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Night Watch
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PREVIEWED
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Chipping in with a hole in one!

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UMD

PSP™ PlayStation®Portable

IF IT'S ON PSP IT'S IN **PURE**

So a new firmware has arrived. Now I know this will cause a gnashing of teeth throughout the homebrew community just as they where getting to grips with the old one. But from a standard user's point of view it's nice to see Sony supporting their machine.

They could easily have given us a basic upgrade that just locked out the security holes, but instead they continue to upgrade our portable pal to keep it in its rightful place as the most powerful handheld on the market.

As you flick through this issue you'll see it's not just in upgrades that Sony are pulling out the stops. With the UK arrival of the mighty *Syphon Filter: Dark Mirror,* the company has proved that it is possible to make an effective action game with just one analogue stick available to players. It looks gorgeous, it plays great and has had the entire office seriously addicted- with threats of violence being bandied around by people trying to get their hands on our review copy.

With *Pirates of the Caribbean: Dead Man's Chest* also making its first showing and causing many laughs in the office, the future for PSP is certainly looking bright. I'm off now to splice my mainbrace (whatever that is) and get practising for the forthcoming ship-based shenanigans that are bound to take up most of the month here at PURE.

Marc



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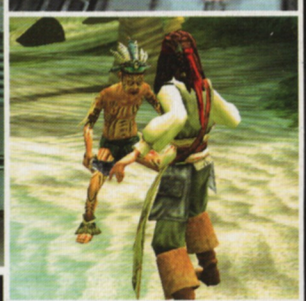
CONTENTS

JULY2006ISSUESIXWWW.PURE-MAGAZINE.CO.UK

















FEATURES

42 LAND OF THE RISING FUN

The Japanese game scene can be a crazy place. We explore some of the stranger PSP titles to never make it out of Japan.

58 HOMEBREW

Phil King takes a look at the history of homebrew and cuts through the jargon.

64 FANJITA INTERVIEW

We go underground into the world of PSP Homebrew in this rare interview with the man himself.

92 HOW TO: OPTIMISE YOUR WEBSITE

Ensure that your website can be enjoyed through a PSP with a few basic tips.

LOADING

Previews of all-new games

Gun	18
Marvel Ultimate Alliance	20
World Tour Golf	22
World Tour Soccer 2	23
Pirates of the Caribean - Dead Man's Chest	24

FILTER

Every UK release reviewed

Syphon Filter: Dark Mirror	30
Field Commander	34
Capcom Classics Collection Remixed	35
Metal Gear Ac!d 2	36
Tomb Raider: Legend	38
Puyo Pop Fever	40
Import Review:	
Kao Challengers	41
Cabela's Dangerous Hunts	41
MLB 2K6	41
Buyer's Bible	48
Hall of Game	52

NEVER MIND THE GAMES

Video, Music and the Internet - all the portable entertainment your little PSP can handle

68 VIDEO Give your thumbs a rest with these great videos, including *Final Fantasy VII: Advent Children*, *Jarhead* and *Silent Hill*

84 MUSIC Your complete guide to PSP music. Reviews this month include *Bloodhound Gang* and *Now 2006*

88 HARDWARE If you can strap it onto or slap it around your PSP, we review it right here. From the Media Amp to the Battery Extender this is the place to look

91 BROWSER Go beyond games, with the worldwide web. We tell you how to get online and where to go

REGULARS

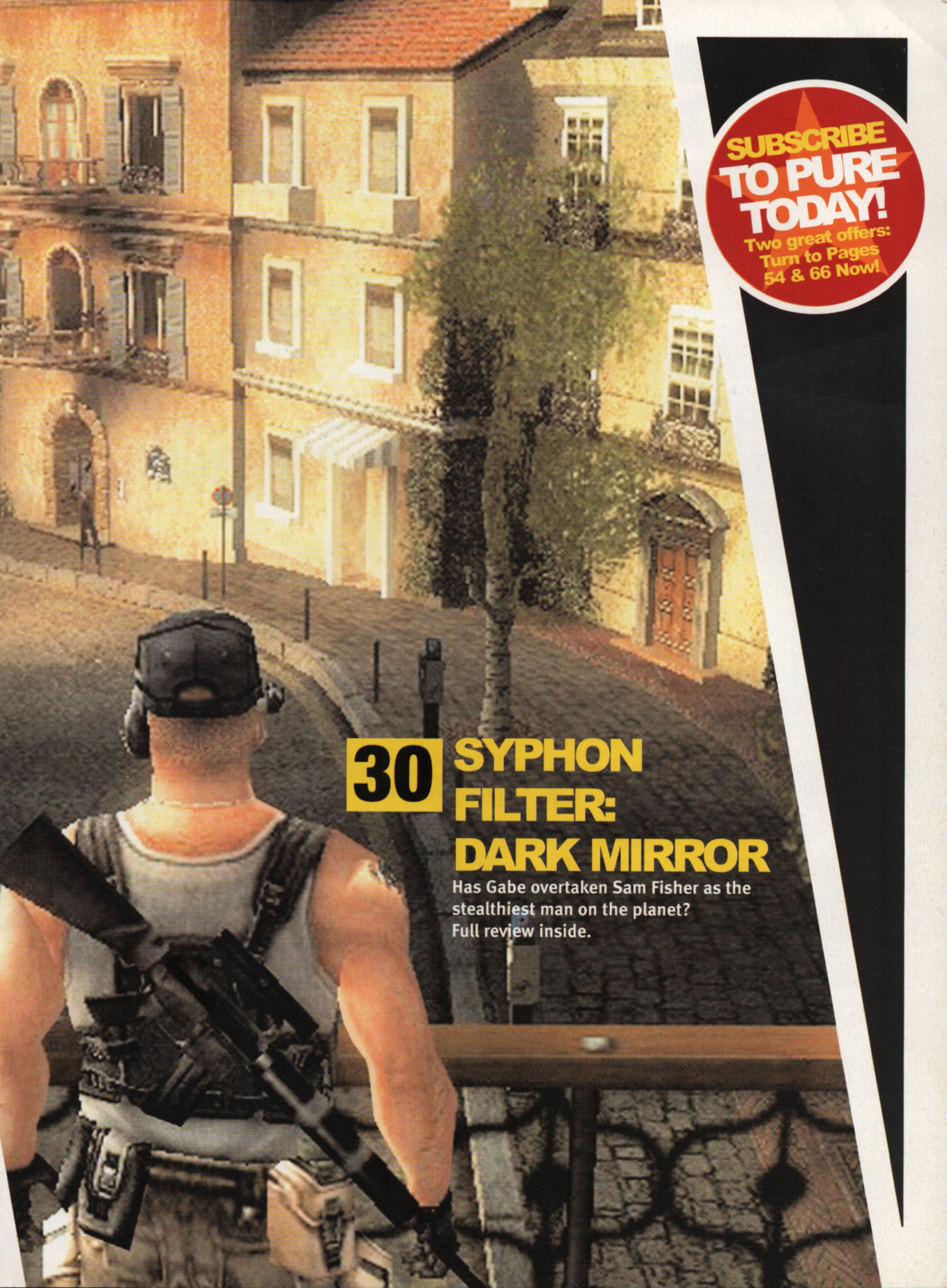
In every issue of PURE

Focus: News from the world of PSP	06
US and Japanese Release Schedules	14
UK Release Schedule	16
Back Issues	53
Access All Areas	55
Subscriptions	66
Last Writes	96
Next Issue	98

COMPETITIONS

Win! Win! Win! Win! Win! Win!

Capcom Classics Collection Remixed	08
Night Watch	12
Viewtiful Joe: Red Hot Rumble	16
Second in Command	69
Joytech	83
My Chemical Romance	84
Now 2006	97



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30 SYPHON FILTER: DARK MIRROR

Has Gabe overtaken Sam Fisher as the stealthiest man on the planet? Full review inside.

FOCUS

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LIKE A GIANT POLARISED LENS GAZING INTO THE TROUT LAKE OF GAMING... OR SOMETHING

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FABULOUS FIRMWARE

IN A FLASH THE 2.70 UP-DATE REACHES THE PSP



The rumours have been flying for a while and, in a move that is bound to upset the homebrew community, Sony has recently announced the latest firmware update for the PSP.

Released to Japanese users first, the new catchily titled 2.70 should be available to UK and European users by the time you read this.

"THE SYSTEM ALLOWS USERS WHO HAVE PURCHASED THE EXTRA BOX OF TRICKS TO STREAM VIDEO AND TV CONTENT FROM HOME TO THEIR PSP OVER THE INTERNET, NO MATTER WHAT YOUR LOCATION IN THE WORLD"

But what does new firmware mean for the non homebrew user? The most recent updates have seen extra format support and the addition of a web browser. So, rather than just hidden system tweaks, each new firmware arrival heralds a batch of toys for the PSP user.

The real biggie in the new package is the much wanted addition of Flash support to the existing web browser. This is a massive step forward for PSP web browsing with a majority of the Internet now being either Flash based or containing Flash elements. There is no news yet from Japanese users as to whether this opens up access to the many Flash-based games on the net - but if it does, PSP users have just been handed a whole plethora of online goodies to play with. There is one fly in the Flash pudding though: Sony has stated that not all Flash functions are supported and that only basic compatibility is included. Even so, this is a great step forward in the usefulness of the, until now, rather limited browser.

It's not all just about being flash though: fans of podcasts have had a bit of a raw deal up until now, only being able to handle live streams of files obtained through RSS (Really Simple Syndication). The new firmware puts an end to all that with users now able to download podcasts directly to their memory stick for playback at will.

The LocationFree TV player that American users have been enjoying for a while now is set to see a European release by the end of this month with functionality added to European machines via the new firmware. The system allows users who have purchased the extra box of tricks to stream video and TV content from home to their PSP over the Internet, no matter what your location in the world. While there is no current price on the LocationFree player unit for the UK, our

"While the code-name 'Revolution' expressed our direction, Wii represents the answer"
Nintendo Co Ltd



American cousins are currently paying around $300 for the privilege. Look for a release of the unit around early June.

With all the big stuff out of the way it just remains to add that there is extra support for AAC audio, as well as simplified and traditional Chinese characters.

This will not be the last of the updates this year from Sony by any means. In fact, the update is one of three promised for 2006. April saw Sony president Ken Kutaragi outlining plans for the year and stating a second update will follow in the summer and will add video podcast support and expand the video profile for UMD playback. A final software update, due in the winter, will add the ability to boot games from memory stick media and VOIP (voice over Internet Protocol) telephony. These are exciting times as the PSP goes from strength to strength in its functionality.

PSP GETS FIRST DOWNLOADABLE DEMO

Loco Roco Demo for 2.70

Hot on the heels of the Japanese release of the 2.70 firmware came the PSP's first downloadable demo for the puzzle game *Loco Roco*. Previously the only way for gamers to experience PSP demos has been by using PlayStation Spot, a service only available in Japan.

Loco Roco is a colourful puzzler where you take control of a blob and must move it through the various levels by rolling, bouncing and splitting into lots of smaller blobs.

The demo, which is currently only available on the Japanese site, must be downloaded onto a PC before being transferred onto a Memory Stick but can be played on any upgraded PSP.



STATISTICALLY SPEAKING

19%

of Americans over the age of 50 have played computer games

OUT OF FOCUS

Stuff you need to know about this month



05 JUNE
Watch the DVD of the blockbuster movie of the best-selling book of the fictitious *Memoirs of a Geisha*.

06 JUNE
A timely release for a remake of the horror classic, *The Omen*... you'd think they planned that.

09 JUNE
Germany and Costa Rica kick off the World Cup in Germany.

17 JUNE
The Queen celebrates her 'official' birthday.



PS3 WATCH



Watch this space for the latest news from Sony's next-gen scene

The big news this issue is that Sony's upcoming console now not only has a definite release date and price but, like the Xbox 360, it will also come in two very different packages.

The two versions of the 'clear black' PS3 will be released in Japan on 11th November and hit Europe and America the following week on the 17th, priced $499/499 Euros and $599/599 Euros, respectively. However Sony have not yet confirmed how much the two machines will cost in the UK.

While the cheaper version will contain only contain core components along with a smaller 20GB hard drive, it's more expensive big brother will boast a 60GB drive, Wi-Fi, ports for memory sticks, SD and compact flash cards, and HDMI output.



Disappointingly, Sony have also ditched the iconic silver boomerang-style controller in favour of a more refined version of their current PS2 controller - albeit wireless. This new controller will contain a tilt sensor which will give added realism to certain games with the movement of the pad influencing play in a similar manner to that of the Wii remote control.

There is a trade-off however, as the inherent sensitivity of this new sensor would be affected crucially by the current DualShock set-up's vibrations and so this time out, DualShock has been ditched as part of the controller.

Sony hopes to have two million PS3 units available at launch and have stated that barring "unexpected problems like earthquake or theft" SCE should have enough units available to satisfy initial demand.

PLAY IT FORWARD

The latest games on the way to the PS3

Sega of Europe has announced *Full Auto 2: Battlelines* for PlayStation3. Formerly an Xbox 360 exclusive, it will mark a shift for the combat franchise. According to the firm, *Battlelines* will build on the first game's time-rewind 'Unwreck' feature as well as boasting six online multiplayer modes and 20 single-player levels.



GIZMONDO GRIEF – PART TWO

Carl Freer arrested for impersonating a police officer



Ex-Gizmondo executive Carl Freer has been arrested in Los Angeles for impersonating a police officer to buy a gun.

Freer, one of the former games company's bigwigs, had his 100-foot yacht impounded and home searched after it became apparent that he'd flashed a San Gabriel Valley Transit Authority Badge in order to get a gun. The SGVTA is a private company that provides transport for the elderly.

Claiming to be a police officer and member of the antiterrorism squad were all part of the charade that meant police uncovered 12 rifles and four handguns. And if that wasn't bad enough, Freer is Swedish, and as a foreign national he's not allowed to buy firearms in the US. Having signed a document stating that he was a police officer, Freer will also face charges of perjury.

Freer's innocence is maintained by his attorney, who denies that Freer ever misrepresented himself and denies the handgun incident as a 'misunderstanding.'

This story is just another embarrassment to add to the list for former Gizmondo executives, including one who managed to total his one-million-dollar Ferrari Enzo and now faces charges of drunk driving, grand theft, embezzlement and owning illegal firearms.





CAROL VORDERMAN
"I have become completely obsessed and a bit of a saddo"

BITESIZE

Ten-second stories

OVERTIME DOESN'T PAY

EA settles class action suit

Electronic Arts' employees are celebrating at the news they have won a class action suit, which began with a disgruntled wife blogging about her husband's work hours.

While the settlement still has to be approved by the Californian Superior Court of San Mateo County, the company has agreed to pay $14.9 million to current and former employees who claimed EA was refusing to compensate them for overtime.

EA has announced that it doesn't expect the outcome of the case to affect its profits for the fourth quarter of 2006.

Erin Hoffman began blogging as 'EA Spouse' in 2004 to vocalise her concerns that her husband, who was among the EA employees in the class action, was working a whopping 90 hours a week with no overtime or sick pay.

PSP GETS INTELLECTUAL

Carol Vorderman's Sudoku announced



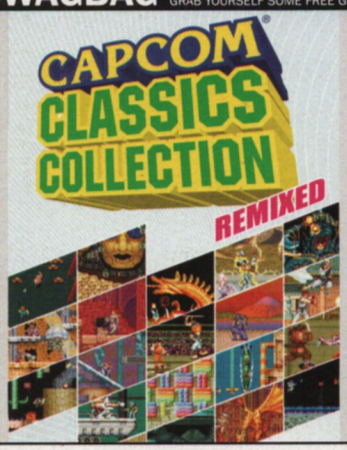
XPLOSIV has announced that *Countdown's* very own brainiac Carol Vorderman is releasing a sudoku game for both the PS2 and PSP formats.

The game will be feature a live video of Carol explaining the methods of solving sudoku and giving out some of her very own handy hints to help newcomers to the puzzle craze. Self-proclaimed gadget enthusiast Carol said, "I love the PSP, it fits in my handbag."

The game will include a variety of different game modes: wireless multiplayer (only on PSP), Beat The Clock, Perfection and Three Strikes And You're Out are just some that you can expect to see when it's released this summer.

SWAGBAG

GRAB YOURSELF SOME FREE GOODIES COURTESY OF PURE



RETRO REMIXED

Your days of pining for classic Capcom games are no more with the release of *Capcom Classics Collection Remixed* for the PSP, which contains no less than 20 arcade hits of yesteryear. We have five copies of this compilation to give away, thanks to our friends at Capcom.

To be in with a chance of winning, simply answer the following question:

What year does the vertical shoot-'em-up *Counter Attack* use in its title?

A: 1786
B: 1941
C: 2464

Put your answer on a postcard or sealed down envelope, along with your name, address and telephone number, and send it to the following address, to reach us no later than the 20 June 2006:
Retro Competition, PURE PSP Magazine, Evolve Publishing Ltd, 2 Monks Road, Mount Pleasant, Exeter, Devon, EX4 7AY. Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put **'Retro Remixed'** and your answer in the subject line.
For address details and terms and conditions please see page 97

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GAMES GOB

THE VOICE OF UNREASON

P.C. E3 TAKING THE WII WII

This issue I am writing my column from across the pond, as at this time every year I make my annual pilgrimage to the dear ol' US of A, to grace E3 with my presence and take a glimpse at the future of gaming; while simultaneously fighting off jet lag and attempting to get drunk on Lite beer (talk about Mission Impossible!).

For those who aren't familiar with E3, it is THE big games convention, held in America every Spring and usually the place where all the big announcements are made by the prime players in the industry as they begin to ramp up for their respective onslaughts on the key selling period that commences in September.

At the time of writing I have just taken my first look at Nintendo's Wii. *snigger* Yeah, I know... but imagine walking up to a convention stand and asking an ultra serious American Nintendo employee, devoid of all irony, if they can show you their Wii. *snigger* Okay, so it lacks any dignity... but quite frankly it serves them right. The world does not want to play

HALF NUDE FEMALES AND THE GAMES INDUSTRY GO HAND IN HAND AND HAVE DONE SINCE THE DAWN OF BARBARIAN. DAMN IT, THIS IS LA, THE HOME OF BAYWATCH

games on a TV controller named after urine does it? The final nail in the primary coloured coffin? I think so.

It certainly helped raise my spirits a little after I'd realized the severity of E3's most bizarre announcement this year - the clampdown on their famous Booth Babes. Has the world gone crazy? First people want me to buy their Wii *snigger*, then someone who has fallen off the top branch of the politically correct tree and hit every misguided and depressingly dull branch on the way down, has decided that a games show shouldn't have scantily clad females adorning its stands. Why? Did anyone complain? Who? Let's have a vote. Damn it, this is LA, the home of Playboy and Baywatch! What are those girls going to do now for cash? Hang on... hmm, I'm on expenses.

But seriously, half nude females and the games industry go hand in hand and have done since the dawning of *Barbarian*. I'll tell you what, walking around the crowded, foot blistering, sweat pit that is E3 without the slightest hope of glimpsing geezer pleasing acres of prime synthetic LA Woman cleavage... well, that's just pushing a cynical old hack too far.

Bring back ECTS, let the European girls show those prudish yanks how it's done. Now, where's that Nintendo stand... someone's got to pay...

RATCHET AND CLANK GO PORTABLE



Sony's successful franchise heads to the PSP

SCEE has announced that *Ratchet and Clank*, the successful PS2 platformer franchise, will be coming to the PSP next March.

Following the theme of double entendres used in the American PS2 releases (which include *Up Your Arsenal* and *Going Commando*), the PSP outing is entitled *Size Matters*.

In an original storyline, Ratchet and his robotic sidekick Clank are on holiday enjoying a much-needed rest after their last four adventures (saving the universe is just so tiring). Their break is cut short when they encounter a photojournalist called Luna who is doing a project on galactic superheroes. After the pair are pestered into submission, their holiday goes from bad to worse when Luna is kidnapped by the mysterious Technomites.

Legend says that the Technomites are a race of inventors, but history has forgotten the part about their obsession with conquering the universe. The realisation that the tiny blighters are using clones to take over the world prompts our heroic Lombex and his sarcastic pal into action.

As with the previous games, our heroes come pre-loaded with a plethora of weapons including a shrink ray, customisable armour and more gizmos and gadgets than you can shake a stick at, although we're hoping the Sheepinator makes a return!

WII'RE TALKING ABOUT A REVOLUTION



Official Console Name Announced

Nintendo has announced that 'Revolution', which was widely believed to be the final name for their next-gen console, is actually yet another code-name.

The console is now officially known as the Wii (pronounced 'wee' - no, seriously).



The unexpected announcement came when Nintendo updated their official Revolution site with a short trailer showing the console's controller transmute into the letter 'i', form the word 'Wii' and bow to the viewer.

In a statement released on the official Nintendo site, the company explained the choice of name: "While the code-name 'Revolution' expressed our direction, Wii represents the answer. Wii sounds like 'we', which emphasises the console is for everyone. Wii can easily be remembered by people around the world, no matter what language they speak."

Nintendo also defended its choice of name as being relevant to its revolutionary controllers as well as the gamers who will use the system: "Wii has a distinctive 'ii' spelling that symbolises both the unique controllers and the image of people playing it. And Wii, as a name and a console, brings something revolutionary to the world of videogames that sets it apart from the crowd."

RUMOUR ROUND-UP



- The popular Xbox 360 RPG *Elder Scrolls IV: Oblivion* could be coming to the PSP and PS3 this November according to a rumour currently circulating the net. The rumour began after someone posted on an message board claiming they had received a release list from Bethesda Softworks which had entries for 'Oblivion PSP' and 'Oblivion PS3' and a release date of 6 November 2006. We live in hope.

- After Konami's 2006 release list was accidentally leaked online, *Silent Hill* fans are waiting for news on *Original Sin* on PSP. The name suggests that it could well be a remake of the original *Silent Hill* adventure, first released on PSone in 1999. According to the list, *Original Sin* is due out for the PSP this autumn. However, Konami is yet to announce the game officially and so, for now, it remains just a rumour.

SITUATIONS VACANT

WANT TO WORK FOR EVOLVE?

2006 promises to be an exciting year for the publishers of PURE magazine and as such we are always on the look out for new talent to join our teams on future launches and projects.

If you are an editor, writer, designer or programmer and think that you have what it takes to work for a dynamic young publishing company, then we would love to hear from you. Just send a CV and recent examples of work to the magazine address on page 97.

We look forward to hearing from you.

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TV ON THE MOVE

Sony announces LocationFree for UK PSPs

If you love travelling but can't cope without weekly doses of *Lost* and *Eastenders*, or just want to be able to watch your favourite DVD on the go, Sony has the answer. The company has officially announced that its LocationFree add-on for the PSP will be released in Europe in May.

Using a Base Station connected to a DVD player or TV and a WiFi hotspot, LocationFree allows TV and DVD signals to be streamed directly to your PSP, meaning you'll never miss another episode of your favourite soap opera. You can even remotely record new programmes and watch them the next time you connect to the Base Station.

Originally released in the US last year, LocationFree has proved immensely popular and allows you to watch your favourite TV anywhere in the world. When hooked up to a video camera, it also allows friends or family to keep an eye on your home while you travel.

While it does require users to update their PSP to 2.70 firmware, LocationFree can also be used with a PC.

Sony's Jonathan White believes the add-on will give PSP owners a new sense of freedom: "It kicks open the door of the TV room and lets people out, but at the same time it can bring that sense of familiarity and comfort to anyone who is away on the road."

LocationFree will be available in the UK, France, Germany, Belgium and the Netherlands in May, with the rest of Europe following later this year.



UK FINALLY GETS CERAMIC PSP AND PLATINUM RANGE



Hot on the heels of the announcement that New Zealand would be getting Ceramic White PSPs, the limited edition console previously only available in Japan, Sony Computer Entertainment Europe have officially announced the limited edition console will be released in the UK on 15th May as a Value Pack costing £179.99.

Sony have also announced that the UK will be getting a Platinum range in June, similar to the PS2 line or the Japanese Best series, where popular titles are re-released at a lower price. Titles including *Everybody's Golf, WRC, F1 Grand Prix, Pursuit Force* and *Ridge Racer* will be released for £19.99.



LUMINES RETURNS

The psychedelic fun continues on PSP and PS2

Buena Vista Games has announced a sequel to the PSP launch title Lumines. Called Lumines II (what a surprise), the game is part of a new deal struck with Q Entertainment, the Tokyo-based developer founded by Tetsuya Mizuguchi in 2003. The deal also means that Buena Vista will publish a Disney-themed edition of the popular action-packed title Meteos for the Nintendo DS, called Meteos: Disney Edition.



BITESIZE

Ten-second stories

CO-OPERATION, NOT CONFLICT

New York Governor candidate joins battle

US politicians have upped the stakes in the battle against the sale of so-called violent videogames to minors by adding



Governor hopeful and New York attorney Elliot Spitzer to their bandwagon.

Spitzer has described the current ESRB system as "ineffective and largely ignored" despite several industry trade bodies submitting evidence to prove otherwise. At the moment, little is known about what the attorney has in mind, or if it is going to be different from all the other failed attempts to improve the system, but the industry consensus is that Spitzer's comments are based on a misunderstanding and that self-regulation has increased.

HOT PXL TO CAUSE ANARCHY

Mad mini-game collection for Christmas

Atari has announced that it will be releasing HOT PXL for the PSP. This collection of 200 micro-games is based around a half-skater/half-nerd called Djon. You will be guiding Djon through a typical day in his pixellated world that ranges from the eccentrically outrageous to the cool, calm and collected. Gameplay will range from blasting through a retro-style shoot-'em-up to busting tricks on a skateboard.

If that's not crazy enough for you, Atari also plans to allow you to download new content through the PSP's online interface.

HOT PXL is scheduled for release on the PSP around Christmas.

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SONIC SPEEDS ONTO THE PSP

New racing game announced



Sonic is heading for new heights on the PSP

The feisty blue hedgehog will finally be coming to a PSP near you with Sega's announcement of *Sonic Rivals*.

After starring in numerous PS2 and DS releases, Sonic will be speeding his way to the PSP in a racing game that blends 3-D environments with the classic 2-D characters from Sonic's days as the Mega Drive mascot, including Knuckles, Shadow and the evil Dr Eggman.

You will have the choice of playing as one of four characters, including Sonic, each of whom will have their own separate storyline. Of course, Dr Eggman is back causing trouble for Sonic and his rivals with traps and deadly contraptions.

As with previous games in the franchise, *Sonic Rivals* is jam-packed full of power-ups and boosts; and players can now trip, shove or vault over one another as they head towards the finish line.

There is also plenty of bonus content via in-game collectable trading cards which allow characters to be customised. There will also be a multiplayer mode allowing you to race with friends and swap trading cards, which in turn will unlock new modes and challenges.

Sonic Rivals is due for release in the autumn and the game also marks the 15th anniversary of Sega's favourite hedgehog.

INDIE BUILT DISMANTLED

Take 2 shuts internal studio



Take 2 has announced the closure of internal development studio Indie Built, claiming 'uncertainty surrounding the console transition' as the reason behind it.

Established back in 1982, the studio produced over 37 titles on seven different platforms and was probably best known for its work on the *Links Golf* series. Take 2 took over the company from Microsoft in 2004 with the sole purpose to turn it into a sports-based developer for the next generation of gaming. The Salt Lake City-based studio recently worked on *Amped 3* for the Xbox 360, which ultimately failed and was the first next-generation title to have its price cut.

Employees are being offered a number of packages with opportunities within Take 2.

RUMOUR ROUND-UP



■ The rumour mill has been in full swing in the run-up to E3 and the latest murmur has been that Atari are planning to bring the RPG-defining *Dungeons and Dragons* to the PSP. The game is rumoured to follow the same gaming rules as the original table-top version, complete with the choice of classes and allowing up to six people to play together.

■ The movie adaptation of the Marvel comic book *Ghost Rider* has been stagnating for a while, mired in development hell - just the place its hero Johnny Blaze has been trying to avoid since making a deal with the devil. Now the net is rife with rumours of a PSP adaptation to tie in with the movie. We'll bring you more as we hear it.

