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WORLD EXCLUSIVE PLAYTEST!

GOLDENEYE ROGUE AGENT

Find out why it's good to be bad.

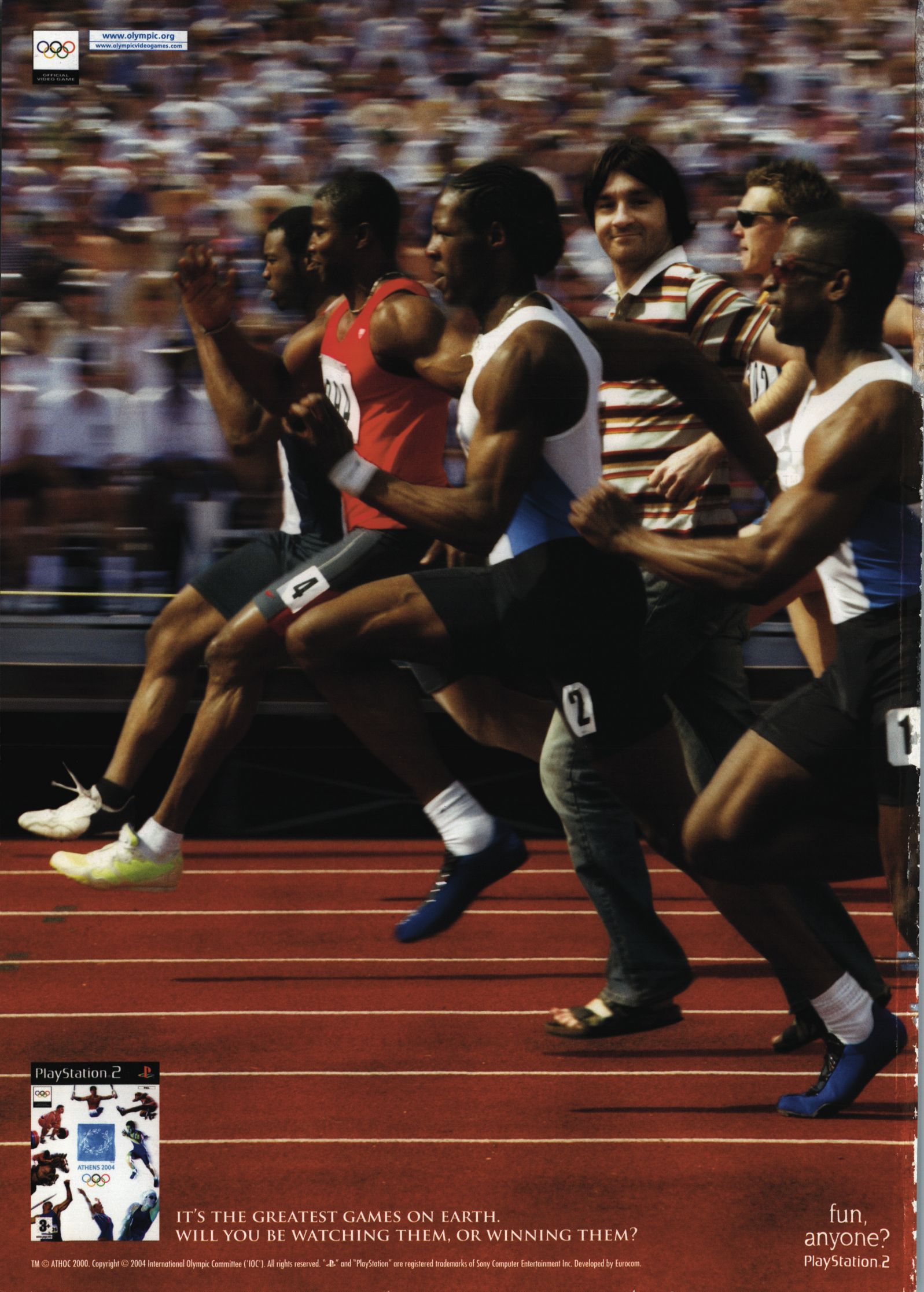


TOCA RACE DRIVER 2

World exclusive review!
The most complete racing game ever put to the test.

EXCLUSIVE TO PSW:

- The Getaway: Black Monday
- Mortal Kombat: Deception
- THUG 2
- Killzone
- WWE SmackDown! Vs Raw



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WELCOME TO THE UK'S BEST-SELLING INDEPENDENT PLAYSTATION2 MAGAZINE.



Notice anything different? If you're a regular reader, you'll have spotted that we've done a bit of renovation work this issue. Nothing drastic, mind. A lick of paint here, new upholstering there, a shiny set of horse brasses by the fire, that sort of thing. I hope you like what we've done to the old girl. And if you're a newcomer to *PSW*, then welcome. You've made the right decision. Because in this, the glorious summer of PlayStation2's golden rule, there are more great games than ever before. And more stinkers, too. But don't worry, because our skilled and absurdly dedicated team are here to tell you what to try, what to buy and what to avoid like a rabid mule. Then you can check them out for yourself on the DVD, which is also where you'll find the world exclusive first trailer of *GTA: San Andreas*. Just another reason why we're number one. And why you couldn't have made a better choice. Enjoy the issue.



Lee Nutter
Editor

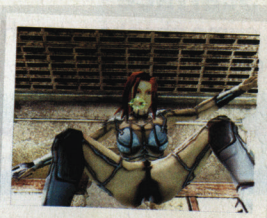
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"There's so much cool stuff in *GTA* it's practically criminal"

A new world of gaming opens up in GTA: San Andreas, p58.

"Is it wrong that we're slightly aroused by this?"



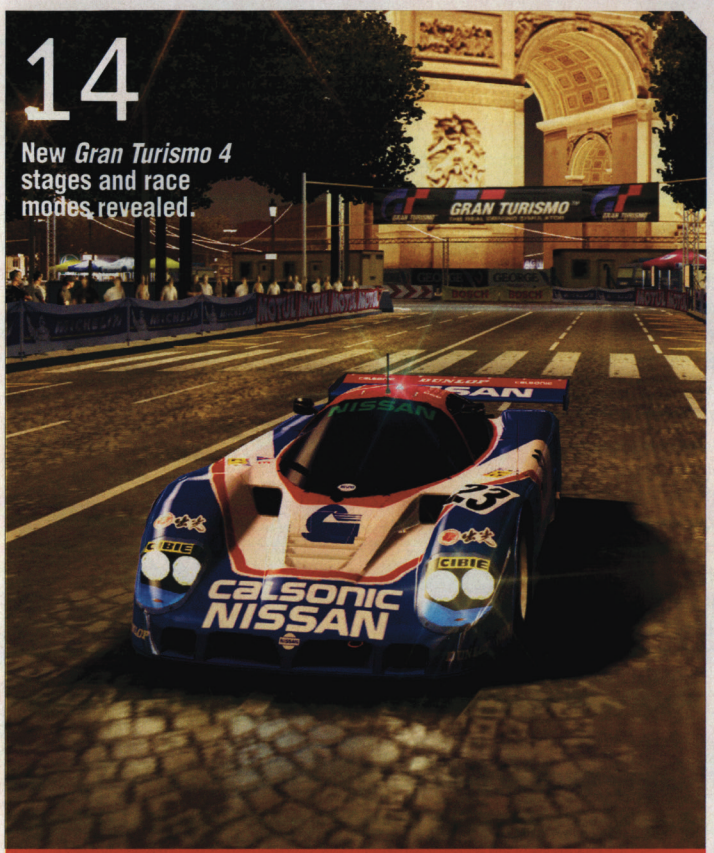
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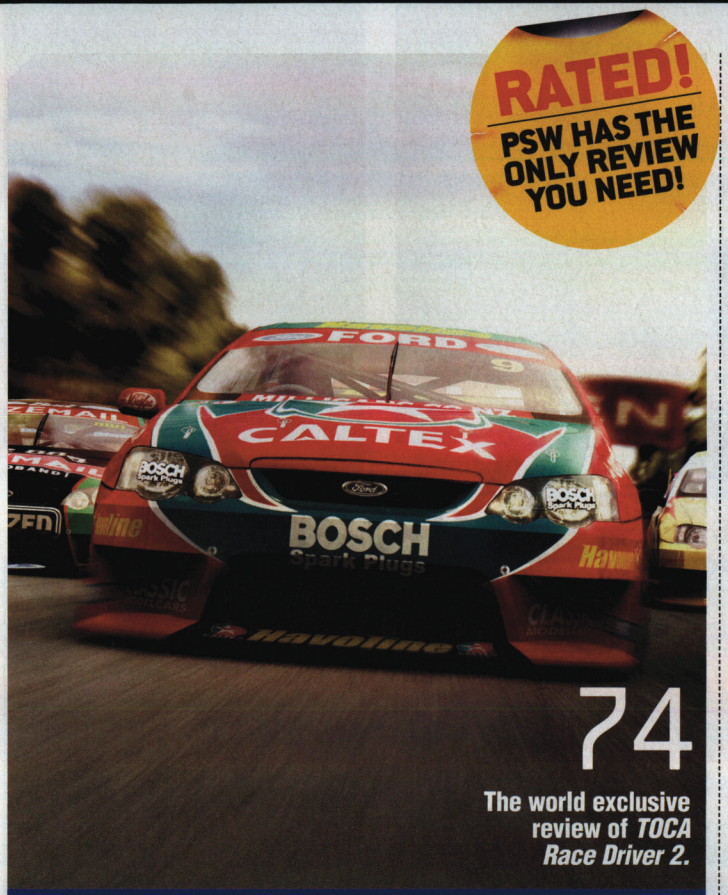
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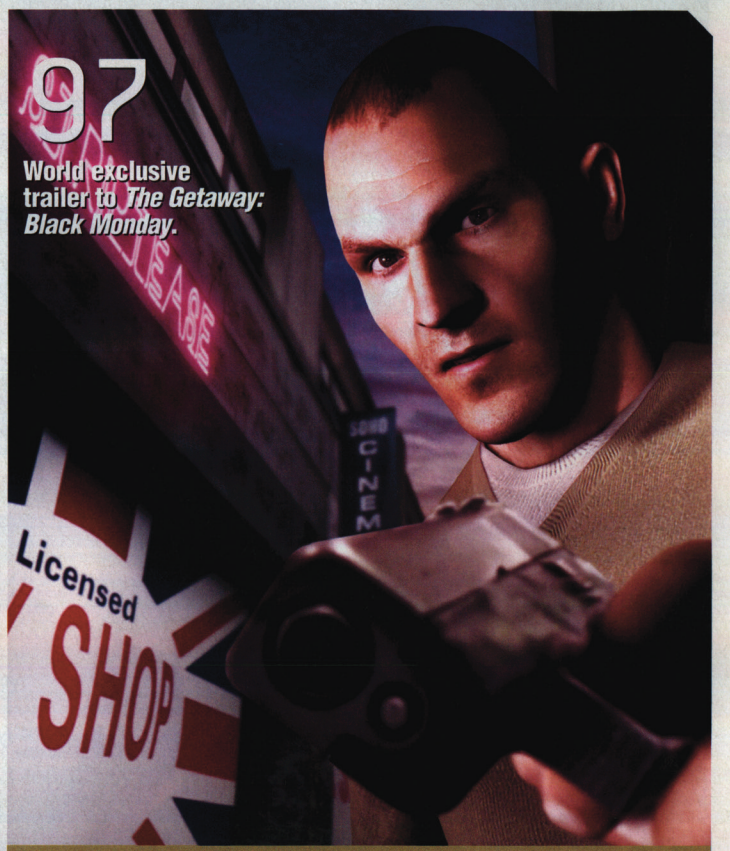
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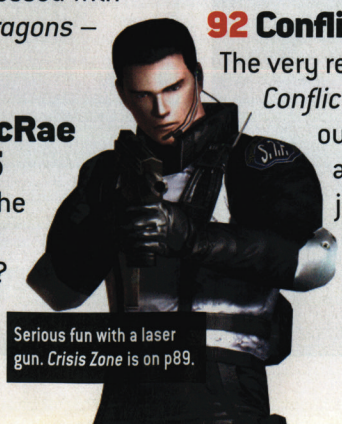
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COVER GAME





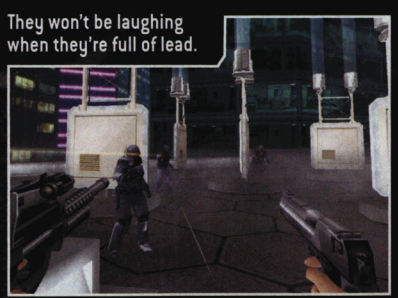
REASONS WHY GOLDENEYE: ROGUE AGENT WILL RULE THE WORLD

ON THE DVD

There was no Bond movie this year, but with *Goldeneye: Rogue Agent* on the way we barely noticed. Here's 17 reasons why EA's new espionage experience will leave us shaken and stirred.



With guns like these, lots of violence is guaranteed.



They won't be laughing when they're full of lead.

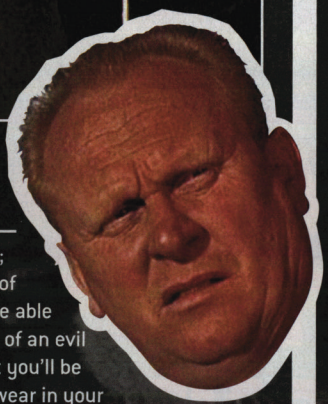
1 LOADS OF INCREDIBLE VIOLENCE

This will be the most violent Bond game of all time, that's for sure. While we won't be seeing buckets of gore washing around the levels – this is borderline family entertainment, after all – you can expect to see a good deal more in the way of death and destruction than you would in an average Bond game. It's all about you being a bad guy and that'll be reflected in every part of the game. No more smarmy one-liners. You're a rogue agent. You're bad. And you're bloody violent with it.

COVER GAME



No Mr Bond, I expect you to die! Cue evil laughter.



2 YOU'RE THE BAD GUY

You're not on Her Majesty's Secret Service this time; you're on your own secret service. As an employee of Auric Goldfinger and mortal enemy of Dr No, you'll be able to experience the Bond universe from the other end of an evil space laser. No more saving the world, this time out you'll be ruling it instead. Make sure you pack a tiny gun to wear in your sock, clean underpants and your own robot army.



4 DRACULA'S IN IT

Well, not Dracula as such, but rather his most famous screen face, Christopher Lee. The gaunt- faced scare expert is reprising his role as triple-nippled, hot-shot super-assasin Scaramanga – The Man with the Golden Gun – so we doubt very much that he'll be getting up to any funny business with bats and virgins. Still, we'll be packing the garlic machine gun and the holy water pistol, just in case. You just can't trust those demonic flesh eaters.

3 YOU CAN USE TWO GUNS AT ONCE

Dual guns are where it's at this season. Any single-handed weapon can be used with any other, with some of the more creative mix-ups unleashing incredible new levels of destruction. Creating a napalm slick and then setting it alight for instance. It's nasty, it's inventive and it's got plenty of John Woo cool. We fully expect to spend the entire game jumping sideways through the air in slow motion, shooting bad guys in the face.



It's clearly all about the pistols. The pro's choice.



We're not quite sure why you'd need two of these.

5 IT HAS AMAZING PARENTS

There are all manner of very clever video game boffins beavering away in some office in America, working to bring you the best Bond game they can. Team members include veterans from games such as *Halo*, *Metal Gear Solid*, *Splinter Cell* and the *Madden* series. With pedigree like that, you just can't go wrong.





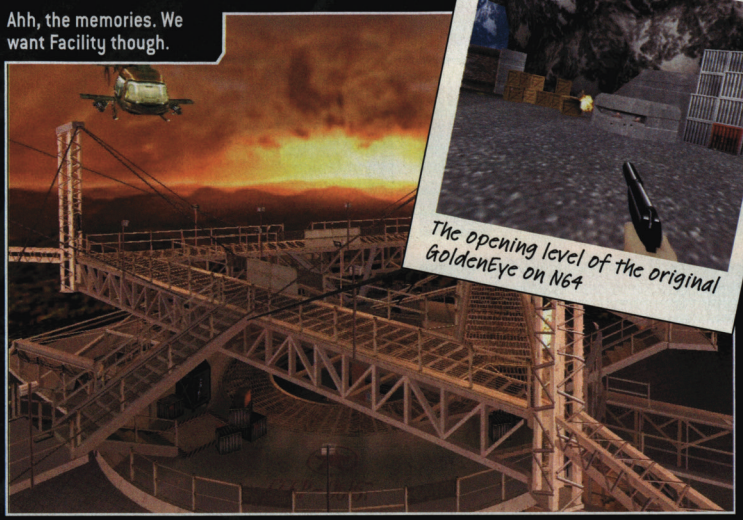
Rocket launcher + chopper = massive explosion.



That really is a very big gun indeed. Fantastic.

6 YOU CAN SHOOT HELICOPTERS DOWN

Not just helicopters either. Vehicles are set to be an important part of the *GoldenEye* world, although you won't actually be able to fly them yourself. It won't just be a bunch of on-rails shooting though – vehicles will react to what's happening "on the fly" and you'll be free to move around them and fire as you see fit.



Ahh, the memories. We want Facility though.

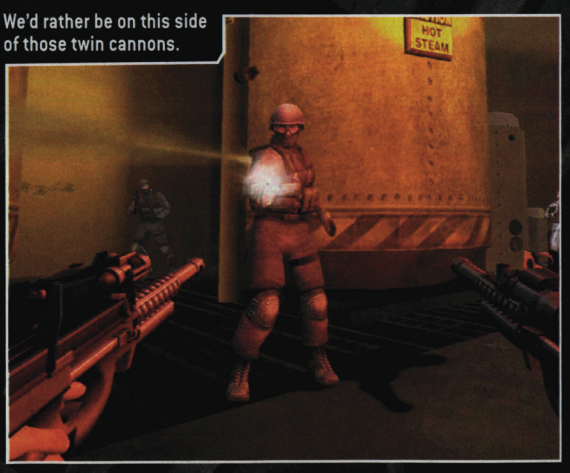
The opening level of the original GoldenEye on N64

7 THERE'S A SENSE OF HISTORY

There will be a certain amount of cap-doffing to the original N64 *GoldenEye* game – still one of the greatest shooters on any console. The Cradle level (the final level of the original) will be included here as a multiplayer map. Can the team possibly match the quality of the original game? If they include a replica of the Facility level, we might be swayed.



"We've got the dragon but the handcuffs don't fit."



We'd rather be on this side of those twin cannons.



An amazing kaleidoscope of gaming brilliance.

8 YOU TRAVEL THE WORLD

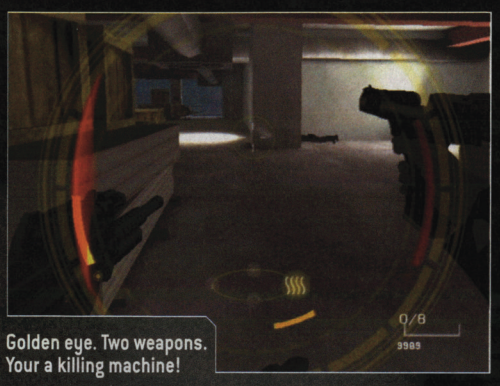
This being a Bond game, you can expect to do a fair bit of flying about the place, planning your dastardly crimes and schemes for world domination. The developers have gone to incredible lengths to give the game that international, jet-setting feel, with a vast array of foreign locales to get violent in. The Swiss Alps, a tropical island paradise, the Hoover Dam, the neon-drenched oriental bustle of Hong Kong, Fort Knox and ancient Egyptian pyramids – you'll travel the whole world and when you get there, you'll shoot loads of people in the face. Amazing perks these Bond villains get, eh?

COVER GAME

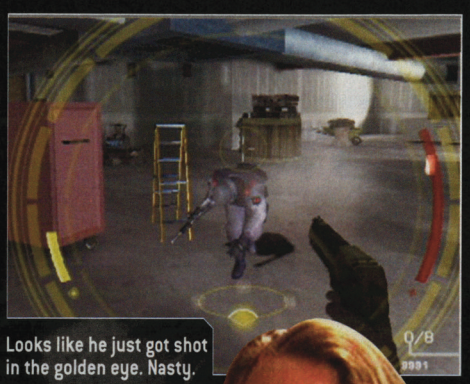


9 YOU HAVE A GOLDEN EYE

Your character is gifted with a real 'golden eye', and this unique orb has all manner of special powers. After all, what's a Bond villain without special powers? When it's fully upgraded it will be able to offer targeting, navigation, communications and biometric scan information, let you see through walls, control computers remotely, give you the power to throw enemies around and act as a force shield. Not a bad set of skills, we think you'll agree.



Golden eye. Two weapons. Your a killing machine!



Looks like he just got shot in the golden eye. Nasty.



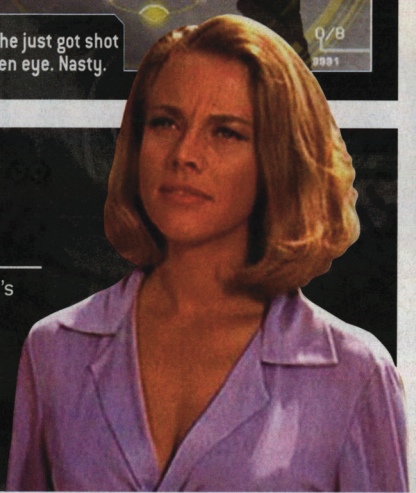
Use the hostage as a human shield.



This hostage won't stop that helicopter gunship.

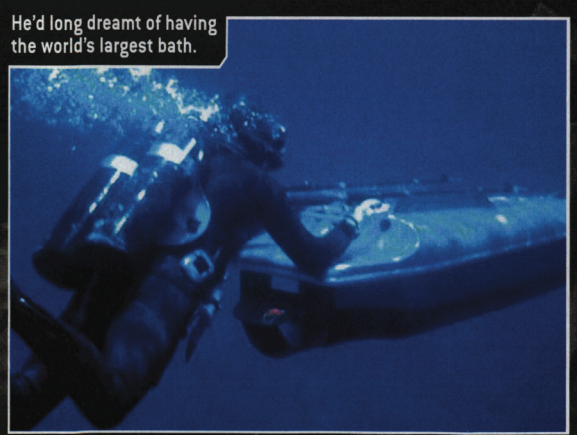
10 THERE'S PUSSY GALORE! SERIOUSLY.

It just wouldn't be a Bond game without an entourage of the world's most beautiful women to seduce and abandon. Even when you're playing the bad guy – a bad guy with one eye no less – you'll still be getting deep down and dirty with a variety of international supermodel honeys. Top of the list is the wonderful form of Pussy Galore, the choice Bond girl for all true Bond girl afficianados. Mmm, lovely, albeit in an old lady kind of way these days.



11 YOU CAN TAKE HOSTAGES

You're a bad guy now, so doing bad guy stuff is most definitely on the cards. Aside from shooting whoever the hell you please, this also includes taking hostages, so they get shot in the ribs and you don't. Thus being nasty and saving your own skin all at once. We could get used to this villainy lark. Now where did we leave that electrified nuclear piranha tank?



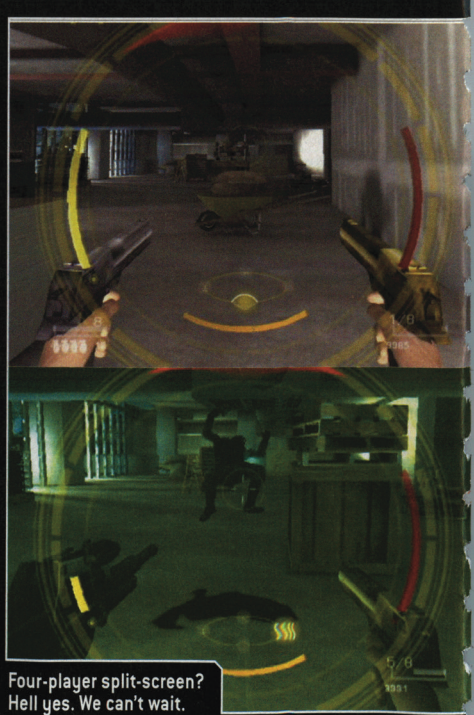
He'd long dreamt of having the world's largest bath.

12 YOU CAN FIGHT UNDERWATER

Naturally, no Bond game would be complete without a healthy selection of exotic locations. Pushing the definition of 'exotic' further than it was ever meant to go, you can look forward to fighting in underwater bases. Expect sharks, spear guns and those smart underwater bike things with rocket launchers. Oh, and some more sharks too.

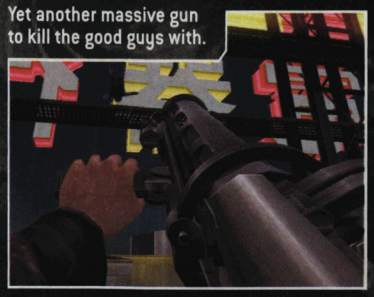
13 MULTI-MULTIPLAYER

The Multiplayer mode will offer all the split-screen blasting you'd expect, but on top of that there's also the 16-player online game to consider. There'll be over a dozen levels to battle across and your stats will be constantly updated to show where you stand in the ultimate bad guy league. You'll also get the chance to play as a variety of Bond super villains and gain the use of their unique evil powers – giant lasers, volcanoes, sharks, space-stations, an army of evil orange boiler suit-clad clones – all the usual stuff. Also, each level features a death trap, a feature of the level that will kill off the less wary player. Dr No's level features a dragon that breathes fire. Tempt your enemies to walk out in front of it and turn them into toast.

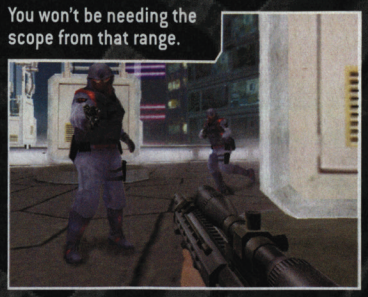


Four-player split-screen? Hell yes. We can't wait.

Yet another massive gun to kill the good guys with.



You won't be needing the scope from that range.



14 THERE ARE GUNS – LOTS AND LOTS OF GUNS

The selection of weapons available should offer something for everyone, with a range of more weird and wacky guns to balance the assortment of real weapons. Napalm guns, rocket launchers, a variety of machine guns and rifles and the LEGENDARY Golden Gun itself are among the selection on offer, along with a bunch of as yet unannounced weapons particular to the Bond baddies you face.



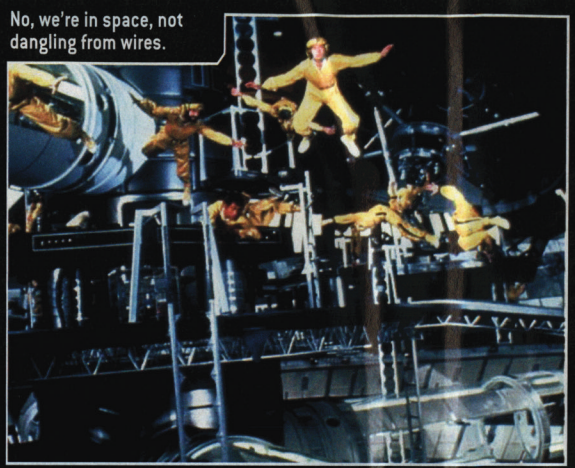
That gun is just obscene. We feel quite threatened.



15 PAUL OAKENFOLD DOES THE CHOONS

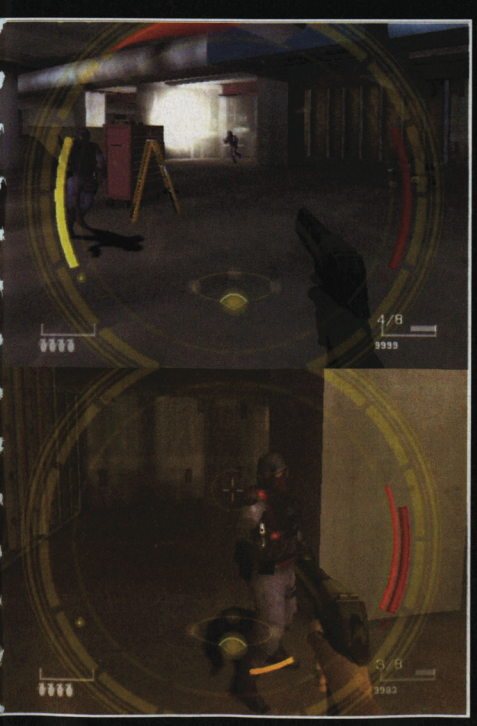
There's no unheard-of studio fiddler making limp tunes for the latest Bond vehicle, rather it's the mighty Paul Oakenfold who's twiddling the knobs on the soundtrack. Considering the man's mighty dance background, you can expect a considerably more upbeat soundscape than the usual Bond classical whimsy. Not only that but it's promised that the music will reflect your actions, getting bigger and badder when the guns come out. Excellent, providing of course that you like trance and not, say, folk music.

No, we're in space, not dangling from wires.



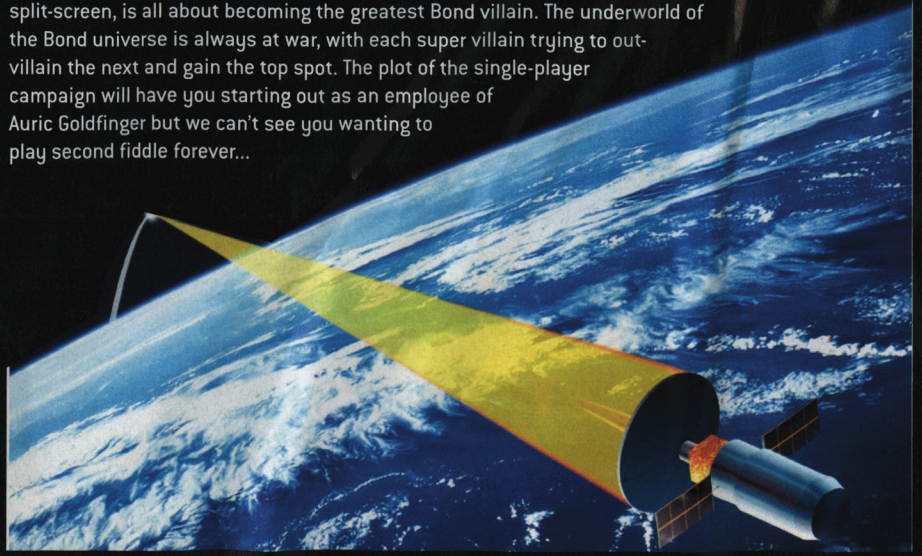
16 DO BATTLE IN SPACE

No Bond villain worth his salt would consider hatching a plot to take over the world without working an orbital space station in somewhere. So expect to find yourself fighting against the likes of Hugo Drax for control of some giant space laser, probably above a piranha pool or some molten lava, or something.



17 YOU CAN BECOME THE BADDEST OF THE BAD

Just like in the single-player game, the multiplayer option, whether online or split-screen, is all about becoming the greatest Bond villain. The underworld of the Bond universe is always at war, with each super villain trying to out-villain the next and gain the top spot. The plot of the single-player campaign will have you starting out as an employee of Auric Goldfinger but we can't see you wanting to play second fiddle forever...





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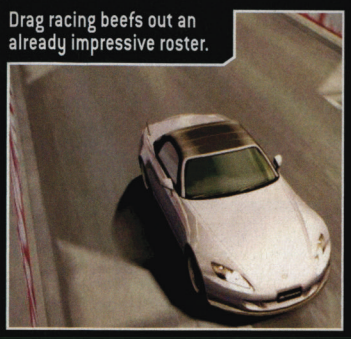
GLOBAL

Breaking news from the world of PlayStation2.

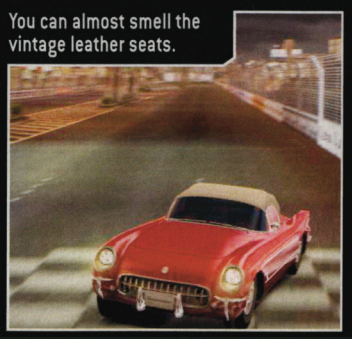
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16 OBSCURE



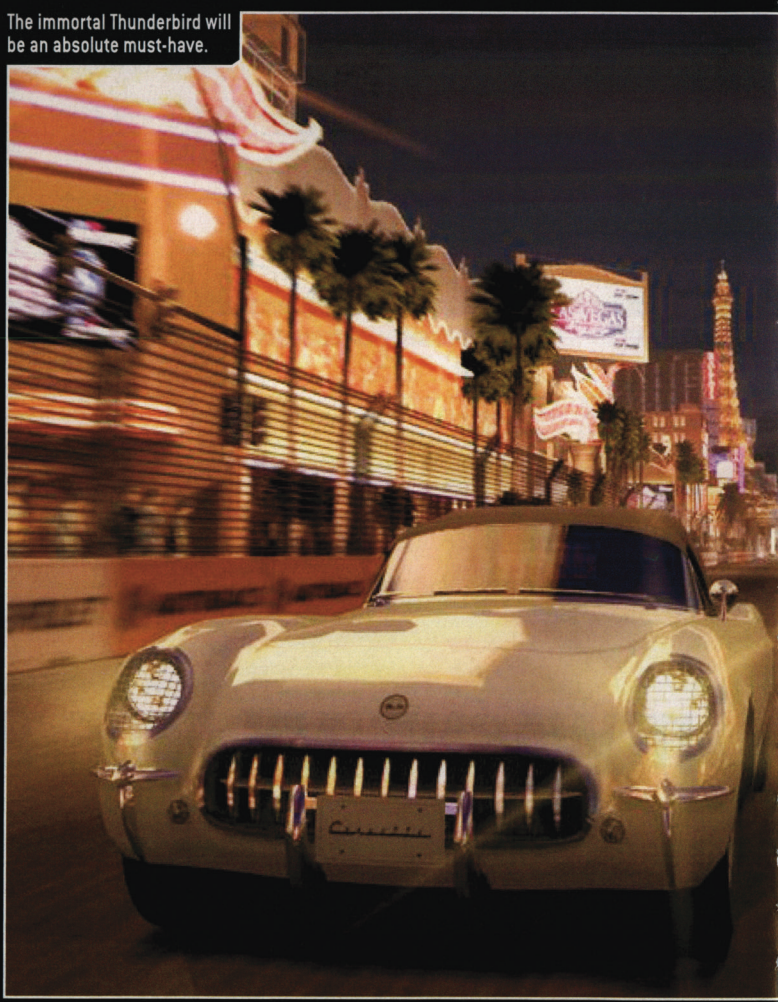
Drag racing beefs out an already impressive roster.



You can almost smell the vintage leather seats.



The Ford Lightning – straight from a trailer park in 2095.



The immortal Thunderbird will be an absolute must-have.

TURISMO HITS VEGAS!

Gran Turismo 4 is going to sin city, and it's bringing a brand new race mode with it.

These exclusive new screens of *Gran Turismo 4* show off the breathtaking Las Vegas stage of the game and reveal that we can expect some quarter-mile, drag-racing action while we're there, courtesy of a dedicated Drag mode.

The latest cars to be shown off take in the latest and greatest in American muscle. They include the Saleen S7, and also a selection of classic V8s like the beautiful Thunderbird and the Dodge Charger – finishing off with bang up-to-date muscle trucks, including the absolutely monstrous 500bhp Ford Lightning SVT. Considering the US is home to some of the most powerful, meaty, rip-roaring quarter-mile monsters on earth, and that those same cars are incapable of going round corners without falling over, it seems only right that Las Vegas is home to drag battles of pure acceleration and grunt.

This is just the next in a long line of show-off international courses that have recently been revealed. After last issue's fleshing-out of Europe, with the unveiling of new French tracks in Paris and more German tracks alongside brand new sun-kissed Italian courses, it's clear that *Gran Turismo 4* is going global in a big way. With the list of Armerican tracks now including central New York, Brooklyn and the Grand Canyon alongside Las Vegas, it seems that the attraction of the encyclopedic racer will be as much about the tracks as the vehicles this time.

Despite rumours suggesting that *Gran Turismo 4* won't be released until next spring, Sony is insisting that it'll arrive in the UK during December.


DARK WIND 18


SCARFACE 22


MARK ECKO GAME 22


PSW ON THE TELLY! 24


ROGUE TROOPER 24

DIESEL FUELS RIDDICK RUMOURS

Chronicles of Riddick on PS2 by Xmas, says Vin Diesel.

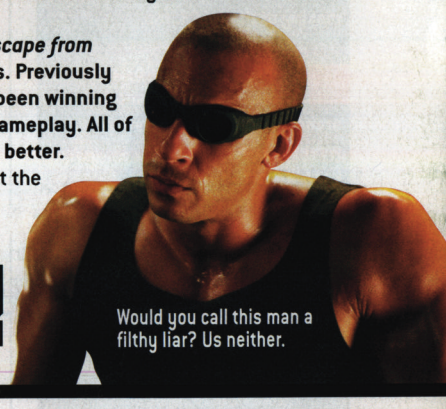

There's still no *official* word on the PlayStation2 release.

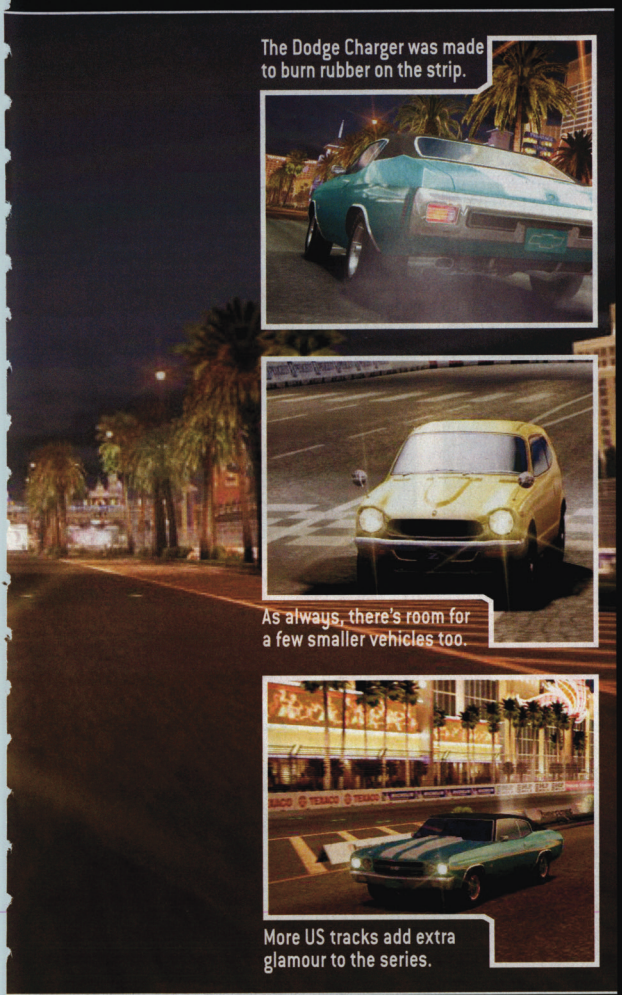

How will *Riddick* stack up against *Killzone* this Xmas?

Vin Diesel has let slip that *The Chronicles of Riddick: Escape from Butcher Bay* could appear on PS2 as early as Christmas. Previously thought to be an Xbox-exclusive, the dark shooter has been winning praise for its stunning graphics and uncompromising gameplay. All of which means we'd love to see it on PS2. The sooner the better.

According to a recent interview, Diesel is "Trying to get the PS2 game [out] by Christmas, to release with the [*Chronicles of Riddick*] DVD." Considering Diesel's just started his own games company Tigon Studios, we expect he has a bit of clout where this sort of thing's concerned. Let's hope it happens.

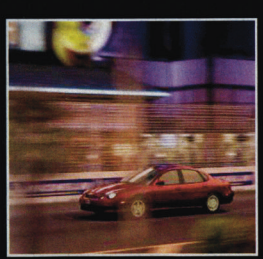
PSW SAYS
SEE PAGE 23

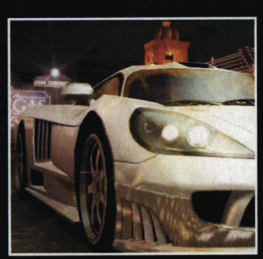

Would you call this man a filthy liar? Us neither.


The Dodge Charger was made to burn rubber on the strip.

As always, there's room for a few smaller vehicles too.

More US tracks add extra glamour to the series.







Where better than Vegas to show off those reflections?

PSONE GETS PORTABLE



Is it retro? Is it the future? Either way, the Palm PSone is a nice little slice of portable PlayStation power.

Tired of waiting for Sony to release its PlayStation Portable in the UK? Then why not make your own instead? US PlayStation enthusiast Brian Gardiner hand made this gizmo that plays all PSone games in the palm of your hand. Well, in the grasp of your two sturdy arms, because the Palm PSone looks about the size of a skateboard. To create the magnificent handheld beast, Gardiner took the insides of a normal PSone console, attached an LCD screen and battery, and stuffed all the innards into a custom designed and moulded plastic shell.

His Palm PSone has a battery life of about one and a half hours and cost around $500 to put together. Of course, his design has nothing whatsoever to do with Sony – we can't think they'd be too pleased with his butchery of their machine – and Gardiner certainly has no plans to build and sell any more. Which is probably for the best, legally speaking.


"My muscles have withered, but I just can't stop playing!"

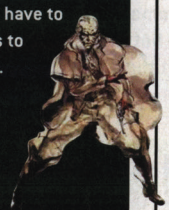


10 THINGS YOU DIDN'T KNOW ABOUT...

METAL GEAR SOLID 3



1. *MGS3* creator Hideo Kojima and his team spent weeks in the wilderness researching real-life survival conditions .
2. The Close Quarters Combat technique Snake uses in the game is a deadly real-life martial art. Its inventor helped in the making of the *MGS3*, too.
3. Snake's temperature can drop dangerously low in snowy areas, meaning you'll have to wear the right clothes to keep warm to survive.



4. Kojima has mentioned that when he's done with *MGS3*, he's keen to develop an online version of *Metal Gear Solid* for PS2.
5. Snake's verbal reference to the *Grand Theft Auto* series, seen in a 2003 trailer, won't make it into the game. It was just Kojima's gag.
6. Snake will actually get a taste for certain animals over others, and tell you what he thinks of each meal after he's eaten.
7. The technology behind *MGS3* is so complex, the team spent a whole year just working on the maths to make it run fast enough.
8. Harry Gregson-Williams returns to create a new soundtrack.

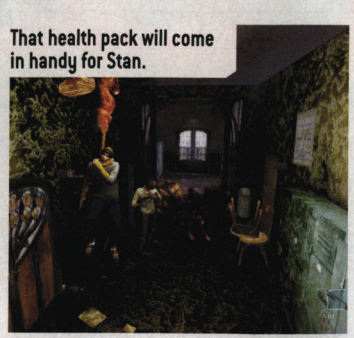


9. A young Revolver Ocelot has a prominent role in *Metal Gear Solid 3*.
10. You might think that *MGS3* is set only in the forest, but around a third of the game is indoors.

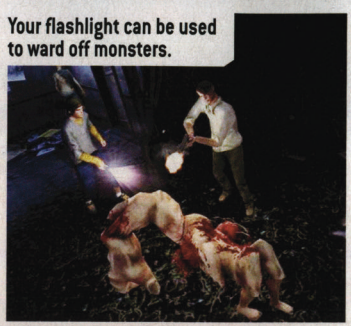


Jesus, what the hell is this flabby monstrosity here?

ON THE DVD



That health pack will come in handy for Stan.



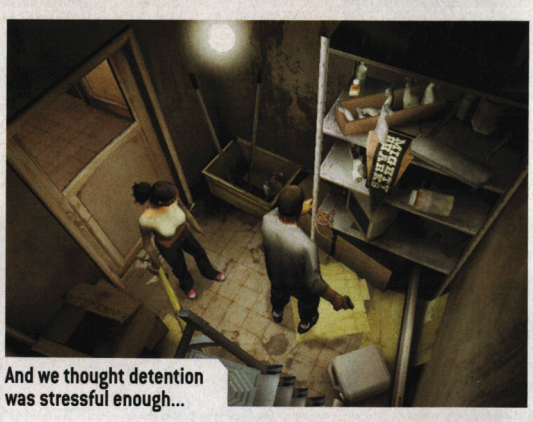
Your flashlight can be used to ward off monsters.

