are you've already skipped to the *Driv3r* review and noted its rather less than regal score. Bummer. We're expecting quite a bit of ear-bashing in the not too distant future from disgruntled readers writing in telling us just how wrong we are, and that, in fact, *Driv3r* is 'the awesomest.' While we're on the subject, sort your handwriting out. Thanks. The simple truth is – we're as disappointed as you are. Believe it or not we don't take perverse pleasure in marking down perfectly good games. *Driv3r* just isn't perfectly good. Trufax.

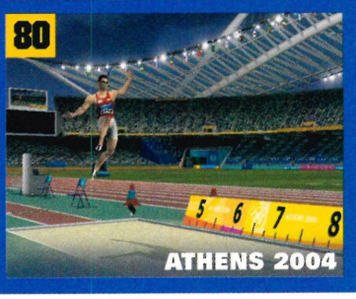
That was a party political broadcast from the PLAY Common Sense Party.

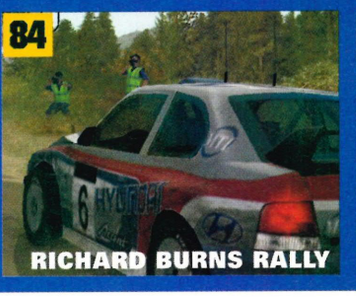
Heavy. Let's lighten things up a bit shall we? A little music perhaps. A little *MTV: Music Generator* to be exact. It might not be a *game* per se, but it provides fun by the kilo and the tonne, not to mention the opportunity to flex your musical muscle. You should hear our remix of DJ Marky. Widda widda ruff ruff rider, ruff ruff rider.

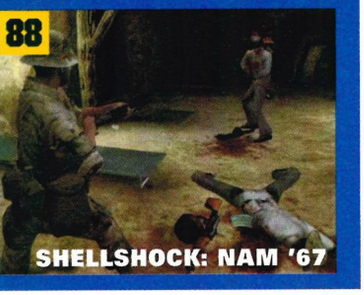
We've also got a game about the Vietnam war (*Shellshock*), so there's plenty of fun to be had without Tanner and his car chasing antics.

Until next time, keep bustin' those shapes, ya hear!









REVIEW

REVIEWS

Where games truly become art...

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94 .HACK// MUTATION «

PLAY MATES

Because it would just be unfair to take all the credit ourselves...



RYAN KING

Ryan is currently resolving a bet he had with his left hand after playing *WCS 2004*. Believing that snooker was actually easier than it is, Ryan began to taunt his left hand, saying that he and his right hand could kick its palm in three frames. Somehow Ryan lost and is now rueing the day he bet his right hand's fingers. We hope he's the sort to welch on a bet though, as we do quite like using his writing talents.
ryan@paragon.co.uk



ANDY HARTUP

Realism is his enemy. This hasn't always been the case though, indeed, it is only a mantra Andy has adopted since playing *Richard Burns Rally*. It used to be the case that Andy would only see things in binary code, so scientific was his perspective. Now Andy wishes never to see again and instead to just imagine what is there. Of course, Andy still plans to use his eyes for his reviews as he knows all about PLAY's policy.
andyh@paragon.co.uk



CHANDRA NAIR

Physically sick with the amount of money *Shrek 2* has taken in the US, despite its laughless trailer, Chandra wanted to see to it that somewhere along the line Dreamworks suffered for their overachieving franchise. Imagine the disgust on Chandra's face then when he actually quite enjoyed *Shrek 2: The Game*. Never have we seen a man so angry at being happy. Ah, the emotional journey that is the kiddies' game review.
chandra@paragon.co.uk



KENDALL LACEY

Kendall has a pleasant wave. It's always nice to see. It isn't quite the same when he's playing a *.hack* game though. He seems kind of distant, like his mind is elsewhere. He says it's nothing but we've seen him search google for The World. Why won't he accept that it doesn't exist? Why won't he give up and just live a real life? We want our old Kendall back with his jolly little waves and bag-free eyes.
kendall@paragon.co.uk

PLAY GUARANTEE

Should you buy these games? That's the question we ask every time we review software. The PLAY team has more than 20 years of experience in the industry and bring every minute of that knowledge to each review. We don't get out much, so most of our common language is based on non-existent words like "playability" and "immersive" – we know so much about our craft it hurts.

GUIDE TO THE GRADES

We spend hours arguing over the stupidest things so every game gets the score it deserves.

90 – 100:	Daddy's happy.
80 – 89:	Special but not quite 'money'.
70 – 79:	Enjoyable but still flawed.
60 – 69:	Adequate.
50 – 59:	Not bad, not good. Okay.
40 – 49:	Tedious.
30 – 39:	Poor.
20 – 29:	Rubbish.
10 – 19:	Appalling.
00 – 09:	Noooooooooooooooooooooooo!

PLAY CLASSIC

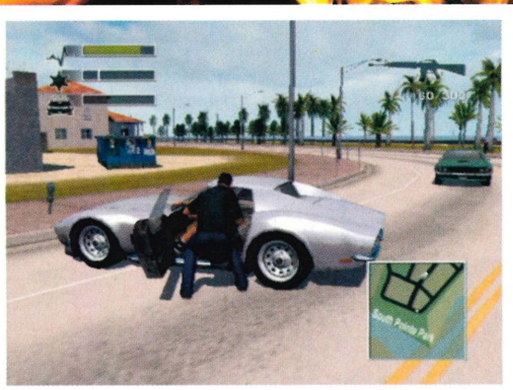
The PLAY Classic Award is the most precious of things. We will only award it to a game we feel goes above and beyond the call of duty of, er, services to PlayStation2 gaming. It will mark a game of such magnitude that you will be compelled to buy it and then tell all your friends and family about it. Just because a game gets 90% or above doesn't mean it'll necessarily win this award. It's that special.



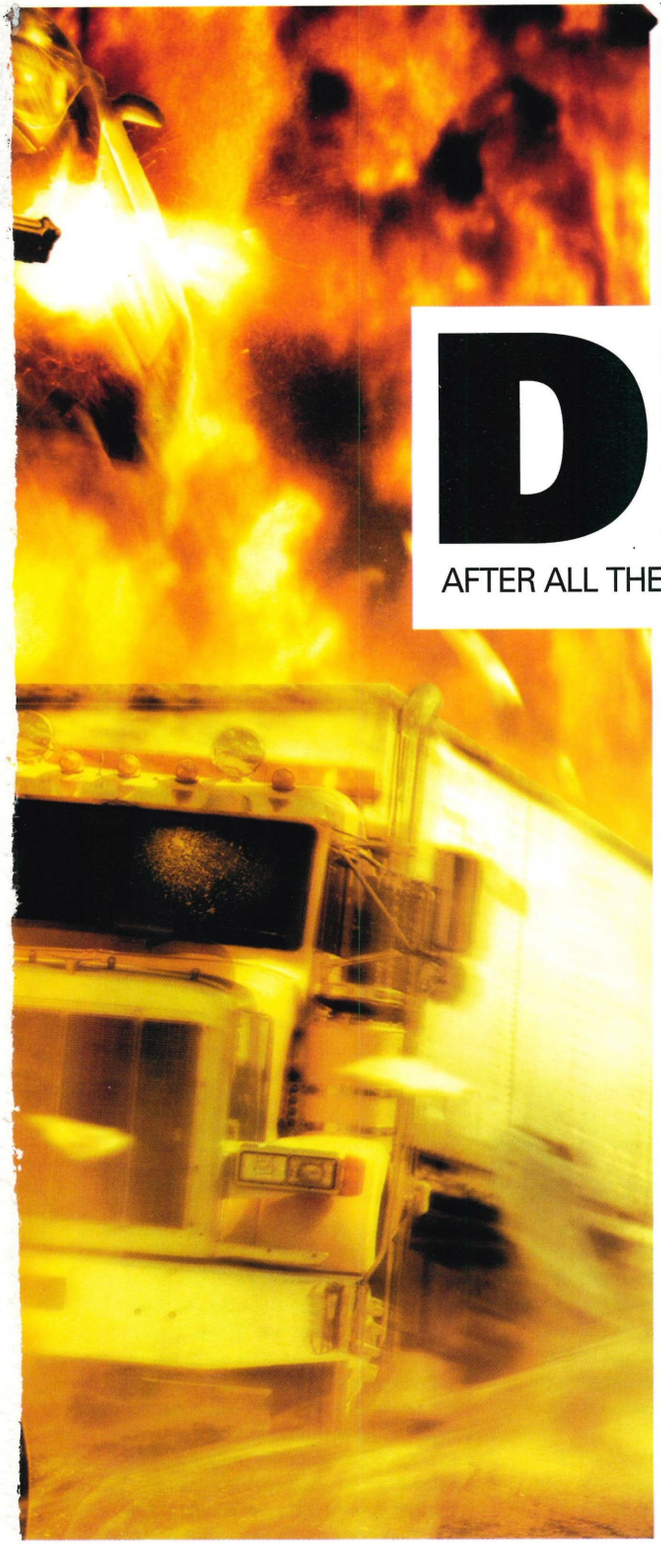
One of the best missions, amazingly, involves neither driving or shooting. Here you simply have to protect your truck from the maniacal police cars.



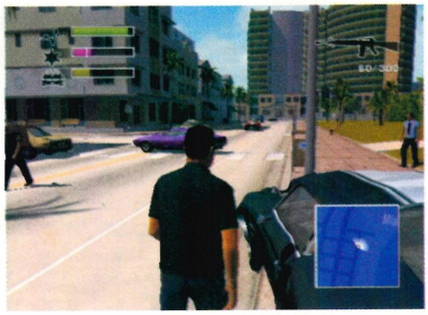
All of the lamposts are solid in *Driv3r* – this can make chase missions extremely tiresome.



Stealing cars is easy in *Driv3r* – many people will simply get out as soon as they see a gun.







DRIV3R

AFTER ALL THE HYPE... THE YEAR'S BIGGEST DISAPPOINTMENT. HERE'S WHY

Okay, by now you've already checked the score. If not, flip over the page and do it now so we're all starting from the same point of reference. Checked it? Good. Then we'll begin.

Yes, *Driv3r* is bad. It's not awful, but it's pretty bad. Of course, that judgement is partly based on all the hype, all the promises... It's bad compared to how we hoped things would turn out, what the *Driver* name demands in terms of quality and playability. It is, after all, the game that invented the driving action genre. Yeah, right. We'll start by talking about the good things in *Driv3r* because there are many – *Driv3r* is almost a game of two halves – the unbridled success of the technology versus the ultimately disappointing 'game'.

Next up on the 'hey, that's great list' are the cars and physics. There are no licensed vehicles in the game (save for one powerboat) but you'd never know it. It's another aspect that lends *Driv3r* a very 'real' feel – the car you might be driving is to all intents and purposes a Renault 5, or a Mustang, or a Ford GT, or any number of superbly realised vehicles.

Then there are the physics, the handling and the destructability. MS Word doesn't think that's a word but hey, whatever, it should be in this case. Crashing your car is something akin to damage you'd see in *Colin McRae Rally* – and remember, that's a game least real if real were represented using 35mm film with a nice tobacco filter.

SHOOT AT AN ENEMY AND HIS RESPONSE WILL BE ONE OF TWO THINGS – SIDE STEP OR CROUCH. THAT'S IT

The three cities recreated in the game (Miami, Nice and Istanbul) are absolutely without peer. The work that has gone into the creation of them is phenomenal – each one distinctly different, each one with superbly recreated (and varied) architecture and with numerous back alleys, jumps, and small details that help bring them to life. Backstreets with washing hanging between the buildings, docks with giant storage containers and (yes!) lots of boxes to smash through. They also have an emotively gritty look, lending the game a very 'real' feel. At with only one car on a straight line track, *Driv3r* has numerous vehicles on screen at a time and is rendering an *entire* city. Bonnets buckle, bumpers drag, tyres burst and wheels spark on the road. Detonate a grenade in the right place and a car will explode in a hundred pieces all moving away from the centre of the explosion in an alarmingly realistic manner. It really is a master class in how to do this kind of technology. Anyway, the physics is quite unlike anything we've seen on PS2 so far – it's like everything that Reflections has learned over the years (with



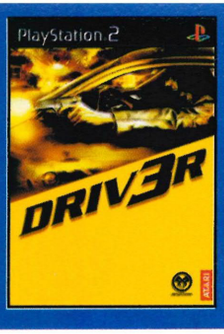
Drive the car *and* aim the gun with the left analog stick. To say *Driv3r*'s controls are flawed is putting it mildly.



Like in *Vice City* you can pull wheelies and stoppies on bikes – there's no points scoring though, it's purely for show.



Bikes and alleys make for great fun – it's a pity then that there aren't enough missions that take advantage of this fact.



DRIV3R

INFORMATION

PUBLISHER: Atari | **DEVELOPER:** Reflections | **PRICE:** £44.99
AGE RATING: 16+ | **WEB SITE:** www.driv3r.com

1 Player | Memory Card | Dual Shock 2

IN THE KNOW

_Soundtrack features Iggy Pop!

_Has Nokia product placement like you wouldn't believe!

_Tanner can swim! It's a shame we have to get so thrilled about something that should be standard!

PRIOR FORM

Hey, we've been as excited about this one as you have. That was, of course, until we got our hands on the preview code where the game's flaws became glaringly apparent. Reflections forgot to put the game in. Kind of.

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
NICK JONES

» IF THIS GAME WAS

A SUMMER BLOCKBUSTER IT WOULD BE THE MATRIX RELOADED

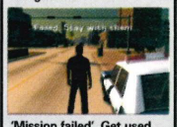
Because... 'nuff said, surely.

STAND OUT MOMENTS

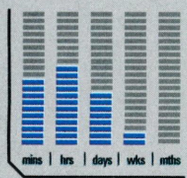

There's not even any animation for getting into or out of a boat.


Hey look, Isn't that Tommy Vercetti from *Vice City*? With armbands? Hilarious!


Drop the ThrillCam and look cool. Even when driving in a straight line.

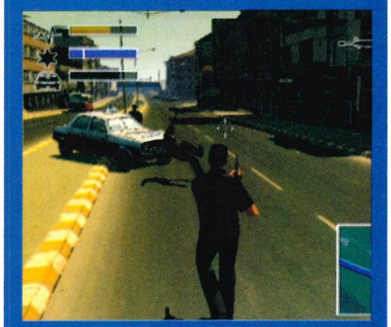

'Mission failed'. Get used to liking this screen, you'll see it a lot.

PLAYTIME



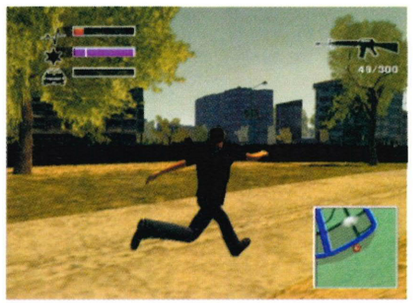
INNY OR OUTTY?

It's often been said around the office that *Driv3r* should have kept you in the car and with the third person sections as bad as they are, this seems to hold true. But then what would you have? A game where you're either chasing someone in a car, being chased by someone in a car or taking part in a souped-up time trial. This is basically what the original *Driver* offered. By letting the player out of the car, Reflections' intention is to open up the game – there are more possibilities for gameplay. So we think it was right to do this (actually, essential), but, and here's the big but, you have to make the on foot stuff as good as the driving. Reflections hasn't been able to do this.

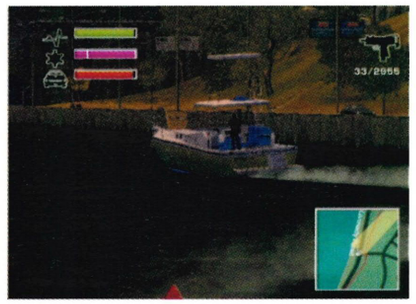

Reflections just hasn't put the thought or care into the Tanner-sans-car sections.



Driv3r: Realistic buildings, perfectly designed vehicles that you can climb into and bump nearby lamposts with, and a moron who can't seem to turn on his feet without looking like he's suffering from an old injury he got through really bad ballet.



Tanner jumps like a girl. No question.



Press SELECT and you'll drop the camera, giving you a more cinematic view of the game. And make it impossible to play.

Destruction Derby, *Driver* and *Stuntman*) has gone into this aspect of the game. Cars lean and screech around corners, handbrake turns (combined with burnouts) give the driving a raw, *Stuntman*-like sensation making you feel like you're just about the most skilled person to get behind the wheel of an automobile since Spanky Spangler. He's a famous stunt driver, by the way.

It's joy, pure joy. The driving, the cities... ah, wonderful. But now the game, and this is where things start to go horribly wrong.

The main problem is that *Driv3r* is fundamentally flawed. You make this wonderfully expansive, physically realistic and joyful toy box and then restrict the player to, 'do this, now go there and shoot these people, now do this, push this switch, mission complete!' Stray too far from the boundaries set out by the game's designers and you'll be seeing that 'mission over' message. All too often you are playing Reflections' game when *Driv3r*'s world is begging you to make up your own.

An example would be in chase missions – you know the sort – tail the bad guy to his hide out, lose him and it's mission over. By 'lose him' the game actually means 'let him get 100 yards ahead of you and it's mission over.' Never mind that you can actually still see him, or that you just saw him take that corner just over there and he must be just up ahead, it's still mission over. A cop's intuition is not something that Tanner has.

And while we're at it, let's go back to that 'real' thing/movie world we were talking about at the beginning of the review. The *Driv3r* world feels and looks real. It's a logical place where up is up and down is down. However, the missions that take place within this world are anything but. One mission has you stealing expensive sports cars and then loading them onto the back of the trailer of a truck. Good idea – this should be fun. Now, to make the mission 'a game', you're given a time limit. You're also required to drive the cars onto the back of the trailer while it's *moving* and dodging in and out of traffic. This is not logical. First of all, why is there a time limit? Why must you steal the cars within three minutes? Is there something special about those particular minutes? No, of course not, that would be illogical. And why must the truck be moving? Why not simply radio the driver to pull over for 30 seconds while you load up? Considering that one of the mission parameters is that the cars don't get damaged, this might be deemed a good idea. Oh, and once you do get a car on board, the mission in question then turns into farce – how does Tanner get out of a moving truck to continue his stealing spree? Obviously the truck couldn't slow down for Tanner to get out – that wouldn't make sense. The answer, as it turns out, is to magically have Tanner reappear on the side of the road when you hit the 'get out of the car' button. Messy.

This is just one example – there are many, many others – of the way disbelief must suspended in order to play *Driv3r*. It grates, it doesn't make sense – here is this 'real world' in front of you but it doesn't respond or act in the way that the real world should. You're constantly thinking, 'Why must I do it this way? I have a better idea of how to solve this problem but it won't let me.' Invariably though, it would be an idea that would enable you to

GOOD POINTS
- Physics engine and car destruction is simply faultless.
- Awesome cities.
- Beautifully rendered cut scenes.





BAD POINTS
- AWFUL third-person controls. Genuinely disgusting.
- Illogical missions.
- *Stuntman*-like strictness.

complete the mission first time and thus cut down on *Driv3r*'s playing time and, probably, not be a game.

Had enough yet? Well, we've still to talk about the most contentious aspect of *Driv3r*: the third person on-foot sections. In past meetings Reflections has been keen to point out that the driving to walking split in *Driv3r* is about 70:30. That is to say you spend 70% of your time in a car, the rest on foot, shooting and pushing buttons. This is why, as we reported a few issues back, most of *Driv3r*'s budget has gone towards making the car physics and handling right. The trouble is that because the third person stuff is so bad, you end up replaying the on foot sections over and over again in some kind of trial-and-error gameplay hell. 70:30? More like 40:60 – you spend more time playing the bad bits of the game.

There is simply no sophistication in the on foot stuff: run forwards, backwards (yes, *run* backwards) and run sideways and shoot. You can push switches too. Oh, and do a sort of pathetic forward roll which has absolutely no use whatsoever. Aiming is far too twitchy (even with the auto lock feature switched on) and you can't even back up against a wall and use it as cover. Come on guys, that move comes as standard these days.

There are other problems too – *Driv3r* relies on far too many obviously scripted moments and there's too much trial-and-error gameplay. This is a problem when you're trying to create a cinematic experience, something which *Driv3r* is desperately trying to do. In a film's car chase scene you only have to watch it once. If that scene is interactive *and* relies on scripting and trial-and-error gameplay then it's like watching, say, a sequence from *Swordfish* over and over again – not fun at all, and not much like a movie either.

The AI is almost non-existent. Shoot at an enemy and his response will be one of two things – he'll either side step (very deliberately, like he's tip-toeing through room full of mousetraps) or crouch. That's it. Heated gun battle in the middle of the street? All these guys start crouching. Again, it goes back to that thing about logical behaviour.

If we were simply reviewing *Driv3r*'s one-player game then we'd probably score in the low sixties but, thankfully, there's a bit more to it than that. Within the 'toy box', Reflections has set up a number of pure driving games – the type when you drive through cones, race against the clock through checkpoints or play cat and mouse with a cop car. If we're honest, this is the part of *Driv3r* that we enjoyed the most. This and the free roam mode where you're simply messing about driving like a maniac, mowing down peds and doing 'mad' jumps in slow-mo.

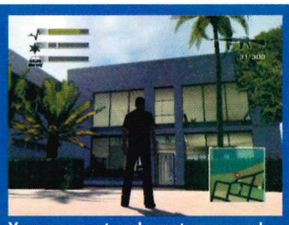
So there it is. *Driv3r* is a game of two vastly differing stories. One tells of the awesome technology and design work that has gone into constructing the game world, the other is about a failure to utilise that game world into making a cohesive, fun and rewarding videogame experience. *Driv3r* is glitchy, unfinished and, as we've already stated, fundamentally flawed. It's old fashioned and you deserve more than that. In fact, the market demands more than that, it demands games of the quality of *GTA* and even though that's not what Reflections was aiming at, it's what it should have been at least gunning for. ■

THE THREE CITIES RECREATED IN THE GAME (MIAMI, NICE AND ISTANBUL) ARE ABSOLUTELY WITHOUT PEER

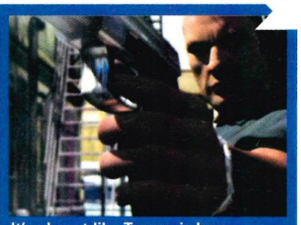
GOOD COP OR BAD COP?

THIS GUY IS JUST SO MONEY

Tanner. You know who he is: the Armani-wearing, high-rolling, Mustang-driving good cop gone bad who stars in *Driv3r*. We don't know how much a Miami detective's take-home is but we're willing to bet that it's not enough to own a smart waterside condo and two, that's right, count 'em, *two* high powered power boat things. They alone would set you back around $250,000 each. All that on a cop's wages? We think not. Either Tanner's on the take or he's some kind of multi-millionaire-turned-cop. But still, if it's good enough for *Miami Vice*, it's good enough (just about) for us to suspend disbelief enough to play the game. After all, Tanner's financial situation is the least of *Driv3r*'s problems.



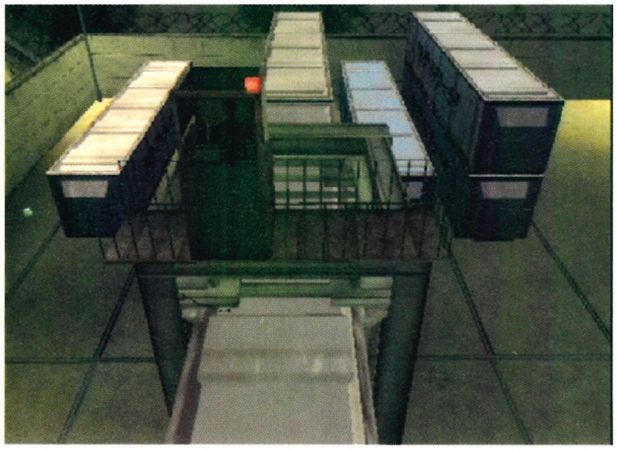
You can meet and greet many real-life Tanners in any wine bar on a Saturday night. We suggest you do.



It's almost like Tanner is how one of the game's designers would really like to be. Almost.



You're probably looking at screens like this one and saying how stupid we clearly are, but trust us on this, this *is* the most disappointing game of the year.



You can drive the world's flashiest cars and ride the fastest bikes and... the world's most boring crane. Where's the cool in that?

VERDICT

VERDICT

LOOKS

One of the very best... until you see the character animation. Which is awful.

SOUND

Sexy, hip and cool soundtrack coupled with some good sound effects.

GAMEPLAY

The driving is great but the on-foot sections? They're almost unplayable.

LONG TERM

Not many missions in single player, but plenty of replay in the mini-games sections.

OR YOU COULD TRY



GTA: VICE CITY

Playing this after playing *Driv3r* is like taking a hot bath after a game of rugby.
ISSUE 97 97%



BAD BOYS II

The third person sections that are worryingly similar to those in *Driv3r*.
ISSUE 115 41%

SUMMARY

Forty-five quid for this? Someone is having a laugh. *Driv3r* is the biggest gaming disappointment since *Angel Of Darkness*. It's not even finished. If you can ignore the bugs and the story then you might get some enjoyment out it. Best to rent rather than buy though.

71 PERCENT



SPIDER-MAN 2

INFORMATION

PUBLISHER: Activision | **DEVELOPER:** Treyarch | **PRICE:** £39.99 | **AGE RATING:** 12+ | **WEB SITE:** www.activision.com/microsite/spider-man

1 Player | Memory Card | Dual Shock 2

IN THE KNOW

- Adaptation of Columbia Pictures and Marvel Entertainment blockbuster.
- Also stars classic comic-book villains like Shocker and Mysterio.
- It plays just like the *Spider-Man* game you've always dreamt of.

PRIOR FORM

This is the second instance of a tie-in pertaining to the *Spider-Man* franchise. The original *Spider-Man* game on PS2 took a similarly liberal view of the first film featuring the likes of Shocker and other assorted comic-book villains, but crucially lacked a fully fledged New York.

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
NICK POWELL

» IF THIS GAME WAS

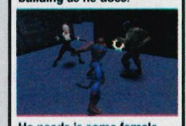
SPIDER-MAN MEMORABILIA IT'D BE SPIDER-MAN PYJAMAS

Because although with a bit of privacy and a lot of imagination you can live out your *Spider-Man* fantasies, no amount of imagination will allow you to use your powers in the city.

STAND OUT MOMENTS



It can get lonely for Spidey, swinging from building to building as he does.



He needs is some female company. Well, feline company will have to do.

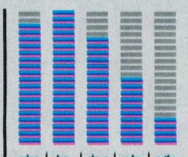


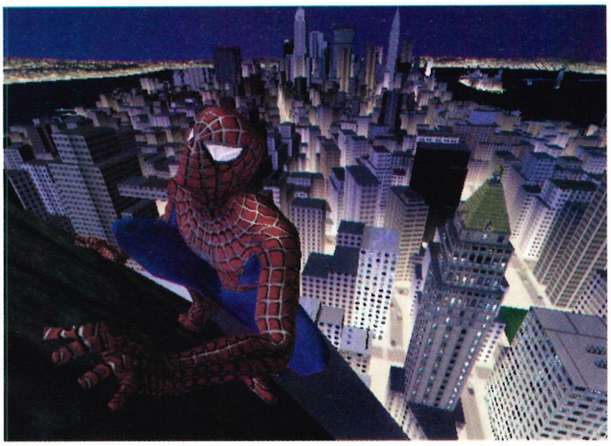
Throughout the game the Black Cat turns up and likes to be chased.



We like to chase. Because web slinging is so much fun... and she's hot.

PLAYTIME





If this shot looks suspiciously hi-res to you, it's because we weren't allowed to take screenshots ourselves so had to use press shots. That's the kind of injustice Spidey usually fights against.



Mid-air fights are the highlight of Spider-Man's fighting repertoire. Of course this thug isn't quite as comfortable in the air as Spidey.

SPIDER-MAN 2

HUGH HEFNER MAY BE THE ORIGINAL, BUT NO ONE SWINGS BETTER THAN SPIDEY

When presented with a game that could so easily have been 'all that' – like the 'ugly one' in a teen movie that's transformed to überbabe by taking off a pair of ridiculous horn-rimmed glasses, PLAY engages Think Tank mode (a mode we're seriously thinking of patenting). It's like a brainstorming of all the ways said game could be better – take away X, insert Y, multiply Z quotient. That sort of thing. The Think Tank had a field day suggesting ways *Spider-Man 2* could be improved and it could easily have been 'all that' if it weren't for those damn glasses.

We interrupt this review for some *Spider-Man* trivia. Complete the following well-known Spidey phrases, at your leisure of course: a) "Spider-Man, Spider-Man, does whatever..." and b) "Spider sense is..." * You know them right? Good. Just testing. We won't reel them out again. Promise.

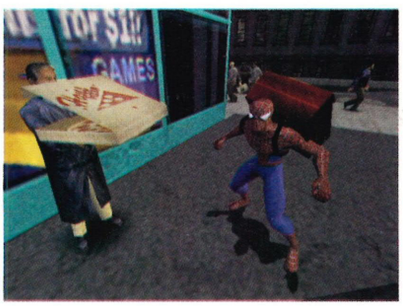
There's a reason why Spider-Man is the greatest superhero of them all, not the most powerful, although he did kick the collective arses of the X-Men, but the greatest. It's why the recent movies are so compelling. It's the awesome shapes he busts: swinging at ridiculous velocities on a makeshift spider web, running up walls, sticking to the ceiling, webbing people up, punching *quicker* than Jackie Chan and *harder* than George Foreman. For the first time in a videogame you can do this as it should be done. Excelsior, as Stan Lee would spurt.

This is entirely thanks to developer Treyarch throwing out their old *Spider-Man* engine, which was as effective as a spider caught in its own web, with Spidey swinging from webs stuck to thin air, and dying if he even thought about touching his feet down on the terra-firma. This new engine is one for the post-*GTA* era, capturing the bustle of New York – from the pavements, to the tallest skyscrapers, chafing the heavens with a concrete tip. It's almost like Tommy Vercetti became Peter Parker and donned spandex. *Almost*.

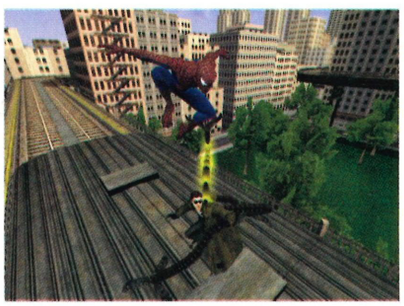
YOU CAN'T DO MUCH BUT SWING ABOUT AIMLESSLY IF YOU DON'T TRIGGER OFF EVENTS BY ACTIVATING ICONS

While *Spider-Man* does its best to ape *GTA*, something had to give. After all, you don't see Tommy propelling himself 40ft in the air, spewing out a length of web and ricocheting from tower block to tower block. Streets aren't as densely populated, and let's just say there'll never be a threat of a traffic jam in this New York City. Furthermore, unlike old Tommy, Spidey can't just turn his superpowers on innocent bystanders for giggles – no trashing cars, no kicking pedestrians. You are a *good* guy after all.

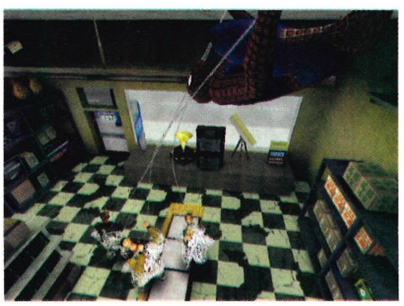
You can't do 'anything'. In fact, you can't do much but swing about aimlessly if you don't trigger off events by activating icons or talking to bystanders. You see 'it' only goes down when you trigger it. 'It' being a gang of crooks mugging a woman, a guy just a few skin follicles short of slipping off a ledge, an errant car speeding out of control, a bank robbery or a frivolous race across the cityscape against the clock. All manner of rampantly enjoyable events are here to



The local pizzeria is always grateful for a friendly, neighbourhood, web-slinging, delivery boy.

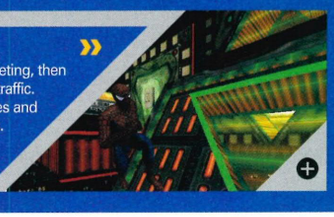


This shot actually manages to make this confrontation with Doc Ock look exciting. Well done.



Words can't do justice to Spidey's greatness, but curiously, captions can: this guy is just the awesomerest.

GOOD POINTS
- Jumping 40ft in the air, plummeting, then webbing safely just above the traffic.
- Piledriving enemies off of ledges and juggling them with body blows.
- Being Spider-Man.





BAD POINTS
- Events don't happen spontaneously.
- There are only so many purses you can retrieve without the old déjà vu kicking in.
- You can't do any of it in real life.

YOUR DRAGON-STYLE IS STRONG, BUT MY SPIDER-STYLE IS STRONGER

Some have described *Spider-Man 2*'s accumulation of Hero points and the ability to purchase new fighting moves as an 'RPG element'. *Spider-Man 2* is no RPG. On the flip side there are some wonderful methods of fisticuffs unlockable later in the game. Combat is simple – there's a mêlée button, one for webbing up foes, the mixed blessing that is the dodge button and, naturally, the standard jump button. These combine to create a pretty spectacular Spider-style. Enemies can be launched into the air with the rising shoulder charge, met in mid air with a flurry of kicks, hung out to dry from a lampost for cops to pick up later or pounded into the ground with an Air Pile Driver.



No matter how far he pulled the toy's string, it wouldn't talk.



According to scholars, this screenshot could be construed as a metaphor for puberty. Think about it.



You have to feel for Rhino. He's thick, has a phallus on his nose and gets dusted in a matter of mere seconds. The tribulations of being a low rent comic-book villain.



The Spider-sense in action. It looks nice here, but in reality it's a deeply flawed game mechanic. Down with deeply flawed game mechanics.

exert your spider powers over, but they're never accompanied by a sense of 'Here's Spider-Man to the rescue,' or 'Damn that was fortuitous'.

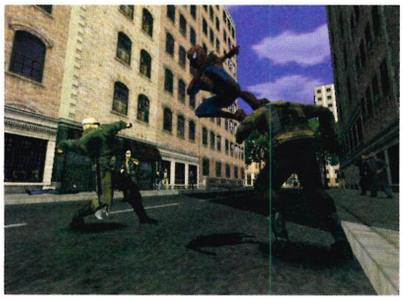
The Think Tank says it's a damn shame Treyarch couldn't have come up with a way of having events happen spontaneously. The Think Tank knows deep down that that would have taken months more planning and more processor power. It would have been a step too far.

Triggering these events and completing them with due Spidey-style, you're rewarded with 'hero points'. These can be spent on further manoeuvres for your arachnid arsenal. If you think Spidey is awesome to start with, just wait 'til he gets his Hero Punch or Interceptor Kick. It's not all 'Choose Your Own Adventure' though. Accruing a certain amount of hero points triggers key plot-orientated situations – boss encounters and the like – and this, we're afraid, is where our potential teen-queen dons her milk bottle glasses.

Spider-Man is in his element careening round New York – stick him in an enclosed space and you might as well pull his legs off. Enclosed spaces + boss fights = missed opportunity. Scraps with Doc Ock are spectacularly frustrating affairs, relying not on Spidey's natural abilities – his Spider strength and agility – but on an ill considered dodge technique to avoid his techno-tentacles. Don't even ask us about the encounter with Mysterio at the Statue of Liberty with its destroy-eight-orbs-in-mid-air-slip-and-destroy-them-all-bloody-over-again nonsense. Showdowns with Shocker are mildly more amusing, but the nagging feeling that you should be hot-tailing after him around New York, not holed up in some warehouse really eats away at your subconscious.

Just as Spider-Man has to struggle with the burden of trying to live a normal life as Peter Parker, *Spider-Man 2* struggles to find a balance between the open ended gameplay of titles such as *Grand Theft Auto III*, that it has so obviously been influenced by, and platform games of old and their out-moded approach to boss fights. That definitely sounds pretentious, but hopefully it will serve as an effective analogy for how this game can genuinely delight without ever being 'all that'. ■

* Answers are of course: a) ...a spider can b) ...tingling.



There's nothing like a carefully posed 'screenshot' to make Spidey look cool kicking ass.



This guy challenges you to a series of tests to determine who the superior human being is. It ain't him.



Looks like a platform game doesn't it? Now remember that *Spider-Man 2* is at its worst when aping that genre.

VERDICT

VERDICT

LOOKS

Better than a man wearing a red and blue body stocking in a city has any right to.

SOUND

Lacks the pizzazz of a comic book adaptation or the quality of a true film score.

GAMEPLAY

Web slinging is as cool and as fun as it should be. Boss fights aren't.

LONG TERM

Can be played through upon completion with rejigged contents.