ORIENT EXCESS

Wacky PSP adverts from the Land of the Rising Sun

'GOOD MORNING, PSP' AND 'GOOD NIGHT, PSP'

Here at PURE we love extolling the virtues of our favourite Sony console. Sony Japan has gone one better and is out to prove your PSP is all you ever need by producing two adverts, imaginatively titled 'Good Morning, PSP' and 'Good Evening, PSP'.



First thing in the morning, a normal Japanese woman heads for her kitchen and fries an egg for breakfast while watching the weather on her PSP.



Later on, she plugs in her headphones and does the housework to her favourite pop music, with her PSP tucked in the pocket of her jeans.



Then, it's time to head on out for the day, with her two most important possessions: her keys and, of course, her PSP.



After a long day at work, are you stuck for ideas on what to cook for dinner? The smart Japanese woman knows the only place she needs to look is her PSP.



After dinner, it's time for a bath and a manicure whilst checking the latest beauty news.



Finally it's time for a little light gaming before hitting the hay.

See the weirdness for yourself at gameads.gamepressure.com.

SWAGBAG

GRAB YOURSELF SOME FREE GOODIES COURTESY OF PURE



THINGS THAT GO BUMP IN THE NIGHT

If you love supernatural horror, then you'll love this. *Night Watch* tells of an epic struggle between Good and Evil and a prophecy which could change the fate of the world. *Night Watch* is available as a two-disc special edition DVD and single disc UMD to buy and rent now from 20th Century Fox Home Entertainment. Thanks to our friends at 20th Century Fox Home Entertainment, we have ten copies of the UMD to give away!

To be in with a chance of winning, simply answer the following question:

In which Russian city is *Night Watch* set?

A: Kiev
B: Minsk
C: Moscow

Please mark your entry **'Things That Go Bump in the Night'**.
Closing date 20th June 2006. For address details and terms and conditions please see page 97

JOYTECH



"Well priced and incredibly functional"
PLAY

GIVE YOUR WRISTS A REST

To discover our full range of PSP™ accessories visit
www.joytech.net



FOCUS: AMERICA

Gee, you got game! Have a nice day y'all...

SONY DOES THE SHUFFLE

SCEA gets new executives

With the PS3's release in November getting ever closer, things are starting to change at Sony Computer Entertainment America as the company prepares for its next launch. SCEA has just appointed two veterans of the games industry as its new vice presidents: Peter Dille and Philip Rosenberg.

Peter Dille was previously a senior vice president for marketing at THQ, the company behind games such as *Worms Open Warfare and SpongeBob Squarepants: The Yellow Avenger*. He has also held various positions within Sony and was involved with the launch of the original PlayStation in 1995. Now SCEA's senior vice president in marketing, he is in charge of the marketing of hardware and software in the US, the PlayStation brand name itself, along with promotions and public relations.

With 24 years' experience in the games and interactive entertainment industry, Philip Rosenberg has taken the newly created position of vice president of business development.



SCEA's executive vice president, Jack Tretton, was enthusiastic about the new appointments: "I am pleased to have Peter and Phil on board, two individuals who have already contributed so much to our industry... With these new additions to our management team, I am confident that our market leadership will continue."



HERE BE DRAGONS!

Fantasy novel to become PSP game

With the success of *Harry Potter*, fantasy fiction has become fashionable and Vivendi Games has just announced plans to turn *Eragon* by Christopher Paolini into a game, due for release in November to coincide with the release of the movie.

First published in 2003 as the first book in an epic trilogy, *Eragon* follows the adventures of a 15-year-old boy (of the same name) who finds a blue stone which he hopes can be sold to feed his family. But this is no ordinary stone and is actually a rare dragon egg. The egg eventually hatches, leading Eragon on a quest to become a Dragon Rider.

There's no word on a release date but we'll be sure to keep you up to date on new developments!

RELEASE SCHEDULE

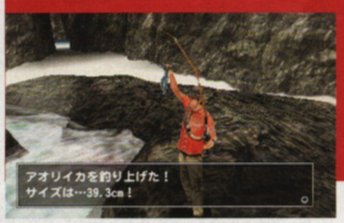
What's coming out in the orient?

Title	Publisher	Release Date
Pilot ni Narou!	*Marvelous Entertainment*	05/06
Kamatachi no Yoru 2 Tokubetsu Hen	*Sega*	25/05/06
Boxer's Road 2	The Real *Ertain*	25/05/06
Dragon Quest and Final Fantasy in Itadaki Street Portable	*Square Enix*	25/05/06
Magna Carta Portable	*Banpresto*	25/05/06
Talkman Euro (with microphone)	*SCE*	25/05/06
Talkman Euro (software only)	*SCE*	25/05/06
Kawashima Ryuuta Kyouju Kenshuu Nouryoku Trainer Portable 2	*Sega*	25/05/06
Rengoku 2: The Stairway to H.E.A.V.E.N.	*Konami*	27/05/06
Derby Stallion	*Enterbrain*	Spring 06
Every Extend Extra *Bandai*	*Namco Games*	Spring 06
Doko Demo Issyo Let's Gakkou!	*Sega*	16/06/06
Koro Koro Kollon	*Cyber Front*	22/06/06
Sony Computer Science Laboratories Motegi Kenichiro	*SCEJ*	22/06/06
Mushi Mushi Hakase Teppen Yama no Himitsu!	*SCEj*	29/06/06
Finder Love – Hara Fumina: Futari no Futari de	*Capcom*	29/06/06
Finder Love – Hoshino Aki Nankoku: Trouble Rendezvous	*Capcom*	29/06/06
Finder Love – Risa Kudo: First Shot wa Kimi to	*Capcom*	29/06/06
Gurumin *Nihon*	*Falcom*	29/6/2006
Boku wa Koukuu Kanseikan Airport Hero Narita	*Electronic Arts*	06/06
Daito Giken Koushiki Pachislot Simulator Yoshimune Portable	*Daito Giken*	06/06
Lisa to Isshoni Tairiku Oudan – A Ressha de Ikou	*Idea Factory*	06/06
RAIN WONDER TRIP	*Namco Bandai Games*	06/06

JAPANESE TOP 10 (Multiformat)

1	Kahashima Ryuuta Kyouju Kanshuu: Motto Nouo Kitaeru Otona DS Training *Nintendo*	DS
2	Kahashima Ryuuta Kyouju no Nouo Kitaeru Otona DS Training *Nintendo*	DS
3	Doubutsu no Mori DS *Nintendo*	DS
4	Densetsu no Stafi 4 *Nintendo*	DS
5	Guilty Gear XX Slash *Sega*	PS2
6	Eigoga Nigatena Otona no DS Training: Eigo Zuke *Nintendo*	DS
7	Pokemon Rangers: Diamond-Pearl e no Michi *Nintendo*	DS
8	Final Fantasy XII *Square Enix*	PS2
9	Pro Yakyuu Netsu Star 2006 *Namco*	PS2
10	Pro Yakyuu Spirits 3 *Konami*	PS2

All dates are correct at the time of going to press, but are subject to change



DESERT ISLAND UMD

Your very own piece of paradise

Most people dream of their own private tropical island and now you can live the dream with *Portable Island: Tenohira no Resort* for your PSP. Created by Namco Bandai Games, it is being touted as a 'relaxation tool' and will even come with a special stand, created to optimise some of the title's diverse features including an aquarium and mp3 player.

The game allows you to create your own fictitious paradise and assume a male or female persona for the duration of your visit. You can then go for a walk, fish, build your own hut or even take a nap.

Portable Island doesn't have a release date yet.





PLAY THAT GITAROO

Viewtiful Joe meets Guitar Hero

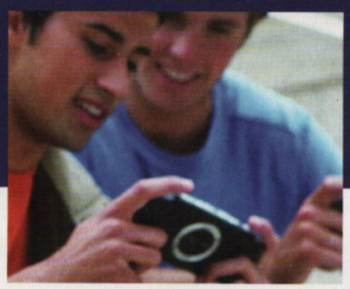
Everybody in Japan seems to love rhythm games and the PSP is finally getting its own version of the classic PS2 game *Gitaroo Man*.

Created by Koei, *Gitaroo Man Live* sees the return of music-loving teenager U1 who transforms into his alter-ego, Gitaroo Man, to fight bad guys with the help of his dog, Puma.

The game also features a slew of Japanese pop stars and voice actors lending their vocal talents including Yuka Imai, Mitsuo Iwata, Machiko Toshima and Akira Ishida.

Along with new, mind-blowing 3-D levels, the PSP version is set to include new modes, including the ability to play head-to-head and duet with your friends.

Gitaroo Man Live is due for a Japanese release at the end of May.



UNIVERSITY STUDY ON GAMERS

Why do you love to play?

The Annenberg Studies on Computer Games, a research group based at the University of Southern California in Los Angeles, is conducting a study on why people love to play computer games.

The study comprises two online questionnaires, each taken two weeks apart. Each questionnaire allows you to pick the game you are currently playing and answer a series of questions on how you cope, what friends and family think of you playing that specific title and what you expect to gain from the game.

On completion of the second questionnaire, participants have the chance to win an Amazon voucher worth $60, so to get yours go to:

www.communicationresearch.de/framesetstart.php

VIVENDI NAME CHANGE

Vivendi Universal Games becomes plain old Vivendi Games

Vivendi Universal Games, the company behind such classic multi-platform series as *Tribes*, *Spyro the Dragon* and *Crash Bandicoot*, has had a name change, to Vivendi Games.

The company's shareholders decided to drop the 'Universal' at the Annual General Meeting and this change effects all the branches of the company, including its games division.

Vivendi were originally scheduled to drop the use of 'Universal' by 2009.

The company is calling the name change 'a new chapter', they claim it will "reflect the company's strength and ambition. A strength founded on its ability to be creative, innovative and dynamic and the ambition to offer customers the best products and services."

RELEASE SCHEDULE

Games worth having a yank over

Title	Publisher	Release Date
Payout Poker and Casino	Namco	26/05/06
Guilty Gear Judgement	Majesco	30/05/06
TOCA Race Drive 06: Ultimate Simulator	Codemasters	31/05/06
Brothers in Arms	Ubisoft	01/06/06
50 Cent: Bulletproof	VU Games	01/06/06
Gran Turismo	Sony	01/06/06
Battle Zone	Konami	07/06/06
Def Jam Fight for NY	EA	20/06/06
Test Drive Unlimited	Atari	20/06/06
Super Monkey Ball Adventure	Sega	21/06/06
Test Drive Unlimited	Atari	21/06/06
Hard Rock Casino	MacPlay	28/06/06
TOCA Race Driver 2	Codemasters	30/06/06
Mortal Kombat: Unchained	Midway	30/06/06
Disney/Pixar's Cars	THQ	06/06
The Godfather	EA	01/07/06
Miami Vice	Vivendi	19/07/06
G Turn Combat TV	Vivendi	30/08/06
Leisure Suit Larry: Cocoa Butter	Vivendi	13/09/06
Rush	Midway	25/09/06
Scarface	Vivendi	27/09/06

US TOP 10 (Multiformat)

1	Kingdom Hearts II *Square Enix*	PS2
2	Ghost Recon: Advanced Warfighter *Ubisoft*	Xbox 360
3	Black *EA*	PS2
4	The Elder Scrolls IV: Oblivion *Take 2 Interactive*	Xbox 360
5	MLB '06: The Show *Sony*	PS2
6	Fight Night Round 3 *EA*	PS2
7	Black *EA*	*Xbox*
8	The Godfather: The Game *EA*	PS2
9	Fight Night Round 3 *EA*	Xbox 360
10	God of War *Sony*	PS2

All dates are correct at the time of going to press, but are subject to change



WHITEN THE SOUL

Anime heading for third PSP outing

The popular Japanese animation *Bleach* has been the basis for two games on the PSP and a third is on the way with Sony Japan announcing *Bleach: Heat the Soul 3*. The game is based on a long-running manga series by Tite Kubo that follows the adventures of the human Ichigo, who can see ghosts, and a female *shikigami* (or spirit of death) named Ruchia Kuchiki.

Like the previous titles, *Bleach: Heat the Soul 3 is* a fighting game and boasts 33 characters, all with their own special moves. The game is due to be released in Japan on 20 July.



FOCUS: JAPAN

We say 'Konichiwa' to the other side of the games world...



POPULAR HOLIDAY SIM HEADS TO PSP

Your very own Japanese holiday

Sony Japan has announced that the popular PS2 simulation Boku no Natsu Yasumi (My Summer Holiday) is headed for Japanese PSPs. The game, whose complete title is *20th Century Summer Holiday - Boku no Natsu Yasumi Portable: Mushi Mushi Hakase Teppen Yama no Himitsu* (phew!), is scheduled for release in June.

Set over one month in the summer of Year 50 of the Showa Era (that's 1975 to you and me), it sees you taking the role of Boku-kun, a young boy with a fascination for insects who is staying with relatives in North Kanto while his mother gives birth. His friends Aniki-kun and Yoshida-chan are around to keep him company during the summer holidays.



While the scenery and backgrounds are two-dimensional - a key stylistic aspect of Japanese simulation games - all the characters are three-dimensional, giving the game a distinctive look seldom seen in this genre. One of the major parts of the game - as hinted at in the title mushi, which means 'insect' in Japanese - is the ability to collect, catch and swap insects. There will be 128 types and the Ad Hoc wireless options will allow you to swap varieties with a friend or battle in sumo tournaments. The PSP version will also include a new character and scenario not featured in the PS2 game.

ukreleaseschedule

Your Guide to PSP Gaming Goodness Lurking Just Over the Horizon

HOT DISCS

Tipping you off on the titles that will be turning up the heat on your PSP in the future

PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST

Release Date: : 30/06/2006 Publisher: Buena Vista



Take to the high seas in this swashbuckling action adventure. Play as Captain Jack Sparrow in a game where earning a reputation and playing dirty are key to your survival. Battle pirates across lush landscapes and murky oceans on a quest to find the Dead Man's Chest and appease Davy Jones.

TALKMAN

Release Date: : 06/2006 Publisher: SCEE



Ever wanted to learn a new language? Well now you can with the help of a multilingual blue bird named Max. Together with a USB microphone, Max will help you learn Japanese, Italian, French, German, English and Spanish using fun games and real-life situations.

LOCO ROCO

Release Date: : 06/2006 Publisher: SCEE



Wacky Japanese gaming goes one step further with this addictive puzzler. With brightly coloured blobs as the stars of the show, the idea of the game is to get your blob through various levels by bouncing, sliding and rolling to your destination through numerous 2-D environments.

MICRO MACHINES V4

Release Date: : 06/2006 Publisher: Codemasters



The small cars with big charisma make their way onto the PSP for the first time. From the snooker table to the kitchen, a whole new generation of gamers will get their chance to race a variety of minuscule vehicles over the classic tracks which made the series so famous, crushing the competition with inventive weapons as they go.

CAPCOM CLASSICS COLLECTION REMIXED

Release Date: : 02/06/2006 Publisher: Capcom



Time to dig out those rose-tinted spectacles and revisit years spent loitering in arcades; this time from the privacy of your own home (no ten pence pieces needed). Older players will love this nostalgic collection of 20 classic games including the original *Street Fighter, Strider and 1941*. While younger players will get a chance to find out what all the fuss was about.





TITLE	PUBLISHER	RELEASED
Tomb Raider: Legend	Eidos	26/05/2006
The Godfather	EA	12/05/2006
Viewtiful Joe: Red Hot Rumble	Capcom	26/05/2006
The Con	SCEE	05/2006
Capcom Classics Collection Remixed	Capcom	02/06/2006
Ultimate Ghosts 'n Goblins	Capcom	02/06/2006
Def Jam Fight For NY: The Takeover	EA	23/06/2006
Metal Gear Ac!d 2	Konami	30/06/2006
Pirates of the Caribbean: Dead Man's Chest	Buena Vista	30/06/2006
Untold Legends: The Warrior's Code	Ubisoft	30/06/2006
Formula One 06	SCEE	06/2006
Generation of Chaos	Idea Factory	06/2006
Loco Roco	SCEE	06/2006
Micro Machines V4	Codemasters	06/2006
Syphon Filter: Dark Mirror	SCEE	06/2006

Enjoy The View

WIN!
WIN!
WIN!
WIN!
WIN!
WIN!
WIN!
WIN!
WIN!

Fancy flying around the screen at an eye-blistering pace in a tight fitting outfit that would make Linford Christie blush? Now lucky readers of PURE can bask in the viewtifulness thanks to those action-packed people over at Capcom. Five lucky readers are in with a chance of winning a copy of the game. So, limber up those fingers for a wild ride as you prove your worth as the next big screen hero.



To be in with a chance of winning, simply answer the following question:

What is Viewtiful Joe's catchphrase?

A: Props to my peeps!
B: Henshin a go-go, baby!
C: Not in the face!

Send you answers on a postcard or sealed down envelope to the following address to reach us no later than 20/6/06. I Am Viewtiful Competition. PURE PSP Magazine, Evolve Publishing, 2 Monks Road, Mount Pleasant, Exeter, EX4 7AY
Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "Bot Me Up Competition" and your answer in the subject line.

For full competition terms and conditions see Page 97

IMPORTANT DATE:
21 JUNE

ISSUE 7 OF PURE MAGAZINE ON SALE

For Further Information Turn to Page 98



TITLE	PUBLISHER	RELEASED
Talkman	SCEE	06/2006
Tekken: Dark Resurrection	SCEE	06/2006
World Tour Soccer 2	SCEE	06/2006
50 Cent: Bulletproof	Vivendi	Summer 2006
Juiced: Eliminator	THQ	Summer 2006
Scarface	Vivendi	Summer 2006
Xyanide Resurrection	Playlogic	Summer 2006
Super Monkey Ball Adventure	Sega	07/2006
World Tour Golf	Oxygen	07/2006
Gangs of London	SCEE	Autumn 2006
Mortal Kombat: Unchained	Midway	Autumn 2006
Power Stone Collection	Capcom	Autumn 2006
Snoopy vs the Red Baron	Namco Bandai	Autumn 2006
Destiny's End	Headfirst	09/2006
Killzone: Liberation	SCEE	Winter 2006



TOP10 UK CHART



NEW ENTRY

1 FOOTBALL MANAGER 2006 *Sega*

It may not look like much more than a load of menu screens to most, but for hardened football fans *Football Managar 2006* brings the trials and tribulations of management to the PSP, simply brilliant.

2 Tom Clancy's Splinter Cell Essentials *Ubisoft*

Splinter Cell has appeared from nowhere. Talk about stealthy! Everyone has obviously been taking lessons from the notorious Sam Fisher.

3 SOCOM US Navy SEALs FireTeam Bravo *SCEE*

So, you all want to be Navy SEALs, huh? We'll be sending recruitment officers around shortly.

4 Pro Evolution Soccer 5 *Konami*

To most football fans it's no surprise to see Pro Evo top of the football sims, with only *FIFA Street 2* offering any resistance.

5 Grand Theft Auto: Liberty City Stories *Rockstar*

GTA continues causing waves for its graphic depictions of violence but that doesn't seems to have stopped everyone buying it.

6 Worms Open Warfare *THQ*

Sliding down the charts this month, THQ's *Worms* continue to sell well thanks to this addictive and at times explosive outing.

7 Daxter *SCEE*

There's no movement this month for Jak's ottsel sidekick who has finally gotten his own game outing.

8 FIFA Street 2 *EA*

Become a legend on the streets and perefect the kind of tricks and flicks that would leave Ronaldo with twisted blood.

9 Lemmings *SCEE*

"Oh no!" The suicidal rodents are plummetting off the edge of the charts. Well, it's what they do best.

10 WWE SmackDown! Vs. RAW 2006 *THQ*

The lycra clad giants of the WWE have slammed their way into the chart this week with a host of highly charged moves and the requisite Divasa.

ChartTrack ELSPA

Leisure software charts compiled by Chart Track, ©2005 ELSPA (UK) Ltd.

PURE FAVES Your Guide to PSP Gaming Goodness Lurking Just Over the Horizon



MARC

SYPHON FILTER: DARK MIRROR
An amazing game that not only plays well but looks the part too. A super-smooth camera and intuitive control system have just kept me coming back time after time to this one. Well done to Sony for producing possibly the ultimate third-person shooter for PSP.



PETE

FIELD COMMANDER
Last month I spent all my time blowing up machines in *Armored Core*, but this month I have spent all my time blowing up tanks. *Field Commander* combines warfare and strategy perfectly to deliver a brilliant military game.



LESLEY

PUYO POP FEVER
Ah, wacky Japanese puzzle games, they're great. *Puyo Pop Fever* has everything I need in a quirky game: bright colours and simple gameplay that lasts for hours! I also loved the novelty two-player mode - it's a great way of meeting new people!



DAN

JUICED: ELIMINATOR
There's nothing better than speeding round streets in pimped-out cars that even Xzibit would be happy with. This game has kept me entertained for hours with its variety of cars and tracks. But better than that, you can't beat a good smash at high speeds.

TOMORROW'S GAMES TODAY

LOADING... CONTENTS

Yehaah! Are you in for a rootin', tootin' time in the months ahead? Better believe it pardner, because here in the PURE offices those ornery varmits on the review team have bin a tusslin' and a fightin' to get their grubby mitts on the early code of Activision's awesome *GUN Showdown* in all its cattle-driving, gun slinging and saloon stand-off glory.
One of the PS2's biggest and most original action games of 2005, the idea of this title now stampeding its way onto our lil ol' PSP... well it sure has had us a hollerin' an a whoopin' here at Evolve Publishing.

And of course, this issue's big previews don't stop there...



20 MARVEL ULTIMATE ALLIANCE
Play your favourite comic book hero



22 WORLD TOUR GOLF
Match the Pro's swing for swing

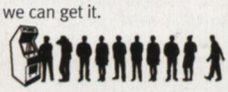


24 PIRATES OF THE CARIBBEAN
Captain Jack's back

WANNA PLAY Explained

Just to make things crystal clear, every game gets a 'Wanna Play' rating - the longer the queue of people waiting in line to get to grips with the game, the more excited we are about the software being in devlopment for PSP.

Rest assured that we'll be keeping a very close eye indeed on the games that score top marks, and bringing you more information on them just as soon as we can get it.





'Drop the gun!'...'No, you drop the f***king gun!' Can't this turning out well for the guy in the middle

ETA LATER THIS YEAR

GUN Showdown

Ride 'em, cowboy!

Publisher: Activision **Genre:** Action, Adventure **Website:** gunthegame.com



Ever wondered what *GTA* would look like if it was set in the Wild West where, rather than nick cars or helicopters, you could steal horses and gallop across the American wasteland? Best described as '*GTA* with horses', the PS2 version of *GUN* was a much publicised success: a western that combined cattle-drives and gunfights straight out of the OK Corral with bullet-time *Matrix*-style special effects and an all-star cast including Lance Henriksen, Kris Kristofferson and Thomas Jane.

Well now all that rootin' tootin' action is coming to the PSP. *GUN Showdown* is set in the cruel wastes of the Old West in the 1800s and is essentially a port of the PS2 version but with some amazing extras just for the PSP. The story follows Colton 'Cole' White on his quest for revenge for the murder of the man he believed to be his father, taking him across the American Midwest.

After guiding Cole through a tutorial where he is taught to hunt elk and buffalo by Ned (the spitting image of his voice actor, Kris Kristofferson), you are plunged straight into the action and must shoot hordes of soldiers running amok on a paddle steamer. Killing the soldiers swiftly involves the use of the quick-draw function, an ability that slows down time and allows Cole to dispatch the gun-toting bad guys before they have a chance to kill him. But, as this is the Wild West, restoring health is done not by eating or using medical kits but by drinking that old panacea, whiskey.

One of the most important aspects of the game is your horse. Treat it well, give it a name and your trusty steed can become stronger, run faster and will even come to your side when you whistle. Whereas the previous console outing used horse flesh as something of a disposable commodity, *GUN Showdown* aims to expand on the role








It's amazing what men will do for the love of a good whore




'Giddy up. Yeeha!' Time for a quick getaway






Don't just sit there pal!





// *GUN SHOWDOWN* IS BEST DESCRIBED AS *'GTA* WITH HORSES' //

of your four-legged friend. After completing the first rancher mission, Cole will be given his own horse which can then be customised and upgraded by completing the horse side-missions. Cole can also summon wild horses if in need of a ride, although these cannot be upgraded. Additionally, any horses you find in the wild will be branded with Cole's initials and also have their own unique harness and saddle, enabling you to identify your steed from the five or ten standing at the water trough.

Of course, you don't have to treat your steed well: driving the horse into constant galloping will bring up warning messages and eventually he'll simply pitch forward and die.

Here in the PURE offices, one of our Editor's favourite tricks has been to drive his horse to the point of death and ride into town, timing it so that the horse expires just outside the saloon's door, allowing Cole to stroll in and order a whiskey.

One aspect of *GUN Showdown* is the choices Cole can make. He can either side with the law, taking on missions which involve bringing criminals to justice, or he can become a renegade determined to exact revenge or simply terrorise the locals.

This being the Old West, there are plenty of shootin' irons around to be used. *GUN Showdown* offers a wide range of authentic weapons including dual Peacemaker pistols, Winchester rifles, knives, dynamite, whiskey bombs and even a bow and arrow. The choice of weapons does play a role in the game as well, as the various missions involve diverse situations such as shoot-outs, protection missions and, of course, just plain old horsebound drive-bys (or should that be canter-bys?).

The PSP version is getting new main and side missions not seen in other console releases as well as plenty of wireless content. The latter includes something that we here in the PURE offices are looking forward to in order to settle some old scores: fastest-gun-in-the-west gunslinger duals. Two players will stand back to back and take a step with each toll of the clocktower bell before trying to shoot each other on the final strike. *GUN Showdown* is also set to include a deathmatch where four players will be able to take part in a shootout set in one of four locations, including a bar and even the OK Corral. Finally, for multiplayer mayhem there is an option known as Last Man Standing, where you have to survive as long as possible while trying to shoot your opponents.

From what we've seen so far, *GUN Showdown* is shaping up to not only look gorgeous but pull players in with an involving storyline, a cast of unique characters and all kinds of PSP-exclusive fun. We here at PURE will keep riding the prairies and bringing you more details as the game nears its release later this year.

DEVELOPER HISTORY

Rebellion

Established in 1991 by Jason and Chris Kingsley, Rebellion was behind the creations of games such as *Alien vs Predator*, *Judge Dredd: Dredd vs Death* and *Tiger Woods PGA Tour Golf*. Rebellion purchased 2000 AD and its entire character portfolio in 2000 and recently announced plans to make two new Judge Dredd movies.

2006 DEAD TO RIGHTS: RECKONING
2006 ROGUE TROOPER
2005 DELTA FORCE: BLACK HAWK DOWN


Eenie Meenie Minee...



WANNA PLAY?



The DJ's choice of song had everyone running for the dancefloor

ETA AUT

Marvel Ultimate Alliance

Rise of the super-beings

Publisher: Activision **Genre:** RPG **WWW.** marvel.com



Prepare to pull on the tight-fitting clothing and dish out some serious damage. No, it's not the latest outing from the princes of pomp at the WWE. In fact, it's a chance for every comic-book and superhero fanboy to live out their ultimate fantasy of becoming one of over a hundred Marvel characters – the largest number ever assembled for a game. And all this on your humble PSP.

We can exclusively reveal the first shots and details of this amazing game from Raven Software (*X-Men Legends II*) and Activision. *Marvel Ultimate Alliance* will allow you to choose a four-man team from a roster of 140 well-known Marvel characters including the likes of Captain America, Thor, Wolverine and good old web-head himself, Spidey. Yes, you did read that right: a roster of 140 characters to choose from.

The heroes of the world are to unite to stop Doctor Doom and a who's who of bad guys in their attempt to take over the world. The storyline has been put together by noted Marvel author CB Cebulski and looks to be based on the *X-Men Legends* games engine. A few new tricks have been added, however. Players will now be able to engage in combat while in flight – a feature that was sadly lacking from the *X-Men* titles – and take the fight underwater and



DEVELOPER HISTORY
Raven Software

Founded in 1990 by brothers Steve and Brian Raffel. Based in Madison, Wisconsin, Raven signed an exclusive publishing deal with Activision early in 1997. They have since worked alongside id Software, helping to produce the acclaimed *Quake 4*. Acquired by Activision in 1997, Raven has gone from strength to strength and shown a particular penchant for FPS games

2000 **Soldier of Fortune**
2003 **Star Wars: Jedi Knight - Jedi Academy**
2004, 2005 **X-Men Legends I & II**



Sometimes all you can do is just hit anything that moves





Wolverine clearly wanted to show the others that he'd been working out

across all manner of landscapes from the Marvel universe, including the Shield Helicarrier and Skrull Homeworld.