TEEN ANGST

Staying after school has never been so terrifying as in *Obscure.*

***Obscure* is billed as the first teenage survival horror game, drawing on teen horror flick *The Faculty* as its main inspiration.**

Due in October, you play five stereotypical high school kids who get stranded in the decrepit building after hours while investigating the disappearance of a friend. There's Josh the journalist, who can spot important items and knows when the team has finished searching a room; Shannon the medical student who can heal others; Stanley the tearaway who can pick locks quickly; Kenny the jock who's the strongest and quickest; and Ashley the martial arts expert. You can switch to any one of the five in order to solve puzzles or bash monsters, with a second AI or human-controlled character also following. It all looks a bit like *Resident Evil Outbreak*... only better.



And we thought detention was stressful enough...

WHAT AN EXPERIENCE!

The PlayStation Experience is back for a third year.

This year's PlayStation Experience will be held at Alton Towers in late September.

You'll be able to try out PS2 games before they're released, including *Gran Turismo 4*, *Killzone* and *The Getaway: Black Monday*. There'll be live performances by Jamelia too.

Sony will also be awarding prizes for winning games competitions. These include VIP tickets for the final day on Thursday, September 23rd, which get you priority access to the theme park's rides.





PS2 news in brief ++ Metal Gear Solid 3 confirmed for November release in Japan ++ Killzone 2 in development for PS2 ++



MARK SORRELL INVESTIGATES..

PS2 controllers and what it takes to break them.

BREAKING NEWS

Another day, another game of *PES3* turns into a scene from *Saving Private Ryan*, as PS2 controllers angrily connect with floor/wall exploding tiny fragments of black plastic like hot lead shrapnel. An analogue stick in the eye is no laughing matter. Preventative measures must be taken. Eye goggles are a necessity. The Kevlar vests are on order. But what we really need is a joypad able to withstand our petulant attacks. So I put six of the top contenders through our trusted play/stamp/does-it-still-work? test.



They play okay, but they may not survive the Loafer of Doom.



Will this pad be a flat-out failure or a sole survivor?

THE CONTENDERS

GAMESTER PHOENIX – £16.99

PLAY: Does the business at an affordable price, but looks like a 60s vision of a futuristic TV remote.

STAMP: Survives my first attack, but unprepared for the surprise follow-up stamp, it explodes.

STILL WORK? Not a single remaining function.

RATING: ★½☆☆☆



MADCATZ RETROCON – £14.99

PLAY: All about the retro styling, it's an uncomfortable cycle ride down a cobbled memory lane.

STAMP: Feather light it may be, but the RetroCON scraps for survival like a seasoned heavyweight. We have a survivor!

STILL WORK? Everything but the analogue buttons.

RATING: ★★★★☆



LOGIC 3 PS CHALLENGER – £7.99

PLAY: The cheapo pad performs well, considering the price. We wouldn't swap for an official pad though.

STAMP: In PSW versus joypad here can be only one victor: the PS Challenger being quickly dispatched to hardware heaven.

STILL WORK? Only as a testament to PSW's wrath.

RATING: ★★☆☆☆



4GAMERS DUAL ANALOGUE CONTROLLER – £12.99

PLAY: "Not suitable for children under 8 years" reads the box, its size dwarfing those yet to get pubes.

STAMP: A single blow and it smashed up quicker than a Kamikazi's windscreen.

STILL WORK? Only the X button and Left direction. Fine for IndyCar games.

RATING: ★★☆☆☆



MADCATZ LYNX WIRELESS – £29.99

PLAY: The first of our two wireless contenders, the Lynx is weighty but ergonomically pleasing.

STAMP: Withstood the strain of a 17-stone games giant stomping upon it for longer than most – a fine effort.

STILL WORK? Doesn't vibrate any more – everything else OK.

RATING: ★★★½☆



LOGIC 3 FREEBIRD – £24.99

PLAY: Like holding a bag of sugar at arms length, this wire-free wrist-crippler is deceptively heavy.

STAMP: The FreeBird's fleshy undercarriage was ripped apart and its life-giving AAA foursome rolled under a desk. Sad.

STILL WORK? Nope.

RATING: ★☆☆☆☆



It might not be the best, but for £20 it's tempting.







A-FORD-ABLE MOTORING IS HERE

Cheap and cheerful kicks from *Ford Racing 3*.

***Ford Racing 3* will be a wallet-friendly £19.99 when it's released next month. But, far from scrimping on content, the game has actually doubled in size from the last version, with stacks more cars, tracks and modes.**

It'll come with 26 courses, 16 race types and 62 vehicles, from the 1923 Model T to the 2005 Mustang GT. *Ford Racing 3* faces stiff competition from the likes of *Burnout 3* and *Juiced*, but the price point could swing it for some.

++ PSP Gran Turismo 4 identical to PlayStation2 version ++ New Hitman game out first on PS2... early 2005 release ++



Work up a little combo and punch the fluff from his chin.



No, it's not what you think. Don't even go there.

BODY BLOWS

Dark Wind brings a fragrant waft of motion sensor boxing to PS2.

If you find dance mats dull and feel all EyeToyed out, then maybe you need a gust of In2Games' *Dark Wind* – a boxing title that uses motion-sensing technology to turn your real-life punches into in-game attacks.

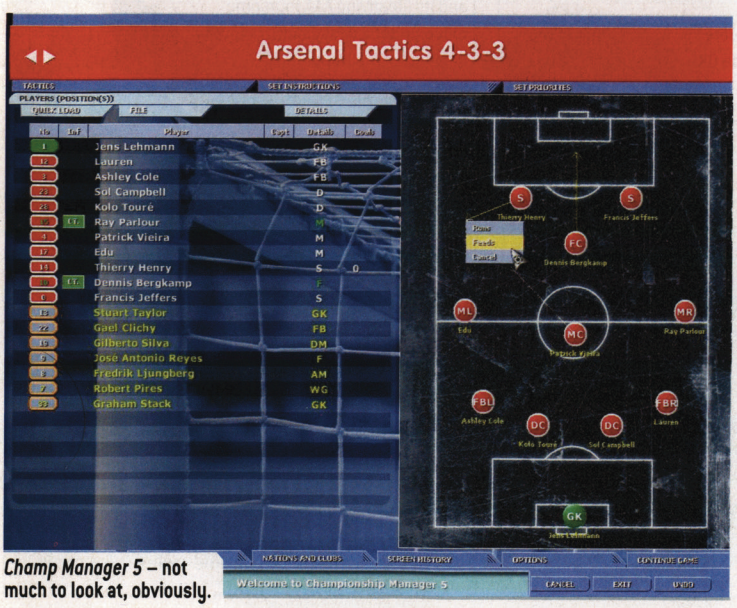
The way it works is simple: you wear special gloves which are attached to the GameTrak base unit on the floor, via a couple of wires. The wires sense your movements and translate them to on-screen actions. To make things feel more natural you view all the action from a first-person view, fighting and blocking with your hand motions and dodging attacks by pressing a pressure-sensitive pad on the floor unit.

The scary thing about all this techno-shenanigans is that it actually works. The only downside could be the price, which is expected to be around £60.

PSW SAYS
SEE PAGE 23



Wire yourself up and prepare to kick ass.



Champ Manager 5 – not much to look at, obviously.

THE TITLE CONTENDERS

Championship Manager 5 comes to PS2 but faces stiff competition for the top slot.

Footy fans are in for a treat as *Championship Manager 5*, *LMA Manager 2005* and *Premier Manager 2004/2005* limber up for the coming season.

After a decade of consuming the lives of PC gamers (including being cited in three divorce cases – true), *Championship Manager 5* finally arrives on PS2 in March. The series is famed for its outstanding level of detail, and looks sure to be a huge hit with PS2 gamers. It's biggest rival will be the latest *LMA Manager* game – until now the management game of choice for PS2 footy fans. Due this October, the latest version will see the number of leagues increased to 21 and an improved 3D match engine. Review next issue.

If you're after something slightly different, the new *Premiership Manager 2004/2005* boasts a new feature in which the players' private lives matter as much as their skills, and you'll be forced to face the hacks if any of them step out of line. You probably won't want Wayne Rooney in your team then.

++ Konami releasing original NES Metal Gear Solid from 1988 ++ Cheaper Platinum games rumoured to appear by Xmas ++

GLOBAL UPDATE

Bringing you up to speed on the big PS2 games.

KEY

New sounds | It's in the can | Out in America | Out in Japan | Trouble ahead | Extreme violence | Out on time | Release date slip | Play online | AKA Name change | Straight to retail | Exclusive to PS2

THE PUNISHER

It seems with all the recent controversy surrounding the sale of **violent video games**, the makers of *The Punisher* are thinking about **altering the content** to fit a more conservative market. At present *The Punisher* combines a smooth-looking comic book style with heady doses of **ultra-violence**. As The Punisher, you can enact all manner of **disgusting murders on criminal scum**, from feeding them into meat grinders, to stamping on their faces in the street. We'll see how much it's been altered when *The Punisher*'s released in the UK in February.

FIFA FOOTBALL 2005

It may not have the best gameplay, in our not so humble opinion, but *FIFA Football 2005* certainly has the cash to back up its vanilla footie stylings. Hence the inclusion of a **big budget soundtrack** including such luminaries as The Streets, Faithless, Air, Seeed, Oomph!, Franz Ferdinand, Marcelo D2 and Mala Rodriguez. And as if that massive cash-splash wasn't enough, developer and publisher Electronic Arts has gone and got **superstar DJ Paul Oakenfold** to write and record the brand new *FIFA* anthem for the game as well. Okay, so it doesn't alter the fact that *FIFA* won't be able to hold a candle to the awesome *Pro Evolution Soccer 4*, but it'll make post-pub matches a little more pleasant. We'll have full reviews of both *FIFA Football 2005* and *Pro Evolution Soccer 4* next issue. Don't buy until you've read them both!

THE URBAN SIMS

The new version of *The Sims* is gearing up to reveal some not-so-cutting edge music. It's been an open secret that the **Black-Eyed Peas** have been working with the developers for some time now, so expect their music to be incorporated into the game. It may not be quite as hip as, say, 50 Cent or Eminem, but really, what did you expect from a *Sims* game? What isn't so well known is that the novelty rap group have had their likenesses inserted into the game, so they can star as **characters that your Urbz can interact with**. You read it here first.

GRAN TURISMO 4

While Sony swears blind that *Gran Turismo 4* is all set for a **cast-iron UK release in early December**, we're still hearing rumours that **the game will slip back to next year** due to online complications. Let's hope for all our sakes that it ain't true...

MORTAL KOMBAT: DECEPTION

The new *Mortal Kombat* game has suffered a setback in France thanks to the **bewildering intricacies of the French language**. It turns out that *Mortal Kombat: Deception* **translates as *Mortal Kombat: Disappointment*** in French. Cue a hasty name change for the French version to *Mortal Kombat: Mystery*. Thankfully, the English language version keeps its *Deception* title.

STAR WARS BATTLEFRONT

The buzz on *Star Wars Battlefront* continues to grow. From what we've seen, **this could be the game that makes online gaming essential for PS2**. Expect to see sales of the network adaptor soar. If you're picking up your own copy of *Star Wars Battlefront*, **on sale now**, then make sure you get your broadband piped into your home through a network cable, not via a USB port. Those with USB internet modems need to shell out **extra cash** for a network rerouter. You've been warned.



COLLISION COURSES

Recreate your own 'Princess Diana clanger' with *Driven to Destruction*.

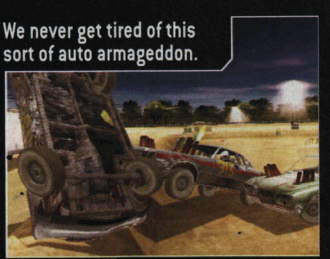
Atari has announced a new demolition derby racing game which looks set to go head to head with the similar *FlatOut*. Featuring all the physics and beat-up American Sedans a man could wish for, *Driven To Destruction* already looks very promising.

Top of the list of features is the ability to drive unusual vehicles into each other at high speed. We've seen school buses, hearses and even ambulances in action on the rough dirt tracks. There's also a Stunt mode, with convoys of cars jumping in formation over hay bails and buses. Most intriguing has got to be the Football mode – no details as of yet, but it's bound to involve ramming into stuff at high speed.

Driven To Destruction could become a group play fave, given the extensive multiplayer modes and general vehicle based debauchery. We expect good things from this crash 'em up when it arrives in December.



The kids were going to get to double maths if it killed 'em.



We never get tired of this sort of auto armageddon.



ET's mates enjoyed another pissed night out together...

++ Forbidden Siren 2 confirmed for PS2 in late 2005 ++ BloodRayne 2's female lead to appear nude in Playboy ++

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DRUGS OVERLORD

Guns, drugs and death – *Scarface* is on its way to PlayStation2.

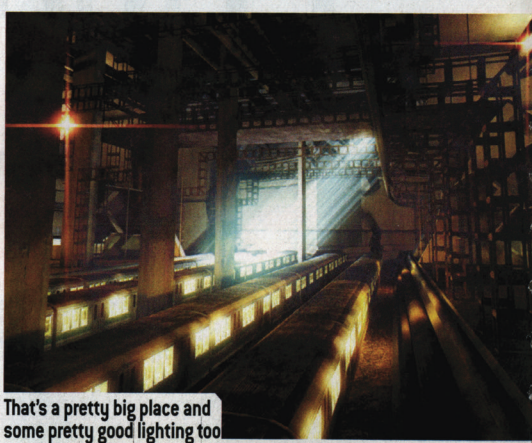
Vivendi Universal has announced plans to turn Al Pacino's 1983 gangster classic *Scarface* into a third-person action adventure. Running a crime business and gunning down rivals in 80s Miami – sounds a lot like *GTA: Vice City* to us.

In addition to taking down undesirables with automatic weaponry, you'll also be required to smuggle contraband, obtain information from reluctant stooges and avoid the unwanted attentions of the FBI. This being a movie tie-in, expect to see a plot-heavy game rather than a free roaming affair, with the emphasis very much on a cinematic look and feel. Expect a climatic 'defend your mansion' last level. A bit like *Vice City*, then... *Scarface* is due to be released June 2005.

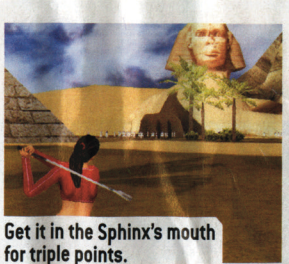


The sharp end of police brutality on show.

WHO THE MARK



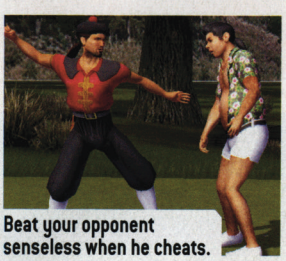
That's a pretty big place and some pretty good lighting too



Get it in the Sphinx's mouth for triple points.



Wearing that get-up he definitely deserves to lose.



Beat your opponent senseless when he cheats.

GOLFING GOES GOOFY

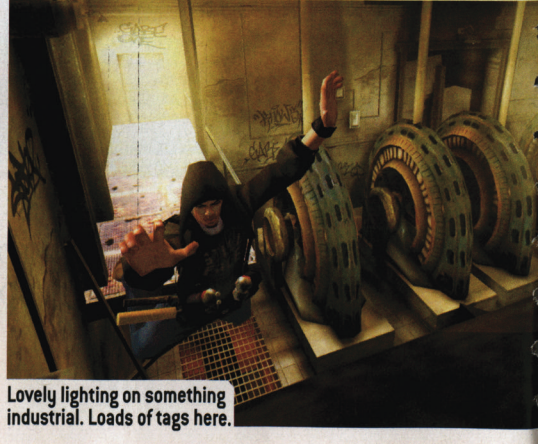
ON THE DVD

Outlaw Golf 2 tickles us gently under the armpits.

***Outlaw Golf* wasn't exactly crying out for a sequel, but that's exactly what we've got here. Featuring a load of new 'extreme' characters in addition to the original cast, plus the option to play a full round online, it's not exactly *Tiger Woods PGA Tour 2005* but it could be a laugh.**

It's not all golf though. Expect to see extreme golf cart racing taking up a fair bit of your time, and if your game isn't going so well, you can always regain your player's composure by beating your caddie around the head and upper body with a club – just like in real golf. At least when we play.

With holes based around castles and UFO crash sites, don't expect to see even the vaguest attempt at a serious golf game here. See for yourself on this month's DVD.



Lovely lighting on something industrial. Loads of tags here.

++ Super Monkey Ball coming to PS2 in 2005 ++ Lara Croft creator back working on Tomb Raider after 7 year absence ++

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A sort of artistically-inspired Sam Fisher minus nightvision.



The future of police brutality is bright. The future's orange.



Marc Ecko looking moody, urban and ready to paint.



Looks like there'll be some fisticuffs involved.

HELL IS ECKO?

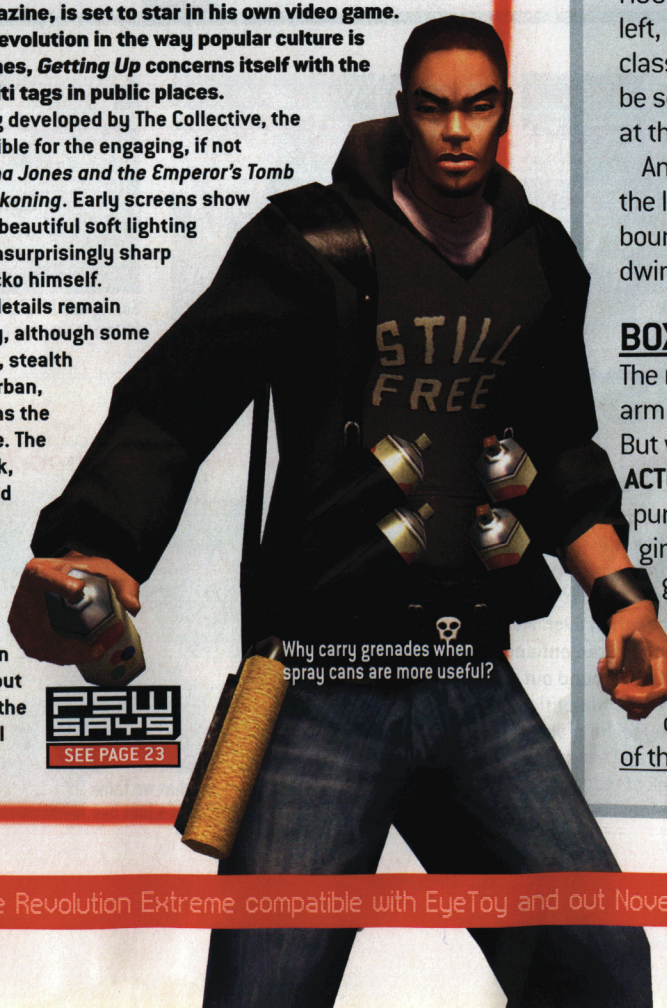
A game made by a clothes designer? *Mark Ecko's Getting Up* is exactly that.

Marc Ecko, founder and creator of the Ecko United clothes brand and COMPLEX magazine, is set to star in his own video game. Being touted as a revolution in the way popular culture is represented in games, *Getting Up* concerns itself with the act of writing graffiti tags in public places.

The game is being developed by The Collective, the same team responsible for the engaging, if not revolutionary *Indiana Jones and the Emperor's Tomb* and *Hunter: The Reckoning*. Early screens show a selection of quite beautiful soft lighting effects and some unsurprisingly sharp design from Mark Ecko himself.

Exact gameplay details remain shrouded in secrecy, although some kind of third-person, stealth orientated, gritty, urban, platform affair seems the most likely outcome. The game is set in a dark, fascistic future world with rough justice imposed by the orange-clad, Stormtrooper-like police force seen here. More details on Ecko's game soon, but don't expect to see the finished article until summer 2005.

PSW SAYS
SEE PAGE 23



Why carry grenades when spray cans are more useful?

PSW SAYS

FLIPPIN' ECKO

Who does this man Ecko think he is? Coming into games with his **'design ethos'**, thinking he's challenging conventions? Doesn't he realise that 'combat cyber police in futuristic dystopia' is the second **most clichéd** of all game conventions, right after 'avoid ghosts and collect pills'?

It's going to take more than a smattering of street fashion and **a gaunt clothes store owner** to make us think this is cutting edge.

It does look kind of nice though. If it turns out to be really good, forget you ever read this.

DON'T BE RIDDICK-ULOUS

Chronicles of Riddick? On PS2? By Christmas? Give us a minute to pick our jaws up off the floor and **change our trousers**. It just shows that PS2 is HOOVERING UP EXCLUSIVES from the **ailing Xbox** left, right and centre. Meanwhile, upcoming PS2 classics like *Grand Theft Auto: San Andreas* won't be seen on the big green machine until next year at the earliest. Who wants to wait until then?

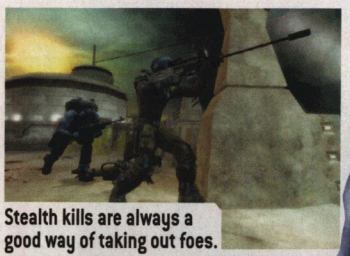
And now that **PS2 has dropped to around £100**, the last few punters who haven't picked one up are bound to now. Reasons to own an Xbox are dwindling by the day. *Riddick* is yet further proof.

BOXING CLEVER

The new GameTrak device, which translates your arm movements into games, is a **ludicrous idea**. But what really stunned us is the fact that it **ACTUALLY WORKS**. No, seriously. The faster you punch, the harder you hit. Wicked. Sure it's a gimmick, but who cares? And the *Dark Wind* game that comes with the device lets you pummel the hell out of a selection of **generously-breasted lady brawlers**. Did they think we couldn't handle real male opponents? We just hope they don't price it out of the market, otherwise it'll never catch on.

++ Dance Dance Revolution Extreme compatible with EyeToy and out November ++ Eidos doing Star Wars Lego on PS2 ++


Comic book style, but with fancy graphical touches too.


Stealth kills are always a good way of taking out foes.


Dark helmeted enemies – they must be bad, right?

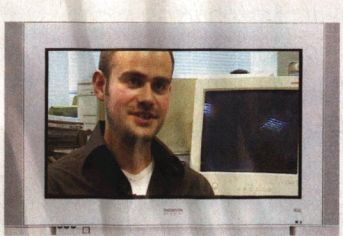

Friday's a clone, hence the blueness. See? No.

SUPER TROOPER

Rogue Trooper stalks from the pages of *2000AD* onto Playstation2.

Rebellion, the owners of all the *2000AD* comic book licences, have announced that the classic *Rogue Trooper* comic strip is to be turned into a third-person action adventure. In keeping with the original comic, the game will be stealth orientated, with you starring as trooper Friday, sneaking about behind enemy lines.

Set on Nu Earth during an endless war between the Norts and the Southers, you'll be helped out by Bagman, Helm and Gunnar, your 'dead' buddies whose 'souls' have been encoded into chips and then embedded, rather appropriately, into your backpack, helmet and gun. The post apocalyptic setting looks great, and the brooding atmosphere is enhanced as everyone wears chemical suits due to the deadly air of Nu Earth. Resembling *Metal Gear Solid 3* on more than one occasion, *Rogue Trooper* has its own comic-book style alongside some great cut scenes. It'll be marching your way in May 2005.



WE'RE ON THE TELLY!

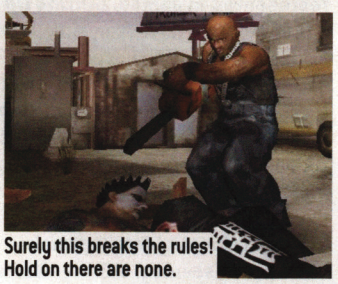
Did you see *PSW* star in *Gamezville*?

If you were watching Sky One's *Gamezville* show at 2pm on Sunday 5th September, you'd have seen *PSW* on the small screen.

Gamezville filmed the mag in the full grip of chaos during our recent redesign, interviewing Nutter and Curtis and showing *PSW* Towers in all its glory. Nutter now insists on having his own trailer and 'make-up girl' on hand at all times.


Don't try this at home. Or anywhere. Ever. Please.


Redneck ladies in arm-locks. We like this lots.


Surely this breaks the rules! Hold on there are none.

WRESTLE WAR!

Backyard Wrestling 2: There Goes The Neighbourhood steps up.

It's more violent, more dangerous and even more over-the-top – *Backyard Wrestling* is back. The brand new "Enviro-Mental" environmental damage system will make smashing people against the scenery more satisfying and realistic than ever. Meanwhile, a better create-a-wrestler function, an enhanced fighting engine and online battles round out the new additions.

There's a Pay-per-View competition with one million pounds in prize money up for grabs. You'll have to battle past insane amateurs and seasoned pros to get the moolah. Despite a lack of recognisable star appeal, expect this to be hilarious, bloody-minded idiocy.


This can't be what we think it is, can it? That's just bad.

++ SingStar sequel features George Michael, Elton John and Bob Marley ++ EyeToy Play 2 includes air guitar mini-game ++

RADAR

Delivering all the PS2 data that matters.

THE TOP 10

The games you're buying right now.

1	**Spider-Man 2** — Holding firm at the top, thanks in part to the movie's success.	8/10H
2	**Athens 2004** — Great Britain's medal haul has clearly been an inspiration.	8/10
3	**Driv3r** — Still going strong, but how many copies are being returned?	7/10
4	**Formula One 04** — As impressive as Schumacher's charge towards another title.	8/10
5	**America's 10 Most Wanted** — Go after Bin Laden and co. Controversy is good publicity, see?	Not reviewed
6	**Shrek 2** — Not as adult friendly as the movie, but the kids love it.	6/10
7	**SingStar** — The karaoke game finds its calling at boozy summer parties.	8/10
8	**Splinter Cell: Pandora Tomorrow** — The usually sneaky Sam Fisher makes his presence felt.	8/10
9	**Sonic Heroes** — You just can't keep a blue hedgehog and his mates down.	6/10
10	**Catwoman** — The dire movie stops this from clawing its way to the top.	7/10

TOP SLOT



Spider-Man 2
It's not often a credible film-turned-game comes along. So we're proud of *Spidey 2*.

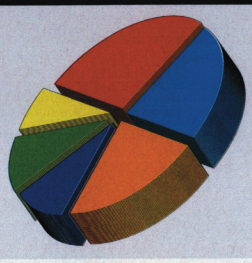
BOTTOM FEEDER



Catwoman
EA did a great turd-polishing exercise, but the rubbish source material shines through, sadly.

THE MONTH IN A PIE

This issue of *PSW* by genre.



Action adventure	27%
Driving	23%
Shooting	21%
Fighting	11%
Sports	11%
Others	7%

PSW TOP FIVE

Soft-porn Hollywood movie rip-offs.

1 Edward Penishands
Classic Johnny Depp movie given a saucy twist via nob-handed goth. Filthy finger fun for all the family.



2 Inspect Her Gadget
Hint: it's not a robot dog, camera phone or iPod. That's right. It's the new PlayStation Portable!



3 Cliff Banger
Clifftop copulation brazenly flouting EU health and safety regulations pertaining to sex in outdoor environments.



4 A Tale of Two Titties
Perfect research for those studying Dickens' sprawling literary masterpiece at GCSE or degree level.



5 Raiders of the Lost Arse
Can the intrepid Indiana Bones force his way inside the Lost Arse? We'll save you the bother of checking. The answer's 'yes'.



THREE MONTH PLANNER

The games soon to be eating into your overdraft.

SEPTEMBER

Colin McRae Rally 2005	Codemasters
Crisis Zone	Sony
Demon Stone	Atari
Dynasty Warriors 4: Empires	Koei
Gametrak: Dark Wind	In2Games
Jackie Chan Adventures	Sony
Madden NFL 2005	EA
NHL 2005	EA
Psi-Ops: The Mindgate Conspiracy	Midway
Resident Evil: Outbreak	Capcom
Silent Hill 4: The Room	Konami
Star Wars Battlefront	Activision
Terminator 3: Redemption	Atari
Tiger Woods PGA TOUR 2005	EA
Vietcong: Purple Haze	Take 2

OCTOBER

100 Bullets	Acclaim
Backyard Wrestling 2: There Goes The Neighbourhood	Eidos
Club Football 2005	Codemasters
Combat Elite: WWII Paratroopers	Acclaim
Crash Bandicoot: Unlimited	Vivendi
Crash 'n' Burn	Eidos
Dance Dance Revolution Extreme	Konami
Def Jam Fight For New York	EA
Dreamworks' Shark Tale	Activision
Driven to Destruction	Atari
FIFA Football 2005	EA
Ford Racing 3	Empire
Future Tactics: The Uprising	JoWooD
Get On Da Mic	Eidos
Gradius V	Konami
Grand Theft Auto: San Andreas	Take 2
Leisure Suit Larry: Magna Cum Laude	Vivendi
LMA Manager 2005	Codemasters
NBA Ballers	Midway
NBA Live 2005	EA
Obscure	Ubisoft
Premier Manager 2004/2005	Zoo Digital
Pro Evolution Soccer 4	Konami
Rocky Legends	Ubisoft
SEGA SuperStars	Sega
Sly 2: Band of Thieves	Sony
Star Ocean Till the End of Time	Ubisoft
Teenage Mutant Ninja Turtles 2	Konami
The Red Star	Acclaim
TOCA Race Driver 2	Codemasters
Total Club Manager 2005	EA
TY the Tasmanian Tiger 2	EA
Under The Skin	Capcom
X-Men: Legends	Activision

NOVEMBER

ATV Offroad Furu 3	Sony
Call of Duty: Finest Hour	Activision
EyeToy: Play 2	Sony
FlatOut	Empire
GoldenEye: Rogue Agent	EA
Gran Turismo 4	Sony
Killzone	Sony
Mortal Kombat: Deception	Midway
Need For Speed Underground 2	EA
Neighbours From Hell	JoWooD
Outlaw Golf 2	Take 2
Playboy: The Mansion	Ubisoft
Pool Shark 2	Zoo Digital
Predator: Concrete Jungle	Vivendi
Prince of Persia 2	Ubisoft
Ratchet & Clank 3	Sony
Red Ninja: End of Honor	Vivendi
Rumble Roses	Konami
Spyro: A Hero's Tail	Vivendi
The Getaway: Black Monday	Sony
The Incredibles	THQ
The Lord of the Rings: The Third Age	EA
The Urban Sims	EA
Tom Clancy's Ghost Recon 2	Ubisoft
Tony Hawk's Underground 2: World Destruction Tour	Activision
WRC 4	Sony
WWE SmackDown! Vs RAW	THQ

PSW PICKS



Star Wars Battlefront
Be a Wookiee! Kill Ewoks! And Gungans! Drive an AT-AT! We're so, so there.



Def Jam Fight for NY
With a beat 'em up feel and tons of rappers, it's got us all hot and bothered.



Pro Evolution Soccer 4
We're not coming to work for a week when the UK *Pro Evo 4* finally arrives.



Call of Duty: Finest Hour
From the minds that brought you *Medal of Honor*, so it's all set to rock.



The Getaway: Black Monday
High hopes for Sony's second crime caper. Fingers crossed.



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EA GAMES
Challenge Everything



MOST WANTED

UK GAMES AWARDS 2004

You've still got to the end of September to vote for your favourite upcoming game, so get moving or you'll miss your chance to have your say and win huge prizes.

Will *TimeSplitters 3* get your vote? Or will it be *Killzone* instead?

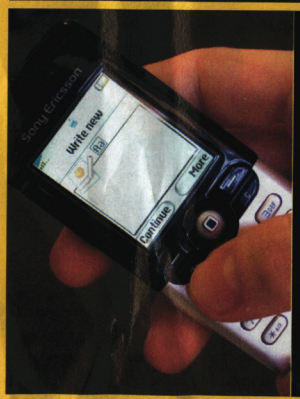
We're into the final stages of the Most Wanted competition. The weak have been consigned to oblivion and your top upcoming titles have been chosen. Now that the preliminary voting's finished, it's your chance to choose your game from the list (right) and push it to superstardom.

The cream of the PS2 crop has been picked. *Killzone*'s running high, but there's stiff competition from the likes of *Grand Theft Auto: San Andreas* and the action-packed *TimeSplitters 3*. The only way to help your game win, and to increase its coverage in *PSW* is to vote, so make sure you do it – either by text or via the GamesRadar.com website – as soon as possible.

If bigging up your chosen game isn't enough, there's always the chance to win impressively fat prizes too. For a start, we're offering a widescreen telly, complete with massive surround sound speakers. Then there's every current console: a PlayStation2, an Xbox, a Gamecube and a games-ready PC are just waiting to be dispatched into the home of a lucky winner. Of course, you'll need something to play on these funboxes, so we'll supply the winning game in every category too, meaning that you'll never need to venture outside again. But when all is said and done, you won't win unless you vote, using the details below. So choose a game and get voting. It couldn't be simpler, so go for it now!

HOW TO VOTE

SMS



1. Txt MOST WANTED followed by a space
2. Then the VOTING CODE (e.g. DG1),
3. To be entered into the competition to win the MOST WANTED PRIZE, you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...

Example: MOST WANTED DG1 IT'S GOT THE BEST GAMEPLAY & GRAPHICS BY MILES. I'VE BOUGHT EVERY VERSION, SO I KNOW I'LL STILL ABSOLUTELY THRASH ALL OF MY MATES AT IT!

4. Send your txt to 83130 (message costs 25p inc VAT plus your normal text cost)

TEXT 83130

ONLINE



You can also vote by logging on to the Games Radar website. All you need to do is click on the MOST WANTED logo, and follow the instructions. To be entered into the competition to win the MOST WANTED PRIZE, you need to answer the following tie-breaker question in no more than 140 characters: I like the game I've voted for because...

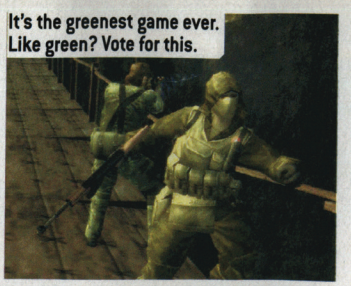
http://gamesradar.msn.co.uk/

Terms and Conditions: Text messages cost 25p Inc VAT plus your normal text cost. Service provider: Opera Telecom, B1 2JB. The closing date for entries is 30/09/2004. The winner of the Most Wanted Prize will be notified by telephone on 15/10/04. Multiple entries are allowed. Terms and conditions apply. This competition is not exclusive to this magazine. The editor's decision is final; no correspondence will be entered into. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No.: 02008885. No purchase necessary. There is no alternative to the prizes stated. The address for postal entries is "Most Wanted UK Games Awards 2004", Future Plus, 30 Monmouth St, Bath, BA1 2BW. Proof of posting will not be taken as proof of delivery. Winners' names will not be published. Written requests for details will be honoured.

The *PES* series just keeps getting better and better.



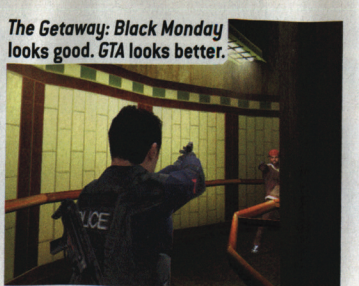
It's the greenest game ever. Like green? Vote for this.



Start counting the days until *Gran Turismo 4* arrives.



The Getaway: Black Monday looks good. *GTA* looks better.



SHORT-LISTED GAME TITLES

MOST WANTED XBOX GAME

GAME TITLE	PUBLISHER	VOTING CODE
Brothers in Arms	Ubisoft	XB1
Call of Duty	Activision	XB2
Doom 3	Activision	XB3
Fable	Microsoft	XB4
Forza Motorsport	Microsoft	XB5
Halo 2	Microsoft	XB6
Jade Empire	Microsoft	XB7
Pro Evolution Soccer 4	Konami	XB8
Tom Clancy's Splinter Cell 3	Ubisoft	XB9
WWE WrestleMania XXI	THQ	XB10

MOST WANTED PC GAME

Doom 3	Activision	PC1
Ghost Recon 2	Ubisoft	PC2
Half Life 2	Vivendi	PC3
Richard Burns Rally	Sci	PC4
Rome: Total War	Activision	PC5
STALKER	THQ	PC6
Star Wars: KOTOR2	Activision	PC7
The Lord Of The Rings: The Battle for Middle-Earth	EA	PC8
Warhammer 40,000: Dawn of War	THQ	PC9
World of Warcraft	Vivendi	PC10

MOST WANTED PLAYSTATION 2 GAME

Devil May Cry 3	Capcom	PS1
Gran Turismo 4	Sony	PS2
Grand Theft Auto: San Andreas	Rockstar	PS3
Killzone	Sony	PS4
Metal Gear Solid 3: Snake Eater	Konami	PS5
Prince of Persia 2	Ubisoft	PS6
Pro Evolution Soccer 4	Konami	PS7
The Getaway: Black Monday	Sony	PS8
TimeSplitters3	EA	PS9
WWE SmackDown! Vs Raw	THQ	PS10

MOST WANTED GAMECUBE GAME

Donkey Konga	Nintendo	GC1
Metroid Prime 2: Echoes	Nintendo	GC2
Paper Mario 2	Nintendo	GC3
Pokemon: FireRed/ LeafGreen	Nintendo	GC4
Resident Evil 4	Capcom	GC5
Second Sight	Code Masters	GC6
Star Fox	Nintendo	GC7
The Legend Of Zelda: Four Swords Adventures	Nintendo	GC8
TimeSplitters3	EA	GC9
Viewtiful Joe 2	Capcom	GC10

MOST WANTED SPORTS GAME

Championship Manager 5 *(PC)*	Eidos	SG1
Football Manager 2005 *(PC)*	SEGA	SG2
Pro Evolution Soccer 4 *(PC/PS2/XB)*	Konami	SG3
WWE SmackDown! Vs Raw *(PS2)*	THQ	SG4
WWE WrestleMania XXI *(XB)*	THQ	SG5

MOST WANTED DRIVING GAME

Forza Motorsport *(XB)*	Microsoft	DG1
Gran Turismo 4 *(PS2)*	Sony	DG2
Need for Speed Underground 2 *(GC/PC/PS2/XB)*	EA	DG3
Outrun2 *(XB)*	SEGA	DG4
Richard Burns Rally *(PC)*	Sci	DG5

MOST WANTED FPS GAME

Doom 3 *(PC)*	Activision	FP1
Goldeneye *(PS2/GC/XB)*	EA	FP2
Half Life 2 *(PC)*	Vivendi	FP3
Halo 2 *(XB)*	Microsoft	FP4
Killzone *(PS2)*	Sony	FP5

MOST WANTED ACTION/ADVENTURE GAME

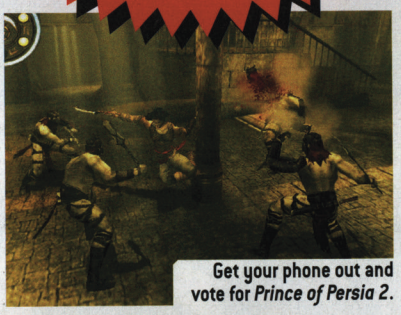
GTA: San Andreas *(PS2)*	Rockstar	AA1
Metal Gear Solid 3: Snake Eater *(PS2)*	Konami	AA2
Prince of Persia 2 *(PS2)*	Ubisoft	AA3
Resident Evil 4 *(GC)*	Capcom	AA4
The Legend Of Zelda: Four Swords Adventures *(GC)*	Nintendo	AA5

MOST WANTED STRATEGY & RPG GAME

The Lord of The Rings: The Battle for Middle Earth *(PC)*	EA	SRP1
RollerCoaster Tycoon3 *(PC)*	Atari	SRP2
Rome Total War *(PC)*	Activision	SRP3
SIMS2 *(PC)*	EA	SRP4
Warhammer 40,000: Dawn of War *(PC)*	THQ	SRP5

WIN!

Widescreen TV, Surround Sound Speakers, Game Cube, PlayStation 2, Xbox, PC! The winning game title from each MOST WANTED category!



Get your phone out and vote for *Prince of Persia 2*.

World exclusive wrestling review next month!



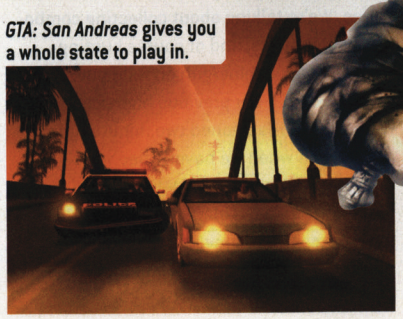
Killzone is put to the test next month. Don't miss it.



'Splitters 3 – we're really looking forward to this.



GTA: San Andreas gives you a whole state to play in.



WANT IT?

Your choice makes all the difference this time.



Congratulations. You've selected an amazing crop of triple-A titles to choose from, with a great and varied mix of what we're pretty sure will be future classics. The only question now is which one will finally be crowned King of Games.

You may think *GTA: San Andreas* is in with the best chance, but there's no way of telling until the final vote. Likewise, we wouldn't be surprised to see *WWE SmackDown! Vs Raw* take the crown, or the latest in that greatest of all footie series, *Pro Evolution Soccer 4*.

It's no exaggeration to say that we're sitting rocking soundlessly on our office chairs, biting our fingernails to the quick and checking every entry with wide eyes and gasps of excitement. Okay, that's a *slight* exaggeration. But at the end of the day, it really is out of our hands: YOU make the final decision for us.



He's the Prince – go make him the King.

SCREENTEST

The latest screenshots and all the info on the PS2 games that matter.

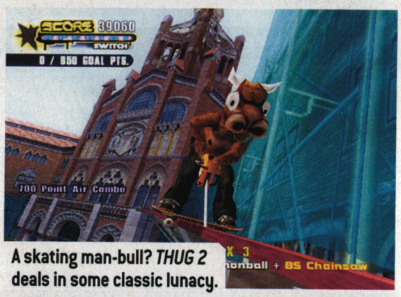


This wheelchair-bound kid comes in for a lot of knocks.


Run away. Run away now, as fast as your legs allow.



The new levels are replete with impressive detail.



A skating man-bull? *THUG 2* deals in some classic lunacy.

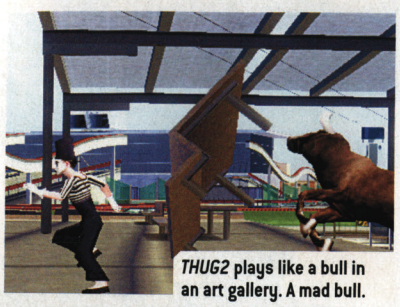
PUBLISHER: ACTIVISION **DEVELOPER:** NEVERSOFT **OUT:** NOVEMBER **PLAYERS:** 1-2 **ONLINE:** YES

TONY HAWK'S UNDERGROUND 2

You and Tony mash up cities on both sides of the pond in this unruly free-roaming skate sim.

The irrepressible Mr Hawk continues to impress us with his latest *Jackass*-styled offering this month, as we explore the go-anywhere environs of Boston and Barcelona. We've tricked to the beat in a dance competition, played as Benjamin Franklin, busted some massive stunts off a ramp on the back of a moving truck, and set off cannons to destroy a building site. And as you can see, we've freed a bull to gore a mime to death, which surely deserves some kind of medal. The good old *Hawk's* handling hasn't changed, but new skills like throwing objects and spraying graffiti means there's plenty else to keep us amused too.

Best of all, in a kind of retro cool way, we've been sampling the delights of the Classic mode which gives you the chance to try all the challenges from previous games in the long-running *Tony Hawk's Pro Skater* series. We're talking about collecting combo and skate letters, and of course busting tricks like a machine-gun on fully automatic in order to beat our previous high scores, all within the old-fashioned two minute time limit. That's when we haven't been designing our own boards and graffiti tags, of course. Oh, and we've been playing as the Wee Man too. Low centre of gravity, great for grinding, you see. We'd thoroughly recommend you give the little guy a try.


THUG2 plays like a bull in an art gallery. A mad bull.