OR YOU COULD TRY



SPIDER-MAN: THE MOVIE

A vision of *Spider-Man* gaming before Activision had a chance to play *GTA*.
ISSUE 91 **79%**



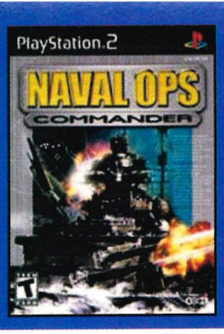
GTA III

You can do 'anything'. Except be a superhero that crawls up walls.
ISSUE 82 **98%**

SUMMARY

Rampantly enjoyable and lofty in its aims one minute, frustrating and a little clichéd the next. It's the closest a game has ever got to being bi-polar. Thankfully the rampantly enjoyable bits outweigh the quite-a-bit-less-than-stellar moments.

79 PERCENT



NAVAL OPS: COMMANDER

INFORMATION

PUBLISHER: Koei | **DEVELOPER:** Micro Cabin | **PRICE:** £39.99 | **AGE RATING:** 3+ | **WEB SITE:** www.koeigames.com

1 Player | Memory Card | Dual Shock 2

IN THE KNOW

- Japanese, American, British and German battleships included.
- Multiple upgrades and research options for your ship.
- Up to seven weapons to choose from while at sea.

REVIEW

RELEASE DATE
18 JUNE

WRITTEN BY
RYAN KING

» IF THIS GAME WAS

A DRINK IT WOULD BE WATER

It's water. You drink it, it quenches your thirst, it does its job. But nobody reaches for water when they're thirsty, unless the milk has run out and there's no money left for a nice, cool Pepsi.

STAND OUT MOMENTS

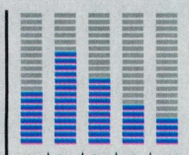

Battleship Shimakaze is prepared to annihilate the seven seas.


Mission says trouble ahead – there's going to be some action.


Destroyers! Two of them! Even PS2 won't be able to contain this mayhem!


Oh... oh, right. It's pootling about and... ah yes. We understand now.

PLAYTIME



NAVAL OPS: COMMANDER

SEA FOR SATISFACTORY

If reading the name *Naval Ops: Commander* makes your captain's beard bristle with eager anticipation at the thought of conquering the seven seas with your own brew of nautical dominance, actually playing it really separates the men from the boys. There's not even an easy difficulty option, merely normal and hard, just the way the captain ordered. If *Commander*'s MO is to make you feel like a grizzled seafarer then it partially succeeds, as it's a genuine buzz riding your cruiser headlong into battle, eager with anticipation following endless tweaking and fine-tuning to your ship. Sadly, thanks to the shallow battle system, engaging another ship in combat reveals a huge prang in the side of *Commander*'s hull.

So this game is ultimately split into two parts that we'll call 'what works' and 'what doesn't'. What works is the customisation, a massive tick against *Commander*'s name as it covers every aspect of ship management possible.

Tweaking the bridge, researching for new parts or changing the battleship blueprints so you exchange manoeuvrability for extra armour – there's enough options in here to keep even the most pedantic technical beanpole quiet. Initially intimidating, figuring out what to do in this menu-heavy section of the game takes time, yet your investment is rewarded as you learn to fine-tune your battleship for the upcoming missions. While these missions are fairly unremarkable, they at least distinguish themselves in what's required of you – you might have to usher an ally ship through hostile waters or fend off aerial attacks from enemy aircraft.

THE CUSTOMISATION COVERS EVERY ASPECT OF SHIP MANAGEMENT POSSIBLE

What doesn't work is the actual fighting. The controls are simple enough with two types of attack, formation options for your escort ships and plenty of weapons to choose from, all catered for by a few button presses. While this makes it easy to get to grips with fighting at sea, it's screaming out for more depth, lacking the tactical nuances that the hours of customising suggests the game has. Equip yourself with the right artillery and completing missions is a case of charging in all weapons blazing. Choose the wrong artillery and all you can do is limp back to base a broken, beaten commander. So despite the impressive customisation options available, the commander in charge of the ship's cannons has grabbed the compass of opportunity and set sail for boredom. It's really little wonder that Captain Birdseye exchanged a life of sea warfare for coating fish with breadcrumbs. ■

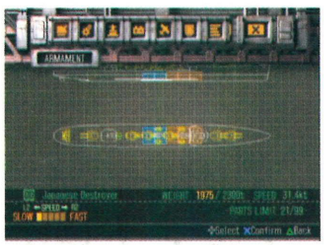


Carnage, battleships and multiple explosions. Now, how is it that this game isn't exciting?



You will also be able to take the good fight to inland targets, such as radars and airstrips.


Zoomed out, some battles look slightly more impressive, if confusing.



Unbelievably, tweaking the blueprints is damn near the highlight of this game.



Even the seven seas can't escape omnipresent crates. Sadly, none contain gameplay.

VERDICT

VERDICT

LOOKS
Detailed ships drown in some pretty bland, uninspiring environments.

SOUND
Heavy metal cheese that even irony itself wouldn't be able to excuse.

GAMEPLAY
Switches from deep customisation to one-dimensional gameplay.

LONG TERM
Relies on tolerance for customising over shallow sea warfare.

OR YOU COULD TRY

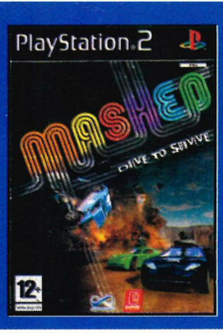

NAVAL OPS
As Elvis once sang: a little less customisation, a little more action.
ISSUE 108 **74%**


SECRET WEAPONS
It's not really that similar, but *Naval Ops: Commander* is unique, if nothing else.
ISSUE 110 **82%**

SUMMARY

A classic case of split-personality, with the vast customisation options being let down by shallow sea warfare. It's a shame because although a lot of effort has gone into the battleship management, it's been made pointless by the lifeless combat.

60 PERCENT



MASHED

INFORMATION

PUBLISHER: Empire | **DEVELOPER:** Supersonic | **PRICE:** £34.99
AGE RATING: 12+ | **WEB SITE:** www.empireinteractive.co.uk

1-4 Player | Memory Card | Dual Shock 2

IN THE KNOW

_From (some of) the makers of the much-loved *Micro Machines*.

_Much more worthwhile if you have friends to play with.

_Spiteful and sometimes laughably weak camera.

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
MAT HODDY

» IF THIS GAME WAS

A CAR MOD IT WOULD BE A SPOILER

Because it looks great on the back of the car, and is very impressive to pursuers of style over content, but in reality, serves no practical purpose whatsoever.

STAND OUT MOMENTS


Weaponry is generic and has little tactical subtlety. Kaboom!


Some of the explosions in the game are laughably bad.


If you miss the turbo boost, you're likely to lose the points.


Try not to follow the leader – you'll all go over a cliff.

PLAYTIME




There are some dynamic moments in *Mashed*. These are most commonly known as 'bends'.


No matter how hard you try, no matter what you do, you will never be able to look cool whilst racing in a pink car.

MASHED

YOU'D HAVE TO BE TO EVEN CONSIDER IT

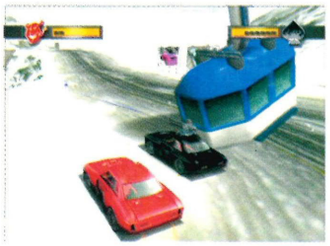
Remember *Micro Machines*? The developer of *Mashed* certainly hopes you do, because fond memories could be the only thing that will tempt you to part with thirty-five quid for this racing non-entity.

Guide one of a choice of cars around a track, viewed from a more elevated, all-seeing viewpoint than you're used to in a car game, steering with light taps of the d-pad left and right. Swerve off the racing line to pick up weapons if you so desire. Win the race. That's pretty much the gist of it, although there are a number of different race types, from head-to-head to four-player battles to 'Catch The Fugitive' races to keep players entertained for a little longer. It might not push the PS2 into any processing territory it isn't well familiar with, but the whole experience is presented in a watchable, no-frills sort of way that doesn't ever offend the eye and rarely causes any real slow-down or jerkiness.

All of these elements could have combined to make a rather splendid *Micro Machines* for the PS2, but instead Empire has chosen to do away with the licensing, and the miniaturisation, and focus upon the bare-bones racing. Frankly though, a hood-mounted machine gun is no match for the huge imaginative leaps taken by the *Micro Machines* series since it first appeared on the Mega Drive, and when you consider that the game has also been robbed of any sort of characters (replaced by those 'cool' icons every 'cool' game currently seems to assign to its players), *Mashed* is a lot more like playing a tooled-up *SuperSprint* with the camera zoomed in a bit than playing any other racer zoomed out (though we can't remember the bit in *SuperSprint* where the camera shifted and dragged your car off the edge of the world). Taking into account that one-player races can last for far too long, as players earn and lose the same couple of points over and over again, tit-for-tat, this is a frustrating game you're unlikely to keep in your collection for more than a few days.

MASHED IS A LOT LIKE PLAYING SUPERSPRINT WITH THE CAMERA ZOOMED IN A BIT

Multiplayer is a different story – despite the incredibly limited scope of the title, *Mashed* has an addictive quality that will delight any friends looking for an unsophisticated, pick-up-and-play, multiplayer experience, especially since you can bomb the remaining drivers after you've fallen off the screen. However, you could probably pick up a Mega Drive with *Micro Machines* for half the price of a copy of *Mashed*, which, as well as saving enough for an evening's mash-up, would also make for a far more satisfying gaming experience. ■


Supersonic has laden the track with some fun obstructions that add a little variety to the races.


When you crash, you take control of a bomb reticule. Good for matters concerning vengeance.


Check out those past-generation-recalling particle effects. Chiddly-bismal.

VERDICT

VERDICT

LOOKS

To suggest that *Mashed* is 'a bit too PSone-y' would be an understatement.

SOUND

Engine noises and the odd clattered bang or phut-phut. Highly unimpressive.

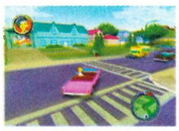
GAMEPLAY

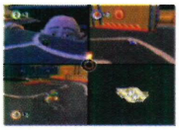
Accelerate, brake, left, right, shoot. That's your gameplay; simple but fun.

LONG TERM

Has some merit as a multiplayer title, but is weak as a single-player game.

OR YOU COULD TRY

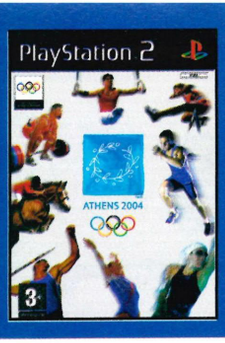

SIMPSONS HIT & RUN
Has a pretty good action/driving title built-in for your money.
ISSUE 109 81%


MICRO MACHINES
The original shrunk-down racer, with a world of varied courses.
ISSUE 97 65%

SUMMARY

***Mashed* wants to be a 21st Century *Micro Machines*, but fails by not developing any of its concepts and featuring an often diabolical camera – aside from bombing opponents and a lack of lap counter, there's little change from the original *MM* template. Not a bad multiplayer title, but a single-player travesty.**

60 PERCENT



ATHENS 2004

INFORMATION

PUBLISHER: SCEE | **DEVELOPER:** Eurocom | **PRICE:** £ 39.99
AGE RATING: 3+ | | **WEB SITE:** www.olympicvideogames.com

1-4 players | Memory Card | Dual Shock 2

IN THE KNOW

- Features well over 25 events, which, for the record, is a lot.
- The only 2004 Olympics game.
- Refreshingly, this plays much better than it looks.

PRIOR FORM

Eurocom previously brought us the rather good *Sphinx* and underwhelming *Buffy* sequel *Chaos Bleeds*, as well as being responsible for PS2's best Bond outing, *Nightfire* and *NBA Hoops*. The developer promises "animation and realism like never before" for its first sports title.

REVIEW

RELEASE DATE
JULY

WRITTEN BY
MAT HODDY

» IF THIS GAME WAS

A REAL SPORTING EVENT IT WOULD BE IT'S A KNOCKOUT

Anarchy, but y'know, fun. All Eurocom needed to do was add a cross-dressing egg and spoon race and we'd be in hog heaven.

STAND OUT MOMENTS

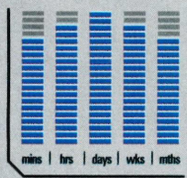

The game's archery section is the PLAY team's favourite event.


All stadia in *Athens 2004* are well rendered and full of crowds.

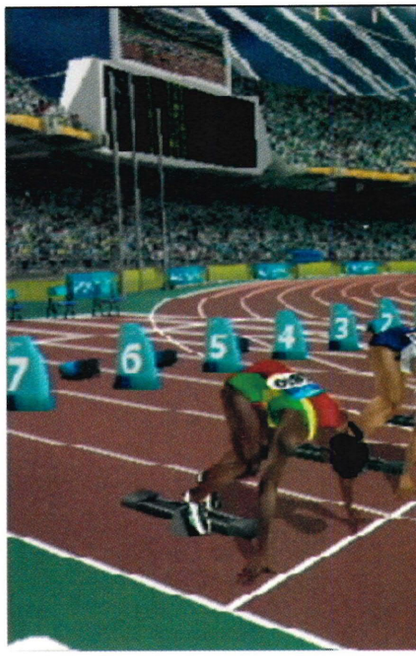

Gymnastic events make us feel all graceful – which isn't easy.


Discus requires spinning the analog – just like the real sport, kind of.

PLAYTIME







ATHENS 2004

THE GAME OF THE GAMES THAT IS ALL GAMES

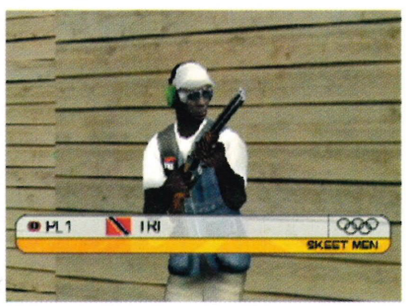
Every four years comes the deluge, and there's no escaping it. And no, we're not laying down the tagline for the next Roland Emmerich blockbuster fiasco, we're describing the forced sport invasion that is the Olympic Games. Christ, even if you love every sport in the world you're gonna be hard pushed to sit through a day of synchronised swimming. Actually, Sony has excluded the synch-or-swim from its licensed Olympics videogame (full title: *Athens 2004: The Official Videogame Of The Olympic Games* – and exhale), but don't take this as a criticism. The title's biggest strength is that it ably demonstrates how Olympic sports are, on the whole, far more enjoyable as an interactive game than they are to a spectator – especially a spectator whose favourite TV shows have been cancelled for a month.

Obviously we've been a bit hard on sport there, but the above paragraph serves the worst case scenario – if you genuinely enjoy the Olympic bombardment then chances are you'll positively adore Eurocom's tie-in, as it does a great job of replicating over 25 choice events, which themselves represent the games pretty fairly. The developer has also thought about how time consuming games like this can be and added enough varied play modes – from a single event games through the decathlon to a full 25-event Olympic Games – to ensure that you will find a suitable schedule to fit your mood. Choose your events wisely, and there's potentially a bottomless pit of multiplayer sporting excellence here, even if the one-player challenge tends to just remind you how solitary single-player gaming is rather than occupy your time effectively.

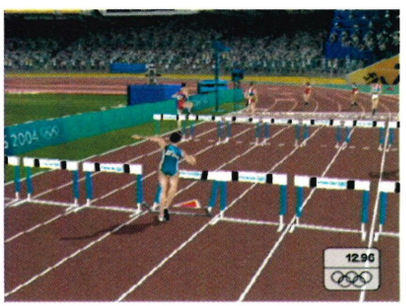
The truth, however, is that the developer has a great challenge if it wants to be noticed and/or remembered in the great sporting games pantheon – if you walked up to a gamer in the street and said 'Olympics', they would probably say '*Track And Field*', and it would, given the license, have been extremely easy for Eurocom to produce yet another clone, devoid of imagination. Thankfully, the company has invested each of the different games with their own control method, from the classic button bashing (sprint events, for example) to something more intricate (high jump requires you to tap buttons in time with your sports-person's footfalls, before a final button press flops your legs over the bar). Additionally, the control method for each event has been considered in terms of the sport itself, so the discus requires the



The equestrian events are without doubt, the toughest to get to grips with.

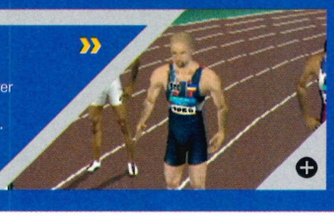


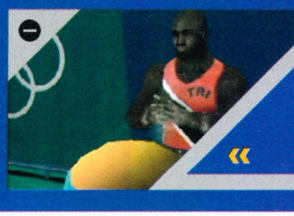
Jack promised his son he'd bring home a medal – by any means necessary.



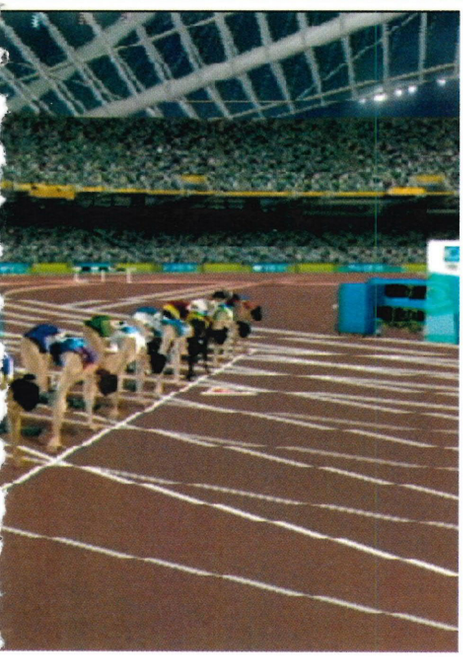
Hurdles is viewed from the front in multiplayer, making it almost impossible to time each jump.

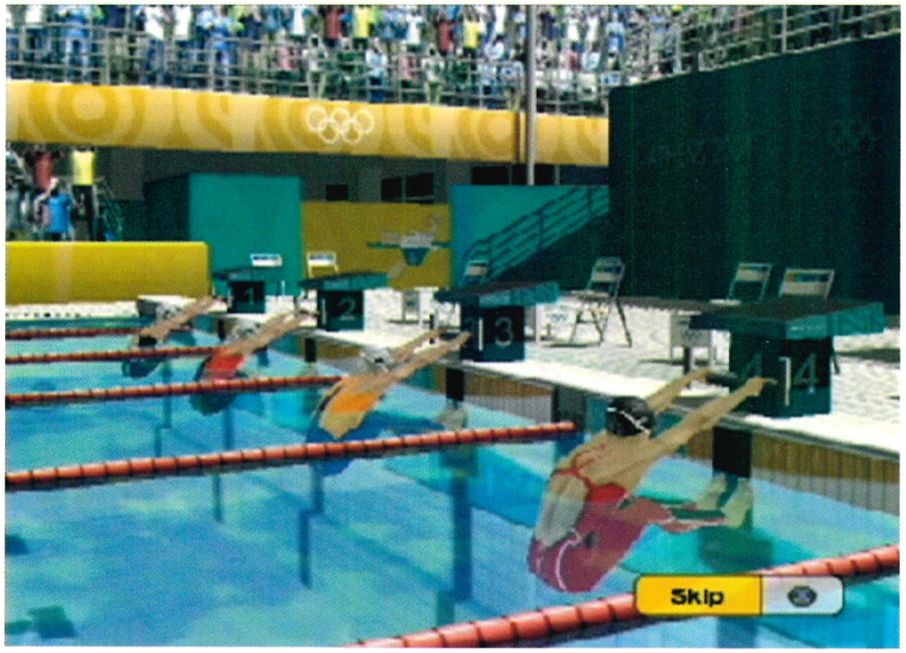
GOOD POINTS
- Massively varied gameplay.
- Easily one of the best multiplayer titles on PS2.
- Choose from over 64 countries.





BAD POINTS
- Pretty weak graphics, especially on character models.
- Our knuckles hurt a great deal.
- Some events are considerably better than others.





analog stick to be spun in rhythmical circular motion before an angle of elevation is chosen for the throw, meaning there is more of a connection here between gamer and character model than was ever evident in Konami's classic button-thumper. There is also a broader range of tasks to learn and overcome, ensuring that players will have their work cut out if they are to become an all-round, Carl Lewis-type hero. Case in point: one of the **PLAY** team is completely unable to button bash even a little bit (though he seems to type without too much hassle). Faced with the superb archery event, however, even this feeble-fingered sloth of a man suddenly becomes the Green Arrow. We really don't think there's been a game to put everyone on such an even playing field since Hudsonsoft's original *Bomberman* titles.

One of the strongest surprises about *Athens 2004* is that Sony has included seven authentic Olympic stadia, all of which have been drawn using original blueprints – not entirely surprising on its own, but considering how ugly the character models are it presents an almost shocking contrast. It's worth noting that graphical quality is of little consequence to the actual gaming performance of *Athens* – the legacy of games like this can be traced back beyond *Hyper Sports* and *Daley Thompson's Super Test* all the way to *Pong* – but even still, it stands as a great shame that it just doesn't look a bit nicer. At times it's almost as if Eurocom had trouble finding a uniform graphical style for all the events.

IT'S WORTH NOTING THAT GRAPHICAL QUALITY IS OF LITTLE CONSEQUENCE TO THE GAMING PERFORMANCE OF ATHENS

Another side-effect of having so many excellent events to play is that the gaming quality of the weaker sports seems so much less in contrast to the especially good ones. We're sure that after a couple of solid months' training, the equestrian events aren't half as stilted as they first seem, but as it is they neither grab you by the throat or seem completely at home in the rest of the line-up. Likewise, the swimming requires a very different control method to the rest of the events, and will therefore probably take most gamers longer to get to grips with. Of course, these are not criticisms for anyone who is prepared to put in the training hours, and even the most shambolic multiplayer competition will elicit gaggles of enthused laughter from the room. In fact, we defy you to get through an entire tournament and still care whether you win or lose, which is about the best summation of *Athens 2004* as we're likely to find. ■

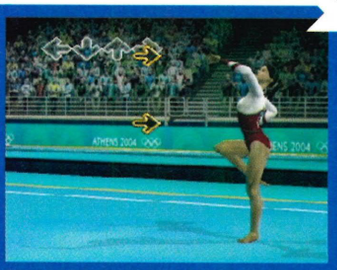
WORK YOUR BODY

LOSING CALORIES WHILE LOOKING SILLY

Whether you suffer from Carpal Tunnel syndrome, or are just one of those nu-metal fans with calves completely out of proportion with the rest of your body, then dance mat Olympics could be the way forward for you. Yup, for all those full-body-masochists out there not content with the mere retention of fluid on the knuckles, Eurocom has included the ability to use any dance mat to operate certain events, from sprinting (running on the spot) to floor gymnastics, which requires a graceful dance routine befitting of an international sporting hero. The downside? Well, it looks and feels really stupid, obviously...



Our lifelong dream of contorting our body into various shapes in front of a respectful crowd was finally realised.



It's possible to use either the pad or a dance mat, but the mat is more challenging, for obvious reasons.

VERDICT

VERDICT

LOOKS

The stadia look beautiful, but the character models are a good deal less so.

SOUND

Crowds go roar, commentators go blah. What did you expect?

GAMEPLAY

Brilliant, varied and exciting – despite a couple of weaker events.

LONG TERM

Why get bored? Put simply, it's what multiplayer gaming was made for.

OR YOU COULD TRY



ESPN INTERNATIONAL

A competent and efficient, yet unoriginal, button-bashing sports package.
ISSUE 70 **83%**



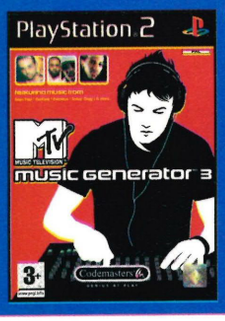
ESPN WINTER X-GAMES

As cold as the title suggests, this is sport at its most uninspiring.
ISSUE 72 **65%**

SUMMARY

Whether you like sports or not, chances are you'll get a lot of enjoyment out of *Athens*, as it offers a varied series of events that can kill five minutes or an entire weekend. Get hold of a copy and a Multitap and you'll have the perfect Olympic accompaniment.

86 PERCENT



MTV: MUSIC GENERATOR 3

INFORMATION

PUBLISHER: Codemasters | **DEVELOPER:** MixMax | **PRICE:** £39.99
AGE RATING: 3+ | **WEB SITE:** www.codemasters.co.uk

1 Player | Memory Card | Dual Shock 2

IN THE KNOW

Rip 8-second samples from music CDs.

Track list features: Sean Paul, Snoop Dogg, Outkast, Fabolous, DJ Marky, Carl Cox, Krafty Kuts, R4, Mike Koglin and The Ones.

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
NICK POWELL

» IF THIS GAME WAS

A REMIX IT WOULD BE THE STRINGS UP SUMMER REMIX

Because the feel-good vibe imparted by creating an extended remix of one of the tunes in *Music Generator* is amazing.

STAND OUT MOMENTS



Get a CD. Pop in a CD. Mark your in-point. It's a simple start.



Edit your eight second sample to something more manageable.

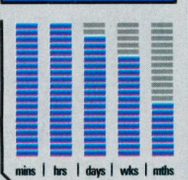


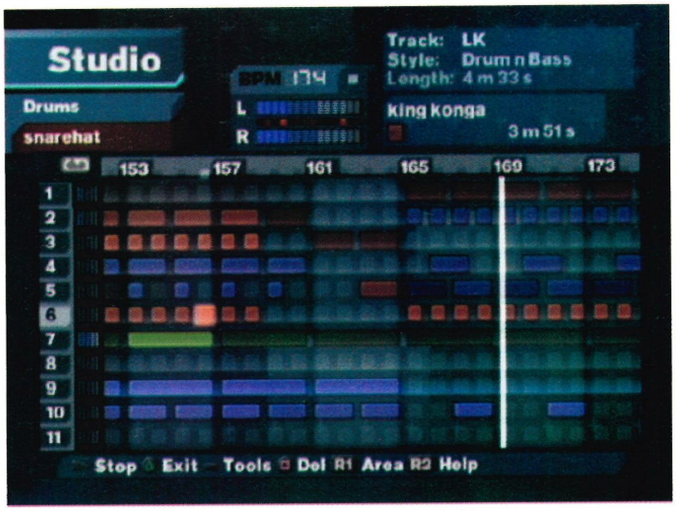
Give it a suitable name, like *Genius Part B*, or *God Is Real*.



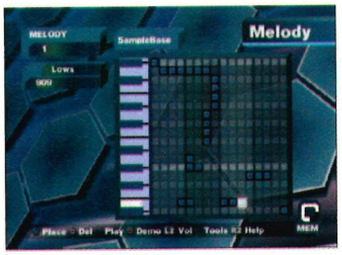
Voila. Your very own sample. That's what we call a ripping tune.

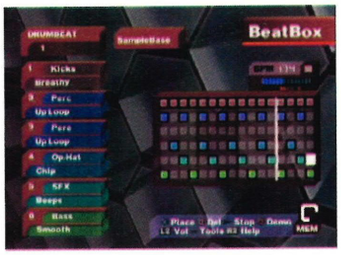
PLAYTIME





Our DJ Marky remix has to be heard to be believed. This section is the finest breakdown in the history of recorded music.





The Beatbox allows you to tailor-make the perfect beat. This one, however, is terrible.

MTV: MUSIC GENERATOR 3

THE PERFECT BEAT, THE PERFECT MUSICAL RIDE

We've always had a sneaking suspicion that remixing a tune was a piece of cake. Project: Remix *DJ Marky*. The brief: to create something dirty to reflect our newfound ragga sensibilities.

First up we get rid of *DJ Marky*'s trademark guitar riff – we're making this our own. Bring in the MC sample: 'Widda widda ruff ruff rider, ruff ruff rider.' Nice.

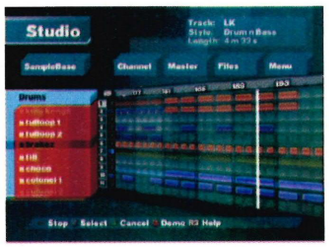
That bass riff is far too mellow for our liking. In with *Moon Walker 2* – less 'poom poom' more 'dudda-dum ba-baam-baam-baam.' Skankin', but it needs a menacing beat. The gentle loops in place are a nice intro, but don't exactly compel us to move. In with the Micky4 drum loop 'Dun dun dun dun dun dun dah dah dah.' Ooh yeah. But the transition is jarring so a few light bongos ease us through. Don't knock the bongos. That's our framework, but we need some riffs. What better for a low-down and dirty, dancehall-influenced track than some Miles Davis-esque trumpet (ask your mum)? Would you believe it? There's a trumpet sample called 'lazy miles'. We arrange it with a little more trumpet – 'horn lick' – and some light saxophone – 'saxy stab' – and we've got the mad flow. Trust us, it's beautiful.

That little example wasn't just an excuse for onomatopoeia abuse, but to demonstrate just how easy *MTV Music Generator* is to get to grips with. Whether you're starting from scratch or remixing an existing tune, *MTV*'s forté is evident. It's ridiculously easy to use as each and every sample on offer is designed to be looped. Instant bass line. Instant drum beat. Instant tune. It's not quite as freeform as it sounds though, as every composition must utilise the sound banks of one of the licensed tracks, hence tunes can sound a little samey, not to mention *dancey*. The pay off is the ease with which even musical novices can create their own tune in a matter of hours – select a sample, slap it on the screen, repeat. It's *very* beginner friendly.

Muzos can dig a little deeper for even greater control and compose riffs with a keyboard interface to exert a bit more creativity. However, we really must emphasise that whatever your skill level, afternoons will slip by amid delusions of musical prowess. If you've ever heard a song remix and thought 'How hard could it be?' *MTV* will show you: a piece of cake. ■



The main interface. It takes, oooh, about five seconds to get the hang of it all.



Putting down a track is as easy as selecting it from the menu and putting it in position.



Here's an example of how not to use the Melody constructor.

VERDICT

LOOKS

Like *Tetris* turned on its side and with a hip and funky, intuitive interface.

SOUND

Just keep swingin' it, get jiggy, get crunked up. Obvious really.

GAMEPLAY

More music ap than game, but eminently easy to use and fun too.

LONG TERM

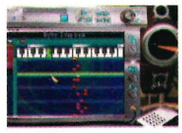
Just shake that booty non-stop, when the beat drops, just keep swingin' it.

OR YOU COULD TRY



MUSIC 3000

More powerful than *MTV*, but on the flip side, less intuitive. Natch.
ISSUE 92 **89%**



MUSIC GENERATOR

The original. Great in its day, but overshadowed by numero three.
ISSUE 77 **89%**

SUMMARY

An amazingly accessible music creation/remix program that proves to be more fun than many, many games we've played recently. Ripping your own samples adds longevity, while no one in their right mind could resist tweaking a bit of Sean Paul.

89 PERCENT

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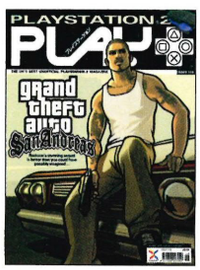
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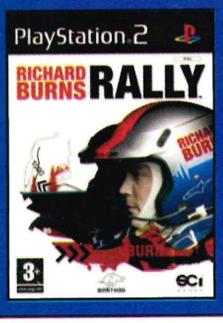
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RICHARD BURNS RALLY

INFORMATION

PUBLISHER: SCi | **DEVELOPER:** Warthog | **PRICE:** £39.99
AGE RATING: 3+ | **WEB SITE:** www.richardburnsrally.com

1-4 Player | Memory Card | Dual Shock 2

IN THE KNOW

_Endorsed by British rally god Richard Burns himself.

_Ultra-realistic rally driving throughout the game.

_Eight licensed vehicles.

PRIOR FORM

Our chum Dick Burns has been making plenty of waves about his new rally sim for over six months now. Having seen so many builds of the game at the preview stage, it's always been obvious that the aim has been realism. We just thought that the game wasn't optimised when we crashed every 100 metres.

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
ANDY HARTUP

» IF THIS GAME WAS

A PERVERSION IT WOULD BE DOMINATION

This game will punish you mercilessly for making a mistake. The only way to enjoy it is to submit totally and be made its bitch.

FIRST LEVEL


The first rally you undertake is always an exciting time.


Wow, this game's really tough. Thank Odin for the Training mode.


Bugger. It's all over after the fatal mistake made in, ooh, the third turn.


Hmm, fifth time in the ditch. This game will not tolerate failure.

PLAYTIME





It's a good job that *Richard Burns* features such sedatory scenery as the levels of pure rage that you reach as you turn every single corner are so massive, murder itself becomes understandable.


"Hey, you wanna take a ride in my new car? It goes all the way up to 50 mph without falling over."


See those brake lights? It happens a lot. Many of these screens feature an upside down car. Go figure.

RICHARD BURNS RALLY

THE WRONG KIND OF BURNING SENSATION

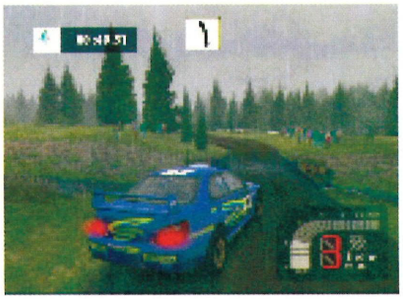
Driving the world's most advanced, beautiful and downright powerful cars at hundreds of miles per hour is one of the reasons people play games. The ability to escape the reality of your poor little, clapped out Fiat Punto into a place where you can literally tear up the road with a Subaru Impreza is the forté of the gaming console, and nowadays the visuals are more lifelike, the handling more responsive and the thrill of racing more intense. Colin McRae has dominated the rally genre for what seems like an age with his canny mix of realism and gaming artistic license, so how will new kid on the block, Burns, fare with his hardcore realism and attention to detail?

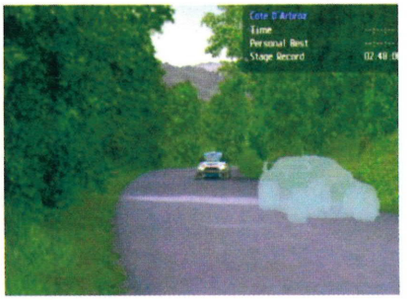
Well, *Richard Burns Rally* is proof indeed that too much of a good thing can backfire. Horribly. Not only does the game look as dull and faded as your Dad's old AC/DC T-shirt (go on, ask the man about it), but its gameplay could be the most effective way to get the unhinged bunch of malcontents in the Big Brother house to finally boil over with rage and reach for the sharper items of cutlery in the kitchen. We could almost see the ratings shooting up. It's a sad fact, but *Richard Burns* has taken the rally genre one step too far, seemingly sucking all the enjoyment out of the sport like some sort of disciplinary leech. The simple equation here is: drive fast and be punished, which makes for a great moral for young drivers, but not for gamers.

Once you've struggled through the Rally School, a mode guaranteed to



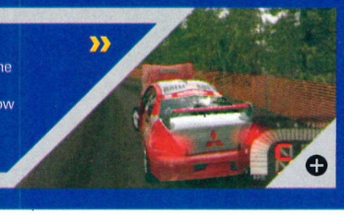
Subtle product placement from Subaru here, and especially cheeky considering the car shown is not one of theirs.

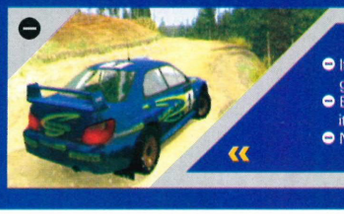

Yes! We turned the corner, stayed on the track AND took a screenshot! You have no idea how hard that was.



I'm coming for you Dicky, old chap. Your records are no longer safe, just as long as there are no corners on this track.

GOOD POINTS
- It's the most realistic rally game on the market.
- The replays are good and show off the solid graphics engine.
- Sound use of the license.





BAD POINTS
- It's the most realistic rally game on the market.
- Even when you fall off a cliff, it lacks any thrill.
- Not fun.



Yup, crashed again. Time to use the innovative 'Call for help' feature to summon the three hardest working men in rally. Again.



The replays are almost enjoyable, and watching them has a 30 per cent chance of pulling you out of total apathy.



Games should be enjoyable, and this one isn't. There's nothing thrilling about travelling around corners at 50mph in a rally title.

utterly kill off any desire you may have originally had to play the game, you'll be treated to a healthy selection of game modes. In all fairness, the bulk of the game makes for a well-rounded package, with Four player multiplayer, Challenge Richard Burns (by racing against a smart-arsed ghost car) and of course, the Career mode that takes the player through a wide range of circuits from around the world. The tracks themselves look impressive, and each country has its own distinct character that lets the player know exactly where they are racing. However, despite looking and feeling realistic, the monotony of the washed out backgrounds really doesn't invite the player back for another piece of the action. There are spectators, birds, barriers and puddles – much like in any other rally title, but they all seem to be yet another shade of grey.