As well as creating their own superhero team, players will be able to personalise it with unique team names, logos and even vehicles. Ever wondered what would happen if you teamed Captain America along with everyone's favourite hot-head Wolverine? Well now's your chance to find out. A huge range of tactics, equipment and upgrades will also be available to help players take full advantage of their super-powered dream teams. An upgraded combat system is also promised, allowing for much more intricate attacks than has previously been seen from the game engine.

Throw into the mix multiplayer options including co-operative modes and the ability to import characters from the one-player game and you begin to see just how expansive this game could be. Imagine being able to build the ultimate Spider-Man character then taking him online to fight alongside your friends in an effort to save the world.

// EVER WONDERED WHAT WOULD HAPPEN IF YOU TEAMED CAPTAIN AMERICA ALONG WITH EVERYONE'S FAVOURITE HOT-HEAD WOLVERINE? //

A much less linear story progression is promised, with the choices of missions taken and the interaction between players having a direct influence on the path that the main storyline takes. Activision will be helping players to suit up and show their heroic side around autumn this year. As you can see from the variety of screen shots and artwork here, this is shaping up to be a must-have for not only comic buffs but also RPG fans who like their action a little more on the action-packed side rather than just swinging swords at dragons and collecting gems. Make sure you keep you spider senses locked to PURE for a full review in the near future.



That's it, gang up on him!

WANNA PLAY?



// YOUR REAL-WORLD GOLFING SKILLS SHOULD TRANSFER TO THE GAME MORE INTUITIVELY //



All that fairway and still you manage to hit the rough

DEVELOPER HISTORY

Oxygen Interactive

Oxygen Interactive was founded in 2001 by industry veteran Jim Scott. It was originally part of a group of companies, but in 2004 was launched as a standalone firm. Oxygen's first game release was *Perfect Ace Tennis* for the PS2.

2003 **Perfect Ace Tennis**
2005 **Pilot Down**

ETA JUL

World Tour Golf

Not just a sport for the grandads

Publisher: Oxygen Interactive **Genre:** Sports **WWW.** oxygenint.com

Being relatively new to the games industry, Oxygen Interactive has decided to take the way a game looks and feels on the PSP to the limits.

World Tour Golf is aiming to raise players' expectations of what a sports game can be. A ground-breaking new control system will give the player the same level control over the swing enjoyed by golfing professionals in real life. According to associate producer Struan Robertson, "Professional golfers have a huge variety of shots available, not just shots they choose from a menu before they play them. We've made the analogue swing even more analogue." As a result, the player's real-world golfing skills should transfer into videogame form more intuitively that has been possible previously.

This realism extends to the detailed graphics. The camera work is based around what you see on television, which will enable the player to get the best camera angles for before and after each shot. You will also be listening to some of the most respected golfing commentators around, including the BBC's Sam Torrance, Radio 5 Live's Alan Green and ABC's Ian Baker-Finch.

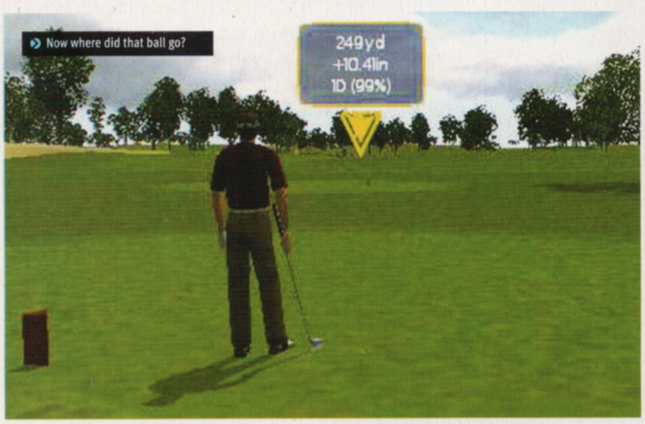




If i were you i would take a Mulligan



There's the control system at work, an almost perfect shot



Some of you PURE veterans may also remember that in our launch issue we ran a competition to have one of our readers put into a PSP game. Well, if you don't already know, this is the game and the lucky winner was a Mr Tony Pugh. Tony has been digitised, wired up and put into the game as one of the characters, so you'll be able to battle it out with him on the golf course.

The game modes offer a variety of single-player and multiplayer modes as well as a career mode where you'll be able to guide Tony or your own custom-created golfer through the rankings, from rookie to PGA Tour winner.

Set for a summer release, this game will coincide with what many people call the golf and cricket season. With some great approach play, we reckon it's on course for at least a par.

WANNA PLAY?

// THE ODDS MUST BE FIRMLY STACKED AGAINST *WORLD TOUR SOCCER 2* GOING ANY FURTHER THAN THE GROUP STAGES //



Even the multi-player mode can't help liven up this game

DEVELOPER HISTORY
SCEE

The North American headquarters of Sony Computer Entertainment, Inc, which was established in Tokyo in 1993, Sony Computer Entertainment is now being reorganised into the new global SCE Worldwide Studios.

2006 **Shadow of the Colossus**
2005 **God of War**
2004 **Siren**

ETA JUN

World Tour Soccer 2

This time arounds it's a whole new ball game for Sony's soccer hope.

Publisher: SCEE **Genre:** Sports **WWW.** N/A

There is an old saying that 'nothing ever grows in the shade', and while the original *World Tour Soccer* benefited heavily from having the shrewd tactical advantage of arriving on the PSP long before EA and Konami had got their own respective titles ready for release, this time around things are looking decidedly different for SCEE's soccer sequel. Far from being starved of decent football game choices, PSP owners currently have an excellent selection of games to choose from, including Electronic Arts' recently released *FIFA World Cup Germany 2006* (9/10 – Issue 5). Far from being the only footy game on the shelf, I can't help feeling that this time around the PSP's erstwhile owners are about to discover that life in the shadow of a franchise giant like FIFA can be a very, very cold place to live indeed.



John Carew doing what no striker should have to do, tracking back





Offering two core modes of play, 'World Tour' and 'Medal Mode' *World Tour Soccer 2* follows on from where its predecessor left off. Much of its gameplay is based around collecting points as you win challenges on each of the major footballing continents, against increasingly stronger opposition. These points then allow players to unlock new teams, game modes and All Star sides.

There are 11 different styles of play within the game within which to obtain these points, each of which requires a very different approach from the player. For example, the 'classic challenge' (which featured in the first version) awards points for perfect passes and scorching shoots, while in the 'all rounder' bringing in teammates to the game is key. 'Time attack' is all about gaining points against the clock, whereas in 'checkpoint' you are tested on your distribution skills.

Other key features include a brand new visual style, further game modes available for download after purchase, Wi-Fi (four players) and Infrastructure (two player) support, and eight new stadiums and 71 International teams.

But even with all of these features, the big question is will World Tour Soccer 2 have enough quality and credibility to outgun its more illustrious competitors? Well, avoiding Fifa's launch by a month and appearing just ahead of the World Cup's kick-off in June, as global football fever reaches its peak, should help somewhat. However, for the more clued-in player, the odds must be firmly stacked against World Tour Soccer 2 going any further than the group stages.

Look out for a full review next issue.



The menu screens look the best part of this game

WANNA PLAY?



The island's cannibals seem to have chosen their main course. Personally we'd have preferred a nibble of Kiera Knightley

ETA JUN

Pirates of the Caribbean: Dead Man's Chest

Jack's back

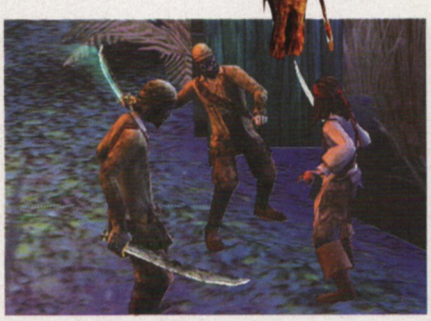
Publisher: Buena Vista Games **Genre:** Action **Website:** amazeentertainment.com



When Disney first announced in 2002 that they would be making a film based on one of their most popular theme-park rides, many laughed at the idea. However, *Pirates of the Caribbean* not only went on to make a fine showing at the box office but also turned out to be a damn good film. With Johnny Depp in the lead role as the flaky, camp and downright likeable Captain Jack Sparrow, a sequel was almost a forgone conclusion. Now, three years later, the return of good old Captain Jack is upon us with the upcoming release of *Pirates of the Caribbean: Dead Man's Chest* at cinemas this summer, and another instalment in the franchise due next year.

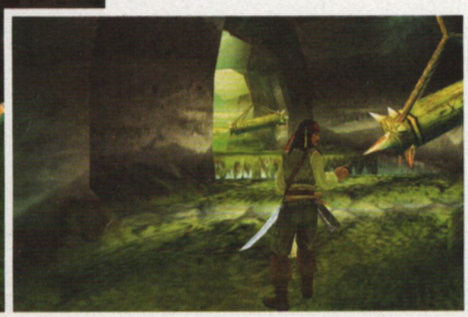
The game of the first film had little to do with the actual movie and was a letdown for many fans. However, Buena Vista Games realised that the market for Captain Jack was huge and so the second game in the series boasts a much more film-based storyline and even the ability to control the prancing, smart-talking and almost continually drunk Jack as the main character.

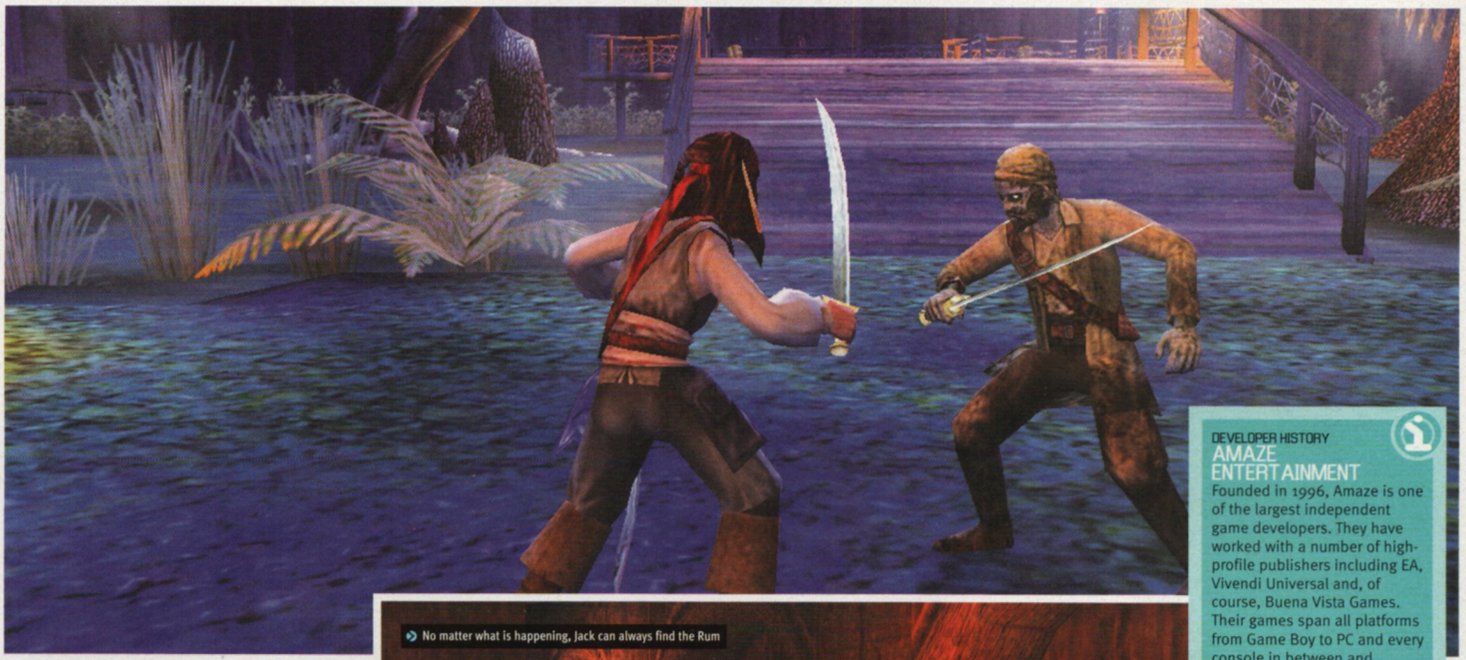
Due out in the summer, this third-person perspective adventure pits Jack against the evil sea spirit Davy Jones. You see, Jack owes a debt to Jones for returning his beloved Black Pearl to him and Davy, along with his army of sea phantoms, has come to collect. The price Jack has to pay for his beloved vessel? Not much, just his immortal soul. Now Jack must find a way to save his soul and escape a lifetime of suffering.



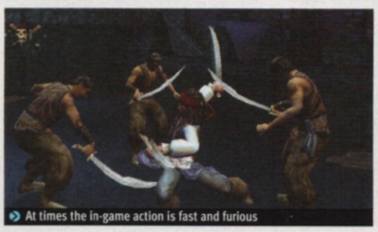


Not even the natives can handle Jack's morning breathe

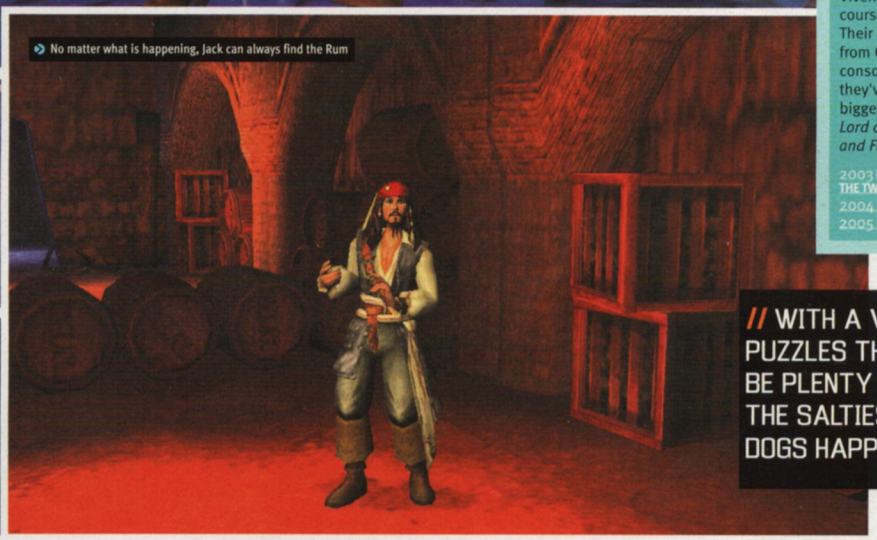








At times the in-game action is fast and furious



No matter what is happening, Jack can always find the Rum

DEVELOPER HISTORY

AMAZE ENTERTAINMENT

Founded in 1996, Amaze is one of the largest independent game developers. They have worked with a number of high-profile publishers including EA, Vivendi Universal and, of course, Buena Vista Games. Their games span all platforms from Game Boy to PC and every console in between and they've worked on some of the biggest movie tie-ins such as *Lord of the Rings, Harry Potter and Finding Nemo.*

2003 LORD OF THE RINGS: THE TWO TOWERS
2004 THE URBZ: SIMS IN THE CITY
2005 THE CHRONICLES OF NARNIA

// WITH A VARIETY OF PUZZLES THERE'S GOING TO BE PLENTY TO KEEP EVEN THE SALTIEST OF SEA-DOGS HAPPY //

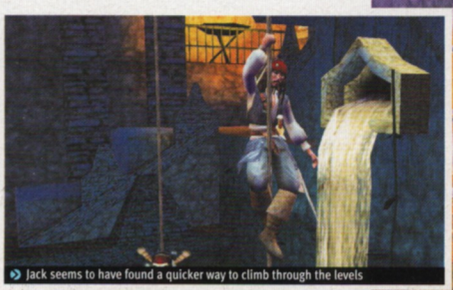
We've had our hands on an early-build copy and we have to say that the representation of Jack himself is spot on: from his distinctive attire to his rather camp walk, it's all there. Even many Sparrow witticisms are thrown in for good measure to back up the thumping score from the film. As Jack climbs, jumps and swings his way through the ten levels, he'll come across all kinds of ne'er do wells, cannibalistic natives and, of course, ghost pirates. Never one to shy away from a fight, our incomparable captain has a range of combat moves and his trusty sword available. He can also use items such as bottles, knives, grenades and pistols to name but a few of the damage-dealing goodies to hand. As if that wasn't enough, Jack also has some rather underhanded pirate moves to throw in as well – let's just say that diamonds and rubies aren't the only crown jewels being damaged around here. With a variety of puzzles there's going to be plenty to keep even the saltiest of sea-dogs happy.

It's not just running, jumping and swinging cutlasses either. The Ad Hoc wireless multiplayer mode will see you captaining a variety of ships against up to four friends. Here you engage in three-dimensional sea battles in an attempt to send your foes to a watery grave using upgradeable craft and weaponry. So strap on your sword and get set to take to the high seas.

WANNA PLAY?







Jack seems to have found a quicker way to climb through the levels

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cut

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- ❑ North England
- ❑ Midlands
- ❑ London
- ❑ South England
- ❑ Wales
- ❑ Scotland
- ❑ Northern Ireland
- ❑ Ireland
- ❑ Europe
- ❑ Rest of World

2 What is your age?
- ❑ Under 12
- ❑ 12-15
- ❑ 16-25
- ❑ 26-35
- ❑ 36-45
- ❑ Over 45

3 Are you:
- ❑ Male
- ❑ Female

4 What is your employment status?
- ❑ At school
- ❑ At college/university
- ❑ Employed full-time
- ❑ Employed part-time
- ❑ Self-employed
- ❑ Not employed
- ❑ Retired

5 What is your annual income (Optional)?
- ❑ None
- ❑ Under £10,000
- ❑ £10,000-£14,999
- ❑ £15,000-£24,999
- ❑ £25,000-£34,999
- ❑ £35,000-£44,999
- ❑ £45,000 or more

ABOUT YOUR GAMING

6 What systems do you own?
- ❑ PSP
- ❑ PC
- ❑ PS2
- ❑ PSone
- ❑ Xbox
- ❑ Xbox 360
- ❑ Cube
- ❑ NDS
- ❑ GBA
- ❑ Other (please state)

7 On average, how many games do you buy/receive?
- ❑ One every year
- ❑ One every three months
- ❑ One every month
- ❑ Two every month
- ❑ More than two every month

8 Where do you buy your games?
- ❑ High street retailer
- ❑ Independent store
- ❑ Online (Amazon)
- ❑ Online (Other)

9 On average, how many games do you rent every month?
- ❑ None
- ❑ 1-2
- ❑ 3-4
- ❑ More than 4

10 Where do you rent your games?
- ❑ High street rental
- ❑ Independent rental
- ❑ Online (Amazon)
- ❑ Online (Other)

11 Which of the following systems do you most want? (please choose one)
- ❑ PSP
- ❑ PC
- ❑ PS3
- ❑ Xbox 360
- ❑ Nintendo Revolution
- ❑ Other (please state)



12 Describe yourself. I am a...
- ❑ Hardcore Gamer
- ❑ Experienced Gamer
- ❑ Average Gamer
- ❑ Occasional Gamer
- ❑ Novice Gamer

13 What gaming magazines do you read (please list top 5)?

1
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

2
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

3
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

4
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

5
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

14 What non-gaming magazines do you read (please list top 5)?

1
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

2
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

3
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

4
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

5
- ❑ subscribe ❑ buy regularly
- ❑ buy often ❑ buy sometimes

15 What gaming websites do you visit (please list top 5)?

1
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

2
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

3
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

4
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

5
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

16 What non-gaming websites do you visit (please list top 5)?

1
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

2
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

3
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

4
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

5
- ❑ visit daily ❑ visit regularly
- ❑ visit often ❑ visit sometimes

17 Please indicate which of the following statements relate to you:

I like to keep informed about the whole gaming scene
☑Agree ☐Disagree ☐ Neither

I am only interested in formats that I own
☑Agree ☐Disagree ☐ Neither

I am only interested in PSP information
☑Agree ☑Disagree ☐ Neither

I prefer magazines to websites
☐Agree ☑Disagree ☐ Neither

Games are more important to me than music
☑Agree ☐Disagree ☐ Neither

Games can cause violent behaviour
☐Agree ☐Disagree ☐ Neither

I would prefer to download games than to buy from a shop
☐Agree ☐Disagree ☐ Neither

18 Please vote for your favourite game on PSP:

- ☐Grand Theft Auto: Liberty City Stories
- ☐FIFA Street 2
- ☐WipEout Pure
- ☐Key Of Heaven
- ☐SOCOM Fireteam Bravo
- ☐Splinter Cell: Essentials
- ☐Tomb Raider: Legend
- ☐Other (please state) ____

ABOUT PURE

19 Which issues of PURE have you read?

- ☐Issue 1
- ☐Issue 2
- ☐Issue 3
- ☐Issue 4
- ☐Issue 5
- ☐Issue 6



20 How regularly do you/ will you read PURE?

- ☐I am a subscriber
- ☐Every issue
- ☐Every second issue
- ☐Every third/fourth issue
- ☐Only when something interests me

21 Where did you first hear of PURE?

- ☐Internet – PURE website
- ☐Internet – Google/search engine
- ☐Internet – other
- ☐In newsagent
- ☐A friend
- ☐UMD packaging
- ☐In another magazine
- ☐Newspaper
- ☐Other (please state) ____

22 How many additional people read your copy of PURE?

- ☐None – Only me
- ☐One
- ☐Two
- ☐Three
- ☐Four
- ☐Five or more



23 In your own opinion, please rate the following elements of PURE's PSP coverage against other magazines (if PURE is the only magazine with PSP information that you read, please choose better than):

Editorial integrity	☐better than	☐similar to	☐worse than
Design clarity	☐better than	☐similar to	☐worse than
General information	☐better than	☐similar to	☐worse than
Exclusive information	☐better than	☐similar to	☐worse than
Editorial accuracy	☐better than	☐similar to	☐worse than
Review scoring	☐better than	☐similar to	☐worse than
UMD coverage	☐better than	☐similar to	☐worse than
Application/hardware coverage	☐better than	☐similar to	☐worse than
Value/price	☐better than	☐similar to	☐worse than
Overall	☐better than	☐similar to	☐worse than

24 Please indicate the level of importance each of the following has on your decision to purchase PURE:

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Important Reviews
☐Essential ☐Important ☐Quite Important ☐Not Important

Free gifts
☐Essential ☐Important ☐Quite Important ☐Not Important

Important

CD/DVD
☐Essential ☐Important ☐Quite Important ☐Not Important

UMD
☐Essential ☐Important ☐Quite Important ☐Not Important

Price
☐Essential ☐Important ☐Quite Important ☐Not Important

25 Please indicate which of the following statements you relate to:

PURE is the best magazine for PSP coverage
☐Agree ☐Disagree ☐ Neither

I trust what PURE says
☐Agree ☐Disagree ☐ Neither

PURE covers PSP games before anyone else
☐Agree ☐Disagree ☐ Neither

PURE is written for people like me
☐Agree ☐Disagree ☐ Neither

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☐Agree ☐Disagree ☐ Neither

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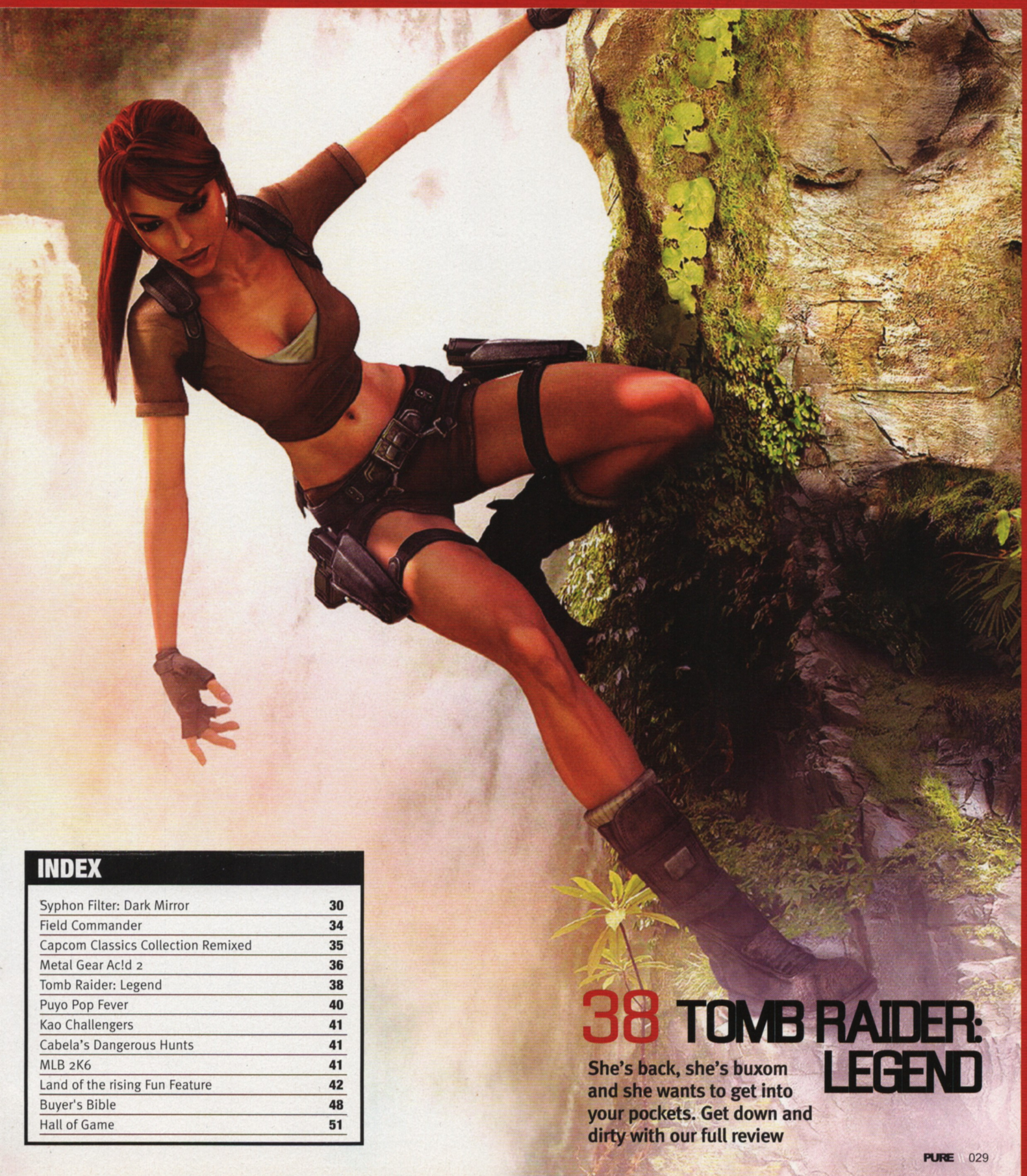
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WE REVIEW EVERY UK PSP GAME

FILTER

YOUR BUFFER BETWEEN HYPE AND TRIPE

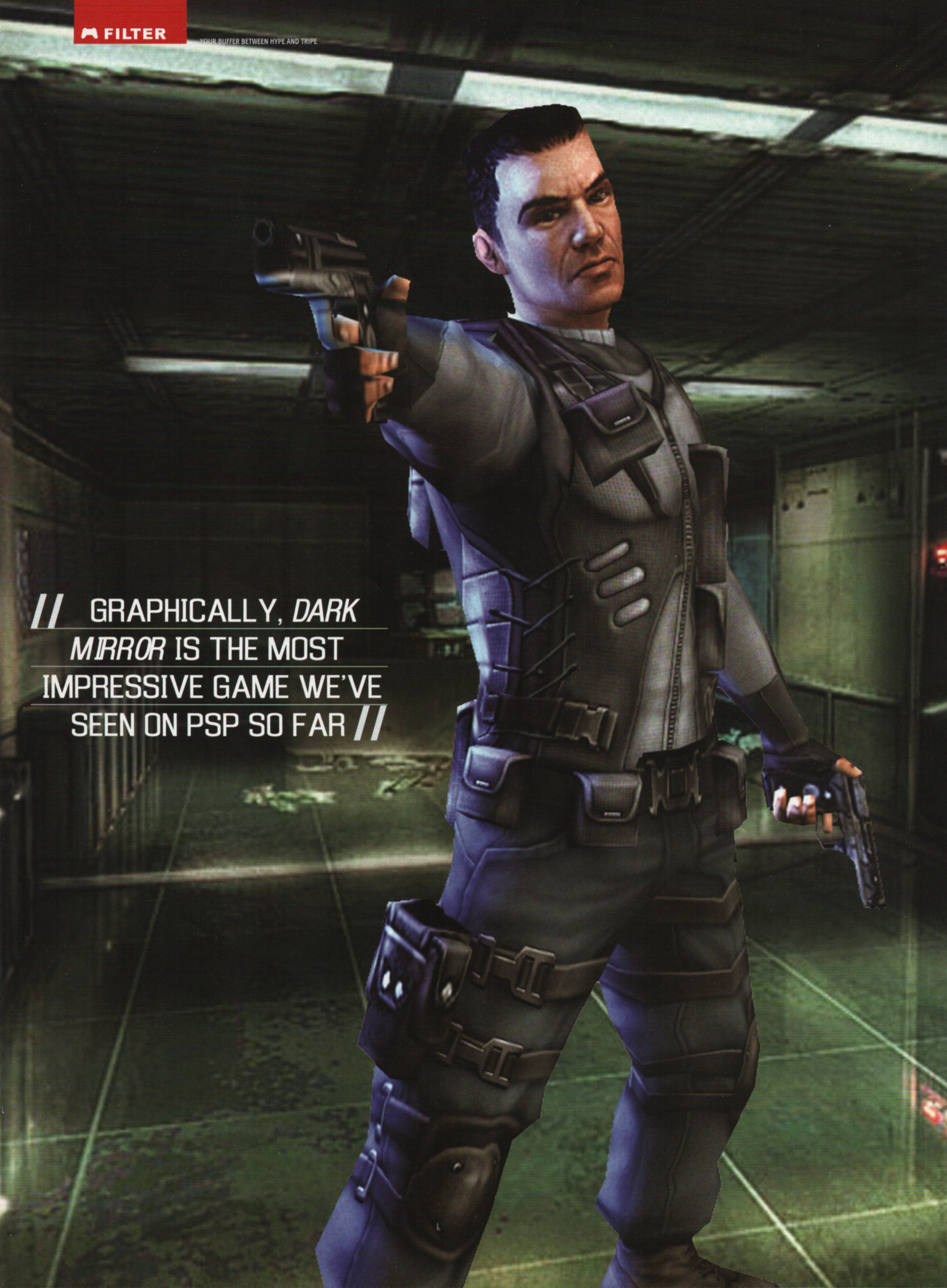


INDEX

Syphon Filter: Dark Mirror	30
Field Commander	34
Capcom Classics Collection Remixed	35
Metal Gear Ac!d 2	36
Tomb Raider: Legend	38
Puyo Pop Fever	40
Kao Challengers	41
Cabela's Dangerous Hunts	41
MLB 2K6	41
Land of the rising Fun Feature	42
Buyer's Bible	48
Hall of Game	51

38 **TOMB RAIDER: LEGEND**

She's back, she's buxom and she wants to get into your pockets. Get down and dirty with our full review



// GRAPHICALLY, *DARK MIRROR* IS THE MOST IMPRESSIVE GAME WE'VE SEEN ON PSP SO FAR //





SYPHON FILTER: DARK MIRROR

PURE GENIUS! AWARD

Mirror, mirror smashed on the floor...