NEED TO KNOW

- *THUG 2* lets you use EyeToy to map your features on the in-game skater.
- As well as career mode, the classic mode contains 130 extra-tough tasks.
- You can create your own challenges in every level – once you've beaten it.


Bulls killing mime artists is always a good thing.



How many bulls does it take to change a lightbulb?

SHOCK OF THE NEW

THUG 2's new features: innovative, slightly batty, and completely played to death by us.

GRAFFITI You can now spray graffiti anywhere, as well as design your tag in the first place. It works a lot like designing your board, with loads of separate layers and letters to tweak.



FREAKING OUT It works like this: every time you bail, you have a few seconds to hammer the buttons to throw a strop. Manage it, and you'll end up with a massive score. As well as a comedy spaz moment.

THROWING STUFF It's simple: you pick up selected items – like apples, for instance – and a quick tap of the button fires them out. Knock over old ladies, other skaters even annoying little kids. Nice.



STICKERING Hmm. Yeah. We're still not entirely convinced by sticker-slapping yet. It's kind of like wall-riding in practice; only you have a split-second to slap a sticker on. Maybe it'll work better in the finished version.





Now that's posh. No, it is. Come on. Who needs surfing?



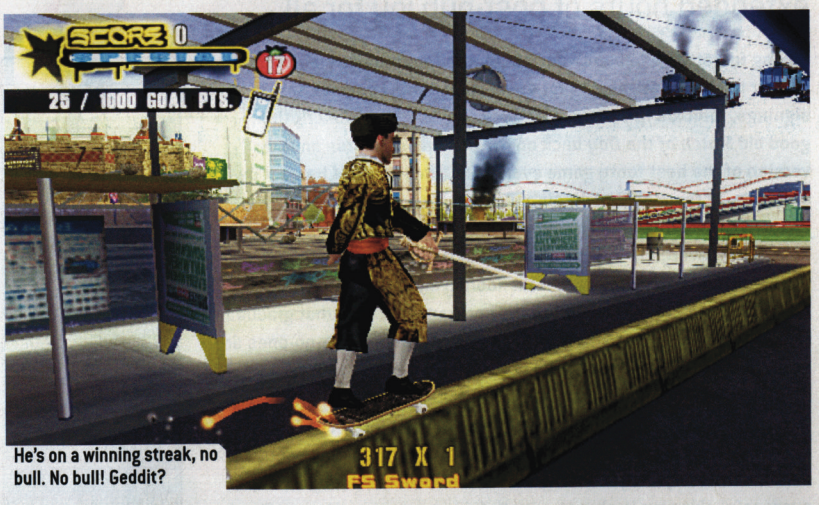
Yeah, but anyone can score big with tricks like these.



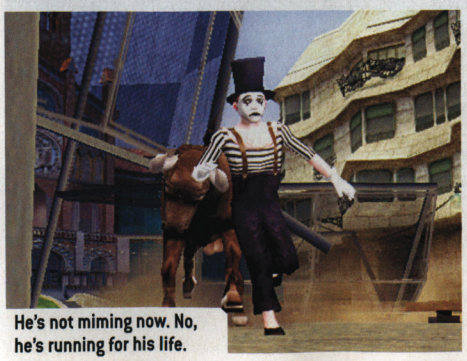
Events like these change the possibilities on each level.



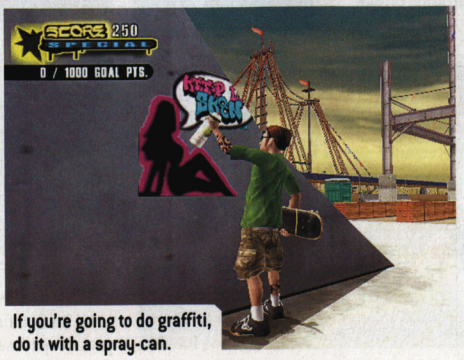
The characters are a touch more cartoony this time.



He's on a winning streak, no bull. No bull! Geddit?



He's not miming now. No, he's running for his life.



If you're going to do graffiti, do it with a spray-can.



Changing characters mid-level is new to *THUG 2*.

SCREENTEST



Kluivert who? Alan is still number one in Geordieland.

ON THE DVD



ROOOOOOOOOOOOONEY!
ROOOOOOOOOOOOONEY!



Ruud gets ready to fall over theatrically in the box. Again.

PUBLISHER: KONAMI **DEVELOPER:** KONAMI **OUT:** OCTOBER 2004 **PLAYERS:** 1-4 **ONLINE:** NO

PRO EVOLUTION SOCCER 4

A new footy season and a new *PES* means extended bouts of post-pub joy for all.

Having forgotten all about a certain football tournament in Portugal, it's fair to say we're gagging for goals once more. Loads of new signings, tabloids full of transfer gossip, a new Sky subscription, good old *Match of the Day* back on the box and of course another version of the best footy game ever made. Oh yes, *PES4* has got us swearing, screaming and singing just like it's 1966 again.

The changes this time around aren't exactly groundbreaking: new haircuts for everyone and better player likenesses (Gerrard and Beckham look particularly lifelike... Rooney looks like Shrek). Out on the pitch there are numerous tweaks and improvements that gradually reveal themselves over a few hard fought encounters. One-on-ones are now a thing of genuine footballing beauty, where you can leave defenders bewildered by your fleet of foot. It's all about timing and swift direction changes – do it right and your marker will be left flailing while you saunter in on goal. Beating your man in previous *PES* instalments felt pretty arbitrary. Now it feels like real footy, where a successful skinning is almost as satisfying as scoring. Almost. Check back for the review and inevitable *FIFA* comparisons next month!

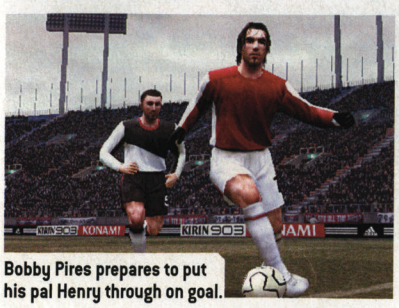


NEED TO KNOW

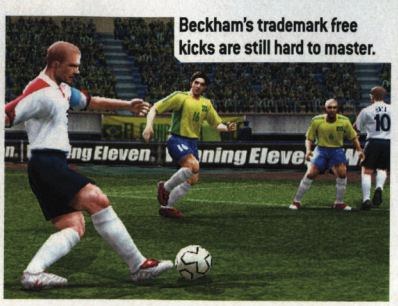
- Spoon a Beckham pen over the bar and maybe you too can sell it for £18,500.
- It would take you 15,600 minutes to mow all 26 stadia with a Flymo.
- All haircuts are bang up to date. Well, until Beckham opts for a pink perm.



Getting ready to pull the trigger and blast one in.



Bobby Pires prepares to put his pal Henry through on goal.



Beckham's trademark free kicks are still hard to master.



Look, it's a re-run of this year's Copa America final.



What's this? Has Master Chief defected to PS2? Sadly not.


Maybe it just wants to communicate. Then again...

PUBLISHER: MIDWAY **DEVELOPER:** MIDWAY **OUT:** 2005 **PLAYERS:** 1-16 **ONLINE:** YES

AREA 51

The game so secret, we're not even allowed to talk about the CENSORED

Despite being delayed until early next year, *Area 51* is still giving *Killzone* something to think about. Even with the deep secrecy of the project, *PSW* agents – at great personal risk – have managed to smuggle out the latest info on this extraterrestrial shooter.

Players take on the role of Ethan Cole, head of a HAZMAT hazardous waste team sent into the US military's secretive Area 51 base to clean up after a viral outbreak. Naturally, things go terribly wrong and Ethan ends up infected, leaving him needing to find a cure before he turns into an alien. Cue 17 levels of intense single-player blasting as well as the perfect excuse for some 16-player online deathmatch carnage.

The selection of guns on offer includes the usual array of human weapons – machine guns, pistols, shotguns – but also some more experimental types, including a gun that fires bullets that bounce around until they hit an alien and explode. Then there are the alien powers Ethan gains as the infection takes hold, including the ability to drain health from defeated foes and a melee attack of hideous power.

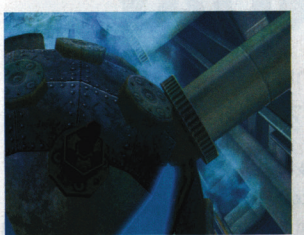
With hugely impressive graphics including some incredible lighting effects and a massive variety of weapons, *Area 51* is shaping up to be something pretty special. We'll be bringing you more info as and when we can get the necessary clearance. Until then, keep schtum.


In times of fear and danger, it always helps to do a little jig.

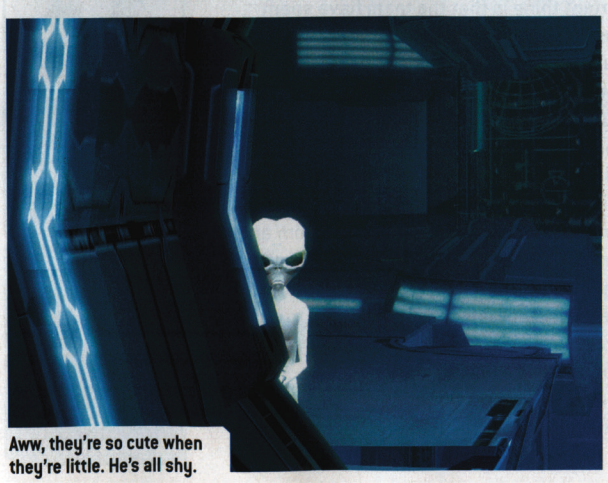


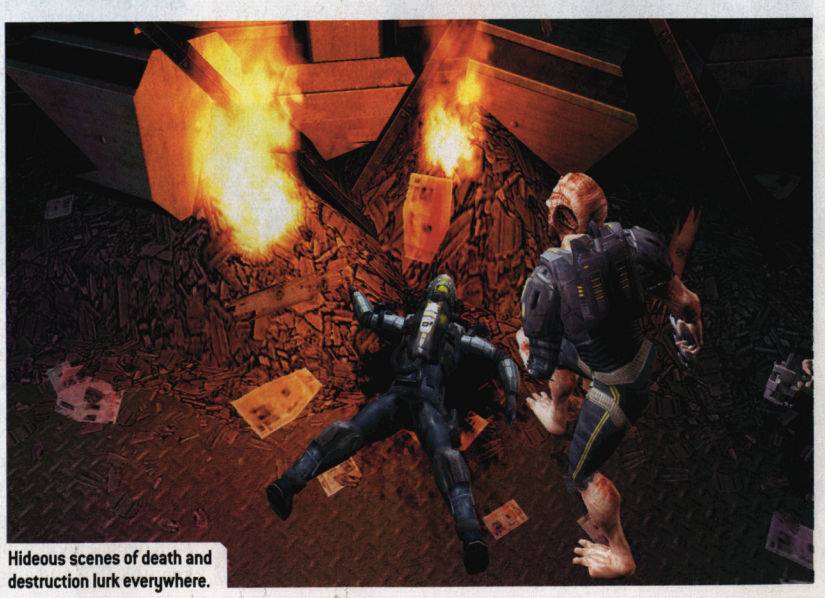
NEED TO KNOW

- *Jurassic Park*'s creature designer Sam Winston also made Area 51's aliens.
- You can buy the original arcade cabinet for a bargain price of $799.
- The real Area 51 site was initially used to test the U-2 spy plane.

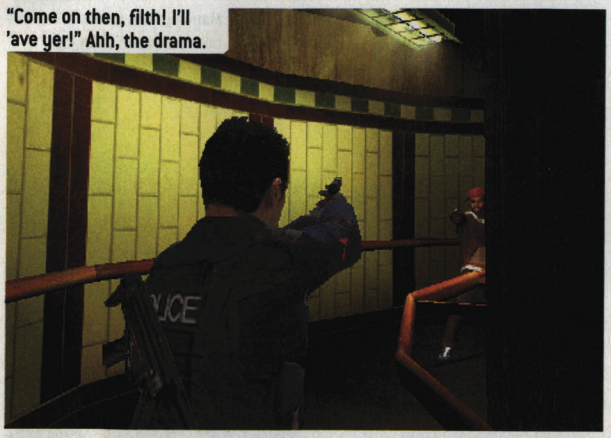




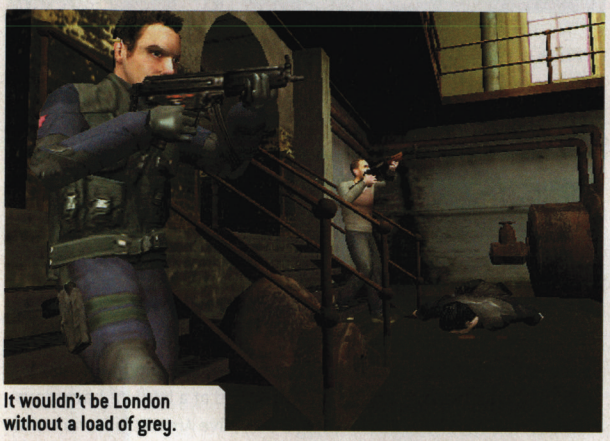

Aww, they're so cute when they're little. He's all shy.


Hideous scenes of death and destruction lurk everywhere.

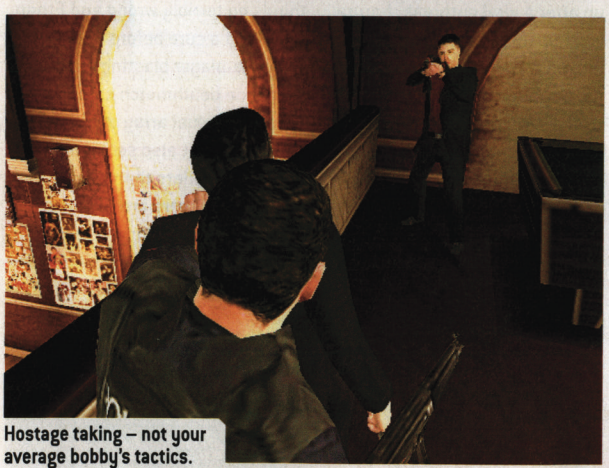
SCREENTEST



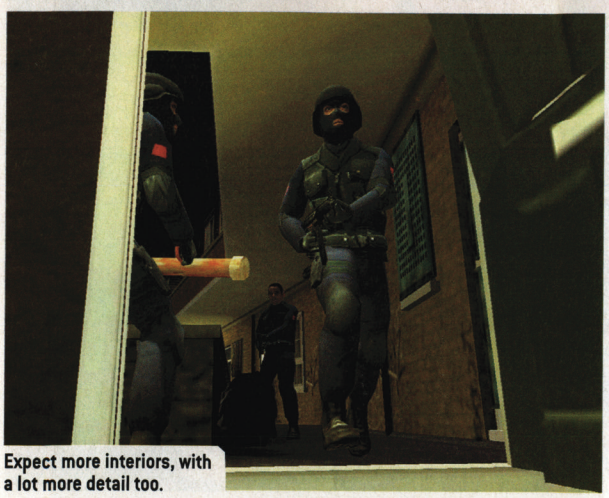
"Come on then, filth! I'll 'ave yer!" Ahh, the drama.



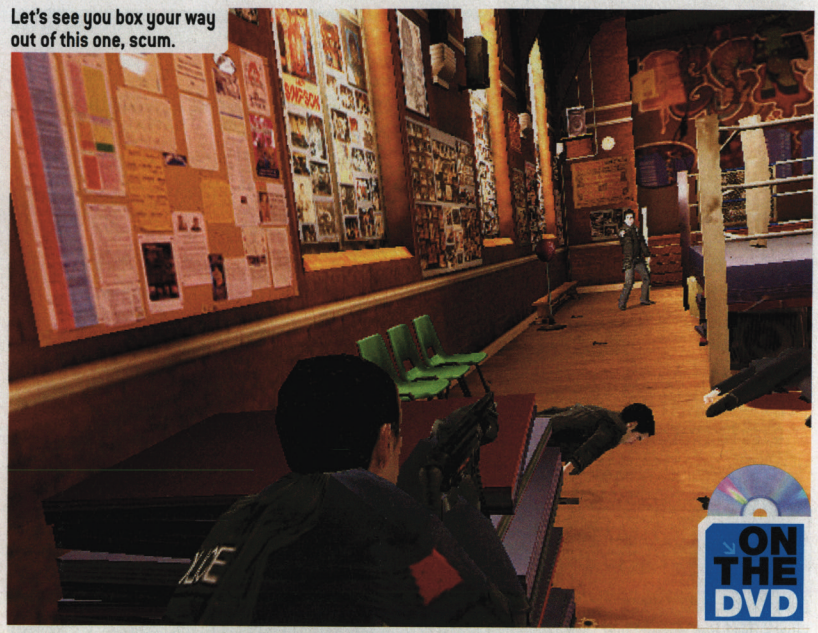
It wouldn't be London without a load of grey.



Hostage taking – not your average bobby's tactics.



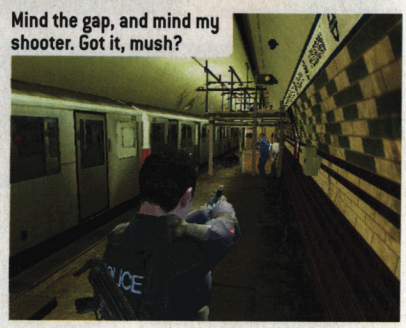
Expect more interiors, with a lot more detail too.



Let's see you box your way out of this one, scum.



The snooker hall is home to lesser London villains.



Mind the gap, and mind my shooter. Got it, mush?

PUBLISHER: SONY **DEVELOPER:** SONY **OUT:** NOVEMBER **PLAYERS:** 1 **ONLINE:** NO

THE GETAWAY: BLACK MONDAY

Can a host of new features hoist Sony's gangster sequel to crime lord status?

We've been learning a bit more about *The Getaway: Black Monday*'s three main characters: Eddie the gangster boxer, Mitch the bent copper, and Sam the cocky, athletic blonde. Sod the plot, though. The important thing is that the team have spent ages sorting out the decidedly dodgy control system from the first game. Cars have a much more natural feel now, meaning you shouldn't feel that every Mini Metro handles like a battering ram. The camera will quietly pan round corners as you're about to turn, so there should be less in the way of gigantic pile-ups every time you try to turn 90 degrees.

Likewise, on-foot control has been considerably smartened up. Our three villainous heroes can now progress smoothly from an amble to a sprint, depending on how far you push the analog stick. At certain times, the on-foot camera will switch to a cinematic, survival horror-style view to accentuate the drama. Hand to hand fighting has been completely overhauled too. And, of course, there are motorbikes now. But then *GTA*'s had them for years.

So where does that leave us? Well, it all sounds good, but we still need a lot of convincing. Take a look at the footage on this month's DVD and judge for yourself.



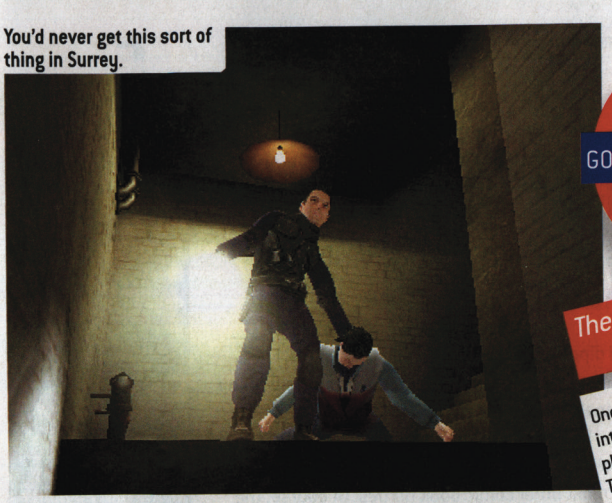
NEED TO KNOW

- The 40 square km of London now boast tons of extra roads, lanes and shortcuts.
- Holborn and Knightsbridge tube stations have been fully mapped out.
- A *Driv3r*-style Free Ride mode will be available from the very start.

GOING UNDERGROUND

The Getaway's going down the tube. Literally.

One of Black Monday's most intriguing missions takes place in Holborn tube station. Two gangs meet to exchange illegal goods, but it all goes haywire when the cops show. Chasing crims through the tube station, you'll end up hopping on a train. How nice.



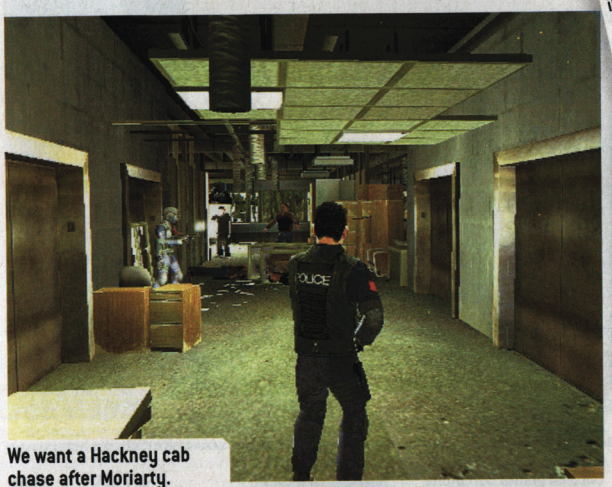
You'd never get this sort of thing in Surrey.



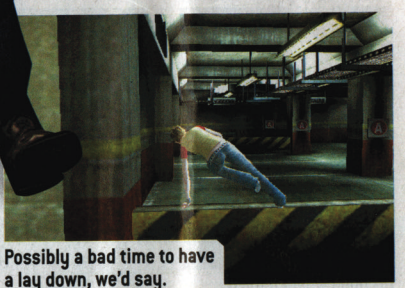
Will the game really sport these destructible areas?



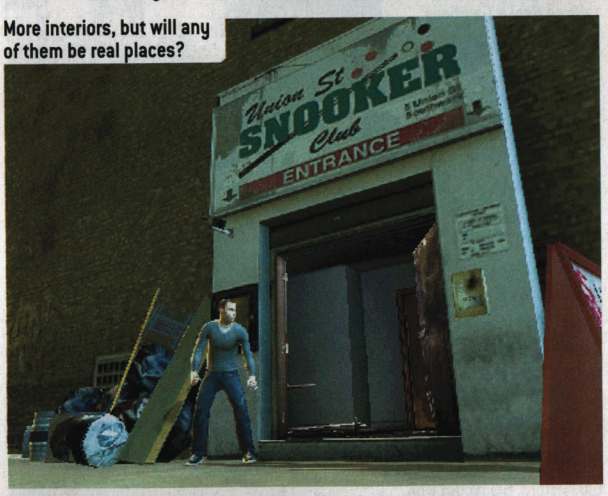
We like all the extra detail on the vehicles.



We want a Hackney cab chase after Moriarty.



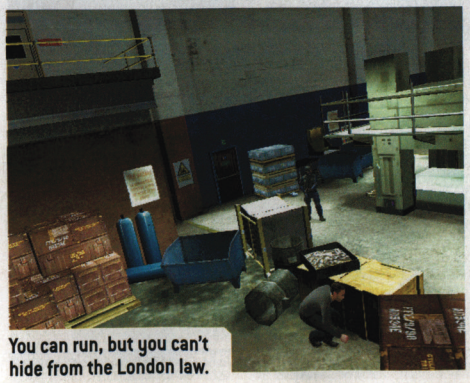
Possibly a bad time to have a lay down, we'd say.



More interiors, but will any of them be real places?



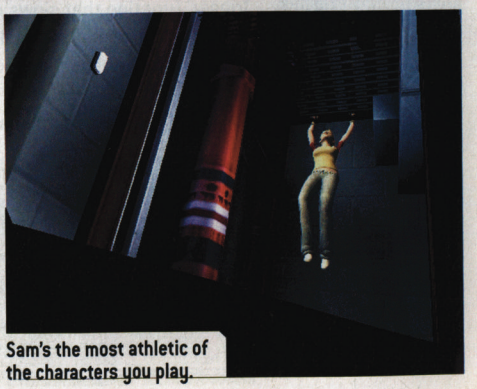
Car detail has been greatly improved.



You can run, but you can't hide from the London law.



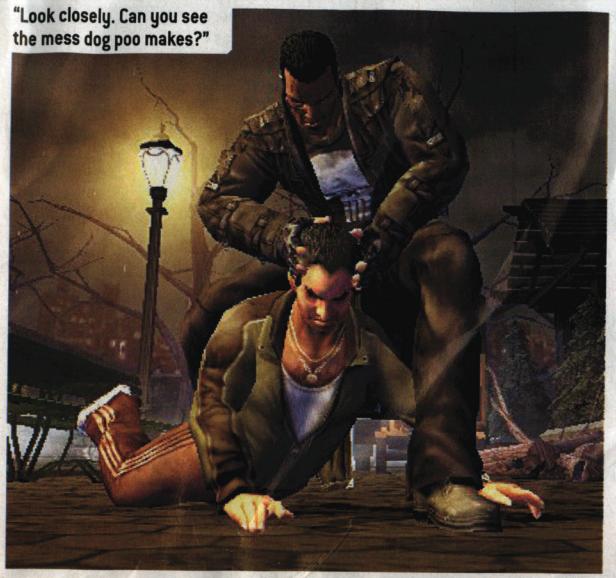
If the driving controls are less heavy, it would help.



Sam's the most athletic of the characters you play.

SCREENTEST

"Look closely. Can you see the mess dog poo makes?"



PUBLISHER: THQ DEVELOPER: VOLITION OUT: FEBRUARY PLAYERS: 1 ONLINE: NO

THE PUNISHER

Charles Bronson could only dream of dishing out this kind of justice.

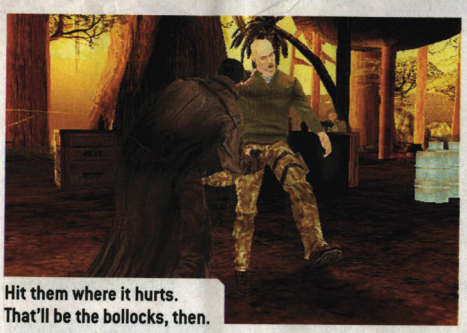
Fancy having your head dipped in a piranha tank or your skull chopped in two with a meat cleaver? Thought not. Unfortunately for all evil-minded career criminals "I'm really sorry!" just doesn't seem to cut it with The Punisher – he prefers to dish out justice with the help of carnivorous fish and sharp kitchen utensils.

He's a bit darker than most other comic book heroes. Of course, the criminals he catches have all done something wrong, so deserve to be 'punished' – but it's up to you to decide whether that means being fed through a meat grinder feet-first, or being shot in the back of the head.



NEED TO KNOW

- It would take 73.8 days to read all 30 years worth of *Punisher* comics.
- Marvel comics is home to more than 4,700 different characters.
- The first *Punisher* movie starred Dolph Lundgren. Before he faded into obscurity.



Hit them where it hurts. That'll be the bollocks, then.



Armed and dangerous. The grinder beckons for this goon.



The Punisher can use his enemies as human shields.

PUBLISHER: CODEMASTERS DEVELOPER: CODEMASTERS OUT: OCTOBER 2004 PLAYERS: 1-4 ONLINE: YES

CLUB FOOTBALL 2005



Show your loyalty by playing a *Club Football* game tailored to your team.

Codemasters individually club-tailored footy series is back, much to the delight of the Toon Army who were starved of a *Club Football* game based around Newcastle United last year, but can now look forward to a version based entirely around Shearer and co.

Naturally, player likenesses and club squads are all bang up to date, but gameplay has become a little more intricate since spin-off game *England International Football*, thanks to a 'Precision Trigger' function that slows down your dribbling and lets you bamboozle defenders with deft footwork. Although the ball still seems to be attached to players' feet, we're encouraged by the number of improvements. It'll be interesting to see how *Club Football 2005* stacks up against the competition this season.

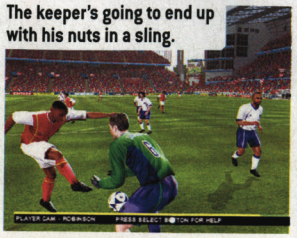
NEED TO KNOW

- With 250 clubs, that's nearly as many as Les Ferdinand has played for.
- Villa legend Dalian Atkinson never played for England. Thank Christ for that.
- There are no plans for a Darlington FC edition. *PSW*'s Jon Todd is not happy.

Catalan giants Barcelona take on Real's 'Galaticos'.



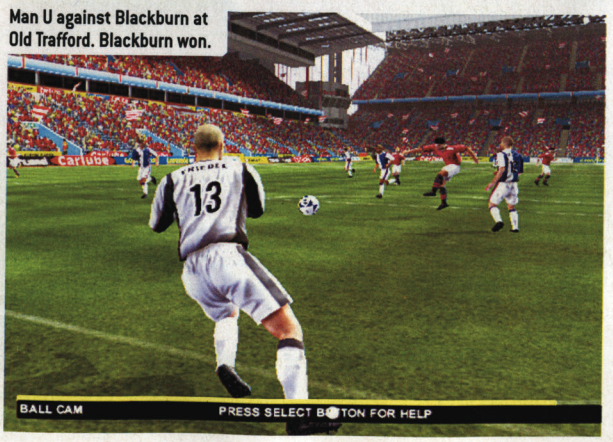
The keeper's going to end up with his nuts in a sling.





Can Newcastle get a better start to their season than last?

Man U against Blackburn at Old Trafford. Blackburn won.



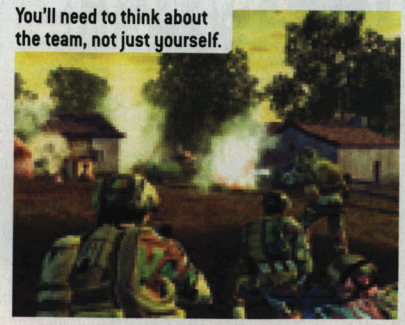


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SCREENTEST



Issue commands to explore new areas in an instant.



You'll need to think about the team, not just yourself.



Expect realistic battle zones and locations.



There's still a hell of a lot of sneaking around involved.



GR2 definitely looks better than its predecessor.



Goodbye first-person, hello over-the-shoulder view.



The action's a tad more cinematic this time around.

PUBLISHER: UBISOFT **DEVELOPER:** UBISOFT **OUT:** NOVEMBER **PLAYERS:** TBC **ONLINE:** YES

TOM CLANCY'S GHOST RECON 2

Big changes are in store for the Ghosts as they move out of the jungle and into North Korea.

Have the Ghosts gone soft? It's what many believe after hearing that the notoriously unforgiving game is being turned into a run-and-gun shoot 'em up. No more stealth, no more one-shot kills, a forced third-person view that replaces the traditional first-person perspective... these are just some of the nonsensical rumours flying around, so it's time we stepped in to play the part of peacemaker and end them once and for all.

The action is certainly ramped up a couple of notches, but *Ghost Recon 2* is no arcade shooter. There are actually more tactical options than before, including new commands such as protecting a hostage and laying suppressive fire while the rest of your team flanks the enemy. Hand signals can be used for situations when silence is essential, with different gestures for moving, attacking a target and breaching a doorway. But your enemies can cooperate both verbally and silently to try to outflank you too.

If you've played *Shellshock: Nam '67* then you'll be familiar with *Ghost Recon 2*'s new over-the-shoulder view. There's still the old first-person view for purists though. And just because the action sequences are given more impact doesn't mean the game is one endless explosion. This is a Tom Clancy game, after all.



NEED TO KNOW

- You go after a rogue North Korean general who's allied with Russia.
- The North Korean government isn't too chuffed about the game's storyline.
- Settings include a village, industrial base, prison camp, airfield, and docks.


Can we advise a slight move to the left, mate?


War zones are realised in exhausting detail.

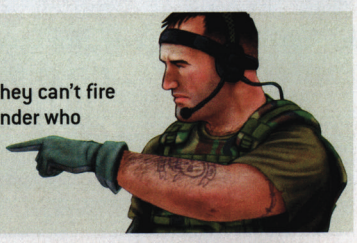

It's North Korea, but in the 'near future' Clancy-verse.


Explosions will alert the locals, so use sparingly.

BEST OF THE REST

You won't survive without the help of your three squad-mates.

GUNNER



Sends a volley of bullets on enemy positions so they can't fire on your men while they're moving. A great all-rounder who we expect to see used in a multitude of situations, and a real cornerstone of your all-out attack plan. Not exactly subtle though.

MARKSMAN



Similar to a sniper in that he picks off targets from long-range, but he remains with the squad at all times. With this fella looking out for you, you should be able to clear a path ahead. Provided you take your time and let him do his work and don't go rushing in all guns blazing.

GRENADIER



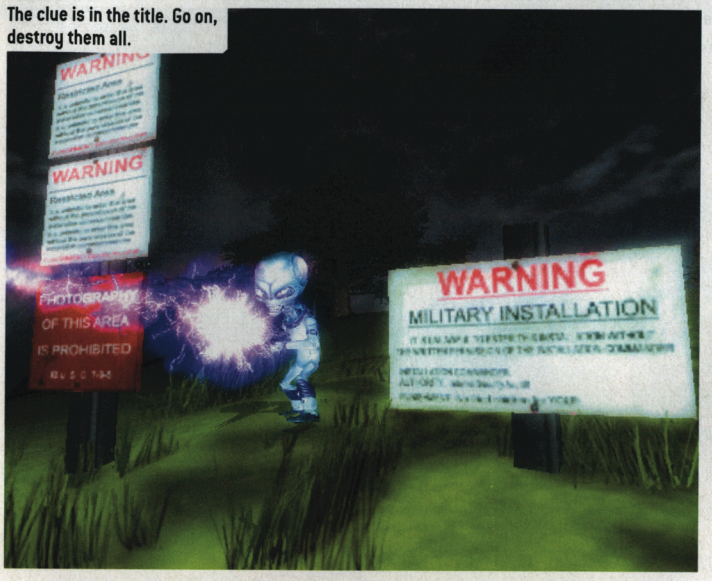
When facing large numbers of troops or dug-in enemy positions, this is the heavy-duty specialist to call on. The disadvantage? When enemies are close up, he'll have a hard time defending himself and will need your support to survive. That's teamwork for you.


As always, stealth and silence are your buddies.

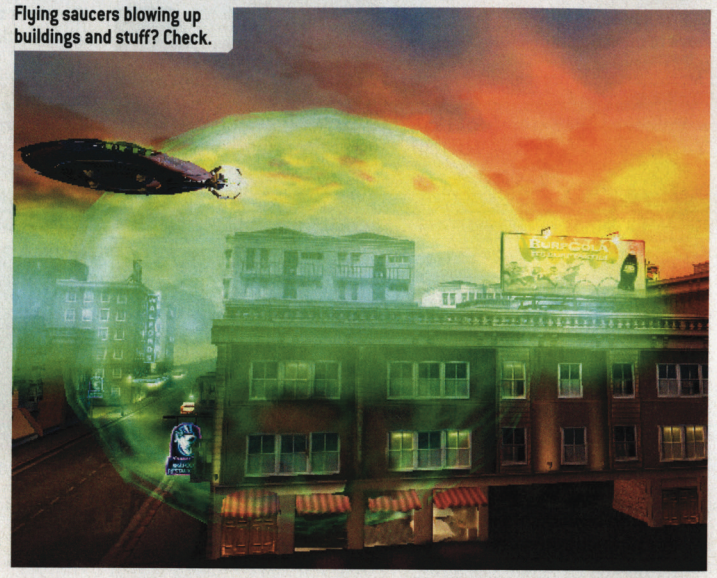

You'd never see this sort of sheen in *Ghost Recon 1*.


Take cover and return fire with extreme prejudice.

SCREENTEST



The clue is in the title. Go on, destroy them all.


Flying saucers blowing up buildings and stuff? Check.


Time of day plays a big part in trying to remain hidden.



Hypnotise the townsfolk so you can sneak by.

PUBLISHER: PANDEMIC STUDIOS **DEVELOPER:** THQ **OUT:** FEBRUARY **PLAYERS:** 1 **ONLINE:** NO

DESTROY ALL HUMANS!

Brainwash and annihilate mankind – if only as payback for letting The Cheeky Girls have a career in pop music.

When the little green men get bored with abducting American red-necks and decide to take over Earth, we can't imagine they'll do it as conservatively as the Furons of *Destroy All Humans!*

Beaming just one extraterrestrial down in the small, green and eerily familiar shape of Cryptosprodium-137, the drawn-out plan to take over Earth involves infiltrating society, controlling the human race, harvesting our brain stems and then destroying us all. Whatever happened to simply blowing up the Empire State Building to signal your evil intentions? *Mars Attacks!* this is not.

Continuing where the central characters in *Psi-Ops* and *Second Sight* left off, alien dude Crypto can move items and humans with his mind, hypnotise people into making an arse of themselves so as to create a distraction, read thoughts to gather mission-related info, and take over their bodies to generally use and abuse as he sees fit (no funny business – he's an alien). His powers are all played for laughs, but you'll have to use them carefully if you don't want government agents carting you off to Area 51 and 'probing' you for information.

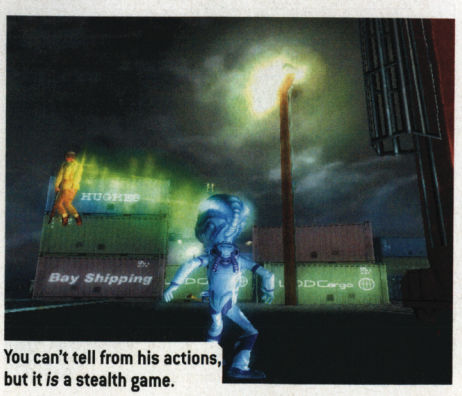
Among all the sequels and stealthy shoot 'em ups we've seen this year, *Destroy All Humans!* stands apart as something genuinely original. And it's by the *Mercenaries* people – so expect good things.



NEED TO KNOW

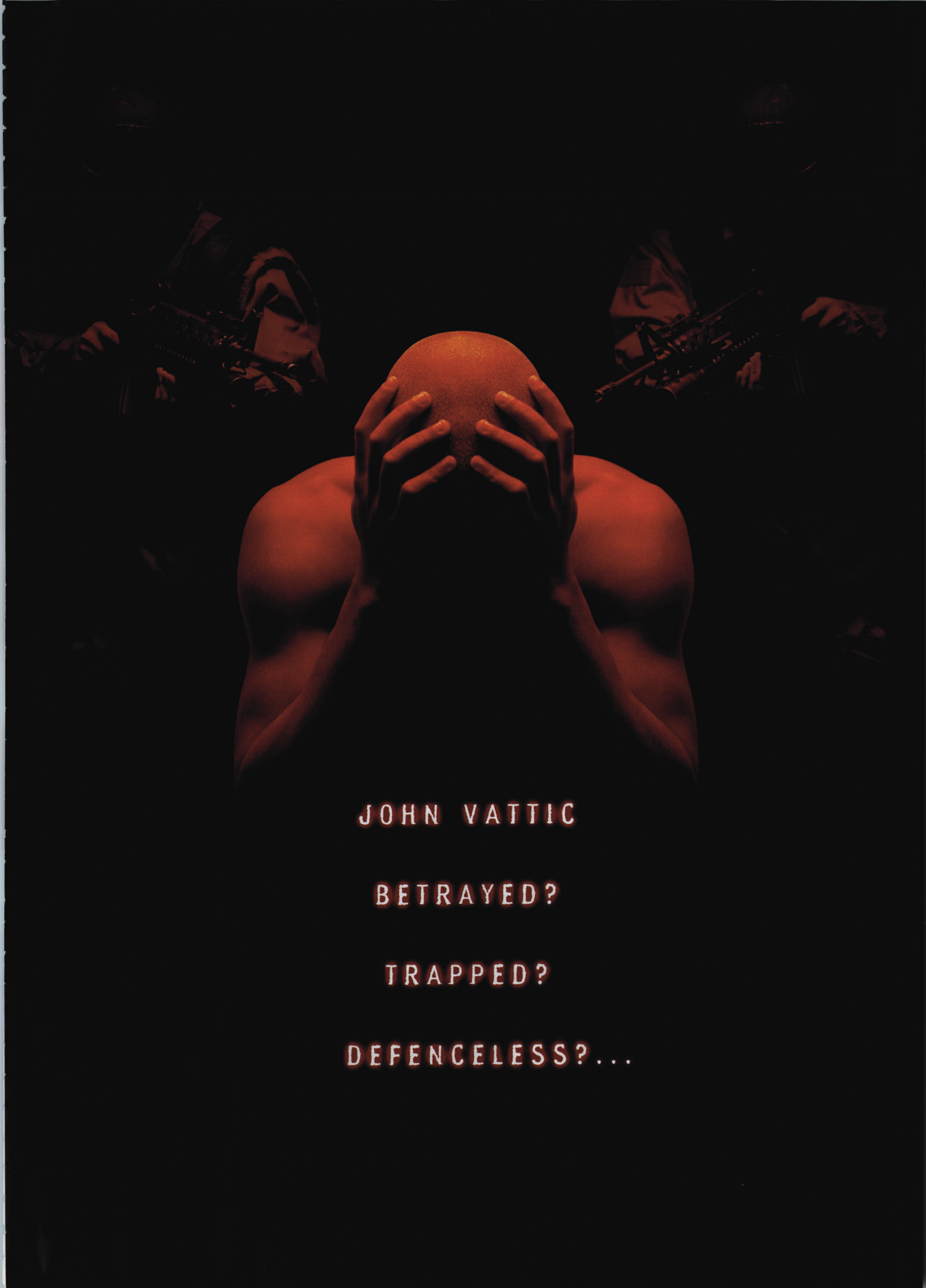
- It's made by the same people behind *Mercenaries* and *Star Wars Battlefront*.
- From your flying saucer you can abduct cows – just like real aliens do.
- The subplot is to discover the fate of your alien brother, Cryptosprodium-136.


Yes, you can even abduct cars in your spaceship.



You can't tell from his actions, but it *is* a stealth game.


Over-the-top weapons include the Brain Exploder.


JOHN VATTIC
BETRAYED?
TRAPPED?
DEFENCELESS?...



SECOND SIGHT



"WILL BLOW YOUR MIND"
Official PS2 Magazine

GAMECUBE XBOX PC CD PlayStation 2

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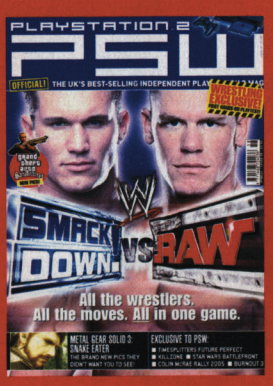
ISSUE 55: Snake comes out of hiding in *Metal Gear Solid 3. Silent Hill 4* is ripped apart and we've got exclusive *Shellshock: Nam '67* footage on the DVD!



ISSUE 56: First reviews of *Splinter Cell: Pandora Tomorrow* and *Onimusha 3*. Massive *Driv3r* hands on plus new *Metal Gear Solid 3* camo secrets revealed!



ISSUE 57: Huge E3 news blowout special! First pics of *TOCA Race Driver 2*, plus crazy first footage of *THUG 2* and dozens more games on the DVD.



ISSUE 58: First ever play of *WWE SmackDown! Vs Raw* plus DVD footage. Absolutely essential for fans of greased-up giants and bra and panty wearing divas.



ISSUE 58: The world's first review of *Burnout 3: Takedown*! Exclusive *GTA: San Andreas* pics and details, plus *Need for Speed Underground 2* on DVD.

PREVIEWS

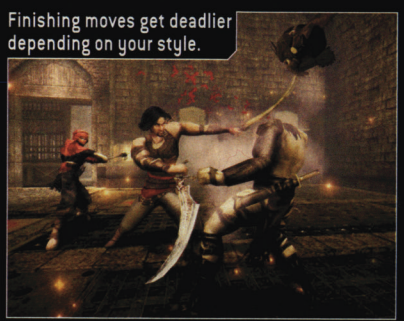
The complete lowdown on the games we're playing right now.



Swing around and lop all of their heads clean off.



It's off with his head thanks to the meat cleaver.



Finishing moves get deadlier depending on your style.

PRINCE OF PERSIA 2

Darker and decidedly more brutal, the Prince is back with some canny new tricks up his gilt-edged sleeve.