In fact, grey is the operative word here. The razor sharp collision detection, extreme realism and an endless quest to out 'rally' the competition makes the game a real bore, and even serious racing fans will probably feel a little queasy at the prospect of taking *Richard Burns Rally* for a spin. The controls are sensitive, and the cars react incredibly realistically to the road surface, and this all depends on how you've tuned the vehicle in the first place. It's not a racing game for the faint hearted, and indeed, having said that, it's probably not one for anybody who isn't prepared to kneel down in total devotion to the game's unforgiving nature. It's a racer for people who wear tank-tops, can name every train that passes through Basingstoke station on a Sunday, and who have the infinite patience to build ships in a bottle. One incredibly-easy-to-make mistake halfway around the circuit and it's curtains for the race or (if you're playing in a career) possibly the whole championship.

EXTREME REALISM AND AN ENDLESS QUEST TO OUT 'RALLY' THE COMPETITION MAKES THE GAME A REAL BORE

However, on the flipside, if you can handle pain, there are plenty of rewards to be reaped. The number of unlockables is adequate without being unrealistic, and the replays, while not exactly photo realistic, are reasonably well edited. Were it not for the fact that you spend half the time watching the hard working recovery crew fishing your car out of a ditch, the replays might have caused a stir of pride in the player, as they see their trusty Impreza steaming to victory from a number of dynamic angles. *Richard Burns Rally* does sound the part, and SCi has clearly made plenty of effort to include as much licensed music as possible to complement the impressive sound effects and excellent quantity of official rally cars. The whole game feels like a real effort was made to provide gamers with a first-class rallying package, replete with an awesome level of realism that could have blown *Colin McRae* right off the track. Unfortunately, no one appears to have remembered to test the game before release, leading to the fact that Warthog's racer lacks the thrill that is present in almost any other racing title. It seems odd to criticise a game for having an excess of what is usually considered a positive quality, but this level of realism is really only for the type who can handle excruciating frustration and pain – and enjoy it. ■

WHEELISM

What could be more unrealistic than magically reappearing on the track after your car disappears down an unrealistic ravine? It's this kind of reality-interruprtion that *Richard Burns* has tried hard to steer clear of. On the whole, this may have resulted in a pretty lacklustre racing game but it did also lead to a nice few touches, to which we can't help but holler "Welcome, dear friend!" Among the horde of realistic features in this game is the man-powered restart, which radically changes the restart formula, and as a result, some might say, re-invents the rally game genre as a result. When you find yourself arse over tit in *RBR*, you'll need to travel into the pause menu and call for help. This prompts an animation whereby your vehicle reappears on the track – with little men pushing on the bonnet and then running away. Ho ho! More foul videogaming trickery exposed by the harsh realism of *Richard Burns Rally*. Despite this realism, it's impossible to run down your helpers, which made us very angry indeed.



Such catastrophes no longer lead to a magical reappearing act but to men giving you a push-start.

VERDICT

VERDICT

LOOKS

Realistic, if intensely mind numbing backgrounds and excellent crash detail.

SOUND

The sound effects are great, slotting in nicely with the whole realism ideal.

GAMEPLAY

Ultra, super, mega, hyper-realism leads to a very frustrating experience here.

LONG TERM

Depends upon how much pain you can take. We couldn't take that much.

OR YOU COULD TRY



COLIN MCRAE RALLY 04

The king of rally games. Blending realism with speed to ensure a great rally title.
ISSUE 107 93%



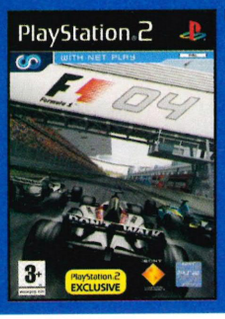
RALLY CHAMPIONSHIP

Not bad by any means, but it does have a sense of blandness in the design.
ISSUE 90 85%

SUMMARY

***Richard Burns Rally* manages to deliver on its promises of unparalleled realism, but as a game, it falters and stalls at the starting line. Although all the modes and licenses are there, nothing can make up for the fact that playing the game is utterly dull.**

59 PERCENT



FORMULA ONE 04

INFORMATION

PUBLISHER: SCEE | **DEVELOPER:** In-house | **PRICE:** £39.99
AGE RATING: 3+ | **WEB SITE:** www.playstation.com

1-4 Player | Memory Card | Dual Shock 2

IN THE KNOW

- 18 races over four continents, just like the real thing!
- Ten official teams just like the real thing!
- 20 official drivers kind of just like the real thing!

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
ANDY HARTUP

» IF THIS GAME WAS

A PASTIME IT WOULD BE STAMP COLLECTING

Requiring total devotion to the sport, and a healthy appetite for patience, *Formula One 04* is the pursuit of purist F1 fans only.

FIRST LEVEL



Firstly, choose yourself a team. Just make sure it's a worthwhile choice.



Now to choose a driver, although they are all the same in this mode.



Next up, a location. Wow, this game really does have all the tracks.



And now to race/put up with the game's annoying commentary.

PLAYTIME





It will be a while before you learn to avoid little mishaps like this, as the game does expect you to have the skills of Ayrton Senna and Michael Schumacher's mutant lovechild.





A little like *Formula One 2003*, only with shinier cars and a slightly less unbeatable Ferrari team.

FORMULA ONE 04

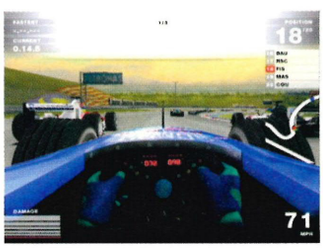
GENTLEMEN, START YOUR ENGINES. AGAIN

Before the days of console games, death was the only certainty in life. Well, old father time has himself a new bed-fellow, as the yearly licensed update joins him in the growing list of life's inevitabilities. So, without further ado, Sony brings you all *Formula One 04* (note the edgy new '04', because as *Colin McRae* proved, the '20' part is just sooo two years ago).

As with every yearly update, the game comes with every licensed option imaginable, so basically, if it's in Formula One racing, it's in this game. Aside from the wealth of presentation gimmicks, there is a hearty Career mode that enables you to create a profile and build it up through the seasons – eventually being able to kick Schumacher out of the Ferrari team at the height of your racing power. There is all the usual rubbish, from stats you rarely look up, to emails about what David Coulthard ate for dinner last night that you'll never read. In short, this is a Formula One enthusiast's dream come true. The awkward racing, dull tracks and generally unforgiving gameplay will have the average F1 fan whipped up into a frenzy, and we're sure they'll already be on the phone to a Broadband provider to start the lengthy process of setting up network play for the game's online modes and although action-packed Formula One races are planned, chances are the online servers will fill with the Nigel Mansells of the gaming world as they discuss which team has signed them for the 2007 season.

THE GAME COMES WITH EVERY LICENSED OPTION IMAGINABLE

Aside from the Simulation and Career modes, there is an Arcade option, which is included to appeal to the racing luddites that want some enjoyment from their games (God forbid). Choosing from any track and any car in the world, Arcade places you in a straight, three lap dash for the finish, with handling that would make purists breakdown and weep in despair. And it would be enjoyable too, as the detailed racers and sense of speed really add a great feeling of actually competing against the world's elite, were it not for the commentary. No, not provided by the delightful Murray Walker, but instead by a camp, American generic voice that cheerily dispenses cod-racing factoids at the most inappropriate moments. Being told, "Hey, you need a pit-stop" whilst fleeing the wreckage of your flaming vehicle, lodged firmly in a tyre wall, is at best annoying, and at worst ridiculous. A poor attempt to bring Formula One to the masses, *04* is the perfect showcase for that time-honoured expression 'for the fans only'. ■



It's a car sandwich and when you're in an incredibly flimsy car, the only outcome is hurt.



The Arcade mode gives the player plenty more scope for dirty driving than the Simulation.



This driver gives the usual reaction when he's ruthlessly cut-up by another, reckless individual.

VERDICT

VERDICT

LOOKS

Generally a dull looking game, only redeemed by some detailed car models.

SOUND

The vroom of the engines is authentic, yet oddly quite grating after a while.

GAMEPLAY

Simulation mode delivers, but the Arcade mode is fairly poor.

LONG TERM

Licenses, online play and careers make this a keeper (for fans).

OR YOU COULD TRY



F1 CAREER CHALLENGE
An innovative title that rejuvenated the tired Formula One genre.
ISSUE 104 **89%**



FORMULA ONE 2003
The last game in the series, and probably not a whole lot different to this one.
ISSUE 105 **78%**

SUMMARY

The addition of Network Play and an extensive Career mode make this a worthy purchase, but we're willing to bet that fans of the sport already own an F1 sim, which is probably virtually identical. Worth a look for fans with a Broadband connection and cash to burn.

68
PERCENT



.HACK//MUTATION

INFORMATION

PUBLISHER: Atari | **DEVELOPER:** Cyber Connect | **PRICE:** £39.99
AGE RATING: 12+ | **WEB SITE:** www.atari.com

1 Player | Memory Card | Dual Shock 2

IN THE KNOW

- Part two of the story, the first part being *.hack//INFECTION*.
- Not really online, which is a point we still have to emphasise two games in.
- Free DVD!

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
KENDALL LACEY

» IF THIS GAME WAS

A MOVIE IT WOULD BE KILL BILL VOL. II

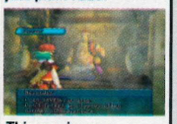
It looks like a sequel but is in fact just a continuation of he original, expanding the story and going a little deeper into the tales of the characters

STAND OUT MOMENTS

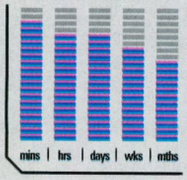

If you want to gain information, then you need to talk to people.

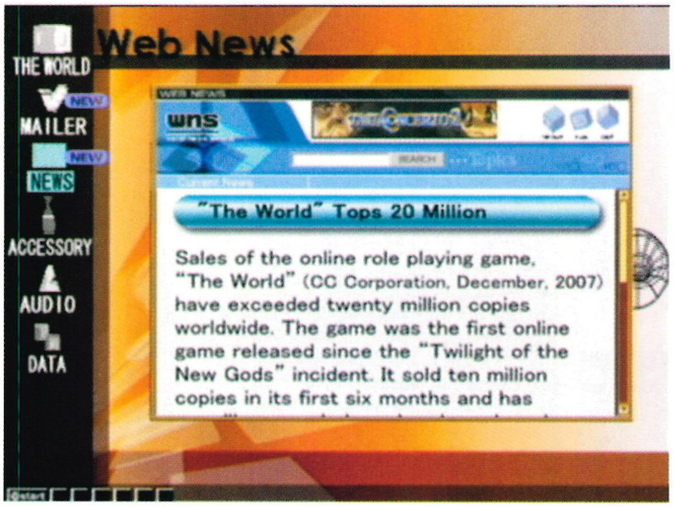

Some people are always ready to say hello to you.


Beware though, some of the characters are just plain rude!


This guy is very important as he allows you to save the game.

PLAYTIME





Always log onto the world and read the press releases to find out all the latest news. Who knows, it may prove helpful.




Sometimes opening treasure chests can backfire as they are often booby trapped.

.HACK//MUTATION

GET READY TO JACK BACK INTO THE BIGGEST RPG AROUND

When is a sequel not a sequel? When it is the continuation of a story that was always designed to be told in four chapters. Confused? Then let us try and explain what is going on here. *.hack//MUTATION* follows hot on the heels of *.hack//INFECTION* and later on in the year, the story will be sown up with another two videogames. These are only a small part of the *.hack* universe though, with some anime and comic books filling in the blanks.

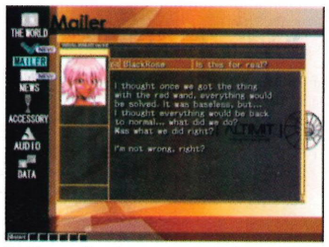
Now, the problem with all this of course, is that if you missed out on the original game you'll lose much of the story, despite a quick recap at the start of the game. Even more confusingly, the game dispenses with the Training mode, naturally presuming that anyone who purchases *MUTATION* is already familiar with what is going on. It's good to not have to wade through a load of stuff you already understand, but it means that the game will be incredibly daunting for any non-PLAY reader who decides to innocently pick this up on a whim.

So to the story then, which once again focuses on Kite, who is a regular in the MMORPG world of The World and is trying to find out why players are seemingly falling into comas whilst experiencing the online adventuring (in the original, Kite's comanion, Orca, was struck down in the real world having been defeated in battle inside The World...). In the first game, there were many parts of The World that Kite could not visit due to his lack of experience, but by the end of *INFECTION*, he'd grown in reputation and so there is a whole new server here for you to visit. Kite is also much more powerful here, with the ability to reduce enemies to lines of code, which comes in extremely useful as the foes here are just as tough to defeat as before! Handily, those who played through *INFECTION* can carry their stats and items across to this second game – although if you don't have a save, don't worry, Kite still begins with some impressive powers.

MUTATION IS MORE OF THE SAME, WHICH IS GOOD ENOUGH AS THE ORIGINAL WAS ENTHRALLING

Basically, *MUTATION* is merely more of the same, which is good enough as the original kept us enthralled to the end. Once again the game comes with a bonus DVD, so anyone already familiar with the world of *.hack* should be suitably impressed with this second package. See you at part three! ■


The large online landscapes that characterised *INFECTION* are still present.



The email update system is both a cute and effective way of passing on information.


Kite will be as powerful as he was when you finished *INFECTION*.

VERDICT

VERDICT

LOOKS
The world of *.hack* continues to grow and there are plenty of bizarre visuals to enjoy.

SOUND
Exactly what an RPG needs, the usual sweeping epic score and quirky noises.

GAMEPLAY
If you've played *EverQuest* you know what to expect – just expect it to be offline.

LONG TERM
If you've mastered the first instalment, you're likely to speed through this one.

OR YOU COULD TRY

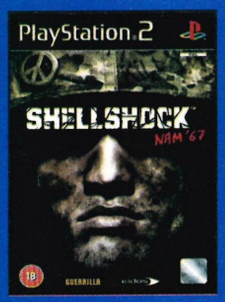

HACK//INFECTION
You'll need to pick up this game before you venture into *MUTATION*.
ISSUE 114 **80%**


FINAL FANTASY X
It may be getting a little long in the tooth but this is still the PS2's best RPG.
ISSUE 90 **94%**

SUMMARY

Now with part two of the story, we get to delve deeper into the lives of the characters and, as is often the case with sequels, things get darker and more bizarre too. Naturally, the offline idea lacks the surprise of the original, but this is still an engrossing and enjoyable RPG.

78 PERCENT



SHELLSHOCK: NAM '67

INFORMATION

PUBLISHER: Eidos | **DEVELOPER:** Guerrilla | **PRICE:** £39.99
AGE RATING: 18+ | **WEB SITE:** www.shellshockgame.com

1 Player | Memory Card | Dual Shock 2

IN THE KNOW

- First PS2 game set in the Vietnam war.
- Features licensed music from the Sixties.
- Tastefully circumscribes politics for glory.

PRIOR FORM

Shellshock developer Guerrilla had better have its plane tickets ready, because they've never released a PlayStation game before this, and if their next title, the much anticipated *Killzone*, ends up falling at the final hurdle, we're sending the boys round.

REVIEW

RELEASE DATE
SEPTEMBER

WRITTEN BY
WILL JOHNSTON

» IF THIS GAME WAS

A WAR MOVIE IT WOULD BE ON A SCRATCHED DVD

The film starts to discuss man's inhumanity to man then JUMPS to the cool fight bits and GI sex.

STAND OUT MOMENTS

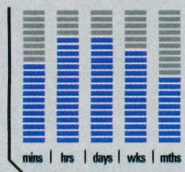

We greet Charlie with a barrage of heavy machine gun fire.


Lean into the doorway and take out the guard by taking off his head.


There are too many of them to snipe, need find a bigger gun.

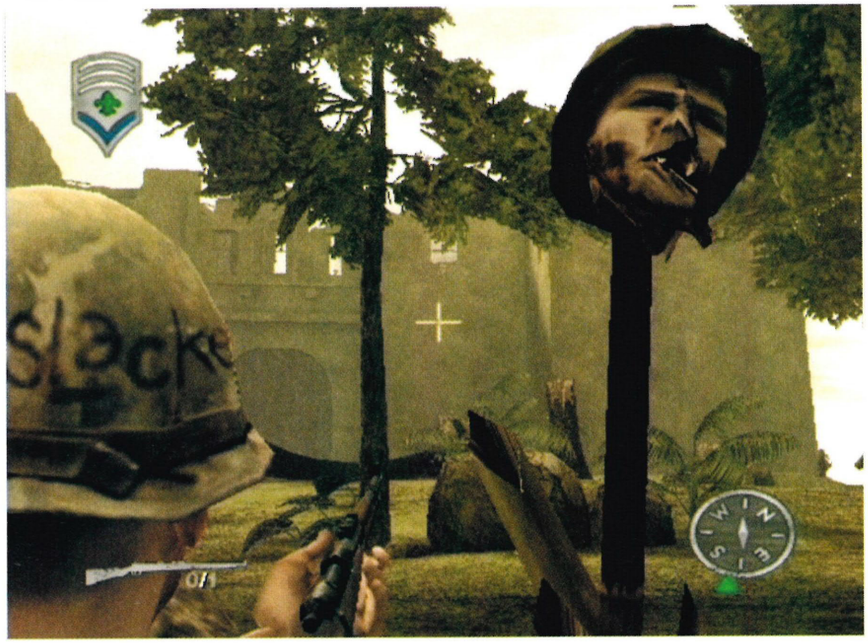

Ever smelt napalm in the morning? No? It smells like petrol – easy.

PLAYTIME




There is a very definite atmosphere in the filmic nature of the visuals.


This shot just gets us excited about *Metal Gear Solid 3*. Camouflage is the future. Or at least for 2004.


Another chance to use PLAY 114's excellent caption: "Looks like this guy lost his head in the heat of the moment. No wait, we can do better: The guy was a nobody anyway."

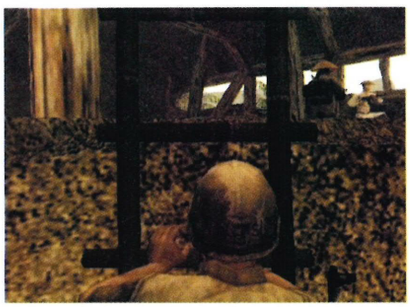
SHELLSHOCK:

YOU SEE HIS ****ING HEAD COME APART? LOOK AT THAT... NEVER SEEN BRAINS LIKE THAT BEFORE – JESUS ****ING CHRIST!

But what happens if the bullet doesn't shower brains against the jungle floor? What if it goes right through and just takes off the jaw? Don't worry. You won't see a man trying to scream without a face, silk white teeth mocking their way through fresh crimson growths. Even professional snipers say that such sights were not for man to see, so it's a jolly good job that this one-way tour of duty doesn't feature quite that level of dehumanising horror. And this is a horror, or rather it's a game based on a specific war and, further still, specific horrors of that specific war. There are no politics here, no heroic struggle against a definable evil whilst shrouded in a *Medal Of Honor*. The enemy commit atrocities, you execute captured Viet Cong soldiers and, if you play like us, will have fired an RPG into the back of a screaming woman as she ran away from her village. Not much left of her now. An arm here, a foot there, mixed offal. It's cool, though. She was VC. You know that – you found a weapons stash in the haystack. Wasn't armed, but she was definitely Victor Charlie.

There are two reasons why, we assume, there haven't been that many console games based on the Vietnam War. Firstly, jungles are complex, organic biomasses, too delicate and fine to be explained by an underpowered computer chip. Secondly, it's still recent history, a fresh wound that still twitches whenever American servicemen and women are sent across the globe. Guerrilla has almost nailed the first problem, and quite obviously couldn't give a double-damn about the last. The game plays out as if all the nasty bits from every Nam movie ever made have been spliced together and made interactive entertainment. It's a testament to the quality of the title that it doesn't feel quite as exploitative as it so obviously is. In fact, it feels pretty good. Killing has rarely been so pleasurable.

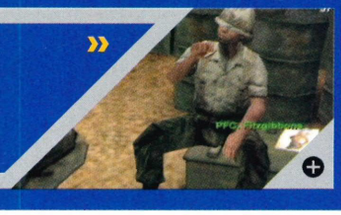
Things move fast in The Nam. *Shellshock* opens with your character arriving in country, forming up with other soldiers and going out


Sneak your way through the tunnels and up on a Charlie gun position, knives ready.


Once your talents are noticed, you join the Special Forces and the killing gets surgical.


Film grain and delicately lit textures describe The Nam effectively. Or so films have led us to believe.

GOOD POINTS
- An alert, unrelenting enemy.
- Mixture of stealth and 'I AM WAR' attitude.
- Excellent weaponry.



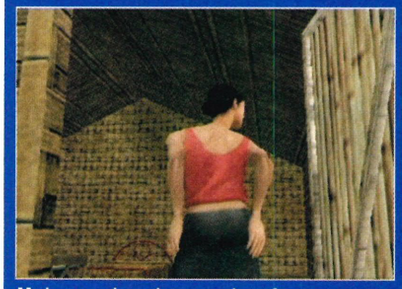


BAD POINTS
- Beautiful jungle gives way to occasional pop-up.
- Lay flat and you can't aim your rifle high.
- Bullet in chest = survivable. Fall two metres =yer dead.

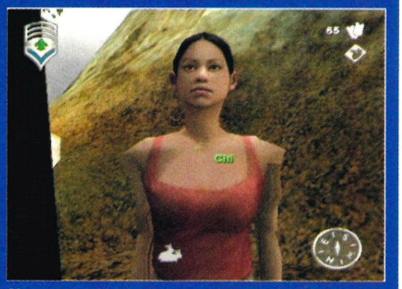
A VC/VD DOUBLE-TRIP

AND IT AINT TOO GODDAMN BEAUCOUP

We hadn't visited a prostitute since the day *Vice City* was confiscated from the office, so you can imagine our frustration. While on your tour of duty you will find medals, insignias and other bits of Cong belongings that you can trade back at base. With the right connections you can use your profit to visit one of Mama San's local girls who would very much like to make clean boom-boom with you. Man, did we go through hell to play a game of poker with these gals. Many men died, we got laid. Or at least we made the shutter on a hut slap shut as we spent our sexual rage. You can exterminate an entire village, but you're not going to see the transmission of VD first-hand. Oh well, so sex and death remain conjoined at the hip just as they should be.



Me love you long time, or at least for ten seconds. The camera remains outside the hut.



No, you can't take her on a mission like Sean Penn did in *Casualties Of War*.





NAM '67

on a mission. This is your war, if you want to shout orders then September will see you happy with the more strategic *Conflict: Vietnam*. All you have to worry about in *Shellshock*, however, is *obeying* orders (and not dying). Investigate this area, free those POWs, search for a possible VC arms cache in a village... This is your war, and for a grunt, war isn't that complicated. By focusing on action, Guerrilla has left you to play with all the toys and situations your repressed inner psychopath yearns for. Move your weapon and your targeting reticule will spasm, as it calms down so your shot gets more accurate. It's an old trick, but one that works well here. You're not only rewarded for the patience needed for a skilful head-shot, you are rewarded for panicking and spraying a mass of assaulting enemy soldiers with a heavy calibre weapon. A game with a bigger eye for simulation would make such casual slaughter far more haphazard – here you can just about pull your stammering weapon around the target area as bodies fragment. The blend is seamless. One minute you're opening the throat of a sentry, the next you've blown your cover and are fighting for your life with any weapon you can find. And there are plenty of weapons to play with, each with enjoyable characteristics to savour. Not all rounds will explode a head like a watermelon as a fleshy geyser sprouts heavenward, but some do. Freedom is all about choices, after all.

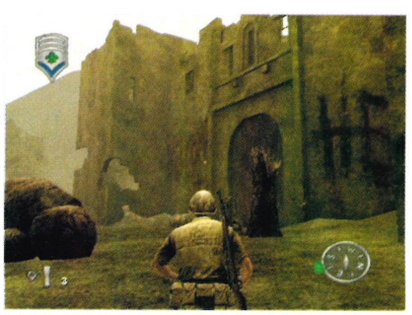
All the fun of tagging the enemy is tied together with an admirable level of hyper-reality that manages to convince you that the game is taking a realistic stance, while so obviously being no more genuine an experience than if you had read the story in a comic. Everything is heightened, almost to the point of self-parody. The gore, the villainy of your enemy, the clichéd patter of your comrades – it's all so over the top. Between missions you can trade any trophies you've found for a variety of drugs, pornographic postcards and even passes to see the local hookers. The drugs aid your nerves during combat while the rest is there because if you spliced together all the best bits from every Nam movie ever made you'd have to have hookers and porn. We're not going to dwell on the occasional issue of trees drawing in over the horizon, or areas of a level map that couldn't be more obviously The Edge Of The Game if they were patrolled by Pac-Man, because the rest – the death, the jungle and their carnage – are handled with such grim style that anything that reminds you that you're playing a game can only be seen as a good thing. Hell is the impossibility of reason and if you don't think that Vietnam was hell, then you're obviously insane. ■



It's fair to say that in Vietnam, the grass is most excellent.



The best way to cut a throat is to stick the blade under the windpipe, and push out. Splash.



This temple is the Cong version of Kurtz's compound from *Apocalypse Now*.

VERDICT

VERDICT

LOOKS

Excellent texture work and delicate lighting mix for pleasant visions.

SOUND

The music in the base to the atmosphere of the jungle is, well, sound.

GAMEPLAY

Kill the enemy. Search for the enemy, defend yourself from the enemy. Sweet.

LONG TERM

Your tour of duty will be swift but memorable, without leaving deep scars.

OR YOU COULD TRY



MOH RISING SUN

Tries so very damned hard, but isn't as impressive as *Shellshock: Nam '67*.
ISSUE 110 81%



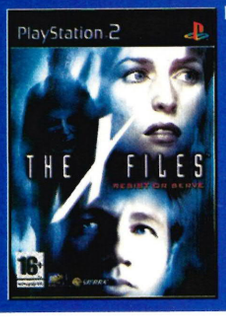
SOCOM: US NAVY SEALS

More tactical and at least three times as complicated as *Shellshock*.
ISSUE 96 84%

SUMMARY

A violent shoot-'em-up that wears all the right uniforms and is trained in the art of the occasional silent kill. It swears, it shows disfigurement and it shows unstable GIs but gets away with it by not ever looking too hammy and by providing an enjoyable romp of a war game at the same time.

83 PERCENT



X-FILES: RESIST OR SERVE

INFORMATION

PUBLISHER: VU Games | **DEVELOPER:** Black Ops Entertainment | **PRICE:** £22.99 | **AGE RATING:** 16+ | **WEB SITE:** thex-files.vugames.com

1 Player | Memory Card | Dual Shock 2

IN THE KNOW

_Basically a point-'n'-click adventure.

_Trapped in *X-Files* season 7.

_Features recognisable likenesses albeit without lower eyelids.

REVIEW

RELEASE DATE
OUT NOW

WRITTEN BY
MAT HODDY

» IF THIS GAME WAS

A MYSTERY IT WOULD BE ONE SOLVED BY SCOOBY DOO!

A jolly enough affair, with a few unnerving moments, until you get to the end and realise just how dispensable the entire experience was.

FIRST LEVEL



Red Falls is a dark and spooky place filled with zombies.



Fumbling in the dark leads us to a cheap, deserted motel.

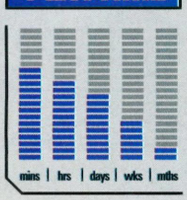


Inside the motel office we find a handy map and a key to room six.



There's not much here, only a zombie, which we kill and frisk for fun.

PLAYTIME





Mulder took offence to the fact that he was a nerd. Curiously, he didn't mind the 'Your face looks like plastic' comment.



Ah, Scully. Today she believes, but by tomorrow she'll be as sceptical as ever. Bless her indecisive heart.

X-FILES: RESIST OR SERVE

THE TRUTH IS DESTINED TO BE MILKED UNTIL DEAD

It's quite telling that a license once as big as the *X-Files* should now find itself in budget release domain. However, *X-Files: Resist Or Serve*'s budget £22.99 price tag should be low enough to entice both fans of the series, who still refuse to accept its demise, and fans of the point-'n'-click genre, who, erm, still refuse to accept its demise.

Masquerading as a trio of 'lost' episodes from season seven of the series (before Mulder gave way to Doggart and it all went a bit ridiculous), the game itself is split pretty evenly into six levels, each of which constitutes half an episode. What's more, Black Ops has given each of the episodes a cliffhanger ending, ensuring that the game never falls into 'plodding' territory.

Beginning in the Rocky Mountain town of Red Falls (a very dark *Silent Hill*-alike without the drop-off), players switch between Mulder and Scully as they avoid/shoot zombies and try to solve some of the brick-wall-linear puzzles dotted around the area. Some of these give way to narrative trigger events, while others will lead to having to shoot some more zombies (or, later, evil floating psionic kids). You get the idea, we're sure – it falls somewhere between last year's *Broken Sword* sequel and the original *Resident Evil* (before Capcom remade it with improvements). The *Resident Evil* comparisons can even be stretched to being able to choose between Mulder and Scully for each level, which is a choice that results in some satisfying story branching.

Resist Or Serve also includes a few sub-challenges (like performing a messed-up alien autopsy with Scully), while many locations included in the game (the Tunguska wasteland, for example) will probably be visibly recognisable to anybody whose unhealthy fascination with the show has lingered into this century. Additionally, despite the fact that a lack of lower eyelids (surely a simple programming addition?) makes all the character models look more frightening than the monsters on show, the developer has done a fair job of rendering Duchovny and Anderson, and has even trawled the streets to dig up some of the series' other regulars. Black Ops has also been sure to hold a decent balance between action gaming and puzzle solving, but the puzzles are so arbitrary that even a seasoned adventure gamer may have some trouble looking for that one buried, shiny pixel denoting a missed interactive item. No classic, then – but we've seen far worse licensed titles in recent years. ■

PUZZLES ARE SO ARBITRARY, EVEN A SEASONED ADVENTURE GAMER MAY HAVE TROUBLE



Mulder is just as reserved and monotonous when being attacked by the undead. Was his charm really dry humour or was it just bad acting? Doo-doo-do-do-do-dooo.

VERDICT

VERDICT

LOOKS

It's all very adequate, but hardly testing the boundaries of the PS2.

SOUND

Suitably spooky and atmospheric with, of course, *that* theme tune.

GAMEPLAY

Maintains a good balance although some puzzles are just too vague.

LONG TERM

Would you like to play through as both characters? Somehow we doubt you will.

OR YOU COULD TRY



BROKEN SWORD

An acceptable return for one of the all time great adventure games.
ISSUE 110 **82%**



MONKEY ISLAND

Formerly a genre classic: oh Guybrush, why hast thou forsaken us?
ISSUE 79 **80%**

SUMMARY

It's not particularly well-timed, and it's definitely not a brilliant example of its genre, but nonetheless *X-Files: Resist Or Serve* still manages to be a cheerful, competent enough affair, with plenty to interest gamers and X-Philes throughout its fairly budget-priced duration.

62 PERCENT

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Conquest 1773

You are a hero trying to find the keys to get out of the castle Each key opens the door to the next level

PLgame CQ1773

Compatibility:
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Flight Fight

An arial mayhem! Enemy planes attacked an airbase. You the only one to save the day

PLgame FF

Compatibility:
Nokia Nokia 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6800, 7210,7250(i), 7650, 3650, 3660, N-Gage

Hudson Blade

Confidential agent Blade on his mission to destroy a group of terrorists working on biological weapon

PLgame Hudson

Compatibility:
Nokia Nokia 3510i, 8910i, 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650, 3650, 3660, N-Gage

Battle for Titan

You are a space pilot,defending post orbiting planet Titan Prime in Alpha Centaury star system

PLgame battle

Compatibility:
Nokia 3410, 3510i, 8910i, 6310i, 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6800,7210,7250(i), 7650, 3650, N-Gage, Siemens M50, C55, M55, SL55, MC60, Motorola T720,T720i, Sharp GX10, SonyEricsson P800

City knights

Fight against the NY gang leaders. You either win or face total humiliation in the gang's ghetto

PLgame Cityk

Compatibility:
Nokia 3100, 3200, 3300, 5100, 6100, 6200, 6610, 7210, 7250(I), 7650, 3650, N-Gage

Apache Mission

Choose your aircraft and military skill to complete 15 unique missions. Amazing war climate.

PLgame Apache

Compatibility:
Nokia Nokia 3510i, 8910i, 3100, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650

B- Man

Find your way out through mazes and caves, where danger is waiting for you

PLgame bman

Compatibility:
Nokia 3100, 3200, 3300, 5100, 6100, 6200, 6610, 6600, 6800,7210,7250(i), 7650, 3650, 3660, N-Gage, SonyEricson T610, T616, Z600

Air Command

Manoeuvre your attack helicopter through a mountain tunnel of ever increasing danger

PLgame Aircommand

Compatibility:
Nokia 3100, 3330, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650, 3650, N-Gage, MotorolaT720, T720i

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Kevin Lyttle_Last drop	PLtone Lastdrop
Anastacia_Left outside alone	PLtone Outside
Kristian Leontiou_Story of my life	PLtone Storyof
Cassidy ft R.Kellly_Hotel	PLtone Ho
Usher ft Ludacris_Yeah	PLtone Yeah
Maroon 5_Harder to breathe	PLtone Harderto
Linkin Park_One step closer	PLtone Onestepcloser
Keane_Somewhere we only know	PLtone Onlyknow
Faithless_Mass destruction	PLtone Destruction
Christina Milian_Dip it low	PLtone Diplow
Hoobastank_The reason	PLtone Thereason
Kurt Nilsen_She's so high	PLtone Shessohigh
Kurt Nilsen_Here she comes	PLtone Hereshec
Blue_Breathe easy	PLtone breathe
Special D_Come with me	PLtone Comewithme
Deepest blue_Is it a sin	PLtone isitasin
Boogie Pimps_Sunny	PLtone Sunny
Britney Spears_Toxic	PLtone btoxic
Avril Lavigne_Don't tell me	PLtone Donttellme
Busted_Air Hostess	PLtone Airhostess
The Darkness_I believe in a thing called...	PLtone Calledlove
Christina Aguilera_Dirrty	PLtone Dirrty
Him_Join me	PLtone Join
Atl_Calling all girls	PLtone Callingall
Linkin Park_Faint	PLtone Faint
Lenny Kravitz_Are you gonna go	PLtone Areyou
Red Hot Chilli Peppers_Californication	PLtone Californication
Eminem_8 Mile	PLtone 8mile

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Michelle McManus_All this time	PLtone Alltime
Beyonce_Crazy in love	PLtone Crazyinlove
Room 5_Make luv	PLtone Makeluv
Eminem_Hailie's song	PLtone Hailies
Kelly & Ozzy Osbourne_Changes	PLtone Changes
Craig David_World filled with love	PLtone Worldfill
Alistair Griffin_Bring it on	PLtone bring
Scooter_Jigga jigga	PLtone Jigga
Evanescence_Bring me to life	PLtone bringme
Red Hot Chilli Peppers_Fortune faded	PLtone Fortune
Evanescence_Going under	PLtone Goingunder
Sam & Mark_With a little help from...	PLtone Withhelp
Alicia Keys_You don't know my name	PLtone Knowname
Gareth Gates_Anyone of us	PLtone Any1ofus
Westlife_Mandy	PLtone Mandy
Black Eyed Peas_Where is the love	PLtone Wherelove
Ludacris_Act a fool	PLtone Actafool
Boogie Pimps_Somebody to love	PLtone Tolove
Avril Lavigne_Sk8er boy	PLtone Skaterboy
Wayne Wonder_No letting go	PLtone Noletting
Pink_Don't let me get me	PLtone Dopink
Obie Trice feat..._The set up	PLtone Setup
Gareth Gates_Spirit in the sky	PLtone Spiritsky
Stereophonics_Moviestar	PLtone Moviestar
3 Dors Down_Here without you	PLtone Without1
Holly Valance_Kiss kiss	PLtone Kissx2
Robbie Williams_Feel	PLtone Feel
User_Do you	PLtone Doyou

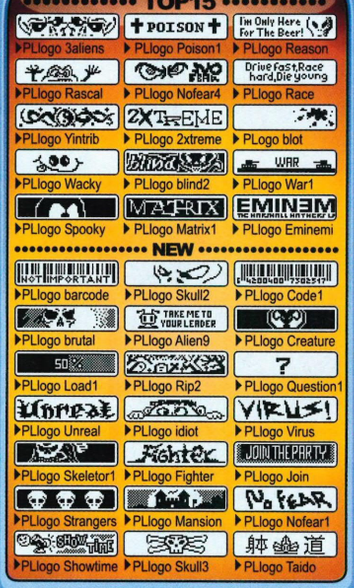
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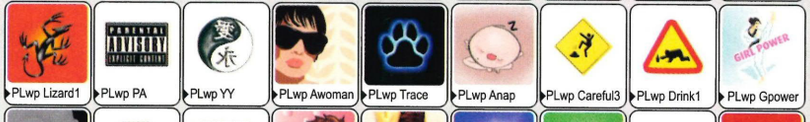




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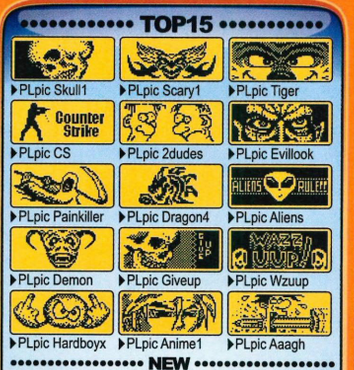


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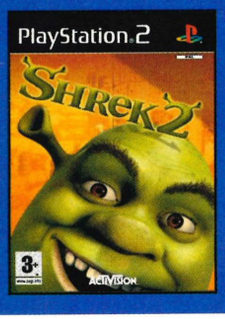


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SHREK 2

INFORMATION

PUBLISHER: Activision | **DEVELOPER:** Luxoflux | **PRICE:** £39.99
AGE RATING: 3+ | **WEB SITE:** www.shrek2thegame.com

1-4 Player | Memory Card | Dual Shock 2

IN THE KNOW

- Four-player simultaneous gameplay ie you can play as Donkey.
- Features voiceovers from the film ie you can hear Donkey.
- Sticks closely to the film's storyline.