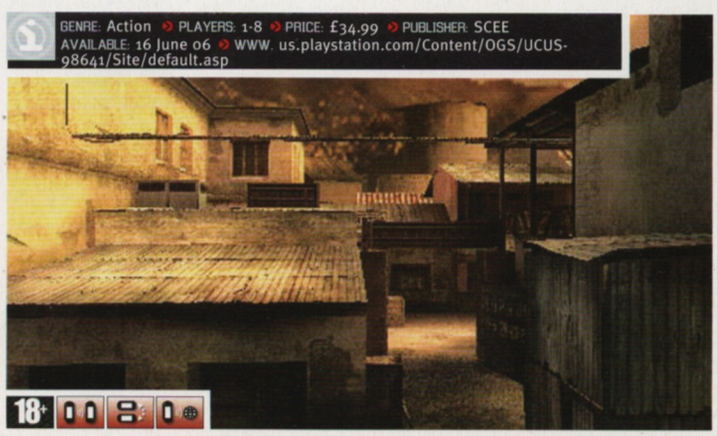
AT A GLANCE

PLAYABILITY	9/10
LOOKS	10/10
SOUND	9/10
CHALLENGE	10/10
LIFESPAN	10/10

FILTER: Intuitive controls, amazing graphics, addictive gameplay

FILLER: Can get a little repetitive, May not be everyone's cup of tea

GENRE: Action » PLAYERS: 1-8 » PRICE: £34.99 » PUBLISHER: SCEE
AVAILABLE: 16 June 06 » WWW: us.playstation.com/Content/OGS/UCUS-98641/Site/default.asp



18+

The world of action heroes in both movies and gaming is packed with three types. You have the straight-to-budget-label wannabes who have the looks but never the real ability. Next up the rung of the hero ladder are the also-rans who make a fair enough showing but never really deliver the goods in the final showdown. And then you have the true action heroes. The return of Gabe Logan manages to move him from the middle category right up into the top tier with more style than any of his brethren have shown to date. *Dark Mirror* is a PSP exclusive that not only propels Gabe past Bond as far as gadgets go, but it would be fair to say a certain fella named Sam may well be spending the rest of his days fishing and Snake's crown as top gaming action hero is looking a lot less solid.

Listed as missing in action after his last mission, Gabe is now in the unique position of being recruited to join a secret black ops agency that is so well hidden as to be invisible, even from the President himself. It's at this point that we join our hero as he heads off to check out the going on at an Alaskan oil refinery. Upon arrival it becomes apparent there is something untoward happening. Masked soldiers activating the refinery for a possible catastrophic explosion, other shady characters hacking computers and more hardware than an ironmongers convention means Gabe is definitely going to have his work cut out for him as his adventure takes him around the world.

Okay, so the storyline is your usual 'stop the terrorists from carrying out their dastardly plan' type that we've all heard so many times before. However, it's not the story that will grip you when playing *Dark Mirror:* it's the way that it is all so smoothly handled that will keep you coming back for more. Forget the camera problems of other games of this ilk, ignore titles that have you spending the majority of your game in night vision mode just to see what's going on: Gabe is most definitely shaping up to be the guy to beat.

Graphically, *Dark Mirror* is the most impressive game we've seen on PSP so far. Gabe's range of movements - from climbing obstacles to using walls for cover and even zooming around on ziplines - are so fluid, the game just feels right. It's the little touches throughout that let you know Sony have pulled out all the stops. Snow falling in Alaska has never looked so good as when you see it rendered on your PSP screen. But it's not just the detailed environments and textures that draw you in, it's the little touches that you would expect from a larger console version that help add that

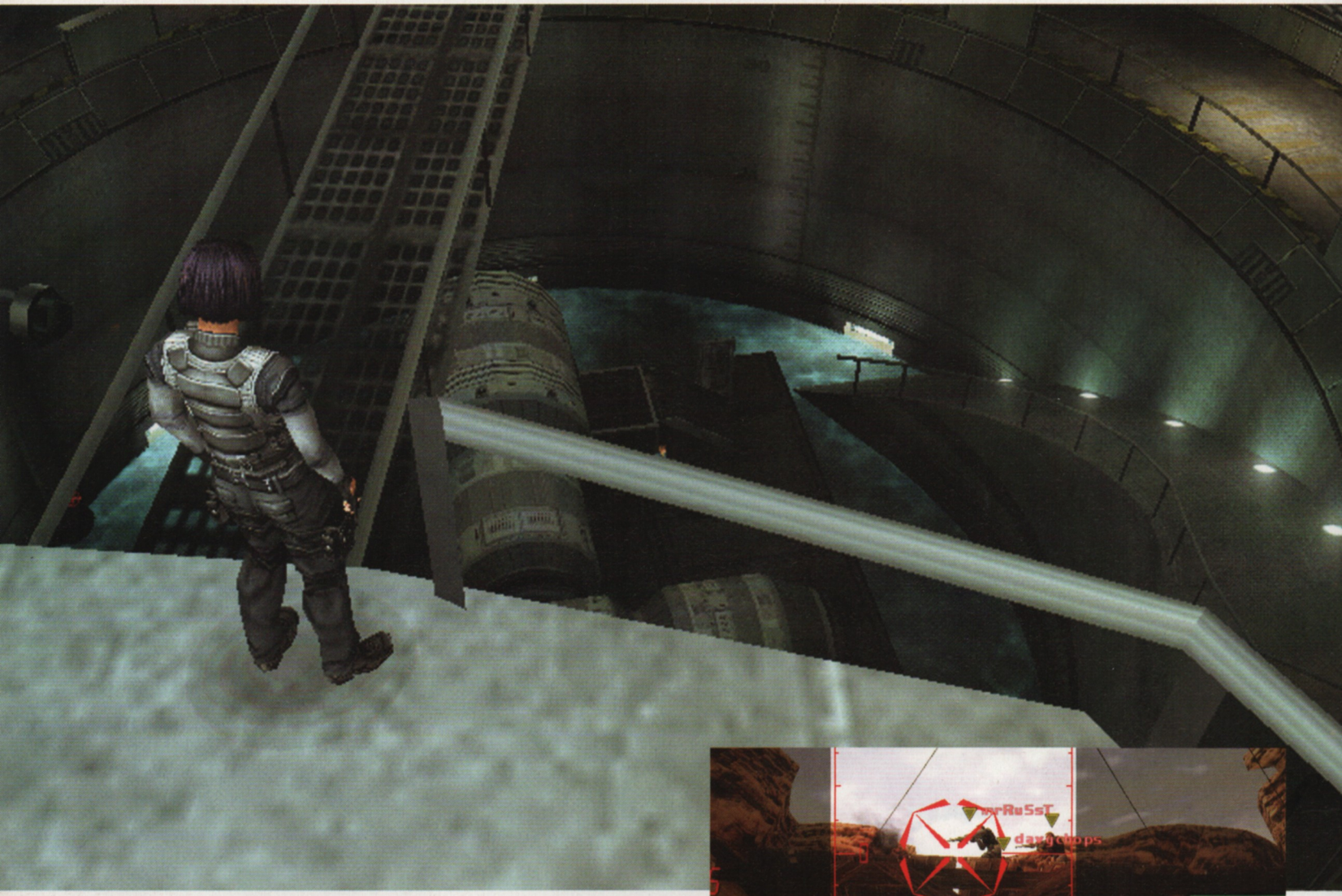
» IN THE SAME VEIN



SPLINTER CELL: ESSENTIALS
A well-executed game that's not without its control and camera problems. 9/10



SOCOM NAVY SEALS: FIRETEAM BRAVO
Squad shooter extraordinaire. Massive multiplayer options make this a must-have. 10/10



A top of the range targeting system means that missing is almost impossible... almost



extra touch of polish. For example, in an early level you come across a number of vending machines against a wall. In other PSP games these would be purely for decoration, but pop the front of one with a pistol and watch the glass shatter and you know you're in an incredibly realistic gaming environment.

> POP THE FRONT OF A VENDING MACHINE WITH A PISTOL AND WATCH THE GLASS SHATTER

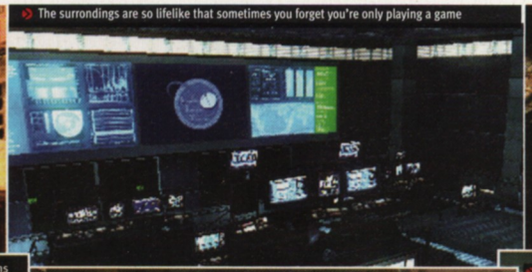


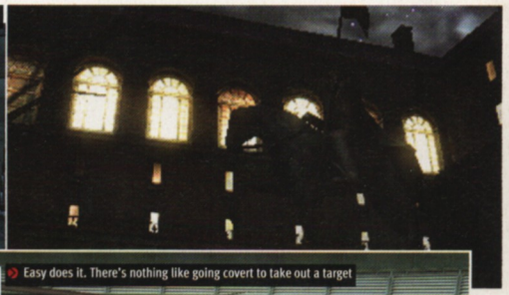
Many games of this type suffer badly due to the loss of the second stick; and while other titles have attempted to compensate by using the face buttons as a replacement, *Dark Mirror* is the first to actually make it a viable proposition. Previous attempts have seen extremely jerky responses often leaving you spinning around the screen with no real control. *Dark Mirror*, however, has the controls tuned so well that pinpoint head shots and fast-moving attacks are now a possibility. Extra equipment is handled by a press of the right of the D-Pad to access your weaponry, while left opens your various gadgets. Switching between equipment on the fly becomes second nature after only a few minutes' play.

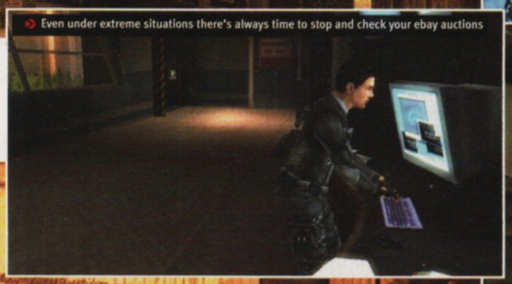
While we're on the subject of weaponry, it's fair to say Gabe is one seriously tooled-up dude. A new rifle offers so much more than just plain old bullets for dispatching your enemies. Gabe's rifle can now fire an array of 'darts' that would make a certain Mr Bond proud. These darts range from electric shock units to gas darts and even explosives, all of which can be used at any time depending on your particular approach to the missions at hand. Piling into a mission all guns blazing will often find you no more than a steaming corpse on the floor. That being said, though, it's not all creeping around and being quiet either. In fact, a decent balance exists in *Dark Mirror* that will find you edging your way along the wall picking off your opponents in silence one minute, while seconds later you are involved in a run-and-gun firefight that sees shrapnel zinging past you from all directions. Gabe is not averse to a little help from NPCs either, with levels requiring you to defend and escort characters while they open locks or activate systems for you; they'll even give you a bunk up through hard-to-reach areas if you ask them nicely. It's this continual variation in the action that makes the game such a thrill to play.

With a game made by Sony, on a machine made by Sony, you'd expect them to show off all the capabilities of the hardware at hand and oh boy do they ever. If you need a break from the single-player

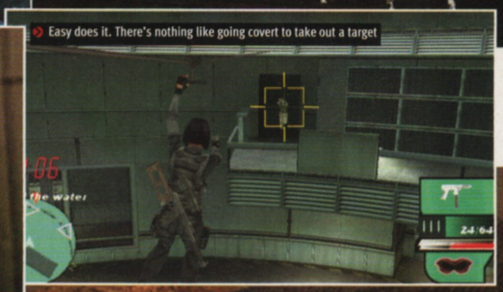



The surrondings are so lifelike that sometimes you forget you're only playing a game




Even under extreme situations there's always time to stop and check your ebay auctions

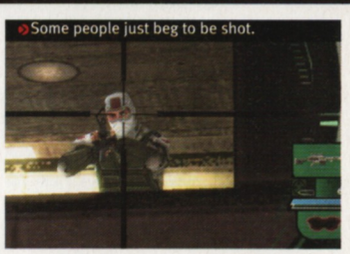



Easy does it. There's nothing like going covert to take out a target

// PILING INTO A MISSION ALL GUNS BLAZING WILL OFTEN FIND YOU NO MORE THAN A STEAMING CORPSE ON THE FLOOR //

Story Mode there's always fun to be had in the multiplayer mode. In fact, flipping that wireless switch on the side doesn't just allow you to take on friends and foes alike across both Infrastructure and multiplayer mode. It also gives you access to five specially created multiplayer levels and a whole new bag of weapons to play around with, including the addition of various mines such as anti-personnel, claymores and even laser-triggered goodies. Up to eight players can engage in a variety of game modes including Deathmatch, Team Deathmatch, Objective and Rogue Agent modes. You can even access leaderboards and set up clans. The online portion of the game works well with no real lag, so much so that you don't even feel like you're playing online. Add to this mix headset support - ideal for taking the rise out of your pals as they step into your web of carefully laid mines - and those that yearn for the halcyon days of multiplayer GoldenEye fun may well have found themselves a new title to slake their thirst. Don't worry if you can't get to a hotspot or find a friend with a copy of the game to play against either, as Sony have also included game-sharing support to allow a friend to enjoy the fun.

Overall, *Syphon Filter: Dark Mirror* looks good, sounds good and plays like a dream. It is, in essence, a full-sized console shooter in the palm of your hand. In fact, we'd go so far as to say this is possibly the best action-based shooter out there for the PSP at the moment. **Marc Powell**


Some people just beg to be shot.

CONCLUSION

A stunningly executed title that is a pure joy to play. A real must have for every PSP owner out there.

SCORE 10 /10

7+

GENRE: Strategy › PLAYERS: 1-4 › PRICE: £34.99 › PUBLISHER: Ubisoft
AVAILABLE: June 06 › WWW. fieldcommandergame.com



› Ah the satisfying sight of a direct hit on the enemy, there's nothing better



FIELD COMMANDER

You don't just play, you command

PURE GENIUS! AWARD

AT A GLANCE

PLAYABILITY	9/10
LOOKS	8/10
SOUND	8/10
CHALLENGE	9/10
LIFESPAN	9/10

COMMANDER: A real tactical game that will test your military knowledge

PRIVATE: The grid can sometimes slow the game down



› Don't think the curry was a good idea



As the first military strategy game on the PSP, *Field Commander* has more than a little bit of pressure on it to set a quality benchmark for future turn-based tactical releases. Having been originally due for release in March, it's had strategy fans waiting with bated breath.

The game is based around the strategy of war and how to beat your opponent – not by brute force like Arnie would, but with your brain instead. Working for an independent organisation of Allied Nations, the enemy consists of terrorists who seem hellbent on doing as much damage to the world as possible. In order to win the battle you are given a selection of grunts, vehicles such as trucks to load your grunts onto for extra protection, as well as a variety of artillery and heavy weapons such as tanks. In some missions, air and sea units are also thrown into the mix to raise the destructive possibilities.

Each movement made by either grunts or vehicles is limited to their unique abilities, with terrain and other factors limiting your movements per turn. So there's no sending units on map-spanning suicide missions. This means that only certain paths can be taken in order to reach your objective, adding an element of forward planning to each action. To defeat your opponent you will ultimately need to control certain areas of the grid: this will allow you to roam freely and also mean that your opponent is penned in with nowhere to run.

> "THE WHOLE EXPERIENCE IS LIKE A CROSS BETWEEN *COMMAND & CONQUER* AND CHESS"

The comparisons between *Field Commander* and the Nintendo DS's *Advance Wars* are hard to avoid. But *Field Commander* scores above its rival by making the whole experience three-dimensional, not to mention a whole lot better looking than in its cutesy counterpart. The whole experience is like a cross between *Command & Conquer* and chess, with advance planning and strategy being the main driving force behind the game. With 30 missions to try to master, each time you enter the battlefield you will really need to make sure that you have scoped out the terrain and are always one step ahead of your target.

We are very impressed with everything about this game, especially when you think there are no other PSP strategy games around. The Ubisoft folks haven't rested on their laurels and produced an average game just because there's no competition – they have decided to go the whole nine yards and produce a game that not only looks very accomplished graphically but also packs one hell of punch when it comes to addictive gameplay. In fact, owning this game could be a major factor in increased insomnia as you find yourself dragged into that never-ending spiral of 'just one more go'. **Pete Darke**

› IN THE SAME VEIN



Metal Gear Acid
Easy-to-pick-up-and-play turn-based game that will surprise you 8/10

Lord of the Rings: Tactics
A disappointing RPG element with no real character definitions 5/10



CONCLUSION

Well presented and seriously addictive, *Field Commander* is a turn-based treat.

SCORE 9 /10



Jumping up and down is an effective form of defense in most retro fight-em-ups.







GENRE: Retro » PLAYERS: 1-2 » PRICE: £34.99 » PUBLISHER: Capcom
AVAILABLE: 14 July 06 » WWW. capcom.com/cccremixed/

"THE GRAPHICS AREN'T GREAT BUT THAT'S NOT THE POINT: THESE GAMES ARE CHALLENGING AND ADDICTIVE"

CAPCOM CLASSICS COLLECTION REMIXED

Back to the days of yore



"Fly me to the Moon . . . ."



Games don't have to be realistic to be addictive

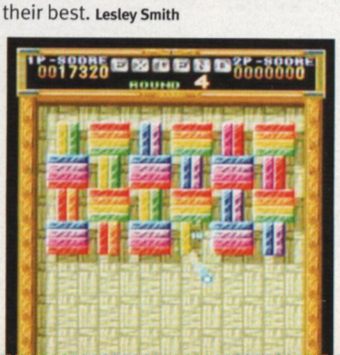
Everyone over a certain age will remember those happy childhood days at the arcade, stuffing ten pence pieces into games like *Street Fighter* or *Strider* and the thrill of finishing a level or beating a particularly hard boss. Playing *Capcom Classics Collection* is like returning to that blissful time but without the need to spend all your pocket money or stand in a draughty arcade, surrounded by a pack of kids jostling for their turn.

The games themselves are diverse, from well-known titles like *Final Fight* to more obscure ones such as *Quiz & Dragons*, which can't decide if it's a board game or an RPG. There are fighting games, platformers, puzzles and some good old-fashioned shoot-'em-ups. Some gamers brought up with the N64 and PSone may scoff, but many of these games have long-lasting appeal, as demonstrated by the reluctance of PURE's Editor to hand the review copy over.

Capcom have collected a mixed bunch for this UMD compilation but have also added some nifty bonus content which is unlocked when you complete specific requirements, such as finishing a certain level. This includes the history of the games, artwork, gameplay tips and even music for your listening pleasure.

Each game has been optimised for the PSP screen with the option of playing in the original screen format or vertically, which comes in handy when playing the aerial shoot 'em-up *1941: Counter Attack* although the controls are harder to use.

So the graphics aren't great and neither are many of the storylines, but that's not the point. There are some real gems in this collection that are much more challenging, addictive and are also likely to last a lot longer than many modern titles. You can even challenge a friend using the automatic Ad Hoc mode. And the fact that you can now save your place onto a memory card is sure to ease the frustration many gamers felt in the past when death meant they had to restart from the beginning of the game. Of course, if you really want to, you could always remove your memory card from the PSP for that genuine arcade experience. Either way, this is excellent example of retro games at their best. **Lesley Smith**



CLASSICS LOWDOWN

So, 20 games? You're probably wondering what amazing retro gems you can play on one UMD. Here's a full list:

1941: Counter Attack
Avengers
Bionic Commando
Black Tiger
Block Block
Captain Commando
Final Fight
Forgotten Worlds
Last Duel
Legendary Wings
Magic Sword
Mega Twins
Quiz & Dragons
Section Z
Side Arms
The Speed Rumbler
Street Fighter
Strider
Three Wonders
Varth

AT A GLANCE

PLAYABILITY	6/10
LOOKS	3/10
SOUND	5/10
CHALLENGE	7/10
LIFESPAN	5/10

CLASSIC FANTASTIC: A nostalgia fest full of classic, challenging games

CLASSIC JURASSIC: Retro games may not appeal to everyone

IN THE SAME VEIN



Namco Museum Battle Chronicles
Namco's anthology of retro goodness, dominated by *Pac-Man*. 7/10



Midway Arcade Treasures
It's Midway's turn with a list of unsung classics - and *Mortal Kombat*. 8/10

CONCLUSION

Retro gems that are sure to provoke nostalgia and keep you playing for hours.

SCORE 6 /10



GENRE: Strategy › PLAYERS: 1 › PRICE: £34.99 › PUBLISHER: Konami
AVAILABLE: 19 May › WWW: konami.jp/gs/game/mga2/

› Snake unleashes a punch that even Ricky Hatton would be proud of

› One of the few visually pleasing sights the game has

METAL GEAR AC!D 2

Déjà vu...again?

AT A GLANCE

PLAYABILITY	5/10
LOOKS	4/10
SOUND	5/10
CHALLENGE	6/10
LIFESPAN	6/10

METAL GREAT SOLID: Intro movie is cool... but that's about it.

METAL GHASTLY SOLID: Glaring graphics, and no spoken dialogue whatsoever.

THE SOLID EYE



Coming free with *Metal Gear Ac!d 2*, this peripheral is akin to 3-D glasses and is meant to enhance viewing of special segments in the game, such as cut-scenes. When Konami released pictures of the Solid Eye, it looked like it was going to be a decent piece of equipment. Unfortunately, what you see on the Web is not what you get with the game. Instead you get a lightweight, flimsy cardboard cutout that, every time you use it, will either fall apart at the slightest bit of applied pressure or make your eyes go funny. They have done away with the nosepiece, the clip that attaches it to the PSP, and basically redesigned the whole thing. In fact, the only aspect that is the same is the white rim around the eye.

Metal Gear Solid is one of those great franchises that just keeps on getting better and better, so we had high hopes for the latest PSP incarnation, *Metal Gear Ac!d 2* – we really did. We lapped up images of the Solid Eye add-on and talk of revolutionary graphics and a gripping storyline. Then we played it...

After being arrested by a crooked FBI agent, Snake is forced to break into an isolated facility owned by SaintLogic Inc, in order to save his friends from a lifetime wasting away in jail. But Snake, being the smart cookie that he is, gets suspicious and soon realises the facility is linked to his forgotten past.

As with the first *Metal Gear Ac!d*, the turn-based system and cards return. Everything from moving to the use of weapons relies on the cards you have in your possession and this does make it an interesting experience for the first hour or so. With 500 to choose from, there are dozens of ways to kill bad guys; but after a point, forcing you to think about the next move makes *Metal Gear Ac!d 2* seem more like chess with guns.

The graphics have also been tinkered with and are a cross between cel-shaded and three-dimensional, making *Metal Gear Ac!d 2* seem like the illegitimate child of *Rez* and *Viewtiful Joe*. This is, of course, partly due to the rigid grid-based mentality of the game which, in turn, affects the locations and layout of the levels.

> THE ILLEGITIMATE CHILD OF REZ AND VIEWTIFUL JOE, IT'S CHESS WITH GUNS.