GAME DETAILS	
PUBLISHER:	UBISOFT
DEVELOPER:	UBISOFT
OUT:	NOVEMBER
PLAYERS:	1
ONLINE:	NO

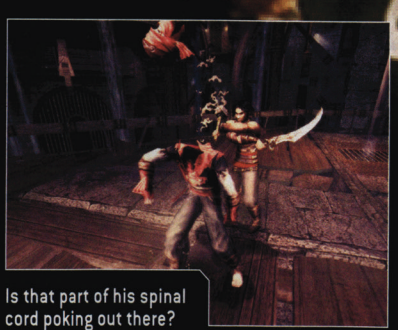
ON THE DVD

The Prince becomes a pauper in this much darker and far more vicious sequel to the relatively light-hearted original. After fiddling with the *Sands of Time* to prevent his own death at the end of the first game, he's being relentlessly hunted down by an unstoppable creature called the Dahaka that has a bit of a Grim Reaper complex.

The only way to stop the Dahaka is to journey back to the island where the *Sands of Time* originated, use them to travel back into the past and battle through three towers in the Empress of Time's castle to prevent her creating the Sands in the first place. This will close the rift in the timeline and cause the Dahaka to vanish.

It's convoluted stuff, but the upshot of it all is more acrobatic kicking of ass by the Prince, who's now dressed like a peasant in order to blend in with the crowd. Having been on the run without much sleep or food, he's turned a bit mental and won't think twice about lopping off someone's head or carving their body in two.

These brutal combat moves are down to the new free-form fighting system that basically lets you choose which combos or special attacks to combine. Enemies are a lot tougher and unless you master the Prince's many moves he'll meet his fate after all. The combat has been likened to stringing together tricks in a *Tony Hawk's* game, which isn't a bad comparison.



Is that part of his spinal cord poking out there?

OPPORTUNITY KNOCKS

For example, pressing X to perform a simple attack gives the opportunity to trigger one of four extra moves (attack, kick, rebound, weapon throwing) depending on the type of enemy and environment the Prince is facing. Likewise, pressing Triangle to grab an enemy also opens up four combinations: grab and throw, grab and rebound, grab and strangle, or grab and slice in two. It's your call →



PRINCE OF PERSIA 2 FACT!

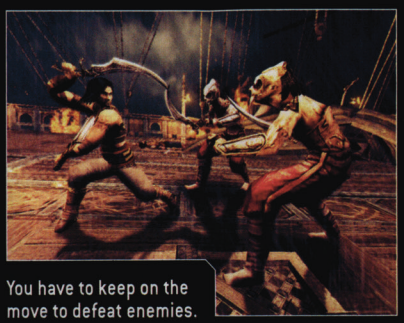
SMOOTH MOVES
With the emphasis on the free-form fighting, the combat alone boasts 250 new animations.

UNBEATABLE? NOT QUITE
The Dahaka can't go near water, so the Prince must keep streams and waterfalls between him and it.

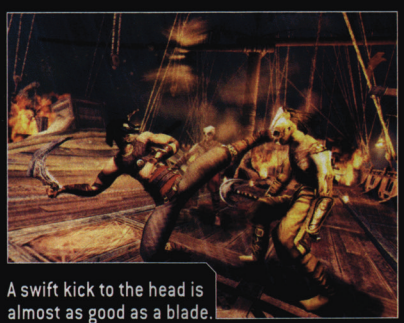
HOLD COURT
To reach the Empress' central tower, you must pass through the Garden, Mechanical and Weapon towers.

COME AND 'AVE A GO
Want to really piss off an enemy? You can taunt them or simply scare them away.

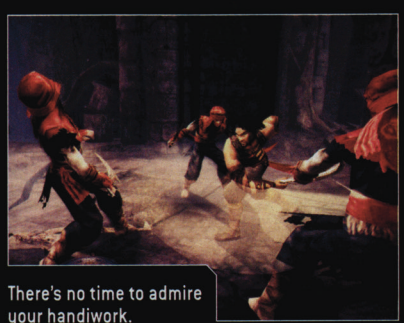




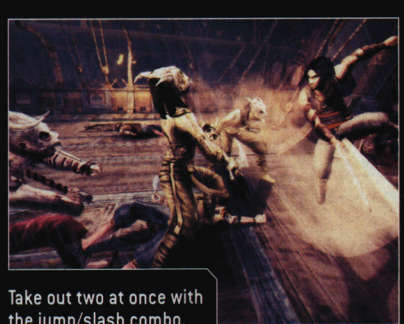
You have to keep on the move to defeat enemies.



A swift kick to the head is almost as good as a blade.



There's no time to admire your handiwork.



Take out two at once with the jump/slash combo.



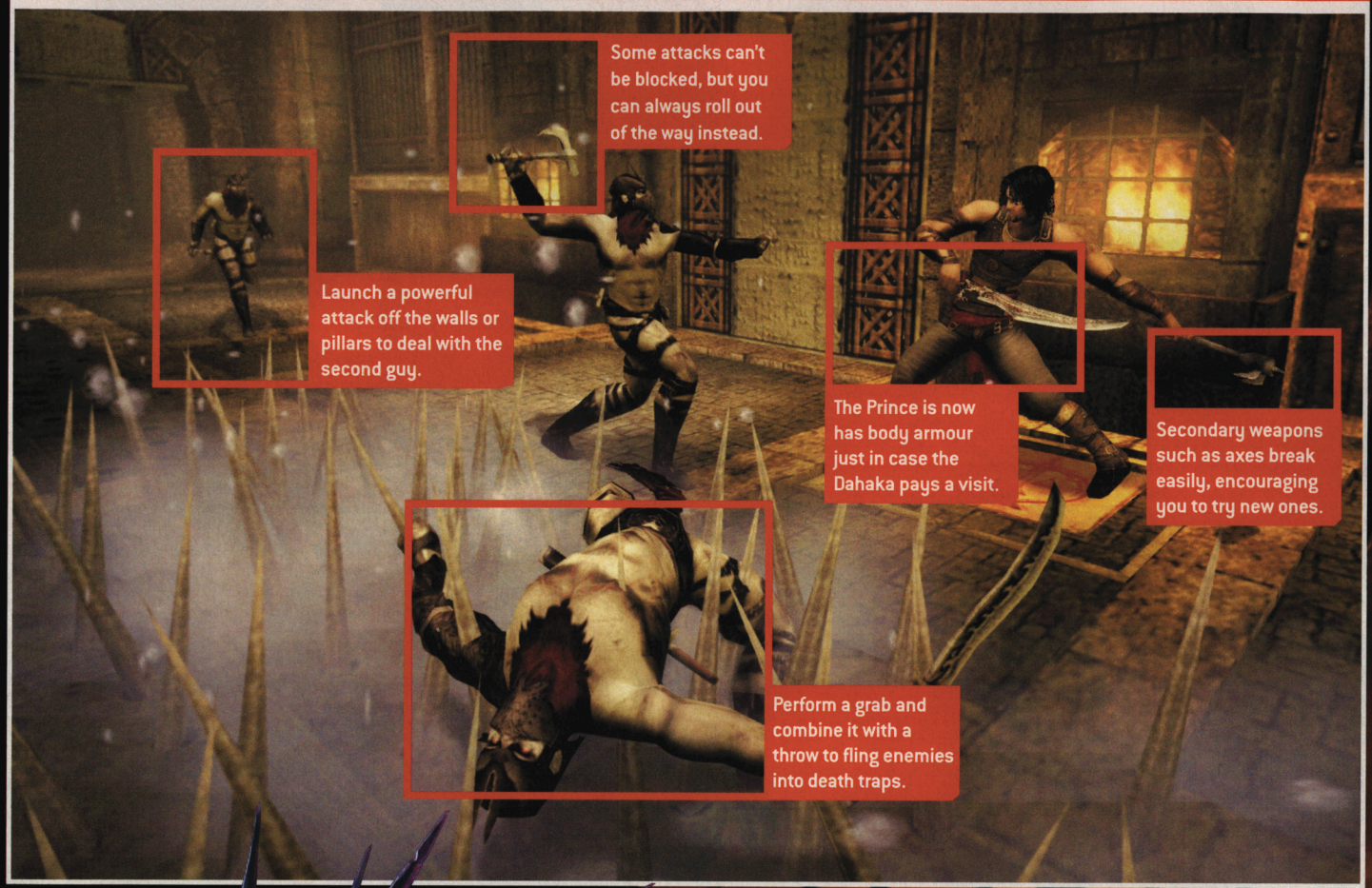
Stab his legs so he buckles and run up his back.



Keep twirling to slit the other one's throat.

ROYAL INSPECTION

A closer look at the Prince in a typical spot of bother.





Enemies are part human and part mythical monster.

whether you want to cut them in half vertically or horizontally.

If there's a pillar, a wall or other type of furniture in a room, chances are it's there for making acrobatic escapes and more powerful attacks with. The Prince is now also able to take any weapon from any enemy and wield two blades at once.

Battered enemies go into a weakened state during which you can finish them off in spectacular and grisly fashion (see The Prince's Thrust panel). And despite being a wanted man for mucking about with time, the Prince still has the power to rewind the clock and slow it down, as well as a new shockwave blast and the ability to travel back into the past to change the present. Now that's intriguing.

MEET THE BOSS

Enemies can also be used to solve puzzles. While some simply swarm around you, there's one type that explodes in its death throes, thus destroying any immovable objects blocking your path. Handy, eh?

And for those that complained about the lack of boss fights in the original, we're promised at least three in the sequel, including one that you must ride like a bucking bronco while trying to avoid its



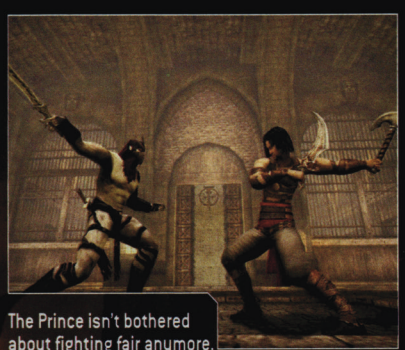
Better swing that axe to the Prince's left sharpish.



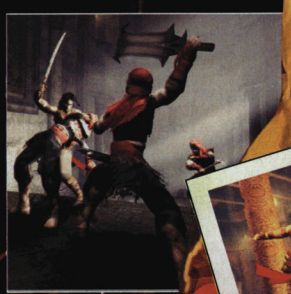
Make good your escape by clinging onto banners.



You can always slow down time when outnumbered .



The Prince isn't bothered about fighting fair anymore.



Gain the upper hand by grabbing their mates.

grabbing arms (above). Standard enemies have been made that bit harder too.

We really like the look of this new direction for the Prince. It's a bold move, considering how all the critical acclaim that was showered on the original didn't quite translate into sales. Some things haven't changed, of course; replacing Farah as the Prince's sidekick is new romantic interest Kaileena whom you team up with in the Empress' tower, which in itself resembles the first game's labyrinthine palace. But turning the Prince into an almost sinister figure and refining the combat might just be the best changes that the game could have undergone. It's certainly a far cry from the pixel-perfect platform jumping fare of old.

/ JONATHAN TODD

PSW OPINION

A stunning sequel that's rectified the few minor criticisms aimed at the last game. You'll struggle to find a better looking game this year, and it's brilliant to play too. One to watch.

THE PRINCE'S THRUST

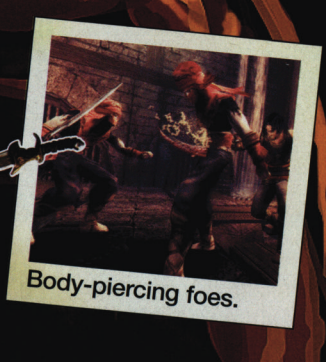
The pick of our hero's new combat moves.



Pole-dancing pillars.



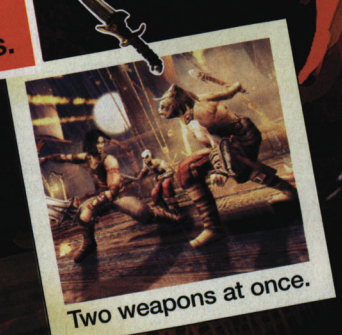
Using a human shield.



Body-piercing foes.

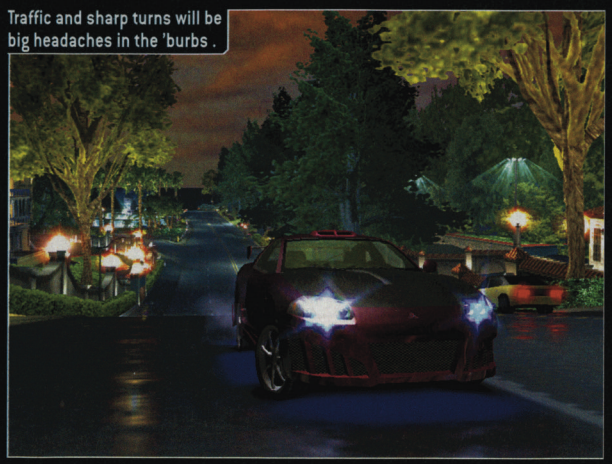


Decapitating enemies.



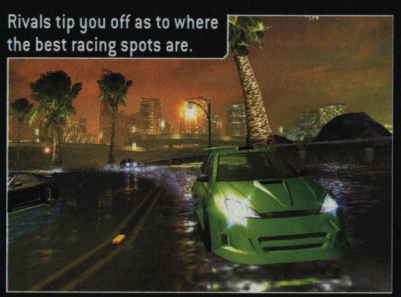
Two weapons at once.


The freeways and the suburbs are entirely different beasts.


Traffic and sharp turns will be big headaches in the 'burbs.


It's tough navigating the winding suburban hills.


Spotlights should probably be your first visual upgrade.


Rivals tip you off as to where the best racing spots are.

NEED FOR SPEED UNDERGROUND 2

From the tacky to the sublime; convert your bog-standard motor into the sleekest, shiniest bit of bling on four wheels. With added neon.

GAME DETAILS
PUBLISHER: EA
DEVELOPER: EA
OUT: NOVEMBER
PLAYERS: 1-6
ONLINE: YES

'Chav' culture has officially taken over. The Streets have topped the charts rapping about them, there's a website devoted to identifying them (Burberry caps are compulsory), and now there are PS2 games made for them. A bit like this one.

In keeping with *Juiced* and the forthcoming *Midnight Club 3*, *NFSU2* offers speed-junkie wideboys an almost infinite amount of visual and performance customisation options to spruce their motors up with. Want to improve your car's drift, for example? Then try adjusting the suspension, tyres and brake bias until you're flying around corners. Visual upgrades include spoilers, headlights, side skirts, roof scoops, hoods, rims and shiny neon. In short, there's no excuse for spluttering up to a race in a creaky old banger.

The new open city really has our collective mouths watering. It's five times bigger than before, and the five distinct neighbourhoods are connected by a set of intricate freeways. This means that races can happen at any time and cover an unlimited number of routes, with events off the beaten track offering higher stakes than the standard races. And this time you're free to choose which events to compete in, rather than being forced to enter a circuit, drift or drag race every so often. As long as you win a certain amount you'll move up the career ladder. Once you do start earning, you can choose any of your cars to spend the money on, and whether it goes on looks or performance too.

All cars are licensed, so there won't be any damage effects, which is at odds with the arcade handling and style points awarded for near-misses, insane jumps and silly speeds. We've got a nagging feeling that we'll be casting lots of jealous glances towards *Burnout 3* while playing *NFSU2*.

/ JONATHAN TODD

PSW OPINION

The increased number of customisation options and a larger playing field should make this a winner, especially if the rubbery handling of the first game is improved.



NEED FOR SPEED UNDERGROUND 2 FACT!

NEW BROOK FOR UK GAME
While the US game has model Brooke Burke introducing races, we get lad's mag fave Kelly Brook.

SIZE MATTERS
Bayview City features over 200km of track compared to the original game's 40km.

SEAL OF APPROVAL
There are over 30 licensed cars to drive plus 100s of aftermarket parts to customise them with.

OUTRUN 'EM ALL
As well as circuit, drift and drag competitions, new race modes include Outrun and Street X.

HOT ROD | Pay attention to become king of the road.

Real-time weather means a race can start in rain and end in dry conditions. Tricky.

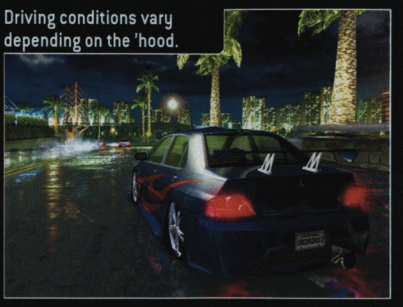
Each neighbourhood has its own unique track type and environmental hazards.

There are 20 areas of the car that you can custom tune to improve performance.

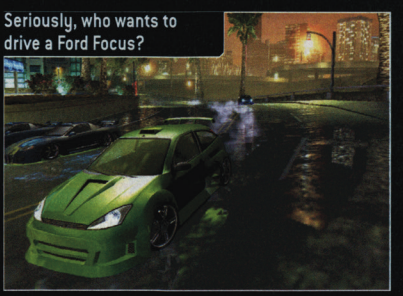
Get extra style points for narrowly avoiding collisions with oncoming traffic.

Visual upgrades include these lovely neon underlights. Not tacky in the slightest.

Driving conditions vary depending on the 'hood.



Seriously, who wants to drive a Ford Focus?



There are different shops for performance and visual parts.



Now go and ruin it by loading up with massive speakers.



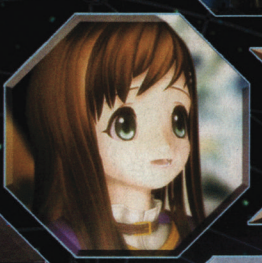
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FAYT'S VACATION ON
THE PEACEFUL WORLD
OF HYDA IS SHATTERED
WHEN AN UNKNOWN
MILITARY FORCE
ATTACKS.











SEPARATED FROM ALL HE
KNOWS AND LOVES,
FAYT MUST BRAVE THE
GALAXY TO RECOVER
ALL THAT HE HAS LOST.



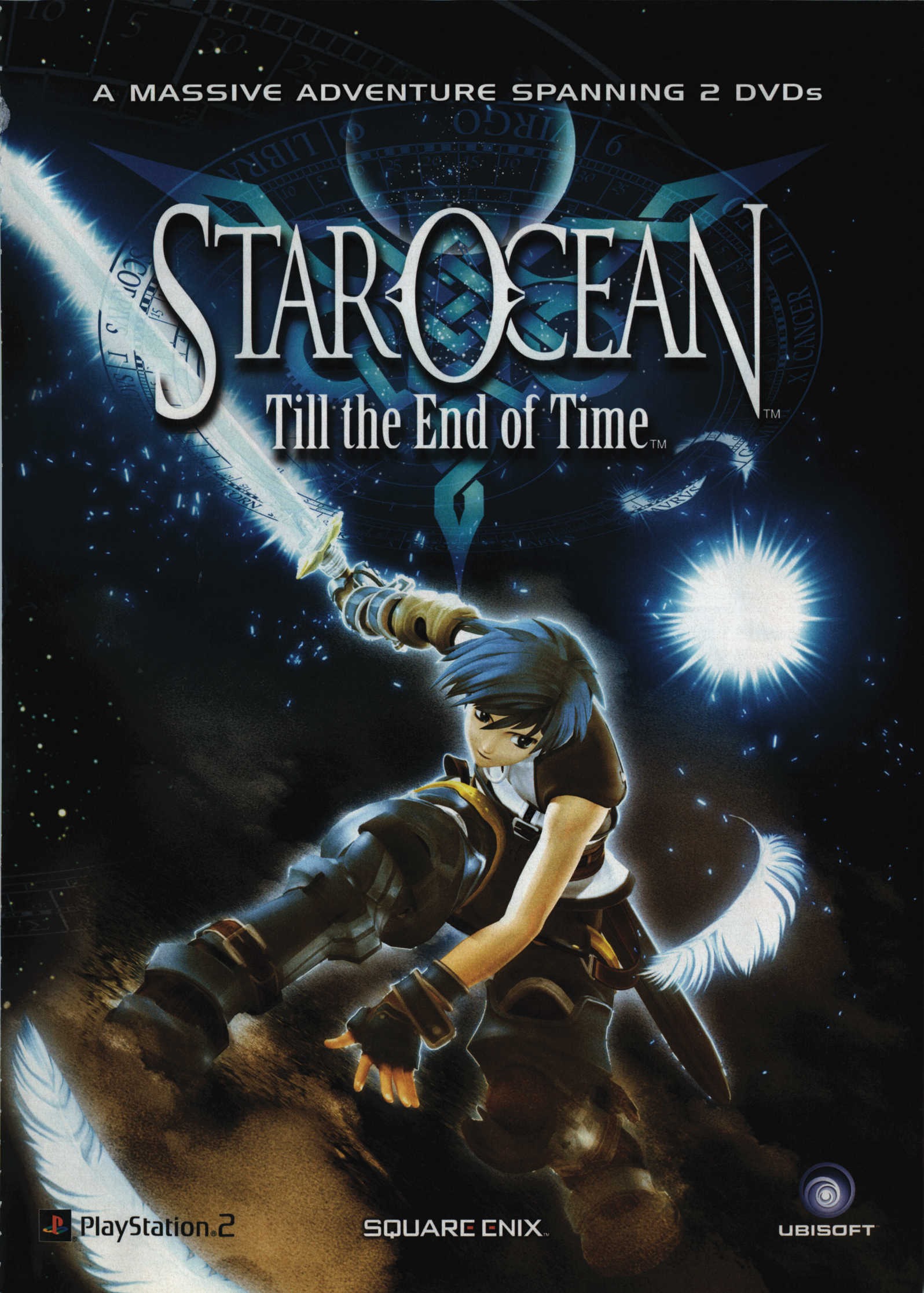


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RPG TO BE RELEASED ON THE
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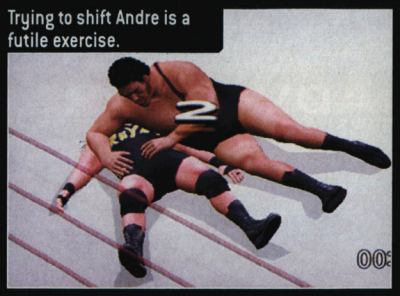
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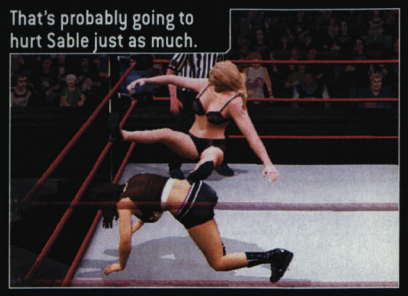
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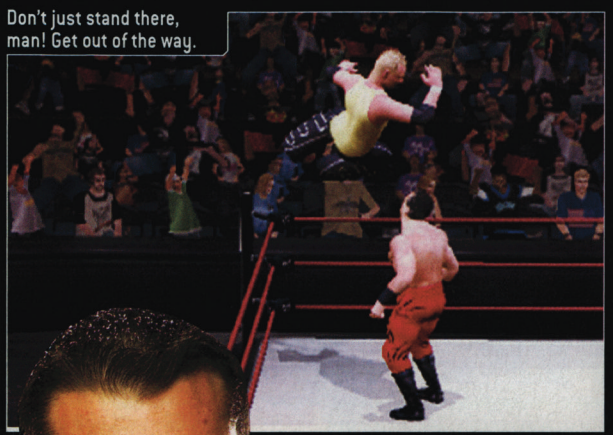
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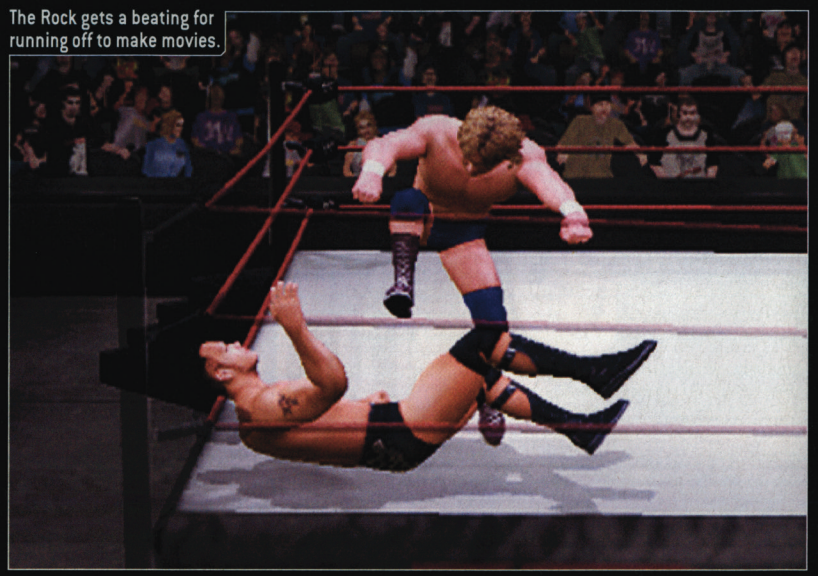

A MASSIVE ADVENTURE SPANNING 2 DVDs
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With more detailed girls, no wonder there's a big crowd.


Trying to shift Andre is a futile exercise.

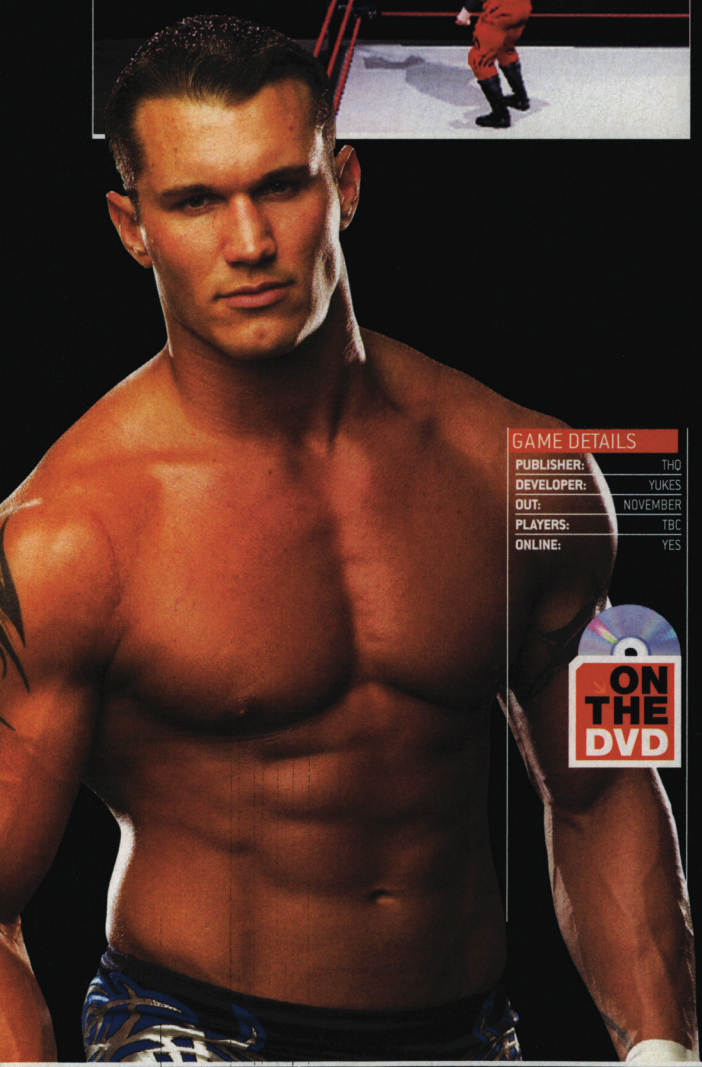

That's probably going to hurt Sable just as much.


Don't just stand there, man! Get out of the way.


The Rock gets a beating for running off to make movies.

WWE SMACKDOWN! VS RAW

The biggest names in wrestling collide in a sweaty blur of man-boobs, biceps and bulges.



GAME DETAILS

PUBLISHER:	THQ
DEVELOPER:	YUKES
OUT:	NOVEMBER
PLAYERS:	TBC
ONLINE:	YES

ON THE DVD

Had your fill of *SmackDown! vs Raw* yet? No, thought not. Neither have we. There's so much stuff we haven't told you about yet. If you haven't already gathered from our bra-busting coverage thus far, this is no lazy annual update.

First up is confirmation that the game will be playable online, though for now we still don't know how many players can duke it out in the ring at once.

As we've already mentioned you can create your own belt. You can then go on to defend it in the Create a Pay-Per-View mode and, better still, twat your opponent around the head with it.

Extra cash can be earned outside of the Career mode by completing challenges too. There are 60 in total, all grouped into four difficulty levels that comprise anything from beating an opponent in under three minutes to making The Undertaker bleed within four minutes in a First Blood match.

With so many scores to settle, fights will naturally spill out of the ring. The Parking Lot Brawl match lets you destroy vehicles, all in the name of breaking someone's nose on a steering wheel or throwing someone into a windshield. Nice.

FROM A FACE TO A HEEL

One criticism of *Here Comes The Pain* was the recycling of storylines. This is still unavoidably the case, but plots specific to either SmackDown! or Raw should counter this. Changing from a good guy to a villain also gives you a more active role in the way storylines develop. After all, if you can't betray your partner then that's 99.9% of WWE stories out the window.

But it's in the actual ring where most of



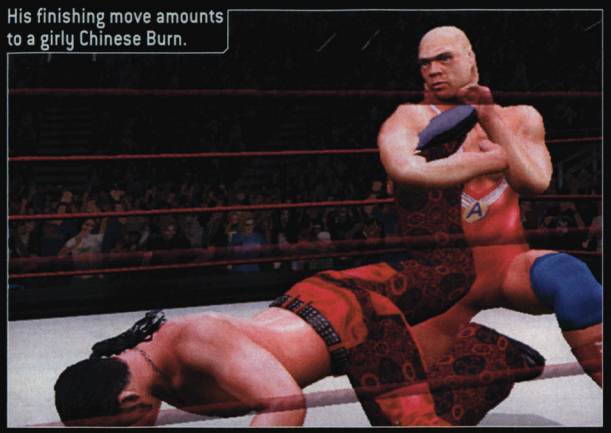
WWE SMACKDOWN VS. RAW FACT!

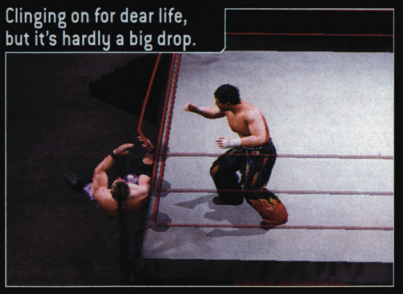
LISTEN UP
After years of waiting, every wrestler in the game is now voiced by their real-life counterpart.

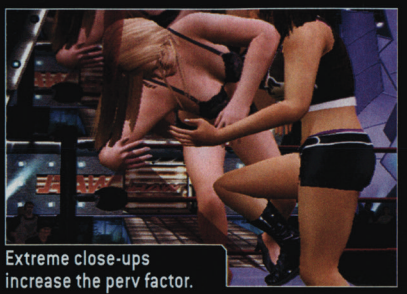
PEC COUNT
Why do the wrestlers look better? Something techie to do with the polygon count being upped by 25%.

LET'S COUNT
No specifics yet, but there'll be licensed music tracks from industry stars played during matches.

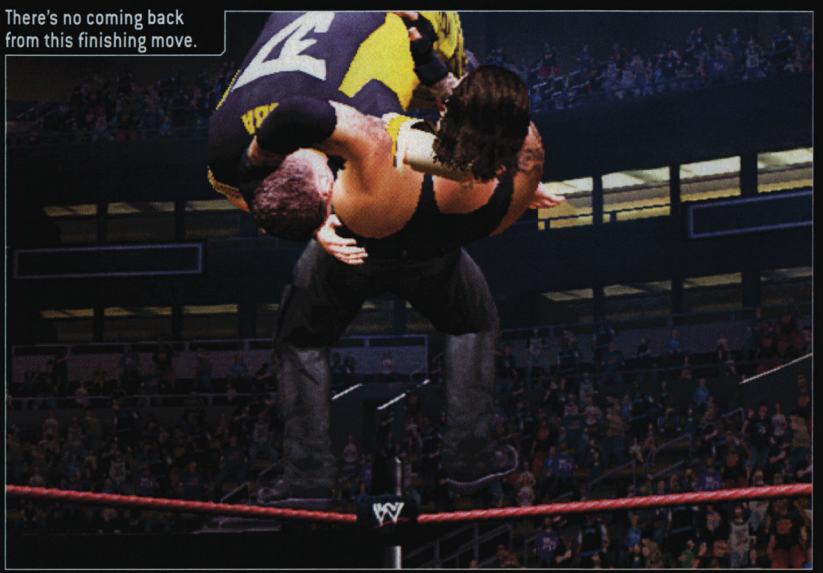
FEELING WOOZY
A blur filter effect is used for submissions to illustrate how each move causes pain.

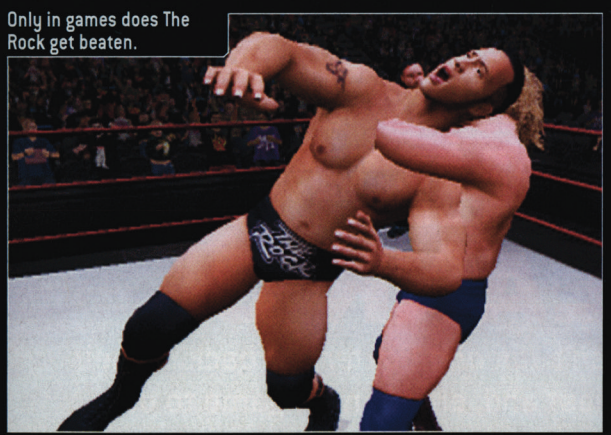

His finishing move amounts to a girly Chinese Burn.

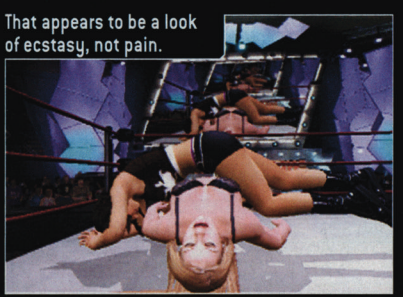

Clinging on for dear life, but it's hardly a big drop.

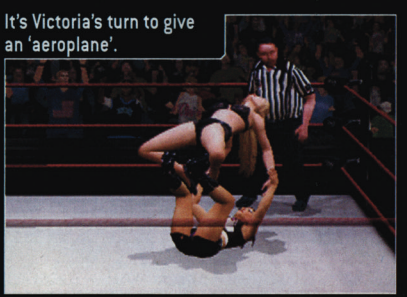

Extreme close-ups increase the perv factor.


Sod this. Bra and Panties matches are where it's at.


There's no coming back from this finishing move.


Only in games does The Rock get beaten.


That appears to be a look of ecstasy, not pain.


It's Victoria's turn to give an 'aeroplane'.

the work has gone on. The submission system has been tweaked to include a second meter for those moves that don't involve the ropes. To escape you must lock a moving target within the 'submission break' part of the meter. A more exciting strategy is to reverse the submission by locking the target within the much smaller 'reverse submission' section.

But the highlight (for us at least) is once again the Bra & Panties fights. As if girl-on girl action and ripping off clothes isn't dodgy enough, there's a new spanking move where you can literally spank a diva into submission. Disturbing and yet strangely arousing at the same time, we're sure you'll agree.

/ JONATHAN TODD

PSW OPINION

If you're a wrestling fan this is going to be essential. Everything reeks of quality and changes to the modes, match types and moves proves there's genuine innovation on show too.

WHAT A LEGEND!

Control these newly-announced greats in Season mode.



LEGEND UNDERTAKER

IDENTIFYING FEATURE: Mortician's dress-sense
CAREER HIGHLIGHT: Four-time heavyweight/ undisputed champion
SIGNATURE MOVE: Tombstone Piledriver

ANDRE THE GIANT

IDENTIFYING FEATURE: 7'4" tall, weighs 500 lbs
CAREER HIGHLIGHT: Has won a 20-man battle royal
SIGNATURE MOVE: Size 22 boot to the head

LEGEND KANE

IDENTIFYING FEATURE: Scary gimp mask
CAREER HIGHLIGHT: Beat his brother, The Undertaker, unconscious
SIGNATURE MOVE: Tombstone Piledriver

Where else can you see a monkey driving a buggy?



Ratchet's levels are simple shooting affairs.



Fight for control of the nodes in a game of Siege.



Weapons have four levels of customisation.



Make sure you don't hit your own team-mates.



RATCHET & CLANK 3

The duo that isn't *Jak and Daxter* are back in their biggest, wackiest and, err, funnest game to date.



GAME DETAILS	
PUBLISHER:	SONY
DEVELOPER:	INSOMNIAC GAMES
OUT:	NOVEMBER
PLAYERS:	1-8
ONLINE:	YES

ON THE DVD

If in doubt, chuck as much stuff on screen as possible. It's a plan that's served *Ratchet & Clank* extremely well so far, with a mass of colour, explosions and mini-games conveniently masking the lack of genuine invention elsewhere.

It didn't matter then and it certainly doesn't matter now. Despite the cute and cuddly appearance of the characters, this is all about shooting stuff. On a large scale. There's at least 15 guns, nearly all of which can be upgraded. Within the first couple of levels you'll have enough cash to buy a flaming whip and at least three guns that pump out metal-shredding bombs.

The duo is bolstered by the promotion of Captain Qwark to playable character status. And playing as Clank you'll once again need to entice other characters to do his dirty work. *Ratchet & Clank 3* zips between being a platformer, a run-and-gun shooter and a puzzle game so often that it's impossible to get bored.

If by chance you do, there's always the new Multiplayer mode for four players, or there's eight-player online support. The manic blasting of the single-player game is well suited here and there's even a degree of strategy involved with attainable nodes dotted around the battlefield serving as extra bases and respawn points for your team. But is it better than Jak *III*?

/ JONATHAN TODD

PSW OPINION

Who cares if it's a familiar story of blasting robots and smashing crates to reveal power-ups? If you don't find this fun to play, then you really need to question why you own a PS2.



RATCHET & CLANK 3 FACT!

ROLE REVERSAL
At the start the tables have turned somewhat; Clank's a famous TV star and Ratchet's his sidekick.

RIDE SHOTGUN
There are new vehicles for racing and fighting in. In Multiplayer mode one steers and the other shoots.

THE Q-FORCE
Your team, led by Captain Qwark, includes a robot that can seduce enemies and a computer hacker.

MIXED VIEWS
In Multiplayer mode you can play first-person, third-person, or third-person with first-person controls.

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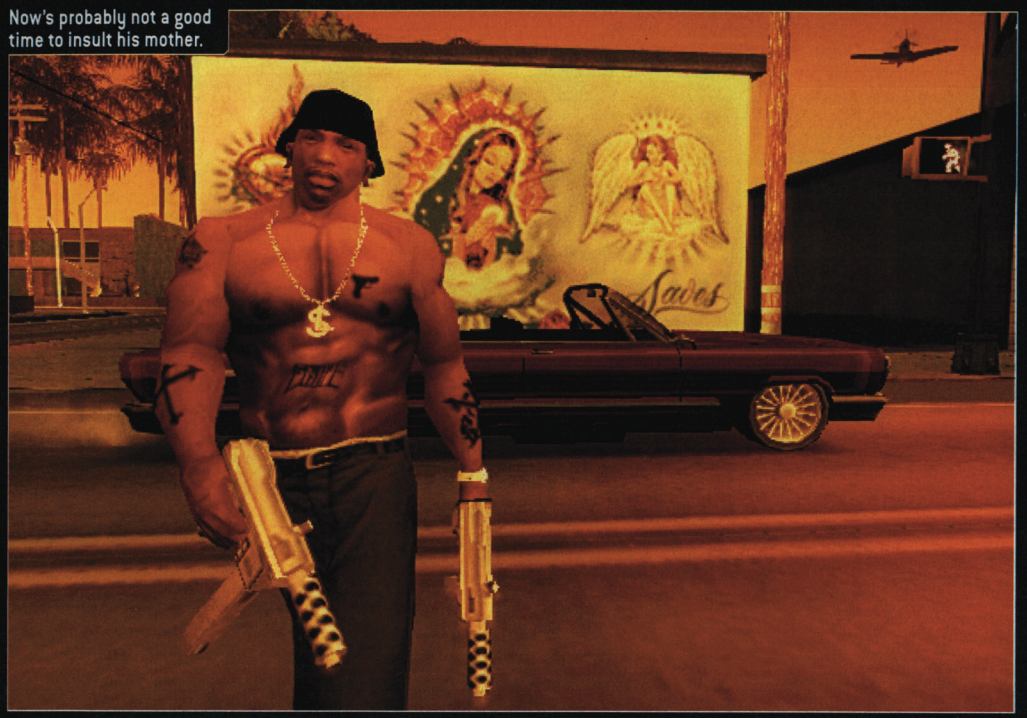
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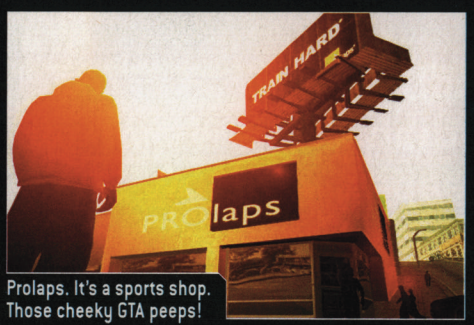
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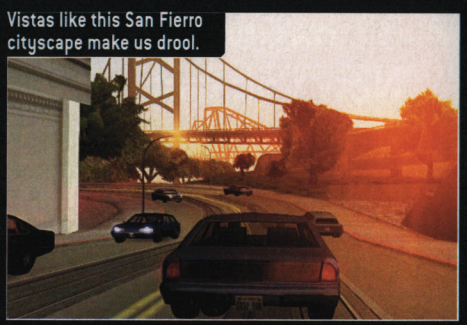


Now's probably not a good time to insult his mother.


Could there be a car boot sale as a new mission?



Prolaps. It's a sports shop. Those cheeky GTA peeps!


Vistas like this San Fierro cityscape make us drool.



It's all gone a bit Fresh Prince for our hero here.

GRAND THEFT AUTO: SAN ANDREAS

Swimming. Eating. Stealing. And car modding! We've got so much cool new *San Andreas* stuff to show and tell you about, it's practically criminal.

GAME DETAILS

PUBLISHER:	TAKE 2
DEVELOPER:	ROCKSTAR GAMES
OUT:	OCTOBER
PLAYERS:	1
ONLINE:	NO

ON THE DVD

We have such sights to show you. Since we last updated you on *Grand Theft Auto: San Andreas*, we've been shown around even more of Rockstar's extraordinary virtual state. We've seen the sun set over the Garva Bridge, we've been for a swim on a packed beach, shopped in Rodeo, played B-ball in the hood, stuck a massive spoiler on our tiny little hatchback in downtown San Fierro, and much more besides. The range of possible actions for our anti-hero CJ hasn't just been expanded – it's been blown wide open.

ITS A STEAL

Burgling has been revealed to be an 'R3' mission similar to taxi driving or vigilante missions in *GTA: Vice City*. Jump in any van after dark and you can start looting local properties. If you're spotted, the alarm will be raised and the cops will turn up, so you'll need to sneak along and dispose of unfortunate householders using the new stealth kills that are available. When you're fleeing the property, you can now climb over any obstacles in your way, meaning it's far easier to evade chasing cops.

And if you're up for a spot of martial arts training, you can upgrade your fighting abilities by visiting dojos in each city. We saw San Fierro's martial arts-themed centre, and learned several chop-socky moves to complement our brutal street style. As newly learned moves will 'overwrite' other, weaker moves, you can effectively mix and match to come up with your own unique fighting repertoire.