REVIEW

RELEASE DATE 18 JUNE

WRITTEN BY CHANDRA NAIR

» IF THIS GAME WAS

A DOUGHNUT, IT WOULD BE AN ICED DOUGHNUT WITH A VODKA JELLY CENTRE.

Sweet as you like but there's stuff for the more mature gamer in there as well.

STAND OUT MOMENTS



It's Hero Time! The Mirror On The Wall introduces the character.



Puss In Boots has to be our favourite character of them all.

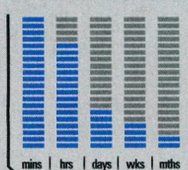


He can dart around with his blade, walk the tightrope...



...and even slide down a slope while attacking. What a cat.

PLAYTIME





Using the characters to help each other out is one of the game's strong points as it really plays on the character interaction.





There are loads of bonus games to be found, such as dragon riding.

SHREK 2

YET ANOTHER LAME MOVIE TIE-IN?

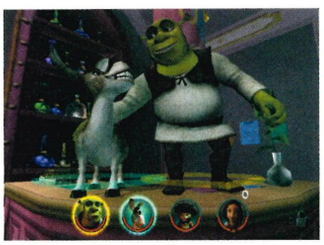
In a galaxy far, far away... exists a world of fairytale creatures. Well they have to live somewhere, and Dreamworks' money-spinning fantasy world seems as good a place as any. Now we already know what you're thinking: that other *Shrek* game was a worse experience than sucking the dead skin off granny's toes but hold up a second and give it a chance. You see, after TDK Mediactive royally screwed up Dreamworks' license, Activision decided that it could do a far better job, bought up the license, and passed on development responsibilities to the people who developed *True Crime*. Hmmm... so far, so average.

Anyway, enough with the history, because *Shrek 2* is a surprisingly good game. We'll dispense with the clichéd end-of-review disclaimers already and tell you right now that you have to be a fan of the film to go anywhere near this. From our experience you either love or hate the first *Shrek* film, and if Mike Myers' sense of humour and characters don't appeal to you, you're going to be cringing within 10 seconds of hitting the power button (well, maybe 45 seconds). That said, *Shrek 2* certainly isn't aimed at adults, which is strange because adults get a lot more out of the film than kids do.

THERE'S NO WAY WE'D PAY 40 QUID FOR EIGHT HOURS OF GAMEPLAY

The game takes on the form of a whack-'em-up adventure. Characters from the film roam around a 3D world, exploring, completing tasks, and generally attacking anything they come across. Each character has a standard attack and a special move, and it's these moves that define the character's use in the game. For example, Shrek can pick up large objects and place them on switches, whereas Puss In Boots can walk tightropes to get to otherwise inaccessible platforms. In Single-player mode you can select between the four characters at the tap of a button. The computer controls the other three, and if one character dies, they sit around unable to do anything until all the enemies in that area have been defeated. Every now and then bonus levels appear, giving a specific character the chance to have some 'Hero Time'.

For the audience that the game is so blatantly directed at, *Shrek 2* is a fantastic game. It captures the spirit of the film perfectly. There are a few problems with characters getting stuck behind objects but it doesn't happen very often and it's simple to solve. The only real downside is the game length. We finished it in under eight hours, and while we had fun with it, there's no way we'd pay 40 quid for eight hours of gameplay. Without a doubt, one for the kids. ■



Let the characters sit around for a while and they touch each other.



To me, to you, to me, to you, to m – *kaboom!!* DOH!

VERDICT

VERDICT

LOOKS

Not quite as good as the film, but it was never going to be.

SOUND

Exactly what you expect from this particular license – lots of Eddie Murphy.

GAMEPLAY

It's good fun, plain and simple, but unfortunately, only while it lasts.

LONG TERM

For most people it will just be way too short to justify the cost.

OR YOU COULD TRY



HARRY POTTER: COS
Aimed at a similar audience although far less of a game than *Shrek 2*.
ISSUE 98 **50%**

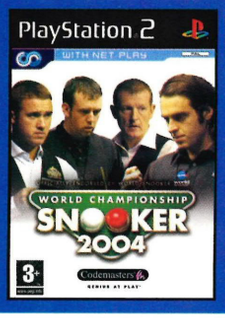


LOTR: RETURN OF THE KING
It's a film tie-in, and it's hack 'n' slash-tastic. What more similarities do you need?
ISSUE 107 **77%**

SUMMARY

A multiplayer basher that recreates the film perfectly. It looks good, it sounds good, the gameplay is varied enough to stop your mind wandering, but... it's far too short. The under 12s audience will lap this up, and it will probably last them a lot longer.

74 PERCENT



WORLD CHAMPIONSHIP SNOOKER 2004

INFORMATION

PUBLISHER: Codemasters | **DEVELOPER:** Blade Interactive | **PRICE:** £39.99 | **AGE RATING:** 3+ | **WEB SITE:** www.codemasters.co.uk/snooker2004

1-2 Player | Memory Card | Dual Shock 2

IN THE KNOW

- Commentary from John Virgo and Dennis Taylor.
- Over 30 top snooker players, including Ronnie O'Sullivan.
- Various snooker tournaments including the World Championships.

REVIEW

RELEASE DATE
18 AUGUST

WRITTEN BY
RYAN KING

» IF THIS GAME WAS

A SNOOKER PLAYER IT WOULD BE PETER EBDON

Not particularly flashy or extravagant but gets the job done like a true, reliable professional with minimum of fuss.

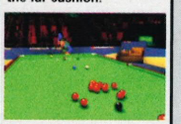
STAND OUT MOMENTS



With no easy shot available, you gonna have to play a safety.



Gently clip the loose ball all the way back towards the far cushion.

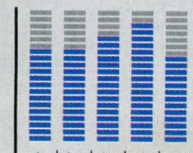


Here goes then, don't want too much cue-power and...



...Bingo! Now the pressure is squarely back with Marnie.

PLAYTIME



WORLD CHAMPIONSHIP SNOOKER 2004

POTTING THE BROWN, LOAD OF BALLS... GOD, IT'S TOO OBVIOUS

Snooker isn't notorious for setting the sport world alight with its blistering progress and trend setting developments. Last time we checked in with this particular patch of baize a year ago (see the imaginatively titled *World Championship Snooker 2003*), Blade Interactive had sewn up everything this sport has to offer. Last time we saw snooker on television, Ronnie O'Sullivan was still beating everyone, safety shots were still excruciatingly dull and there were a few more female referees officiating than usual. There's clearly not much room left for expansion, so what's a developer to do with a sport that evolves as slowly as snooker?

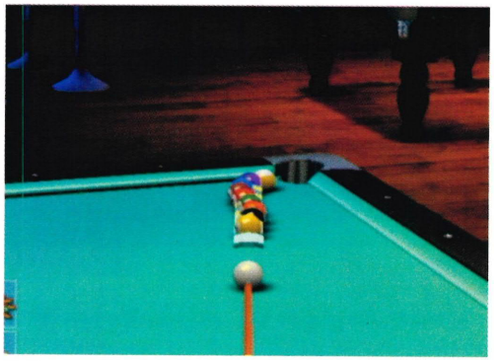
Answer: go online. The *World Championship Snooker* series has always been at its best when cueing off against human opposition and so this latest addition means you can hunt down that opposition yourself, should you lose all your friends via a constant barrage of safety shots. Classic mode is also new, putting you in a set of scenarios throughout snooker history such as the final between Dennis Taylor and Steve Davis final, Crucible spiralling into a coma. Your opponents respond in the same manner and show consistent AI throughout, playing safety shots of their own and quite happily playing snookers to put you under pressure. Sure, learning the

THIS IS THE MOST ACCOMPLISHED SIMULATION OF SNOOKER TO DATE

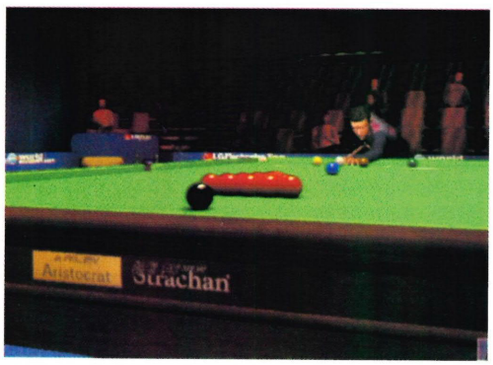
asking you to triumph from a pivotal moment in the match. Otherwise, it's the usual sequel checklist with better graphics, easier control system and fantastic commentating.

The key to success is learning how to control the cueball. That means planning several shots ahead and learning when to use topspin, screwback and side spin. Just about every real-life tactic from the snooker table can be applied here, which is testimony to the accuracy of the physics. And yes, even boring safety shots can be played, if you fancy sending the intricacies to draw maximum enjoyment from this game takes time but ultimately, it's a challenge all snooker aficionados will relish.

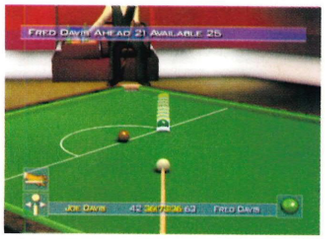
There are enough modes stuffed into this shiny disc to make this an essential purchase for any fan of the sport. Unless you're a snooker fan who owns *World Championship Snooker 2003*, in which case you'll probably want to know if this is worth the reinvestment. We'll play a safety: if you've got broadband set up, then definitely, but for those without one? Well, just how snooker loopy nuts are you? ■



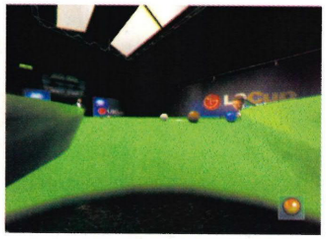
The bonus games from *2003* return, such as the mighty In My Pocket, whilst playing 8 or 9-ball pool makes for a decent change of pace.



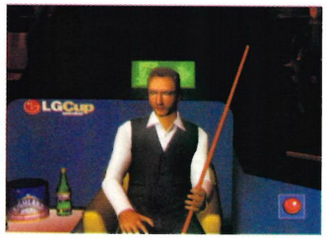
This shot may tell you absolutely nothing but we get paid good money from our friends at Strachan and Aristocrat.



Classic mode includes old school tables and boring décor in the snooker halls.



The camera switches to dramatic angles for pivotal shots in the match.



The animations show how well you're playing during the match.

VERDICT

LOOKS

Snooker never looks exciting but the animations are quite fantastic

SOUND

Excellent commentary and sound effects, although that's not exactly hard to do.

GAMEPLAY

Accurate simulation although slightly demanding for the *WCS* newcomer.

LONG TERM

Everything a snooker fan could possibly want from a videogame simulation.

OR YOU COULD TRY



WSC 2003

***World Championship Snooker 2004* but without any trimmings.**
ISSUE 104 **88%**



POOL PARADISE

The emphasis here is on fun over reality. Features an intuitive control system.
ISSUE 116 **83%**

SUMMARY

Snooker lovers are well catered for as *World Championship Snooker 2004* leaves no stone unturned with everything from 8-ball pool to kerayzee trick shots to online play included. It's just not much of a quantum leap from the previous game in the series, which might disappoint some fans.

88 PERCENT

PLAYLIST

TOP FIVE

GENRE
SHOOT-'EM-UPS



01 Time Crisis 3
02 SOCOM II: US Navy Seals
03 Rez
04 R-Type Final
05 Battle Engine Aquila

GENRE
SPORTS



01 Pro Evolution Soccer 3
02 Virtua Tennis 2
03 Tiger Woods 2003
04 Tony Hawk's 4
05 World Champ Snooker

GENRE
ACTION ADVENTURE



01 Grand Theft Auto III
02 GTA Vice City
03 Devil May Cry
04 Hitman Contracts
05 Beyond Good & Evil

GENRE
RHYTHM ACTION



01 Parappa The Rapper 2
02 Gitaroo Man
03 FreQuency
04 Mojibribon
05 Britney's Dance Beat

GAME TITLE	ISSUE	SCORE	» WE SAY...
.hack//INFECTION	114	80%	Solid first part to the offline MMORPG series
007: Everything Or Nothing	113	63%	Bond goes third person in another mediocre spy title
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%	A great way to spend a few hours
Airblade	83	78%	Hoverboard anarchy that needs to be set free
Alias	116	50%	00-Barbie is, unsurprisingly, mediocre
Aliens Vs Predator Extinction	108	41%	A deeply disappointing strategy. Waste of a good license
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
Alter Echo	108	46%	A more purple and uninspiring platform shooter you won't find
Amplitude	107	91%	This is a worthy sequel to *FreQuency* and all-round top rhythm game. The visuals are absolutely stunning and suit the gameplay perfectly. However, it isn't quite as original as it seems to think.
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 platformers but you don't buys this
Arc: Twilight of the Spirits	112	43%	Can you say "Generic"?
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
Armored Core 3	104	69%	This is one mech game for the hardcore.
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!
ATV2	107	84%	One of the better games to feature All Terrain Vehicles available
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*
Backyard Wrestling: DTTAH	109	72%	Decent wrestler but ultimately a poor man's smackdown
Bad Boys II	115	41%	Hell has nothing on this
Baldur's Gate: Dark Alliance	85	77%	*Gauntlet*, but with a brain. It's only a small one though...
Baldur's Gate: Dark Alliance II	112	82%	If Jerry Bruckheimer made RPGs...
Barbarian	92	73%	Reasonable but flawed beat-'em-up
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
Batman The Rise Of Sin Tzu	111	68%	Limited but fun scrolling fighter
Battlestar Galactica	111	65%	Nearly great but far too linear
Battle Engine Aquila	98	90%	Mech fighting seldom comes more frantic than this winner. Although little more than a repetitive shoot-'em-up, it does bum so very brightly. If you want something in the same vein, try *Gungriffon Blaze*. Go on, you know you can find it if you look hard.
Beach King	107	47%	Bizarre buggy game, you do tricks in to impress women
Ben Hur	101	45%	Piss-poor effort with horses that look like they're made of Lego
Beyond Good & Evil	110	92%	One of the most original games to grace our console. It's quirky environments and bold narrative allow for some truly unique gameplay. Ubisoft offer some terrific visuals for the kodak moments of the game and then of course there's the talking pig...
Big Mutha Truckers	97	85%	Trucking good fun and no mistake
Black & Bruised	104	45%	Cel-shading aside, this is a P-O-O-R boxer.
Blade II	95	65%	A momentarily original beat-'em-up that lacks real depth
Blood Omen 2	89	86%	Brooding vampire adventure like it should be
Bloody Roar 4	110	65%	Simple fighting fun. Just a tad too simple.
BMX XXX	98	52%	Mindless schoolboy humour inside the Mirra engine
BloodRayne	103	60%	Breasts, blood, 'Bullet-Time' and Nazis fail to mix together. How?
Bombastic	110	69%	The puzzleless sequel to the ace puzzler, Devil Dice
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
Breath of Fire Dragon Quarter	108	80%	Master the combat system for a short and tough treat
Broken Sword: Sleeping Dragon	110	82%	Nice conversion from the PC. A bit dated though
Buffy The Vampire Chaos Bleeds	108	80%	Surprisingly playable TV tie-in that beats its Xbox daddy
Burnout	84	77%	A nifty but unbalanced racer which is best dipped into
Burnout 2: Point Of Impact	95	93%	A true must-have racer that sacrifices nothing to bring you levels of speed that will have your eyes begging to be shot. It's this style of play that made the genre great in the first place, now it's back.
Capcom Vs Marvel 2	97	61%	2D fighting for the fan only
Capcom Vs SNK 2	84	95%	The beat-'em-up aficionado who wrote the review swore (often in a drunken state) that this is the fighting game to defeat all and who are we to argue? Well, it's only in, like, TWO dimensions – duh?
CART Fury	78	70%	Fast, fun and shallow arcade racing that's easy to pick up
Castlevania	112	71%	What we expected but not what we hoped
Centre Court Hard Hitter	86	70%	The basis for a cracking tennis game
Centre Court Hard Hitter 2	100	69%	A sound follow-up to the original, but still no *Virtua Tennis 2*
Champions of Norrath	114	86%	Great GWIN enhanced by terrific online play
Chaos Legion	106	71%	Hack and slash Japanimated nonsense that needs more depth
Choplifter	103	72%	Average rescue-'em-up that really needs something. Like guns
Circus Maximus	92	69%	Original multiplayer mode, unusual game
City Crisis	80	70%	A great idea that just doesn't have enough variety
Clocktower 3	104	72%	'Look at my little skirt. I can squat, too.'
Club Football	108	80%	If you value club stats over playability, this beats *PES3*
Colin McRae Rally 3	96	92%	A seamless journey from start to rally heaven, *CM3* is just what people who like timing themselves as they bum around country lanes have been waiting for. Unless they have a car and a stopwatch, obviously.
Colin McRae Rally 04	107	93%	There was no way that Colin wouldn't return to provide yet another nauseatingly good rally sim. The quality was inevitable, but still it amazes us.
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
Conflict: Desert Storm 2	107	87%	Better in many ways but still oh-so-slightly politically incorrect
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!
Crash Nitro Kart	110	51%	A game with all the vavavoom of Gran's deck chair
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
Cricket 2004	114	68%	An effortless conversion of the sport... and it shows
Crouching Tiger Hidden Dragon	111	53%	Great film
Cy Girls	117	40%	Two bad games for the price of an average one.
Dark Angel	101	49%	Nothing dark or angelic to talk about here. Just rather crap
Dark Cloud	80	80%	An inventive and fun RPG with a God-sim element
Dark Cloud 2*	101	92%	Actor/comedian Robin Williams named one of his daughters Zelda. What an idiot. Now we've got our own *Zelda*-beater, care of Sony and it actually looks like it's running on a modern gaming system – joy!
Dark Chronicle	105	89%	A combination of full power and pure, deep energy
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%	Tactical combat with the addition of breasts that bounce in an impossibly amazing way. Though nothing when compared to *Tekken* or *Virtua Fighter*, it can still hold its own against games of flatter chests.
Dead To Rights	105	69%	Pure energy
Defender	98	80%	Intelligent update of a true classic
Def Jam Vendetta	103	87%	More fun than *Smackdown!* and with a far smoother soundtrack
Dennou Senki Virtual On Marz	105	69%	You don't remember me, do you? Pure energy
Destruction Derby Areanas	111	55%	On-line but off-target
Deus Ex	88	87%	Compelling Tech-noir thriller with slight speed issues
Devil May Cry	82	93%	Forgot how good this is? See the sequel – even that couldn't beat its majesty. Of course, if you want a brilliantly constructed arcade game you need a GameCube, don't you? If that statement is true, this doesn't exist.
Devil May Cry 2	100	82%	Polished but pales in comparison to the original
Dino Stalker	93	70%	Short lifespan hampers treat for G-Con2 owners
Disgaea: Hour of darkness	116	90%	Levelling up has never been so much fun
Disney Extreme Skateboarding Adventure	108	47%	Your little brother might like it, but we doubt it

Shoot-'em up | Beat-'em-up | First-person shooter | Party/Puzzler | Platform | Racing

WATCH

GLISTENING OUR EYES THIS MONTH...

AMERICAN SPLENDOR

BY AARON

Enriched with a fittingly autumnal bleakness, Berman and Pulcini's film, based on the life-embittered comic book of the same name, masterfully melds critical humour and human cynicism to endearing effect. Although littered with cute devices that are really no more than that, *American Splendor* still manages to be an intelligent film that owes much to Paul Giamatti's affecting performance.

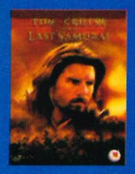


RATING 4/5

THE LAST SAMURAI

BY NICK J

Cruise's alcholic US Frontier General-cum-mercenary goes to Japan to train the Emperor's soldiers how to fight using US-made weaponry against a rebel samurai outpost. He's captured by the samurai and turns to their side. This story of regained honour and pride is cheesy, obvious and completely over-the-top in its symbolism and action scenes, but an awful film does make for a great movie.



RATING 3/5

GAME TITLE	ISSUE	SCORE	» WE SAY...
DNA	84	42%	Had potential but, sadly, not the direction to capitalise on it
Dog's Life	109	79%	Pleasant fun that just never taxes
Dodonapachi Dai-Ou-Jou	105	82%	Ripped back to full throttle it delivers a blast of pure energy
Dog Of Bay*	**81**	**90%**	What happened to all the quirky Japanese games that were going to be released on these shores? If you find dogs in outfits who dance and sing as compelling as us, then get down to your importer's and get a copy of this. Unbelievably good
Donald Duck	73	56%	A below average platformer
Downforce	90	80%	Enjoyable F1 arcade racer, minus the F1 bits
Downhill Domination	113	81%	Smooth, speedy fun with added violence
Dragon Ball Z: Budokai	98	73%	A decent enough challenge that fans will definitely enjoy
Dragon Ball Z: Budokai 2	110	59%	Huge fun for about one minute and thirty seconds
Drakan	87	83%	Control both dragons and heroines in involving romp
Drakengard	117	54%	Disappointing RPG/ action adventure mish-mash.
Driven	85	46%	Will drive you to a slicker, more enjoyable distraction
Driving Emotion Type-S*	63	58%	Upsettingly dull racer with hideous handling
Dr Muto	101	65%	Platformer-by-numbers. Enough to make ya sick
Dropship	85	90%	The best military combat sim on the PlayStation2
Dynasty Warriors 2	72	62%	Sleep-inducing hack-'n'-slash action
Dynasty Warriors 3 EL	101	81%	One of the better strategy fighting games
Dynasty Warriors III	88	69%	Big, bold and very shallow strategic fighting game
Dynasty Warriors 4	104	85%	Bizarrely compelling strategy fighter set in ancient China
Dynasty Warriors 4X	113	78%	How Add-on packs should be
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%	*Tetris* 'update'. Sorry, that's listless *Tetris* wannabe
Ejay	93	85%	Allows you to make music that doesn't suck quickly
Endgame	92	70%	Not terrible but lacks the polish to be essential
England International Football	116	89%	Solid alternative to *FIFA* and even *Pro Evo 3*
Enter The Matrix	104	80%	Better than the film... honestly
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 NHL Hockey	111	89%	Perfect translation of the sport
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
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 Dead: A Fistful Of Boomstick	104	77%	Fans will love it, non-fans will buy *Silent Hill 3*
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!
Eye Toy: Play	105	83%	A lesson in original game design. Pure energy
Eye Toy: Groove	110	84%	Energetic, pulsing, ridiculous fun
F1 2001	82	76%	The graphics and the sense of speed are impressive
F1 2002	90	78%	Competent if unoriginal F1 game from EA. Er, again
F1 Career Challenge	104	89%	F1 just got reinvented courtesy of EA. Fine stuff
F1 Championship Season 2000	71	73%	Quick fix F1 thrills
F1 Racing Championship	72	71%	Falls short of being a pulse mover
Fallout	115	68%	Crude but fun action RPG
Fame Academy	111	50%	More Sneddon than Alex
Fantavision	**70**	**90%**	This one came from the first wave of PS2 software, and does it show! Detonate the fireworks in the right order, earn points and end up on the moon. Not a classic in the *Tetris* or *Puzzle Bobble* sense, but still enough to help you pass the hours.
Fatal Frame II	112	81%	Disappointing, but still solid, sequel
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
FIFA 2004	109	89%	Glamourous footballer let down by flawed innovation
Final Fantasy X*	**81**	**96%**	Tenth time round and things are getting decidedly wetter than ever before. With astounding visuals that have yet to be beaten by *X-2*'s Pal release, mixed in with a refined combat, weapons and party system and you've got yet another beautiful game.
Final Fantasy X	90	94%	Easily the greatest RPG to grace the PS2 so far
Final Fantasy X-2	111	84%	The wonder is lost in this direct sequel
Finding Nemo	108	55%	Poorly executed, entertaining only thanks to Pixar
Fireblade	92	70%	Good ideas executed with no proficiency
Firefighter FD18	117	60%	Fresh elements scuppered by obvious flaws
Firewarrior	106	91%	Games Workshop made respectable by decent FPS engine
Fight Night 2004	115	81%	Brutal fun that flirts with innovation
Flipnic	112	78%	Pinball and videogames melded with style
FMX	107	82%	Regarded by most as the best bike-based game around
Forbidden Siren	114	89%	Gaming greatness gets stabbed in the back by Limies
Formula One 2001	**77**	**93%**	Gentlemen, start your engines! F1 gets to the PS2 and we've still got a shed load of racing clichés to use. This one certainly keeps a perfect racing line and definitely deserves pole position.
Formula One 2003	105	78%	Pure energy and no mistake. Full force
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
Freaky Flyers	109	54%	Poorly disguised karter offering a couple of hours of fun.
Freedom Fighters	**107**	**92%**	Possibly the finest team combat game available, this one is a brutal corker of a small-arms battle sim that begs to be completed from the off. It's by the people behind *Hitman*, yet it's of an even higher quality. Excellent.
Freekstyle	93	70%	A game too far for the *SSX* formula
FreQuency	90	82%	Hugely addictive, interactive musical gaming experience
Frogger Beyond	104	59%	A simplistic but addictive platformer
Frogger: The Great Quest	90	44%	More appealing when he just hopped and got run over
Fur Fighters	77	79%	Unoriginal but fun platformer
Futurama	105	67%	Full power and pure energy combined
G1 Jockey	89	65%	Overpriced but enjoyable horse racing title
G1 Jockey 3	101	73%	Worth it if you can find it cheap, and you like horses.
G-Surfers	84	70%	Plays a convincing Bruno to *Wipeout Fusion*'s Tyson
Galerians: Ash	101	73%	Disappointing mind f**k. Like bad drugs. We'd imagine
Gauntlet: Dark Legacy	77	60%	Turgid update of the classic coin-op
Ghost Recon: Jungle Storm	114	68%	A rather disengaging war game
Ghosthunter	110	69%	Another great looking and very flawed game
Gitaroo Man	90	80%	Highly enjoyable four-player mode if a little short
Glass Rose	115	19%	As much fun as this sentence
Goblin Commander	114	74%	As an RTS this is basic, but it is good fun
Goemon*	73	50%	Wait for the English translation
Gladiator: Sword of Vengance	110	59%	10 years ago ths would have been really good
Gladius	109	58%	Just about average, turn based action RPG
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 nicks pole position from Sony
Grand Theft Auto III	**82**	**98%**	Deriders will say that without *GTAIII* the PS2 wouldn't be so popular. So that will make it our new *Mario*, then? *GTAIII* is the first and only game to combine the feel of a top arcade racing game and a shoot-'em-up under an RPG umbrella.
GTA: Vice City	**97**	**97%**	"But it's just *GTA III* with bikes and a killer Eighties soundtrack." Well, like, duh! This one scored a point less than the last simply because it wasn't groundbreaking. And doesn't it lose something for giving your character a name? Yes. The same one point.
Gran Turismo 3: A-Spec	**79**	**91%**	The ultimate racing sensation which, admittedly, is an awful lot like *GT2*, but with nicer graphics and tip-top handling. *GT4* is on the way, so please start writing your letters droning on about how it's just a racing game...
Gran Turismo Concept	92	79%	Stunningly beautiful but average nonetheless
Gran Turismo 4 Prologue	117	51%	An empty game and a shallow promise
Gregory Horror Show: Soul Collector	109	78%	The most perfect rental ever
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
Guilty Gear X2	101	72%	2D beat-'em-up which should please fans

Sports | Strategy | Adventure | Action Adventure | Rhythm Action | RPG

* Indicates an import review

TOP FIVE

GENRE

RACING GAMES



01 Burnout 2 (P)
02 Gran Turismo 3: A-Spec (P)
03 Colin McRae Rally 04
04 Wipeout Fusion
05 Rumble Racing

GENRE

PLATFORMERS



01 Jak II: Renegade
02 Ico
03 Ratchet & Clank
04 Klonoa 2
05 Rayman 3

GENRE

BEAT-'EM-UPS



01 Soul Calibur II
02 Tekken 4(P)
03 Virtua Fighter 4
04 Capcom Vs SNK 2
05 Dead Or Alive 2

GENRE

FIRST-PERSON SHOOTERS



01 Wolfenstein
02 TimeSplitters 2
03 Rainbow Six 3
04 Red Faction (P)
05 Fire Warrior

WATCH CONTINUED

OPEN RANGE

BY AARON

Such is the rarity of a Western's release nowadays, that when a film such as Kevin Costner's latest attaches itself so fiercely to the clichés of the genre, it manages to feel refreshing. The cold protagonists of the film seem at odds with the warmth of the photography, although this is still worth seeing, if only for the tremendously lively, climactic gunfight.

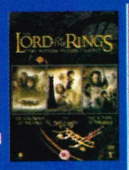


RATING 3/5

THE LORD OF THE RINGS

BY MAT

It takes little more than a cursory viewing of Peter Jackson's landmark trilogy to realise just how good it is. Unmatched in scale, the trilogy's strengths are its ability to juggle plotlines whilst retaining an essential emotional link to the Middle Earth universe and that it made everyone forget about *Titanic*. Plus, now you can kill an entire day by watching all three back-to-back, thereby eradicating the need for free thought. Genius.



RATING 5/5

TOP FIVE

The PLAY team reveal themselves through the medium of the Top Five list. It's all very *High Fidelity*. This month... our favourite ages.



The Renaissance and dinosaurs are this month's joint winners!

NICK J
01 Age Of Reason
02 The Information Age
03 The Industrial Age
04 Age Of The Robots
05 Age Of The Train

WILL
01 Plumage
02 Rummage
03 Carthage
04 Blockage
05 Age Of Reason

NICK P
01 Age Of Discovery
02 Warring States Period
03 Renaissance
04 New Age
05 Legal Age

MAT
01 Renaissance
02 Enlightenment
03 Cretaceous
04 Bronze
05 Hellenistic

AARON
01 Post-modern Age
02 Dinosaur Age
03 Dark Age
04 Silver Age Of Comics
05 Golden Age Of Comics

GREG
01 The Age Of Zion
02 The Triassic Period
03 17
04 Renaissance
05 The Roswell Age

GAME TITLE	ISSUE	SCORE	» WE SAY...
Gumball 3000	94	75%	Party girls and cars make for shallow but fun racer
Gunfighter 2	92	86%	Faux *Time Crisis* in the Wild Wild West
Gungrave	96	69%	Beautiful Manga animations can't disguise a shallow shooter
GunGriffon Blaze	72	83%	A short but exhilarating blast
Hardware	109	90%	Tanks and broadband come together at last in this riotous online shoot 'em up. Hugely addictive, shell exploding fun that, whilst let down by a poor ranking system, offers up to fifteen opponents in over five online arenas.
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. Ha!
Harry Potter Quidditch World Cup	111	42%	It makes a good mini-game
Haunted Mansion	114	58%	Highly enjoyable four-player mode if a little short
Haven: Call Of The King	97	86%	Multifarious and expansive 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%	All the thrill of playing a cloned bald man who knows how to use many weapons. The first game to use rag doll physics to a decent degree is one tough killer of a title that requires more thought than action.
Hitman Contracts	116	93%	A truly wonderful game that, although not too far away from its prequels, takes the series to new heights. Graphically this is certainly one of PS2's best but it is the way it deals with the mature elements that really surprises. Great stuff.
Hunter The Reckoning Wayward	109	60%	No where near as much fun as monster death should be
Hyper Street Fighter II	115	77%	You know if you like this or not
I-Ninja	112	80%	As fun as cute, psychotic ninja can be
ICO	87	90%	One game that we can say is truly beautiful, poetic even. The save-the-girl-and-solve-the-puzzle theme gets sweetly blended into a previously unseen level of atmosphere and emotional contact, to make this a true modern classic.
Indiana Jones: Emperor's Tomb	106	75%	Decent combat let down by average puzzles
Indy Car Series	104	41%	Ovals aren't fun. One of the worst racers on PS2
Initial-D Special Stage	106	85%	Near-perfect conversion of cult racer
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
ISS 3	104	69%	The beautiful game has lost its looks
Jade Cocoon 2	91	70%	Fairly engrossing despite its superficial banality
Jak II: Renegade	108	92%	Added guns and a darker tone make for a superb sequel that improves on the original in every way, but doesn't everyone prefer Daxter? Still, this one makes all young pretenders seem like they were programmed for a lesser machine. Vexx anyone?
Jak And Daxter	86	91%	A highly polished take on the previously stale third-person platform game that manages to balance its cuteness against a backdrop of reasonably mature action. Naughty Dog certainly knows its genre and this is a perfect example.
James Bond Agent Under Fire	85	94%	Produced by the same man who gave you *MOH Frontline* and similar in quality and scale. It may not be *GoldenEye*, but it still manages to capture a certain 'Bond-ness' to a decent degree. Oh James.
James Bond: Nightfire	97	90%	Captures the Bond spirit wonderfully well
Jeremy McGrath Supercross	86	30%	It made us super-cross
Jet Ski Riders	85	60%	This will sink without trace and rightly so
Jonny Moseley Mad Trix	89	40%	You'd be mad to buy it!
Judge Dredd Vs Judge Death	107	79%	Some nice 2000AD touches keep this one above average
Jungle Book Groove Party	77	89%	Entertaining and polished dance game
Jurassic Park: Operation Genesis	101	80%	More 'original' than 'philistine'. More stuff like this, please
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%	Square meets Disney in the mind of a deranged storyteller. It couldn't work, it shouldn't work but it does and even manages to make Goofy seem like a pretty tough guy. Even those who find Disney disgusting should have a look.
Kings Field: The Ancient City	91	23%	The most frustrating game, maybe ever. Crap
Kill.switch	111	70%	Too little of great thing
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
Kya: Dark Lineage	114	71%	There's fun to be had but in a done-it-before kind of way
Legacy of Kain: Defiance	110	81%	Decent instalment to the aging franchise
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 wrestler for the die-hard fan only
Legion	94	57%	King Arthur turned in his grave. Twice
Lego Drome Racers	99	73%	Sedate in comparison 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
Lethal Skies II	116	79%	Ace combat that isn't
Lifeline	117	38%	Frustration free with voice activation
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
LMA Manager 2004	114	80%	Not enough has changed to warrant purchase but it's still solid
London Racer World Challenge	107	45%	Almost competent racer that is sure to fly from bargain buckets
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
LOTR: The Return of the king	110	77%	What we say is irrelevant. This is going to sell.
Lotus Challenge	80	72%	Licensed racing that'll test your skill and patience
Mace Griffin Bounty Hunter	105	69%	"I'll have some pure energy, please." Full power, sir
Madden NFL 2001	70	91%	The definitive American footie title
Madden NFL 2002	83	91%	If you understand and appreciate the rules of American football then this is the game you need. Everything is here with the usual sheen you'd expect and it works brilliantly. Those with just a passing interest may find it hard going.
Madden NFL 2003	96	85%	Plenty here for the hardcore fan of the chess-like sport
Madden 2004	107	89%	Another totally acceptable foray into the world of armoured rugby
Mad Maestro	89	76%	Simple, daft and fun but should be cheaper
Mafia	114	65%	A no thrills, gangster gaming experience
Magix Music Maker	86	63%	Flawed, but with the ability to entertain
Malice	116	49%	Delayed platformer but not by nearly enough
Manhunt	111	30%	Pathetic
Mark Of Kri	100	78%	Extremely well-presented, if rather short, hack-'n'-slasher
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
Maximo VS The Army Of Zin	112	85%	A sequel to *Maximo* in every sense
Max Payne	87	83%	It lets you shoot scumbags in slow motion
Max Payne 2: The Fall of Max Payne	112	68%	Move along. There's nothing to see here
MDK2: Armageddon	76	74%	Nice, but not nearly slick enough
Medal Of Honor Frontline	90	98%	From the initial shell shock of the beach landing through the narrow streets of urban Holland, this one has slightly more atmosphere than gaming genius, but it still packs a hell of a punch to the FPS gut.
Medal Of Honor Rising Sun	110	81%	Frontline without the Private Ryan but with Pearl Harbour
Megaman X7	114	62%	An updated downgrade for the franchise
Men In Black 2	93	62%	Too limited and shallow to warrant serious attention
Metal Gear Solid 2 (NTSC)	85	77%	Self-indulgent and rushed, but still *Metal Gear*
Metal Gear Solid 2 (PAL)	87	81%	Bigger code that still can't live up to its own hype
Metal Slug 3	106	90%	Ponderous 2D sprite animation making most delectable yet
Metal Arms Glitch In The System	109	80%	Robot on robot action. Good humoured battling
MGS2: Substance (Import)	100	78%	Far more interesting and playable than the original game
Micro Machines	97	65%	Something little that doesn't go a long way
Midnight Club II	92	82%	Arcade racing takes the PS2 online
Midnight Club Street Racer	70	77%	'Best when dipped into' racer
Midway Arcade Treasures	112	80%	An eighties arcade centre on a disc
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
Mission Impossible Operation Surma	111	65%	Frustrating use of a good licence
Mojibribon	115	79%	To play it is to be in love
Monsters, Inc	86	65%	The game really doesn't belong on a PS2!