› A very packed screen sometimes makes it hard to understand what is happening



This is despite a compelling plot which is actually quite intriguing when you realise how this game is connected with previous outings. However, the addition of Venus – a female assassin who, like Snake, is also an amnesiac – does nothing to add to the gameplay. Indeed, overall opinion on the game is formulated in about five seconds and only loses points as you spend the first 20 minutes bashing through the dialogue boxes and marvelling at the boredom associated with the tutorial levels. *Metal Gear Ac!d 2* is something you'll either like or hate instantly. **Lesley Smith**

IN THE SAME VEIN



Metal Gear Ac!d
The original, and arguably, much better Metal Gear outing for the PSP.
8/10



From Russia With Love
Even after all this time, if you want guns and action? It's gotta be Bond, James Bond.
9/10

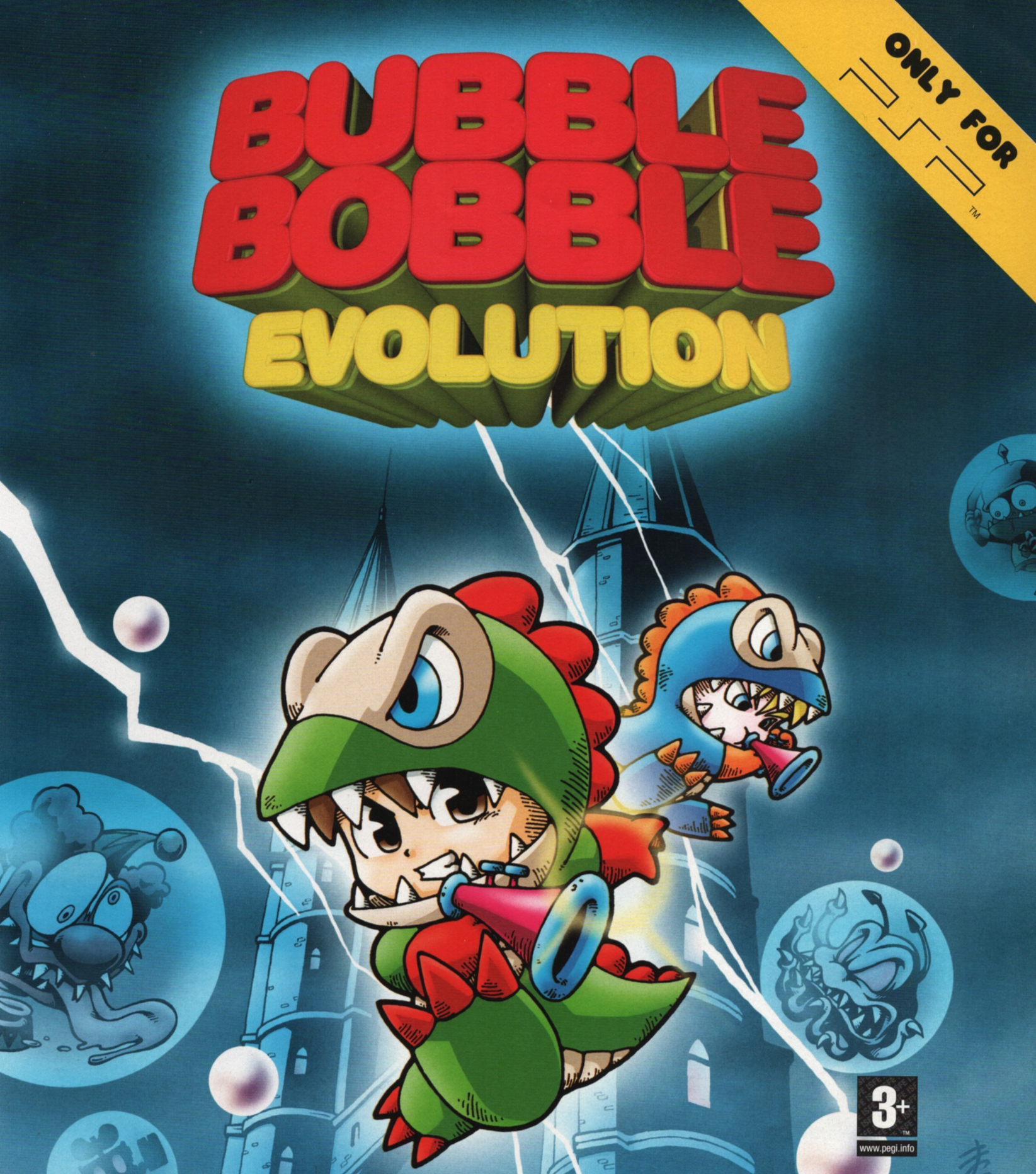
CONCLUSION

Chess with guns that really doesn't live up to the hype surrounding the series

SCORE 5 /10

BUBBLE BOBBLE EVOLUTION

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ATARI

Rising Star Games
www.risingstargames.com



I know there's a waterfall around here somewhere?

GENRE: Adventure » PLAYERS: 1 » PRICE: £34.99 » PUBLISHER: Eidos
AVAILABLE: 26 May 06 » WWW: tombraider.com



TOMB RAIDER: LEGEND

You know something's gone badly wrong when the idea of having Lara in your pocket no longer seems inviting!

AT A GLANCE

PLAYABILITY	6/10
LOOKS	5/10
SOUND	8/10
CHALLENGE	7/10
LIFESPAN	6/10

TOMB RAIDING: Pushes the PSP to its limits with outstanding graphics

TOMB RAVING: Falls short of what every fan of the series was expecting

It's been three years since Lara's last disappointing outing on the PS2. Now she returns for a new adventure on Sony's handheld console and, while not such a dismal failure as *Angel of Darkness*, it isn't quite the golden treasure we'd hoped for. A port of the title released recently for virtually every other consol on the planet, *Legend* is virtually identical albeit for some extra mini-games which make use of the PSP's WiFi capabilities.

> WHEN NOT RUNNING AROUND OR SHOOTING VARIOUS ANIMALS OR HUMANS THAT GET IN HER WAY, A GOOD PORTION OF LARA'S TIME IS SPENT UNDERWATER.

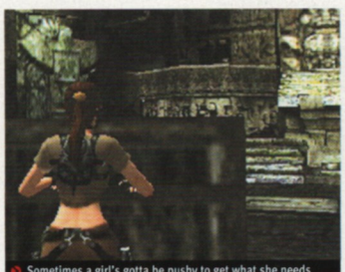
Mixing aspects of Lara's past with a brand-new adventure that takes her to diverse locations as Tokyo, Peru, Nepal and even Kazakhstan, *Legend* aims to provide the franchise with the redemption it so dearly needs: a return to the tomb raiding that turned Lady Croft into an icon, along with the chance to uncover the mysteries of her past by playing various flashback levels.

Granted, playing Legend does transport the player back to those nostalgic days when Lara was in vogue and her adventures enraptured gamers across the planet but, considering this is 2006 not 1996, that might not be such a good thing. The water and smoke effects, for example, look amazing; but once you see beyond that and the scenery, some aspects of the levels seem rushed. Even Lara's movements seem too fast for the PSP to handle and at times she morphs from being truly three-dimensional to the flat incarnation of the PSone Lara of old.

Take Bolivia for example, a lush jungle filled with raging rivers, dense forests and stunning waterfalls. After the requisite tutorials of jumping, climbing and kicking boulders, Lara begins her trek up-river, but the fast-flowing water is flat and seems to move in sheets. Worse is to come as you move, expecting the water to part realistically – instead it simply slices right through Lara's ankles, its flow completely unaffected. The camera controls are irritating in places, frequently zooming into Lara's face and refusing to acknowledge stones, plants or walls, causing them to become semi-transparent.

To be fair, Crystal Dynamics have





Sometimes a girl's gotta be pushy to get what she needs.



Wheeeeeeeeeeeee!

IN THE SAME VEIN



Prince of Persia: Revelations
Not the Prince's best outing but definitely one for the fans.
8/10



From Russia with Love
Hi-tech gizmo's and gadgets make for the perfect PSP combination, simply brilliant 9/10

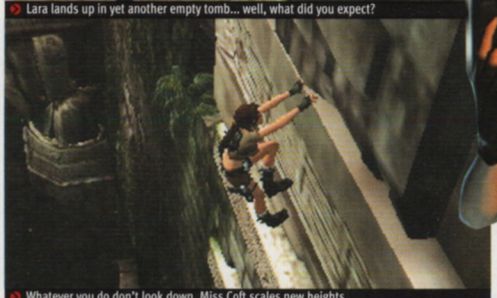




You're looking at them aren't you? Admit it.



Lara lands up in yet another empty tomb... well, what did you expect?



Whatever you do don't look down. Miss Coft scales new heights.









Graphically, the game is brilliant but it doesn't take long before the glitches start to become frustrating

"SCENERY LOOKS FLAT AND WATER SLICES THROUGH LARA'S ANKLES."

made some improvements. In previous titles you were forced to count steps before jumping but Lara now has total freedom and the previously imbalance between action and solving puzzles has also been fixed. Although ingenious, none of the puzzles is too complex and they can all be solved with a little lateral thinking. However, they do trigger some stunning cut scenes.

When not running around or shooting various animals or humans that get in her way, a good portion of Lara's time is spent underwater. In most respects the controls remain the same with the X button devoted to descent, and Circle allowing her to rise to the surface. Much to the joy of long-time fans, the famous swan-dive has made it to the PSP version, resulting in some truly breathtaking aerial acrobatics. Lara is now also subject to currents and tides, even underwater, and will drift if left idle for too long.

The HUD has also be redesigned to reflect Lara's new high-tech equipment. As well as being able to switch guns, use hand-grenades and health packs, she can activate a high-powered torch – although, much like the flares in *Tomb Raider II*, it can only be switched on for a few minutes before the power drains. Lara is also equipped with a magnetic grapple that allows her to move items out of the way, and binoculars with a RAD (Remote Analysis and Display) mode that reveals whether objects can be moved or are mechanisms which can be used to your advantage in order to solve the numerous puzzles.

Crystal Dynamics have listened to the fans and pandered to their desire to see the return of both Winston, Lara's long-suffering butler, and her stately mansion. Croft Manor returns as the training level with various sections that unlock as you complete levels within the main game. The graphics in the manor, however, suffer in places: while parts of Lara's favourite estate are exceedingly detailed, smaller rooms and corridors look bland and lack necessary detail.

On the whole, fans of the previous games will enjoy *Tomb Raider: Legend*. The story is solid and Lara Croft is still a star. However, so much of the PSP version could have been improved prior to release. **Noel Monk**

CONCLUSION

Looks pretty but just doesn't live up to the hype. Lara's not ageing well.

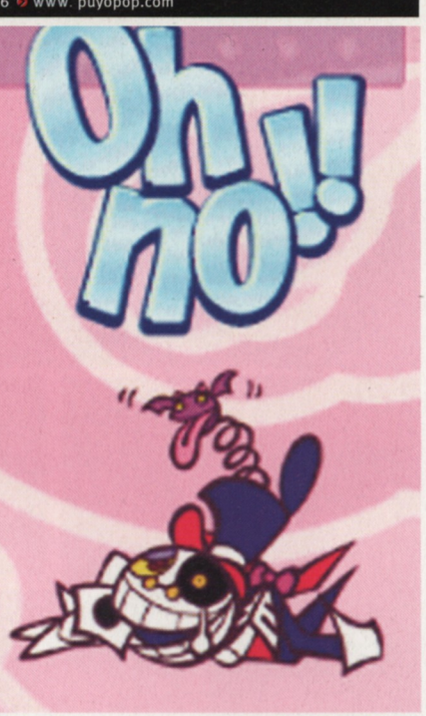
SCORE 6 /10

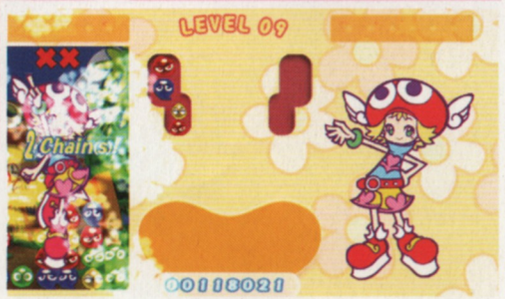
3+

GENRE: Puzzle · PLAYERS: 1-8 · PRICE: £29.99 · PUBLISHER: Ignition
AVAILABLE: 03 April 06 · WWW: puyopop.com











PUYO POP FEVER

Pop till you drop

AT A GLANCE

PLAYABILITY	8/10
LOOKS	7/10
SOUND	5/10
CHALLENGE	7/10
LIFESPAN	6/10

POP: Being able to play two-player with one PSP

POOP: It's just a modern *Tetris*, nothing more nothing less

With more and more games now trying to copy the mighty *Tetris* – *Koloomn* and *Lumines* to name but a couple on the PSP – it was only a matter of time before there was another to follow suit. Following the early success of *Archer MacLean's Mercury*, Ignition has teamed up with Sega to produce a PSP version of *Puyo Pop Fever*.

This wacky and highly addictive puzzle game has been given something of a makeover by Sega. Playing the character Amitie, you compete against a variety of new characters as you battle your way through the endless amount of falling Puyos – coloured blobs to you and me. The aim of the game, akin to many other puzzlers, is to match up Puyos of the same colour. Doing this will result in more lines which equals more points – does this sound familiar to anyone? Before you partake in the main event, it may be an idea to use the voice-over training mode to walk you through the game. This is unique to the PSP, so it's worth a look.

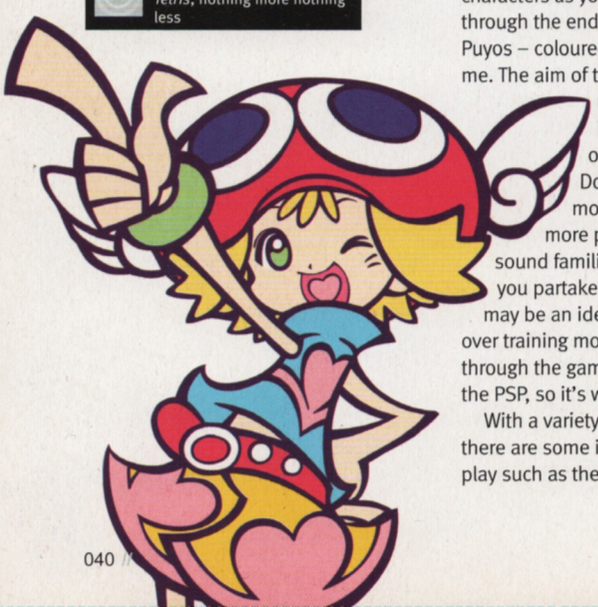
With a variety of game modes, there are some interesting ones to play such as the Fever mode where joining more than one line will result in a massive chain reaction of combos to increase your points dramatically. This is even easier than ever with the introduction of all-new sizes of Puyos: now with triple size and quadruple size sets, the gameplay is faster and more volatile. This will result in one of two outcomes: a quick ending or a 24-hour gaming stint.

> ENJOY TWO-PLAYER MODE WITHOUT HAVING TO HAVE A SECOND PSP

By far and away the best thing about this game is the ability to enjoy two-player mode without having to have a second PSP. This is possible as the clever so-and-sos at Sega have devised a way for you to rotate the PSP 90 degrees and have a player at each end. One player uses the four face buttons as a D-pad, while both use the trigger buttons to rotate the Puyos.

Although *Puyo Pop Fever* has some very interesting parts and new inclusions, its familiar format gives it a 'seen it all before' feel. **Pete Darke**





CONCLUSION

A very playable game, but *Puyo Pop Fever* is hardly going to blow you away with excitement.

SCORE 6 /10

IN THE SAME VEIN



Archer MacLean's Mercury
The top PSP puzzle game to date, it will take some beating
9/10



Lumines: Puzzle Fusion
Rotate the blocks to join four of the same colour
7/10





KAO CHALLENGERS

Another installment from the kangaroo king

Kao the kangaroo is Australia's answer to Lassie, and this time out our pointy-eared friend is attempting to save his animal kingdom from an evil hunter and his henchmen. Okay, so it's not the most original plot in the world... but this is a butt-kicking kangaroo for Chrissakes!

Having to overcome 30 enemies, each one challenging in a different way, Kao is equipped some interesting fighting equipment and techniques. The usual Australian weapon of choice is present, of course – the boomerang – along with a devastating tail attack. Something that would certainly never have appeared in Lassie's locker.

The PSP exclusive features a host of action-packed single-player and multiplayer modes, most of which are brimming over with fighting fun... if not always good gaming.

The best part of this game, however, is its four-player wireless feature which offers up multiplayer racing possibilities as well as a deathmatch mode featuring over ten different weapons.

A simple, fun but ultimately forgettable game. **Will Evans**

PURE SCORE 6 /10



CABELA'S DANGEROUS HUNTS

Hunting season is now open

Cabela's Dangerous Hunts is one of those standalone games that really can be described as one of a kind. Based around the intense action of the hunt, this game is set in some of the most exotic and dangerous locations across the world, with a number of different environments in which to test your skills.

As well as these challenging locations to explore, players also have some of the most feared and ferocious animals known to man to hunt. There are the grizzly bear, leopards, rhinos and cape buffalo to track and destroy, all of which give players a variety of challenges instead of the usual deer and rabbit stalking that you might expect from the genre. Not only that, but you can also enjoy all the fun of the hunt without the real-life dangers.

Cabela's Dangerous Hunts is a real joy to play. And as there is nothing else out there like it, all we can say is "Let the hunt begin.". **DK**

PURE SCORE 8 /10







MLB 2K6

Strike 3, you're out!

Baseball games are renowned for being pretty easy to just pick up and play. However, keen fans of American rounders (yes it is!) will be pleased to discover that this time around, that 2K Sports have worked particularly hard to add a selection of new realistic features to their baseball title. Player collisions in the outfield, for example, give the general gameplay a far more authentic feel. Sadly though, replays and cutaways are limited to home runs, strikeouts and players walking off the pitch. Not a game without its faults, *MLB 2K6* is pleasant enough to play and should keep fans entertained for a short time at least. **CJ**

PURE SCORE 6 /10

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LAND OF THE

THE WEIRD, THE WACKY AND THE WONDERFUL...

Japan is known for a lot of things: anime, geisha, love hotels and, of course, gaming. Yet a vast majority of titles produced for the PSP never make it out of Asia. Why? The reasons are endless; many games are simply too complex to translate, while other titles like the dating simulation *Tokimeki Memorial* or sound novels like *Hayarigami* simply wouldn't sell because they're just too odd. However, because the PSP lacks region encoding, there is nothing – aside from the language barrier – to prevent these titles being imported by gamers eager to try something different. Join PURE as we look at some of the weirdest titles for the PSP that will never see an official UK release.

So what exactly is out there? Well the sky's the limit, with everything from puzzle games to sound novels, educational games for kids and drum simulators. While the majority of these titles are actually ports of PSone and PS2 games that are already successful in Japan, their PSP incarnations often contain bonus scenarios or unique levels and the lack of region coding makes it an easy way for gamers to get a taste of what's available.

RISING FUN



Train Crazy

Despite having a seemingly boring premise, many gamers will have heard of the *Densha de Go!* series, which is also known by its enthusiastic English title *Let's Go By Train!* A popular Japanese train simulator, *Densha de Go!* began life on the Dreamcast and has since been ported to almost every console ever manufactured, from the WonderSwan and Sega Saturn to the Playstation2. It currently has no fewer than three versions available on the PSP: *Yamatesenhen*, *Chuuousenhen* and *Osaka Kanjousenhen*.

Published by Taito, *the game* puts players in the role of drivers and conductors on some of Japan's busiest railway lines in Tokyo and Osaka and features realistic, computer-generated trains and actual scenery. But *Densha de Go!* is not a racing game with train tracks: you'll be expected to not only keep the train in one piece but also be on time and respect all the signals. So if getting from Shinjuku to Akihabara takes 32 minutes then you must take precisely 32 minutes, no more and no less.

Driving a train may seem to be one just for anoraks and trainspotters, but the popularity of the series speaks for itself. As well as numerous weird-looking controllers, *Densha de Go!* has even spawned its own handheld system, but one of the perks of the PSP titles is the ability – in true trainspotter style – to swap information about various trains and your times and statistics with your friends using the PSP's wireless capabilities.



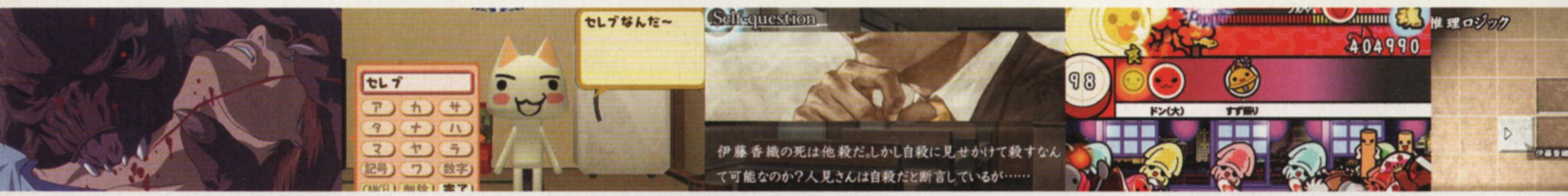
"*Densha de Go!* is not just for anoraks and trainspotters"





Densha de Go! – Made by trainspotters, for trainspotters.







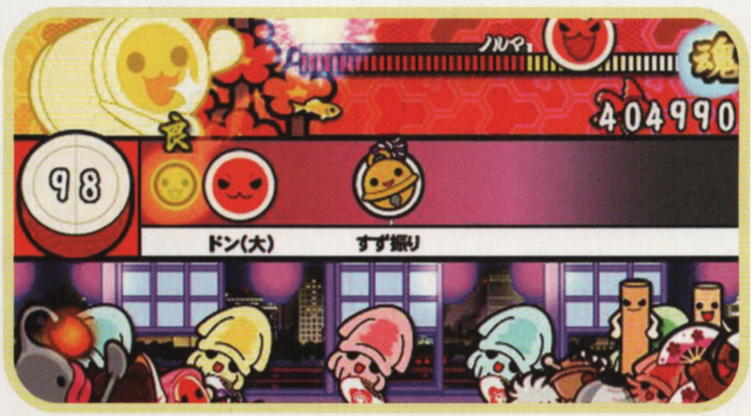
The beat of a different drum

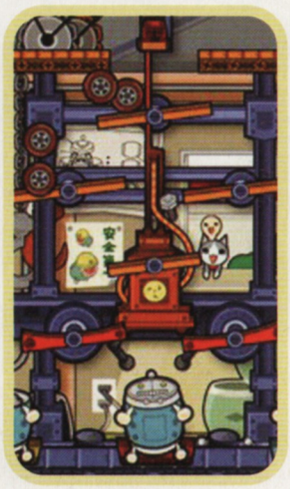
Not a train fan? Well how about drumming? *Taiko no Tatsujin Portable* is based on a long-running series of Playstation2 titles where gamers use a special controller to play a Japanese *taiko* drum, easily recognisable by its massive size and an integral part of Japanese religious festivals. The portable version scraps the special controller in favour of the PSP's in-built controls and allows you to bang along in time to various songs including classical pieces, anime themes, game music and Japanese pop, with a few western favourites like Queen's *We Will Rock You* thrown in for good measure. It sounds pretty dull but is remarkably addictive, especially considering all you need is a sense of rhythm and timing, something which all gamers should have developed from years of dodging traps as Lara Croft.



Taiko no Tatsujin Portable also incorporates some interesting mini-games which capitalise on the portability of the PSP. These include the sumo match where two gamers share one PSP, and another where the console is held vertically to manufacture robotic *taiko* drums. However, here at PURE, our favourite mini-game has to be the one with a disco-dancing dog. The PSP's ability to connect to the Internet also enables extra songs to be downloaded from the official Japanese site, a first for the series. It also incorporates cute mascots, including the *taiko* drums Dom and Katsu and a vast array of minor characters.

Disc-jockey simulations are also popular. A Korean title, *DJ Max Portable*, caused waves last year because of a special limited-edition release, as well as the fact the game was playable in English. Taking the role of an up-and-coming DJ, you can select songs and then mix them to your heart's content by hitting specific buttons. Although similar in style to dancing or rhythm games like *Beatmania*, *Taiko no Tatsujin* and *Dance Dance Revolution*, *DJ Max Portable* is played vertically and is divided into columns assigned to the face and direction buttons. The game also includes numerous modes such as Freestyle where you can play until you miss a beat, and another where you can play a set of several songs in a row.





This is what happens when you play rhythm games too much.



"Disco-dancing dogs are an addictive diversion"

Animazing

Anime fans are also in for a treat when it comes to the PSP. *Yarudora Blood the Last Vampire* is a port of the PS2 game *Blood: The Last Vampire* which was originally released in two parts (imaginatively subtitled volumes one and two) back in 2000 at the same time as Production IG's movie of the same name. The game was part of a multi-format campaign to help explain the movie's back-story which also included various novels and manga. When a new anime series, *Blood+*, began airing in Japan in September 2005, both chapters of the game were ported to the PSP and released the following January as part of the *Yarudora* range, a series devoted to interactive anime dramas.

With graphics on a par with the movie, *Yarudora Blood the Last Vampire* is basically interactive anime, complete with full voice acting including Youki Kudoh (who also appeared in *Memoirs of a Geisha* and *Snow Falling on Cedars*) reprising her role as the schoolgirl assassin Saya. Taking place in modern-day Tokyo, the game puts you in the shoes of a male 17-year-old high-school student who suffers from nightmares. His name is never given and he possesses numerous psychic abilities that are vital to progress in the game, particularly when he crosses paths with Saya. Often referred to as the 'last remaining original', Saya hunts vampiric creatures called Chiropterans armed with only a katana, supernatural reflexes and her wits. Her origins are never fully revealed but she is extremely long lived, having been mentioned in records dated as far back as 1806.

In terms of gameplay, *Yarudora Blood the Last Vampire* is similar to a dating simulation in that it requires the right answers to be given during conversations in order to progress. However, there is also some action required as you must perform Blood Searches which allow the unnamed protagonist to unleash his phenomenal psychic powers, but only if his Blood Level is high enough. Using these abilities too much will lead to an early demise, while too little will mean you cannot progress, so the real challenge is striking a balance between the two.

















Japanese for Beginners

So you want to import games but don't know Japanese from Outer Mongolian? Fear not! We've compiled a list of common words and phrases you're like to need when playing Japanese games:

ロード	- Load
サーブ	- Save
つづき	- Continue
アイテム	- Items
はい	- Yes
いいえ	- No
メモリースティック	- Memory stick
スタート	- Start
リトライ	- Retry
修了	- Complete/Give up/Quit
かんたん	- Easy
むずかしい	- Hard
たたかう	- Attack

Cool phrases

ファイト! (Pronounced 'Fai-toe') - Fight!

よーし! (Pronounced 'Yo-sh') - 'Right, I'm so gonna trounce this boss!'

やった! (Pronounced 'Yaa-ta') - 'Woo hoo, I did it! I rule!'

Importing Online

The Internet is a wonderful thing for importers and there are various places where you can buy imported PSP titles.



Yes-Asia (www.yesasia.com)
An excellent selection and fast, free shipping. Yes Asia will even pay VAT on all your imports for you!



Lik Sang (www.lik-sang.com)
A nice selection of PSP titles and a very easy site to use. You can even collect reward points on your purchases and many PSP titles are shipped free.



HMV Japan (www.hmv.co.jp)
Get your Japanese games straight from the source with discounts on pre-orders, reward points and insanely fast shipping.



Play Asia (www.play-asia.com)
Unfortunately, Play Asia won't ship PSP titles to Europe, Liechtenstein, Iceland or Norway, but that doesn't stop them having one of the largest catalogues on the net.



Dodgy Dating

Dating simulations are a staple of Japanese gaming culture but are almost unknown outside the Land of the Rising Sun. Essentially life simulators, in them you take the role of a male student and must undergo numerous trials and tests to win the heart of your true love over three years of school life. *Tokimeki Memorial: Forever With Me* was originally released on the PC in 1994. Set in Kirameki High School, the game begins with a piece of school lore. The legend says that if a couple meet beneath an ancient tree on the day they graduate and confess their love, they will live happily ever after.

Over three years, equating to around ten hours of gameplay, you must successfully woo your true love Shiori Fujisaki before graduation day – through dates, phone calls, various festivals and athletic meets. However, this is hampered by the presence of 11 other girls who you can also date if you so desire. Winning the game involves completing tasks, answering the right questions and doing your homework on time! *Tokimeki Memorial: Forever With You* might seem like one of the stranger titles to make it to the PSP, but it's one of Japan's most successful series, having spawned five sequels, numerous ports, various audio dramas, parodies and even an anime series. The gameplay is, however, one of the obstacles that prevents this particular title's release outside Japan as western gamers are used to more action-orientated titles.









Yes, you could date this girl!

"Winning the game involves completing tasks, answering the right questions and doing your homework on time!"





A Novel Sound

One of the strangest genres to come out of Japan is the play/sound novel, of which horror game *Hayarigami Portable* is a perfect example. Rather than the player taking an active role by hunting for clues, the actual gameplay is limited and the story is divulged using text, sound and images. Developed by Nippon Ichi, *Hayarigami* was originally released on the PS2 back in 2004 before receiving a re-release as *Hayarigami Revenge: Keishichou Kaii Jiken* with extra content in 2005.



Featuring a police officer assigned to solve a series of horrific murders, the game uses various questioning systems and the points accumulated then determine how the game proceeds. Depending on such aspects as the character's confidence, the self-questioning system also records how much attention is being paid to the plot and various scenes. Coupled with a chilling soundtrack and unique graphic style, this makes *Hayarigami Portable* one of the stranger hits on the Japanese PSP.

So there are plenty of weird games out there for adults but what about kids? *Doko Demo Issyou* (which translates as 'Together Everywhere') combines language skills with a cast of cute 3-D animals. Another long-running series with numerous ports on various consoles, *Doko Demo Issyou* currently has two titles available on the PSP: *Doko Demo Issyou* and *Doko Demo Issyou: Let's Gakkou* (which translates as *'Let's Learn'*). A bizarre-looking cross between educational software and a pet simulation, the game follows a white cat called Toro on his adventures as he learns words taught to him by the player using a calculator-like interface. In turn, Toro then teaches these words to his friends and there are also various situations to cope with, such as travelling on a train and meeting your friends.