The choice doesn't stop there either. Walk into a tattoo parlour and, for a small sum, you can get your design of choice →



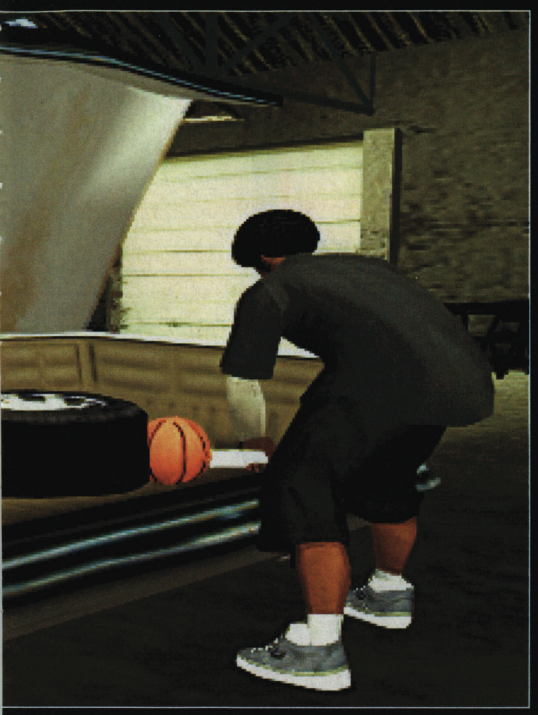
GTA: SAN ANDREAS FACT!

HOW HUGE?
As well as the three main cities, there are 12 smaller towns throughout the immense state.

LAY LOW
Diving beneath the water surface will hide CJ from the cops – if he can hold his breath long enough...

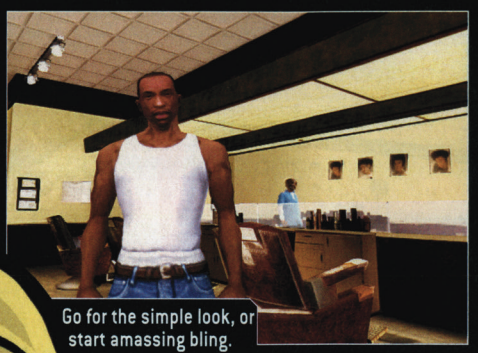
STEALTH GEAR
If you equip a ski mask or balaclava, you can creep around any interior silently.

TWICE AS VICE
CJ can wield two guns at once, but he'll need to practise before his aim is any good.



Get yourself a new cagoule at the local Binco store.





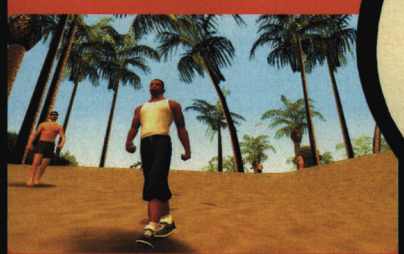
Go for the simple look, or start amassing bling.

This San Fierro bridge is amazingly huge.

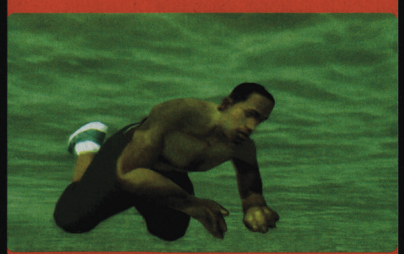


THUG AHOY!

You heard CJ could take to the water. Now we show you. You'll believe a man can swim!



CJ can enter the water from any point. And he's passed his safety certificate, so he can swim fully clothed. Get in, bitch.



And he's swimming! CJ can breast stroke just like he's walking. Press Circle and you'll even dive underwater for a while.

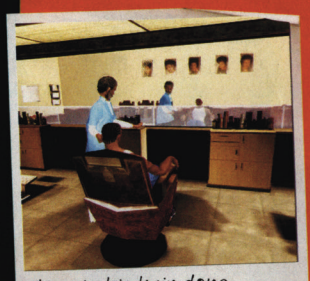


We're promised all manner of underwater attractions, and the seas are filled with wildlife, including dolphins. Dolphins!

We don't know her name, but we know she's *skanky*.

TODAY WAS A GOOD DAY

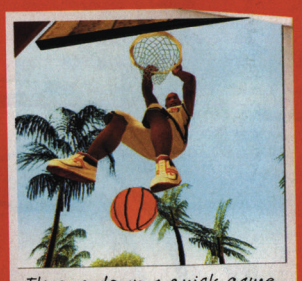
With so much chilled, creative stuff to do, CJ doesn't even need to use his AK...



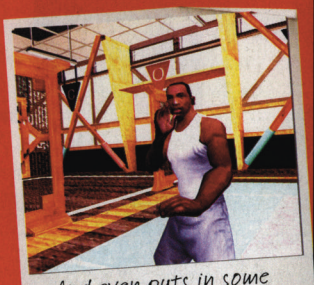
CJ gets his hair done...



Gets him some new sneaks and fresh attire...



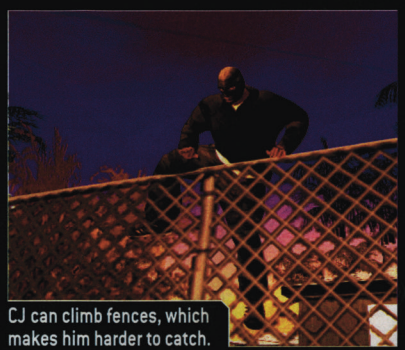
Throws down a quick game of one-on-one...



...And even puts in some training at the dojo.



Shoot him or he'll set off the alarm. Shoot him!



CJ can climb fences, which makes him harder to catch.



This monster puts the *Vice City* bridges to shame.

TRAILER OF GLORY!

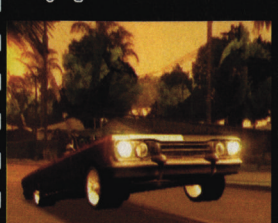
By now, you've probably absorbed our world exclusive first *GTA: San Andreas* trailer on this month's DVD. Did you spot these stylin' gangsta moments?



New passenger animations!



Playing B-ball in real time!

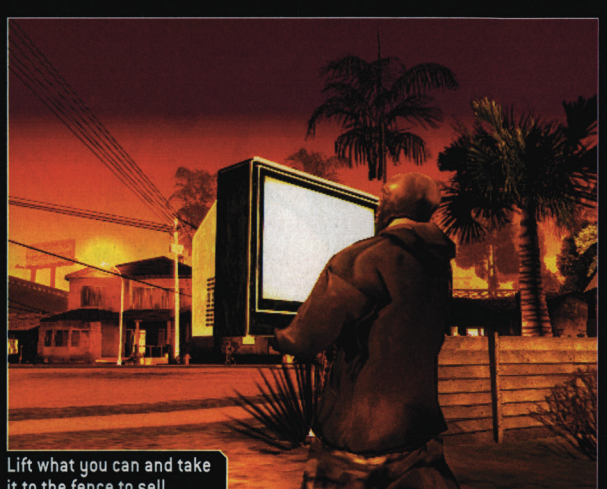


Modded pimp-mobiles!

« PSW WORLD EXCLUSIVE! »

« PSW WORLD EXC

inked onto you. We'd call it character customisation, but this isn't simply a case of altering your in-game 'skin' just to look cool. CJ's appearance will attract attention both welcome (hot girls) and unwelcome (rival gang members). Tattoos will also reveal his gang status to the police. Rockstar has drawn on the LAPD's real-life knowledge of tattoos, which helps them to determine an offenders' allegiance. How cool is that?



Lift what you can and take it to the fence to sell.

GO ANYWHERE, DO ANYTHING

In fact, by the time you've earned that hallowed 100% game completion, your CJ will look completely unique. In terms of weight, clothes, skin and hair, he'll be exactly the man you've made him.

And this individuality extends to every single pedestrian you meet. With greatly improved intelligence, the good citizens of San Andreas are less forgiving than those of Liberty or Vice Cities. They're more likely to trade blows with you if you try to part them from their vehicles, for example. Fortunately CJ has some new car-jacking animations up his sleeve, including punching their lights out before dragging their unconscious bodies onto the tarmac and burning off.



Ah, the sea sparrow. Just like in *Vice City*. Bless.





FOR THE LOVE OF MOD!

Yes, you can customise your car in *San Andreas*! Here's everything you need to know...

- **Enter a garage and you can mod your vehicle in various ways. You're only limited by your imagination and the size of your wallet.**
- Customising cars won't change their specs, but you can fit several nitros which will give a ridiculously speedy boost. Bring on the big jumps and get ready to fly.
- **You can change the paint job, exhaust, front and rear bumpers, roof, spoiler, wheels and wings of cars, although not all models will have every option to change everything.**
- You won't be able to put big rims on your quad bike, but we're assured the 'vast majority' of vehicles can be altered to a greater or lesser degree.
- **Best of all, if you 'lose' a car by travelling too far away from it, you can bust into the police impound yard and get it back! Great stuff.**

WET BEHIND THE EARS

And, of course, you can swim the varied waters of *San Andreas'* massive coastline. In typical Rockstar fashion, you'll even be able to explore underwater areas by tapping Circle to dive – apparently there's loads to see underwater too. This opens up all kinds of possibilities for exploration. Could there be a submarine or a diver's costume to be found?

The wealth of new gameplay options means *San Andreas* is as deep as it is wide. In fact, with CJ's new ability to learn, his varied options to change throughout the game, and the amazing persistent world spread out in front of him, this isn't just a free-roaming action title any more. It could be – whisper it reverently – *the world's best ever adventure game.*

/ JOFF BROWN

PSW OPINION

Okay, so we know that the core drive and shoot gameplay hasn't changed much. But we loved it before, and with so much more to do we're going to be playing *San Andreas* for ever.



Creeping around is crucial to pulling off some jobs.



Online racing is only done against other ghost cars.


It's not all fields – there are some villages en route.


The Citroen Xsara looks frighteningly realistic.

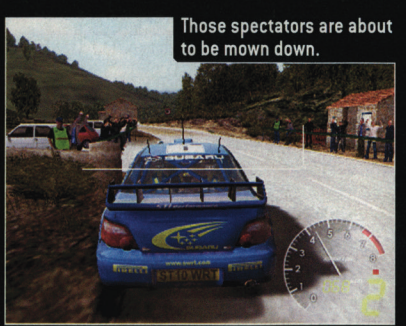

Get some big air and marvel at the amazing view.

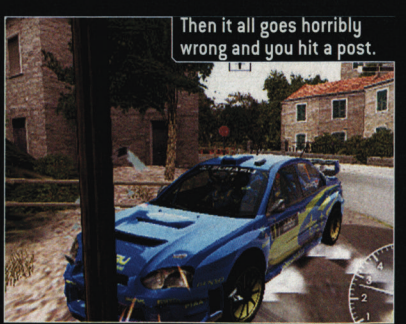


WRC 4

The official rally series just keeps getting better and better. But can it take down *McRae* and new challenger *Burns*?

This is your car after it's had a fight with a tree.


Those spectators are about to be mown down.


Then it all goes horribly wrong and you hit a post.

GAME DETAILS	
PUBLISHER:	EVOLUTION
DEVELOPER:	SONY
OUT:	OCTOBER
PLAYERS:	1-16
ONLINE:	YES

ON THE DVD

It seems we are in the midst of driving-game avalanche. We're besieged by thick swathes of driving games, beset on all sides by touring cars, hot rods and rally beasts, our desks awash with accurate damage models, fully licensed parts and real world physics.

WRC 4 is the latest in the officially endorsed, wholly authentic FIA-approved rally series from Sony. Boasting all the cars, all the drivers and all the tracks from the real World Rally Championship, it's strange that *WRC 4* is nonetheless the least realistic of the big three rally games.

The dull concerns of stuff like braking and damage are forgotten as you set the accelerator to 'kill' and whoop and holler your way around the photo-realistic tracks. This is rallying for dummies and none the worse for it. After the intense frustration of *Richard Burns Rally* and the seriousness of *Colin McRae* (review p84), it's a refreshing change to be allowed out to have some fun.

This is by far the easiest rally game to get on with, even if that makes it less rewarding in the process. It's graphically excellent, and the pace notes are spot-on, although your co-driver's bitching at badly taken corners can annoy. With time left to tweak, Sony could well be onto a winner here.

/ MARK SORRELL

PSW OPINION

Lovely graphics, simple handling and fully licensed, this looks like a great option for those who want something quick and easy to play. It may be too simple for rally aficionados however.



WRC FACT!

FIRST CONTACT
WRC 4 will be the first game to feature the new Peugeot 307 WRC and the Mitsubishi Lancer WRC.

ALL AROUND THE WORLD
The full game will feature over 100 different stages, set in 16 different countries and five continents.

TESTING TIMES
There are three test areas (based on real Subaru test tracks) to take driving tests and challenges.

HARDCORE
The world's toughest rally is the five-day, 3000-mile long Kenya Safari Rally. So now you know.

THE GREATEST BATTLES ARE NEVER FOUGHT ALONE

FORGOTTEN REALMS

DEMON STONE









Shamed from their homeland, in pursuit of their own, united by destiny, a Fighter, a Sorcerer and a Rogue. In a land of mystery and enchantment, they must find the Demon Stone and recapture the warring leaders before the Realms are doomed forever.

Licensing by: Hasbro Properties Group

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PlayStation 2

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MORTAL KOMBAT: DECEPTION

GAME DETAILS	
PUBLISHER:	MIDWAY
DEVELOPER:	MIDWAY
OUT:	NOVEMBER
PLAYERS:	1-2
ONLINE:	YES

ON THE DVD

Blood, guts, gizzards, slime, sweat, gore, more blood, bone fragments, severed limbs and yet more blood. It can only be *Mortal Kombat: Deception.*

There's blood absolutely everywhere. Gallons and gallons of blood, gore and guts splashed across the walls, the ceilings and sloshing about on the floor. The air is thick with the sound of screaming. Welcome to the brutal world of *Mortal Kombat: Deception*.

This game is bloody and violent. No surprises there – *Mortal Kombat* has always been an orgy of bloody killing, violent decapitations and spine tearing, electric, freezing death. In fact, compared to offerings such as *Manhunt* or *The Punisher*, *Mortal Kombat: Deception* seems cartoonish by comparison with such overstated gore. That's always been the idea of course; it's just never been so obvious.

The fighting system is still much the same as it ever was. The moves are simplified versions of *Street Fighter* and *Virtua Fighter* staples, with most requiring a single direction to be pressed along with one of the four attack buttons, along with the odd fireball motion required for fancier moves. Then there's a block button, a throw button and a charge button. Each character has three fighting styles, which roughly translate to powerful, fast and weapon-based. Each fighter carries a weapon of some description – axes, swords, tomahawks, and clubs – to accompany their feet and fists. With the ability to change style in a split second, fights are always open with a seemingly unassailable lead demolished in seconds by an intelligent use of styles.

Then there are the death traps. Most levels have an area or feature that offers an instant kill. The graphical effects are blood-drenched fun but the impact on gameplay is more interesting. No matter how dominant your →



MORTAL KOMBAT: DECEPTION FACT!

KAMIKAZE
Characters now have hara-kari moves so they can top themselves before their opponent does.

DISAPPOINTING
In France the game is subtitled *Mystification* because *Deception* means 'disappointing' in frog-speak.

BIG NUMBERS
The *Mortal Kombat* franchise has now sold over 22 million copies of the various games.

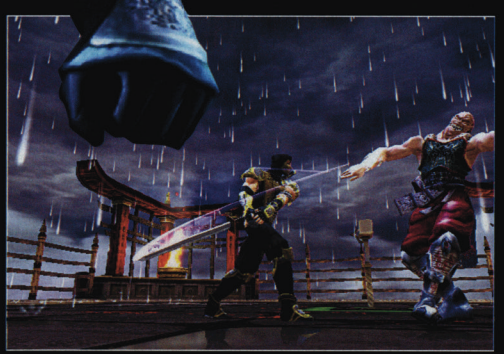
FETISH
The game will be available in a special limited edition box with five unique sleeves to collect.



Sub Zero – probably very nice when you get to know him.

"You shave your pits? I usually wax. Lasts longer."





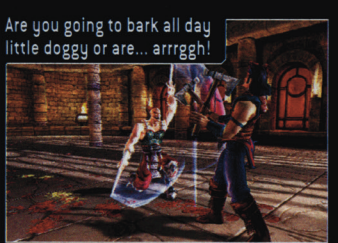
Beauty and the Beast tearing each other to bits.



It's the world's most extreme deodorant test.



Are you going to bark all day little doggy or are... arrrggh!



Hell's gymnastic team were certain to take the gold.



NOSE TO THE GRIND STONE

Interesting ways to kill your opponent #1.



1: We start by lifting the hapless goon into the air and into the whirling blades of the grinder.

2: The wheels briefly stop, clogged up with the brittle bones of our soon-to-be-minced victim.

3: The grinder whirs back to life, spraying tiny bits of pulped fighter against the wall behind.

Scorpion fins himself thrown off into the void.





Hanging people, a dead guy, some blood, a skull. Lovely.

IT'S NOT THE FALL THAT KILLS YOU

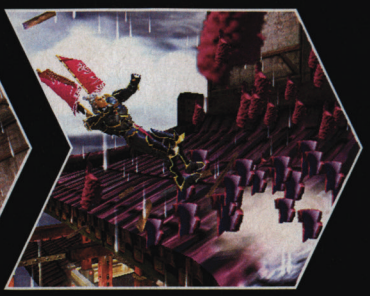
It's when you hit the ground at 200mph.



1: The victim takes one final hit and smashes through the parapet into the void below.



2: Grasping at thin air, our subject falls downward faster and faster until...



3: ...the ground rushes up to meet him and his fragile body is smashed to pieces.

Massive kicks and fiery backflips are standard stuff.



More overstated blood letting. Baraka takes a fall.





Scorpion showing off his huge flaming sword. Nasty.

But seriously, who'd fight a man with built in knives?





She seems to be getting A HEAD in this game. Eh? EH?



Oooh, he could have someone's eye out with that.

opponent and how far behind you might be, you can always turn things around with a single strike at the right time.

IT'S ALL KICKING OFF

The big selling point for *Deception* is that it'll be the first online fighting game to grace PS2. While the exact details of how this mode will function remain top secret, involvement in the Konquest mode is sure to feature heavily. This is a single-player experience that involves the player wandering the lands of *Mortal Kombat* scrapping with folk and learning new moves from other characters in the game. These sessions are presented as challenges and success will reward the player with various special moves. The idea is to build yourself a unique warrior to beat up fat American teenagers with online. A noble pursuit, we're sure you'll agree. Quite how this will work, or indeed whether it will work at all is open to debate – this mode is also under wraps at the moment. How will they balance the fights? And, without knowing your opponent's moves, how can you defend against them? Hopefully more details will be forthcoming soon.

If all the smashing of faces, breaking of limbs and tearing of flesh gets a bit too much, there are two Puzzle modes to relax with. Puzzle Kombat works in the same way as the *Puzzle Fighter* games and involves grouping coloured blocks as they fall from the top of the screen and then detonating them with matching coloured bombs. Then there's the Kombat Chess mode – a take on classic chess, where the fate of each piece is decided by fights and where various spells can dramatically change the nature of games.

There's no doubt that Midway has pulled out all the stops to make this a polished and comprehensive fighter. Graphically it's impressive, and despite a fairly simple fighting engine, it's lots of fun to play. It remains to be seen how well the Konquest and Online modes will turn out, but if they can get everything right, this could provide some light relief from the seriousness of *Virtua Fighter* and *Soul Calibur*.

/ MARK SORRELL



...guarantees terrifyingly fresh breath for twelve hours.



Look at all that claret. It's totally ridiculous. Brilliant.



SHOULD CHESS BE ALLOWED?

Playing video game chess: a good thing or a bad thing? We survey our resident experts...

YES! ✔

JOFF BROWN – BRAINIAC

"Chess is the game of kings. Its myriad possibilities whirl and bustle into a feverish vortex of chance and opportunity, bequeathing upon the incumbent soubrette such diversity as to free their mortal mind of this earthly coil, leaving it free to converse with the host of angels. Most, most agreeable."

NO! ✘

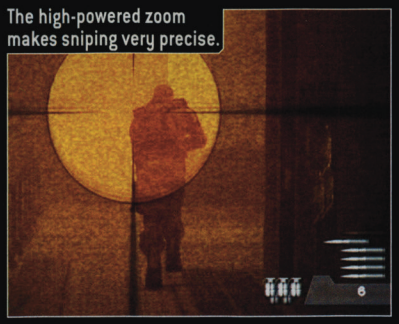
JON TODD – NORMAL

"Chess is really dull. Who plays chess? Really dull people, that's who. Plus people with glasses. Old men. People without a telly. Do really fit blonde birds play chess? No. Does James Bond play chess? Well, he probably does, he does everything, but that's not the point. Nobody cool plays chess and nobody cool ever will. I'm going down the pub, you coming?"

PSW OPINION

We thought this series was dead and buried years ago. But we're glad to see it back and looking and playing better than ever before. Not so sure about the whole chess thing though.


It's up to you if you lead them or split off.


The high-powered zoom makes sniping very precise.


Rico knows no other way than to steam straight in.


Fire a warning shot to see if it really is deserted.


Levels are based on real wars, in this case Vietnam.

KILLZONE

Whoever said 'war is hell' was lying. We've never had so much fun killing and maiming in the name of survival.

GAME DETAILS	
PUBLISHER:	SONY
DEVELOPER:	GUERILLA
OUT:	NOVEMBER
PLAYERS:	16
ONLINE:	YES

ON THE DVD

It's been unusually quiet on the *Killzone* front line recently, until a faster, smarter version turned up giving us the chance to see how the four team members play.

Squad leader Templar is the obligatory all-rounder in terms of strength and speed and packs a tasty assault rifle fitted with a grenade launcher. Rico is the most direct of the four, built like a brick shithouse and armed to the teeth which means he's well suited to wading straight in. Female character Lugar is the complete opposite, unable to blitz through with heavy weapons but useful at sniping from positions the other characters can't reach. And finally there's Hakha, a former Helghast soldier who still has an identification microchip implanted in his neck. This allows him to enter secure Helghast zones without setting off sentries or proximity mines.

These differences mean it's like getting four games for the price of one. Helghast Assault, the level in which you fight through a series of hallways before shooting enemies being deployed on ropes from a dropship, is a mission we've played to death. Or so we thought. Instead of bludgeoning through as usual, we separated from the other ISA fighters and took Lugar through an overhead ventilation shaft that ended above a group of Helghast troops ripe for sniping.

The *Killzone* bandwagon shows no signs of slowing down as its release draws ever closer. It could well end up as the best ever shooter on PS2.

/ JONATHAN TODD

PSW OPINION

Now that the game runs a helluva lot smoother than a few months ago, there's nothing standing between *Killzone* and world domination. Well, domination of PS2 shooters anyway.



KILLZONE FACT!

KILLER BLOW
If you get close enough to an enemy without being seen you can press X for a stealth kill.

BREATHE EASY
Each character has a stamina bar as well as a health bar, which will decrease if they run for too long.

EFFING AND BLINDING
Injure an enemy rather than kill them and you can expect to hear a torrent of expletives.

SWAP SHOP
You can pick up more advanced weapons from fallen enemies and use them against their comrades.



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Gamespotting

Ever noticed how PlayStation has got a cheeky habit of cropping up in films, telly and music? Here's some of our favourite moments.



SHAUN OF THE DEAD

PlayStation2's finest hour on the silver screen comes from this excellent 'rom-zom-com'. Having survived hordes of undead, our everyday hero Shaun sneaks off from wifey to play a spot of *TimeSplitters 2* with his best mate Ed. Only trouble is... Ed's got a touch of zombie-itis himself. Classic.



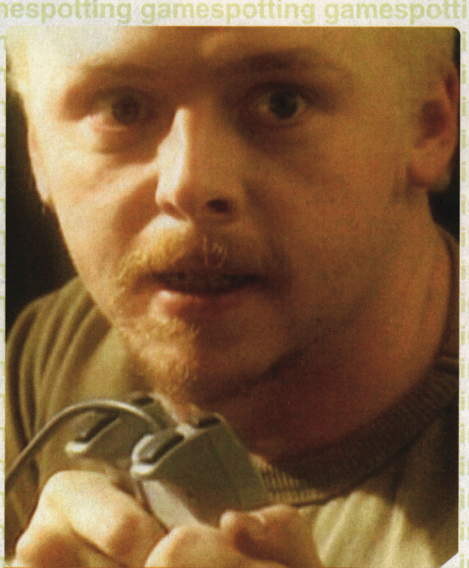
MEN IN BLACK II

Trust Will Smith and co to slip a knowing PS2 reference into this FX-laden sequel. While oldster Kay has been away, young blood Jay has tricked out a top motor with all the usual unlikely gadgetry – and a silver PS2 controller instead of a wheel. Like all old folk, Kay can't work it for toffee.



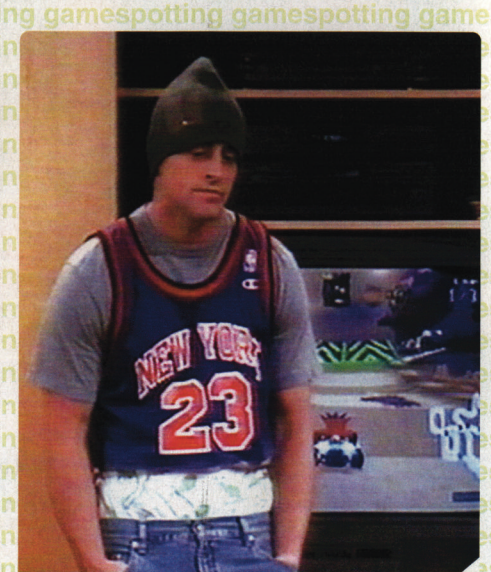
THE STREETS

"I just completed *Gran Turismo* on the hardest setting," chirped Mike Skinner in the guise of a stoned student on his 1999 track *The Irony of It All*. We kind of know where he's coming from.



SPACED

Ever the experts at weaving PlayStation moments into real life, crack comedy *Spaced* excels itself in the legendary 'Tekken argument' sequence. Every time flatmates Tim and Daisy swap insults, the action cuts to a particularly wince-making *Tekken* attack. Comedy at its best.



FRIENDS

"So, you're playing a little PlayStation, huh? That's whack. Playstation is whack. 'Sup with the whack PlayStation, 'sup? Huh? Come on, am I nineteen or what?" Joey shows the near-genius levels of stupidity that somehow earned him his own lucrative series.

From the makers of

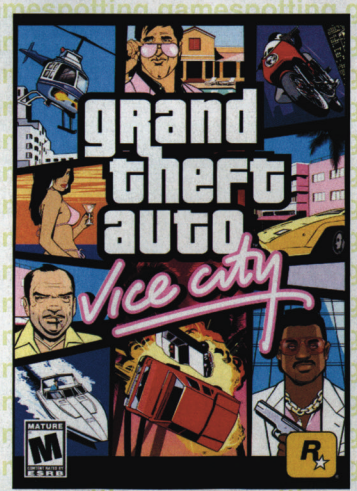
PSW





ABOUT A BOY

Way back in issue #2 of *PSW* we gave away a six-foot poster of Lara Croft. And there it is in the background of Hugh Grant rom-com *About A Boy*. You can even see our (old) red logo. Did they ask our permission? Did they bugger. And why have they only put up the bottom third of the poster?



LAUREL CANYON

What do you do when you've got an almost unknown comedy drama that's in danger of being passed over in favour of blockbusters with eight times the budget? How about taking 'inspiration' from the cover of PS2's best loved video game title? Don't expect much action here.



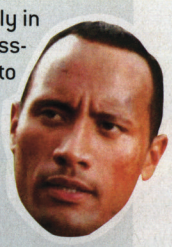
LARA'S LUCOZADE ADS

Of course, no summary of Sony's foray into the popular imagination would be complete without a mention of Lucozade's Lara Croft campaign. Some of the ads, showing Lara and her video game opponents relaxing when gameplay was paused, were even mildly witty. Will wonders never cease?

ACTION STATIONS!

Meanwhile, even more video games head to the silver screen...

Psi-Ops is the latest game to get the film treatment, but BloodRayne's actually in production, with a less-than-stellar straight to video cast. The Rock is all set to star in John Woo's version of SpyHunter, but filming's been held up. This has allowed the big man to star in the film of Doom, of all things...



A Driver movie is still in the pipeline, and John 'I Love Games, Me' Woo has been heard chatting about his desire to make a Rainbow Six film. Given that Tom Clancy goes down well at the box office, this sounds like a sure-fire hit. Top PC shooter Far Cry is set to become a movie too, not long after it arrives on PS2 next year.

But perhaps the most bizarre film-to-game franchise is Death Jr. We saw a few uninspiring shots of the PlayStation Portable title earlier this year, but apparently it's ready to take off as a global franchise with films, comic books and the game all launching at the same time next year. Hmm...

And that's not all. The French survival horror franchise Alone in the Dark has been signed up for the silver screen treatment. And talking of survival horror, fans of the first Resident Evil movie will be glad to hear that the sequel's out very soon. Resident Evil: Apocalypse is released in the UK in November. And let's not forget mooted films for Soul Calibur, Prince of Persia (with uber-producer Jerry Bruckheimer attached) and Devil May Cry. Will it never end?



gamespotting

Before you can have the cribs, cars and crew...

...You gotta have the Moves.



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PlayStation 2

POWERED BY gamespy

MIDWAY SPORTS

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REVIEWS

This month's PlayStation2 games rated!

Welcome



The cornerstone of our working day – the ritual *PES3* lunchtime session – has been replaced this month by an equally enveloping sporting pastime. Golf. Not real golf, obviously. That would involve venturing outdoors and some sort of, albeit mild, physical exercise. No, we've been playing *Tiger Woods PGA Tour 2005*. Over and over again. Has there ever been a more challenging, rewarding, addictive game? Probably not. You don't know how close we were to giving this 10/10. Tiger's career may be going downhill, but his games just keep getting better.

LEE NUTTER, EDITOR



Reviewed this month!

74 TOCA Race Driver 2
80 Demon Stone
82 Headhunter: Redemption
84 Colin McRae Rally 2005
86 Tiger Woods PGA Tour 2005
88 Dynasty Warriors 4: Empires
88 Future Tactics
89 Crisis Zone
90 DJ: Decks & FX
92 Conflict: Vietnam
94 NBA Ballers

PSW PROMISE

We do solemnly swear that...

- Our reviews are 100% honest
- We only review finished games
- We rate the game, not the hype
- Our reviews are the most in-depth
- We answer only to our readers!

PSW RATINGS

10/10	Essential
9/10	Brilliant
8/10	Recommended
7/10	Great
6/10	Decent
5/10	Average
4/10	Disappointing
3/10	Poor
2/10	Bloody Rubbish
1/10	Avoid at all costs

Lunch is for wimps. Games are the only sustenance.



RICH MELVILLE

DEPUTY EDITOR: Rich hasn't been around that much this month. Says he's been on training courses, but he always comes back with a tan and unspecified groinal itching. Something's surely up.

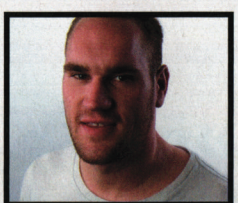
MOST PLAYED: *Crisis Zone*



JONATHAN TODD

STAFF WRITER: Toddy let slip a secret love for Dungeons and Dragons while reviewing *Demon Stone* this month. But *Conflict: Vietnam* didn't impress him at all. He'll have a beard, a leaden orc and 20-sided dice next.

MOST PLAYED *Demon Stone*



JOFF BROWN

STAFF WRITER: Joff was the reluctant executioner of *Headhunter: Redemption* this month. Legend tells of tears running down those vast cheeks as he crushed it to dust. What a sentimental fool.

MOST PLAYED *DJ: Decks & FX*



MARK SORRELL

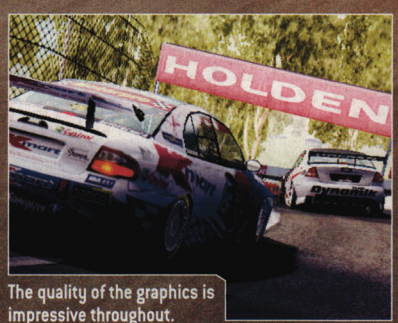
STAFF WRITER: Mark got his trollish paws around *Colin McRae Rally 2005* and *TOCA Race Driver 2* this month. We called him a car nut, he misheard, we got pounded into the carpet. Funny that.

MOST PLAYED *NBA Ballers*

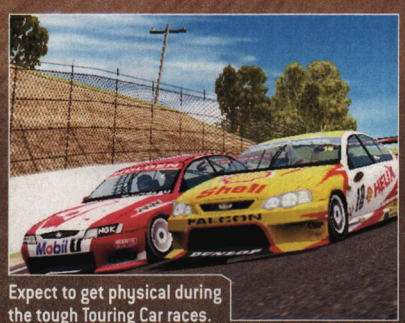
The Formula One-a-likes are seriously fast machines.



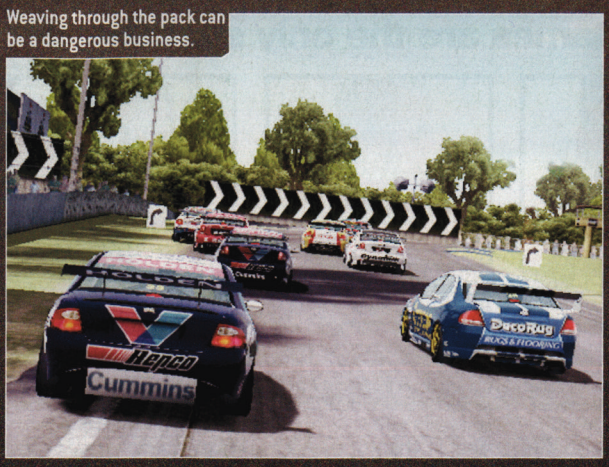
The quality of the graphics is impressive throughout.



Expect to get physical during the tough Touring Car races.



Weaving through the pack can be a dangerous business.



A horde of angry sales reps swarming down the track.



TOCA RACE DRIVER 2

ON THE DVD

Arguably the most complete driving game ever made. But does that make it the best?



GAME DETAILS

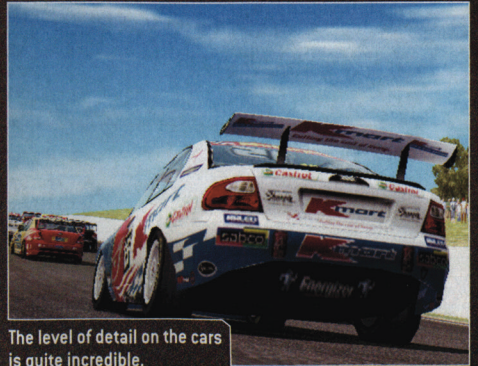
PUBLISHER:	CODEMASTERS
DEVELOPER:	CODEMASTERS
OUT:	OCTOBER
PRICE:	£39.99
PLAYERS:	1-12
ONLINE:	YES

There are now more driving games on PlayStation2 than there are fish in the sea or stars in the sky. That's deeply untrue, but there are definitely more than there are fish in the sky. In the last few months, we've handed out some mighty marks to the best examples. Here's yet another fine example of a great driving game.

TOCA Race Driver 2 is a great racing game, there's no doubt about that. It's exceptionally pretty – about on a par with its Xbox brother. The handling is an excellent blend of accessible arcade and deep simulation, there's a huge variety of tracks and cars for you to drive and an Online mode for those of you with the inclination to do that sort of thing. It's another great racing game. So what?

The *TOCA* series has been around for a good long time now, slowly evolving from the original PSone version through to the snarling, polished beast we have before us today. The scope of the games has widened over the years, growing beyond its Touring Car roots to incorporate almost every form of motorsport known to man. From rally to truck racing, from Japanese sports cars to classic open-top racers; every type of car imaginable gets a run out in this game. You'll have to build up a formidable array of driving skills if you want to get to the end of the story.

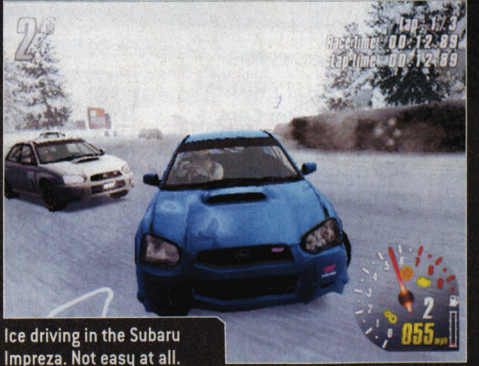
And there's the other unique thing about *TOCA Race Driver 2* – the story. While the massive variety of driving styles is a unique proposition, the Story mode helps distance *TOCA Race Driver 2* further from the competition, and sees you progress from racing no-hoper to champion of the world, helped along the way by your dour Scottish race manager and your hot and sexy PR girl. →



The level of detail on the cars is quite incredible.



The rally sections can get particularly hairy and lairy.



Ice driving in the Subaru Impreza. Not easy at all.



This Australian track is very fast and very dangerous.


Your Scottish Manager is genuinely funny and likeable.



These cars are a proper handful and easy to damage.



The selection of vehicles is broad and certainly bizarre.

THE PSW GUIDE TO CONDUCT BECOMING OF A GENTLEMAN

THOU SHALT NOT – Drive The Wrong Way



Crashing into people, might be hilarious but with damage modelling this realistic, any crash will see you out – so don't do it.

THOU SHALT NOT – Use Other Cars As Brakes



They might slow you down at corners but if you try to use other cars as braking aids, you'll smash them and yourself out of the race.

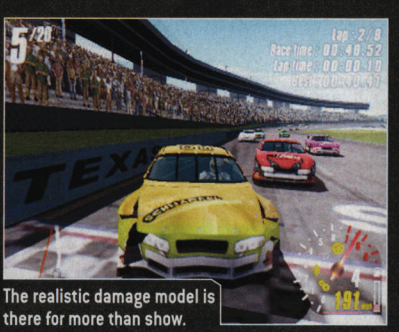
THOU SHALT NOT – Block Faster Cars



If they appear in your rear-view mirror and you close the door too hard, you'll end up crashing and losing a wheel... or worse.

JACKANORY

This idea of story led gameplay is a hand-me-down from the previous *TOCA Race Driver*, but here it's given a bit of extra spit and polish, helping to get you really involved in what's going on out on the track. Obviously, your goals never really change, you're still out there to win, but having your manager big you up after the race, or a rival come and shout at you in some sweaty foreign fashion adds a definite sense of occasion to proceedings. The fact that your manager is a permanently pissed off Scot and your PR girl a slightly scary power-suited blonde adds considerably to the sense of realism. The typical Hollywood clichés are thankfully avoided, even if this is little more than just a fairly standard rags to riches tale.



The realistic damage model is there for more than show.

There are 15 main race types to sample with a variety of tracks and cars in each class. The full list is: Supercar, 4x4, Open Wheel (think baby Formula One), Truck, Supertruck, Vintage, GT, V8, Formula Ford, Hotrod, Stock Car, DTM (Touring Cars), Ice Racing, Convertible and Rally. Aside from bikes and motorboats there's bugger all with an engine that isn't represented here.

Each and every one is well realised, although some are more enjoyable than others. Racing a truck is somehow a lot less fun than it sounds. Actually, it's less a case of racing and more a case of herding. The big rigs drive like a flock of sheep, more specifically, a flock of handicapped sheep that are DRUNK and HIGH on a cocktail of ILLEGAL DRUGS. By contrast, the



These GT40s are seriously fast and truck loads of fun.



The Range Rover racing is an unusual rally-like experience.



Classic American muscle. Powerful and fun to drive.

CRASHTACULAR!



Taking the realistic damage modelling out for a spin.



STAGE 1

Not quite new condition. Maybe we crashed and maybe we might have taken off half our front wing.

STAGE 2

Oh dear. A bit of traffic and we seem to have lost the...umm...thing off the...err...well. It wasn't our fault.





STAGE 3

Who needs rear wheels anyway? Real men would just pick the car up and run around the rest of the track.

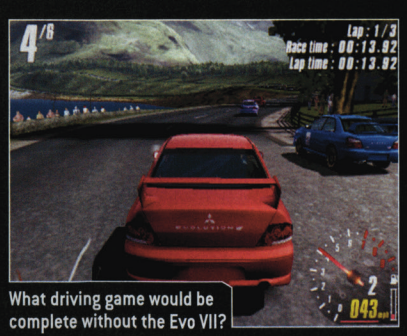


STAGE 4

Now this is the real thing. Straight into a wall at 190mph has taken off both wheels. That's our race over, then. Bugger.

"While crashes lack the pyromaniac, smashtacular, over-the-top brilliance of *Burnout 3*, they are far more realistic."

Formula Ford cars are demanding in the extreme, requiring a subtle finger on the accelerator to stop the back end sliding out. If it slips, you won't catch it. Then there are the rally cars; all slip and slide and driving through the rear quarterlight. There's no doubt that *TOCA Race Driver 2* manages to sum up the appeal of a great number of racing styles with the minimum of compromise. That's not to say that each is as well honed as a game dedicated to one specific aspect of racing – the rally sections will never match *Colin McRae Rally* for instance – but they're not a million miles away either.



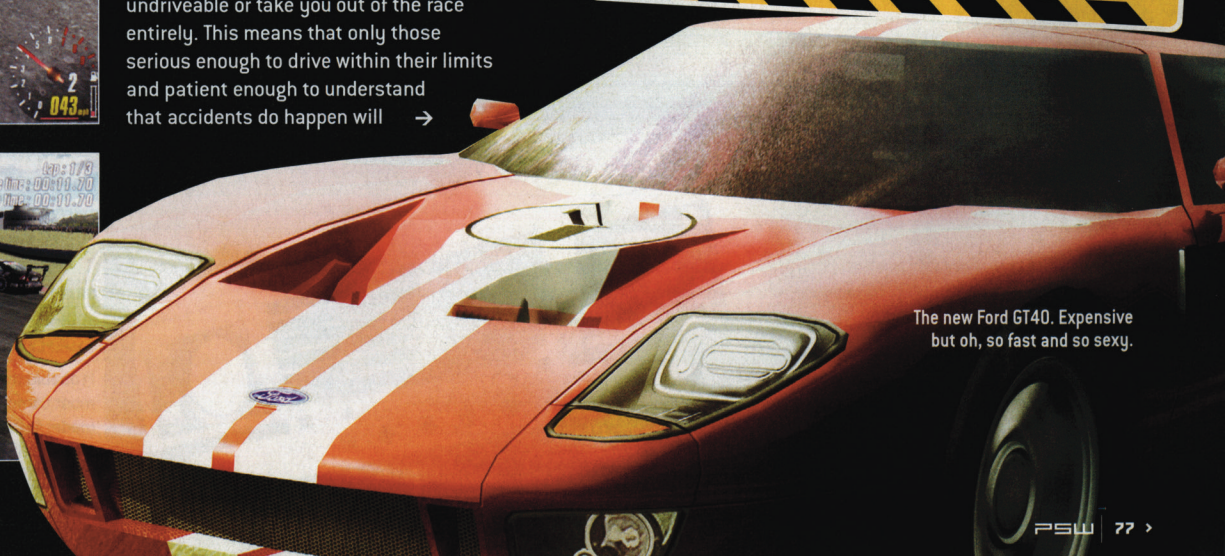
What driving game would be complete without the Evo VII?


Some monster Audi TT's getting out of shape here.

CRASH AND BURN

One area where *TOCA Race Driver 2* can claim to best all comers is in the damage stakes. While crashes lack the pyromaniac, smashtacular, over-the-top brilliance of *Burnout 3*, they are far more realistic and have a direct and very apparent effect on handling. If you break your steering, for example, then expect to find yourself limping around the track, and if you damage the engine, expect to slow to a crawl. If you totally stack your car, expect wheels to be sheared off and your race to come to a premature end.

This makes a huge difference to online races. Whether this is a change for the better or the worse depends on your attitude to racing (see The *PSW* Guide To Conduct Becoming Of A Gentleman). Driving like a crazy man and hitting other cars will often result in damage so severe it will either make your car practically undriveable or take you out of the race entirely. This means that only those serious enough to drive within their limits and patient enough to understand that accidents do happen will →


The new Ford GT40. Expensive but oh, so fast and so sexy.

RACING FOR MEN

New to PS2 is the Pro-Sim mode, in which everything's been fine tuned for extra realism.

BRAKES

You'll have to put them on sooner and be more gentle. Upping the realism means that you'll have to plan for corners much sooner than before.