Shoot-'em up | Beat-'em-up | First-person shooter | Party/Puzzler | Platform | Racing

LISTEN

THE CALLING II

BY NICK P

And then there was *II* – the album and indeed the number of members left in The Calling, now missing their second guitarist, drummer and bassist. This leaves just Alex, Hanson's spiritual fourth member who stole Chad Kroeger's vocal chords and Aaron Kamin, a Grizzly Adams look-alike and guitarist with an aversion to electric guitars, explaining *II*'s gentle acoustic vibe.



RATING 3/5

SQUAREPUSHER ULTRAVISITOR

BY NICK J

As per usual, Squarepusher's latest is an ecletic mix (often in the same track) of different styles, tempos and moods – and takes something of a seasoned ear to appreciate. Experimental, mental and utterly compelling, it's one of the year's best albums. Anyone who thinks Jamie Cullum is the future of jazz need not apply.



RATING 5/5

GAME TITLE	ISSUE	SCORE	» WE SAY...
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
Moto GP 3	101	69%	Motorbikes driving round sparse, characterless tracks
Motor Mayhem	83	69%	*Twisted Metal* for the uninitiated
Mr Golf	101	69%	*Everybody's Golf* for the PS2, which, ironically, appeals to fans only
Mr Moskeeto	89	72%	Almost essential but let down by control and design issues
MTV Music Generator	77	89%	Any musical inclination? Buy it!
Music 3000	92	89%	Simple, yet well rounded, 'choons' creation. Blingin'
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 superior
MX Unleashed	115	61%	Unleashed straight into mediocrity
Mystic Heroes	92	70%	*Dynasty Warriors*, but aimed right at ickle kiddies
Naval Ops	108	74%	If you're looking for something different, this is good stuff
NBA Hoopz	74	68%	Outdone by the PSone version!
NBA Jam	109	70%	It was cool once. And that was enough
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 Live 2004	109	85%	Realistic trey shooting, board grabbing fun
NBA Street	79	85%	Slick and street tough basketball authority boyee!
NBA Street Vol. 2	92	90%	Slam-dunks other basketball titles
NBA 2K3	101	82%	Decent but nowhere near as fun as *NBA Street 2*
Need For Speed: Hot Pursuit 2	96	80%	Fast, but it doesn't take *Burnout 2*'s cigar
Need For Speed Underground	110	82%	Average racer. Looks funky though.
Next-Generation Tennis	91	57%	Painfully clear it's not how it should be
Next-Generation Tennis 2003	105	69%	Energy for those who don't require it
NFL 2K3	101	87%	Bloody American sports sims. Better than average though
NFL Street	112	65%	Big and brash with nothing going on upstairs. A jock of a game
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 2004	107	89%	It's good – they always are
NHL 2K3	100	87%	Fun and rewarding, this is a sports game to be treasured
NHL Hitz 2002	83	90%	Insane hockey that's a delight to play. Body-check it out!
NHL Hitz 2003	**96**	**90%**	Yet another quality title from the *Hitz* stable that manages to add more style and speed without sacrificing a single drop of the action and excitement of an arcade hockey game. Even those who couldn't give a puck should take a peek.
NHL Hitz Pro	109	89%	Keeps the innovation on ice, but still very good
Ninja Assault	95	70%	Fair translation of a rather boring arcade game
Nightshade	114	32%	Everything that's wrong with 3D games on one disc
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%**	Overseen by the people who gave you *Resident Evil*, this action adventure manages to break away from the tired *RE* dynamic and head toward a style of action/adventure that would reach its pinnacle in *DMC2*.
Onimusha 2: Samurai's Destiny*	**95**	**90%**	Much better than the original, according to our reviewer, and he should know, he's never out of his Kimono. Same quality static backdrops, refined puzzles and action link fingers to give the best yet – until we get Jean Reno.
Ominusha 3	117	88%	More of the same but with polish and Jean Reno
Ominusha Blade Warriors	117	68%	Limiting 2D beat-'em-up with zero depth
Operation Winback	76	60%	Flawed but tolerable stealth title
Orphen: Scion Of Sorcery	72	61%	This could have been fun
Outlaw Golf	111	78%	Funny and good
Pac-Man World 2	100	60%	As average as it can be without going BEYOND average
Parappa The Rapper 2	86	80%	Parappa again, same as ever, only easier!
Paris Dakar 2	100	57%	Average and very basic racing
Perfect Ace	105	50%	Energy, but not in its pure form
Peter Pan: The Legends Of Never Land	87	63%	It wears its consumerism cash-in badge with pride
Pinball	103	62%	Budget in price, gives a reasonable flick to the balls
Pirates; Legend Of Black Kat	88	59%	Even for kids this is a real act of piracy
Pitfall: The Lost Expedition	114	70%	Humourous platformer that's still only a platformer

GAME TITLE	ISSUE	SCORE	» WE SAY...
Pool Paradise	117	83%	A flawless, though not groundbreaking, game
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
Pop Idol	110	61%	Average
Portal Runner	82	40%	Are we going to be swayed by a girl made of plastic? No!
Pride FC	101	69%	Unless you're stupid you should buy other beat-'em-ups
Prince of Persia	**110**	**92%**	This is a game that tries to do nothing new and proves a big point by doing so. You don't have to try anything 'zany' to make a good game, you just have to do what you do well. Sands Of Time does this, and it does it with wonderful ease.
Project Eden	**82**	**91%**	More of a puzzle game than an action blaster, this one requires you to use the various skills of your team to overcome obstacles and kill the hell out of a group of nasties. We haven't seen this style of game done so well since *The Lost Vikings*.
Project Zero 2	115	83%	Like the first one but prettier
Pro Tennis WTA Tour	94	63%	Bog standard women's tennis sim
Premier Manager 02/03 Season	98	65%	Original idea that doesn't really work this time around
Premier Manager 03/04 Season	98	60%	Good match play, bad menus
Primal	100	69%	Wander about, then just makes you wonder "WHY?"
Prisoner Of War	92	79%	Exciting, yet aggravating – saved by true originality
Pro Evolution Soccer	83	97%	The best, most accurate football game ever made
Pro Evolution Soccer 2	**96**	**98%**	*FIFA* is a decent simulation of football, this IS football. Perfect handling (to those who will bother to learn it) and slick action. Yes, the player and team names aren't correct, but you can fix those with our previous cheats discs.
Pro Evolution Soccer 3	**109**	**97%**	Keeps getting better and better. Smooth gameplay that gives for the most realistic game of football you can get without having to put on muddy boots and actually exercise. Almost as good as beating ze Germans 5-1.
Pro Rally	89	60%	Old-fashioned, but good enough for casual fans
Puyo Pop Fever	114	79%	Bubble popping greatness gets a fever
Quake III	**75**	**90%**	Admittedly this couldn't even hold a sparkler to *TimeSplitters 2* in terms of size and durability, but it still manages to provide excellent multiplayer, but this time with the power of gibbing.
R-Type Final	114	87%	2 and a half D scrolling shooter starship stunner
R: Racing Evolution	111	84%	Eventually this is great fun
Rainbow Six 3	114	85%	Wonderfully thrilling squad based-shooter
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 polish
Ratchet & Clank	96	90%	Great fun for the young at heart
Ratchet & Clank 2: L&L	109	82%	Polished and playable without any originality
Rayman M	91	30%	A game that not even the fans will forgive
Rayman Revolution	72	70%	Fun luvin' platform adventure
Rayman 3: Hoodlum Havoc	101	88%	Nauseatingly numpty, but platforms fans'll love it
RC Revenge Pro	71	78%	Novel but moody racer
Red Card	90	78%	Hugely entertaining Vinnie Jones-'em-up
Red Dead Revolver	117	80%	Gives the people what they want, but not much more.
Red Faction	**78**	**94%**	It's like playing Arnie in all the best bits from his movies given the look of *Total Recall*. With no squad system to cloud your view and some excellent action set-pieces this one is certainly a pulse-quickener.
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: Dead Aim	103	56%	It amazed us that they still can't mix *Resi* with a lightgun
Resident Evil Survivor 2 Code Veronica	87	63%	An almost totally wasted opportunity
Return to Castle Wolfenstein	**104**	**92%**	Bits of *Medal Of Honor* go head-to-head with bits of every classic id game to create one of the most addictive and enjoyable FPS titles on the PS2. Slick, smooth and fast, FPSs don't get too much better – lacks multiplayer though.
Rez	85	73%	Competent shooter that eventually caves into confusion
Ridge Racer V	69	89%	A highly polished if unoriginal racer
Riding Spirits	95	72%	Plenty here for less demanding race fans to lap up
Riding Spirits 2	117	71%	Simple bike sim with a little panache.
Ring Of Red	77	83%	Involving strategy, tense gameplay
Rise to Honour	115	77%	Kung-fun

Sports | Strategy | Adventure | Action Adventure | Rhythm Action | RPG

* Indicates an import review

STUFF IT

WE TRY TO BREAK PERIPHERALS, SO YOU DON'T HAVE TO...

» PRODUCT 01

£49.99
SEVENTH HEAVEN

VIRTUAL ARENA

Some people can't play games without their left arm spasming out of control and sending the DualShock towards an innocent monitor. We call these people 'Earth haters'. When you find out that you have indeed been sitting next to an Earth hater, never say, "It's just a game" as you will die. Also, recommend that they should use some of that pent-up aggression on something other than your mum's telly. Now before they crack your neck, tell them that they can do this *whilst* playing videogames. Thanks to Seventh Heaven, we can now literally fight our way through videogames using their Virtual Arena. Essentially a dance mat that also enables you to attach your arms to the punch buttons via the medium of string, the Virtual Arena is the next step in exer-fun (that's what they should call it!) and is the perfect peripheral for anyone who is either an Earth hater or a bit tubby but can't be arsed to leave the lounge. There is a bit of a slight snag though: no games have been developed with this in mind yet, so it's not actually that effective a controller.



RATING: 3/5

FLAGS

JAPAN

BY AARON

The Hinomaru is a blessed flag in that it is both a visually sensational badge for its country men and women, and also one that's wonderfully burdened with a mythical origin. Has it descended from maritime warfare, or from the tale of a man who looked at the sun for too long? Who cares – they're both friggin' ace.

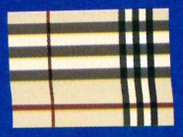


RATING 5/5

BURBERRY

BY AARON

Maybe one day this will lose its stigma as the flag for cheap-chavs and bozo-bums everywhere – but we doubt it. This may not be the flag of a nation (although this isn't entirely unlikely, as a war will happen very soon and there's just too many of them to be optimistic of the outcome) but it is the flag of a breed.



RATING 1/5

YOU CAN'T HANDLE THE TRUTH!

OR... GAMES THAT WE RATED HIGHLY BUT MIGHT NOT BE QUITE AS GOOD AS WE FIRST THOUGHT THEY WERE...

INFORMATION

007: AGENT UNDER FIRE

EA GAMES

Sometimes it just plain hurts. Say it out loud; we find that makes the pain go away. How is it possible that this perfect example of mediocrity gets 6% away from a score that we reserve exclusively for games developed by God and published by Allah? The visuals are as bland as a bottle of evian but without the label and the gameplay strolls along at an adventure-free pace, enabling you to destroy villains with the most run-of-the-dilapidated-mill weapons we've ever seen. Bond himself would abandon his bow-tie forever if he knew the lack of imagination he was being cashed-in with. This game also features the most rushed and measly ending we ever likely to play – the whole section lasts for all of two seconds. Oh, and just where in the damn hell is the part where Bond does something cool?



Ooooh, this looks interesting. Love the way the grey mixes with the browns.



On the map of the driving levels, your route actually spells out 'average'. Hilarious.

GAME TITLE	ISSUE	SCORE	» WE SAY...
Roadkill	109	81%	As decent as vehicle combat games can get at the moment
Robin Hood Defender of the Crown	109	69%	Just like the original. Make of that what you will
Robot Warlords	75	56%	Robots on a go slow
Robotech Battlecry	97	65%	Worth a look at reduced price
Rocky	**95**	**90%**	A far more exciting version of pugilism than *Knockout Kings* or the terrible *Tyson* effort that has the added bonus of having more *Rocky* in it that you would think possible. A brilliant use of a licence.
Rogue Ops	112	60%	If better versions of this game didn't already exist...
Rolling	109	48%	A real jackass of a game
RTX Redrock	105	69%	0-30 in 8.28 secs. Pure energy
Rygar	103	79%	Acceptable reinterpretation of the '86 arcade game
Rugby 2004	108	78%	An authentic take on the sport. Less fun than footie?
Rumble Racing	77	84%	A fun, if slightly repetitive, racer
Rune: Viking Warlord	81	50%	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! Mystery Mayhem	115	65%	Scrappy fun but fun none-the-less
Scooby-Doo Night Of 100 Frights	92	70%	Decent and playable but in no way original
Scorpion King	97	52%	Tripe smothered in gruel and then dipped in tripe again
Scrabble	107	60%	Like playing *Scrabble* against Will Self
Secret Weapons Over Normandy	110	82%	Terrific dog-fighting fiasco
Socom: US Navy Seals	104	87%	The PS2's first online game is a beauty!
SEGA BASS Fishing Duel	100	61%	Shouldn't we have fishing games that are perfect by now?
SEGA Soccer Slam	97	55%	Rather flat experience that's best avoided
Serious sam	116	70%	Fun for the nostalgic value if nothing else
Shadow Hearts	88	71%	RPG 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	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	92	70%	A fair attempt at the annoying 1980s coin-op
Shox	96	87%	A decent arcade racer
Shrek Party	100	58%	A lacklustre piece of fun
Silent Hill 2	83	73%	Retreads old ground – pretty darn scary though
Silent Hill 3	103	78%	As scary as being locked in by unlockable doors
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!
Simpsons Hit and Run	109	81%	Hardly original, but a fun game that stars Homer
Simpsons Skateboarding	99	38%	Duff!
Singstar	116	80%	It's a karaoke game
Sky Odyssey	**75**	**91%**	What games does Sony make? Well here's one and it's a stunner. Fly various planes around fantasy worlds. The joy here, like in all great games, is in the handling, so expect to spend hours simply enjoying your plane's abilities.
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	98	80%	Raccoon means "he scratches with his hands." We love that
Smash Cars	107	65%	Totally unnecessary
Smash Court	90	80%	Frustrating and annoying yet painfully addictive
Smash Court Tennis Pro 2	117	62%	Not a patch on *Virtua Tennis* but still okay
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*	96	84%	Fun single-player – we can't wait to test it online
SOCOM II: US Navy SEALS	114	87%	A genuinely bigger and better kind of sequel
Soldier Of Fortune – Gold	88	75%	Not the best but a contender for the goriest FPS
Sonc Heroes	114	71%	A mediocre resucitation of the light-hearted platformer
SOS: The Final Escape	99	79%	Thinking person's adventure that's neither epic or disastrous
Soul Reaver 2: Legacy Of Kain	84	76%	Solid and lavish, but so unfulfilling
Soul Calibur II	**107**	**94%**	If you like the idea of fighting a simulated sword battle on your PS2 then there is only one choice. *SC2* is as perfect an addition to the genre as we have ever seen and everybody, even pacifists, needs to own a copy.
Space Channel 5	87	80%	Ulala and Jacko in super cool 'Simon Says' game
Space Race	87	71%	Sufficiently placatory, if ultimately throwaway device
Spawn Armageddon	114	13%	Literally hell
Speed Kings	104	70%	A *Burnout 2* clone, on bikes. Very average
Sphinx	114	80%	Another from the fun-platformer production line
Spider-Man: The Movie	91	79%	Follows the age-old movie conversion formula but it's still okay
Splinter Cell	92	83%	More stealth than *MGS2* and none of the guff
Splinter Cell: Pandora Tomorrow	117	85%	Sweeter controls than the first and that's about it
Splashdown	**83**	**90%**	The game that gave us that water effect and some top-notch water-based racing fun. Not quite *WaveRace 64*, but a hell of a lot less fuzzy round the edges. Until *Splashdown 2* pops its head above the surface this is as good as it gets.
Splashdown 2	107	71%	Acceptable Sea-Doo racer that replaces goofy fun with realism
SpyHunter	**81**	**90%**	Midway takes the vertically scrolling classic and interprets it into 3D while managing to make a new game that plays like it was designed during the arcade heyday. We were genuinely surprised at how good this was.
SpyHunter 2	114	36%	Something terrible must have happened...
Spyro: Enter The Dragonfly	98	73%	Slightly low-key entry considering he's a dragon
SSX	**70**	**93%**	EA Big drops snowboarding bombs on all our moms with this early showing of how a PS2 game could look. Forget what you have learned from the PSone's *Cool Boarders* series, this is 'the one'.
SSX3	**109**	**94%**	Finely tuned snowboarding game that is so near perfect, EA is going to have to spend a lot of time shopping for an idea on how to make this better. The most complete extreme sports game yet.
Starsky & Hutch	104	84%	If you have a Gun-con and a wheel, this is a laugh
Star Wars: Bounty Hunter	98	70%	*Star Wars* 'Jangoism' that'll only be a must for fanboys
Star Wars Starfighter	**75**	**92%**	Oh George? We don't want to fly your new craft. We want X-wings and TIE Fighters – you don't need to release any new films either. Still, dull new craft or not, this is still an excellent space shoot-'em-up.
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 depth
Star Wars The Clone Wars	99	55%	Bad missions that fail to foster *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%	Nothing here we haven't seen a thousand times before
Stuntman	93	85%	Frustrating, compelling and addictive game
Sub Rebellion	95	74%	Involving underwater shooter that isn't sub-standard
Suikoden III (Import)	101	82%	RPG fan fodder
Summoner 2	95	83%	Better than the original and well worth a look
Super Bust A Move	71	80%	As great as it ever was
Superman: Shadow Of Apokolips	96	59%	Even a Man Of Steel would find this hard to put up with
Super Trucks	91	69%	It's a cliché, but this is one for racing fans only
Surfing H30	72	46%	You'll be surf-board in no time
SWAT Global Strike Team	109	79%	Just like the real thing. Which is ultimately just a job.
Swing Away Golf	71	70%	Strangely charmless, yet adequate
Sword Of The Samurai	99	80%	Intelligent fighter that improves as the fight prolongs
Syphon Filter: The Omega Strain	117	59%	Not worth the wait, but then again, what would be?
Tak and the Power of Juju	117	79%	Cutesy little platformer that isn't annoying
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
Teenage Mutant Ninja Turtles	115	51%	Nice looking but feeble game
Tekken Tag Tournament	70	85%	Enjoyable addition to the family
Tekken 4	**95**	**91%**	Namco finally delivers what *Tekken Tag* failed to. The finest version of the series, which is so fine you wonder where it can go now. Then you see *Soul Calibur 2* on the horizon and everything becomes clear.
Tenchu: Wrath Of Heaven	**100**	**93%**	Made by a team which loved the original, yet acknowledged the general duffness of the sequel, number 3 finally brings the series back together. We wanted number 1 with the graphics of a PS2, we got more.

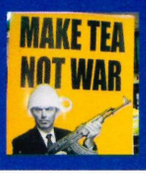
Shoot-'em up | Beat-'em-up | First-person shooter | Party/Puzzler | Platform | Racing

DRINK

TEA

BY NICK J

It's the second most consumed beverage in the world, after water. The Industrial Revolution couldn't have happened without it. Builders swear by it. Yes, Tea is the ultimate hot drink. It was first drunk, so the legend goes, nearly five thousand years ago when a leaf fell into Emperor Shen Nung's hot water. It's medicinal properties are proven to reduce heart disease and it tastes great with milk and sugar, lemon, honey... but especially with a nice slice of cake. Awesome.



RATING 5/5

COFFEE

BY WILL

When a drink is invented so priests can stay awake while considering the riddles of the universe, you know you've got some magic in them beans. You can mix it with anything, from whisky to cake mix. You can even snort it. Tea is a drink, coffee a foundation. NB: Decaffeinated coffee is a blasphemy tantamount to a vampire sucking on an anaemic who has been crucified to an inverted cross. Lesson ends.



RATING 5/5

GAME TITLE	ISSUE	SCORE	» WE SAY...
Terminator: Dawn Of Fate	94	85%	Slick yet unoriginal slice of gaming that Arnie fans will lap up
Terminator 3: Rise of the Machines	111	51%	Deserves to be terminated
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 Italian Job: LA Heist	107	84%	It's *Midtown Madness* on the PS2
The Getaway	98	83%	Big 'f*** you' to anti-videogame violence
The Great Escape	106	75%	Decent enough adaptation of the movie classic
The Hobbit	110	60%	The least fun part of *LOTR* in a game
The Hulk	105	69%	The Bentley Rhythm Ace of gaming. Pure, pure energy
The Sims	99	89%	A great existentialist work of some magnitude
The Sims Bustin' Out	111	89%	A great existentialist work of some magnitude
The Suffering	116	xx%	It's impossible to care either way about this 'thriller'
The Thing	94	85%	Retains all the hallmarks of the movie
This Is Football 2002	82	74%	Below average thanks to unappealing play
This Is Football 2003	96	55%	Finer in concept than in execution
This Is Football 2004	114	48%	This is football?
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
Tiger Woods PGA Tour 2004	107	83%	Quite simply the best golf game in existence bar none
TimeSplitters	70	90%	Get that PS2 multi-tap now
TimeSplitters 2	95	94%	We're still amazed how complete this game is, so if you're looking for pure quality first-person shooting underlined with VFM then this is your one stop. We've spent a lot of time pondering this but here it comes – better than *GoldenEye*.
Time Crisis 2	83	90%	Is this really better than *Time Crisis Titan*? We're divided on that one. What it is, however, is a better than perfect conversion of the delicious Namco arcade machine, since the Namco arcade uses PS2 technology. Nice.
Time Crisis 3	108	90%	Though impossible to finish on one credit due to a bullets habit of meeting your head as you pop it round a corner, this is still choice. The hidden mode is effectively another *TC* game too – bargain!
TOCA Race Driver	94	83%	Driving game with unique narrative approach
Tom Clancy's Ghost Recon	100	65%	A simplified version of the PC and the result is this!
Tomb Raider: Angel Of Darkness	105	71%	Lara but not as we know her. Half throttle at best
Tony Hawk's Pro Skater 3	85	94%	A piece of interactive art – gorgeously playable
Tony Hawk's Pro Skater 4	97	95%	The world's biggest child gets his finest playground yet. Bigger parks, more humour and the usual selection of GR8 music combine to give the best SK8ER on the block. *Tony Hawk's 5*? When's that?
Tony Hawk's Underground	110	90%	Slightly different from the others in the series but hardly different enough to warrant buying this as an addition to the collection. Still, it plays like a dream, it looks superb and the Story mode is arguably the best one player mode in the series.
Top Angler	89	65%	One of the best fishing games on the market
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 comfortable shooter
Total Club Manager 2004	111	72%	Superb menus, bad match play
Transformers	116	75%	An average game in a wonderful disguise
Treasure Planet	95	58%	Another naff Disney game
True Crime	110	72%	Good. But nowhere near as good as they said
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...
UEFA EURO 2004	117	55%	A big drop in form for the *FIFA* boys
UFC Throwdown	96	73%	Cumbersome *Ultimate Fighting* sim that needs finesse
Unreal Tournament	73	86%	Great, but struggling against PS2
Urban Freestyle Soccer	114	30%	From people who just don't understand fun
Vampire Night	88	72%	Decent lightgun action that lacks any real spark
Van Helsing	116	70%	An okay attempt at cloning *Devil May Cry*

GAME TITLE	ISSUE	SCORE	» WE SAY...
Vexx	101	23%	Like having your spine ripped out through your poo duct
Virtua Cop Elite	98	80%	Exhausted *Time Crisis 2*? Your new challenge begins here
Virtua Fighter 4*	87	94%	A fighting game for the connoisseur who knows that there is much more on offer here than its surface beauty. Admittedly, it takes a while to get to grips with, but once you do you'll be holding on for dear sweet life.
Virtua Fighter 4	91	88%	Not quite as tasty as *Tekken 4*, but still fairly solid
Virtua Tennis 2	97	90%	To say that this one makes all other tennis games totally redundant isn't that far fetched. If the game can be recreated better than this them it's currently being coded in heaven. Tennis is simple, this is simply brilliant. Simple.
V-Rally 3	91	90%	Hello to you Career mode and welcome to you, your chance to race other cars you. Although not up there with the Flying Scotsman (*CMR*), this racing game from Atari still has enough to make it a worthwhile addition.
Wakeboarding Unleashed	104	83%	An absolute gentleman
Wacky Races	78	65%	Charmless toony racer aimed at the nostalgic crown...
Wallace & Gromit	108	69%	Beautiful Plasticine animation, average game
War Of The Monsters	101	60%	Further evidence to misunderstand Americans with
Way Of The Samurai	95	78%	A game with few small, yet glaring faults
Way Of The Samurai 2	117	72%	Very pretty and
Weakest Link	83	80%	Here's to you, Mrs Robinson...
Whiplash	114	67%	Humorous but fails to lift above stale gaming
Whiteout	110	56%	Twenty quid is still a lot to pay for this average racer
Who Wants To Be A Millionaire	110	66%	All the fun of the TV show without the money
Wild Arms 3	99	82%	Pleasing adventure let down by being a little dull
Wild Wild Racing	69	64%	Competent but ultimately wearing racer
Winning Eleven 7	108	90%	The Japanese *PES3*'s a winner too!
Winning Eleven 7 International	115	86%	More *Pro Evo 3.1* than 3.5
WipEout Fusion	83	90%	What did you expect – it's *Wip3out*, but with all the backing of the power of a PS2 – it's minty! The game that brought console action to the clubs returns and it's very much a good thing. Got any water?
Wolverine's Revenge	103	49%	Logan gets an absolute beasting
World Racing	107	28%	Depressing
World Championship Snooker	81	82%	Won't convert snooker haters, but still a solid simulation
World Championship Snooker 03	104	88%	Better than sex with a shaved bonobo
World War Zero: Ironstorm	116	69%	A good idea that's poorly executed
Worms 3D	109	86%	Initially strange but eventually just as good as the others
Worms Blast	89	68%	Lacks the weapons, skill and humour of the series
Wrath Unleashed	114	33%	A disgusting game
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
WRC III	109	91%	*McRae* has more depth of handling but *WRC* is quicker, slicker and a lot more forgiving. There are moments in *WRC3* that remind you why games are great and simulators are dull. Fun driving all round.
Wreckless	97	77%	Hectic racer that fails to truly inspire or offend
WWE Crush Hour	104	48%	Codswallop, plain and simple
WWE! Here Comes The Pain	110	94%	You don't have to have friends to enjoy this game – but it does help. This is maniacal multiplayer mayhem and with a massively improved on loner mode compared to previous instalments, although it's still far from perfect. A powerslam of a game.
WWE! Just Bring It	84	90%	Our wrestling mad reviewer enjoys yet another wrestling game from the *Smackdown* line. He loved it, he thought it was amazing. Then again, he likes wrestling. If you like wrestling then please, be our guest...
WWE! Shut Your Mouth	96	90%	If you like wrestling then... zzzzzzzzzzz... The fact is the *Smackdown!* series is proving to be the most playable, visually stunning and comprehensive button-basher of all time. You don't have to like wrestling to enjoy these games, you just have to like fun.
X-Squad	71	59%	Shooter with squandered potential
X-Men	99	56%	Admantium skeleton? Brittle bones more like
XIII	109	84%	Trial and error gameplay stops this being a classic
Xenosaga Ep 1	107	83%	More cut-scenes disguising a quality RPG
Yu-Gi-Oh	108	63%	Not true to the inspiration AND no fun!?!?
ZOE	75	80%	Good looking but shallow shooter



THE VOICE OF REASON

BY PETER WOLLSTONECRAFT

Don't judge a book by its cover? Cue a 'W' sign made using only my thumbs and two index fingers. If that out-of-date adage was true then crazy fictional journalists such as myself wouldn't go around chasing cover after cover for every damn issue of whichever magazine I'm writing this for (I always forget – I'd blame the alcohol but I don't even drink the stuff). Please, just do me a favour: just make a decision on which magazine it is you like to READ and then stick to the bloody thing; it's just far too much hassle trying to please your fickle brains every time a half-moon passes. If you knew just how many PR people we pretend to smile with just to get a piece of some guy-with-a-gun artwork before anyone else, you'd maybe have a little bit more pity. Just think about this next time you pass up an issue of PLAY (that's the one!) just because you prefer the size of the other bloke's gun on some trumped-up, exclamation mark-wearing bagazine.



Perhaps the greatest cover to any mag ever... except maybe this month's.



Here's an example of what other companies consider to be a magazine.

Sports | Strategy | Adventure | Action Adventure | Rhythm Action | RPG

* Indicates an import review

GET AHEAD

THE UK'S LEADING PS2 TIPS MAGAZINE IS WITH YOU EVERY STEP OF THE WAY



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"If you're ready to take that long walk/ From your front porch to my front seat/ The door's open but the ride it ain't free/ And I know you're lonely/ For words that I ain't spoken/ But tonight we'll be free/ All the promises'll be broken."

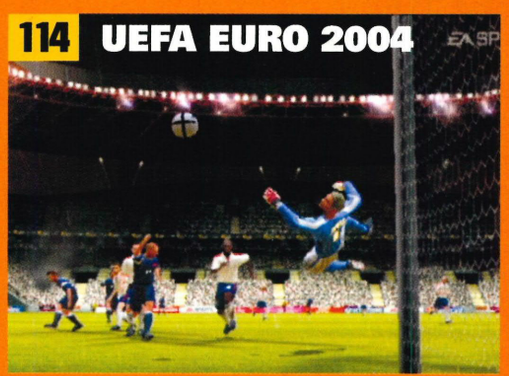
Bruce Springsteen everybody! Now we're not into reading too deeply into things at PLAY, but we're pretty confident that with *Thunder Road*, The Boss was really singing about *Driv3r*. Hear us out: "The door's open but the ride ain't free." Translation: You can do a lot in *Driv3r* but it'll come at a cost. "But tonight we'll be free" Translation: Bruce is fond of his use of irony. "All the promises will be broken" Translation: Don't believe the hype – it's not that good.

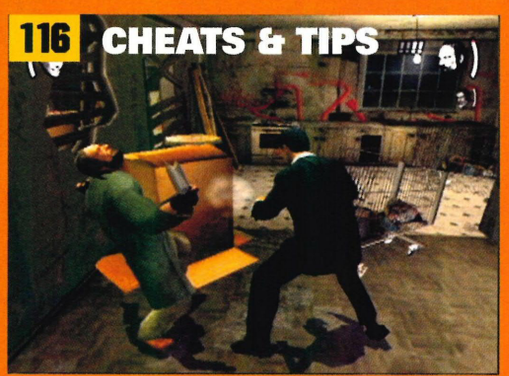
Interestingly, one of the reasons the mighty Bruce is so damn right in his 1975 review of *Driv3r* is because it can be pretty unfair at times. Thank God for me then, and while we're at it, thank God for Station Master as well – for we're here for some serious balance-tipping.

Bruce Springsteen's Greatest Hits can be found at all good record stores.









HOW DOES IT ALL WORK?

WHAT WE SAID
We take a brief look back at what we thought of the game when we reviewed it.

CODES/UNLOCKABLES/SECRETS
If there's stuff to unlock in the game and codes to find it then we'll endeavour to box them out here.

RUNNING Q&AS
If you've missed a guide in the past and have a specific query we'll print it and solve it here.



SCREENSHOTS
We'll illustrate our guides as best as possible by using relevant screenshots and annotations.

MAIN GUIDE
The brunt of the guide rests here. In this particular instance we're exposing some useful tips.

STATION MASTER
Getting the most out of your games.

STATION

GUIDES
Cheats/Hints/Q&As

DRIV3R
104 Caution: This guide is not a debugger, it's just a guide.

UEFA EURO 2004
114 It's all over now but thanks to us, the dream's easier than ever.

CHEATS
116 Cheats; you love 'em, we give 'em. Now, who in their right mind could say fairer than that?

CODES
118 More Action Replay codes than you could shake the entire backlogue of PLAY issues at.

CONTACT THE MASTER

BY LETTER
STATION MASTER, PLAY MAGAZINE, HIGHBURY ENTERTAINMENT LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS

BY FAX MARK ALL ENTRIES 'STATIONMASTER@PLAY' 01202 299955

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aaron.asadi@paragon.co.uk

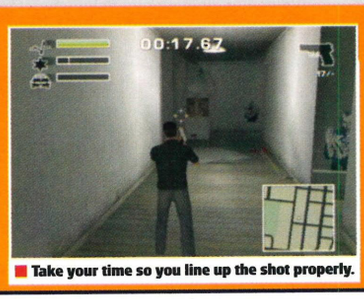
STATION

WHAT WE SAID...

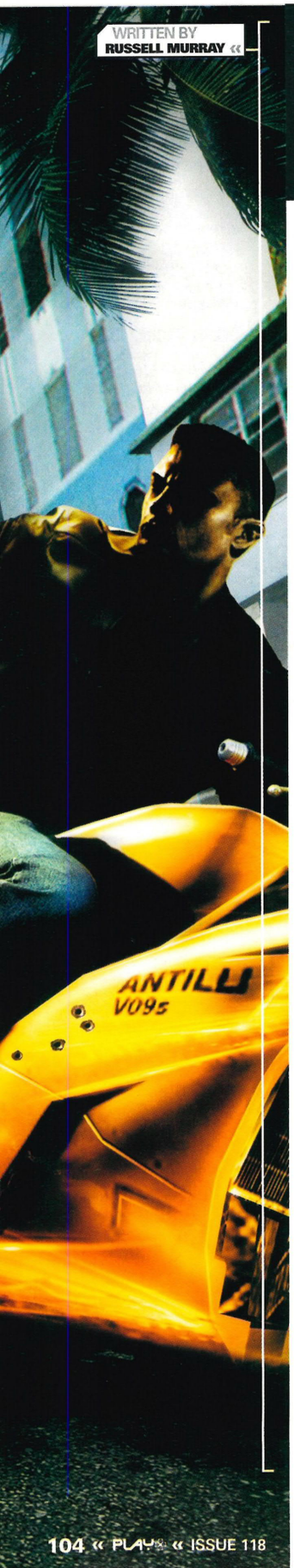
For a game that ripped our hearts out, fried them with bile and ate them with the severed paw of our pet dog Muffy, *Driv3r* isn't really that bad – it's just hugely disappointing. The driving's *Driver* (yay!) and the graphics are sex but the third-person stuff is just hell-on-wonky-legs. 71%



The handling may take a while to master.



Take your time so you line up the shot properly.



WRITTEN BY
RUSSELL MURRAY

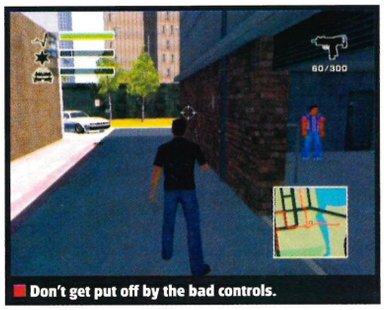
DRIV3R

AFTER AN ALMOST UNBEARABLE WAIT, DRIV3R IS HERE – AND WE'VE GOT THE FULL SOLUTION!

HINTS & TIPS

DAFT ENEMIES

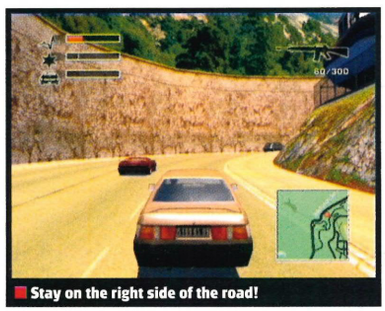
The enemies in *Driv3r* aren't the sharpest tools in the box, and can easily be killed by using cover sensibly. If you edge towards the end of a wall with your gun trained on the edge, you will usually reach a point where you can see an enemy who can't see you. You may now blow him away with ease!