The thing about Japanese games, aside from the unfamiliarity of many of the genres, is that there's bound to be something to appeal to almost everyone. Those mentioned are just a sample of what's out there. Collections like the hugely popular Simple 2500 series are another good way of exploring unfamiliar games. Simple 2500 is a budget series (so named as they cost ¥2500 before tax) which combines different genres under one banner, including Brain Training drills, lesser RPGs and card games. So, armed with your trusty PSP, you can go out there and explore the wacky world of Asian gaming.



"Where else can you play with a talking white cat and a calculator?"







Be afraid of the phone, be very afraid



We don't know whether to drool or just be creeped out.

Swag You'll Never Have

Everyone loves the bonus stuff that occasionally comes free with certain games and one of the cooler aspects of Asian PSP releases is the availability of pre-order bonuses, special editions and other promotional swag. These can include screen protectors and cases, such as the ones released to publicise *Tokimeki Memorial: Forever With Me*. Then there are special editions of games, such as the Prestige Collectors Edition of *DJ Max Portable* which contained two soundtrack CDs, a wrist strap, 2006 calendar and a set of collectable cards as well as the game itself.



While on the subject of promotional swag, here at PURE we couldn't help but mention some of the more scary stuff like these life-sized dolls of Hikari Hinomoto and Kaori Yae, two of the female characters featured in *Tokimeki Memorial 2*. While it's not a PSP game, if we had an award for creepiness these two lovely ladies would get it. Released in Japan in 2002, each doll cost ¥450,000 (around £2,185), was fully poseable and came with school uniforms for both winter and summer.

UMDs: The Dark Side



UMD movies might not yet have taken the UK by storm but they're a big hit in Japan. And because the UK shares the same region coding with Japan, there's nothing to stop the importing of UMD movies. Anime fans can rejoice as there is a vast collection of popular series available just for the PSP, but UMDs also have a darker side. With titles like *The Ravishment of School Girl Koinoren Portable* and *The Pervert Bookstore*, there's a huge array of adult titles with quirky names and equally odd plots. However, the decision to release pornographic titles was not without controversy and remains a thorny issue for Sony.

PURE's Top Import Games

You're probably wondering what our favourite imports games are. So we've put our heads together and come up with our favourite titles.



Taiko no Tatsujin Portable – Yes, the office actually erupted in a full blown brawl over this addictive rhythm game, despite most of the team sticking with *We Will Rock You* and the *Katamari Damacy* theme rather than some of the more obscure J-POP tracks.



Touhokudai Gaku Mirai Kagakugijutsu Kyoudoukenkyuu Center: Kahashima Ryuuta Kyouju Kanshuu Nou Chikara Trainer Portable 2 – Officially the longest PSP title *ever* and saying it is sure to keep our grey matter toned. We really dig the cover too but for us it's mainly the title; trying saying all that in one go.



The Dog Happy Life – Sony's answer to *Nintendogs* comes with weird, nonsensical Engrish and a cover depicting sixteen adorable canines, all with abnormally large noses – we were sold!

Neon Genesis Evangelion 2: Tsukurareshi Sekai - Another Cases (10th Anniversary Memorial Box) – One of the most famous mecha anime series ever exported out of Japan finally makes it to the PSP, along with limited edition goodies. Okay, we were seduced by the nice tin but the fact you also get the game and two stunning *Neo Genesis Evangelion* (*Death and Rebirth* and *The End of Evangelion*, just in case you were wondering) movies on UMD clinched it.







BUYER'S BIBLE

Your guide to better living through gaming

So, you've missed a copy of PURE? That's alright; we forgive you just this once, but make sure you don't do it again. Like beating up the smart kid in class and nicking his homework, we've got you covered. We'll keep you out of the naughty corner when your mates ask you what's hot and what's snot. Chapter and verse, this is all you need to study of the holy scriptures of PSP gaming.

KATAMARI DAMACY



Dabboo-dabboo-da-dabba. Trust us; this makes perfect sense when you've played this otherwise completely bonkers Japanese roll 'em-up. You start with a small ball, finish with a big ball. That's it. Sound dull? Think again - this is one game we keep coming back to.



DAXTER



We all love a good bug bashing from time to time and with *Daxter* you not only get a chance to kick insect butt, but also a thoroughly playable platformer with plenty of polished content. Great graphics and a well-balanced learning curve make this an unexpectedly good game.



GAME TITLE	PUBLISHER	GENRE	ISSUE	SCORE
Ape Academy	SCEE	Platform	1	6
Ape Escape escapees in mini-game collection form - it's cute but just that bit too simple				
Ape Escape P	SCEA	Platform	1	6
Vintage platformer stages a far from glorious comeback due to poorly-implemented controls				
Archer MacLean's Mercury	Ignition	Puzzle	1	GENIUS! 9
Armoured Core: Formula Front – Extreme Battle	505 Gamestreet	Simulation	3	8
Build your own unbeatable robot in what may become something of a sleeper hit				
ATV Offroad Fury: Blazin' Trails	SCEA	Racing	1	IMPORT 5
This off-road racer is more frustrating than furious, although multiplayer is good				
Boku No Watashi No Katamari Damacy	Namco	Puzzle	2	GENIUS! 9
Breath of Fire III	Capcom	RPG	2	4
A disappointingly poor port that fails to add anything new to this aging PSOne relic				
Burnout Legends	EA	Racing	1	GENIUS! 9
Bust-a-MoveGhost	505 Gamestreet	Puzzle	4	8
More bubble-blasting antics from dinky dinosaurs Bub and Bob. Simple and addictive				
Championship Manager	Eidos	Sports	1	9
There's more than enough here to keep any would-be boardroom big cheese satisfied				
Championship Manager 2006	Eidos	Sports	5	8
An enjoyable game that will have you hooked, but it's much the same as the last one				
Coded Arms	Konami	FPS	1	5
The PSP's first FPS may look the part, but it's let down by monotonous gameplay				
Colin McRae Rally 2005 Plus	Codemasters	Racing	1	8
A slick and challenging racer, marred by flawed controls and a steep learning curve				
Con, The	Sony	Fighting	2	IMPORT 5
Attempts to overhaul the fighting genre but is let down by poor controls				
Crash Tag Team Racing	Vivendi	Racing	1	6
Crash Bandicoot is back in a racing/platform combo that's fun, but it's no *Mario Kart*				
Darkstalkers Chronicle: The Chaos Tower	Capcom	Fighting	1	5
Zany animé-style 2D beat 'em up that suffers from poor controls, crippling gameplay				
Daxter	SCEE	Platform	5	8
Dead to Rights: Reckoning	Namco	Action	1	2
It promises hardboiled action adventure, but only manages to deliver monotony				
Death Jr.	Konami	Action	2	6
A quirky platformer with plenty of character, but camera issues let it down				
Dragon-Ball Z: Shin Budokai	Atari	Fighting	4	4
Aerial battles don't make up for the fact that the characters all feel the same				
Dynasty Warriors	Koei	Fighting	1	7
Lead warring factions to imperial glory in this enjoyable oriental hack and slash				
Everybody's Golf	SCEE	Sports	1	7
With charming, colourful graphics and simple gameplay, this is relaxing and addictive				
Exit	Ubisoft	Puzzle	2	8
The unique graphics and tricky obstacles will keep you pinned to your PSP				
F1 Grand Prix	SCEE	Racing	1	7
It has all of the drivers, teams and tracks, but there's no real sense of speed				

ARCHER MACLEAN'S MERCURY



Fiendishly difficult and ridiculously addictive, this stylish puzzler will have you guiding blobs of mercury around a series of hazard-ridden 3D mazes in the *Marble Madness* of the 21st century for PSP. Just make sure you top up your patience levels first!



BURNOUT LEGENDS



The driving game that reminded the world that arcade racers are actually far more fun than po-faced driving simulations comes to PSP in Greatest Hits form and impresses with its speed and car carnage. That said, it does suffer from seen-it-all-before-itis. One for *Burnout* newbies?



GO! SUDOKU



The most addictive number puzzler since *Minesweeper*. The aim of the game is to arrange the numbers from 1-9 in each 3x3 square without duplicating a digit on any line. It'll twist your melon.



KEY OF HEAVEN



For our money, this is the first must-have RPG on the PSP. It offers a deep storyline with extra downloadable moves and looks beautiful in motion. Also known as *Kingdom of Paradise* in the US.



MEGA MAN MAVERICK HUNTER X



We asked for top notch 2D platformers and by jove, we got one! This cross-generational veteran returns for a slick slice of old school gaming and we loved it! Not essential, but great fun.



GAME TITLE	PUBLISHER	GENRE	ISSUE	SCORE
FIFA 2006	EA Sports	Sports	1	8
Stunning graphics and great gameplay prove the *FIFA* franchise isn't just a pretty face				
FIFA Street 2	EA Sports BIG	Sports	3	8
Rule the streets and take down world-class players, with plenty of game modes				
Fight Night Round 3	EA Sports	Sports	3	GENIUS! 9
Fired Up	SCEE	Action	1	6
Repetitive and lacks replay value but game-sharing makes for multiplayer fun				
Football Manager 2006	Sega	Sports	4	8
Offers everything that you'd expect from a new footie management title				
Frantix	Ubisoft	Puzzle	1	4
Great graphics can't compensate for the lack of challenge or variety in this sub-par puzzler				
Frogger: Helmet Chaos	Konami	Platform	2	7
The classic arcade amphibian gets a passable 3D makeover but lacks that "Wow!" factor				
From Russia With Love	EA	Action	4	GENIUS! 9
Generation of Chaos	Idea Factory	Strategy, RPG	5	6
Once you're familiar with it, Generation of Chaos does make for an amazing game				
Ghost in the Shell: Stand Alone Complex	Bandai	Action	1	6
This futuristic shooter is lacking in polish and fails to do justice to its animé inspiration				
Go! Sudoku	SCEE	Puzzle	1	GENIUS! 9
Grand Theft Auto: Liberty City Stories	Rockstar	Genre	1	GENIUS! 9
Addictive car-jacking action from the ever-popular GTA series, with plenty of variety				
Gripshift	Ubisoft	Puzzle/Racing	1	4
An attempt to fuse several genres that fails to execute any of its ideas successfully				
Harry Potter and the Goblet of Fire	EA	Platform Action	1	6
An authentic slice of Potter magic, this looks good but is lacking in longevity and challenge				
Infected	Majesco	Action	1	5
Zombie splatterfest allows you to 'infect' other PSPs over Infrastructure, but it's limited				
Kao Challengers	Atari	Platform	1	7
Kao the Kangaroo hops onto another console for a colourful but unexceptional adventure				
Karakuri	Tecmo	Platform	2	7
This novel platform-come-puzzler is endearing and enjoyable, but only one game mode				
Key of Heaven	SCEE	RPG	2	9
Koloomn	505 Gamestreet	Puzzle	4	6
Another *Tetris* wannabe with more than a passing nod to *Lumines* – fun but not fantastic				
Legend of Heroes, The: A Tear of Vermillion	Namco	RPG	2	2
Possibly the first torture device for a handheld games machine. Avoid like the plague				
Lemmings	SCEE	Puzzle	2	8
Lord of the Rings: Tactics	EA	Adventure	1	5
Turn-based Middle Earth, but the characters are lacking and the RPG elements disappoint				
Lumines: Puzzle Fusion	Ubisoft	Puzzle	1	7
One of those simple-but-tricky falling shapes games that always work on handhelds				
Madden NFL 2006	EA Sports	Sports	1	4
The best-selling American Football franchise fails to score a touchdown on the PSP				
Me and My Katamari	EA	Puzzle	5	8
Roly-poly sticky silly fun! Fact: you need to play this game				
Marvel Nemesis: Rise of the Imperfects	EA	Action	1	6
Marvel and EA release a sub-standard button masher with poor collision detection				
MediEvil Resurrection	SCEE	Action	1	8
The cowardly Dan Fortescue is back for more comical hack and slash fun				
Mega Man Maverick Hunter X	Capcom	Platform	2	8
Mega Man Powered Up	Capcom	Platform	3	8
Mega Man gets a 21st century makeover, with old and new stages and a level editor				
Metal Gear Acid	Konami	Strategy	1	8
The *Metal Gear* series makes a successful transition to TCG for Solid Snake's PSP debut				
Midnight Club 3: DUB Edition	Rockstar	Racing	1	7
A decent portable port with crisp controls and plenty of vehicles and customisation options				
Midway Arcade Treasures	Midway	Arcade	3	8
A great collection of timeless arcade classics brought up to date for some multiplayer fun				
MLB 06 The Show	SCEA	Sports	4	8
Highly-polished baseball game that shows just what the PSP can do				

FIGHT NIGHT ROUND 3



Technically outstanding, *Fight Night Round 3* offers extremely polished tactical boxing action and the depth of gameplay will keep you coming back again and again for more hard hitting action.



FROM RUSSIA WITH LOVE



Based around the classic Connery, with recognisable missions and plenty of gadgets. This is one of the best Bond games we've played, not to mention one of the best PSP games full stop.



LEMMINGS



Every inch the classic gameplay we were hoping for, *Lemmings* may disappoint with its lack of innovation, but as a faithful interpretation of a gaming great, this is up there with the best.



BUYER'S BIBLE

PLAYSTATION PORTABLE CHAPTER AND VERSE ACCORDING TO PURE

NBA LIVE '06



Fast and frantic action, as the gameplay rages from end to end of the court, *NBA Live 06* impresses with its fantastic graphics and great range of game modes. Both playable and enjoyable.



RIDGE RACER



Namco's arcade classic is back for the PSP with its trademark drift handling and cutting edge graphics. Even the tracks have been modified to give a more slick driving feel.



SOCOM: FIRETEAM BRAVO



It's worth owning a PSP just to get a bit of the Fireteam action. This is one of the best PSP games around, complete with Infrastructure support for up to 16 players.



GAME TITLE	PUBLISHER	GENRE	ISSUE	SCORE
Monster Hunter Freedom	Capcom	Adventure	5	7
This popular sequel might frighten off newbies, making it one for experienced hunters				
MX Vs. ATV: On the Edge	**THQ**	**Racing**	**4**	**8**
Namco Museum Battle	Namco	Arcade	1	7
A collection of much-loved retro classics in authentic form, with four new arrangements				
NBA Ballers Rebound	Midway	Sports	4	8
A nice change from team games, with an engaging TV tournament mode				
NBA Live '06	**EA Sports**	**Sports**	**1**	**8**
NBA Street: Showdown	EA Sports BIG	Sports	1	7
This is basketball, with the *Street* series' usual emphasis on showing off to the max				
Need For Speed Most Wanted 5-1-0	EA	Racing	1	5
Illicit street racing may sound like fun, but you're better off giving this a miss				
Need For Speed Underground Rivals	EA	Racing	1	6
Better than *Most Wanted*, but still one of the more average racing offerings on the PSP				
NFL Street 2: Unleashed	EA Sports BIG	Sports	1	7
A satisfying arcade take on the game that the Americans like to call football				
Outrun 2006: Coast 2 Coast	Sega	Racing	4	6
Looks nice, but the mushy controls and lack of variety make it far from perfect				
Peter Jackson's King Kong	Ubisoft	Action	1	6
Fun initially, but the more we play it, the less we like it. Bad monkey. Lose two points				
PoPoLoCrois	Agetec	RPG	2	7
As a cute and colourful RPG, this is fun enough but unfortunately lacks lasting appeal				
PQ: Practical Intelligence Quotient	D3 Publisher	Puzzle	4	6
No multiplayer and lacks character, but it'll give your grey matter a thorough workout				
Prince of Persia Revelations	**Ubisoft**	**Adventure**	**1**	**8**
Pro Evolution Soccer 5	Konami	Sports	1	7
Still the best gameplay in the genre, but it's let down by the lack of content				
Pursuit Force	SCEE	Action	1	7
This is like a more linear *GTA*, except that you're fighting crime, not committing it				
Rengoku: The Tower of Purgatory	Konami	Action	2	3
Bland, boring and handles like a haddock on a rollerskate. Watch some drying paint instead				
Ridge Racer	**SCEE**	**Racing**	**1**	**8**
Samurai Warriors: State of War	Koei	Fighting	3	7
The neat story can't offset the lack of challenge or variety – it's just *Dynasty Warriors* again				
Smart Bomb	Eidos	Puzzle	1	6
Not the best puzzle game on the console, but it's challenging and well-presented				
Socom U.S. Navy Seals Fireteam Bravo	**SCEA**	**FPS**	**4**	**GENIUS! 10**
Spider-Man 2	Activision	Action	1	6
An average game-movie tie-in with awkward controls and little in the way of replay value				
Splinter Cell Essentials	**Ubisoft**	**Action**	**4**	**GENIUS! 9**
SSX On Tour	EA Sports BIG	Sports	1	8
It's worth getting past the learning curve for the great graphics and satisfying tricks				
Star Wars Battlefront II	Activision	Action	1	8
Would have benefited from Infrastructure mode, but the force is still strong in this one				
Street Fighter Alpha 3 Max	Capcom	Fighting	2	8
The classic beat 'em-up series returns in authentic -Ism style with 17 different game modes				
Street Riders	Ubisoft	Racing	5	5
A dull, repetitive street racer that isn't even spiced up by adding guns to the mix				
Street Supremacy	Konami	Racing	4	4
This street racer suffers from sluggish controls, with no real sense of speed				
The Sims 2	EA	Simulation	1	8
The weird and wonderful world of the Sims is back with some quirky new features				

MX VS: ATV ON THE EDGE



Talented opponents and plenty of well-designed dirt tracks make this a joy to play. It also means that the wireless game is even more fun in a four way heads up battle.



PRINCE OF PERSIA REVELATIONS



A reworking of The Warrior Within that boasts dynamic action, 20 overhauled levels and bundles of new combos. However, one that is a slight disappointment on the PSP.



SPLINTER CELL ESSENTIALS



The best stealth hero in the business is back to revisit remixed missions from previous *Splinter Cell* outings. A great addition to the franchise – fans of the series will love it.



THUG REMIX 2



Who'da thunk it? A free-roaming, trick-tastic skate game in the palm of your hand? The level of control is inspirational and we still haven't tired of grinding our way around the streets.



WIPEOUT PURE



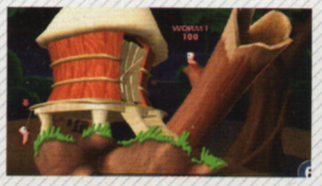
This slick cyber-racer is just so impressive it even converted our Anne from a confirmed raceophobe into a slavering speed junkie. No other game can match it for download content.



WORMS: OPEN WARFARE



Wormicidal warfare is still fun with every death still as dramatic as the last, although new weapons would have been appreciated to bring the game up-to-date for the PSP.



GAME TITLE	PUBLISHER	GENRE	ISSUE		SCORE
Tiger Woods PGA Golf 2006	EA Sports	Sports	1	IMPORT	8
A good conversion with instinctive controls and a sophisticated character creation system					
Tokobot	Take 2	Puzzle	3	IMPORT	5
This is a cute little puzzler based on an ingenious concept. Shame it's so poorly executed					
Twisted Metal: Head-On	SCEE	Racing	1		8
The slick, intense action makes this just as impressive as its PS1 and PS2 incarnations					
TOCA Race Driver 2	**Codemasters**	**Racing**	**1**	**GENIUS!**	**9**
Tokobot	Take 2	Puzzle	3		5
This is a cute little puzzler based on an ingenious concept. Shame it's so poorly executed					
Tony Hawk's Underground Remix 2	**Activision**	**Sports**	**1**	**GENIUS!**	**9**
Ultimate Block Party	Conspiracy	Puzzle	3		7
Nothing particularly groundbreaking, but it might just give *Lumines* a run for its money					
Untold Legends: Brotherhood of the Blade	Activision	RPG	1		5
Limited customisation options, slow loading times and camera problems disappoint					
Untold Legends: The Warrior's Code	Ubisoft	RPG	5		6
More playable characters, but it's let down by the linear gameplay					
Viewtiful Joe: Red Hot Rumble	Capcom	Action	5		7
A fast, furious explosion of colour, although the controls are just that bit too simple					
Virtua Tenis World Tour	**Sega**	**Sports**	**1**	**GENIUS!**	**9**
Wipeout Pure	**SCEE**	**Racing**	**1**	**GENIUS!**	**9**
World Rally Championship	SCEE	Racing	1		6
All you'd expect from a licensed rally sim, but the gameplay is shallow and disappointing					
World Poker Tour	2K Sports	Sports	5		8
An enjoyable poker outing with the character customisation adding that extra something					
World Series of Poker	**Activision**	**Puzzle**	**2**	**IMPORT**	**8**
World Snooker Challenge	Sega	Sports	1		6
Offers a variety of modes and players but the Aiming Aid is lacking in precision					
World Tour Soccer	SCEE	Sports	1		5
Feels like it's been rushed out and too many of the basic options are locked					
Worms: Open Warfare	**THQ**	**Action**	**3**		**8**
WWE Smackdown! Vs. Raw 2006	THQ	Sports	1		6
Boasts slick presentation and some great features, but ultimately suffers due poor controls					
X-Men Legends II: Rise of Apocalypse	Activision	RPG	1		7
Offers an impressive collection of heroes to choose from and has plenty of replay value					



TOCA RACE DRIVER 2



Just how ambitious would you like to get Codemasters? How did they cram in so many vehicles, over so many tracks in so much detail? It's beyond us, but we're glad they did.



VIRTUA TENNIS



Yet to disappoint on any format, *Virtua Tennis* is every bit as intuitive and enjoyable on PSP as it has ever been. It's also quite possibly our favourite sports game so far.



WORLD SERIES OF POKER



Enjoyable and well-presented with full character customisation and more than enough game modes. Now you can have all the fun of gambling without the fear of losing big money





HALL OF GAME

The 'Best of Breed' games on PSP in every genre...

These are the games that represent the pinnacle of development for the PSP in each of their specific genres. Whether you're looking to build up the most well-rounded PSP library you can, or you just want to know which of those high-scoring games is most likely to float your boat, this page is crammed with the cream of the crop.

ACTION



GRAND THEFT AUTO: LCS

This free-roaming crime spree is impressive. Even dodgy cameras, audio and on-foot controls can't mar this great game. An extremely competent entrant into the *GTA* pantheon.

PURE SCORE 9 /10

ADVENTURE



MEDIEVIL RESURRECTION

Another dose of surreal skeletal hack 'n' slash. We're glad to see a return to form for the cowardly one, Sir Dan, with sumptuous visuals and chuckling voiceover antics from Tom Baker.

PURE SCORE 9 /10

ARCADE



MIDWAY ARCADE TREASURES

Classic old school arcade games repackaged with many benefiting from multiplayer additions to take advantage of the PSP. A reminder of the days when titles relied upon gameplay rather than looks.

PURE SCORE 7 /10

SHOOTER



SOCOM FIRETEAM BRAVO

One of the most impressive games we've played on the PSP and the only one to recieve 10 out of 10. With multiplayer support for no less than 16 players and a headset accessory to boot.

PURE SCORE 10 /10

FIGHTING



STREET FIGHTER ALPHA 3 MAX

The classic beat 'em-up's back for another 2D tubthumping bout - this time with more game modes than you can shoot a fireball at. This old fella still has some legs even now.

PURE SCORE 8 /10

PLATFORM



MEGA MAN MAVERICK HUNTER X

One of the most enduring characters of all time returns in this addictive mixture of blasting and platforming. This will give your gaming skills a thorough workout even by today's standards.

PURE SCORE 8 /10

PUZZLE



ARCHER MACLEAN'S MERCURY

A truly addictive puzzle game that is at turns simple and infuriatingly difficult, but blessed with that essential addictive quality that seperates a good puzzler from a truly great one.

PURE SCORE 9 /10

RPG



KEY OF HEAVEN

Finally, a fully-fledged RPG for the PSP. Beautiful graphics complete with a customisable combat system give this title some amazing depth, after a long wait now finally available in the UK.

PURE SCORE 9 /10

RACING



WIPEOUT PURE

WipEout Pure is a credible conversion with very few flaws and should be in any futuristic racer's library. The first title to take full advantage of the machine's wireless capabilities.

PURE SCORE 9 /10

SPORTS



VIRTUA TENNIS: WORLD TOUR

Games are fast and never less than fun. And nothing is more satisfying than winning a 20-stroke rally. Simple controls make even a beginner feel like a real chalk line pro.

PURE SCORE 9 /10

STRATEGY



METAL GEAR ACID

Metal Gear Ac!d is surprisingly fun, even for people averse to turn-based gaming. Easy to pick up and play but it offers a surprising amount of depth. "Is that a Snake in your pocket?"...

PURE SCORE 8 /10

IMPORT



MLB 06 THE SHOW

An extremely well-rounded, polished title that shows off the PSP's capabilities to the max, with crystal sharp graphics, super smooth animation and a thoroughly absorbing career mode.

PURE SCORE 8 /10



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ACCESS ALL AREAS

We like to live the Rock 'n' Roll lifestyle here at PURE, so in true hedonistic fashion, we thought you'd like to share our VIP pass to the backstage party of the game of your choice





CRASH TAG TEAM RACING

ENTER THE FOLLOWING CODES WHILE HOLDING L + R AT THE MAIN MENU SCREEN

✖, ●, ●, ■	= Chicken-headed people
✖, ■, ▲, ●	= Disable all head-up displays
●, ●, ▲, ▲	= High speed
■, ●, ■, ●	= Japanese Crash skin
✖, ●, ●, ✖	= Run into a car for an automatic KO
●, ●, ▲, ■	= Toy block cars in single and multiplayer



THE POWER OF ONE

Want to play *WipEout* against your friends but have only one copy of the game? Well, fear no more because our sleuths have been on the case and we've found there are many games out there that don't support game-sharing but can still allow multiplayer fun.

For this demonstration, we'll be using *WipEout Pure*, although it can be done with any game that completely loads a level and does not access the UMD during gameplay.

Start the game on the host machine and start a multiplayer Ad Hoc game. Load through to the multiplayer lobby

Eject the disc and pass to a friend. You will now be asked the standard question of whether you want to quit back to the main menu. Choose no to return to the lobby screen

Player Two should now load in the game as usual and make their way to the multiplayer menu and choose Join Game. The host machine should now offer the chance of pressing ✖ to continue. Select this option. The PSP with the UMD will now load into the start grid and hold

Switch the disc back to the host machine and that will now load into the start grid and you can let the racing begin

To add more players, repeat step three for each player. This can be done for up to five players (or the limit of the game in question)

A few words of warning to help you. At the end of a game you may well find your PSP locks up. This is easily remedied by opening your PSP and inserting another disc to reboot the machine.

GRETZKY NHL



Hit Start on the Gretzky Challenge Unlockables screen to make the Cheat Entry menu appear, then enter the appropriate code.

FLYING VEE	= Unlock alternate Anaheim Mighty Ducks Uniform
THRASHED TO THE MAX	= Unlock alternate Atlanta Thrashers Uniform
NOMAR STILL RULES	= Unlock alternate Boston Bruins Uniform
IN THE SNOW BELT	= Unlock alternate Buffalo Sabers Uniform
THREE ALARM BLAZE	= Unlock alternate Calgary Flames Uniform
WINDY CITY	= Unlock alternate Chicago Blackhawks Uniform
SNOW DRIFTS	= Unlock alternate Colorado Avalanche Uniform
BLUE SHOES	= Unlock alternate Columbus Blue Jackets Uniform
HOCKEY IN TEXAS	= Unlock alternate Dallas Stars Uniform
PUMPIN OIL	= Unlock alternate Edmonton Oilers Uniform
SOUTH BEACH	= Unlock alternate Florida Panthers Uniform
IT IS GOOD TO BE THE KING	= Unlock alternate Los Angeles Kings Uniform
COLD AS HECK	= Unlock alternate Minnesota Wild Uniform
ALIEN VS NASHVILLE	= Unlock alternate Nashville Predators Uniform
LAWNG ISLAND	= Unlock alternate New York Islanders Uniform
GREAT WHITE WAY	= Unlock alternate New York Rangers Uniform
MAJORITY RULE	= Unlock alternate Ottawa Senators Uniform
FANATICAL	= Unlock alternate Philadelphia Flyers Uniform
GET A BIGGER BOAT	= Unlock alternate San Jose Sharks Uniform
HEY TERRANCE	= Unlock alternate Toronto Maple Leafs Uniform
WEST COAST EH	= Unlock alternate Vancouver Canucks Uniform

GRETZKY NHL06

At the main menu select Features, then Next, Gretzky Challenge and Unlockables. At the Unlockables screen, press Start to bring up the Cheat Entry menu and enter any of the following passwords to unlock the specified effect.