TYRES

You'll have far less grip so acceleration and braking will have to be smoother and more considered. Push your tyres too hard and you'll spin out.

STEERING

No assistance here either, so you'll need to be subtler if you want to keep you car pointing in the right direction.



There's no doubting that there's a car for everyone.



Trucks. Sadly not as exciting to drive as you might expect.



1100bhp Koenig Ferraris. Amazing but hard to drive.



AC Cobra. Classic looks and endless reserves of power.

get the most from the online part of the game. Naturally, damage is adjustable so even complete vandals can have a go, and with 12 drivers on the track at once, we can see this being the premier track racing game for the online crowd.

Those without the necessary equipment or inclination to take on a huge gang of strangers via the worldwide inter-web can still get their multiplayer kicks in the split-screen two-player. Here you'll be able to take advantage of another unique feature of the PlayStation2 version; the ability to mix and match cars and courses with far more freedom than the earlier Xbox and PC versions.

This is a great driving game, there's no doubt about that. However, as you may have noticed, it's not alone in being a great driving game. With *Burnout 3*, *Juiced* and *Gran Turismo 4* just a few of the excellent titles either with us or only moments away, choosing isn't a matter of what's best, it's a matter of what's best for you. *TOCA Race Driver 2* covers every single conceivable aspect of motorsport and covers them with consummate skill. If you love all things automotive and organised then this will be as welcome as an empty chamber of Grandad's old revolver during a tense family game of Russian roulette.

It's not for those just after a quick, stupid fix of driving really fast, it's not for those hankering after a hugely in-depth racing simulation and it's not for those who want something a bit fashion conscious. It is, however, a hugely wide and effortlessly well-made racing game that demands a place among the PS2 driving greats.

/ MARK SORRELL

PSW VERDICT

UPPERS	DOWNERS
↗ Great graphics	↘ Uneven handling
↗ Great sound	↘ Can be frustrating
↗ Huge variety	↘ Somewhat dry

GRAPHICS	On par with earlier Xbox version	8
SOUNDS	Throaty, mean and aggressive	8
GAMEPLAY	Hugely varied and well-executed	9

Probably the most comprehensive, most complete driving game ever made. At least until *GT4* comes along. Brilliant and great value.

9

Sci Fi channel RECOMMENDS

HUNT THE TRUTH

IN A SOCIETY DIVIDED BY CORRUPTION AND MANIPULATION

YOU MUST FACE YOUR DARKEST INNER FEARS TO REDEEM A WORLD IN CHAOS.



AMUZE

WWW.HUNT-THE-TRUTH.COM

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SEGA


Sometimes it's best if you just keep bashing the X button.


The rogue is the only character who can jump.


Push them over the edge into the abyss below.

ON THE DVD


It's very tempting to leave the sorcerer tied up.


The sorcerer isn't too hot in close combat situations.

DEMON STONE

From the same team responsible for *LOTR: Return of the King* comes one hack 'n' slasher to rule them all. And there isn't a beard in sight.



GAME DETAILS

PUBLISHER:	ATARI
DEVELOPER:	STORMFRONT
OUT:	SEPTEMBER
PRICE:	£39.99
PLAYERS:	1
ONLINE:	NO

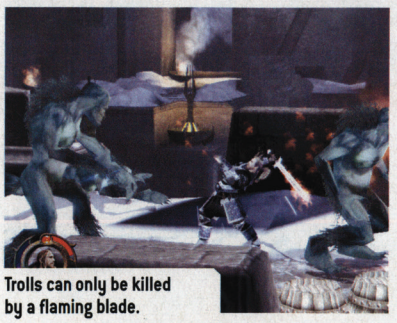
Chopping *'Forgotten Realms'* from the title at the last minute is Atari's final stab at distancing *Demon Stone* from the stigma of being associated with beardy geeks huddled around a set of lead miniatures, rolling funny-shaped dice and reeling off a bunch of unpronounceable names. With the focus here squarely on killing stuff rather than any sort of role-playing, *Demon Stone* is as mainstream as the very similar *Lord of the Rings* games.

But it's the freedom to switch between the three characters at will that lifts the action above *LOTR*'s repetitive hacking and slashing. Instead of being stuck for an entire level swinging the fighter's sword, or casting spells as the sorcerer, or slitting throats from behind using the rogue, situations call for each character's unique abilities at appropriate moments. The fighter is useful for decimating a large group, the sorcerer's ranged attacks can pick off difficult to reach enemies, and the rogue can dash into designated shadowy areas and emerge temporarily invisible to inflict one-hit stealth kills.

There's much more to combat than these basic skills though. Combos naturally come into play as you spend money on upgrading each character, with the useful shove move either knocking an enemy into one of the many amusing deathtraps that populate each level or pushing them over the edge of a high drop. These instant kills are the easiest way to bump off an enemy and when you're completely surrounded they're a downright necessity. Fill a character's hero meter and you can perform an individual super attack, but hold off blowing your load until all three hero meters are maxed out and a more powerful group super attack becomes available. It's all about tactics, you see.

THREE OF A KIND

Demon Stone's trump card is that you aren't told explicitly when to use a certain character and, the odd individual hero section aside, are rarely forced to play as one of the three. Ditching this kind of annoying babysitting that you often find in juvenile action adventures such as the latest *Shrek* and *Harry Potter* games means that it's entirely your call if you decide to


Trolls can only be killed by a flaming blade.


Bugbears are probably the most difficult enemy.



Use an individual super attack in a dire situation.



Don't let the monster feed on the brainwashed slaves.

DEATH BY DESIGN

Death traps get rid of unwanted company in an instant.



BURNT ALIVE

Turn them into toast with the help of open fires and forges.

HIGH FALL

Send enemies back where they came from with a firm shove.





EVAPORATION

Whatever happens to them in the magic pool, it can't be pleasant.

MEAT GRINDER

The mill's whirring cogs slice and dice anyone who stumbles into them.



stick with one character through the entire narrative. Sure, you'll make things harder for yourself by doing so, but you won't be punished – especially since you will never need to worry about the pair not under your control. The PS2 will take good care of them.

Despite not having a wealth of movie material to draw on, *Demon Stone* is no less cinematic than the *LOTR* games. Take the opening level set against the backdrop of a war between two orc factions. As you guide each character in turn you'll spot arrows whizzing overhead, trebuchets launching boulders into buildings, masses of orcs scrapping in the distance and a fire-breathing dragon swooping in and out of the action. And that's in addition to the hundred or so orcs directly blocking your linear route. It's spectacular stuff. The game is stuffed with these kinds of outstanding set-pieces and the pace rarely lets up.

"It's the freedom to switch between the three characters at will that lifts the action above *LOTR*'s repetitive hacking and slashing."



They've got a long reach, so switch to the sorcerer.

TRASH TOLKIEN

The backdrops are stunning throughout and even the many smaller skirmishes not set in the middle of a battlefield feel grandiose. The *Forgotten Realms* setting might not be as well known as Middle Earth, but enemies such as the Yuan-Ti snakemen and grizzly Bugbears are just as striking as anything Tolkien (or *LOTR* director Peter Jackson) have dreamt up. The voice acting is of a high calibre while the mercifully short cut-scenes flesh out the characters and give them life beyond being mere fantasy stereotypes. Only the generous borrowing of environments and images from a certain fantasy film trilogy proves distracting. You can't but help notice how much of it seems to have been lifted directly from Tolkein.

The graphical upgrades and, more importantly, the improvements to the combat system put *Demon Stone* ahead of *The Lord of the Rings: The Return of the King*. The combat isn't exactly what you could call original, but switching between characters on the fly works brilliantly and makes you wish the same were possible in the *LOTR* games. It'll be a crying shame if this one is overlooked because it can't shake off its geeky heritage.

/ JONATHAN TODD

PSW VERDICT

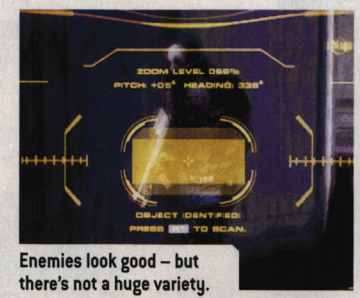
UPPERS	DOWNERS
↗ Switching characters	↘ No co-op multiplayer
↗ Button-bashing depth	↘ Extremely linear
↗ Gorgeous to look at	↘ A bit geeky

GRAPHICS	Gorgeous backgrounds, detailed characters	8
SOUNDS	Impressive acting and battle sounds	8
GAMEPLAY	Character switching keeps it fresh	8

You can't ask for a hack and slasher to be much more action-packed or polished. *Demon Stone* is one of the best games of its type on PS2.

8

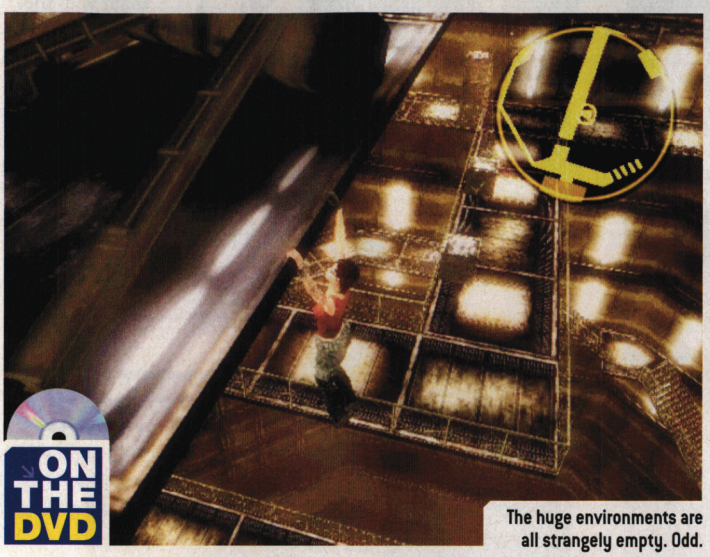

Leeza's as finely detailed as the backgrounds.



Enemies look good – but there's not a huge variety.



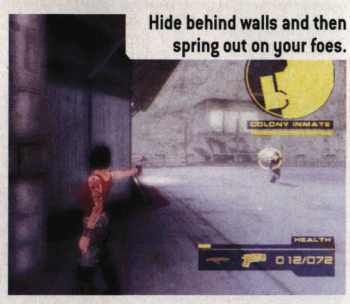
Firefights aren't particularly exciting with auto-aim.


ON THE DVD

The huge environments are all strangely empty. Odd.



Why can't they fight somewhere a bit more fun?



Hide behind walls and then spring out on your foes.

HEADHUNTER: REDEMPTION

There's no redemption for this disappointing shoot 'em up, stealth 'em down sequel.



GAME DETAILS	
PUBLISHER:	SEGA
DEVELOPER:	AMUZE
OUT:	NOW
PRICE:	£39.99
PLAYERS:	1
ONLINE:	NO

We wanted to like *Headhunter Redemption*. We really, really did. After all, we enjoyed the first game. There are some improvements: the primary colours of the basic-looking original have been replaced by sophisticated 'industrial' looks and realistic characters. Sadly, any ambition beyond that seems to have been lost.

The first *Headhunter* was an action adventure game taken untouched from the 'Ill-Fated Dreamcast™' that put you in the shoes of future mercenary-come-lawman Jack Wade, scouring the streets for crime and uncovering a gigantic corporate conspiracy. Now playing as Wade's sidekick Leeza X, you no longer have the option to go down onto the streets and travel around on your bike, one of the chief pleasures of the first game. Instead you're confined to playing through a linear series of levels set in vast, empty industrial metal-scapes populated only by a few faceless villains.

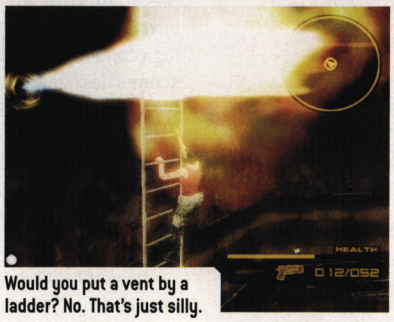
Headhunter Redemption desperately wants to be *Metal Gear Solid 2*, with its cool-as-ice futuristic backdrops and numerous nods to stealth-based gameplay. But it doesn't even come close. The main failure is the control system; instead of using the analog sticks to aim at enemies, the game targets them itself with a press of the R1 button. Except it doesn't. Spin out of your safe spot and you may well find yourself facing the wrong direction, the auto-aim floundering to find the man who's shooting you in the back of the head. It doesn't help that Leeza runs into almost every room she enters, because the game has just loaded the new room and chucked the old one out of its memory. Given that you're vaguely meant to stealth your way through levels, this is a horrible oversight.

It's a crying shame, because the superb presentation, well thought-out back-story and half-decent voice acting could have propelled *Redemption* into the front rank of adventure titles. But it seems everyone was so concerned with how it looked, they forgot to put any actual game in.

/ JOFF BROWN



Yeah, he's spotted you. Nice try at being stealthy though.



Would you put a vent by a ladder? No. That's just silly.

PSW VERDICT

UPPERS	DOWNERS
↗ Detailed looks	↘ Perverse controls
↗ Sprawling plot	↘ Find item, use, repeat...
↗ Nice voice work	↘ Where is everybody?

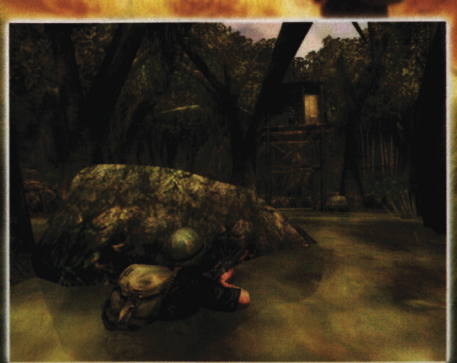
GRAPHICS	Stunning in places, but strangely empty	6
SOUNDS	Heavy on the orchestration, but good	7
GAMEPLAY	You'll get bored very soon	4

A massively missed opportunity. Annoying controls and sparse levels make *Headhunter: Redemption* spectacularly joyless.

5

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Official PlayStation 2 Magazine







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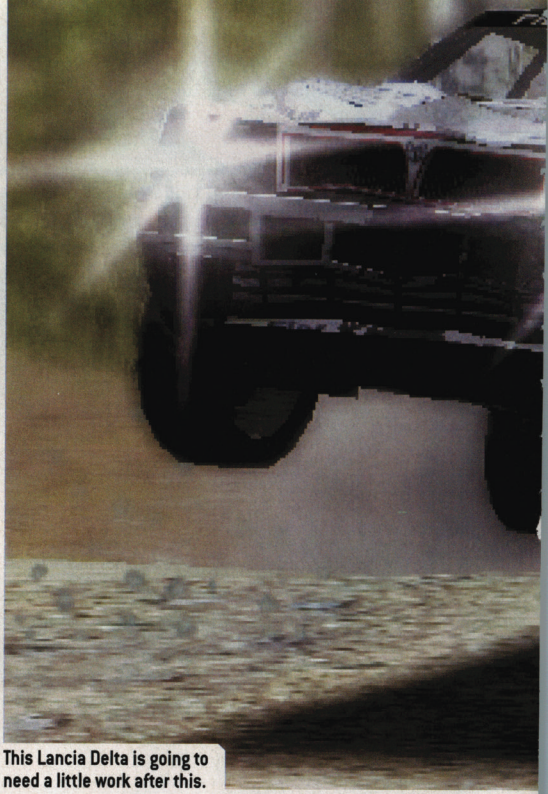
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The in-car view is highly immersive and atmospheric.



This Lancia Delta is going to need a little work after this.

Classic rally action with the vintage Ford Escort 1800.



ON THE DVD

The Olympic sized roads of Greece beckon the Focus.

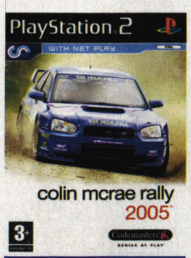


Don't look down, don't look down, don't look down. Shit.



COLIN MCRAE RALLY 2005

It's the rally game from the man who hasn't driven a rally car this century. *Colin McRae* returns for its fifth incarnation – could it be the best one yet?



GAME DETAILS	
PUBLISHER:	CODEMASTERS
DEVELOPER:	CODEMASTERS
OUT:	NOW
PRICE:	£39.99
PLAYERS:	1-8
ONLINE:	YES

So here we are again. Colin McRae, that well known rally game sponsor, is once again appearing in his own video game. Boasting a whole new set of stages, including the Teutonic pleasures of Germany, and featuring every vehicle capable of driving through mud, this is the latest in the best known and most successful rallying franchise of them all. But does that make it the greatest? Well...

This being the fifth in the series, we expect a certain degree of familiarity from you, and likewise so does the game. It starts out hard and gets progressively more difficult from there on in. After the terrifying difficulty of *Richard Burns Rally*, we were expecting *Colin McRae Rally 2005* to quietly massage our egos back into shape, lovingly whispering sweet nothings in our ear as we effortlessly slide a screaming Subaru Impreza round a hairpin bend to the jubilant cries of over-excited rally fans in flimsy cagoules.

Instead, we find ourselves shepherding a reluctant VW Polo through a field at around 20mph, while trying to understand the relationship between the pace notes (left six, over crest, one right, caution, medium tree inside...) with the disembodied orange arrow pointing vaguely to the left. *Colin McRae Rally 2005* starts slowly and without compassion. We failed to achieve a podium finish on our first attempt, despite clocking up a million hours of playtime with previous games in the series. Bastard.

KAMIKAZEE

Still, a quick shift to a Subaru Impreza and some downhill tarmac in Japan soon sees us back on form, with all the sweeping slides and growling engine notes we know and love. New graphical effects – such as sunlight filtering through the trees and dappling across our tightly rendered bonnet, or rain bouncing high off the road as vicious Japanese clouds unleash their fury directly above – demonstrate that time has not stood still for Colin.

There's the usual broad sweep of cars to choose from in a variety of rally classes, from Group B monsters to the two wheel-drive ladies. Some are available from the start, but most require you to progress in the main Career mode to unlock them. This



Ice driving is as demanding as ever. Expect to crash. Lots.



In the snow, this view is claustraphobic and scary.

OFF-ROAD TEST

The *PSW* guide to the greats of rallying.





COLIN MCRAE RALLY 2005

CARS:	30+
STAGES:	300+
SPECIAL MOVE:	Huge variety of cars and tracks

WHY BUY? This is the pedigree among upstarts. The *Colin McRae* series has a long history of accessible yet immersive racing.



RICHARD BURNS RALLY

CARS:	8
STAGES:	64
SPECIAL MOVE:	Insane difficulty level and realism

WHY BUY? This is the most realistic rally game in human history. You probably need a steering wheel to get the most out of it though.



WRC 4

CARS:	30+
STAGES:	100+
SPECIAL MOVE:	Utterly authentic cars and tracks

WHY BUY? This is the official WRC game, so if you stay up late just to watch the real rallying on telly, this is the natural choice.



Tunnels are a brief respite from the torrential rain.



Hammering a Mini through the twisting roads of Japan.



The crash sparks are a brilliant little graphical touch.

is in some ways a shame considering that whole classes of cars remain unavailable to those unwilling or unable to put the necessary time into the Career mode. And plenty of time will be required; the new Career mode is a dauntingly huge prospect. Events are centred on specific car classes or race types and only by finishing high in the rankings will new cars and upgrades be unlocked. With the difficulty ramped up by several notches, *Colin McRae Rally 2005* may well be too demanding for many.

So, this is no pick-up-and-play racer, despite its mostly pick-up-and-play handling. We say mostly as, although the traditional four-wheel drive beasties will provide a forgiving drive, many of the more unusual cars are more difficult to tame.

"Slide a screaming Subaru Impreza round a hairpin bend to the jubilant cries of over-excited rally fans in flimsy cagoules."

TURN ON, TUNE IN, CRASH OUT

The new Online mode allows for up to eight players to take to the track at once. Naturally, there's no physical contact, this is a ghost-on-ghost affair but that doesn't make the competition any less intense or demanding. With no chance to physically affect your opponent's race, you're left only with your own skill to guide you safely and swiftly round the track. A daunting prospect.

Rally fans will enjoy this, same as they always have. While others may find it all too demanding and familiar to put in the time required to get the best from it. This is a superb rally game but it's now bookended by the infinitely more demanding and realistic *Richard Burns Rally* and the prettier and more frivolous *WRC 4*. Despite its reputation, we can't help but feel that it may be left in somewhat of a no-man's land between simulation and arcade thrills. Still, for a game that delicately balances these conflicting needs, *Colin McRae Rally 2005* simply cannot be beaten.

/ MIKEY FOLEY



There's a real sense of scale to the tracks with epic views.



The dappled lighting on your car is really quite beautiful.

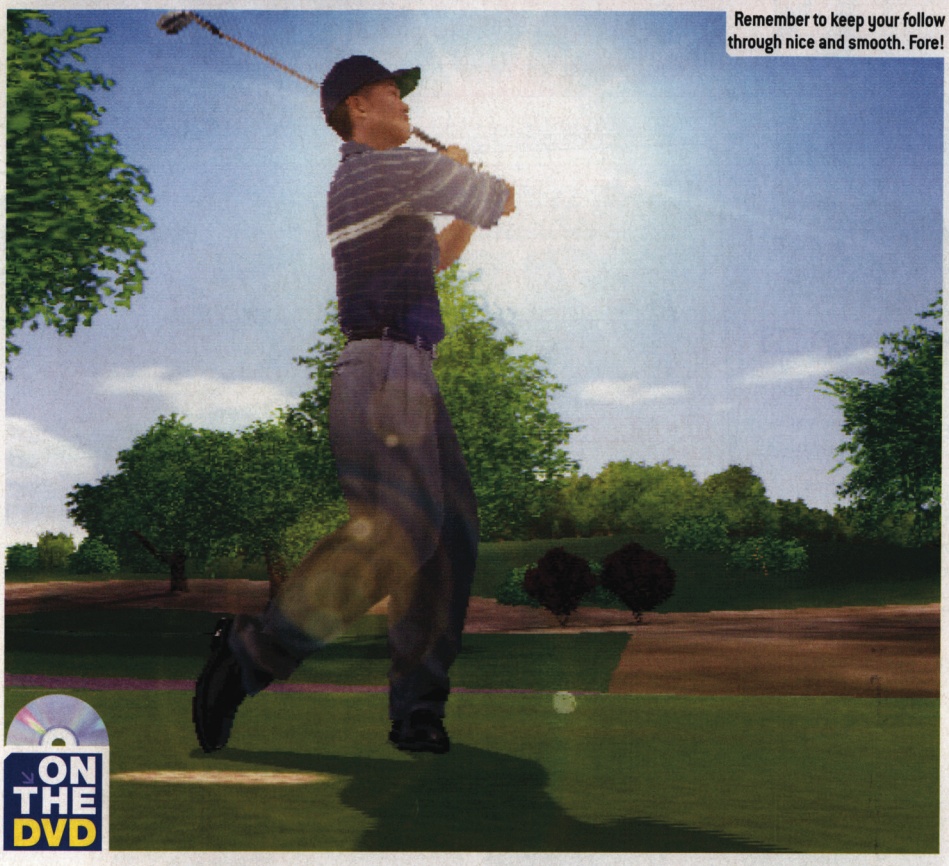
PSW VERDICT

UPPERS	DOWNERS
Huge number of tracks	Slow and clunky
Vast selection of cars	No excitement
Good Online mode	Disappointing graphics

GRAPHICS	Crude textures, good lighting effects	8
SOUNDS	Detailed pace notes, fat engine noises	8
GAMEPLAY	The traditional *Colin McRae* experience	8

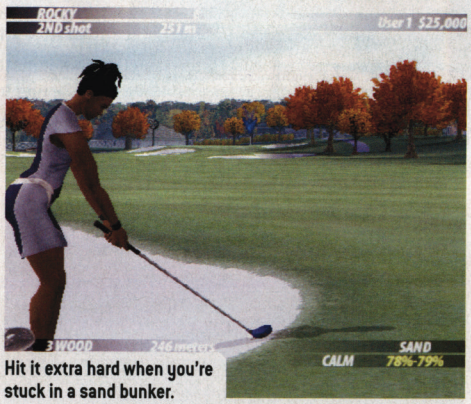
The same game as ever, but not as fresh as it once was. The Online mode will appeal to purists but the rest is perhaps a little dry.

8


Remember to keep your follow through nice and smooth. Fore!

ON THE DVD

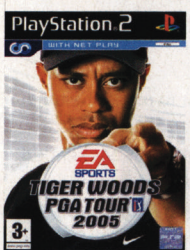

Using the thumbstick to control swing is utter genius.



Hit it extra hard when you're stuck in a sand bunker.

TIGER WOODS PGA TOUR 2005

Don't like golf? It doesn't matter. Tiger's latest is pure PS2 gold.



GAME DETAILS

PUBLISHER:	EA
DEVELOPER:	EA
OUT:	NOW
PRICE:	£39.99
PLAYERS:	1-8
ONLINE:	YES

Colin McRae's not the only sportsman whose video game is proving to be more successful than his sporting career. But while legendary ball-stroker Tiger Woods might not be enjoying quite the success he's used to on the golf course, his game's still miles ahead of the competition.

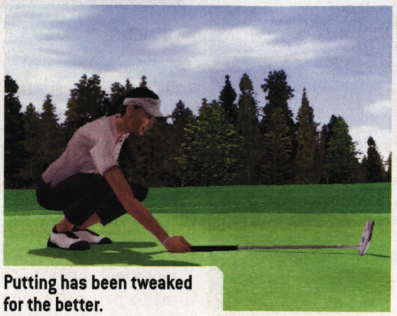
With its delightfully intuitive swing method, challenging courses and massive choice of game modes, the *Tiger Woods* series has reigned supreme at the top of the leaderboard with consummate ease for the last four years. However, not content with kicking back in his softest slippers, sucking on a fine Cuban cigar and revelling in his game's deserved success, Tiger has been hard at work pushing *2005* even further ahead of the chasing pack.

Well, EA has been hard at work. Tiger probably has been kicking back in his softest slippers etc... To use two clichés in one sentence: it's more evolution than revolution, because if it ain't broke, don't fix it. Out on the fairways is where the biggest changes have taken place; players are now able to redesign some of the toughest holes in the sport. Tighten the fairways, deepen the bunkers, slope the greens and then invite Seve Ballesteros to test their skills on your new mega tough course.

The Legends mode now offers some of the true greats of the game for you to battle against, along with 15 PGA players and 14 fantasy players. Career mode is back to let you play through ten full seasons and there are mountains of equipment and clothing to unlock. And the brilliant Gameface feature is now so detailed you can spend literally hours making your golfer look like a perfect clone of you. It's quite frightening.

Tiger Woods PGA Tour 2005 really is one of the most feature-packed sports games on the market. You could literally play this game for years and enjoy every single minute of it. Wonderfully chilled out, massively rewarding, supremely slick and endlessly enjoyable for golf fans and games players alike. But best of all we can finally take on other golfing geniuses online to improve our handicap. Overall, *Tiger Woods PGA Tour 2005* is an absolute joy.

/MIKEY FOLEY


Putting has been tweaked for the better.



You could lose days, or even weeks creating a gameface.

PSW VERDICT

UPPERS	DOWNERS
↗ Seriously challenging	↘ Too slow for some
↗ Online play at last	↘ If you're being picky
↗ Loads of game modes	↘ Like, *really* picky

GRAPHICS	Delightfully crisp courses, top animation	9
SOUNDS	Atmospheric sounds, some dodgy tunes	8
GAMEPLAY	Brilliant – could last you a lifetime	10

It's difficult to find fault with this joyous golf sim. You cannot buy a more feature packed and rewarding game. Buy it now.

9


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FUTURE TACTICS: THE UPRISING

ON THE DVD

It's the strategy game for people with itchy trigger fingers. Prepare to get tactical – in the future!



GAME DETAILS

PUBLISHER:	WARTHOG
DEVELOPER:	ZED TWO
OUT:	OCTOBER
PRICE:	£19.99
PLAYERS:	1-2
ONLINE:	NO

It's a strange little game this one, mixing up the dull point-and-click interface of typical stratergy games by making you aim your shots manually. Far from the taxing brain-searching we expect from these games, simple tactics are the order of the day. You move your men one by one, you shoot at the bad guys, then you choose a stance to wait for your next turn.

With cartoon-like visuals and a seriously ridiculous plot, *Future Tactics* has plenty of personality and there are some cute touches too, from the clever way you can "fast forward" through cut-scenes, to the game letting you keep experience points gained in failed missions.

Simplicity is its main strength but also its biggest flaw. Gameplay boils down to a war of attrition, where 'tactics' actually means 'shoot the bastards', and that's about your lot. Admittedly, as your troops become more powerful extra options open up, but the scope for devilish cunning is limited.

The Multiplayer mode is also a thorn, being both dull and slow to unlock via the Single-player mode. Even with a good range of options available, it still doesn't feel very tactical at all.

Full marks for attempting something a bit different, because the result is a quirky and fun strategy title. And not bad at just 20 notes either. But we're not expecting it to trouble the PS2 charts any time soon.

/MARK SORRELL



Modern technology sits alongside the ancient



Headshots guarantee extra damage. That's a good thing.

PSW VERDICT

UPPERS	DOWNERS
↗ Refreshingly different	↘ Limited multiplayer
↗ Full of personality	↘ Some crude graphics
↗ It's cheap!	↘ Bizarre progression

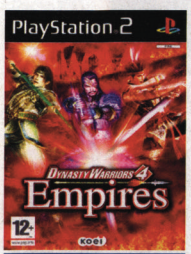
GRAPHICS	Technically lacking but full of character	7
SOUNDS	The definition of average	6
GAMEPLAY	Different but lacks any real depth	7

A cute, easily-playable distraction for those after something for the brain rather than the fingers. Not the greatest but cheap and cheerful.

7

DYNASTY WARRIORS 4: EMPIRES

***Dynasty Warriors'* simple hack and slash formula has been beefed up with some strategic elements. But does it work?**



GAME DETAILS

PUBLISHER:	KOEI
DEVELOPER:	OMEGA FORCE
OUT:	NOW
PRICE:	£39.99
PLAYERS:	1-2
ONLINE:	NO

The overall aim in *Empires* is to unify all of ancient China under your clan's colour. This can be done by invading your neighbours and defending your territory from them (fighting), or by forming military pacts and trade agreements with potential opponents to keep them at bay while you build up your army's strength (strategy). Clever types could even use a combination of the two.

The tactical element, although easy to execute, can be confusing though. Who are we fighting now? And why are we making pacts with *this lot* rather than *that lot*? These are both questions we found ourselves asking far too often as we struggled to make the between-battle tactical decisions work in our favour. Before long the temptation was to rush through the tactical bits and concentrate on the epic battles instead.

Fortunately, combat remains as hectic as ever. *Empires* follows the standard *Dynasty Warriors* format of having your chosen character steam head-first into swathes of enemies on a large battlefield flanked by his loyal troops to dish out beatings left, right and centre. Standard combos are boosted by charge attacks and power-up items, making enemy foot soldiers easy to dispose of, but officers are much harder work.

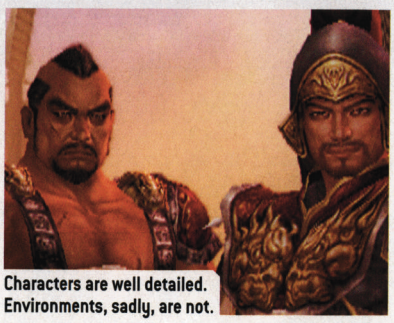
Great for a while, but the repetetive button-mashing soon gets tiresome and the added strategic elements do nothing to hold our interest. Good, but we've been here before.

/ AUDLEY JARVIS



Long pointy stick meets enemy face. Blood ensues.

ON THE DVD


Characters are well detailed. Environments, sadly, are not.

PSW VERDICT

UPPERS	DOWNERS
↗ Character detail	↘ Environment detail
↗ Massive battlefields	↘ Confused strategy bits
↗ Hundreds of kills	↘ Hugely repetitive

GRAPHICS	Dull environments, good character detail	6
SOUNDS	Nothing particularly inspirational	5
GAMEPLAY	Frantic combat meets tiresome strategy	6

Diehard *Dynasty* fans may find something in the tactical element to excite them, but everyone else would do better to look elsewhere.

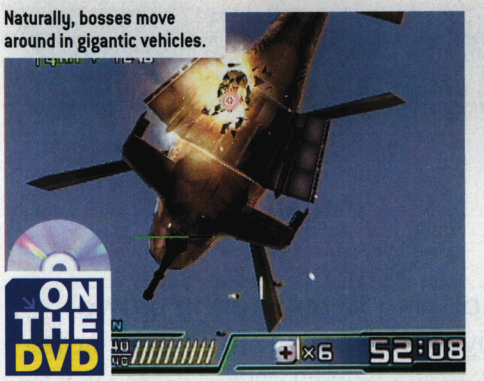
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The surprise party from hell. Shower them with lead.



It's all about hiding before this kind of thing happens.



Naturally, bosses move around in gigantic vehicles.



Armoured fellas like these are your standard, workaday foes.



Glass smashes, boxes are crushed. It's all destructible.

CRISIS ZONE

It used to be 'Aim. Shoot.' Now it's 'Aim. Shootshootshoot.' What have they done to our favourite light gun series?



GAME DETAILS

PUBLISHER:	SONY
DEVELOPER:	NAMCO
OUT:	SEPTEMBER
PRICE:	£39.99
PLAYERS:	1-2
ONLINE:	NO

When did arcades get shit? About 1994, when PlayStation began to reproduce similar quality graphics in your lounge. Now, of course, PS2 beats most arcade games in terms of looks. And since *Crisis Zone* was released in the arcades an astonishing five years ago, you probably won't be that surprised to learn that it doesn't amount to much on PS2 nowadays.

You hide behind riot shields and round corners, only popping out to shoot when you press a button on the gun. This tried and tested style of gameplay works as well as ever, but it's the changes that really bug us. You see, the main thing that this *Time Crisis* sequel does is add massive energy bars above every character's head. You used to be able to knock out most enemies with three or four hits, but now you simply train your automatic on them and leave it there till they're dead. Shooting a fat man in the head thirty times just isn't as much fun as taking out a crafty soldier with a well-aimed headshot.

So it's no longer about the sharp-shooting. Instead it's about avoiding the red circles that mean an accurate enemy shot is on its way. That and balancing your hiding and shooting, which is wrong. After all, you're fighting with guns. Guns kill people with one shot if they're used rightly (well, you know, wrongly). Especially guns like this.

Anyway, don't get us wrong. We had some fun with *Crisis Zone*. Two-player mode is still where it's at – if you have a big enough telly. There's the usual handful of extra missions here to extend its short life a little. But like most other – hell, all other lightgun games, you may end up feeling a little cheated when your scant hours of fun are up. Harsh? Yes, but this is forty quid we're talking about here. Why not take your money down the arcade, play *Crisis Zone* like it's meant to be played, and spend the rest of the cash on strong lager instead.

/ JOFF BROWN



Close-quarters fighters are back in force, and lethal too.



Pretty much all of this can be blown apart if you so desire.

PSW VERDICT

UPPERS	DOWNERS
Fast paced	Those life bars
Sub-machine guns	Visually uninspiring
Destructible scenery	Way too short

GRAPHICS	Fast moving, crisp, but slightly dated	6
SOUNDS	Bang bang bang, peeow, explosion, bang!	5
GAMEPLAY	Point and click, basically. With a lightgun	6

This won't win over ardent fans or persuade newbies to join in either. Time for someone to completely re-invent the *Time Crisis* series.

6



Use USB headphones to cue your records up.



You could spend hours just playing with the filter FX.



They're just like real 1210s, but in a virtual sort of way.

DJ: DECKS & FX

Ever wished you were stood behind a set of 1210's playing to an adoring crowd of bikini-clad Ibiza partygoers? Here's a chance to live the dream... from your sofa.



GAME DETAILS

PUBLISHER:	SONY
DEVELOPER:	RELENTLESS SOFTWARE
OUT:	SEPTEMBER
PRICE:	£39.99
PLAYERS:	1
ONLINE:	NO

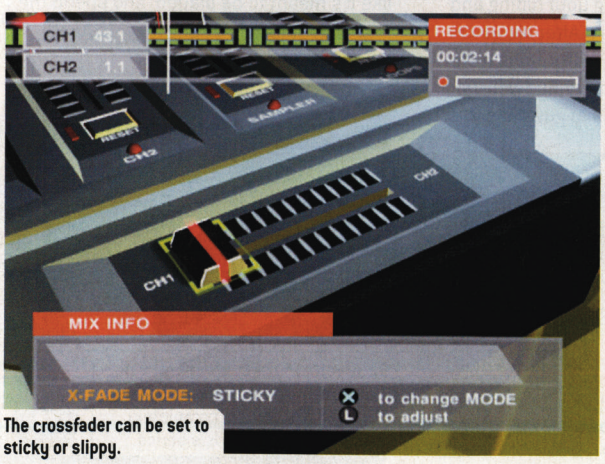
This isn't a game. There are no points to amass, levels to clear or bosses to defeat. Nope, *DJ Decks & FX* is a professional DJ simulator and, as such, is all about mixing bouncy house records together, dropping in some crunchy bass samples and sending the result through a hi-frequency filter to really mess with peoples' heads in the early hours of the morning.

You get two decks that both offer pitch control, BPM 'matching', a loop function and a selection of useful mix-in tools including everybody's favourite: the spin-back. Aside from the two decks, cross-fader and basic EQ controls, there's also a looping device, a sampler and an FX (effects) unit to play with. The loop device comes pre-loaded with dozens of samples, musical loops and simple 4/4 beats. The sampler can be used to take snippets from either record deck or the looping device. Meanwhile, the FX unit offers some natty DJ tools like pan-sweep, low and hi-end filter, flange and delay. By connecting a set of USB headphones to your PS2 you can cue up records, samples and loops before dropping them in. Mixes can be saved to memory card in Studio mode, while Professional mode will test your mixing abilities unaided. Navigation is pretty simple and it's easy to pick up.

There are 73 individual tunes to spin, which is quite a lot of music for your money. They're fairly close to each other in terms of tempo at around the 120-130BPM mark. Some *PSW* staffers muttered that the selection sounded mostly like 'granddad' house, while others preferred to call it 'classic' house – it's all a matter of taste. Suffice to say, the record box is comprised mostly of funky, soulful floor-fillers and four-to-the-floor anthems, with a few quirky electronica and deep house gems thrown in. There's definitely no drum and bass, garage, breakbeat, psy-trance or nosebleed gabba on offer though. Think DJ Judge Jules and you won't be far wrong.

On the downside, applications like this demonstrate the limitations of not having a hard-drive – you're stuck with what's on the disc, with no possibility of adding your own CDs or mp3s into the mix. Be sure to study the record bag closely before you buy.

/ AUDLEY JARVIS



The crossfader can be set to sticky or slippy.



Sample stuff and then drop it into the mix as you see fit.


Throw your hands up in the air, and wave them like you...

PSW VERDICT

UPPERS	DOWNERS
Hi and low-end filter	Sounds like a trendy bar
Using spin-back intros!	Heavy on the cheese
Some deep electronica	Can't add extra tunes

GRAPHICS	Obviously not its main strength	5
SOUNDS	Play through a hi-fi for maximum effect	8
GAMEPLAY	Easy to use, but limited in scope	6

It won't turn you into a jet-setting superstar DJ overnight, but it will make you king of the post-pub, sofa-bound thumb spinners.

6

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Based on the Futuristic Thriller from Twentieth Century i,Robot is a fast paced action game. Choose from multiple characters with unique skills as you work your way through the exciting and challenging levels!



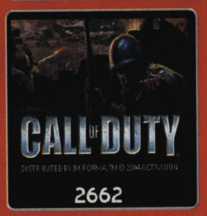
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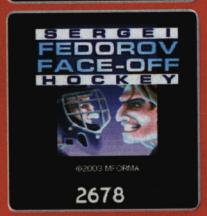
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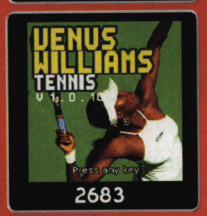
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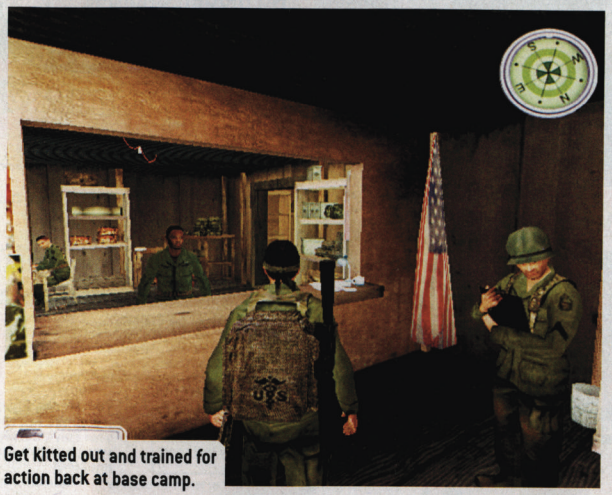
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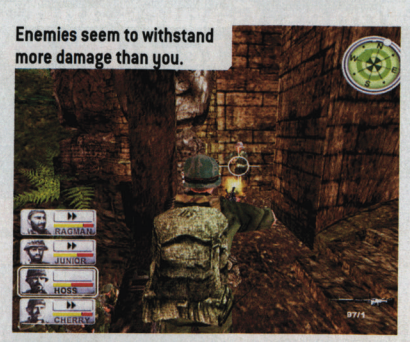
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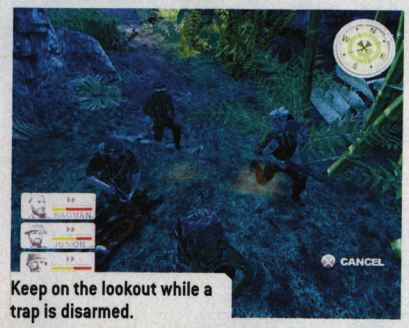
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Get kitted out and trained for action back at base camp.



Enemies seem to withstand more damage than you.

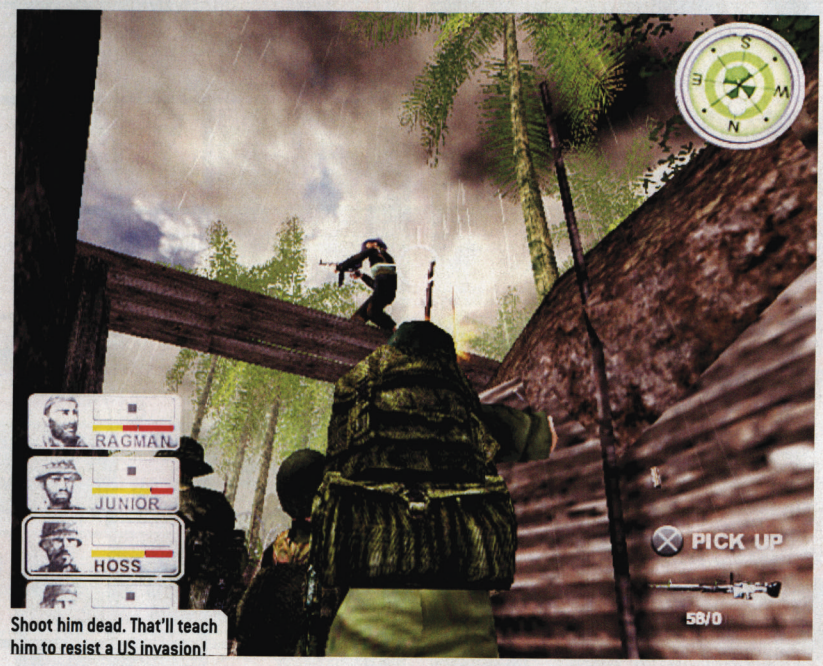


Keep on the lookout while a trap is disarmed.



It's so green it could be *Metal Gear* bloody *Solid*.

ON THE DVD



Shoot him dead. That'll teach him to resist a US invasion!

CONFLICT: VIETNAM

After rampaging through Baghdad, the *Conflict* team turns its attention to yet another war the US should never have started.