Don't get put off by the bad controls.

DRIVING

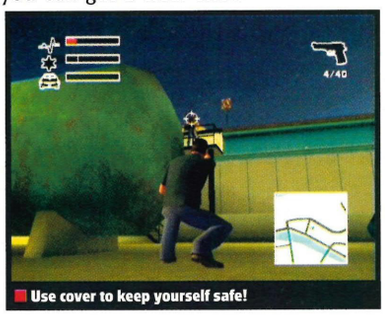
When getting from A to B, it is always best to stay on the right hand side of the road. This minimises the chances of crashing into oncoming traffic, which trashes your car and damages your health bar.



Stay on the right side of the road!

STRAFING

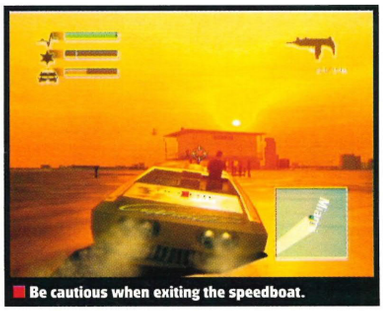
When engaged in gunfights in an open area, it is suicide to stand still. It can also be a bit tricky to aim using a combination of both analog sticks. The best solution is to strafe sideways as much as possible. This avoids enemy fire, and will also help you to line up your shots using only one analog stick; as long as you are aiming at the right height, by moving sideways until you can get a clear shot.



Use cover to keep yourself safe!

BOAT RACE

When piloting a boat, don't forget that pressing the 'exit vehicle' button will keep you in the boat, but now enable you to draw a weapon and aim wherever you like. This can be a most effective way for taking out enemies on other boats or dry land before you pull up in your boat. Stop a distance away from them, draw your weapon and fire at everything in sight before they even see you. Only head further forward when they are all dead!



Be cautious when exiting the speedboat.

DRIVE CAREFULLY

On missions where you need to get to a certain location but have no time limit, it makes sense to drive slowly and carefully, keeping an eye on the map for police cars. If you are spotted and chased, it can prove an unnecessary distraction so try not to get spotted in the first place.

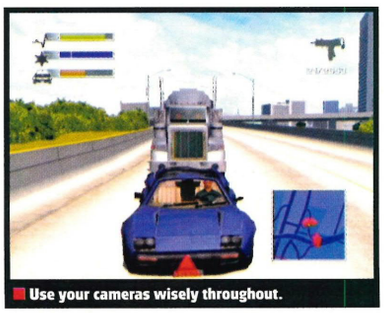


Try not to have too much fun in this car.

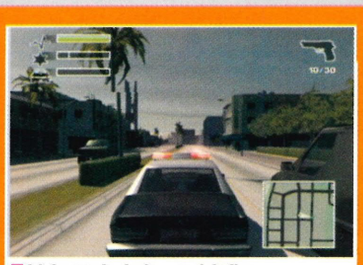
TIMMY VERMICELLI

This character bears a striking resemblance to Tommy Vercetti of *GTA* fame, don't you think? There are ten Timmies hidden on each level, but they can only be found in free roam mode. Find them all to unlock cheat modes for each city.

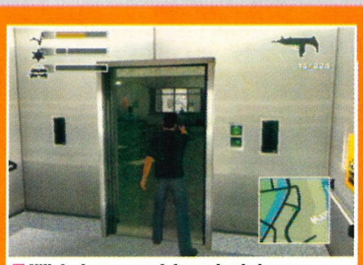
MIAMI: 18 Wheeler Anarchy
NICE: Fugitive Mode
ISTANBUL: Infinite Mass Mode

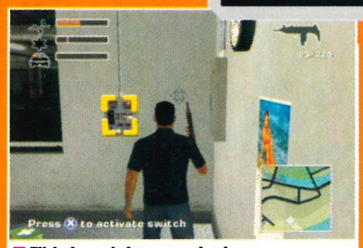


Use your cameras wisely throughout.


It's best to brake in a straight line.


Kill the two thugs outside the gate.


Kill the last guy and then take their weapons.



Flick the switch to open the doors.

WELCOME TO...

MIAMI

MISSION 1
POLICE HQ

Simply wander through the shooting gallery, being sure to fire only at the terrorist pop-ups and not at the civilian ones. The terrorists are red and the civilians are blue, so that should make things quite straightforward. You have longer to aim at each target than you might at first think, so take this time to line up your shot properly – if you miss it the first time, you probably won't have any more time to make a second attempt at it.


Wander through the shooting gallery.

MISSION 2
LEAD ON BACCUS

Follow the police car to the siege. Get used to the handling of the vehicles at this point – you'll soon learn it's best to brake in a straight line and coast around a corner rather than braking while turning, as this will cause the back end to spin out and increases the chances of fishtailing or spinning the car. Don't get ahead of the car you are following as you may end up losing him, and try to stay on the right side of the road – it considerably reduces the chances of crashing! Simply stay in touch with the lead car.

MISSION 3
THE SIEGE

Draw your gun and head round the left side of the building. Pop the two thugs outside the gate, then approach the doorway from an angle, aiming through to kill another enemy on the far side. Rush through and blast the last enemy standing by the barrels in the centre of the courtyard.

The action moves to the cars, so leap in yours and follow the last thug as he flees. You don't have to catch him, just keep him in sight until he crashes. Be sure to brake early so that corners can be taken smoothly. In particular, look out for traffic in your path.

MISSION 4
ROOFTOPS

Drive carefully to the hotel. When you arrive, park and head up the stairs. There's a goon on the second floor you can waste if you are feeling evil, but either way, head on up to the rooftops. As you open the door, the three goons ahead will start firing. If you are quick, you can take one of them down immediately, then head round the left of the building on the roof and waste his two friends.

Grab their weapons, then head down the staircase to the lowered area of the roof. Three enemies appear – two on the level with you, and one on the stairs on the other side. Take out the two on your level, then use the canisters as cover while you take out the last guy. Pick up their weapons (the guy on the stairs had an automatic) and head on up to the next section. There are four enemies here, and some health behind the building to the right if needed. It's best to use a building for cover (making sure no-one is behind you!) and then step out, take a few potshots, then return to the safety of your cover for a couple of seconds before repeating.

When the roof is clear, head through the door near the neon sign (after picking up the health outside). You'll get into the lift, and when you emerge it is in a car park full of goons. Be ready with your automatic to take out two who are chatting ahead of you before they can run. Blast another enemy in a booth ahead of the lift doors and slightly to the left. The remainder are to your left, so use the lift as cover to step out, fire a few shots and return to safety.

When it is clear, enter the booth where you shot the guy at the start of this section and grab the health kit. You can then use the switch to open the garage doors. Two more enemies will attack from a newly opened door, so waste them and grab their weapons, then jump into the black car in the corner of the garage. You must now drive it to the drop-off point, indicated on your map. The best route is to head straight for the river, then along the bank (ignoring the first bridge and taking the second one instead). You'll be chased and you can't afford to damage the car too much, so be sure to keep focussed on oncoming traffic. The car chasing won't do much damage from behind; it is a head-on collision that you need to avoid at all costs! Deliver the car in one piece to complete the mission.

PLAY

PLAYSTATION2 HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE!

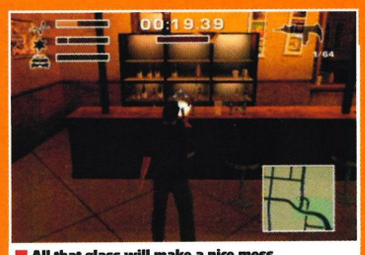
0906 9060376

Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602.


Use the speedboat to get here.



Drive through the gates.



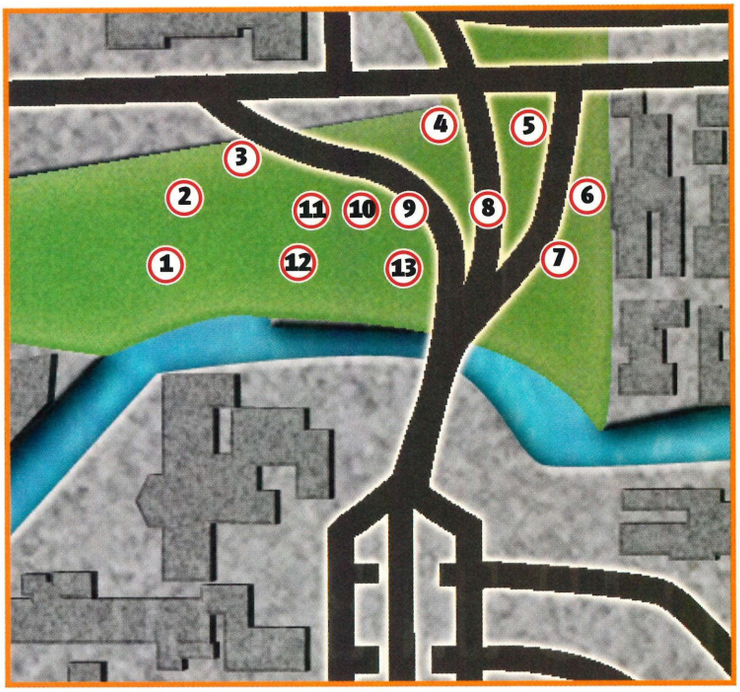
All that glass will make a nice mess...

MISSION 5
IMPRESS LOMAZ

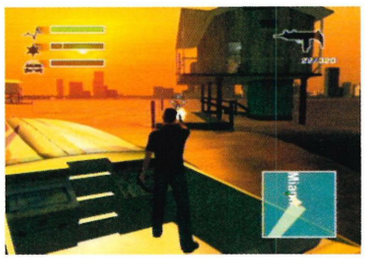
Head out of your flat and jump into the speedboat waiting out the back. Head to the meeting place, via the river. Jump into the car and bust through the gates ahead, then follow the map in order to burst through each checkpoint required to complete the challenge. If you've played *Stuntman*, this will all be rather familiar!

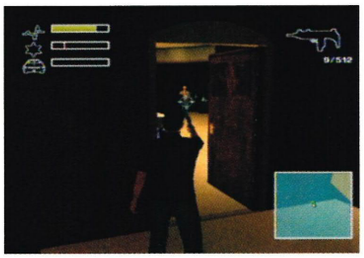
The trickiest points to make are point 3, point 8 and point 13. To get point 3 you need to slam the brakes on after point 2 and then turn hard right immediately on landing. For point 8, try to swing around and through point 7 sideways as you need to change direction. Point 13 can be reached by ensuring a good run-up from point 12 and hitting the ramp (it is on the roof!).

When this part is over, leap into the next car you are provided with and move on over to the Red River Bar. Once there, take out your automatic weapon and enter the bar. Waste the guy on the far side near the pool table, then kill the guy behind the bar. Head round the right of the bar and mow down two more as they come rushing out of the loos. You now have to cause as much damage as you can; everything you shoot will add to the damage meter at the top of the screen. You must fill it before the timer hits zero! The glass-doored fridges behind the bar are useful here, as you can blast the hell out of the bottles inside. Once they are destroyed, go for tables, chairs, arcade machines – whatever you can see! Just get the bar full to complete the mission!



Think wisely about how to get to each point.


Approach the houses carefully.


Deal with the enemies in the house first.



You've only got 30 seconds to get off the boat!

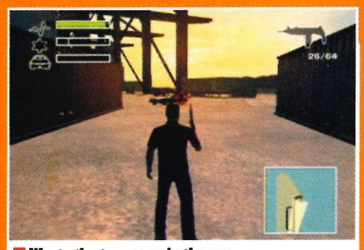

That oughta show them...

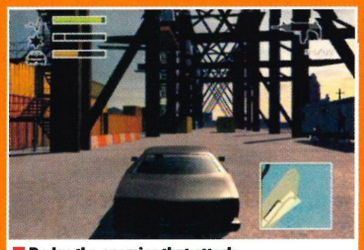
MISSION 6
GATOR'S YACHT

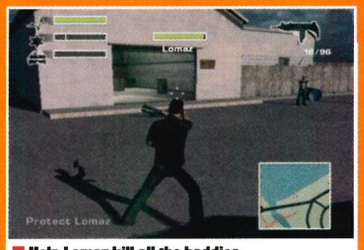
Jump into your speedboat and head over to Stiltsville to pick up the explosives. Approach with caution – head up to each house in turn, release the controls of the boat and draw a weapon. At each house blast any enemies who appear and fire at you, and only approach the house containing the explosives LAST. Waste the guys on the ground floor and head upstairs. If you didn't shoot them from the boat, there will be two chaps outside on the balcony, and two more as you enter the house itself. Once these are dealt with, there is one more guy in the back room with a woman. Once he is dead, grab the explosives from around the house and jump back into the boat.

Head on over to Gator's yacht and approach the middle of the back. Draw your weapon and shoot the guy who fires at you from the top of the stairs. Jump up onto the yacht and kill two more enemies – one up the stairs to the left, and one up the stairs to the right. Next, run along the side of the boat to the very front and enter the main section of the boat. In the first room you enter there are two enemies. Kill them both from the safety of the doorway, then plant the first set of explosives in the corner of the room. Open the next door and kill one enemy on the far side of the room. Now, roll through the doorway and use the bar to the right as cover. Stand up and kill the next enemy, then head through to the next room (there is some health in this room if you wish to use it). Exit back to the rear of the boat, and take the door on the left-hand side of the stairs. Be careful, as there can be as many as three enemies patrolling this area if you haven't already killed them.

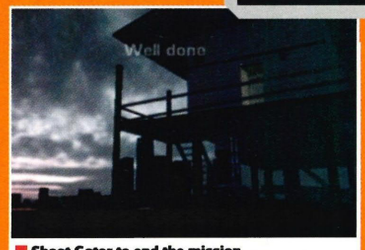
From the top of the staircase heading down, waste the first enemy you can see with caution , then run down the stairs and waste three more. You'll sustain some damage, but as long as you're using an automatic weapon, you should be able to take them down. Turn and head back towards the rear of the boat to the left of the stairs to find the location of the second set of explosives. That done, head back up the stairs and then up to the top deck. Don't take the stairs at the very top of the boat, but enter the doors and kill the three enemies in the first room, grabbing the health kit there too. Head along the corridor, wasting more goons ahead and in the first room on the right. The second room along this corridor reveals two health packs – odds are that you'll probably need them. Enter the last room, where there are two enemies to kill, and plant the last bomb. You now need to get off the boat within 30 seconds, so turn and spring back to your boat before driving away to watch the yacht sink!


Waste the two guys in the car.


Dodge the enemies that attack.



Help Lomaz kill all the baddies.



Shoot Gator to end the mission.

MISSION 7
TRAPPED

Firstly, you need to escape from the building. This isn't too hard, but the trick is to keep your speed DOWN. If you go too fast, you will trash your car too quickly, so instead be sure to take turns slowly. Simply follow signs for the exit to escape. As you see the exit, slow right down as two police cars will appear and try to block you in – just hold back and drive through the gap between them, then hammer it away. Follow the arrow on your map to reach the meeting point, but you MUST lose any stubborn cops before making it to the meeting.

When it is over, you need to ditch your car in the water. The only problem is that all the cops are after you! However, don't panic too much as the mission will end when you successfully ditch the car, irrespective of how many police are around you at the time! Simply hightail it to the point indicated on the map, then use the ramp to leap into the water in the car – make sure you take a good run-up and hit the ramp at full pelt!


Follow the arrow to the meeting point.

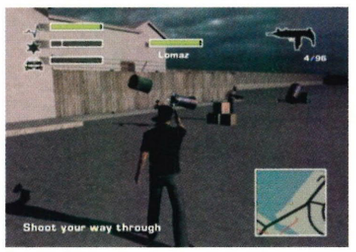


Escape from the building, but don't wreck the car.

MISSION 8
DODGE ISLAND

Drive carefully to the point on the map without drawing attention to yourself. Enter the building indicated by the arrow and, after the cut-scene, leap into the car. Accelerate through the glass doors and keep the hammer down to make it underneath the crate being lowered in your path. On the far side, veer right to mow down the first guy you see, then leap out of the car and up the steps, wasting the guy on the way. Take the two health kits in the next room if you need them, then head through and waste the guy waiting to the right in the next room. At the door, kill two enemies to the left, and head right. Keep moving through, using your automatic weapons to waste the remaining guys who attack.

Eventually, a car will pull up and two more goons get out. Waste them, and jump into their vehicle. The gates are locked, so make you escape round the outside of the dock area, dodging the many enemies as they attack. Eventually your escape will be blocked by a lorry, so head left to reach the gates out. Here, you will need to get out and kill the guys by the gate and then use the controls to raise the barrier. If your car is in good nick, get back into it, otherwise use the car that's parked nearby. Floor it towards the end of the island and accelerate over the bridge at the end as it is raised. If you have enough speed you will make it! When you land, head round to the location indicated by the map and drive into the warehouse there. You'll need to have lost the tail by then, but this is easy to do by simply changing cars – the stupid crooks pursuing you don't know how to handle it! Getting into the warehouse with no tail will end the level!



Don't get distracted by the game's physics!



Keep your eye on the other speedboat.

MISSION 9
RETRIBUTION

Follow Gator's car as closely as you can. You won't be able to destroy the vehicle, but as long as you stay in touch you should tail him to his base. When you arrive, leap out and help Lomaz waste the bad guys outside. Remember that if Lomaz dies, you will fail the mission! After you have killed the first set of enemies, grab their weapons – one of them was using an automatic rifle that you should switch to! Enter the garage and approach the far end cautiously – a lone enemy will attack, then three goons will rush you at once. When they are dead, head through and turn right, firing to kill another enemy. The next two rooms contain one enemy and one health kit each. You emerge in time to see Gator fleeing on a boat. Leap into the spare speedboat and give chase.

When Gator reaches Stiltsville, do not follow him immediately. Instead, pull out your gun and waste the enemies outside the first hut. Head up the stairs into the first room. Kill the first thug quickly, then look left to blast another as he enters. Another enemy lies in wait in the sheltered area of this room – kill him as he lurks to the right, then get the health kit from the left. Look down the next corridor and kill the guy at the end, then enter the room on the right to kill an enemy and grab a health kit. Exit via the door at the far end of the hut, ensuring you are armed with an automatic weapon and aiming downwards. As soon as you see the enemies down there, let rip with a volley of heavy gunfire to send Gator into the water. See you later, alligator. Heh, heh. It's like we're Bond or something.

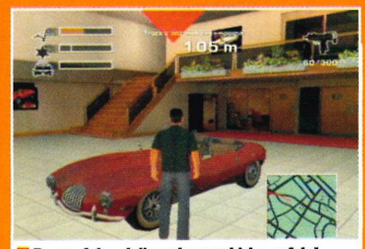


It's not easy driving and shooting at the same time.


Shoot the cars from the back of the van.



Steal the car from out of the garage.



Be careful to deliver these vehicles safely!

WELCOME TO...

NICE

MISSION 1
WELCOME TO NICE

Although you aren't on a timer at the start of the first level in Nice, you soon will be, so waste no time at all in steaming over towards Calita's position. Shortly before you arrive, she will call to say that she is under attack. The street that she is on has bollards that prevent entry with the car, so ditch the vehicle and run in on foot with your automatic rifle spewing death to her attackers. Pick up the health kit by her position, then follow her as she leaves. While you are running towards Bad Hand's van, you will come under attack and you must ensure that Calita survives, so use automatic weapons and make sure that the enemies are firing at you, rather than her. What a gent.

When you reach Bad Hand's van, you will be manning a machine gun as you fire out of the rear at the chasing cars. Try to aim for the drivers through the windscreen, as you will have little success hitting the tyres. You will still find that you get hit a lot, but if you keep firing at anything that gets near the rear of the car, you should make it to the safe house and complete the level.



You need to make it to the safe house in one piece.

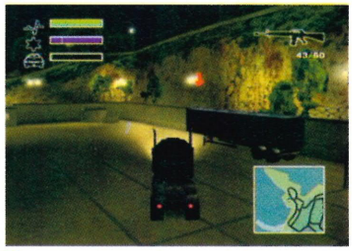
MISSION 2
SMASH AND RUN

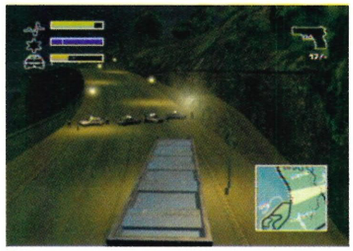
Drive carefully to the point on the map without drawing attention to yourself. Enter the building indicated by the arrow and, after the cut-scene, leap into the car. Accelerate through the glass doors and keep the hammer down to make it underneath the crate being lowered in your path. On the far side, veer right to mow down the first guy you see, then leap out of the car and up the steps, wasting the guy on the way. Take the two health kits in the next room if you need them, then head through and waste the guy waiting to the right in the next room. At the door, kill two enemies to the left, and head right. Keep moving through, using your automatic weapons to waste the remaining guys who attack.

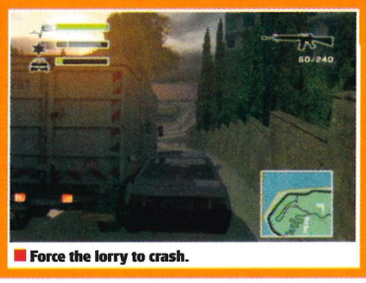
Eventually, a car will pull up and two more goons get out. Waste them, and jump into their vehicle. The gates are locked, so make your escape round the outside of the dock area, dodging the many enemies as they attack. Eventually your escape will be blocked by a lorry, so head left to reach the gates out. Here, you will need to get out and kill the guys by the gate and then use the controls to raise the barrier. If your car is in good nick, get back into it, otherwise use the car that's parked nearby. Floor it towards the end of the island and accelerate over the bridge at the end as it is raised. If you have enough speed you will make it! When you land, head round to the location indicated by the map and drive into the warehouse there. You'll need to have lost the tail by then, but this is easy to do by simply changing cars – the stupid crooks pursuing you don't know how to handle it! Getting into the warehouse with no tail will end the level!

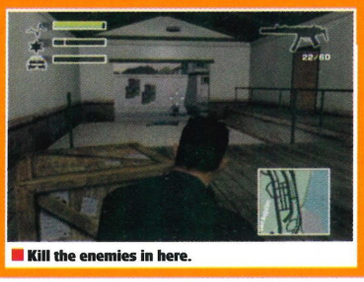
MISSION 3
18-WHEELER

Head over to the yard nice and slowly, without attracting the attention of the cops. Once there, drive through the gate and into the yard. Exit the vehicle and spray the handful of enemies with machine-gun fire. Once they are dead, search the area for three health kits before heading on over to the crane and lifting the white container off the blue container and dumping it out of the way. Then stick this on the flatbed lorry, and leave the crane. Head over to the cab and reverse it up to the flatbed. When connected, leave the yard and smash through the police roadblocks as you make your way along the coast road. However, when you reach a section with a twisty, mountainous turn-off, take it. It may not be as quick as the main coast road, but it will avoid a number of roadblocks and give you a much better chance of making it through to the docks unharmed.

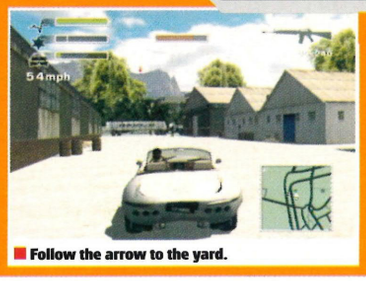

Reverse the cab up to the flatbed lorry.


You need to smash through these roadblocks.


Force the lorry to crash.


Kill the enemies in here.

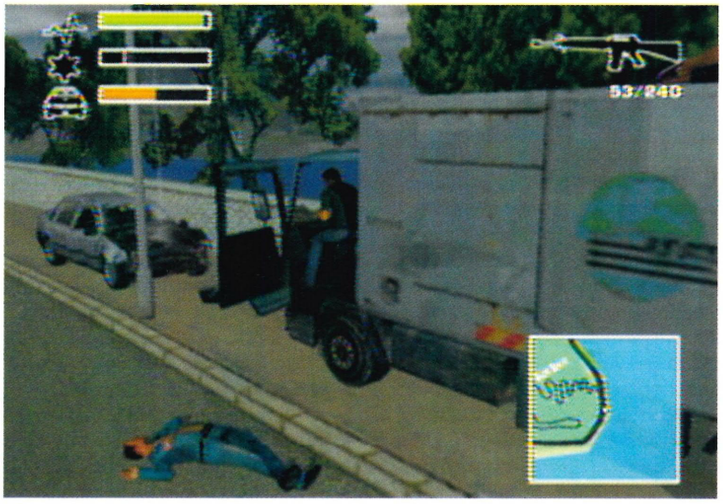

Match the speed of the truck.



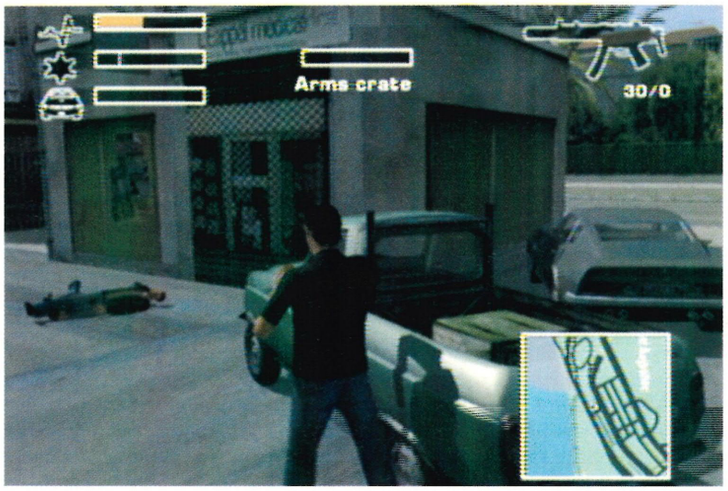
Follow the arrow to the yard.

MISSION 4
HIJACK

Drive down the winding mountain road as quickly as you can and you should emerge onto the motorway at about the same time that the lorry passes. Drive quickly and get in front of the lorry, then force it to crash into a building. When it is still, get out of your car and waste the lorry driver before jumping in the lorry yourself and driving over to the point indicated on your map. When you near the target area, you will realise that it is up a hill. DON'T drive the lorry up there! Instead, get out and draw your weapon (preferably an automatic rifle). Head up the hill on foot and then take out the enemies waiting inside the courtyard one at a time by slowly edging forwards. When it is clear, run in and leap into the car then drive out at pace. Before you've travelled more than a few yards you'll encounter a roadblock, so head right and up a footpath. At the top, across a bridge, you'll reach your goal and the mission will end.



Kill the driver and hijack the lorry.



MISSION 5
ARMS DEALER

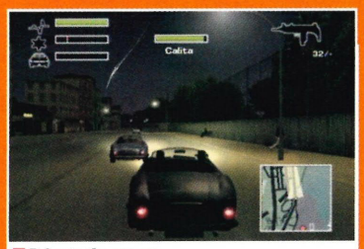
Head forwards out of the dock area and go right. Follow the road to your destination. Don't worry about the timer on this mission, as you will make it with ages to spare! Get out and head inside the building, moving through towards the pickup. When you reach a small flight of stairs, proceed with caution. There are a total of four enemies to the right of the area, so take them down from the corridor, then take the health pack from the back of the garage. Waste one more enemy as you leave the garage (to the right) then another group around the corner, to the left of the arms truck. When it is clear get into the arms truck and drive away SLOWLY. The package in the back slides around and if it gets too damaged, it will go boom! Head off at a sensible speed and if an enemy spots you, throw yourself out of the truck and blast them with your shotgun, rather than trying to ram them. Stick to a straight road until you are as close to the target point as possible, and avoid sudden turns or braking hard. You have a big time limit, so the best bet is to proceed at medium speed to avoid catastrophe!

MISSION 6
BOOBY TRAP

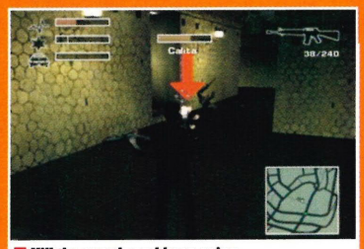
Try to avoid letting the speedo drop below 50, although if it does, you have a few seconds to get it back up again. Head towards the arrow, staying on the right side of the road (rear-ending a car slows you down, but hitting one head on would be disastrous!) Slow down for corners to avoid crashing; just be sure to accelerate away as soon as you can. When you reach the beach, head left onto it and pull up alongside the van. It normally travels at around 55 mph so match it and hold steady, then press the ⊗ button in order to let your chum escape. That done, speed up once more until the bomb meter is at zero, then pull a U-turn on the sand and immediately accelerate to stop the bomb going off. That done, head up the slope to the left and rejoin the road. Follow the arrow to find a yard with a truck in it – approach it, then slow down and bail out at the last minute to complete the mission.



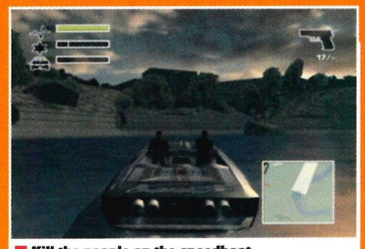
Follow the arrow to the meeting point.



Drive to the square.



Kill the guards and keep going.


Kill the people on the speedboat.

MISSION 7
CALITA IN TROUBLE

There's no real need to intercept the truck, simply follow the route shown on our map to reach Calita first. Get out of the car in the square and head inside, wasting two guards at the foot of the stairs and two more at the top. Keep an eye out for the truck arriving too; you can head back down the stairs and waste the driver as he parks up! That done, head back up the stairs and approach the edge carefully (it looks down into a courtyard). There are five enemies down there, so take each one out as soon as you can see him over the edge. This will save Calita, but now Fabienne will make a break for it. Head down the stairs and into the waiting car, then give chase to Fabienne. Don't get too close, merely keep her in your sights and out of trouble until she pulls over. When she does, get out of your car immediately and draw a gun. Blast her to complete the mission!



Take out the truck driver as he parks.



Jump into the the car and give chase.

MISSION 8
RESCUE DUBOIS

Head over to the point which is indicated on your map and then step out of the car. Waste the enemies waiting outside and climb the stairs. Kill two more goons by the counter on the far left of the room at the top of the stairs, and then grab the health pack from the right-hand side of the bar area. Head back round to the left and kill two more thugs who enter via the door there, then grab the second health pack. Go through the door where the goons came from and blast yet more enemies. Go through the door at the end of this corridor to kill three more – two are directly ahead and one standing to the right.

Jump into the car and give chase. The start of this pursuit is the toughest, so concentrate on keeping in touch with the car, and then on firing at it when you have the chance. It is important not to get so focused on shooting at the car in front that you forget to steer your own! Once the car has stopped waste the two bodyguards to complete the level.

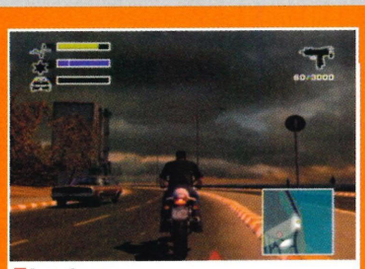
MISSION 9
HUNTED

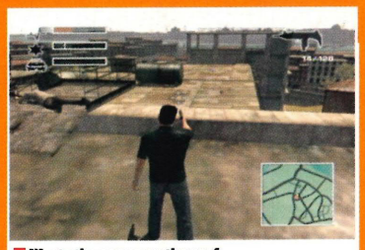
Steer the boat down the river to the meeting place. Easy! Unfortunately, after the cut-scene, you'll be in big trouble. Leap into the forklift truck and drive up to one of the crates. Raise it, then slowly turn and drive into the wall between the two platforms. The crate can now be used to jump between the two platforms! Do so, picking up a gun on the far side and a health pack if you need one. Jump into the boat and then turn to waste the guys in boats waiting in the water.

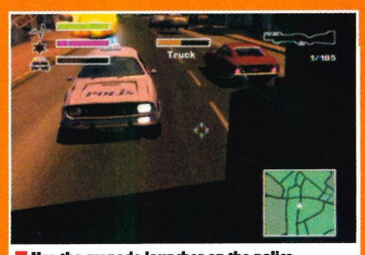
Once they are dead, take your boat out to sea and head around to the other side to the airport. There are jetties and stairs at various intervals along the coastline here, so head onto dry land when you can. There are car parks at the airport too, so find one or just leave and stop the first car you can. Follow the arrow to the point indicated on your map, but ditch your car as you near it and proceed on foot. Shoot your way past two roadblocks as you carry on climbing the circular path to the top of the hill, and when you enter the courtyard, shoot the enemies through the archway, before moving over there to find Dubois safe and sound!

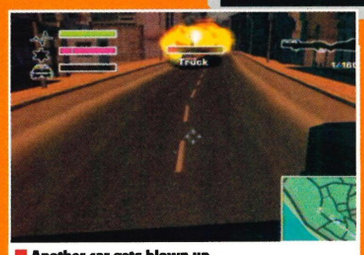


Stop the first car you find and get in it.


Lose the cops.


Waste the goons on the roof.


Use the grenade launcher on the police.


Another car gets blown up...

WELCOME TO...

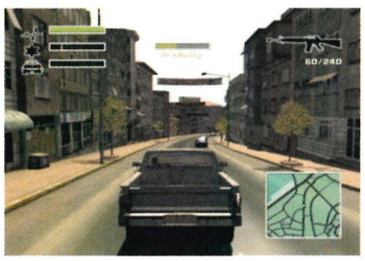
ISTANBUL

MISSION 1
SURVEILLANCE

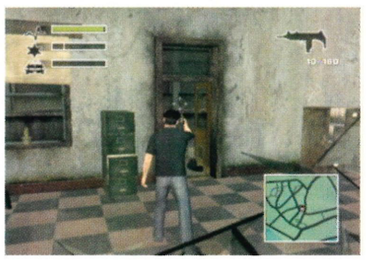
To begin with, simply trail the vehicle you are spying on. If you fall too far back, the bar will fill up, but if you get too close you will be spotted. Ideally, try to keep the bar around half full. When the car you are trailing reaches its destination, head to the back of the building and go down some stairs to enter the building. Using your silenced pistol, waste the first guard and head up the staircase to the left. Kill the second guard in the same way, and carry on up the stairs. As you reach the top, turn and kill the guard on the landing, then carry on round to the left to waste one more, who is guarding a hole in the floor. Drop down, using the nearby scaffolding as steps to reach the floor.

When the cut-scene ends, it is time to fight your way out. Forget about the silenced pistol – get the automatic weapons out! The first section is like a shooting gallery – simply approach the glass door and mow down the enemies on the far side. Exit and head right, up the stairs. Kill two more goons on the way, and four more on the roof – simply keep on strafing to kill them. Head across and look down onto the lower roof area, wasting the goons you can see, then go down the stairs and get ready for more with your automatic rifle. When the area is clear, look across to the far building and shoot two more thugs, then head across and down the ramp. At the bottom, get ready to waste more goons, but do so from the safety of the pillar you emerge next to. Head through this room and down the ramp. Carry on going through rooms and down ramps, using the same techniques to clear rooms of enemies before entering them (be wary in the room exposed to the street though; you'll need to take out enemies outside too to avoid being shot in the back).

When you finally drop down to ground level, more thugs pull up and open fire on you! Don't take the truck nearby, as it will blow up too quickly. Instead, use it as cover to waste a few of the enemies and head left, away from the enemy. Jump into the first car you can stop and then drive like fury to the point on the map, avoiding the enemies en route as best you can (if one does get on your tail, get out and shoot him!). When you reach the location, the mission ends.


Don't lose this vehicle.


Kill the guys in the room.


Kill the enemy guarding the hole in the floor.


Jump into any car and get to the point on the map.

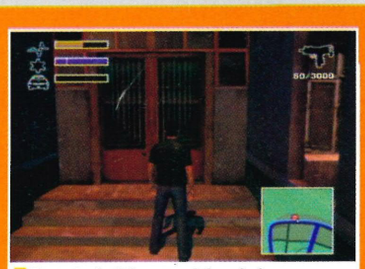
MISSION 2
TANNER ESCAPES

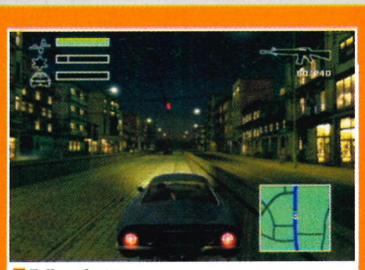
You begin this mission firing on the police from the back of a van. Switch to the grenade launcher and use that instead as it is much more effective! Bear in mind that it will take a couple of seconds for the grenades to explode, so aim a little way in front of the pursuing cars. If anyone gets too close, go back to the machine gun until the immediate threat is gone. The chase ends with the van in the water, and when the game restarts, you will be in a boat. Head a little way down the coast and get out near some steps. Return to the road and jump into the fastest car you can find. Now head over to your new destination, losing the cops en route. Entering the building will complete the mission.