CULKY NETC	= Earn one Gretzky point
NNIADOUAMFM	= Unlock all alternate uniforms
DLEONG ARE	= Unlock all vintage uniforms
TEH ESATGRTE NOES	= Unlock all Wayne Gretzkys
LAL ABRAOD	= Unlock big boards checking
ARGLE NI RAGECH	= Unlock bigger players
EFDTAFEACIN	= Unlock no skater fatigue
TADHRE TEH EDNELE	= Unlock perfect aim mode
SAPL TATH CUKP	= Unlock perfect slap shots
OBOR SKHECC	= Unlock RoboEnforcer Model-44
IGHTMY UOSEM	= Unlock smaller players
VINIOS FO LYRGO	= Unlock Stanley Cup Championship video
CONHEOSL	= Unlock everything



GRIPSHIFT

To unlock all levels go to Extras and enter the following code.

R, R, R, L, L, L To unlock all levels!

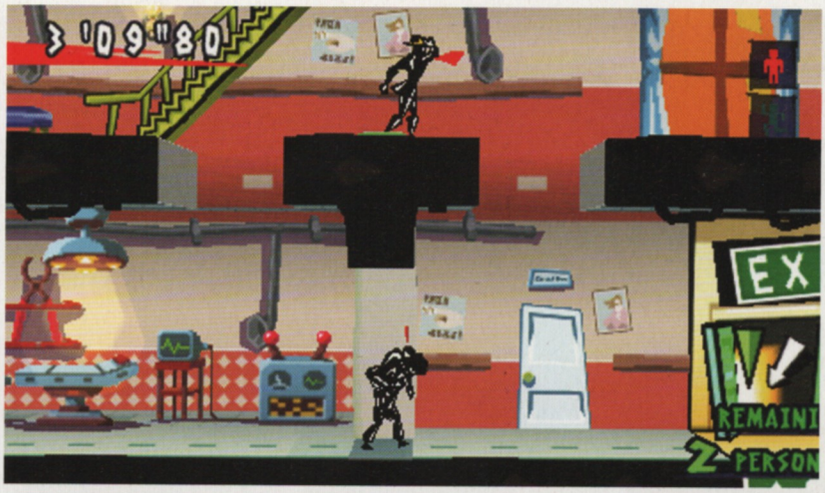
PUYO POP FEVER

It is possible to use any playable character in Single and Endless modes by inputting the following codes into the Single (RunRun, WakuWaku, HaraHara, Free Battle) screen and the Endless (Fever, Mission, Endless) screen.
These must be entered fairly quickly. If done right, you will hear the 'All Clear' tone and be brought to the character selection screen.

UP, DOWN, ▲, ■, START
= CHOOSE ANY CHARACTER FOR ENDLESS PUYO POP MODE

DOWN, UP, ■, ▲, START
= CHOOSE ANY CHARACTER FOR SINGLE PUYO POP MODE





EXIT



After completing Situation 1, enter the following codes at the title screen. (To unlock Situation 9 you must first unlock Situation 8; and for Situation 10 you must first unlock Situation 9.)

L, R, left, right, ■, ●, ✖, ▲	= Unlock Situation 8
▲, down, ●, left, ✖, up, ■, right	= Unlock Situation 9
Right, Down, Up, Left, ●, ✖, R, L	= Unlock Situation 10

FRANTIX

At the level selection screen, hold L + R. You will get a screen with CODES top-right and space for up to eight characters. Use Up/Down D-pad directions to cycle the letters/numbers (A-Z, 0-9), and Left/Right to select the letter/digit. Press ✖ when done.

LVLANY1	= Turn access to any level on
LVLANY0	= Turn access to any level off
INVINC1	= Turn invincibility on
INVINC0	= Turn invincibility off





MEGAMAN MAVERICK HUNTER X

SUB-TANK LOCATIONS (VILE)

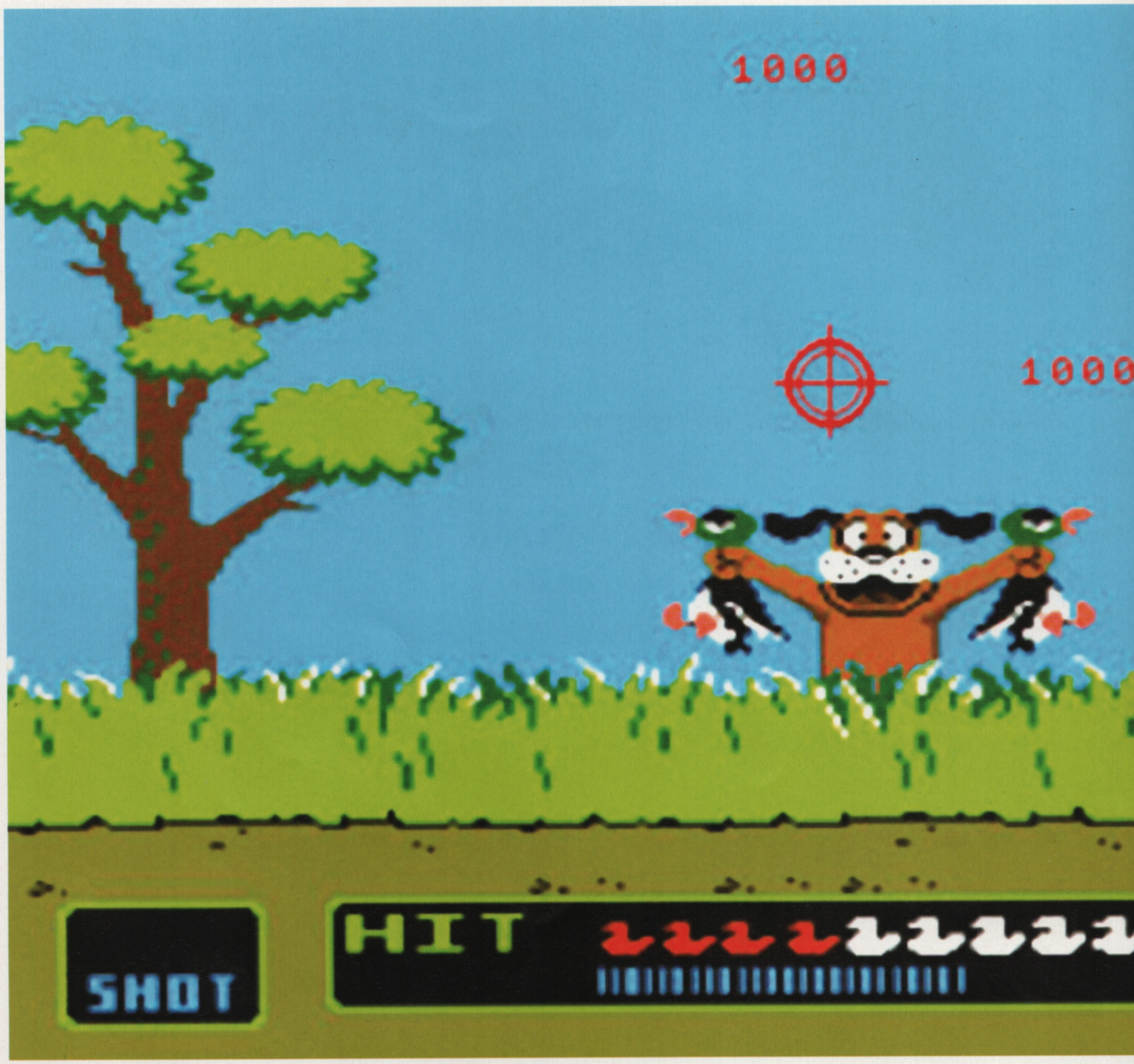
Throughout *Megaman X* lie Sub-Tanks that save up extra energy so that you can use it in a battle when you are running a little low. Here are Vile's Sub-Tank locations.

SUB-TANK LOCATIONS (X)

Armoured Armadillo: When you get to the first Spike-Tank, wait for it to pass then enter the room behind its previous location.
Flame Mammoth: In the room with the Heart Tank, go to the top. Once there, go all the way to the left and jump off the edge. Use the head armour part to acquire it.
Spark Mandrill: Go down the first ladder you can, then continue until you reach the pillar. Use your boomerang to grab the Sub-Tank.
Storm Eagle: When you reach the area with the platforms with fire turrets on them, get to the top and enter the building on your left. Here you will find the Sub-Tank.

X'S ARMOUR PARTS

Body Capsule: Storm Eagle's stage - beyond blocks that need to be broken with the head upgrade. It is after the thin tower you climb.
Buster Capsule: Sting Chameleon's stage - after climbing up a cliff in the beginning of the level. The dash upgrade is needed for this. Just destroy the green robot.
Head Capsule: Chill Penguin's stage - beyond blocks that need to be kicked by using the leg upgrade. The blocks are found on the right side of a wall in the base.
Leg Capsule: Flame Mammoth's stage - in a small room which can be accessed by jumping up the left side of a wall after falling through the first long fall.



brewing up A storm

The amazing world of PSP homebrew games revealed

FOLLOWING THE DISCOVERY OF A NEW LOOPHOLE, MOST PSPS CAN NOW RUN HOMEBREW SOFTWARE – UNAUTHORISED GAMES AND APPLICATIONS CREATED BY AMATEUR PROGRAMMERS. PURE MAGAZINE INVESTIGATES THE VIBRANT HOMEBREW SCENE.

PURE magazine does not endorse the use of unauthorised 'homebrew' software on the PSP in any way or form and accepts no liability for any damage done to your computer or PSP from downloading or using such software.



Formerly the domain of only the most avid import fans and retro gamers, the world of PSP homebrew has recently been opened up to many more users. Previously it would only work on firmware v1.00 and v1.50, and was thus confined to early Japanese or US PSPs. However, the hackers have since found ways to get it running on later versions – including v2.50 and v2.60 (but not v2.70) via a *GTA Liberty Stories* saved game trick. So now homebrew can be run on most PSPs, although it must be noted that not all of it will work on later firmware (more about this later).

The real home of homebrew is the Internet. There are numerous forums and websites where programs can be downloaded for free. They range from simple PDA-style applications, such as LED timers and calculators, to full-blown original games – some of surprisingly high quality. Games are often subsequently modified by other programmers by adding new sets of graphics, usually recreated from well-known intellectual properties such as *South Park* and *Star Wars*. There are obvious copyright infringement issues here, but it could be likened to bootleg record remixes in the world of music.

Another legal grey area is the emulation of other consoles and computers on the PSP. There are emulators available for virtually every machine you can think of, from the Amiga to the WonderSwan. The more popular ones emulate the Game Boy Advance, Super Nintendo and Sega Mega Drive, enabling you to play a whole library of classic games such as *Super Mario Bros* and *Sonic The Hedgehog*. Again, it must be noted that to legally download the ROM files for commercial games (assuming you can find them in the first place), you need to own the original cartridge or disc. Also, no emulator is perfectly stable and so you can probably expect the odd glitch or crash.

"COMPATIBILITY MAY WELL IMPROVE, BUT THERE'S ALSO THE THREAT OF VIRUSES TO THINK ABOUT – ON THE PSP AS WELL AS YOUR PC."

There are also homebrew conversions of well-known games from other formats, including *Quake* and *Doom*. Considering the scarcity of commercial first-person shooters on the PSP, the latter are naturally very popular – particularly as they offer wireless multiplayer action. Another application to make use of the WiFi capability is the *PSP Radio* which offers live streaming of radio from the Internet via a wireless access point.

As well as being a legal minefield, the world of homebrew isn't all a bed of roses though. Sony's new v2.70 firmware prevents any homebrew being run (to date). And not all homebrew programs will even run on 2.00 or later firmware. Far from it, in fact. Using a v2.50 firmware PSP and the latest (v0.97) Eboot loader, we tested numerous games and applications. It proved a frustrating experience as many of them wouldn't work at all. And some of the ones that did load caused problems, such as not being able to quit back to the main PSP menu via the Home button, or even turn off the machine – the only way round this was to remove and reinsert the battery!

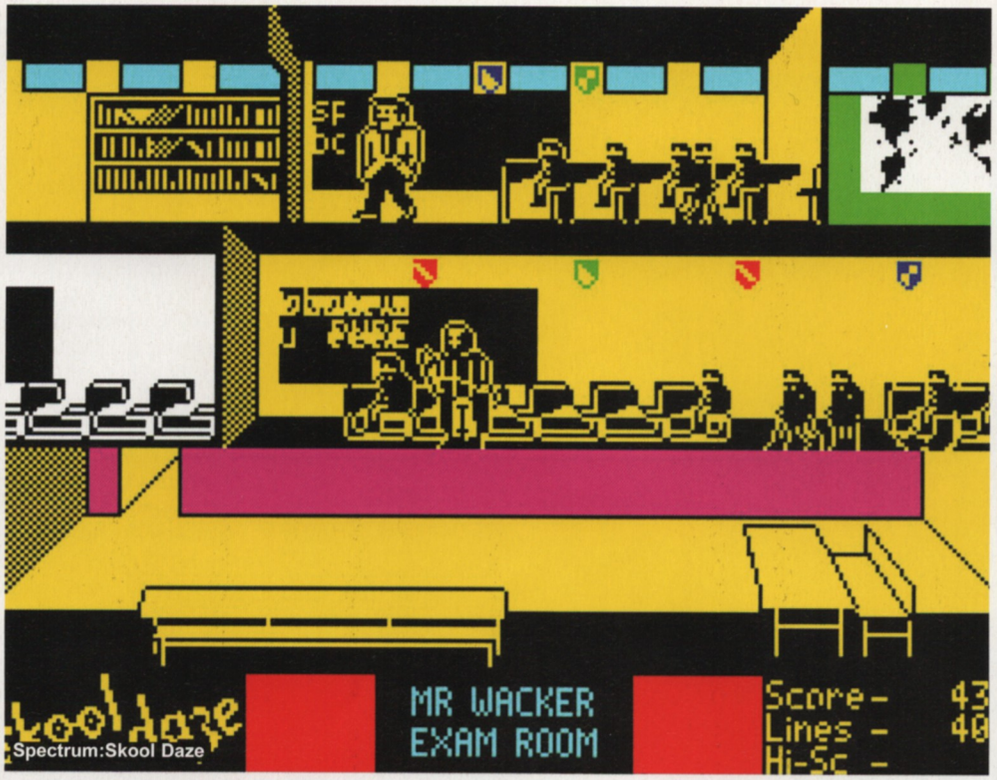
Compatibility may well improve, but there's also the threat of viruses to think about – on the PSP as well as your PC. Although none have so far been reported in homebrew games, back in October there was the case of a firmware downgrader that turned out to be a trojan which erased the PSP's BIOS, thus rendering the machine useless – also known as a brick.

Nevertheless, thanks to the new exploits for later firmware, more and more PSP owners are exploring the world of homebrew.

GRAND THEFT ENTRY



It's possible to get homebrew running on v2.01, v2.50 or v2.60 PSP firmware via an ingenious exploit of the saved game system in *Grand Theft Auto: Liberty City Stories* (it won't work using any other game). This involves the necessary eLoader program file masquerading as a saved game file on the memory stick (as long as there's already a proper *GTA* save present). The eLoader can then be run by selecting it from the Load Game screen in *GTA*, bringing up a simple menu of all the homebrew programs on the memory stick. It's relatively easy to get this up and running, although users would probably want to refresh the real *GTA* save files (by zipping and unzipping) to prevent the eLoader autoloading every time *GTA* is started. Note: This GTA exploit won't work for the new v2.70 PSP firmware. So if you want to run homebrew, don't upgrade.



Spectrum:Skool Daze

JARGON BUSTER

- **EBOOT:** The main compiled program file for a homebrew application, this is placed inside its own folder in the PSP/GAMES/ directory on the memory stick.
- **eLoader:** A simple menu program created by hackers Fanjita and Ditlew, enabling homebrew to run on firmware v2.00 and later.
- **Emulator:** A program that emulates another console or computer, enabling the running of its games and applications on a different system.
- **Firmware:** The operating system for the PSP, which has been updated regularly by Sony. You can find out which version you have by selecting System Settings then System Information.
- **GTA Exploit:** A loophole that enables homebrew to run on v2.01 and later firmware via the *GTA Liberty City Stories* saved game menu.
- **Homebrew:** Games and applications that are produced on formats that are not typically user-programmable (ie most videogames consoles).
- **LUA Player:** No, not the guy who does all the somersaults at Portsmouth FC but a program that plays applications created in LUA script, including many homebrew games.
- **ROM:** A dump of a cartridge or disc game from another console that can be run by the appropriate emulator. You need the original game to be able to download legally.
- **TIFF Exploit:** A loophole that enables homebrew to run on firmware v2.00 via the Photo menu

EMULATION NATION

If you fancy playing some old console or computer games, there's a vast array of emulators available for the PSP, including one or more for the following formats.

- Amiga
- Amstrad CPC
- Apple II
- Apple Macintosh
- Atari 800
- Atari 2600
- Atari Jaguar
- Atari Lynx
- Atari ST
- Chip 8
- Commodore 64
- Dreamcast
- Game Boy
- Game Boy Advance
- Game Gear / Master System
- HP48 Calculator
- MAME (Arcade)
- Mega Drive
- MSX
- Neo Geo Pocket
- Neo Geo CD
- NES
- Nintendo 64
- PC (x86)
- PC-9801E
- PC Engine
- PSone
- Pyuta
- Sinclair Spectrum
- Super Nintendo
- TI 92
- Vectrex
- WonderSwan

Conversely, there's even a PSP emulator that runs on the PC – ideal for testing out homebrew games.


Mega Drive: MortalKombat



SNES: Super Mario



Mega Drive: Sonic

POPULAR BREWS

There are hundreds of homebrew programs available, with a huge variation in quality. Here are just a few of the most popular games and applications. Note: Not all of these will run on later PSP firmware.



Doom PSP

A port of the classic first-person shooter, it can also use the WAD files (containing levels, creatures, weapons etc) from other first-person shooters such as *Heretic*.



Beats Of Rage

This is what happens when you mix the side-scrolling beat-'em-up action of the old Mega Drive classic *Streets Of Rage* with characters from *King Of Fighters*



Iris

An original first-person shooter, this offers straightforward deathmatch action. Various graphical mods are available for it, including *Star Wars* characters.



PSP Millionaire

This version of the popular TV quiz show runs in *LUA Player* and features over a thousand questions. There's also the option to write your own custom question packs.



Callisto

The graphics in this original side-scrolling shooter are impressive. You can upgrade your ship's weapons by collecting power-ups, which can be shot to change their type.



PSP Radio

Thanks to this ingenious application, you can have live radio streaming on your PSP via a wireless access point. Compatible with Shoutcast servers, it can also play the music on your memory stick.



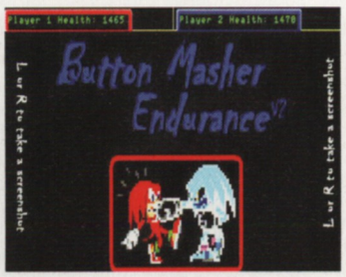
Pang

A port of the well-loved old arcade game where the characters fire upwards at floating bubbles to split them into ever smaller ones, it features a WiFi two-player mode.



Quake

The classic id PC first-person shooter has been ported to PSP and the latest version includes the option for wireless multiplayer action.



Button Masher Endurance

This fun *LUA Player* game involves two players mashing the buttons on either end of the PSP as quickly as possible to zap each other's points – the first to zero is the loser.





BREAKOUT This arcade clone is more like the later *Arkanoid* games as it features power-ups dropping from some bricks.



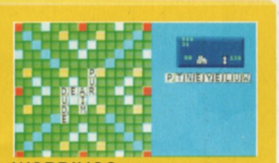
MISSILE COMMAND This rough clone of the arcade game sees you fending off alien missiles by aiming a crosshair.



AIR HOCKEY Move your disc around the 'rink' and try to knock the puck into the opposing goal. Play with human or CPU opponent.



MAHJONGG In this solitaire version of the classic Japanese board game, match identical tiles (when revealed) to remove them.



WORDINGO Clone of the Scrabble board game. The latest version includes a CPU opponent with two skill levels.



MICHAEL JACKSON PUNCHER Okay, so Wacko Jacko was found not guilty. You might still like to punch him in the face anyway.

HOMEBREW HISTORY

Ever since the days of the first home computers, amateur programmers have been creating their own games and applications.



Many of these even made it to commercial release, particularly in the early 1980s era of the Sinclair Spectrum and Commodore 64. It was easy enough for anyone to start programming on a home computer using a simple language such as BASIC. This craze resulted in special TV shows, and magazines filled with program listings to type in (how laborious). The arrival of more professional games – and then more complex 16-bit home computers such as the Atari ST and Commodore Amiga – spelt an end to mainstream home programming and only avid enthusiasts continued with the hobby.

Meanwhile most videogames consoles offered no access for home programmers – the original plan for a BASIC cartridge and keyboard for the Nintendo NES was abandoned at an early stage. Similarly, the Sega Mega Drive, Super Nintendo, Sega Saturn and Sony PlayStation lacked any home-programmable features. However, Sony did make a gesture towards computer hobbyists in 1997 with the release of Net Yaroze, a special development-kit version of the original PlayStation which, when linked up to a PC, enabled the user to create applications using a limited toolset. Similarly, Sony released a Linux Kit for the Playstation2 in 2002.

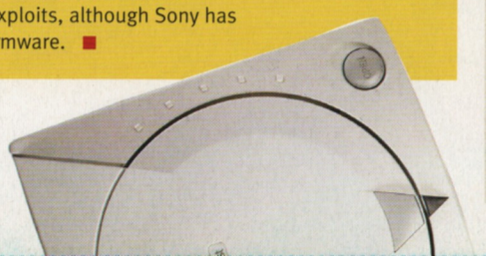


"THE XBOX HAS ALSO SUFFERED AT THE HANDS OF PIRATES, WITH MAJOR GAMES SUCH AS HALO 2 BEING RELEASED ONLINE BEFORE COMMERCIAL RELEASE."

On closed-source videogames systems, hobbyists have had to find loopholes to enable the running of unauthorised applications. The Game Boy Advance has a thriving homebrew community using C-code compilers, emulator debuggers and Flash ROM cartridges. The Sega Dreamcast is another machine that was soon opened up by the hackers. Although this led to a strong homebrew community, it also opened the door to rampant piracy of commercial games, which was a factor in the demise of Sega's final console. The Xbox has also suffered at the hands of pirates, with major games such as *Halo 2* being released online before commercial release. Hence it's little wonder that manufacturers try to prevent access to their consoles' operating systems.



So it came as something of a surprise when, in May 2005, it was discovered that unauthorised code could be made to run on PSPs (with firmware v1.00) simply by placing the relevant EBOOT files in the PSP/Game/ directory on the memory stick. Numerous original or ported games and applications were soon made available by an army of amateur programmers. Unfortunately, it also enabled pirates to 'rip' versions of commercial games onto the memory stick, so Sony quickly prevented this with a series of security updates to the PSP firmware. The hackers have found further loopholes, including the TIFF and *GTA* exploits, although Sony has now closed these with the new v2.70 firmware. ■



THE PSP TIMELINE

Mid–1980s Ken Kutaragi of Sony buys his daughter an 8-bit Nintendo Famicom (NES). Disappointed with the sound quality, he designs a sound chip in secret. Sony then licenses Nintendo to use it for the SNES

1988 Nintendo Contracts Sony to design a disk system for the 16-bit SNES

1991 June At the summer Consumer Electronics Show in Chicago, Sony announces it intends to license the CD-ROM system to the whole industry. Nintendo are unhappy with losing control over the medium, and break contract the next day, entering an ill-fated partnership with Phillips

1991 October Sony PlayStation announced at the Tokyo International Electronics Show. Still substantially different to the production model PlayStation, three years of intensive development saw a total overhaul of the system

1994 December 3
Sony releases PlayStation in Japan. By June 2005 the PlayStation and PSOne have shipped over 100,000,000 units. Nintendo fail to offer any 32-bit console, concentrating on the N64

1999 March
Development of the PlayStation2 announced. It also goes on to sell over 100,000,000 units, becoming the first manufacturer to beat all rivals in a hardware war for two consecutive generations

2000 4th March The PS2 is released in Japan, with the American release following on later in October

2003 May
The PSP is first announced during the E³ games show in Los Angeles in 2003 and received lots of attention

2004 May 11
The PSP is unveiled at a Sony press conference during E³ 2004

2004 Dec 12
The first shipment of 200,000 PSP units go on sale in Japan. All were sold out within the first two days

2005 March 24
US and Canada release date (1.50 firmware). Sony claims it will have one million units available for sale in these territories by 31 March 2005

2005 April
UMD movies are made available

2005 2 May
South Korea release date

2005 12 May
Singapore, Taiwan and Hong Kong release dates

2005 16 May
PS3 officially announced at E3 games show in LA

2005 May
PSPs using firmware version 1.00 are found to be able to run unsigned code, or Homebrew

2005 18 May
US Firmware v1.51 is released to "address a security vulnerability in the system software." This 'security fix' prevents 'homebrew' software from working on PSPs, to much disappointment

2005 15 June
Team PSP-DEV release an exploit, called 'Swaploit', that allows version 1.50 PSPs to run homebrew applications by an exploit involving the swapping two memory sticks US Firmware v1.52 released which prevents the downgrading to v1.50 firmware. Also allows UMD music to be played from the MUSIC menu

2005 20 June
The Internet Browser capabilities of Firmware 2.00 announced after poor uptake of both Firmwares 1.51 and 1.52

2005 22 June
PSP-DEV eliminate need for second memory stick using a bug in the FAT (File Allocation Table) system of the Memory Stick Duo, making the loading of homebrew software possible. This exploit is commonly known as "KXploit."
Sony confirms that House of Flying Daggers and Resident Evil: Apocalypse UMDs have both sold in excess of 100,000 copies for each movie title

2005 27 July
Sony releases firmware update version 2.00 in Japan. Americans who manually download this firmware later discover that they cannot change their firmware to the US 2.00 version

2005 8 August
Lik Sang announces it is being sued by Sony in Europe for unlicensed importing of the PSP

2005 12 August
As the US schedule for v2.00 rolls around, Sony announces the Internet Browser upgrade would be delayed until 15 August 05

2005 24 August
The US 2.00 firmware is finally released, containing the official Sony Internet Browser. It also includes: support for 4:3 video-playback aspect ratio, support for AVC formatted MP4 videos, support for ATRAC 3+ music files, support for MP4 (AAC) and WAV (PCM) sound files, wallpaper feature, image file transfer, and TIFF, GIF, PNG & BMP support, Korean system language, theme settings, allowing customization of the PSP colour scheme, Internet browser support for Internet connections, WPA-PSK (TKIP) encryption and web related shortcuts on the PSP graphical keypad to help make entering URL addresses easier

2005 1 September
EU PSP launch. The delay, according to Sony press releases, was due to high demand for the system in other territories (North America and Japan). The PSP is also released in Australia and New Zealand

2005 5 September
Sony announces unit launch weekend sales of 185,000 units and claims the most successful UK console launch to date

2005 23 September
An out-of-buffer exploit is discovered in the image handling code, potentially allowing an unsigned binary file to be executed. This is unsatisfactory for most full-size homebrew applications, which require more than the 64k accessed by this exploit to run

2005 25 September
First v2.00 homebrew program released. It is nothing more than a simple 'hello world' program

2005 26 September
'TIFF Pong 2.00' released. A two-player classic, and now the first v2.00 homebrew game

2005 28 September
MPHs release a v2.00 to v1.50 downgrader that operates via the buffer-overun exploit. Nearly all homebrew development now centres around the older, but more functional v1.50 firmware

2005 2 October
The first PSP 'virus' is released. Trojan PSPBrick malware renders a PSP totally inoperable

2005 3 October
Firmware v2.01 is released. It closes the TIFF buffer exploit, preventing downgrading to 1.50, as well as preventing v2.00 homebrew from working. On a brighter note, it makes it impossible to execute PSPBrick

2005 13 October
Firmware v2.50 released. Features include: LocationFree™ Player which enabled live TV streaming, improvements to the Internet Browser user-interface, the ability to watch video material that is protected by Digitial Rights Management, the ability to synchronise the PSP's internal clock with an Internet time server and WPA-PSK (AES) encryption

2005 20 October
Sony announces the 'Giga Pack', which sees the PSP bundled with a 1gb memory stick

2005 21 October
Sony announces it has shipped 10 million units to retailers worldwide. This gives the console the accolade of 'fastest penetration speed' of any Sony platform into the market. Snigger

2005 November
The Giga pack becomes available worldwide

2005 29 November
Firmware 2.60 released. WMA (Windows Media Audio) music files now supported, LocationFree™ Player now has a volume control and you can keep track of RSS (Really Simple Syndication) feeds

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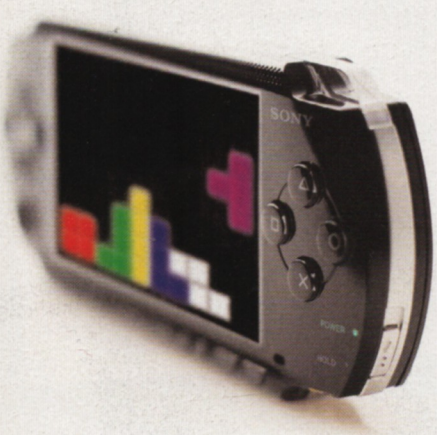
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ANOTHER QUALITY COLD CUT FROM UNCOOKED MEDIA

Fanjita Speaks!