GAME DETAILS

PUBLISHER:	SCI
DEVELOPER:	PIVOTAL GAMES
OUT:	NOW
PRICE:	£39.99
PLAYERS:	1
ONLINE:	NO

It's now less timely in terms of current events, but transplanting the action from the deserts of Iraq to the jungles of Vietnam is as opportune a decision as you can get on PS2 right now. Sadly that's pretty much the be all and end all of the changes, as *Conflict: Vietnam* plays almost exactly like its predecessors.

Trouble is, the two previous *Conflict* games were sufficiently flawed to make the old 'if it ain't broke' adage a bit of a liability. Try to play this game properly by issuing commands to your three team-mates and you invariably end up getting shot to bits.



The satisfying spurt of claret that follows a head shot.

The jungle environment and swarms of Vietcong don't lend themselves well to tactical squad-based combat. In the previous two games there was always time to find good vantage points and cover spots before each battle. Here you're often under siege as soon as you're dropped into a level, so by the time you've positioned your men, made sure they're facing the right way and kitted them out with enough guns and health packs to survive a firefight, chances are they'll be riddled with bullets.

To equip new items you must scroll through a rather large inventory list that sometimes contains redundant items. This makes it difficult to, say, switch from a gun to a health pack and then back again in the heat of a battle. It becomes a farce when three of your men are fatally wounded and the fourth must heal them before getting shot, then one of the revived soldiers takes over and tries to heal him before he gets wounded again. And so it goes on. It would have made much more sense to separate weapons and ancillary stuff.


"Grenaaade!" "Thanks for the warning. Where's my arm?"

I LOVE WORKING FOR UNCLE SAM

The difficulty factor isn't helped by the atificial intelligence on show either. Putting your soldiers under the control of your PS2 is asking for trouble, because they'll always find a way to put themselves in danger. Ultimately, the best strategy is to dump the others in a safe place far away from the action and just use one character to clear out as much as possible before regrouping.

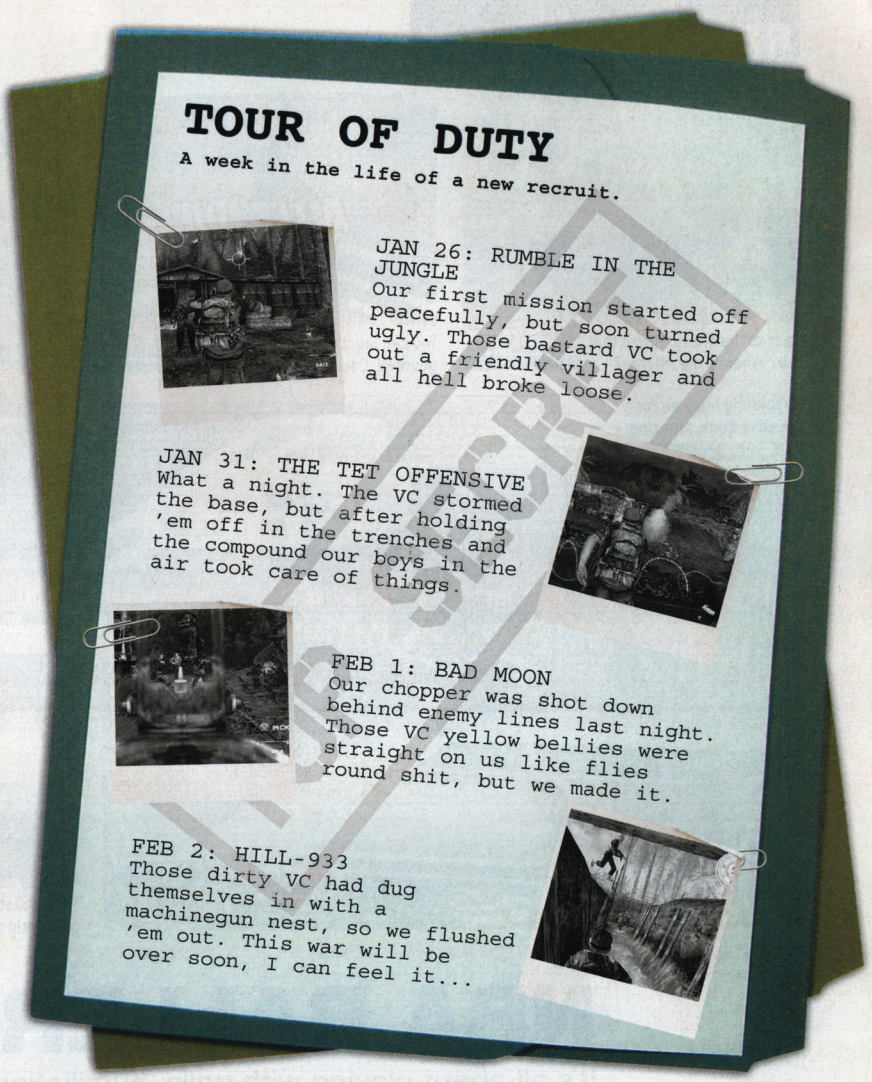
But it's no use just trying to blitz through. The third-person target reticule flops around like your soldier's downed a bottle of whisky, while it's difficult to tell if you



Head shot. No messing about. Instant death. Nice.



Bring up your sights and train your gun on Charlie.



have an enemy in your sights at all using the first-person zoom view. Even the usually trustworthy sniper rifle sometimes misses its target, even when you've lined up the crosshairs perfectly. Terrain also causes a few problems by restricting your stance or not letting you fire at all.

That said, *Conflict: Vietnam* still has its share of great moments. The whole atmosphere, from the ambience of the sticky jungle and the period rock music to the full-on swearing and battle sounds, brings the game to life incredibly well. As does the opening tutorial level in which wandering around your base speaking to soldiers and completing bonus objectives in the style of *Shellshock: Nam '67* gives the game some much-needed character.

"Try to play this game properly by giving orders to your three team-mates and you invariably end up getting shot to pieces."



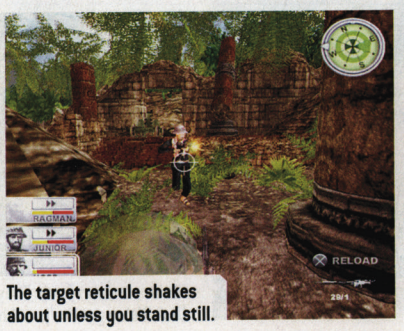
Play dirty by shooting him while his back's turned.

LETS ME KNOW JUST WHO I AM

And then there are the missions themselves, which combine real historical events with a fictional account of your four soldiers being trapped behind enemy lines. Thunderous missions such as the Tet Offensive are certainly action-packed, but unfortunately suffer from the problems previously outlined. We much prefer the ones where you creep along a jungle path with one eye on the floor looking for booby traps and the other scanning the trees for any sign of movement. Encountering nothing for long stretches is far more unnerving than a shootout anyway.

This contradiction is *Conflict: Vietnam*'s biggest flaw. It's a squad-based, full-on action game that's only really enjoyable when you go solo and don't have to fend off hordes of enemies. Essentially, it falls halfway between the harsh *Rainbow Six* games and the more forgiving *Freedom Fighters*, which means a half-arsed, half-baked attempt to emulate both.

/ JONATHAN TODD



The target reticule shakes about unless you stand still.

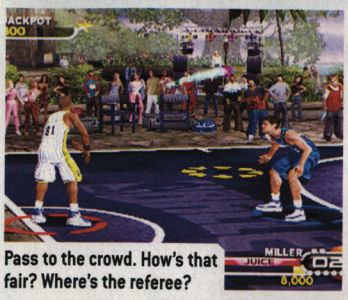
PSW VERDICT

UPPERS	DOWNERS
Very atmospheric	Dodgy squad combat
Plenty of action	Hit-and-miss missions
Great use of sound	Poor inventory system

GRAPHICS	Solid foliage that doesn't move	7
SOUNDS	Deafening guns and near-racist dialogue	8
GAMEPLAY	Trying to manage your squad is futile	6

A bit of tinkering, but the flaws of previous games remain. Only the oppressive jungle atmosphere lifts *Conflict: Vietnam* above average.

6


Pass to the crowd. How's that fair? Where's the referee?



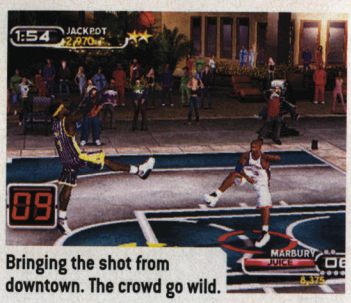
You can lay the Alley Oop on yourself. Cool? Hell yes.


"Yeah, I just like hanging out up here. Great view you see."

Absolutely huge air for a massive dunk. Amazing.

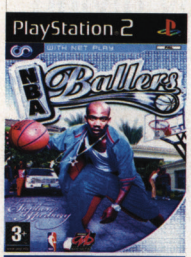



The basketball courts are brilliantly blinging.


Bringing the shot from downtown. The crowd go wild.

NBA BALLERS

It's all about playing with balls, humiliation and earning yourself massive amounts of cash. A bit like Abi Titmuss' career then.



GAME DETAILS

PUBLISHER:	MIDWAY
DEVELOPER:	MIDWAY
OUT:	OCTOBER
PRICE:	£29.99
PLAYERS:	1-2
ONLINE:	YES

Basketball is less than huge in the UK. We just about get the basic principals – tall men jump in the air, there's a hoop, a ball, lots of diamond jewellry and Ferraris – but beyond that, it's all a bit of a blur. Still, how hard can it be?

In the case of *NBA Ballers*, the answer is not very hard at all. We like games that make us feel like gods among men, as opposed to games that crush us like vermin beneath a hobnailed boot. *NBA Ballers* falls very much into the former category, and within less than five seconds of starting our first match, we'd hit someone on the head and dunked the ball in fine style. Excellent.

The main thrust of the game is the Rags to Riches mode, which is essentially a career mode. This sees you taking control of a fresh new baller, custom designed to your own specification, leading him through various tournaments on the way to becoming the biggest, blingest basketball star in the world. As you progress through the ranks, facing increasingly tougher opponents, you win ever more luxury items – clothes, cars, jewellry, girls, houses – which gives a real sense of progression to the game. It works well and we found it difficult to tear ourselves away from the story of our baller.

Diversity comes in the form of the two-player mode which adds a great deal of longevity and laughs to *NBA Ballers*. There's an endless number of sneaky, underhand tactics to use, alongside an equal number of skill shots. It also feels fairer than the single player game; the PS2-controlled players being unfairly advantaged in the skill department.

This is an excellent sports game, an excellent single player game and an excellent two-player game. It puts plenty of space between itself and nearest rival *NBA Street* with its pure one-on-one ethic. The allusions to street culture are handled with a surprising degree of care, although they are still a little embarrassing here and there. A worthy addition to the street sports genre and thick and broad enough to keep you entertained for quite some time, *NBA Ballers* will make a worthy addition to your street basketball collection.

/ MARK SORRELL



Special moves use some fancy slow-motion effects.



White men can jump. They lied. We've got the proof here.

PSW VERDICT

UPPERS	DOWNERS
↗ Excellent graphics	↘ PS2 players cheat!
↗ Not too serious	↘ Slow career progression
↗ Good custom options	↘ Slightly vague controls

GRAPHICS	Brilliant characters and backgrounds	8
SOUNDS	Quality hip-hop and commentary	8
GAMEPLAY	Simple... in a good way	8

Huge fun even for those not the slightest bit interested in the real sport. Like us. And even better when played against a mate.

8

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GAME ON

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GTA and *The Getaway* on one DVD – how good is that?!?

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The frenzied outpourings of *PSW* readers' foaming brains.

102 Cheats & tips
The best cheats for the biggest games are right here.

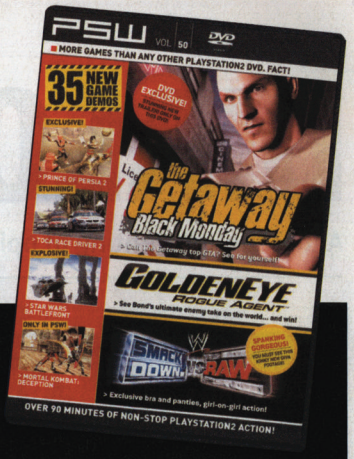
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The first edition of our regular cabinet of PS2 curiosities.

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There's over £2000 worth of games and stuff up for grabs!

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Our pick of the very best PlayStation2 games around.

ON THE DVD

The biggest games always come to *PSW* first. Here's the proof.





›EXCLUSIVE

THE GETAWAY: BLACK MONDAY

The gritty trailer of the big London-based gangster sequel has finally arrived. And it's only avaliable on this DVD. So sit back and give the footage a butchers. We've got lots of pale-faced, hard-looking men sucking air between their teeth in an indescribably sinister fashion, some toerags, a muppet or two and a whole load of filth in fancy new cars. Plus some all-new environments and action, making up what looks like a trailer for the latest gangland movie melodrama rather than your average free-roaming action adventure. Sweet as a nut.



›SPECIAL FEATURE

TOCA RACE DRIVER 2

Watch as we test out three different car types in this exclusive-to-*PSW* feature.



›SPECIAL FEATURE

WWE SMACKDOWN! VS RAW

We make a monster and smack a lady's botty. All in the name of sports entertainment. Get in!

FIRST AGAIN!



›EXCLUSIVE

GTA: SAN ANDREAS

The very first moving images of the title that's set to redefine the limits of modern gaming. Enjoy.



›EXCLUSIVE

GOLDENEYE: ROGUE AGENT

Could this unusual Bond spin-off be a massive, world-conquering triumph? Judge for yourself.



›REVIEW

COLIN MCRAE RALLY 2005

See the latest in the distinguished rally series in full-on, tree-thumping, dirt-spurting action here.

DISC IN FULL

SPECIAL FEATURES
TOCA Race Driver 2
WWE SmackDown! Vs Raw

EXCLUSIVES
Grand Theft Auto: San Andreas
The Getaway: Black Monday
Winning Eleven 8
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Crisis Zone
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EXTRAS
NBA Ballers 'Making Of' Documentary



PLAYABLE DVD CHEATS – HOLLYWOOD SPECIAL!

JAMES BOND: EVERYTHING OR NOTHING
Gold and platinum guns, plus infinite ammo.

SPIDER-MAN 2
We show you how to unlock the first half of the game in seconds.

CATWOMAN
Access the secret and rather sexy image galleries. Hell yes.

LOTR: RETURN OF THE KING
All abilities for every character, and more!

X-FILES: RESIST OR SERVE
Invincibility, grenade bullets and bonuses!

DIALOGUE

A therapeutic venting of opinion on the issues that matter. And some that don't.



Letter of the month

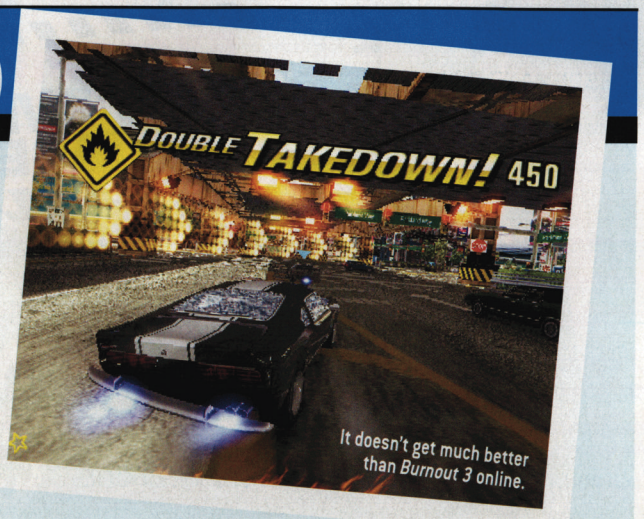
LETTER OF THE MONTH • PSW

CART BEFORE HORSE

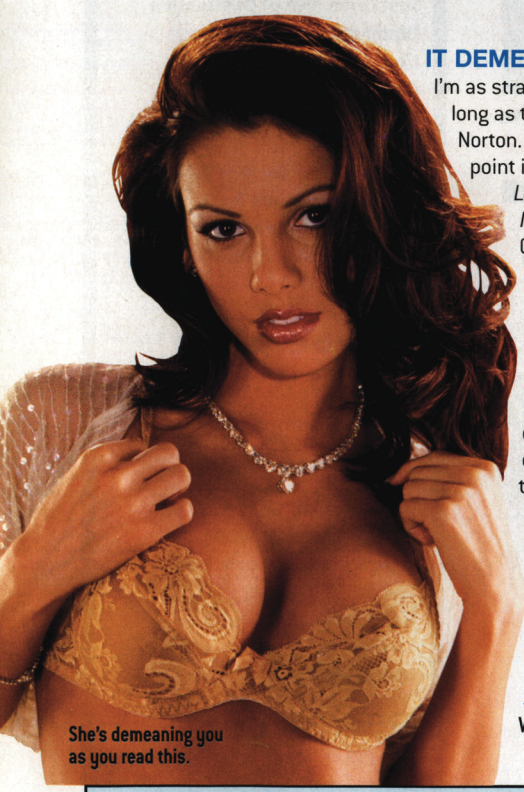
I really want to play games online, but frankly I'm scared. There's just so much in the way of technical messing about before I even get to play a game, and then when I do it's all a bunch of scary people trying so hard to win that they don't care about anything else. I want a game that I can PLAY online. I want to have FUN. I don't want to be shouted at for not following orders in some army game because I'm not in the bloody army – I'm sat at home in my underpants. I need something simple and quick to pick up and just as quick to put down. Where are these games? Why can't online games be about fun instead of life-or-death competition?

Duncan Metcalfe, via email

A good point – most online games are extremely competitive and there's little scope for mucking about without annoying people. *Burnout 3* is about the closest you'll get, offering plenty of laughs without taking itself too seriously.



It doesn't get much better than *Burnout 3* online.


She's demeaning you as you read this.

IT DEMEANS US ALL

I'm as straight as the next man. As long as the next man isn't Graham Norton. But I really don't see the point in games like *Leisure Suit Larry* and *Playboy: The Mansion*. It demeans us all. Games have got a bad enough reputation as it is without developers filling them full of *Carry On*-style smutty references designed for the sole purpose of stirring up a bit of controversy to gain extra publicity. Who wants to play that sort of thing anyway? With games like *Burnout 3* and *GTA: San Andreas* on the way, who can really be arsed to separate with 40 notes for *Leisure Suit* bloody *Larry*. Not me.

John Teal, Bournemouth

Whatever. We just wanted an excuse to print another photo of a Playboy model. Thanks.

GUITAR GENTLY WEEPS

There's so much more that could be done with PS2 if developers used a bit more creativity. For example, why has no one made a musical instrument out of the PS2? I bought that *MTV Music Generator* game a while back and it's wicked and everything, but there's so much more you could do. With the analogue sticks and all those buttons, you could make a proper instrument rather than just mess about moving boxes around the screen. Imagine getting to number one with a song you made on your PS2. An all-PS2 band?

Graham Wakefield, Clitheroe

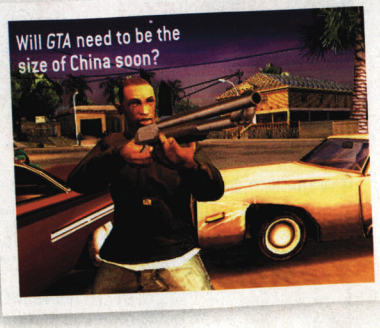
A bloke in our local boozer told us that several PS2s linked together could be used as a nuclear missile navigation system. But he also said that if everyone in London jumped up and down at the same time it would send an unstoppable tidal wave across the Atlantic wiping out most of America's east coast. So we're not sure what to believe.

SIZE DOES MATTER

I'm worried that Rockstar has left itself with nowhere to go with the next *Grand Theft Auto* (the one after *San Andreas*). If *San Andreas* is five times bigger than *Vice City* (which was pretty bloody huge to start with) then what are they going to do next time? Make it ten times as big as *Vice City*? Or twenty times? And exactly how long will it take them to do that? It could be the year 2020 before they have that one finished.

Colin Perth, Manchester

Fair point.


Will GTA need to be the size of China soon?

WIN! SONY ERICSSON K500i

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Shiny, but not the fastest off the block.

DESPERATE FOR SPEED

I'm so excited about the new *Need for Speed* game. I loved the last one with all its fancy car modding, and the city was wicked too. I'm not interested in any of that *Burnout 3* crap, any idiot can see that it's just some flashy graphics and whatever. Give me that massive city and all those trick bits for my motor. Cheers.

Winston Downs, Birmingham

You're clearly a mentalist. *Burnout 3* is one of the greatest games we've ever seen and played. Your loss.

GUNISHMENT

Is it just me or is anyone else worried about *The Punisher*? Now, I'm no old biddy regarding violence in games but this game is shaping up to be a bit of a problem child. I realise details are still vague, but I am already certain that this game will lack the subtle comedy style of the *GTA* series, or the finesse of the *Hitman* series. What I have seen though, were images of a man being fed into a meat grinder. This kind of vulgar ham-fisted violence is designed solely to satisfy unimaginative frustrated immature man-boys. Perhaps they don't understand the clockwork ballet of the *Hitman* missions, or the intensity of having to stalk your target for hours before stealthily slitting their throat. It insults the very aesthetic nature of violence. I cry to think that gone are the days of *Clockwork Orange* and *Hellraiser*. Now we have to watch some generic security guard's head being forced into a tank of piranhas. This will smear the good name of Sony – if it has the balls to release it, that is. Not to mention the fact that every bastard ten year-old could easily pick up a copy. Lets draw the line at games designed for morons and try to get publicity from being controversial. Thank you. Good day.

John Doe, via email

We were initially a little surprised at the violence in *The Punisher* but it's so cartoonish that it's more funny than horrifying. If you disagree, you know where to contact us.

PITY THE FOOL

Turning TV shows into games is dumb. Games are games, not TV shows. There hasn't been a decent TV show to game conversion, ever. Why would you want to play an *A-Team* game? The whole point of the *A-Team* is that it all goes badly, before they eventually triumph over adversity. In a game, you might die, which the *A-Team* never do because they're the *A-Team* and hard as nails with it. I really wish games companies would stop messing about with my childhood and set about making some games instead. If games are bigger than movies, why aren't games influencing movies instead of the other way round?

James Kenyon, Newcastle

Err, who said anything about an *A-Team* game?

THEY TAKE OUR JOBS

I've read your magazine since it started and have collected most of the issues. I would like to become a magazine or games review writer and have already started writing guides for friends. They say I have the


Nice hair. But those specs are *so* 1986.



Judge Joff Brown

Bring him your gaming case and he'll give you justice!

RESIDENT STUPID

You lot have gone mad. *Resident Evil: Outbreak* getting 4/10? Having imported the game from Japan earlier this year, I can tell you that it's great!

Danny Vella, via email

VERDICT> Quiet your gibbering. Without the online element – the reason Capcom made the game in the first place – *Outbreak* is a waste of time. Prima facie, quid pro quo, you're an idiot.

HIGH ON DRUGS AND BOOZE

I've recently got *Mashed* and I reckon it's the perfect after-pub game. I propose that *Mashed* should be made available free on the NHS. What say you?

Mike Howarth, Bolton

VERDICT> Drink driving? Such disregard for public safety and morality turns my stomach. The Judge hereby sentences you to 300 hours community gaming.

STAR WARTS

I can't believe that George Lucas has been so wilfully unconcerned with maintaining any sort of quality control in his games. I move that Lucas should be jailed for crimes against video games.

James Hutchinson, London

VERDICT> Lucas has indeed been irresponsible in his interpretations visa the original text. However, I cite *Star Wars: Battlefront* as an attempt at reparations on his behalf. Sentencing to follow, pending psychological reports.

Hot topic

Which rally game squeals your wheels?



It's all about *Richard Burns Rally*. It's bloody hard but I'm loving it. Just finished the Finland level and it's dead good. Proper adult gaming.

Andy Brisco, via email

Personally, I think that the best rallying out there is in *Gran Turismo 3*. Sure, it's not a proper rally game as such, but the feedback through the pad and the slick graphics easily surpass the likes of *Colin McRae Rally* and *WRC*. It's a shame that Polyphony Digital can't make this into a full and proper game. Still, there's always *GT4* rallying to look forward to.

Steven Cannon, London

***Colin McRae Rally* is the only way to fly baby! I've been playing the *Colin* games since the beginning of time and they're still the best around. They don't take it too seriously but they still manage to feel like actual rallying. I don't like all that 'be Colin McRae' nonsense from the other year though.**

Tim Malham, via email

I'm a sucker for the real thing. Sony's *WRC* series has all the real cars, the real tracks and it's loads of fun. Definitely better than *Colin McRae*. I also tried *Richard Burns' Rally* in a shop and it was bloody nails. That's no fun for anyone, not even proper rally fans like me.

Matt Scrimshank, Bristol

Next month: Which game will be No.1 at Christmas?



TEXT PESTS

regarding ur global extra on driv3r u write istanbul is the capital of turkey. This is of course, wrong. The capital is of ankara. Please print

When are you fellas gonna create a gaming totty booklet? I want it now! Matt

Dont suppose u give prizes out for spottin dumb mistakes by staff? Cos there are lots. In your streetfighter review on p68 price is 20 quid, p69 its 40 quid. Stay sharp! Lewis

4giv me PSW 4 i hav sinned, i got Tomb Raider Angel of Darkness. Wot is my penance? JC

I laffd so hard at your Ban This Sick Filth feature that I let a little drop of piss out. Jaz

Tom Clancy = boring films with Harrison Ford and rubbish stealth games. I say ban Clancy from PS2. And driv3r can fck right off as well. Pat M

To text PSW send keyword "PSWEDITOR" to 85100 and start texting!

potential and should send them to you. I'd like some advice on how to become a magazine writer.
Craig Andrews, Kent
Mark says "Cliché is shit. Never use cliché." And from Joff, "Writers write." Both clearly have glittering careers ahead of them.

KILLEDZONE

So Nathan Tritt [*PSW* 59] is bored of *Killzone* without ever even playing it? What's all that about then? Surely he should wait and see what it's like before passing judgement. I get so mad when I hear people judging stuff they know nothing about. And saying it will look like *Shellshock* is stupid too, because a different team made that. Why do people insist on deciding if they like games without even playing them? It's stupid.
Mark Harland, Middlesborough
You're quite right. We're constantly surprised by games here at *PSW*. Some of them are huge disappointments, some lovely surprises, but we always wait to play the finished game before we make our minds up.


Killzone still has a lot to prove.

TANKS FOR NOTHING

Too many war games these days are just first-person shooters. What's wrong with that? Well, from my limited understanding of modern warfare and combat situations, tanks seem to be the preferred (and less hazardous) method of slaying the enemy. Running up to an enemy combatant and trading bullets until his energy bar depletes isn't generally the way wars are fought and won. So why isn't this reflected in games? Fair enough, tanks move a bit slowly so some liberties might have to be taken, but I think developers out there should give this some serious consideration.
Tim Singleton, Preston
How about *Nuclear Bomber Man*, in which you flicked one switch to kill untold millions?

SEND IN THE CLONES

If there's one thing that really gets on my nerves it's when you get five games that all come along at the same time and are virtually identical. I mean, what's the point? Nobody's going to get all of them. How many Vietnam games are there this year? And, more to the point, who cares? It's the same with these street racing games, like *Need for Speed Underground 2*, *Midnight Club 2*, *Juiced*, *Street Racing Syndicate* and *Burnout 3*. That's just too many. It wouldn't be as bad if they came out at decent intervals throughout the year, but no, all come out just in time for Christmas. I don't really have a point here. I'm just angry, that's all.
Andy Brown, Swindon
Nah. Similar games encourage competition. We'll always help you decide which one to buy anyway.


Tanks – better than people. Obviously.

SWINGER MINGER

After all the letters hoping Kirsten Dunst would look hot in the game of *Spider-Man 2*, it turns out that they gave her the looks of the proverbial bulldog who's swallowed a wasp. At least Halle Berry looked fit in the *Catwoman* game, even if it was a bit toss. It's like there's been a robbery at the wank bank.
Mark Withers, via email
Kirsten Dunst would look hot in a fridge freezer. Or something else that's really cold. Err...



Art or Arse?

One game. Two different points of view. Fight!



I'm amazed at all the negative stuff I've been reading about *Driv3r*. I mean, it's not perfect but I've played much, much worse. I've been really enjoying just driving around and blowing stuff up, those explosions are amazing! The cities are beautiful and the cars feel brilliant to drive. The Director mode is loads of fun too. Some people are impossible to please...
Dan Boston, Reading



Driv3r was rubbish. It was on sale a bit early and a mate of mine said he'd read a good review, so I bought it. Oh my God. What a load of crap. Really, I don't think I've felt so cheated before in my entire life. They've really dropped the ball this time around. The on-foot sections are rubbish, and the missions are the same as in the first *Driver* game... six years ago! My 'mate' is now a dead man.
Shaun Biggs, via email

Next month: Have your say on *Catwoman*!



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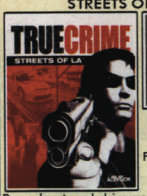




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XIII

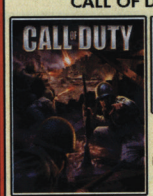




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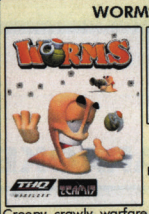




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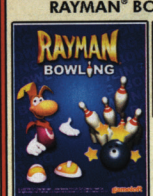




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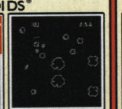


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Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

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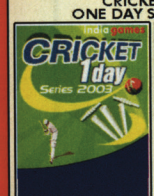




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For Mobile Phones: DEFHIJK LTUWXY

Step up to the oche and test out your darts skills. Have you got what it takes to score 180?

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ORDER CODE: MGU256 STEVE
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The cards are on the table, and it's up to you to take them all off again. Can you deal?

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Order Code: MGU256 JOB

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Code: MGU256 SPHINX

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For Phones: ABDEFJKLNOTUY
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For Phones: BDEFJKLUWXY
Order Code: MGU256 RAY3

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For Phones: BDEJKLPUWXY
Order Code: MGU256 KIT2

VAMPIRE BLOODLINE

For Mobile Phones: BDEFIJTU
Order Code: MGU256 VAMP

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PLANET ZERO

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3650	= D	**SHARP**		V525	= U
5100	= D	GX10	= J	V600	= U
6100	= D	GX10i	= J	**SONY ERICSSON**	
6310i	= C	GX20	= K	T610	= W
6600	= F	GX30	= L	T630	= W
6610	= D	**SIEMENS**		Z600	= X
6800	= D	C55	= N	**SAGEM**	
7210	= D	C60	= M	My V65	= Y
7210i	= D	M50	= O	**LG**	
7250	= D	M55	= P	5300i	= Z
7250i	= D	MC60	= R	5400	= Z
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GAME BREAKER

Delivering the best cheats for the biggest PS2 games.

KARAOKE STAGE



Entering these cheats at the title screen means you can't save until you reset the game. For the regular 'unlock' codes, you'll have to enter them before you go to the character select screen.

UNLOCK ALL CHARACTERS
L3 (x2), R3, L3, ↑, ←, ↑, →, ○ (x2)

UNLOCK ALL OUTFITS
□, ◎ (x2), □, ↑, ↓, ←, →, R3, L3

UNLOCK ALL SONGS
◎, □, ◎, □, ↑, ↓, ←, →, L3 (x2)

UNLOCK ALL VENUES
◎, □, ◎ (x2), ↑, ↓, ←, ↓, R3 (x2)

UNLOCK ALL VIDEOS
□ (x2), ◎ (x2), ↑, ←, →, ↑, L3, R3

ANIMATION GENDER SWAP
L3, R3, L3, R3, ↓ (x2), ↑ (x2), ↓, □

BANANA MICROPHONE
R3 (x2), L3 (x2), ↓ (x2), →, ←, ◎, ↑

BIG EYES
↑ (x2), ↓ (x2), ←, →, ←, →, ◎, □

BIG HEAD
↑, ↓, ↑, ↓, → (x2), ← (x2), ◎, □

GLASS CHARACTER
→, ←, →, ←, ↑ (x2), ↓ (x2), ◎, □

OIL SLICK CHARACTER
←, →, ←, →, ↓ (x2), ↑ (x2), ◎, □

SSX 3

Enter these case-sensitive passwords at the options menu for an easier ride down the slopes.



SNOWBALLS
betyouneverseen

BUYS ALL LODGE ONE OUTFIT ITEMS
shoppingspree

UNLOCK CANHUCK
greatwhitenorth

UNLOCK CHURCHILL
tankengine

UNLOCK ALL ARTWORK
naturalkoncept

UNLOCK ALL BOARDS
graphicdelight

UNLOCK ALL PEAKS
biggerthank?

UNLOCK ALL PLAYLIST SONGS
djsuperstar

UNLOCK ALL POSTERS
postnobills

UNLOCK ALL TOYS
nogluerequired

UNLOCK ALL TRADING CARDS
gotitgotitneedit

UNLOCK ALL VIDEOS
myeyesaredim

UNLOCK CUDMORE THE COW
milkemdaisy

UNLOCK EDDIE
worm

UNLOCK GUTLESS
boneyardreject

UNLOCK JURGEN
brokenleg

SAMURAI JACK: SHADOW OF AKU

Great cartoon. Duff game. You'll want to get to the end and forget about it as soon as possible then. To do so press the following during play:

UNLOCK CRYSTAL SWORD
Hold the left analogue stick down and the right analogue stick up and press ✕, ◎, □, △

MAXIMUM ZEN METER
If you can get your thumbs around it, hold the left analogue stick left and the right analogue stick right and press ◎, ✕, □, △

"CHEATS DO PROSPER!"



"Unable to get all the tracks in Mashed, I followed PSW's advice and pressed ↑, →, ↓, ←, ↑, ←, ↓, →, ↑, ↓, ↑, ↓ at the menu screen. It really worked! Thank you PSW"

Mrs M Hill, Hereford

SEE WHAT OUR AMAZING CHEATS CAN DO FOR YOU!

SATISFACTION GUARANTEED!

SILENT HILL 4: THE ROOM

As ever with the *Silent Hill* games, there are plenty of unlockable extras if you look hard enough.

ALL WEAPONS MODE
Beat One Weapon mode.

CHAINSAW
Beat the game, save and load the new data. The chainsaw is beside the cut trunk, near the car in the Forest world.

EILEEN'S NURSE COSTUME
Complete the game and restart using the same save. Check room 303 for the costume. It can be selected on the 3rd run through.

ONE WEAPON MODE
Get 10 big stars in hard mode.



AMERICA'S TEN MOST WANTED

Bash Bin Laden and co. with this pair of cheats.

UNLOCK THE CHEAT MENU
The cheat menu can be found at the special features menu. Press ◎ (x5), □ (x4) at the title screen.

EVERY SIXTH ENEMY IS BIN LADEN
This is probably one of the more controversial cheats you're ever likely to see. Reach the mission called Afghanistan-Pakistan Border and press Start during play. Now enter the following:
◎ (x3), □ (x3), R2

PSI-OPS: THE MINDGATE CONSPIRACY

This isn't so much a cheat, but just in case you've exhausted all of last month's codes here's a bit of light relief.

GRUESOME SUICIDE
It's fun walking off a tall building when using Mind Control on an enemy, but here's a more gruesome method of suicide. If an enemy is carrying a gun, hold L3 + R3 for about ten seconds and he'll get on his knees and promptly blow his own brains out.

ROGUE OPS

Simply pause the game to use these handy cheat codes.

BIG GUN
□ (x4), ◎ (x2)

EXPLOSIVE CROSSBOW
←, → (x2), ←, □, ◎, L2, R2, □, ◎, ←, →

EXPLOSIVE SNIPER
L2, R2, → (x2), ← (x2), → (x2), R2, L2, □, ◎

FINISH BANK
R2, L2, □, ◎, ←, R2, ← (x2), □, ◎, □

FINISH CARMEN
R2, L2, →, ← (x2), L2, R2, □ (x3), R2

FINISH INSTALLATION K
R2, L2, □ (x2), ←, L2, L2, □ (x2), L1, □

FINISH MAGYAR
R2, ◎ (x2), ← (x2), L2, R2, →, □, → (x2)

FINISH MOD
R2, L2, →, R2, ←, ◎, R2, ◎, → (x2), ←

FINISH MUSEUM
L2 (x2), → (x3), L2, R2, □, R2, □, R2

FINISH RELIANCE
R2, L2, →, ←, R2, L2, →, □, ◎, □, ◎

FINISH SILO
R2, L2, →, ← (x2), L2, ◎, R2, □ (x3)

FINISH TRAINING
←, → (x2), ←, ◎, □, R2, L2, ◎ (x2), □

HALF DAMAGE
□ (x2), ◎ (x2), ← (x2), → (x2), ◎ (x2), □ (x2)

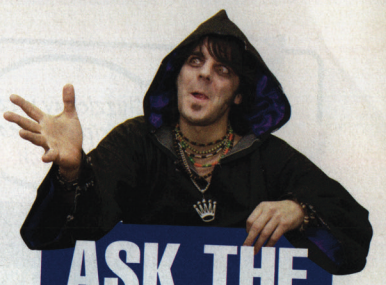
LEVEL SKIP
L2, □, L2, ◎, L2, ←, L2, →, L2, R2 (x2), □, R2, ◎, R2, ←, R2, →, □

MISSILE CROSSBOW
→ (x2), ← (x2), L2 (x2), R2 (x2), ◎ (x2), □ (x2)

MISSILE SNIPER
□, ←, →, L2, R2, →, □, R2 (x2), L2, ← (x2)

NO BULLET DAMAGE
←, → (x2), ←, □, ◎ (x2), □





ASK THE GURU

***Gamezville's* resident boffin answers your PlayStation2 queries.**

CLAWS OUT
How do I keep up with Black Cat in the third mission in *Spider-Man 2*?
Sarah White, Oxford

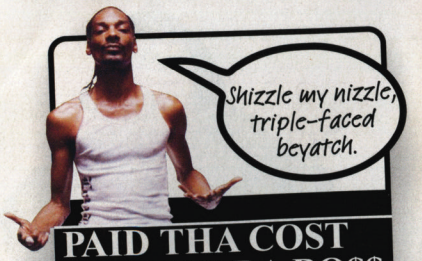
You miserable maggot. Charge jump as you're running along the tops of buildings. Your pathetic gaming skills mean you'll lose your bearing, so climb to the nearest roof and look for her white trail. If the *Spider-Man* marker slides away from Black Cat's, stop moving immediately and go in the opposite direction. Now be off with you.

FOLLOW MY LEAD
In the *Driv3r* mission called Welcome To Nice, I'm having trouble shooting all of the tail cars. Help!
Steven Jones, Oxford

You stupid boy. Aim at their tyres and grills and fire in short, controlled bursts. By shooting the cars rather than the drivers you can cause one car to take out the other. Is this too difficult to understand?

TWIN TERROR
In *Onimusha 3*, how do I kill the two-headed demon in the second fight against it?
Chris Wild, Leicester

This demon isn't for weak-willed worms like you. Dodge left and right and then attack it and run to the other side. Get knocked down and the demon rarely lets you back up. Not that you don't deserve it, you miserable excuse for a gamer. Leave me now.



PAID THA COST TO BEAT DA BO$$

Classic game enemies beaten to a lifeless pulp.

GAME: Devil May Cry 2
BADDIE: Trismagia
APPEARS IN: Dante, mission 16

Each of this boss' three colour-coded faces has a unique attack: red face is flame, blue is frost and violet is lightning. Dante's attacks are only effective if you're using the right amulet (flame heart, frost heart or electro heart) against each face. Keep your distance and use long-ranged weapons (missile launcher) while dodging his attacks. When the three faces become one, move in and cast a strong attack, such as divine beam, as well as shoot continuously in Devil Trigger mode.

SMASH COURT TENNIS PRO TOURNAMENT 2

Another Wimbledon, and yet another early exit for Henman. Sigh. You can do better than Tadpole Timbo by completing various challenges to unlock these extras.

CARD #1
Beat Challenger or Professional mode

CARD #3
Beat the Pro players in the Pro Tour mode

GRAND SLAMS CARDS
Finish the year in the Pro Tour mode

OUTFIT #5
Beat either Challenger or Professional mode with each individual player.

SPIDER-MAN 2

Who cares about Spidey when you can play as the cool Doc?

PLAY AS DOC OCK
Right, complete the game with a perfect 100% rating to receive the Game Master award and cross the bridge that leads to Roosevelt Island. Go behind the warehouse where you should find a change icon. Simply activate it to become Doc Ock.

NAVAL OPS: COMMANDER

Can't be bothered waiting for the new technology to arrive? Upgrade your warships and make the ocean a safer place by completing the following objectives:

ATOMIC ENGINE E
Beat mission F-B

WAVE GUN
Get an A rank on F-10

SHOWDOWN: LEGENDS OF WRESTLING

Enter these cheat codes at the wrestler selection screen to unlock extra characters.

UNLOCK BRUTUS BEEFCAKE
Hold SELECT + ↑ and press ◎ (x2), ⊗ (x2), ◎

UNLOCK BUTCH REED
Hold Select + ↑ and press ⊡, (x2), ◎ (x3)

UNLOCK DAVID VON ERICH
Hold SELECT + ↓ and press ◎ (x3), ⊗

TONY HAWK'S UNDERGROUND

To get extra stuff in *THUG*, go to the options menu, select the cheat codes option and enter the following:

MOON GRAVITY
getitup

PERFECT MANUALS
keepitsteady

PERFECT RAIL BALANCE
letitslide

PERFECT SKITCHES
rearrider

UNLOCKS ALL THUG MOVIES
digivid

KISS CONCERT MOVIE
Activate the letters K-I-S-S in the Hotter Than Hell level.

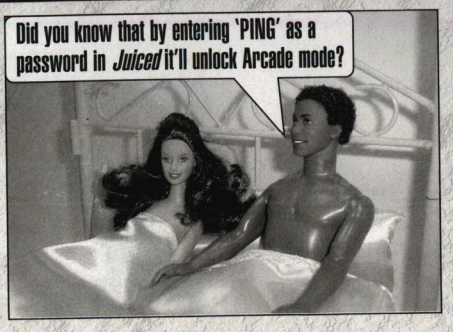
HANGAR LEVEL FROM *PRO SKATER 2*
Find Old Skool icon in the Moscow map.



PSW's photo casebook

SARAH'S FLACID SEX LIFE





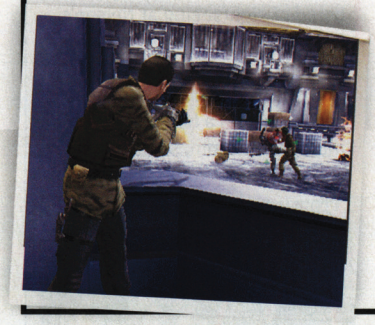


JAMES BOND 007: EVERYTHING OR NOTHING

Enter these while the game is paused, but remember that you'll need the indicated number of Platinum awards before any of them will work.