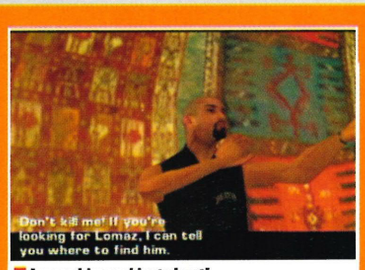
MISSION 3
ANOTHER LEAD

Follow the car in front of you, being sure to try and take the corners as smoothly as you possibly can.

When the driver of the car finally gets out and legs it, give chase on foot. Proceed with caution, however, because the area is crawling with enemies. There is no need to move quickly in this section as he will not escape once he has left the car. Instead, make sure to take it nice and slowly, peeking round corners and clearing sections before advancing. Missing an enemy can be disasterous as you will me mown down fropm behind without mercy! Make your way towards the green dot on your map to complete the mission.


Enter the building to end the mission.


Follow that car...

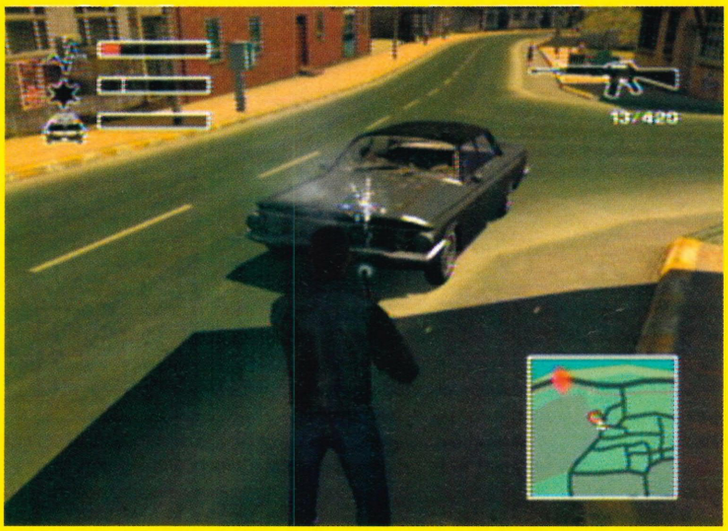


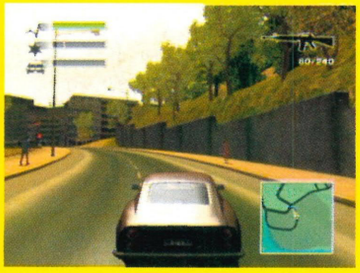
Ignore him and just shoot!

MISSION 4
ALLEYWAY

Chase Bagman until he eventually stops, and you can go nowhere. Leap out of the car and head through the doors with the arrow pointing at them. Blast the first two enemies who attack then head up the stairs and waste the first guy you can see, on the balcony above and to your right. Another chap will run in through the doors from the main area, so down him, then shoot another balcony dweller directly opposite. Run to the health on the far side of the area, then spin and blast one more guard above the area you just vacated. Now move round to the far side of the balcony and head through the door. More goons will attack, so be ready!

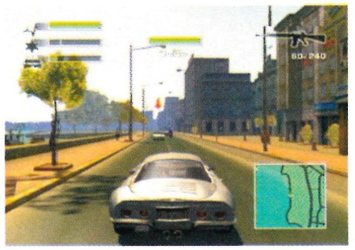
You'll enter a long room with an enemy at the far end, by a safe. Kill him and take the available health from the safe. Head through the door that's next to the safe and blast away the enemy in the room at the foot of the stairs. Head down another staircase, and at the foot of it crouch and aim at the far end of the corridor. An enemy will run around the bend, so be sure to waste his sorry ass! In the courtyard surrounded by archways, use the arches as cover to kill two more thugs, then leap into the car and smash through the gates. Now simply drive to the location that's blinking away on your on-screen map. If you have a tail when you arrive, step out of the car and blast away all of the enemies who can see you. Head into the building to complete the mission.


Step out of the car to blast any enemies.


Chase Bagman until he stops.


Be ready to shoot the enemies here.


Follow her into the store.

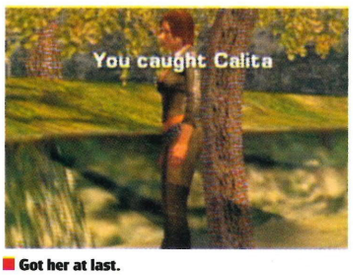

Stay in touch with Calita.


Don't lose her, here!

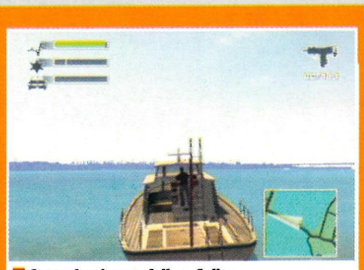
MISSION 5
THE CHASE

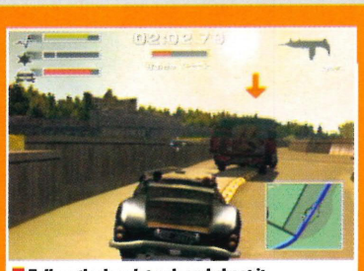
The thing to bear in mind is that you can't actually catch Calita; you must simply stay in touch until the mission ends. To begin with, use your burnout button to swing a u-turn at the start and give chase. Calita uses three different routes through this level which are selected at random, but you will undoubtedly learn all of them by the time you have completed this, the toughest chase mission so far! The coast road route is the easiest, but whatever route she follows, try to stay on the right side of the road to minimise the risk of crashing. When you reach the bridge, a cut-scene will follow, and once it is over you need to get straight out of your car. Now, head down the steps by the bridge and you will find a boat at the bottom. Use this boat to cross the river, and follow the troublesome Calita into a superbike store.

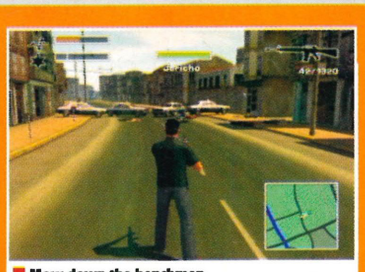
After the next cut-scene finishes, you will be involved in a short bike chase. The bike you are on is extremely powerful, but you can't take it too easy or you will lose Calita. Stay on her tail until she brakes hard and heads through an archway. When she does so, follow her for a tiny distance and she will fall off her bike, ending the mission. Nice work, Tanner!



Got her at last.


Cross the river to follow Calita.


Follow the bomb truck and shoot it.


Mow down the henchmen.

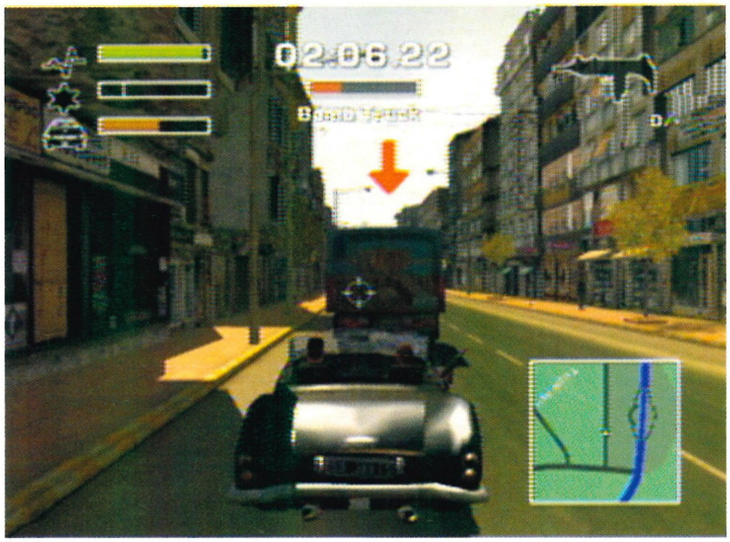

Then you face Jericho himself.

MISSION 6

BOMB TRUCK

After the hardest mission so far, you will now encounter one of the easiest! Simply accelerate after the bomb truck, unloading your automatic weapons into the back of it. Look out for the explosive barrels it ejects, however. These can be dodged, but if you are firing your automatic weapon at it, they will probably detonate as soon as they leave the truck and cause it even more damage! Either way, it will not take long to bring the truck to a standstill. Be careful not to fall too far behind the bomb truck and if you can get right up behind it then things will be even easier as the barrels will soar over your car and not cause any damage whatsoever.


This mission is really quite easy.

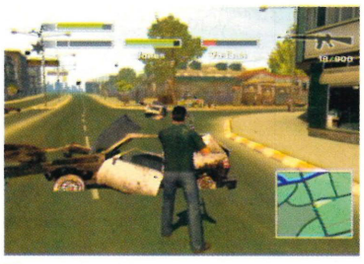

Get close to the truck so the barrels don't harm you.

MISSION 7

CHASE THE TRAIN


You need to get ahead of the train before the bridge.


Take out the enemies in each area.


Use the wrecked cars as cover.

By far the easiest way to complete this mission is to get ahead of the train before the first bridge. This is achieved by heading towards the train as fast as possible, then up the left-hand side of the carriages. Floor it until you reach a right turn with some boxes nearby – slow slightly as you hit the boxes and you should be able to get through the gap between the train and the wall on the outside. Past this section, floor it and you should beat the train to the first bridge. That done, simply stay ahead of the train until you reach the last bridge – slow down too much and the train will send you flying, so be careful!

After the cut-scene, give chase to Jericho, but don't get carried away and try to go too fast. You must take out the enemies in each area before moving through it, otherwise they will be firing at you from behind and that would be very, very bad. However, move too slowly and your colleagues will be massacred. It's a fine line to tread, but keep moving at a steady pace, using your fastest firing automatic weapons to clear each area in turn. Make sure to utilise the wrecked cars as cover too.

After a while, a group will emerge from a side alley. Mow them down and head down it yourself to face Jericho. Take out his henchmen, then use the skip on the right-hand side to provide cover while you blast him with everything you've got!



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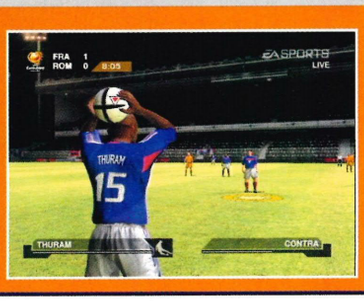
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STATION

WHAT WE SAID...

All they had to do was rip us off with a diluted *FIFA 2004* but they couldn't even do that. Instead we were given a game that lacked anything bar glitchy basics. It didn't even feature the so-so Off The Ball system of *FIFA 2004*. Poor. 55%





UEFA EURO 2004 PORTUGAL

WRITTEN BY SAM MAXTED

Now you can relive the dream and cheat – just like the Italians! Here's to technology! Cheers!

HOW TO SCORE

RUN ON PASS

Try to play a through ball to one of your forwards with the ✕ button. If the pass gets through, you could find yourself with only the goalie to beat. As you might expect though, it's harder to do this against the better teams. Bear in mind that you can't just play a ball through to any old player – they'll need to be positioned on the near side of their marker or be a good distance away from them for it to work. A similar tactic is to play a normal pass to a player standing in your opponent's defensive line, near the box. You'll either be able to run on from here or hold the ball up until one of your other strikers makes a break.

CROSSING

Just sprint towards the goal line and knock the ball in whenever you have the chance. Try to avoid doing this too close to the line though, as you could send the ball straight to the keeper. Once you get good at crossing, you should be able to weight your pass to pick out individual players. If you can manage to do this, it should increase your chance of scoring, as some of your strikers will be in better positions than others. it. Do this on a break and the chances are your striker could find himself unmarked.

MORALE

- It's important to keep your players' morale high. If it falls too low, their performance will suffer as a result. Keep an eye on which players get upset about being left out of the squad or the first team, then play them in friendly matches to give them a boost.
- Try to perform well in as many matches as possible, even in friendlies. If your team doesn't win when it's expecting to, your players' confidence may well suffer as a result.
- Avoid committing fouls wherever possible. Carded players could receive a drop in morale and the last thing you want is for a key player to be suspended for an important match. Consider substituting a player if he picks up a card early on in a game, in case he receives another and is ruled out of your next fixture.
- Sometimes factors outside your control will affect players' morale. These include a loss of form, or problems at home. All you can do is fix this as best you can – try playing them in a few friendlies to boost their ailing confidence.
- While morale is important, remember that you'll only be able to take a squad of 22 players with you to the finals. Try to keep confidence high in your planned squad, at the expense of the other hopefuls. If one of your players is ruled out of the team because of injury, a single low-morale player taking his place shouldn't make too much difference.

TACTICS

- The default squad isn't always the best choice. You'll often find that better, more skilful players are on the bench or out of the team altogether. Play around with your set up during the opening games until you settle on a team you like.
- Some teams are better suited to certain formations than others. France, for example, are handicapped by their default setup. Zidane, who's easily your best player, takes a performance hit as he's playing out of position. Change to a 4-3-1-2 formation instead and put him in an attacking midfield role. Other teams may be suffering from similar problems, so change to a formation that suits your available players.
- Don't just select the players with the highest skill levels for your final squad. Pick the best players for your first team, but make sure you've got a reserve for each position in case someone gets injured. You should take players' morale into consideration too, as it's hard to increase it when the competition begins.

DURING THE MATCH

- Don't try to run around defenders when you have the ball, because this rarely works and you'll probably just end up losing possession. Try passing the ball instead, because it's the only real way to break through.
- Don't go it alone – avoid playing the ball to a striker at the other end of the pitch too early in your attack. If he has no support, you'll have to hold the ball up as solo efforts are almost impossible in single-player mode.
- Watch out for signalling players when you're on the attack. It's a good idea to get the ball to them as soon as possible, as they tend to be in good positions. You'll need to respond quickly though, as the opening won't be available for long. Of course, you'll still need to position yourself and use the correct type of pass.
- Sometimes, you'll come across what seems to be a wall of defenders, with no space to run and no passes available between them. When this happens, try switching play to the other side of the pitch and have a go there instead. You'll often find that your opponent's other flank is exposed, with plenty of space to run into.
- When your goalie has the ball, it's best to wait for your team to move upfield before kicking it back into play. If you return the ball too quickly, there'll be no one to meet it, or the player that gets it will have no support.
- Hold down the L1 button to bring your closest team-mate in to help tackle an opponent. This can be essential at times, but disastrous at others. Make sure that the player you bring in isn't marking anyone though, or you'll leave them open for a pass and give the other team a clear shot on goal.
- When taking a throw-in, it's a good idea to send the ball to your nearest player, as throwing it further can be risky. Throw the ball slightly in front of your target and to one side, away from any defenders that could try to intercept you.

FREEKICKS

Unless the wall's in the wrong place and you're able to kick around it, you should aim for the top corner and use spin by moving the right analog stick. This should help you get the ball over or around the wall. Stop the power bar around three quarters of the way along, but bear in mind that this varies depending on how far you are from the goal. If you find yourself taking a kick from the side of the pitch, try to curl the ball towards the goal to give the keeper less chance of saving it. Another tactic is to drill the ball low and hard, if there aren't many players in the wall and you have a decent view of the goalmouth. You should be able to spin it around the side, using more slightly more power than usual.

When you are defending, try to get the wall to cover the corner of the goal furthest from the keeper. Pressing the ✕ button makes the wall jump; do this repeatedly in order to make it more difficult for the ball to pass over it.

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BY LETTER
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» IRRITATING INSPECTOR

» I consider myself to be a gaming god and have completed nearly all of *Hitman Contracts* already. The problem I have is that I'm stuck on the very last level and don't seem to be able to assasinate the inspector without getting caught. I'm sure it must be fairly simple, but I cannot understand why I can't complete it. Please, please help me.

From Simon Tiffin, Bournemouth

As soon as the level begins, run out of the door on the left, go forward and through the first door on the right. If you're quick enough the SWAT team shouldn't see you. Go over to the open window and jump across to the opposite roof. Head left and jump back into the next room along. Go out into the corridor and the SWAT team should be looking the other way. Creep over to the power switch on the right and press it to turn out the lights. The SWAT team won't be able to see you now, so head down the stairs and go right at the bottom. When you reach the corner, creep the rest of the way and use your fibre wire on the cop who's facing the other direction. Drag his body into the room on the right, then take his clothes. Go back out into the corridor and head right, then down the stairs at the end. Go out into the alley and head left. Look out for the two patrolling cops and head to the paramedic at the other end of this alley. Creep up behind him and use a syringe, then drag his body into the alley. Take his clothes and the PM Car Key. Now head through the streets to the alley near where the inspector is standing behind the van. Keep close to the left-hand wall and move forward until you can see him. Take out your silenced Silverballer and shoot him once in the head. Immediately put the gun away and stay where you are. Wait until the SWAT team aren't looking down the alley then run back down it to the ambulance and get in it.

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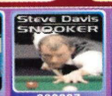
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CHART

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BLOOD SWEAT AND TEARS - v	114147
SUN HAS COME - sam & mark	114149
SUPERSTAR - jamelia #	113055
CALL YOU SEXY - vs	114161
ALL DAY LONG I DREAM... - jc chasez	114171
BAIL ME OUT - pete murray	114174

REGGAE

TURN ME ON - kevin lyttle #	113100
I'M STILL IN LOVE WITH - s paul ft. #	113410
DUDE - beenie man feat ms thing	113702
GET BUSY - sean paul #	112634

INDIE

FOOLS GOLD - stone roses	111230
BITTER SWEET SYMPHONY - verve #	111292
SEVEN NATION ARMY - white stripes	112604
WONDERWALL - oasis #	111372

HIP HOP

MY BAND - d12 #	113795
TRICK ME - kelis	113804
WHERE IS THE LOVE - b eyed peas #	112890
HEY YA - outkast #	113176
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MILKSHAKE - kelis #	112885

PARTY TIME

CHA CHA SLIDE - dj casper #	113506
BUILD ME UP BUTTER... - foundations#	113009
I THINK WE'RE ALONE NOW - tiffany	114178
SUMMER OF 69 - bryan adams #	112531
U CANT TOUCH THIS - mc hammer #	111616

ROCK

SWEET CHILD O MINE - g n roses #	111258
BLACK BETTY - spiderbait	113761
THIS LOVE - maroon 5	113842
IN THE SHADOWS - rasmus	113081

R & B

F*** IT (DON'T WANT YOU) - eamon #	113519
I DON'T WANT TO KNOW - m winans #	113805
BOUNCE - sarah connor	114025
YEAH - usher feat ludacris & lil jon #	113546
HOTEL - cassidy feat r kelly	113514
DIP IT LOW - christina milian	113802
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BABY BOY - beyonceft. sean paul#	112933
NAUGHTY GIRL - beyonce knowles #	113292
IGNITION - r kelly#	112588
BREATHE - blu cantrell ft. s paul #	112521
I BELIEVE I CAN FLY - r kelly #	113060
FRONTIN - pharrell williams ft. jay z	112855
ALL I HAVE - j lopez ft. ll cool j #	112359
NO DIGGITY - blackstreet #	111211

DANCE

COME WITH ME - special d	113678
PUSH UP - freestylers	114152
IT CAN'T BE RIGHT - 2 play ft. raghav	113973
LUV IS COOL - system of life	113985
WHERE ARE YOU NOW - ian v dahl	114191
IS IT A SIN - deepest blue	114033
IT'S TIME - ferry corsten	114183
TAKE MY HAND - j vries ft. a britton	114172
I AM THA ONE - mr timothy ft. i day	114173
CRUSH - paul van dyk	113866
FEELING FINE - ultrabeat	113288

URBAN

YOU'RE FIT DON'T YOU KNOW IT - streets	113880
ON MY KNEES - the 411	113925
IN THE PARK - demon feat awa	113958
FIX UP LOOK SHARP - dizzee rascal	112937
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BROKEN SILENCE - so solid crew	112969
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ESSENTIAL

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FOOTBALL

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WORLD IN MOTION - new order	113218
CARNIVAL DE PARIS - dario g	113712

NU METAL

MY IMMORTAL - evanescence #	113277
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BRING ME TO LIFE - evanescence #	112651
BEHIND BLUE EYES - limp bizkit #	113309
NUMB - linkin park	112886

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THEMES

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STATION MASTER CHEATS AND TIPS

TIP OF THE MONTH

Every month we at PLAY will send some lucky swine a PSone goodie bundle (Mini Analog Controller, PSone Bag, 1Mb Memory Card, Sharp Shooter Pro and Coloured Multi-tap) or a PS2 pleasure pack (16MB Memory Station, Analog 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.

WRITTEN BY MIKE O'SULLIVAN

Another Station Master section that's full of cheats. This month we give you the best of the new *and* the best of the old.

NEW CHEATS

SILENT SCOPE 2



TRADE TIME FOR LIFE
Pause the game and press ⊙, ⊗, →, ←, →, ←, ↓ x2, ↑ x2 to exchange five seconds on your clock for half a life point.

TRADE LIFE FOR TIME
Pause the game and press ↑ x2, ↓ x2, ←, →, ←, →, ⊗, ⊙ to exchange half a life point for five seconds on your clock.

MORE LIVES
If you lose the game by dying a lot, then eventually you'll be able to increase the number of lives you have available on the Options screen.

MORE TIME
Lose by running out of time a lot, and you'll be able to increase the time given to you on the Options screen.

TRANSFORMERS



These codes can unlock all the levels and loads of extra secrets. Enter the codes in either the select difficulty, HQ or pause menu and the words 'Code Accepted' can be heard when input correctly.

BIG HEAD MODE
⊙ x3, ⊡, L1 x3, L2 (Autobot HQ)

INFINTE POWERLINK
↑, ↓, ↑, ↓, ⊙, ⊡ x2, ⊙ (Autobot HQ)

INFINITE STEALTH (MINICON REQUIRED)
↑ x2, ↓ x2, L1, L2, L1, L2 (Autobot HQ)

TURBO MODE
L1, R2 x2, ⊡ x4, L1 (Autobot HQ)

ALL MINICONS
L1, L2, ⊙ x2, ⊡, ⊙, L2, L1 (Autobot HQ)

DISABLE MINICON OVERLOAD
R1 x2, L2, R1 x2, L2, ⊙ x2 (Autobot HQ)

INVINCIBILITY
R1, ⊙ x2, R1, R2, L1 x2, L2 (Pause Menu)

ONE SHOT KILLS
⊡, ⊙, ⊡, ⊙, L1 x2, L2, L1 (Pause Menu)

ENEMY STEALTH
←, →, ←, R1, R2, R1, → x2 (Pause Menu)

ALASKA LEVEL COMPLETE
R1, ⊙, R1, ⊡, ←x2,→, ← (Select Difficulty Screen)

DEEP AMAZON LEVEL COMPLETE
←, →, ←x2,→, R1, R2, ⊙ (Select Difficulty Screen)

EARTH LEVEL COMPLETE
R2, R1, L1, L2, ⊡, ⊙, ⊡, ⊙ (Select Difficulty Screen)

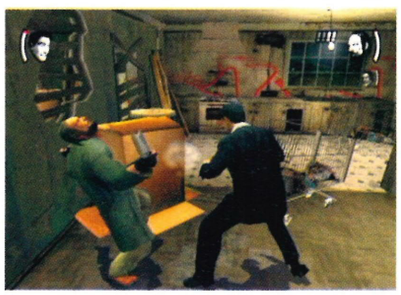
MID-ALANTIC LEVEL COMPLETE
⊙, ⊡, ⊙, ⊡, →, ←x2,→ (Select Difficulty Screen)

STARSHIP LEVEL COMPLETE
← x2, →, ⊙x2, → x2, ← (Select Difficulty Screen)

SMASH COURT TENNIS 2

UNLOCKABLE EXTRAS
Finish Arcade mode with a female player in Pro difficulty setting to unlock Cassandra Alexandra.

Finish Arcade mode with a female player in Challenger difficulty setting to unlock Ling Xiaoyu



TRUE CRIME: STREETS OF LA

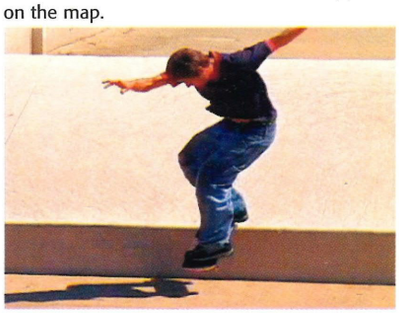
Pause the game and enter the Map screen, then enter these codes. A sound will confirm correct entry.

All cars unlocked ←, →, ←, →, ⊗
All guns unlocked →, ←, →, ←, ⊗
All fighting moves unlocked ↑, ↓, ↑, ↓, ⊗

ALTERNATE CHARACTERS
Enter these codes as the number plate and then hold L1 and R1 when you select OK.

Police officer Johnson	FUZZ
Bum	B00Z
Swat member	5WAT
Commando	M1K3
Gangster	TFAN
Asian	HARA
Street punk	MNKY
Biker	HAWG
Donkey	JASS
Butcher	PHAM
Boxer	BRUZ
Lapdancer	B00B
Gambler	MRFU
Tattooed lady	TATS
Corpse	J1MM
Pimp	P1MP
Bald cop	FATT
Female boss	B1G1
Female partner	ROSA
Dominating partner	HURT_M3

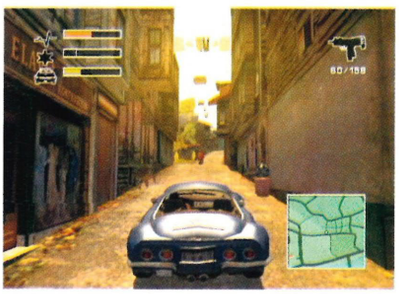
UNLOCK SNOOP DOGG
In order to access the hidden superstar Snoop Dogg, you must find and collect 30 golden ones. To find the first bone, head to Santa Monica Municipal Airport and then park in the car park. Opposite the building is another parking lot and in the centre you can find the first golden bone. After collecting this bone, the location of all the other bones will appear on the map.



TONY HAWK'S UNDERGROUND

Go to the options menu and select 'cheat codes' from the list. Enter the following case-sensitive codes.

Perfect Balance	letitslide
Perfect Manual	keepitsteady
Moon Gravity	getitup



DRIV3R

Entering these codes on the main menu will only unlock them; they will then need to be turned on in the Cheats menu. Note that the Invincibility cheat will not work in Undercover mode.

ALL WEAPONS
R1, L2, ⊡, ⊙, R1, R2, L2

UNLOCK ALL MISSIONS
L1, R1, L1, L2, ⊡ x2, ⊙

UNLOCK ALL VEHICLES
L1 x2, ⊡, ⊙, L1, R1, ⊙

INVINCIBILITY
START x2, L1, R1, L2, R2 x2

» HELLISH BOSS

» I have been playing *Project Zero* and have completed the game on Normal mode, but then when I played through again on Hard mode I found another area that I could not reach before. In this area I keep getting killed, as I cannot seem to harm the ghost attacking me. I have tried everything I can think of, but still cannot defeat this awesome ghost. Please help!
Andrew Wilson, Dumbarton
This ghost is extremely tough as the red mist surrounding it protects the spirit from the rays from the camera obscura. Wait for the ghost to start chasing after you and then run away quickly so she is unable to grab you. After doing this three times the mist will disappear, and you have a brief opportunity to photograph the spirit. Get as close as you can for maximum damage and use high-powered film to try for a combo shot. Keep repeating this technique and soon enough you will complete the game again.

» GOING FOR GOLD

» I have been playing *GT4: Prologue* for a couple of weeks and have been doing fairly well at the lesson tests. I have almost completed it, in fact. My problem is that I do not seem to be able to get a gold medal on the very first test and I cannot understand why. I run the race perfectly without touching the corners and follow the racing line marked on the track exactly, but still cannot get a time fast enough to grab the gold medal. Please, please, please can you help me?
Milen Patel, Northwood
The first lesson test is relatively simple, but the only way to get gold is to completely ignore the markings on the road. Take every corner as tight as you can and even drive on the grass verge as much as possible to shave a few seconds off the time. You may sometimes get disqualified if you cut the corner too much, but ensure at least one tyre is on the track and you should be fine.

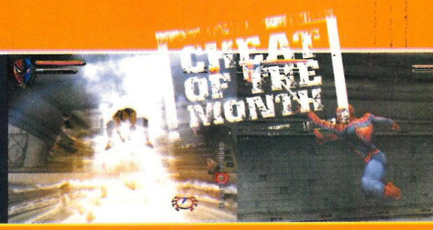
» SPINNING OUT

» I have just brought *Fight Night* and I absolutely love it, but I keep finding that the other boxers knock me out really quickly. Once on the canvas I don't seem to be able to get up and if I do manage it my boxer is so tired he cannot continue. Please help me, as I want to get up the ranking and go for the title.
Martin Sandler, Newcastle
There are two easy ways to get up quickly, but you'll need to calm down on throwing punches if you want to have a reasonable healthy boxer afterwards. Firstly you can turn on Auto Recovery in the options menu to

SPIDER-MAN: THE MOVIE

Pretty excited about seeing the sequel aren't you? Not excited about playing this game again though are you? Well, try it from a different persepctive...

BEHINDTHEMASK
Play from a first-person perspective
SPIDEYBITE
Play as a knee-high character
STICKY RICE
Play as Uncle Ben's killer
CAPTAINSTACEY
Play as Captain Stacey
SERUM
Play as a scientist



CLASSIC CHEATS

BALDUR'S GATE: DARK ALLIANCE



SECRET MOVES
Completing the game will open up a new game mode – The Gauntlet. In this, you must kill everything inside the dungeon and escape within the 15-minute time limit, playing as Drizzt Do'Urden. Completing this mini-game will open up the 'Extreme' difficulty setting. Once this is complete, you can use the game you saved at the end of The Gauntlet to play as Drizzt Do'Urden outside of The Gauntlet.

CHEAT MODE
During play, hold L1 + R2 + ← + △, then press START. This unlocks a cheat menu that has with it Invincibility and Level Warp options.

SUPER CHARACTER
During play, hold L1 + R2 + R3 + ←, then press △. Your character will be at Level 20 and have access to all feats, extra spells and 75,000 gold pieces.
Note: Your character won't subsequently advance to a higher level or gain more feats.

PLAY AS DRIZZT
Start a new game and hold L1 + L2 + R1 + R2 while selecting a character.

DUPLICATE ITEMS
Save the game, then drop the items to be duplicated from the inventory. Press START and change your character, importing the one you just saved. He/she will have all the dropped items, with the duplicates still on the floor to be collected again.
Alternatively, save the game and use a Recall Potion to return to the Elfsong Tavern. Drop all your expensive items, then import your saved character. Collect your items and sell them. You can do this as many times as you want, but have to save each time before you import again or you'll lose the gold you have made.

RESURRECTION (MULTIPLAYER)
If a player dies during multi-player mode, get the surviving player to return to the previous save point. Walk in the light surrounding it to resurrect the other player with all items, but only half hit points.

QUICK WAY TO BUILD UP EXPERIENCE
- Kill the boss in the mines.
- Return to the dwarf village and save.
- Talk to the dwarf leader and receive 2,000 gold coins and 2,000 experience points.
- Make another save, but don't overwrite your first one.
- Load your first save.
- Import your player from your second save.
- Talk to the dwarf again to get more points and gold.
- You can repeat this as often as you like!

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

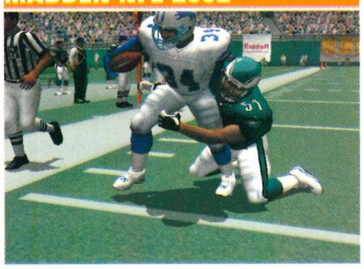


DOLPHIN SOCCER
Go to the Powers Of Levitation level and find your way to the room where the clan General is located. Swim through the side of the rubbery wall. On the floor near one of the orange lights is a football. Get it, then go to the level selection screen. An option for the Dolphin Soccer mini-game will appear at the bottom – happy footballing!

FREQUENCY

MASTER CODE
On the Start screen press ↓, →, ↑, ← x2, ↑, →, ↓. A sound will confirm entry. This will enable the other codes to work...
Free Autocatcher: Press ←, → x2, ←, ↑, ⊗ during gameplay
Free Multiplier: Press →, ← x2, →, ↑, ⊗ during gameplay

MADDEN NFL 2002



BONUS STADIUMS
The Player Cards numbered between 233 and 248 will each unlock an extra stadium for selection, including Nile High and Maddenstein.

CLASSIC TEAMS
The Player Cards numbered between 249 and 274 will each unlock a classic team from the past in Exhibition mode, from the '58 Colts to the '99 Rams.

MADDEN TEAMS
The Player Cards numbered between 275 and 290 will each unlock a year's All-Madden team for use in Exhibition mode.

FANTASY TEAMS
The Player Cards numbered between 291 and 298 each unlock a fantasy team for Exhibition mode, including Mummies and Monsters.

HOUSTON TEXANS
After the first season in Franchise mode, do the expansion draft to get the Houston Texans.

SPECIAL OCCASIONS
Set the system date to one of the following dates for a special commentary.
Thanksgiving: - 22 November 2001
Christmas: - 25 December
New Year: - 1 January

WIN COIN TOSS
Press L1 + R1 + START repeatedly before the coin toss screen appears to put the odds well in truly in your favour.

MICRO MACHINES

UNLOCKABLES

Micro Soccer
Collect all three star tokens in Beachside GP

Micro Marble
Collect all three star tokens in 911: Emergency GP

Big Head Mode
Collect all three star tokens in This Ol' House GP

Mirror Tracks
Collect all three star tokens in Toy Town Sci Fi GP

Concept Art
Collect all three star tokens in Jungle Jamboree GP

Color Tint
Collect all three star tokens in Hicksville Hoedown GP

Bird's Eye View
Collect all three star tokens in Perilous Places GP

The Team
Collect all three star tokens in Ghoulish Graveyard GP



enable your boxer to get up without having to watch the blurry referee. If you want to recover naturally, the best thing to do is concentrate on the referee's badge and then use the sticks one at a time to line them up. Move the sticks slowly and you'll find you'll recover much quicker. It may also be an idea to avoid throwing overhand punches as these leave you wide open to counter punches. Good luck, champ!

» DEMON DISASTER

» Whilst playing *Van Helsing* I have come up against a really tough boss and I don't seem to be able to beat it. I am on mission 11, Assault On Castle Dracula, and the boss is called Demon Aleera. Every time I try to fight it, it kills me very quickly. I have no life replenishers and cannot get past this creature. Please help and tell me how to beat her.
Wayne Blanchett, East Grimstead
Aleera is remarkably tough. Don't engage her on the narrow part of the bridge, but try to get to the end where you have more space to roll around. Fight her by allowing her to attack, but roll out of the way at the last minute. When she turns to find you, try to sneak behind her and use your tojos to give her three hits – no more! That done, roll away and concentrate on dodging her next attack.

» OH, THE CARDS!

» I am having trouble locating a couple of wizard cards in *Harry Potter And The Prisoner Of Azkaban*. I have got most of them, but I am missing a couple of Dragon and Quidditch cards and need your help to find them. Please can you tell me where I can get these tricky cards?
Jessica Curtis, Kent
DRAGONS
COMMON WELSH GREEN DRAGON: Throw stink pellets into five pots around Hogwarts and visit the shop with Ron.
HEBRIDEAN BLACK DRAGON: Throw stink pellets into ten pots around Hogwarts and visit the shop with Ron.
HUNGARIAN HORNTAIL DRAGON: Throw stink pellets into 15 pots around Hogwarts and visit the shop with Ron.
ROMANIAN LONGHORN DRAGON: Throw stink pellets into all 20 pots around Hogwarts and visit the shop with Ron.
NORWEGIAN RIDGEBACK DRAGON: Collect the other cards in the set.
QUIDDITCH
CYPRIAN: YoudleGet Harry to open his trunk in the boys' dormitory.
JOSCELIND WADCOCK: In the first room on the 6th floor.
LEOPOLDINA SMETHWYCK: On the 6th floor, behind a secret passage in the room with the concrete blocks.
RODERICK PLUMPTON: In the room with the mirrors on the 6th floor.
BARBERUS BRAGGE: Get all cards in set.