ALL WEAPONS (17 AWARDS)
◎, △, ✕ (x2), ◎

CLOAK (13 AWARDS)
◎, △, ✕, △, □



DOUBLE AMMO (7 AWARDS)
◎, ◎, ✕, ◎, △

DOUBLE DAMAGE (9 AWARDS)
◎, △, △, □, ◎

EASIER MOVEMENT IN VEHICLE (3 AWARDS)
◎, ✕ (x2), □, △

FULL AMMO (11 AWARDS)
◎, ◎, △, □, □

FULL BATTERY (5 AWARDS)
◎, △, △, ✕, ◎

GOLDEN GUN (1 AWARD)
◎, △, ✕, ◎, △

IMPROVED BATTERY (5 AWARDS)
◎, □, □, ✕, ◎

WRC II EXTREME

Enter these cheats at the 'secrets' option screen:

ACCESS ALL BONUS CARS, WORLDS AND DIFFICULTY LEVELS
EVO

DISCO LIGHTS EFFECT
DISCO

TOP-DOWN VIEW
SATALITE

GRAVITY REDUCED
LUNAR

HIGH PITCHED CO-DRIVER VOICE
HELIUM

INVERT CONTROLS
FLIPLEFT

BOUNCY SUSPENSION
KANGAROO

MOTION BLUR
MOBLUR

REAR-WHEEL DRIVE
PUSHME

SWAYING OBJECTS
SWAY



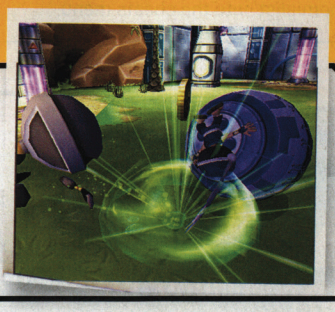
I-NINJA

Give the pint-sized martial arts dude a big hand by pressing Start during the game and entering one of the following:

COMPLETE CURRENT MISSION
Follow this cheat closely or it won't work. Hold R2 and press □ (x3), ◎; release R2; Hold L1 and press △ (x2); release L1; hold R2 and press □ (x2)

SWORD UPGRADE
Hold L1 + R2 and press ◎, □, ◎, △ (x2), □, ◎, □

BIG HEADS
Another fussy one to do. Hold R2 and press △ (x4); release R2; hold L1 and press △ (x2); hold R2 + L1 and press △, ◎, △



THE LORD OF THE RINGS: THE RETURN OF THE KING

You'll need three hands to input these cheats. Pause the game, hold all four shoulder buttons and press one of the following button combinations:

1000 EXPERIENCE FOR ARAGORN
↑, □, △, ✕

1000 EXPERIENCE FOR FRODO
↑, △, ↑, ↓

1000 EXPERIENCE FOR GANDALF
◎, △, ↑, ↓

1000 EXPERIENCE FOR GIMLI
◎ (x2), △, ✕

1000 EXPERIENCE FOR LEGOLAS
✕, △, ↑, ✕

1000 EXPERIENCE FOR SAM
△, ✕, ↓, ✕

FARAMIR
□, △, ↑, □

MERRY
↓ (x2), □, ✕

PIPPIN
△, ✕, □, ✕

ARAGORN'S FOUR-HIT COMBO
↑, □, △, ↓

FRODO'S FOUR-HIT COMBO
↓, □, ↓, ◎

GANDALF'S FOUR-HIT COMBO
↓, △, ↑, ◎

GIMLI'S FOUR-HIT COMBO
△, □, ↑, ✕

LEGOLAS'S FOUR-HIT COMBO
✕, ◎, △, □

WORLD OF WEIRD

A freakshow of oddities and quirks from classic PlayStation2 games.



TONY HAWK'S PRO SKATER 4



JUMBO SIZE ME

If you thought *Tony Hawk's Underground* was mental, you need to check out *THPS4*'s zoo level. Get ready for poo-flinging monkeys, giant gorillas, mental rhinos, skittish giraffes and perhaps most impressively, these massive elephants. Nice.



BE JANGO!

Jango Fett! You remember? The last *Star Wars* film? Like Boba but with better colour co-ordination? Well, he made it into *Tony Hawk's Pro Skater 4*, we know not how. And you can play as him – and other skaters – by entering 'homielist' into the cheats menu.

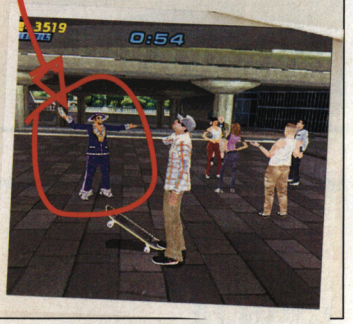


MAKE YOURSELF SICK

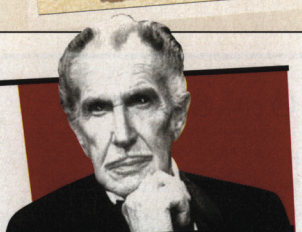
Tired of grinding and tricking? How about making yourself physically ill instead. In the secret carnival stage, you can trick inside this huge spinning attraction. Two minutes in here and your shoes will be the colour of last night's dinner.

BIG PIMPIN'

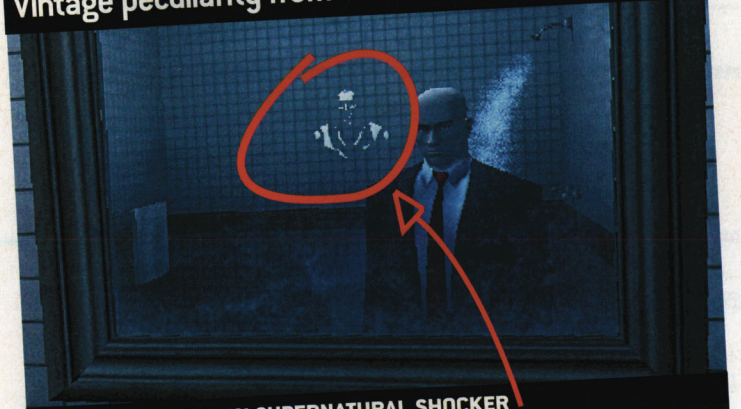
London's another *THPS4* star attraction, but when you get bored of sightseeing at Nelson's Column and the National Gallery, head down under the bridge. You'll find this purple-clad pimp here, complete with a ho-choosing mini-game. Mmm, sexist.



PSW'S MOST CURIOUS



Vintage peculiarity from the darkest corner of PS2.



HITMAN: CONTRACTS' SUPERNATURAL SHOCKER

You'd hardly expect to find a spectre in the hard-headed world of *Hitman: Contracts*. But on level seven, if you enter the closed section in the west wing of the hotel's ground floor (on your right as you go in), you'll see a phantom figure. Look in any mirror there to see him up close. Spooky.

TIGER WOODS PGA TOUR 2004



THE ULTIMATE MUNTER

For the ultimate in nasty, we've created our own ghastly in-game she-devil. Try playing eighteen holes with her staring out of the screen at you like some kind of deformed female ape that's been beaten with an ugly stick. Think you can do better? Send them in!

REPULSIVE REDNECK

Tweaking *Tiger Woods PGA Tour 2004*'s amazing Game Face feature can really put you in the game. Then again, you can misuse it and end up with some pretty horrible results. This little inbred guy is the result of a particularly heavy session on the feature sliders, with Ugly turned all the way up. Yeee-haw!



PSI-OPS: THE MINDGATE CONSPIRACY



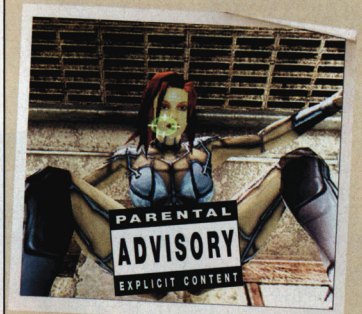
BURNT SOLDIER

What's this? Instead of Scryer's miserable countenance, we look upon... the ravaged face of a fried guard! Disgusting, immoral, sick and easily available by typing in 454566 into the menu.



HEADLESS GUARDS

Psi-Ops has some truly odd cheats. Entering 987978 into *Psi-Ops*' cheats menu divests every enemy in the game of his head, leaving them all running round like, well, headless chickens.



CLOWN GENERAL

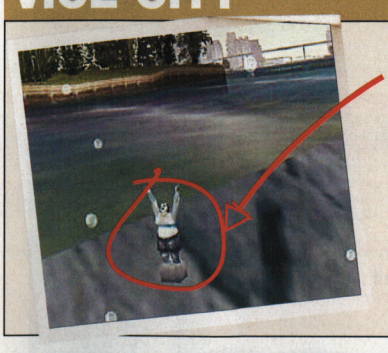
Here you can see the general in 'hilarious' clown make-up... 431644's the code, and if you're wondering how to access the cheat console, just press R1 on Extra Content on the main menu.



BIKINI MARLENA

More sickness is to be found by entering 135454 and playing as Marlena in a pervalicious bikini. Is it wrong that we're slightly aroused by this?

GRAND THEFT AUTO: VICE CITY



SLEEPING WITH THE FISHES

Here's a little something even the biggest *GTA*-lovers might possibly have missed. Skirt round Leaf Links in a boat and keep a look out on the water. Sooner or later you might just spot a fat gangster with his legs encased in concrete a few fathoms down. That'll teach him to mess with the mob...

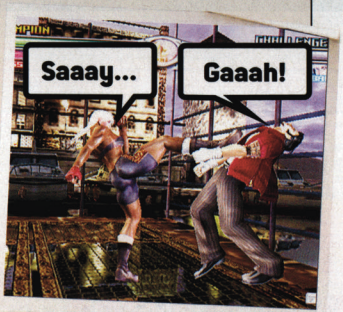
SSX 3



ENTER THE WORMHOLE

There's a 'wormhole' in the Snow Jam level, directly after the first pit, and after the second log. There's a blue rail, followed by a fence on the right. Before the rail up to the fence starts, boost up the nearby small hill, and jump as high as possible. You'll jump off the edge of the world. Weird.

VF4 EVOLUTION



BACK TO '93

Here's a quirk that'll have old-school Sega fans salivating. For a blast from the very earliest days of *Sonic*-inspired world domination, hold down the ◎ button on the intro screen to *Virtua Fighter 4 Evolution*. When you see the Sega logo, you'll hear the old-fashioned sound effect that accompanied many of Sega's 16-bit titles. All together now: SAAAAAAAAAAY-GAAAAAAA! Bless.



THE TRUTH IS OUT THERE

Debunking PS2 gaming myths.

NUDE RAIDER

I'm not a perv or anything, but a mate of mine said there was a naked Lara Croft cheat for *Tomb Raider: The Angel of Darkness*. I want to see what colour her bush is.
Liam Taylor, Cambs

FICTION! 1) You are a perv. 2) No, there isn't a naked Lara cheat. 3) If you want to know what colour her bush is, former Lara Croft model Lucy Clarkson is doing a lot of work in that area. God bless the internet.

EXTRA PRINCE

Is it true you can unlock some kind of extra 3D game in *Prince of Persia*? I don't know if it's the rubbish early 90s *Prince of Persia 3D* or what. Help me out here.
Gil Francis, Dorking

FACT! It's true. Start a new game and when gameplay begins, hold down L3 and press ⊗, ◻, △, ◎, △, ⊗, ◻, ◎. Don't expect much, mind.

HILL OF BEINGS

I read somewhere online that UFOs turn up at the end of *Silent Hill 3*. Is this another example of internet bull-craft, or is there something I'm missing?
Dean Collins, via email

FACT! Bizarre but true. You'll have to get the Heather Beam weapon by killing 333 enemies (not necessarily in one game), and use it to kill at least 30 enemies at the end of the game – not using normal weapons. Then enter your apartment unarmed to trigger the UFO cut-scene.

SEEN ANYTHING STRANGE LATELY?

PSW needs you! If you've spotted any bizarre glitches, unusual occurrences or hilarious game gaffes, send us a video tape, photo or even just a letter telling us where you found them. Any anomalies printed will win a copy of this month's star game TOCA Race Driver 2. **Get hunting!**



FREELOADER

Your monthly chance to win free games and stuff.

WIN OVER £2000 WORTH OF STUFF!



DEMONICALLY BRILLIANT!

Win an offensively large telly and surround sound system!

See this? It's 32 inches of widescreen television. Two feet and eight inches of screen. Go on, it's all yours. Take it away. And while you're there, have a free surround sound system. It's all courtesy of our good mates at Atari, who would like to take this opportunity to remind you that *Demon Stone*, the hack and slash dungeon buster from the people who made *The Lord of the Rings: The Return of the King*, is out now for £39.99.

BLOOD FROM A STONE

Of course, nothing in life is ever that easy. Before we can stick your name into the battered *PSW* fedora to give you a chance of winning, you'll have to answer our astoundingly fiendish question. Equip your thinking trousers right now, please.

Question: What stone is said to give eternal life?

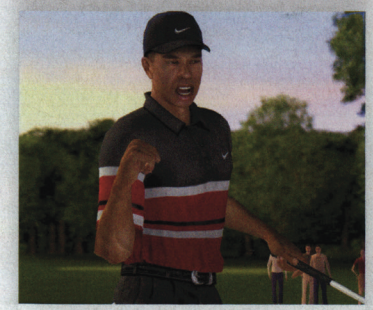
A) The Philatelist's Stone
B) The Philosopher's Stone
C) The Stoner's Stone

Post/email your entries to the usual address (see bottom right) and be sure to mark your envelope/head your email "Oooh, me stones!"



PSW CHALLENGES

Prove your gaming skills and win a PlayStation2 game and joypad!



TIGER WOODS PGA TOUR 2004

CHALLENGE: Get the lowest score possible on TCP Sawgrass.

Mulligans must be switched off, but all other settings can be on easy. And of course, you've got to complete the full 18 holes to even think about qualifying. Take your time, practice beforehand and then get putting, ladies. **WIN:** *Athens 2004* and a Radica Phoenix joypad.

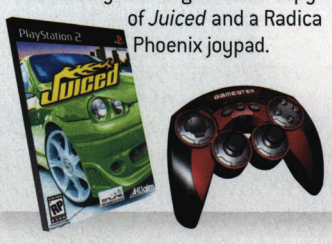




BURNOUT 2

CHALLENGE: The fastest time for a Single Race on Airport Terminal 1 and 2 in the Supercar class.

Aside from the car and track choice, this challenge must be completed in Single Race mode. Your winning strategy may well involve downing eight power coffees before racing this twitchy challenge. **WIN:** A copy of *Juiced* and a Radica Phoenix joypad.

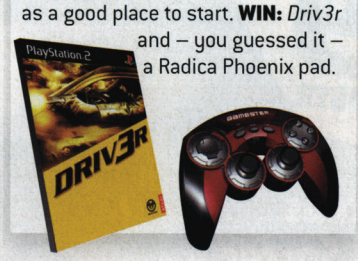




GTA: VICE CITY

CHALLENGE: Your longest stoppie. Any bike, anywhere. We want creativity and imagination here people. Get to it.

There are no limits for this challenge, aside from no cheats. You can use anything you want to win. But may we recommend the airport as a good place to start. **WIN:** *Driv3r* and – you guessed it – a Radica Phoenix pad.



THE *PSW* BENCHMARK

You'll have to work hard to top these...

TIGER WOODS 2004
Mark's our expert golfist, so this will take some beating.

PSW CHALLENGE CHART	
Mark:	42
Curtis:	44
Toddy:	47

BURNOUT 2
A steaming hot time, refined over untold numbers of laps.

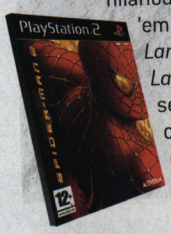
PSW CHALLENGE CHART	
Mark:	4:13.366
Toddy:	4:15.678
Rich:	4:18.802

GTA: VICE CITY
Joff's three million gameplay hours mean he's best here.

PSW CHALLENGE CHART	
Joff:	21.6m
Curtis:	18.5m
Rich:	17.9m

CAPTION THIS! | Make us laugh. Win a game!

Our vintage steam-powered captioning machine has broken down again, which means we're going to need your help. Take a look at the screenshot provided and make with the funny. If it helps, this one's from the 'hilarious' upcoming porn 'em up *Leisure Suit Larry: Magna Cum Laude*. **WIN:** The sender of the funniest caption wins a free copy of *Spider-Man 2*.

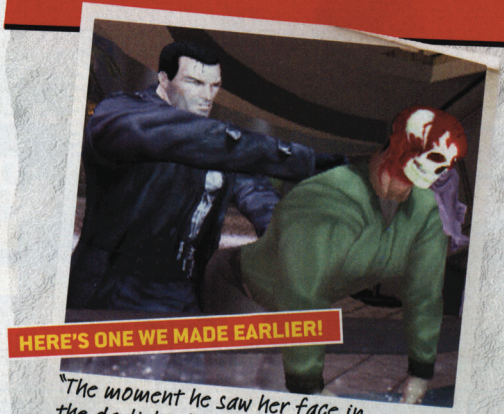




Your caption here: .....

.....

.....



HERE'S ONE WE MADE EARLIER!

"The moment he saw her face in the daylight, he knew he was going to have to take her from behind."

SEND YOUR ENTRIES TO *PSW*, 99 Baker Street, London, W1U 6FP, or email psw@fxmi.com. Closing date for all competitions and challenges is 14 October 2004. Winners and challenge times/scores will be announced in *PSW* 62, on-sale 11 November 2004.

WORLD EXCLUSIVE REVIEW!

KILLZONE™

Can it really be *that* good?
You can *only* find out in...

PlayStation®2
OFFICIAL magazine-UK



ON SALE THURSDAY 09 SEPTEMBER

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- GTA: San Andreas
- Pro Evolution Soccer 4
- Burnout 3 reviewed
- And so much more...

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- Ratchet & Clank 3
- DJ: Decks & FX
- Crisis Zone
- Spyro The Hero's Tail

THAT AIN'T ALL! Win the chance to race a Ferrari in our disc competition; see this month's goals of the month and get the insider track on *MGS: Snake Eater*!

***OPS2* is NOT just another games magazine!**

PlayStation®2
OFFICIAL magazine-UK

ISSUE 51 ON SALE 9 SEPTEMBER

ESSENTIAL 50

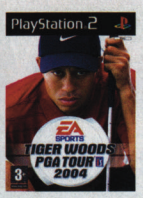
The hottest half-hundred PlayStation2 games around.



PRO EVOLUTION SOCCER 3
■ RATED: 9/10
■ ISSUE: PSW #48
The definitive console football game. *FIFA*? Pah!



TIMESPLITTERS 2
■ RATED: 9/10
■ ISSUE: PSW #34
Still the multiplayer shooting king, now with quality single-player fun.



TIGER WOODS PGA TOUR 2004
■ RATED: 9/10
■ ISSUE: PSW #47
The best golf game ever, with a create-a-player feature.



ESPN NHL HOCKEY
■ RATED: 9/10
■ ISSUE: PSW #50
Develops from a bit player to muscle out EA's *NHL 2004* and lead the way.



SECOND SIGHT
■ RATED: 8/10
■ ISSUE: PSW #59
Just edges out *Psi-Ops* thanks to a great story and cool psychic powers.



F1 04
■ RATED: 8/10
■ ISSUE: PSW #59
Updated cars, drivers, tracks... Thankfully better than the real sport.



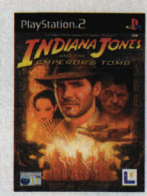
GRAN TURISMO 3
■ RATED: 10/10
■ ISSUE: PSW #17
Everything you could possibly want from a driving game on one shiny disc.



MUSIC 3000
■ RATED: 9/10
■ ISSUE: PSW #41
The *Music Generator* series grows up with a very impressive package.



CRAZY TAXI
■ RATED: 9/10
■ ISSUE: PSW #17
Superb conversion of the high-octane arcade game, packed with extras.



INDIANA JONES: EMPEROR'S TOMB
■ RATED: 8/10
■ ISSUE: PSW #45
A knockaround adventure for our favourite whip fan.



ONIMUSHA 3: DEMON SIEGE
■ RATED: 9/10
■ ISSUE: PSW #56
Spectacular action-adventure with amazing graphics.



BURNOUT 3
■ RATED: 10/10
■ ISSUE: PSW #59
The fastest and quite possibly the greatest arcade racer on PS2.



JAMES BOND 007: E. O. NOTHING
■ RATED: 8/10
■ ISSUE: PSW #52
Still not quite the definitive Bond game, but close.



AMPLITUDE
■ RATED: 8/10
■ ISSUE: PSW #46
Block-rocking beats and eye-straining visuals, the coolest music game returns.



WRC3
■ RATED: 9/10
■ ISSUE: PSW #48
There's barely anything between this and *Col McRae*. The Scot just wins.



SSX3
■ RATED: 9/10
■ ISSUE: PSW #48
It's *SSX Tricky* tweaked, meaning better tricks and better views.



DARK CHRONICLE
■ RATED: 9/10
■ ISSUE: PSW #42
The Disney visuals and sweet script can't hide the deep adventure beneath.



NBA STREET VOL. 2
■ RATED: 9/10
■ ISSUE: PSW #41
The best basketball game got better! Even if you hate the sport, it's a joy.



SPLINTER CELL: PANDORA TOMORROW
■ RATED: 8/10
■ ISSUE: PSW #56
Stealth-haters should avoid, but if you loved the first...



FREESTYLE METALX
■ RATED: 8/10
■ ISSUE: PSW #46
Tony Hawk's with motorbikes. You'll love the huge, free-roaming levels.



EYETOY PLAY
■ RATED: 8/10
■ ISSUE: PSW #44
Doesn't work as a single-player game, but as a party novelty it's fab.



LORD OF THE RINGS: RETURN OF THE KING
■ RATED: 8/10
■ ISSUE: PSW #49
Extra characters and bigger battles make this the best yet.



COLIN MCRAE RALLY 04
■ RATED: 9/10
■ ISSUE: PSW #46
Colin is back with a belter. The definitive rallying game.



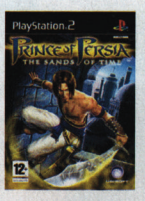
MGS2 SUBSTANCE
■ RATED: 9/10
■ ISSUE: PSW #39
Same as *MGS2* but without the boring bits. Only get this if you don't have that.



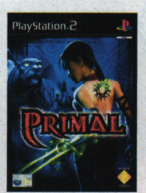
RED FACTION 2
■ RATED: 9/10
■ ISSUE: PSW #34
Terrific single-player shooter with the innovative geo-mod playing a key role.



WORLD CHAMP'SHIP SNOOKER 2004
■ RATED: 8/10
■ ISSUE: PSW #57
Updated career mode plus pool and classic matches.



PRINCE OF PERSIA: THE SANDS OF TIME
■ RATED: 9/10
■ ISSUE: PSW #49
A skilful modern makeover for the classic platformer.



PRIMAL
■ RATED: 9/10
■ ISSUE: PSW #39
Lara, you have serious competition – this is the best game of its type.



MEDAL OF HONOR
■ RATED: 9/10
■ ISSUE: PSW #30
Like reliving *Saving Private Ryan* from the soldier's view. Now on budget!



JAK II: RENEGADE
■ RATED: 8/10
■ ISSUE: PSW #47
Platforming genius, let down slightly by time-consuming wandering.



DEVIL MAY CRY
■ RATED: 10/10
■ ISSUE: PSW #22
Astonishing to play, but *boo* to the sloppy big-bordered UK conversion.



SILENT HILL 3
■ RATED: 8/10
■ ISSUE: PSW #42
The most disturbing and grotesquely beautiful game yet. Very similar though.



SOUL CALIBUR 2
■ RATED: 10/10
■ ISSUE: PSW #42
The prettiest, most accessible, most entertaining one-on-one fighter ever.



VIRTUA FIGHTER 4: EVOLUTION
■ RATED: 9/10
■ ISSUE: PSW #41
Virtua Fighter 4 gets a makeover in this fast, slick update.



FINAL FANTASY X
■ RATED: 9/10
■ ISSUE: PSW #29
The best *Fantasy* yet. Stunning looks and the tale isn't insultingly twee.



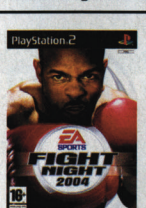
LMA MANAGER 2004
■ RATED: 8/10
■ ISSUE: PSW #53
The number one footie management game gets a 2004 makeover. Brilliant.



RATCHET & CLANK
■ RATED: 8/10
■ ISSUE: PSW #35
Don't be put off by its kiddy looks. Combat is key in this platform romp.



WAKEBOARDING UNLEASHED
■ RATED: 8/10
■ ISSUE: PSW #43
Wet and wild, this is a great variation on extreme sports.



FIGHT NIGHT 2004
■ RATED: 8/10
■ ISSUE: PSW #54
Features a brilliant control method and face breaking. A real heavyweight.



GRAND THEFT AUTO VICE CITY
■ RATED: 10/10
■ ISSUE: PSW #36
Bigger and better than *GTA3* in every respect. Essential.

SINGSTAR
■ RATED: 8/10
■ ISSUE: PSW #56
With 30 songs to warble along to, it's the ultimate party game for cool kids.

HITMAN: CONTRACTS
■ RATED: 8/10
■ ISSUE: PSW #55
Our favourite slaphead assassin returns in this brutal and kinky sequel.

TOCA RACE DRIVER
■ RATED: 9/10
■ ISSUE: PSW #32
The most fiercely competitive racing game since *GT3*, and with a story!

DEF JAM VENDETTA
■ RATED: 9/10
■ ISSUE: PSW #40
It's hip-hop arm breaks and beatings aplenty in this over-the-top wrestle-fest.

WWE SMACKDOWN! HERE COMES THE PAIN
■ RATED: 10/10
■ ISSUE: PSW #48
Not a fan of *WWE*? It doesn't really matter. Honest.

SHELLLSHOCK: NAM '67
■ RATED: 8/10
■ ISSUE: PSW #57
Thrilling and visceral shooter with scary sounds of war.

TONY HAWK'S UNDERGROUND
■ RATED: 9/10
■ ISSUE: PSW #49
Hop off your board, otherwise it's business as usual.

RAINBOW SIX 3
■ RATED: 8/10
■ ISSUE: PSW #53
Realism and action combine to create a tense, ruthless squad shooter.

MACE GRIFFIN: BOUNTY HUNTER
■ RATED: 9/10
■ ISSUE: PSW #44
A first-class shooter, this is PS2's answer to *Halo*.

MASHED
■ RATED: 8/10
■ ISSUE: PSW #57
Get three mates round for the pinnacle of multiplayer racing.

NEXT MONTH



EXCLUSIVE REVIEW

KILLZONE

Don't believe the hype! Read the first 100% independent review only in *PSW*!

SMACKDOWN VS RAW

WORLD EXCLUSIVE

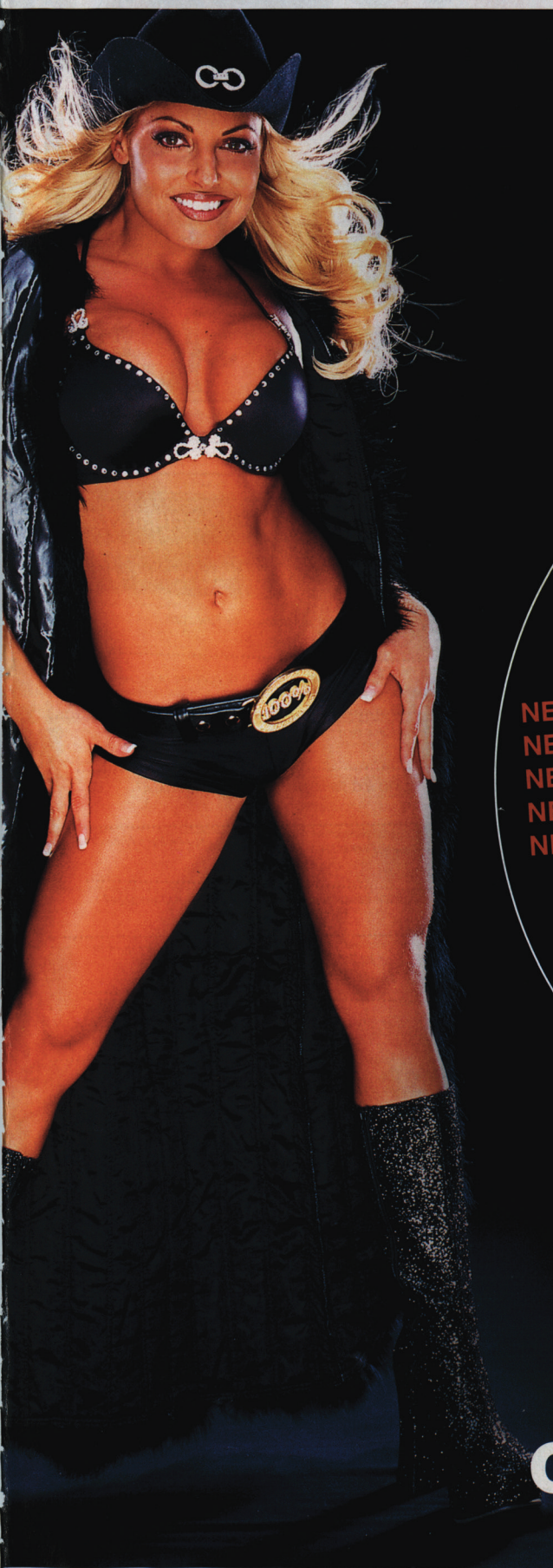
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- Pro Evolution Soccer 4
- Def Jam Fight For New York
- Rocky Legends
- LMA Manager 2005
- Star Wars Battlefront
- Get On Da Mic
- WRC 4
- FlatOut
- Mortal Kombat: Deception
- Sega SuperStars
- Ford Racing 3
- And many more!



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NEW! TimeSplitters 3
NEW! EyeToy Play 2
NEW! Pro Evo Soccer 4

NEW! GoldenEye
NEW! Gran Turismo 4
NEW! Snowblind
NEW! WRC 4
NEW! MK: Deception

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WWE SmackDown! Vs Raw
Tony Hawk's Underground 2
The Getaway: Black Monday

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Round 1 – Cutting Crew

An easy one to start off with. What's the name of these cut-out game characters?



Round 2 – You fact bastard

Five video game facts too incredible to be true... or are they?

Juiced has over 7.2 trillion customised car possibilities.

True ☐ False ☐

Leisure Suit Larry contains uncensored full-frontal nudity.

True ☐ False ☐

A cheat code from Enter The Matrix allows early players to hack into the Ukrainian security network online.

True ☐ False ☐

Electronic Arts is turning the iconic 70s film The Godfather into a PS2 game.

True ☐ False ☐

Michael Madsen has voiced characters in Driv3r, Grand Theft Auto and True Crime series.

True ☐ False ☐

Round 3 – I'll Get Me Quote

Quotes from recent PSW reviews – what games are we going on about?

"Breaking more traffic laws than a Premiership footballer is still as enjoyable as ever."

.....

"It all reminds us very much of running around on our hands and knees with a matchbox car, screeching round the cat and smashing into mother's ankle."

.....

"The series doesn't so much end with a bang as with a nuclear explosion of gaming brilliance."

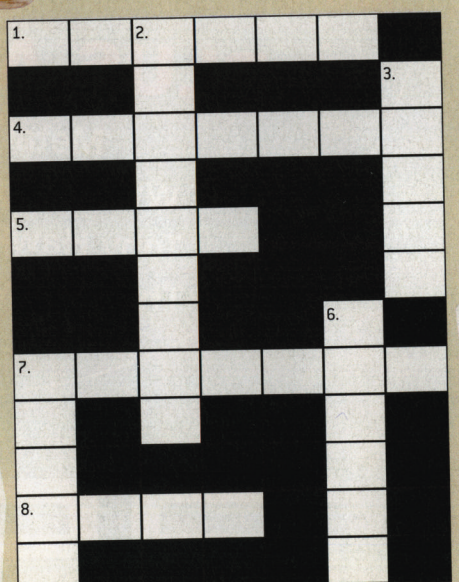
.....

"Getting around New York on your own congealed fluids is one of the best experiences we've ever enjoyed in an action game."

.....

Round 4 – Hot Cross Fun

It's a crossword. If you need more, you're reading the wrong page.



ACROSS

1 We love Pro Evolution _____ 3
4 They used to be heroes, now they're ninjas
5 Nick's surname in True Crime: Streets of LA
7 There are 100 of these in this upcoming game
8 The sequel to Dark Cloud

DOWN

2 See 6 across
3 Sean _____ voiced Sam in LOTR: REturn of the King
6 Snake's comms buddy in Metal Gear Solid
7 Onimusha's warriors

Round 5 – Know Your Enemy

Match these video game nasties with their appropriate game.



a. ..... b. .....

c. ..... d. .....

Round 6 – The final stage

It's time to seperate the boffins from the boys. Here we go.

1. Is John Cena a WWE SmackDown! or Raw star?

.....

2. How many playable characters feature in Resident Evil Outbreak?

.....

3. What's Mace Griffin's profession?

.....

4. Who was Jen's gargoyle sidekick in Primal?

.....

5. Name Tommy Vercetti's lawyer in Grand Theft Auto: Vice City.

.....

6. Which boxer graces the cover of Fight Night 2004?

.....

7. What's your best friend/traitorous bastard rival called in Tony Hawk's Underground?

.....

8. What shadowy government agency does Sam Fisher work for?

.....

9. Name the dark beings pursuing Harry Potter in The Prisoner of Azkaban.

.....

10. The year Shellshock: Nam is set + the number of secret Timmys in the recent Driv3r.

.....

Round 7 – Tie breaker

Explain how to invent a real-life light saber. In seven words or less.

.....

.....

Difficult, eh? Once you've cracked it, send the page to *PSW*, 99 Baker St, London, W1U 6FP.

Name:

Telephone number:

Email:

Last month's answers: ROUND ONE a. WRC 3 b. Gran Turismo 3 c. Colin McRae Rally 04 d. Richard Burns Rally ROUND TWO a. WWE SmackDown! Vs. Raw b. Silent Hill 4 ROUND THREE King from Tekken 4, Torrie Wilson from WWE SmackDown! Here Comes the Pain, Yuna from Final Fantasy X, Sly from Sly Raccoon. ROUND FOUR a. Driv3r b. Grand Theft Auto: Vice City c. Grand Theft Auto 3 d. Spider-Man 2 ROUND FIVE a. Soul Calibur 2 b. Killzone c. Medal of Honor: Rising Sun d. Ratchet and Clank ROUND SIX 1. 31-39; nobody actually knows! 2. Ammunation 3. Claudia 4. Samurai Warriors, Seven Samurai 20XX, Sword of the Samurai, Way of the Samurai, Samurai Jack 5. Dark Eco 6. True 7. 100+619 = 719 8. James Bond 007 in... Everything or Nothing 9. Wishi Washi 10. Bruce Campbell

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BloodRayne
Broken Sword 3: S. Dragon
Catwoman
DRIV3R
Elder Scrolls: Morrowind
Full Spectrum Warrior
Genma Onimusha
Grand Theft Auto 3
Grand T Auto: Vice City
Halo
Hitman 3: Contracts
Juiced*
LMA Manager 2004
Lord of the Rings: 3rd Age*
Manhunt
Max Payne 2
Midtown Madness 3
Ninja Gaiden
Painkiller*
Project Gotham Racing
Project Gotham Racing 2
Project Zero
Red Dead Revolver
Sims: Bustin' Out
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Star Wars: Battlefront*
Star Wars: Knights Old Rep.
Thief: Deadly Shadows
Time Splitters 2
TOCA Race Driver
TOCA Race Driver 2
Total Club Manager 2004
True Crime: Streets of LA
Plus Many More...

GAMECUBE

Baldur's Gate: Dark Alliance
FIFA 2004
Freedom Fighters
Godzilla: Destroy all Monst.
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin
Hobbit
Leg.of Zelda: Majora's Mask
Metroid Prime
Nightfire
Pokemon Colosseum
Pool Paradise
Resident Evil
Resident Evil Zero
Sims: Bustin' Out
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Super Smash Bros Melee
The Sims
The Sims: Bustin Out
Turok, Evolution
WWE Wrestlemania XIX
XIII (Thirteen)
Zelda: The Wind Waker
Plus Many More...

PS ONE

Army Men: Team Assault
Com. & Conq.: Red Alert
Dino Crisis
Disc World 2
Dracula The Last Sanctuary
Driver 2
Fear Effect
Final Fantasy 9
LMA Manager 2002
Metal Gear Solid
Shadowman
Tomb Raider 2
Tomb Raider 3
YuGiOh Forbidden Mem.
Plus Many More...

PLAYSTATION 2

A = 0 1
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Activision Anthology
Aero Elite: Comb. Academy
Age of Empires 2
Agent Under Fire
Aggressive Inline
Alias
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
America's 10 Most Wanted
Angel of Darkness
Arc the Lad:Twilight of Spirit
Armoured Core 2
Armoured Core 3
Army Men RTS
ATV Quad Racing 2
Auto Modellista

B = 0 2
Backyard Basketball
Backyard Wrestling
Backyard Wrestling 2*
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Beyond Good and Evil
Big Mutha Truckers
Bionicle
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword 3 S. Drag.
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 0 3
Casper: Spirit Dimensions
Castlevania: L.of Innocence
Catwoman
Champions of Norrath
Chaos Legion
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm 1 & 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002

D = 0 4
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Deadly Skies 3
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Destruction Derby Arenas
Deus-Ex
Devil May Cry
Devil May Cry 2
Die Hard: Vendetta
Digimon Rumble Arena 2
Disagaea: Hour of Darkness
Disaster Report
Disney's Dinosaur
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
DRIV3R
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5
England Int. Football
Enter the Matrix
Escape from Monkey Island
Euro 2004
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Extermination
Eye Toy: Play

F = 0 6
F1 2002
Fallout:Brotherhood of Steel
FIFA 2003
FIFA 2004
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Forbidden Siren
Formula 1 2001
Formula 1 2002
Freedom Fighters
Freestyle Metal X
Futurama
Future Tactics: The Uprising

G = 0 7
G1 Jockey
Getaway
Ghost Hunter
Ghost Master
Ghost Recon
Ghost Recon: Jungle Storm
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo Concept
Grand Theft Auto 3
Grand T Auto: Vice City
Grandia 2
Grandia Xtreme
Great Escape
Gumball 3000

H = 0 8
Hack (Dot)
Harry Potter: Chamber of S.
Harry Potter: P. of Azkaban
Harry Potter: Philosophers S.
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hulk
Hyper Street Fighter 2

I = 0 9
Indiana Jones: Emp.'s Tomb
Indycar Series
Inter. Superstar Soccer 3
Italian Job: L.A. Heist

J = 1 0
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
Jak 3*
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jet Li's Rise to Honor
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1
Karaoke Revolution Vol. 2
Karaoke Stage
Kessen 2
Kill.switch
King of Route 66
Kingdom Hearts
Knight Rider
Kya: Dark Lineage

L = 1 2
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling 3
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Anniversary Col.
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club 1 & 2
Mike Tyson Boxing
Mission Impossible:O.Surma
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Mortal Kombat: Deception*
Moto GP 3
MTX Mototrax
MX Superfly
MX Unleashed
Mystic Heroes

N = 1 4
Naval Ops:Warship Gunner
NBA Live 2003
Need 4 Speed Undergr'd
Need for Speed: H.Pursuit 2
Nightfire
No One Lives Forever

O = 1 5
Oni
Onimusha 3: Demon Siege
Onimusha Blade Warriors
Onimusha: Warlords
OO7: Everything or Nothing
Op. Genesis, Jurassic Park
Operation Winback

P = 1 6
Pandora Tomorrow
Pitfall Harry
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2

R = 1 8
Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Ratchet and Clank 3*
Rayman 3
Real Robot Regiment
Red Dead Revolver
Red Faction 1 & 2
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return of the King
Return to Castle Wolfenstein
Riding Spirits
Rise to Honor
Risk: Global Domination
Roadkill
Robot Wars
Rocky
Rocky Legends*
Rogue Ops
Rom. of Three Kingdoms 8
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell

S = 1 9
S'bob S'pants: Bikini Bottom
Scooby Doo: Night of 100 F.
Secret W. Over Normandy
Seek and Destroy
Serious Sam Next Encounter
Shadow Hearts
Shadowman 2
Showdown: L. of Wrestling
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room*
Simpsons: Hit & Run
Simpsons: Road Rage
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smash Court Tennis Pro 2
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splashdown 2: Rides G.Wild
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Battlefront*
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Starfighter
Starsky & Hutch
State of Emergency
Stuntman
Suffering
Sum of All Fears
Summoner
Summoner 2
SWAT: Global Strike Team
Syphon Filter: Omega St.

T = 2 0
Teenage Mut. Ninja Turtles
Tekken 4
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tom Clancy's: P. Tomorrow
Tomb Raider: Angel Drk.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

U = 2 1
UEFA Euro 2004
UFC: Sudden Impact
Ultraman Fighting Evol. 2
Urban Freestyle Soccer

V = 2 2
Van Helsing
Vice City, Grand Theft Auto
Virtua Tennis 2

W = 2 3
Wangan Midnight
War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai 2
Whiplash
Wild Arms 3
Wolfenstein,Return to Castle
World Champ. Snooker '04
World Rally Champ.2 Extr.
World Rally Championship 3
Worms 3D
WRC: World Rally Champ.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 2 4
Xenosaga Episode 1
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Rev.

Y = 2 5
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses

0-9 = 2 7
007 Agent Under Fire
007 Everything or Nothing
007 Nightfire
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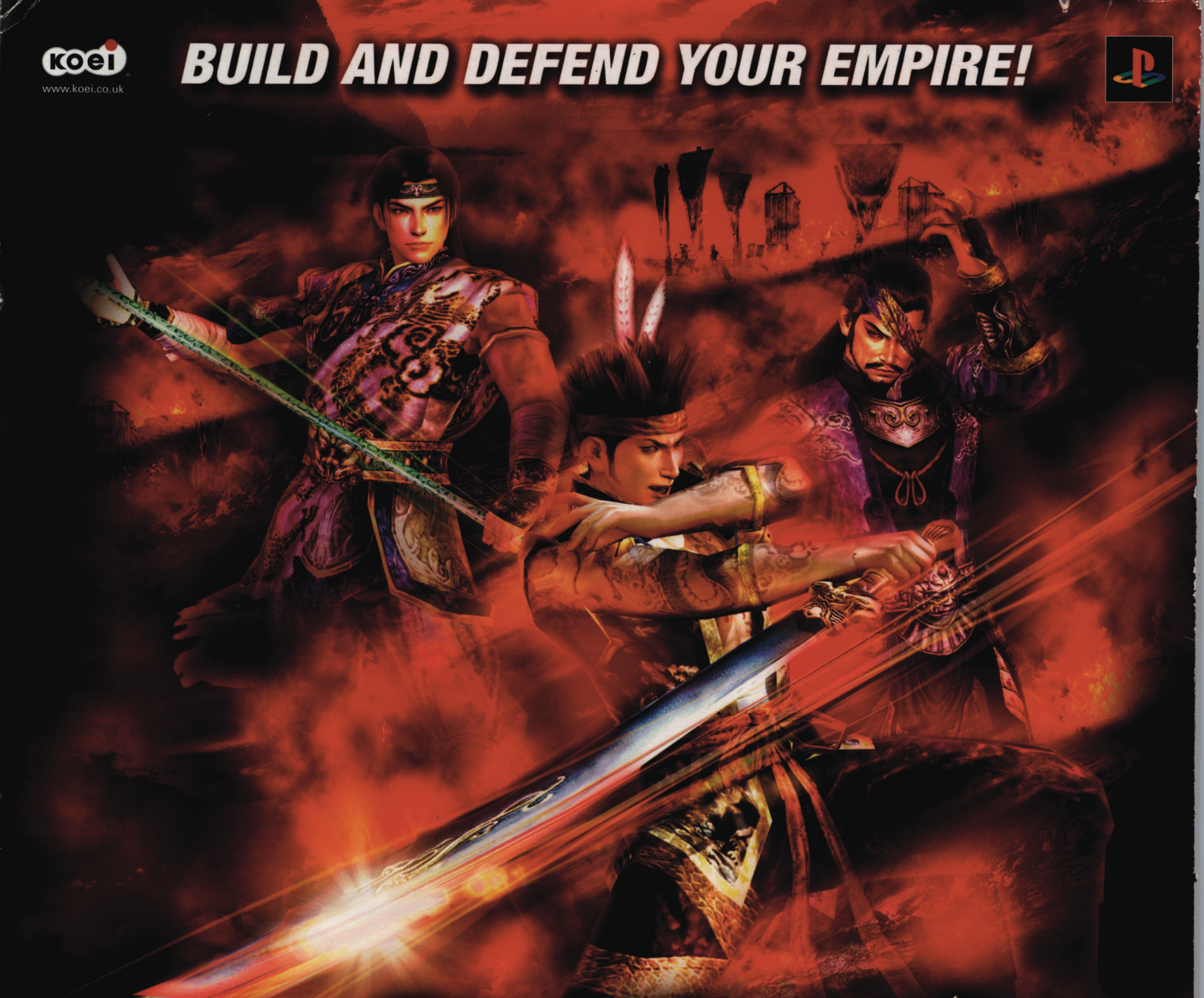
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