MORE Q&A NEXT MONTH

ACTION REPLAY CODES
SPONSORED BY

STATION

ALL THE LATEST CHEAT CODES FOR ACTION REPLAY

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

RED DEAD REVOLVER

MASTER CODE
42UV-Q95M-P180X
B6RE-TN2U-N89FV
ET68-XU8W-ERJKX
JWTC-44Z8-EKYXH
R3MX-KWHH-2P37E

Infinite health
CYC8-Z02R-YDG08
997P-RCR8-Q3UDN
HR1H-APQH-QG42Z

Invincible
APMQ-AWTV-HBQQJ
MGM4-NC2A-UX0GY
DH98-UZQB-DEF16

Start with max cash
AZNC-9Q2N-UU47Y
XN05-N70B-D5AEA

Unlock journal/multiplayer
MZ9U-MHK9-TR4V8
QD1G-CAGB-FZAV3

Open journal
KA4N-N7YH-ZN172
E7Q1-ZNQ2-P2E6G

Open multi-missions
8CFM-XWVM-QR8B3
PRUZ-697C-1JGKE

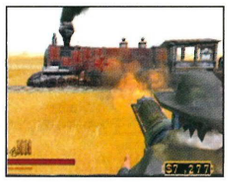
Open characters in multi-missions
5B04-RKVX-WGBJM
AVJU-0Z3K-8PUQC

Friendly fire on
KF2Y-1CMJ-EWK2D
ZZEA-1PFZ-6AQ2U

Friendly fire off
N5GF-VHNP-M49AK
8HHY-FEM8-FYZGG

Turn off rain
JGFA-CDA4-FFNKB
98VD-ZBZH-96KYM

Turn off grass
ECQJ-NU9B-CBTTW
2R4Q-RG4E-GFB8R









03AH-5PBC-9K2T7
Replace New York with Grand Canyon North (alternate)
Press R3 on the circuit selection screen
YUKF-AW80-78GQ8
Y4RW-9VJ9-FP5WA
JHMH-CN3U-9ZRKV
CWHT-0F0T-66VZH
Y4RW-9VJ9-FP5WA
WKE1-2793-J5YE4
NBH9-0MG6-78GJH
RAXR-WF0G-6UEBK
GXN6-PYP0-1AX9U

Replace New York with driving park
Get ready for a Battle Royal with opponents.
BG87-DZ4A-UG2MJ
4QBT-QY04-6HR6C
6UW8-632H-N6XY8
QZTF-RFHY-JVX1D
M1DD-DZEH-CB7VJ
03AH-5PBC-9K2T7

Replace New York with driving park (alternate)
Press R3 on the circuit selection screen
DVR7-7W25-AHM0D
Y4RW-9VJ9-FP5WA
6UW8-632H-N6XY8
QZTF-RFHY-JVX1D
RAXR-WF0G-6UEBK
M1DD-DZEH-CB7VJ

Turbo codes
E42F-T1MG-530F0

Turbo (R3 to activate)
X8KX-7CDZ-KQC6X
06A0-B9X5-JCEPB
ZC22-RFX2-88YKE
TW4T-6V52-6RHP0
Y4RW-9VJ9-FP5WA
TDYE-YPVN-ZJVD2
8Z7H-QTZY-FNTBF
QCG1-K61H-U2QVH
A9Z9-JVWJ-Z54FV
F99M-0W5P-R0MVM

Mega turbo (R3 to activate)
BTK2-91G7-5CPFF
06A0-B9X5-JCEPB
ZC22-RFX2-88YKE
TW4T-6V52-6RHP0
Y4RW-9VJ9-FP5WA
TDYE-YPVN-ZJVD2
EYRE-FGG4-E8ACU
QCG1-K61H-U2QVH
A9Z9-JVWJ-Z54FV
F99M-0W5P-R0MVM

Reverse speed (L3 to activate)
Note: You must have the turbo code ON to use the reverse speed
GX6A-7RRP-ZBJD3
DNHJ-83G2-7HPVE
TDYE-YPVN-ZJVD2
5TZY-R2E7-G6T79

THE SUFFERING

MASTER CODE
21TW-H3GA-4Z48Z
UCHA-TZYU-6TH75

Infinite ammo
M9Q6-6CMX-QECTY
0FB6-GM7D-6EAWY

Infinite flashlight
16Y4-MB5Q-MJG48
CABD-7CU4-0P9UW

Infinite item
85QN-BPCC-7MJ5B
CABD-7CU4-0P9UW

Infinite rage
CF6D-WUFT-M91NF
VMV3-P36P-TV2EZ

Infinite health
N8QP-J9VV-YETG0
E5WC-KXQF-P90F3
B95V-CVMD-N3V04
PMP5-JFZ9-GZ3YU
UNQ5-A12B-G2JEC
TYQG-12TM-0MF3N

GRAN TURISMO 4: PROLOGUE

MASTER CODE
D0W2-TMJG-4DQ6P
CUG3-9FYB-V3D0C
VFE7-FK9B-M32EA
3N25-5JHA-9R15B

60 Hertz Mode
TEQ4-N10F-WCWQU
5KQK-110N-CJGAA

Y-Fix
8A36-YKX4-ETC23
EFXN-AM31-HMCTV
7NK6-D7AT-REY7J
FB7D-JQGN-U0HVV
VDUK-WA57-774J5

Freeze timer
L3 to stop, R3 to restart
PTCM-W01Z-DJ8AZ
VZ6W-RFT5-EP274
AE6Q-9URY-NH55D
DKCC-CBM5-NFWM1
NYYP-U7PV-XJK65

Ultra slow timer
D3R3-546E-ARA0Z
WK3W-MFRX-1TNA6

Max score
W61J-9X79-U4URJ
PWR0-DQ4D-40EFB

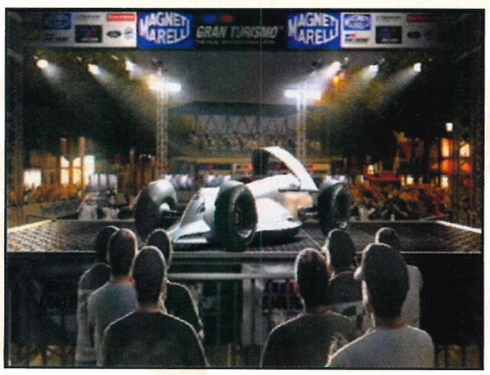
No time penalty
9MZX-AKCE-T4WWZ
RHQC-C4CF-1F0CC

Arcade extra tracks
JT1D-1HET-4G5V9

Replace New York with Hong Kong
Select New York in Arcade mode to race in Hong Kong
Y9UJ-Y9M3-KN24W
4QBT-QY04-6HR6C
1D24-DE9U-RZDHB
7URH-U4KF-GUXKM
UPJ7-1NTM-XMTVK
9ZMA-3U8M-VJX1F
BJQ9-DZZ4-YRB72
03AH-5PBC-9K2T7

Replace New York with Hong Kong (alternate)
Press R3 on the circuit selection screen
ZMKC-WK4H-NX1VK
Y4RW-9VJ9-FP5WA
1D24-DE9U-RZDHB
7URH-U4KF-GUXKM
Y4RW-9VJ9-FP5WA
UPJ7-1NTM-XMTVK
9ZMA-3U8M-VJX1F
RAXR-WF0G-6UEBK
BJQ9-DZZ4-YRB72

Replace New York with Grand Canyon North
Select New York in Arcade mode to race in Grand Canyon North
FGCC-YA57-EAPCC
4QBT-QY04-6HR6C
JHMH-CN3U-9ZRKV
CWHT-0F0T-66VZH
WKE1-2793-J5YE4
NBH9-0MG6-78GJH
GXN6-PYP0-1AX9U



SPLINTER CELL: PANDORA TOMORROW

MASTER CODE
JG1E-6EJ6-FHK0P
516A-66EK-1CKKA
X6YT-32HE-B34MN
0BPC-4UKG-RWG42
RV9B-WBUK-T1EN4
6X0J-1Q1X-JMFH9
WNTV-TYQ4-KW3EQ
UN9D-VA4J-V76BY
ZDPQ-E3F0-BMD1W

60 Hertz mode
ZAK9-898X-1NQWZ
7MVX-6T5N-8F2FE

Y-Fix
X0TK-3PTF-057UY
7DNK-A117-EY7V2
FPAF-KN7D-Y24QG
WTRE-YJK0-EH59B
8U71-NKZK-7PQE8
KV3P-UXAZ-ZDMMJ
6GXE-4QWK-HPGG0
6EJE-1Z5F-28C47

Infinite health
NA5J-507D-BVJVJ
67NC-3BMZ-UBFBP
X0WC-0WZR-DHCDG

Big jumps
97JW-B562-UK8DH
FV6Y-NRGW-WYJJ6
AHD4-UP3E-M3QE6

Small Fisher
DZR5-5FHU-MEQY0
K0NP-J2M5-AFV7U
7784-UJ1G-11GBZ

Always in the dark
FZDZ-40TU-4PRHH
P8XN-4E48-3D2M1
GE75-PCAG-63V43



» MORE CODES NEXT MONTH

POLY & MONO TONES TO ROCK YA BLOWA

Yes, every tone listed is available in conventional mono tone and the NEW polyphonic style which combine various instruments and actually sound like real stereo music. You can check if your phone takes a polyphonic or mono tone below

TEXT CHAT MESSAGES 50p* YES JUST 50p

TO ORDER YOUR POLY RINGTONE BY TEXT:

poly
Text: Poly+ Order Code to
88833

TO ORDER YOUR MONO RINGTONE BY TEXT:

mono
Text: Mono+ Order Code to
88833

THE ORDER CODE IS A 6 DIGIT NUMBER NEXT TO THE TONE YOU WANT LISTED IN THE MONO COLUMN OR THE POLY COLUMN

e.g. If you wanted the Poly Airwolf Theme (108213) Text: POLY 108213 to 88833

e.g. If you want the Mono Airwolf Theme (100621) text MONO +100621 to 88833

TO ORDER ANY POLY OR MONO TONE FEATURED CALL

0907 787 8206

OR ORDER FAST BY FAST TEXT †

IF YOU CAN'T FIND THE SONG YOU WANT THEN TEXT:

Text: Ultratone + SONG TITLE to 80189
ONLY AVAILABLE ON NOKIA

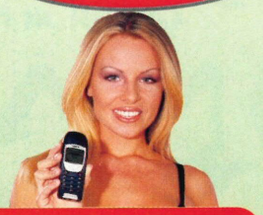
e.g. If you want the Abba song WATERLOO text ULTRATONE WATERLOO to 80189

CAN'T FIND THE ARTIST YOU WANT THEN TEXT:

Text: Ultratone + ARTISTS NAME to 80189
ONLY AVAILABLE ON NOKIA

e.g. If you want Tatu's latest record text ULTRATONE TATU to 80189

TONE PREVIEW LINE Listen to any tone listed BEFORE you order 0906 782 9340



TONE OF THE WEEK
Simpsons – TV Theme
(Mono) 100219 (Poly) 107052

CHECK PHONE COMPATIBILITY BELOW ■ **YOU MUST LEAVE A SPACE BETWEEN EACH WORD & CODE** ■ **TEXT ORDER FROM S. IRELAND - TEXT TO 57080**

GREATEST TOP 50 RINGTONES

Tone	Mono	Poly
Airwolf	100621	108213
Knightrider	100131	107030
Indiana Jones	100126	108821
Pulp Fiction	100695	109012
Only Fools & Horses	101226	108315
BBC Cricket	100685	116171
Joe 90	100805	111696
Benny Hill	100013	109279
The Simpsons	100219	107052
Get Carter	100896	108313
Italian Job	100691	107026
The A-Team	100682	107898
Magnificent 7	100668	108832
Magic Round...	100663	107900
Winnie the Pooh	100253	107831
James Bond	100016	107023
Dambusters	100703	118331
Halloween	100048	109159
The Muppets	100064	108209
Great Escape	100038	107003
Eye of the Tiger	100687	108299
Beverly Hills Cop	100010	108195
Banana Splits	100804	108264
Rainbow	100696	108301
Hawaii 5-0	100690	108384
Godfather	100884	108294
Phoenix Nights	102796	107872
Stay Another... – E17	101766	118334
Enter the Dragon	101246	108312
Hope & Glory	101743	108447
S o t Water – D.Purple	100084	108369
You'll Never Walk Alone	100379	107041
Fields of A'ray – Celtic	100381	108273
Kingston Town – UB40	100939	109845
T'lar Bells – M.Oldfield	100094	107004
Faith – G.Michael	100218	118339
Do you like... – DJ Piper	100589	118334
Sweet Child of Mine	101084	107012
Bat out of...– M.Loaf	100343	119445
Next... – Snoop/Dre	100392	118335
The Way I Am – Eminem	100339	108210
Stan – Eminem	100328	108329
Lose Yourself – Eminem	108002	107810
21 Secs – So Solid Crew	100861	107882
Hey Baby – DJ Otzi	101061	107048
U'Ground – Girls Aloud	108378	107893
Sk8er Boi – A.Lavigne	108011	110068
Cheeky Girls – C Song	107986	107817
Bad Intentions – Dr Dre	101566	118363

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TARANTINO MOVIE TONES

Tone	Mono	Poly
Kill Bill 2 - Film Theme	151196	151209
Kill Bill - Film Theme	151197	151210
Coconut - Reservoir Dogs	151192	151205
Goodnight Moon - Kill Bill 2 Theme	151193	151206
Hooked on a Feeling - Reservoir Dogs	151195	151208
Magic Carpet Ride - Reservoir Dogs	151199	151213
Son of a Preacher Man - Pulp Fiction	151201	
You Never Can Tell - Pulp Fiction	151203	151216
Girl, You'll be a Woman Soon - Pulp Fict	151228	151230
Reservoir Dogs - Film Theme		151214

TV - NEW ADDITIONS

Tone	Mono	Poly
Footballers Wives	149916	149252
Boon	149929	149310
Charmed	149936	149317
Dynasty	149945	
Golden Girls	149956	149399
Inspector Morse	149963	149347
Kojak	149964	149348
League of Gentleman	149965	149349
Lost in Space	149969	149353
Police Squad	149974	149361
Skippy	149985	149373
Open All Hours	149989	149359
Vision On	150002	149389
Will and Grace	150006	149394
Rupert the Bear	150019	117136
Murder City	150020	149732

CHART TONES

Tone	Mono	Poly
DJ Sammy - Heaven	102511	107808
R.Miles - Children	100111	108251
Coldplay - Clocks	108122	112591
C.Aguilera - Fighter	116897	118082
D J Sammy - Sunlight	112694	120223
J.Timberlake - Rock...	108146	117264
S.Twain - Forever/Always	116898	119379
S.Paul - Get Busy	110980	117183
Busted – You Said No	112640	116166
L.Maffia – All Over	112595	116164
D.Sneddon – Don't Let Go	112695	116165
R 5 + O.C– Make Luv	111639	112589
50 Cent – In Da Club	110993	111140
DMX – X Gon' Give it to Ya	110338	116167
White Stripes – 7 Nation	116170	116168
Triple 8 – Knockout	112620	116169
Jnr Senior – Move your Feet	110619	110626
K.Marsh – Cry	112606	115485
R.Williams – Come Undone	112605	115736
Madonna – American Life	112693	115735
G.Gates– Sprit	111214	111137
Mis-teeq – Scandalous	111173	111685
Blur – Out of Time	115729	115734
D.B'field – I Can't Read U	110537	115483
J.Lo&LL.Cool J – All I ...	110313	111138
D-Side – Speechless	112631	115737
Plummet – Damaged	115730	115738
D.Goodrem – Born to Try	110320	111139
Ready for Love - Elton	121732	121707

THIS WEEK'S TOP 20

	Tone	Mono	Poly
1	Mario Winans - I Don't Wanna Know	149908	149137
2	4-4-2 - Come on England	100875	109315
3	O-Zone - Dragostea Din Tei	123624	152080
4	Kellis - Trick Me	150000	149387
5	Farm ft SFX Boys - All Together Now	100929	116970
6	Frankee - F.U.R.B (F U Right Back)	151235	151237
7	Cassidy feat R Kelly - Hotel	149027	146493
8	Eamon - F*** It (I Don't Want You Back)	149031	147890
9	Twisted X - Born in England	152081	152046
10	Kanye W ft S Johnson - All Falls Down	149925	149306
11	VS - Call U Sexy	152082	151569
12	Scissor Sisters - Laura	126444	151574
13	Peter Andre - Insania	147995	151095
14	Candee Jay - If I Were You	152083	151572
15	Anastacia - Left Outside Alone	149210	149132
16	Faithless - Mass Destruction	151687	151096
17	Hoobastank - The Reason	110007	149731
18	The 411 ft Ghostface - On My Knees	151402	151306
19	Janet Jackson All Nite/I Want You	152084	152054
20	Beastie Boys - Ch-Check It Out	151688	151570

FILM & TV

Tone	Mono	Poly
A-Team	100682	600266
Airwolf	100621	108213
Annie's Song	102771	108836
A.Powers	101077	107793
Avengers	100622	109090
Baby Elephant Walk	100872	107794
Banana Splits	100804	108264
Battle of the Planets	100841	119446
BBC Cricket	100685	107033
Benny Hill	100013	109279
Beverly Hills Cop	100104	109096
Blue Peter	101221	118087
Bob the Builder	100816	119447
Braveheart	101154	108859
Buffy	100681	108216
Cagney & Lacey	100842	109107
Captain Scarlett	102789	108309
Casablanca	101083	108471
Chariot's of Fire	100628	108523
Charlie's Angels	100502	119451
Chef's Song	102688	118085
Chitty Bang Bang	100807	110883
Crouch Tiger Hid	110026	119453
Dad's Army	100686	118330
Dallas	100021	112298
Dambusters	100703	118331
Dangermouse	100817	108431
Dawson's Creek	100749	109873
Deer Hunter	100752	108579
Deep Space 9	101304	109128
Dirty Dancing	110028	110107
Dr No	100115	118081
Dr Who	100629	109127
Dukes of Hazard	102689	118336
EastEnders	100029	108388
Enter The Dragon	101246	108312
Enterprise	102792	118337
Entertainer	100030	108319
Eye of the Tiger	100687	108299
Fools & Horses	101226	108315
Formula One	102793	107638
Fraggle Rock	100854	108235
Friends	110615	108276
Futurama	102794	118342
Get Carter	100896	108313
Girl of my Best...	102798	118096
Gladiator	110031	119454
Godfather	100884	109148
Good/Bad/Ugly	100689	109256
Grange Hill	101170	112302
Great Escape	100382	107003
Grease	101754	108383
Halloween	100048	109159
Hawaii 5-0	100690	108384
He-Man	101223	111695
Hitchhiker's Guide	102702	119459
Hope and Glory	100750	108447
Hulk	101155	109167
Hyundai Ad	102690	119481
If I Were A Rich Man	100868	118340
Indiana Jones	100126	108281
Inspector Gadget	100384	108572
Italian Job	100691	107026
Itchy & Scratchy	102190	118340
Jackass	102708	117260
James Bond	101126	107023
J & the Magic Torch	100843	118360
Jaws	100764	109171
Jesus Christ S'star	100889	118359
Jim'll Fix It	101225	119461
Joe 90	100805	111696
Joseph/Drmcot	102033	110081
Jurassic Park	100667	109176
Knightrider	100131	107030
Laurel & Hardy	101145	119462
Lion King	100627	107740
Magic R'about	100631	107900
Magnificent 7	100668	108382
Matrix	116230	107800
Miami Vice	101308	109117
Mission Impossible	100412	107896
Monkey	102710	119463
Monty Python	100055	108392
Muppets	100064	108209
Munsters	100063	109196
Philadelphia	110038	119464
Phoenix Nights	102796	107872
Pink Panther	100632	107771
Postman Pat	100147	109216
Professionals	100694	108321
Pulp Fiction	100695	109012
Raggy Dolls	101227	119465
Rainbow	100696	108301
Roobarb/Custard	100077	107031
Robin Hood	100791	109229
Rockford Files	100697	111698
Rocky	101343	111697
Romeo/Juliet	102770	108622
Rupert the Bear	101239	117136
Saint	116229	109011
Scooby Doo	102302	107020
Sesame Street	100082	109238
Sex and the City	102187	107002
Simpsons	102191	107052
Smallville	102711	119466
Smurfs	101228	108570
Snow White	101150	109014
Snowman	101241	118100
Spooks	120553	120614
Spiderman	100997	108355
Star Trek	101546	108317
Star Wars	100086	119450
Starsky & Hutch	100698	118091
Sweeney	100088	118097
Terminator	101086	109255
Teletubbies	100091	118095
Thunderbirds	100090	109258
Titanic	100092	119726
Top Gun	100699	108304
Trigger Happy	102693	119467
Wallace & Gromit	100700	118101
Waltons	100850	109272
Where Eagles Dare	100893	118348
Winnie the Pooh	101253	107831
X Files	101385	109022
Zip-A-D-Doo-Da	101174	109281

FOOTBALL

Tone	Mono	Poly
Arsenal – One Nil	100940	108300
Villa – My Old Man	110617	110925
B'ham – Keep Right...	100495	120603
B'burn – Wild Rover	100803	108455
By Far ...	102188	
Cardiff – Men of ...	101742	116253
Celtic – Fields of...	100381	108273
Charlton – Valley...	100144	116993
Chelsea – Blue is...	100499	120596
Crewe – Blue Moon	100489	108265
England – Gr Escape	100382	116473
England – Vindaloo	100329	116473
England – 3 Lions	100950	106997
E'ton/W'ford – Z Cars	100380	120619
E'ton – Altogether	100968	
Fulham – Al Fayed	121003	110853
Here We Go	120494	120495
If You Know Your...	102345	120601
Leeds – Marching...	100375	110510
L'pool – Never Walk...	100379	107041
Man City – Blue...	100489	108265
M.Utd/Spurs –Glory...	100493	108278
Boro – UR My Boro	111005	110970
M'wall – No One...	100787	109336
N'castle – Blaydon...	110616	110875
Forest – Land...	100750	108447
R'gers – Simply...	100802	120612
Singing The Blues	101101	120613
Sheff U – Agadoo	100004	115741
S'ton – When the...	100378	116256
Stand Up If U Hate	100941	108300
S'land – Daydream...	100491	108938
The Liquidator	100680	120616

60'S

Tone	Mono	Poly
Whiter... – P.Harum	100794	109737
Bad...– C.Clearwater	101552	107802
Blue Moon – Marcels	100849	108265
Bye Love – E.Bros	101350	108443
Congrats – C.Richard	101677	108589
Fun Fun Fun – B.Boys	101318	108395
God Only...– B.Boys	102433	109780
Good ...– B.Boys	102434	109401
Unusual – T.Jones	100856	107765
Jailhouse... – Elvis	100762	109509
Jumpin...– Stones	100835	109781
Love Me...– Elvis	100763	109511
Mrs Robinson – S&G	101434	108461
Pretty...– R.Orbison	100788	108993
Sound of Music	101815	108669
Surfin USA – B.Boys	100662	108390
That'll Be...– B.Holly	101438	108480
We've...– Carpenters	100648	109918
Wouldn't ...– B.Boys	101327	108953
You've Lost That...	100796	109295

FRIENDS REUNITED

Tone	Mono	Poly
Addicted to – R. Palmer	111616	111514
Baby I Don't – T. Vamp	111617	111515
Break My – M.Wilder	111618	111516
Don't Leave – Commu	111619	111519
Everybody – Tears/Fears	111620	109319
Frankie – S.Sledge	111622	111522
Hungry Like – D. Duran	111623	111523
Come On. – Dex M Run	100875	109315
If You Don't – S. Red	111625	111625
Joanne – Kool + Gang	111627	111527
Labelled with. - Squeeze	111627	111528
Stand by Me – Ben E King	111630	111532

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code 116137 — X-Change
code 115523 — Badger Bash!
code 115527 — Picasso
code 110249 — Magnetron

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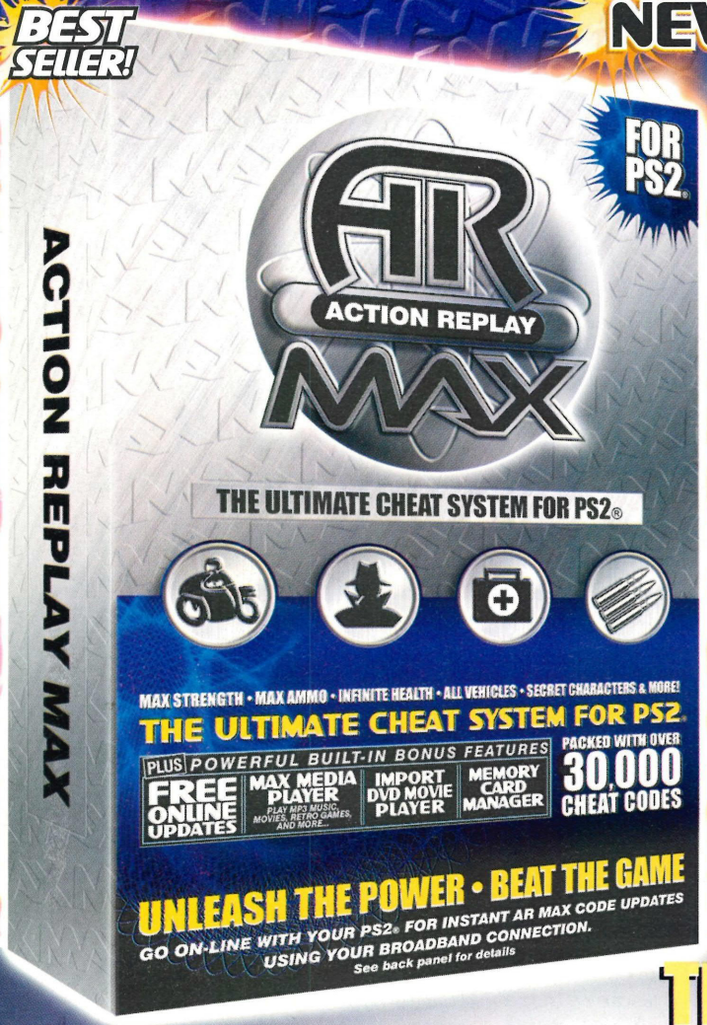
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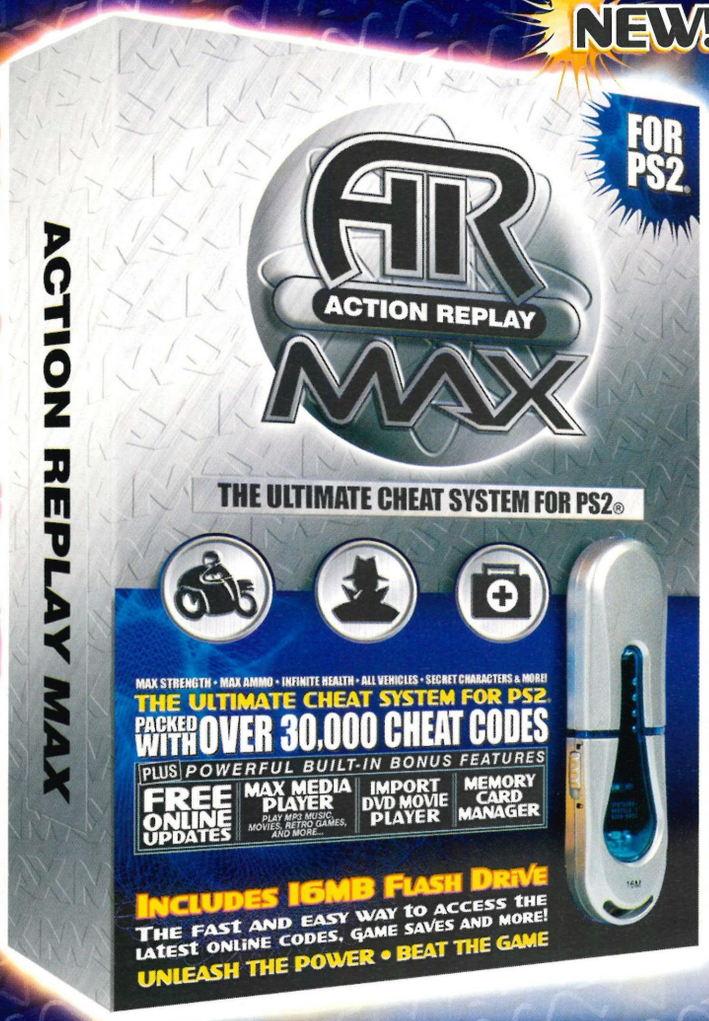
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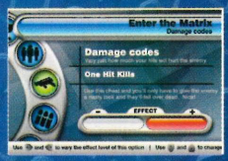
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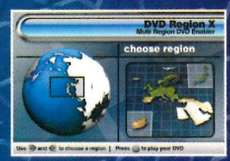
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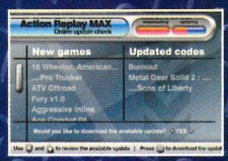
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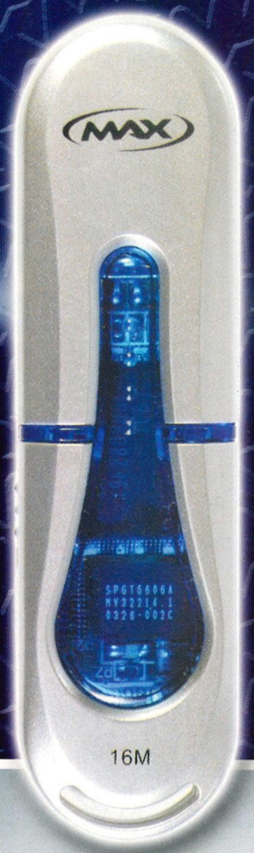


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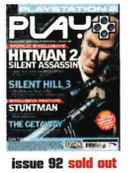

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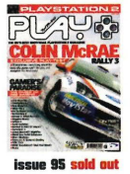

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Jamelia - Superstar	9222	9266
Jamelia - Thank You	9832	9829
Jay-Z - 99	10138	10120
Joe Ft G-Unit - Ride Wit	10033	10026
Judas Priest - Breaking The Law	9574	9566
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Kasabian - Club Foot	10141	10121
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Kristian L - Story Of My Life	10220	10214
Kurt Nilsen - She's So High	10201	10186
Limp Bizkit - Behind Blue Eyes	9475	9720
Linkin Park - In The End	5398	6954
Linkin Park - Numb	9160	9582
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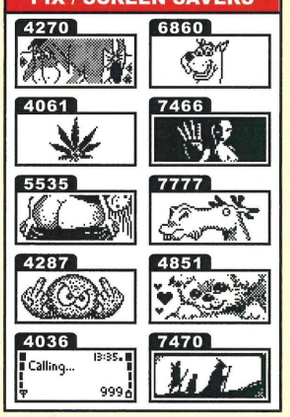
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IN THE SHADOWS-Rasmus	40854	412553
FIT BUT YOU KNOW IT- The Streets	40996	412589
NAUGHTY GIRL-Beyonce ft Lil Flip	40839	412399
TOXIC-Britney Spears	40648	412280
IT'S MY LIFE/BATHWATER-No Doubt	40194	411894
DUDE-Beenie Man	40671	412261
STACY'S MOM-Fountains Of Wayne	40650	412333
YOUR GAME-Will Young	40741	412354
SHUT UP-Black Eyed Peas	40153	411780
SOMEBODY TO LOVE-Boogie Pimps	40272	411903
GIVE IT AWAY-Deepest Blue	40533	411872
THESE ARE THE DAYS/FRONTIN'-Jamie Cullum	40701	412311
OBVIOUS-Westlife	40527	412178
I MISS YOU-Blink 182	40614	411157
SOMEWHERE ONLY WE KNOW-Keane	40633	412243
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LOVE REVOLUTION-Phixx	40656	411567
LEAVE RIGHT NOW-Will Young	40098	411755
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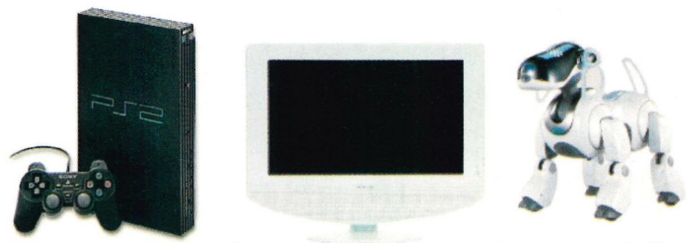
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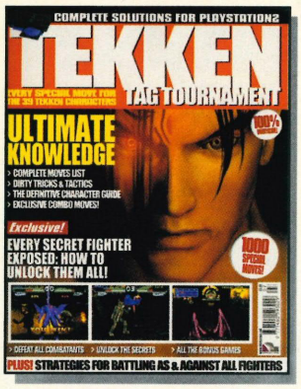
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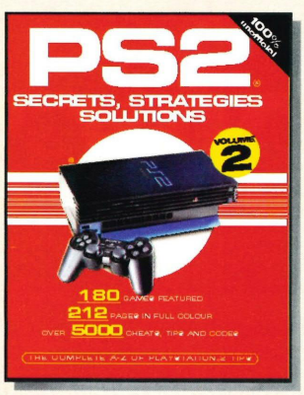
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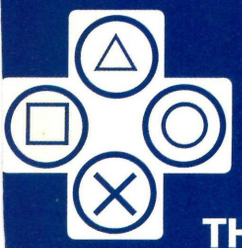


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VIETCONG

How excited were we when we misread that you control the A-Team in *Vietcong*? Answer: stupidly so. How great was the come down when we realized the press release actually read 'A-team' – note the small 't'. Answer: we're still not over it. Still, *Vietcong* was all cong-quering on PC and should be equally entertaining on PS2.



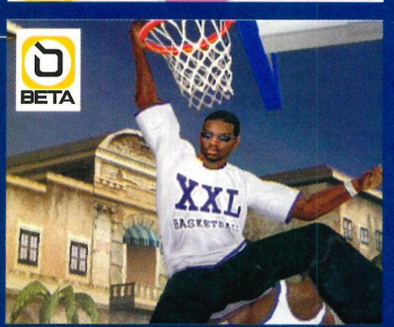
WORMS FORTS: UNDER SIEGE

We wanted *Virtua Fighter 5*, they gave us *Worms*. Still it's the fort that counts (thank Aaron for that one). Take four worms. Stick them in a fort, or rather use them to build a fort complete with all manner of ballistic weaponry and face them off against a similarly equipped fortress. It can't possibly go wrong, surely?



VIB RIPPLE

Where NanaOn-Sha leads us we are compelled to follow, swaying rhythmically and making odd gurning noises. Next month, our man in Japan, BT 'Jap's Eye' Amazawa, explores Nana's 2D object-freeing trampolining odyssey. Check out www.nanaon-sha.com and download *Tunin-glue*. Don't try and understand, just do, and write in and thank us later.



NBA BALLERS

Everybody wants the baller life – the fly car, nice crib and all the ice. At least that's how the song goes and Midway will be wishing it's the case too considering that's exactly what *NBA Ballers* offers – proving your skills on the court develops your career. The further you go, the nicer your mansion. We would have used the word 'crib' but we didn't think we could pull it off.



LA PUCELLE TACTICS

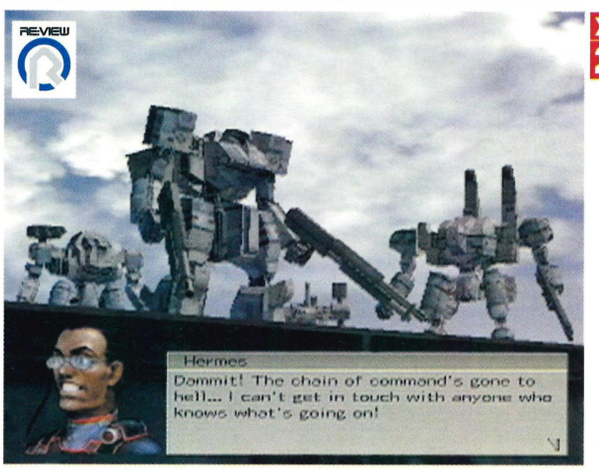
It all started with *Disgaea* – its 90% rating caused more than a few withering looks, until naysayers tried it for themselves and ended up punctuating conversations with the phrase "Prinny Doooooood!" *La Pucelle* might look like a glorious sequel, but it's not, it's a glorious prequel. No Prinnies in it, but a good handful of hippos fill that gap.

THE BIG THREE



1 SNOWBLIND

According to a press release, *Snowblind* is "military jargon for a complete system shutdown of all internal electrical and bio-mechanical systems. Generally created by an electrical disturbance in the local vicinity." According to us it's a pretty sweet looking FPS offshoot of *Deus Ex*. Now, which sounds more interesting?



2 FRONT MISSION 4

In the name of research, we'll be giving Square Enix's Tactical RPG big robot opus, *Front Mission 4*, a good workout. Sadly, it's the US import option all the way for us, and anyone else still craving more tactical RPG fun. Hopefully, its no-doubt ludicrously high score (robots + tactics RPG + import = high scores) will prompt a PAL release.



3 PSI-OPS

If anyone was going to develop mind powers akin to those demonstrated in *Psi-Ops* it would surely be a member of the PLAY team. Bizarrely, none of us can do so much as a weak approximation of the Jedi Mind Trick. It's a situation we're looking to remedy with Will quietly vibrating and Greg banging his head against the wall. So no real changes at all then.



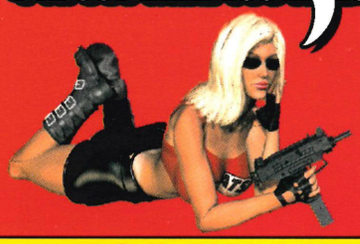
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Burnout
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C = 0 3
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