He's a legend on the homebrew scene, the mysterious genius behind the eLoader menu that can launch unauthorised applications on most PSPs. During a rare break from his hacking activities, the man known only as **Fanjita** took time to talk to **Phil King** about himself and the world of homebrew.



You must be Sony's 'most wanted man' right now! Do you have to be secretive about your identity?

I'm not especially concerned about concealing my identity. Actually I think I have more to worry about from over-zealous fans than I do from Sony.

I suspect that Sony will continue to manage the homebrew 'problem' by simply releasing firmware updates to block us – to the best of my knowledge we're not doing anything that they could actually take legal action about.

Can you tell us a little about yourself and your background?

I'm 33 years old, living in Edinburgh, and happily married. I work for a medium-sized software firm (not games-related, although coincidentally I do go to a gym just below Rockstar's offices).

I grew up messing about with computers from an early age (a ZX81 at about 9 years old) and the hobby has stuck. The nice thing about software as a hobby is that your imagination (and time) is really the only limit to what you can achieve.

Do you like being an 'outlaw'?

I guess there's a certain frisson to achieving things with code that are not supposed to be possible. Certainly, hacking on a truly open platform like the PC or the GP32X wouldn't have the same degree of satisfaction attached to it. But I don't really consider myself to be an outlaw, as such.

We take it you're a fan of *Bo' Selecta*?

Haha, yes. The name was actually just a joke – it came from a last-ditch attempt to create a working character for the *Star Wars Galaxies* MMO game, while the *Bo' Selecta* Christmas special was on TV. That attempt was successful and the name stuck from there. Thankfully not too many people seem to realise what it means.

When did you start programming?

About 25 years ago, on the ZX81. Since then I've played with (on a hobbyist level) various Sinclair machines, the BBC and Acorn range, a few high-end calculators, and PCs. I work mostly with C and C++, but have dabbled with lots of other stuff, such as assembly, and web languages. At work I've covered most of the classic industrial platforms.

What attracted you to the PSP homebrew scene?

There are two main things: the challenge and the power-to-portability ratio. It's very nice to have a portable, network-capable machine with a powerful processor and graphics, and there are many interesting possible applications.

My first project was a simple port of *Tetris* for the v2.0 TIFF exploit, so that I could get to grips with the PSP development tools, and also get a feel for how to use the exploit. I was a little disappointed that I missed the honour of writing the first v2.0 homebrew game by about one day (the first one was *Pong*)!

Is the PSP very different to other systems you've worked on?

Not really. The major difference is the lack of useful information, because of Sony's wilful obstructiveness. So, to achieve anything out of the ordinary, you tend to have to spend a while researching how everything is supposed to work, before you can actually achieve anything. Also, on anything beyond v1.5, there are just about no debugging tools available, so things can be pretty slow-going if something goes wrong.

How many hours a day do you spend hacking?

It varies, from as much as ten hours if I'm really 'in the groove', to just a few hours. I tend to work on at least something to do with the PSP every day, even if it's just maintaining my website, with maybe one or two days off per week.

"My first project was a simple port of *Tetris* for the v2.0 TIFF exploit, so that I could get to grips with the PSP development tools, and also get a feel for how to use the exploit."

"I do believe that there's a place for homebrew. After all, Sony have supported homebrew in the past, with the NetYaroze project on the PSone."

What motivates you to keep doing it in the absence of any commercial reward?
It's the intellectual reward of achieving something difficult, and also the altruistic reward of helping so many people to make the most of their PSPs. I firmly believe that everyone should have the option to use their PSP how they like, so long as it isn't harming the livelihood of anyone else (hence, my stance against piracy).

Do you have much communication with other hackers to solve problems?
There's a good network of people that chat regularly about PSP hacking, and one of the nice things about having done all this is that I've come into contact with a lot of people who I now consider to be good friends.

How did you figure out the ingenious *GTA* saved game exploit?
It's a common misconception that this was me, but it wasn't. The honours lie with a guy who goes by the forum name of EdisonCarter, who has a long history of hacking *GTA* games, and was able to put that to good use by spotting a vulnerability in *GTA: LCS* just a day after it was released. He then spent a few weeks working on the methods to make use of that exploit, and the result of all that was the GTA Cheat Device. He wasn't able to release all the information on how to repeat that hack, due to concerns over legal action, but fortunately the important parts were independently repeated by two guys called Jim Paris and psp123.
From there, Ditlew and I worked on building a usable homebrew platform on top of the exploit, and the eLoader was evolved (from my earlier v2.0 TIFF EBOOT Loader).

Were you surprised that Sony managed to patch the *GTA* exploit with the new v2.70 firmware?
It surprised me a little that they chose to implement a firmware patch that targets an individual game. I guess I hoped, subconsciously, that they would think that it would be harmless to leave the game alone, and just close off access to the important parts of the firmware. Certainly, I expected that it would be a fair amount of effort to close the *GTA* exploit without affecting any other game.
In retrospect that was naive: they've always been pretty ruthless about closing holes. They've done a pretty good job with this one.

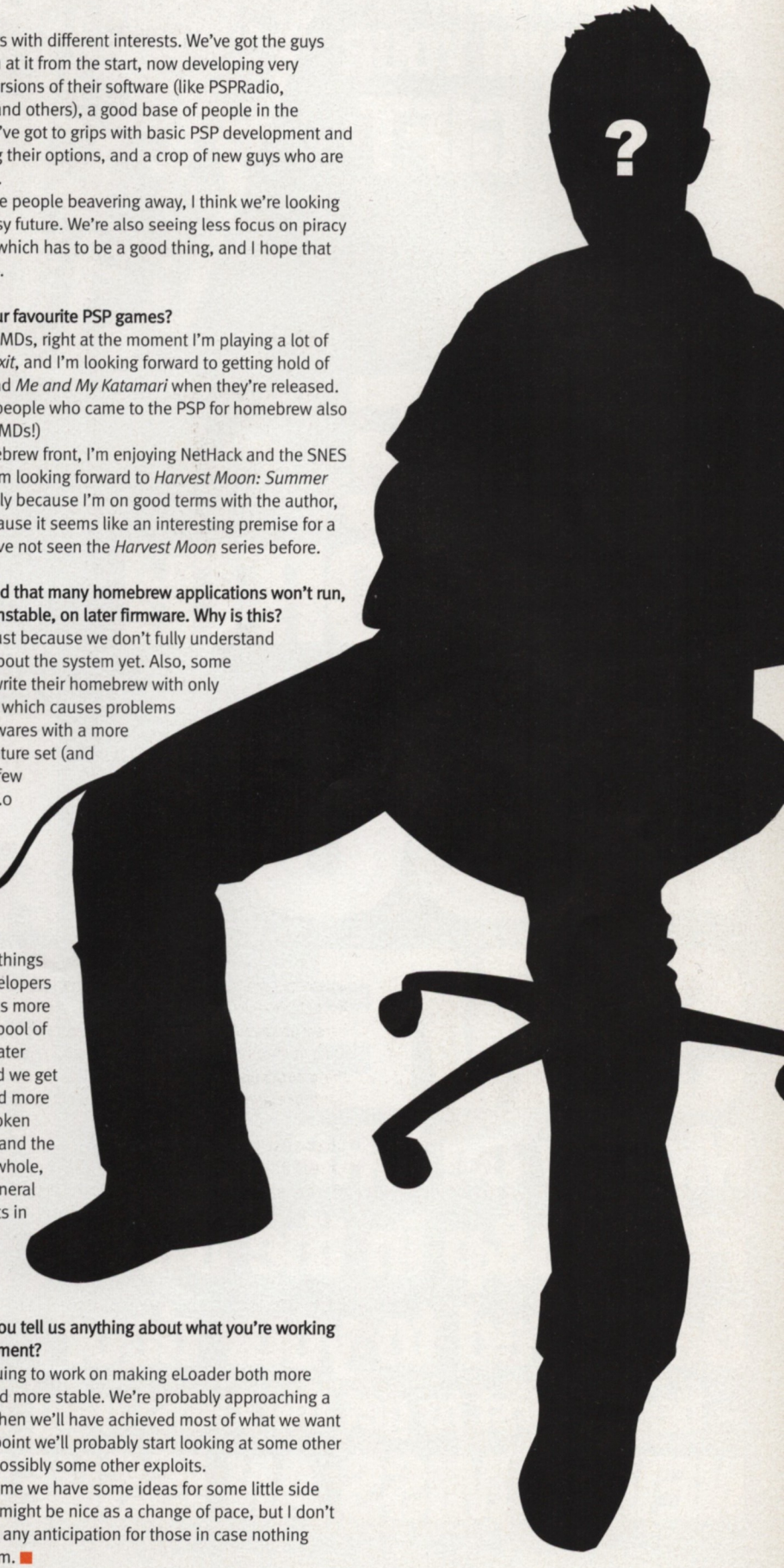
Is there any way Sony could foster homebrew without the threat of piracy?
I do believe that there's a place for homebrew. After all, Sony have supported homebrew in the past, with the NetYaroze project on the PSone. As things stand right now, with only user-mode access to the system, I think that homebrew is pretty harmless. It would be just about theoretically possible to implement an ISO loader as things currently stand, but equally it ought to be possible to block that if they were determined enough.
Perhaps one way to reach a compromise would be to allow homebrewers to submit applications to the new download service, to be vetted and officially endorsed by Sony, then released as signed EBOOTs (like the *Loco Roco* demo). Then Sony would be able to control which homebrew was allowed to be used, and everyone would gain something from it.

What do you think of the current homebrew scene and how it might develop?
Things are coming along nicely, I think, with a good selection of developers with different interests. We've got the guys who've been at it from the start, now developing very advanced versions of their software (like PSPRadio, SNES9xTYL and others), a good base of people in the middle, who've got to grips with basic PSP development and are exploring their options, and a crop of new guys who are learning fast.
With all those people beavering away, I think we're looking at quite a rosy future. We're also seeing less focus on piracy these days, which has to be a good thing, and I hope that will continue.

What are your favourite PSP games?
In terms of UMDs, right at the moment I'm playing a lot of *Daxter* and *Exit*, and I'm looking forward to getting hold of *Loco Roco* and *Me and My Katamari* when they're released. (See, Sony: people who came to the PSP for homebrew also buy lots of UMDs!)
On the homebrew front, I'm enjoying NetHack and the SNES emulators. I'm looking forward to *Harvest Moon: Summer Harvest*, partly because I'm on good terms with the author, but also because it seems like an interesting premise for a game, and I've not seen the *Harvest Moon* series before.

We've noticed that many homebrew applications won't run, or are very unstable, on later firmware. Why is this?
Mainly, it's just because we don't fully understand everything about the system yet. Also, some developers write their homebrew with only v1.5 in mind, which causes problems for later firmwares with a more restricted feature set (and even for the few remaining v1.0 users).
I'm sure that this will improve with time, as two things happen: developers begin to focus more on the large pool of users using later firmware, and we get to understand more about the broken applications and the system as a whole, leading to general improvements in compatibility with the eLoader.

Finally, can you tell us anything about what you're working on at the moment?
We're continuing to work on making eLoader both more functional and more stable. We're probably approaching a point soon when we'll have achieved most of what we want to, at which point we'll probably start looking at some other projects, or possibly some other exploits.
In the meantime we have some ideas for some little side projects that might be nice as a change of pace, but I don't want to build any anticipation for those in case nothing comes of them. ■



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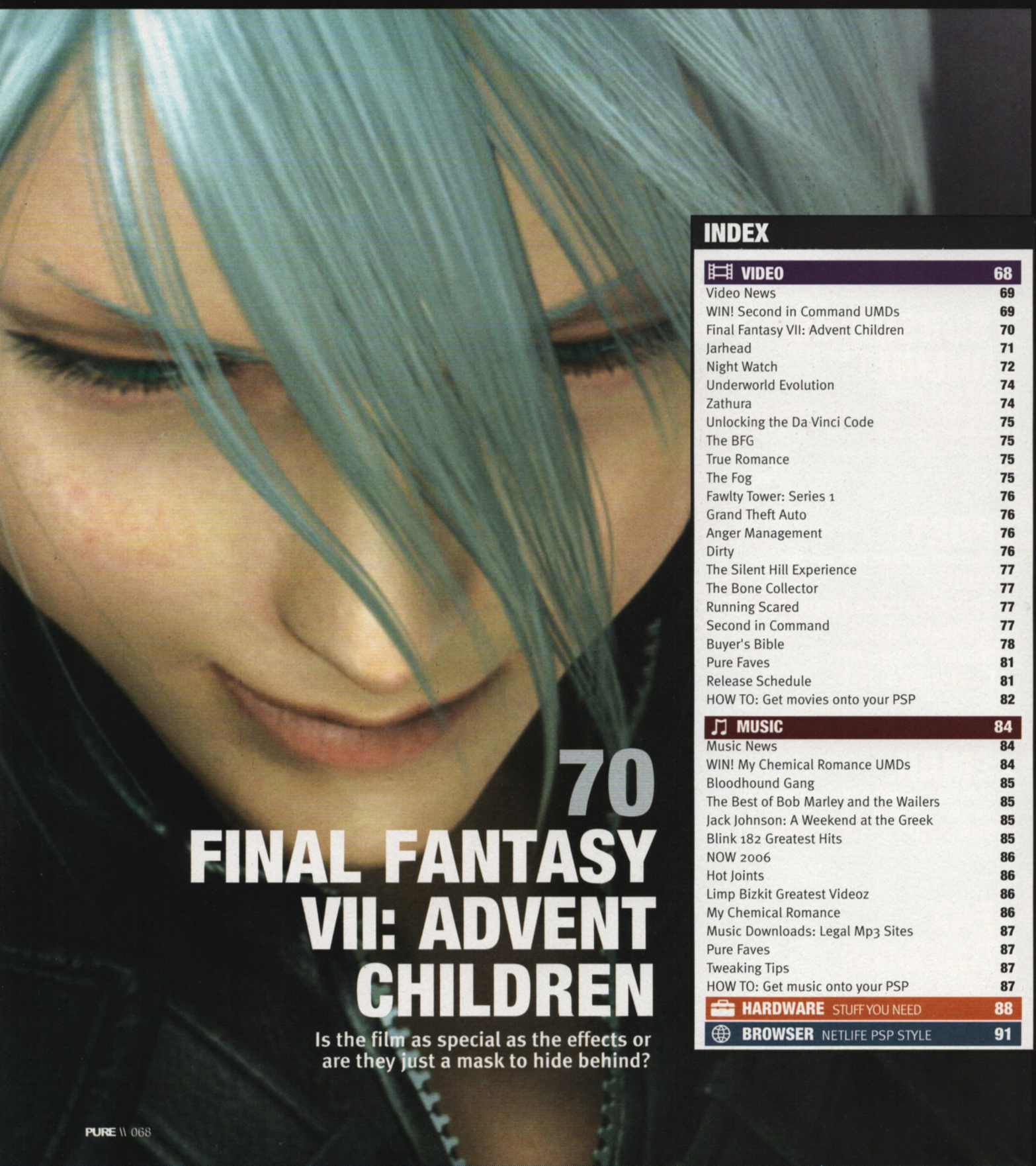
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INDEX

VIDEO	**68**
Video News	69
WIN! Second in Command UMDs	69
Final Fantasy VII: Advent Children	70
Jarhead	71
Night Watch	72
Underworld Evolution	74
Zathura	74
Unlocking the Da Vinci Code	75
The BFG	75
True Romance	75
The Fog	75
Fawlty Tower: Series 1	76
Grand Theft Auto	76
Anger Management	76
Dirty	76
The Silent Hill Experience	77
The Bone Collector	77
Running Scared	77
Second in Command	77
Buyer's Bible	78
Pure Faves	81
Release Schedule	81
HOW TO: Get movies onto your PSP	82
MUSIC	**84**
Music News	84
WIN! My Chemical Romance UMDs	84
Bloodhound Gang	85
The Best of Bob Marley and the Wailers	85
Jack Johnson: A Weekend at the Greek	85
Blink 182 Greatest Hits	85
NOW 2006	86
Hot Joints	86
Limp Bizkit Greatest Videoz	86
My Chemical Romance	86
Music Downloads: Legal Mp3 Sites	87
Pure Faves	87
Tweaking Tips	87
HOW TO: Get music onto your PSP	87
HARDWARE STUFF YOU NEED	**88**
BROWSER NETLIFE PSP STYLE	**91**

70 FINAL FANTASY VII: ADVENT CHILDREN

Is the film as special as the effects or are they just a mask to hide behind?

VIDEO

Is that a cinema in your pocket? Or are you just pleased to see me?

Despite recent announcements that many movie studios have ceased producing UMDs and concern for the fate of the format, there's still a lot out there - we did a quick count and came up with nearly 600, a number which has more than doubled since PURE first began and is continuing to grow with each month.

Simultaneous releases on DVD and UMD are also going strong and this month we've had *Night Watch, Underworld: Evolution, The Fog and Jarhead* to salivate over. The amazing CGI adventure *Final Fantasy VII: Advent Children* has also just made it to UMD, but blockbusters aren't everything. We have quite a selection of other movies to suit every taste and mood.

More older films and comedy series are now beginning to grab a new lease of life on the PSP and we've been laughing ourselves silly over the first series of Fawlty Towers and getting to know the edge of our seats really well, thanks to *Running Scared, True Romance* and *Dirty*. Even the kids are getting more and more choice of portable viewing entertainment with the release of the animated classic The BFG and the science-fiction adventure *Zathura*.

And, if you can't decide what to buy, there's always the chance to put yourself in the hands of Lady Luck and maybe win yourself a copy of Night Watch or Second in Command below.

Noel Monk

MARVEL ANNOUNCES WOLVERINE SPIN-OFF

Prequel announced



Yes it's finally happened! Fox President Tom Rothman has announced that a prequel movie to the X-Men trilogy focusing on everyone's favourite feral enigma, Wolverine, is in the works.

The announcement was made on the Marvel Comics site but there's not much information on the movie at the moment. We do know it will be a prequel set before Wolverine joins the X-Men. Okay, that does leave a lot of potential for plot but things can't get better than that.

WIN WIN WIN WIN WIN WIN WIN WIN WIN WIN

NO PRIZES FOR SECOND PLACE!



Starring the Muscles from Brussels himself, Second in Command is an action-packed thriller set in an unstable European country besieged by extremists. *Second in Command* is out now to buy on DVD and UMD video and to rent on DVD. We have five copies of the UMD to give away thanks to those nice folks at Sony Pictures Home Entertainment.

To be in with a chance of winning, simply answer the following question

Where is Second in Command set?

A: Malta
B: Moldavia
C: Maldives

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RESIDENT EVIL 3

News is coming thick and fast about the latest instalment in the *Resident Evil* saga. The third episode - now renamed Extinction - is set shortly after the close of the second movie and features various characters reprising their roles.

The film follows the continuing adventures of Alice and her band of survivors from *Resident Evil: Apocalypse* as they traipse through the Nevada Desert on their way to Alaska. Iain Glen will also be reprising his role as Umbrella's sinister scientist, Dr Isaacs

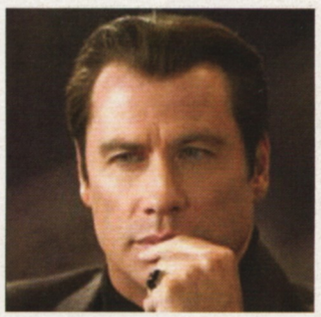


STAR TREK 11

Continuing to boldly go where no film franchise has gone before, the 11th *Star Trek* movie has been announced.

Directed by JJ Abrams, creator of the hit show Lost, the as-yet-untitled film is believed focusing on Kirk and Spock during their time at Starfleet Academy.

The script is being written by Abrams and his Mission: Impossible III co-writers, Alex Kurtzman and Roberto Orci. Co-produced by Damon Lindelof and Bryan Burk.

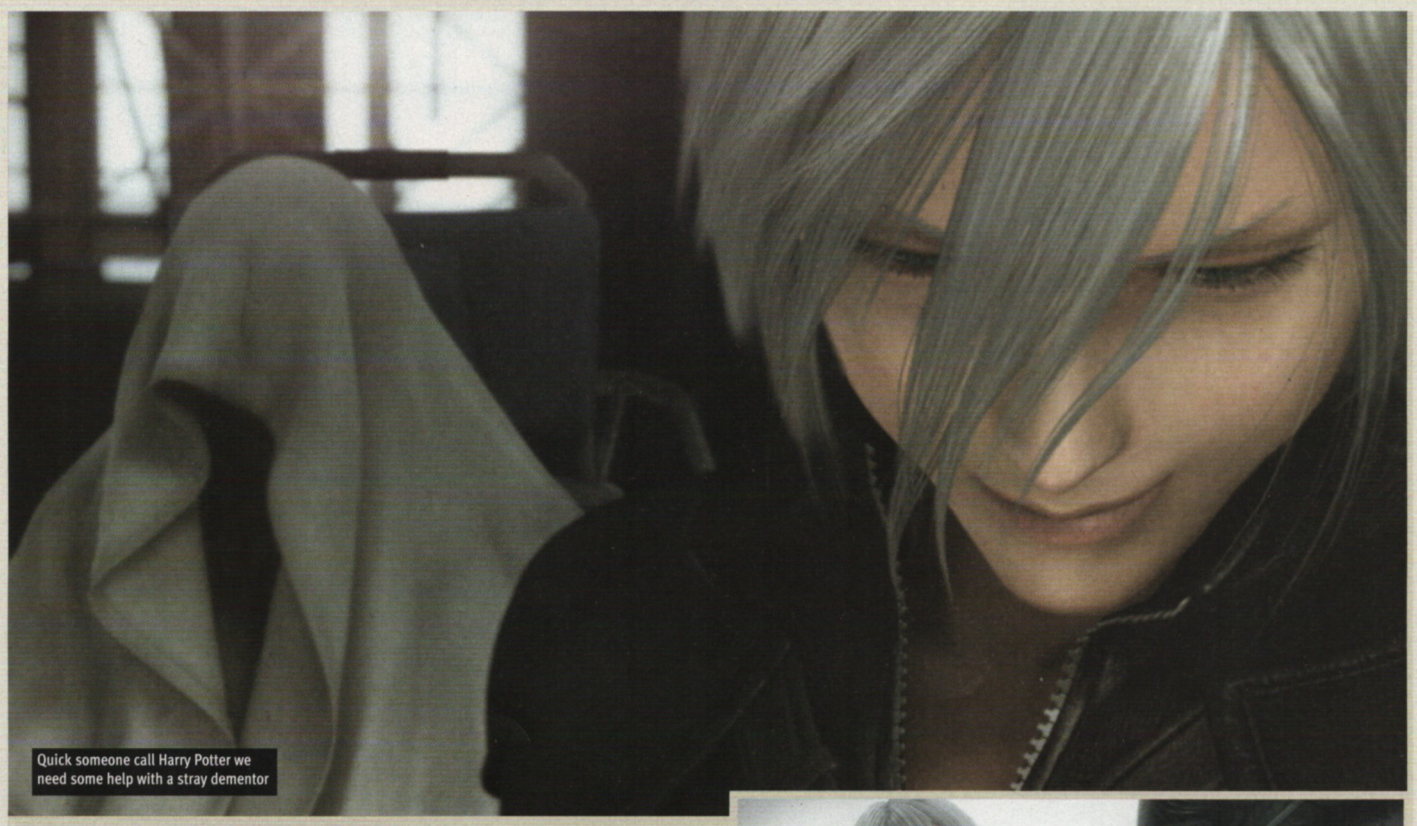


TRAVOLTA IN DALLAS

John Travolta will play JR Ewing, the notorious Texan oil baron, in the movie version of the hit Eighties soap opera *Dallas*.

The film will also star Jennifer Lopez as JR's wife Sue Ellen, Shirley MacLaine as the Ewing matriarch, Ellie Ewing and Luke Wilson as Bobby Ewing.

Dallas will be directed by Gurinder Chadha, best known for the Bollywood hit *Bride and Prejudice and is* due for release in 2007. Filming is due to begin later this year.



Quick someone call Harry Potter we need some help with a stray dementor

FINAL FANTASY VII: ADVENT CHILDREN PG

Children of the revolution

Starring: Maaya Sakamoto, Takahiro Sakurai, Toshiyuki Morikawa, Mena Suvari, Steve Burton, George Newbern



In 1997, one game changed the world. *Final Fantasy VII* followed a group of brave heroes, including Aerith Gainsborough and Cloud Strife, as they attempted to defeat the destructive plans of the power-mad Sephiroth.

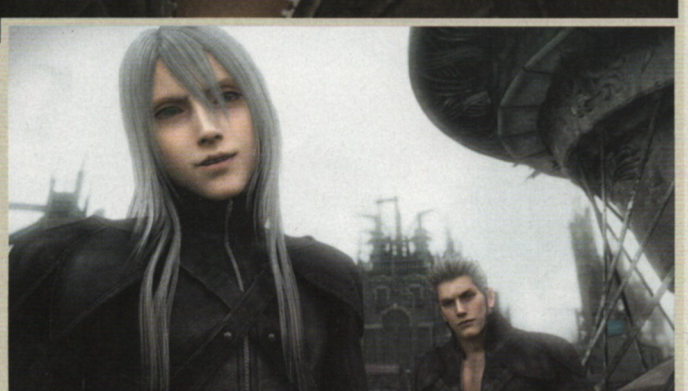
Two years have passed since the climactic battle at the conclusion of *Final Fantasy VII* and the planet is slowly recovering. But all is not as it seems: a sickness known as Geostigma has hit the inhabitants of Midgar, and more people - especially children - are falling ill each day.

Cloud, hero of *Final Fantasy VII*, is one of many to be infected with the disease and has become a recluse, but he is summoned into action when a gang of silver-haired youths led by Kadaj enter the city in search of the remains of Jenova, their 'mother'. The trio intend to use her corpse to bring about a reunion and finish the work

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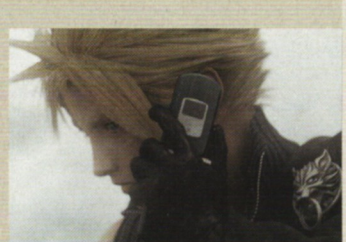
Theres never a toilet round when you want one



scuppered two years previously, a plan which could not only bring disaster on the planet but also lead to the resurrection of Sephiroth.

With a soundtrack composed especially for the film, Advent Children also contains reworkings of key themes from the original game, such as Sephiroth's One Winged Angel. The original Japanese dub sees various actors including Maaya Sakamoto and Takahiro Sakurai reprise the roles they played in the Kingdom Hearts series. The UMD also contains an audio track in English featuring a star-studded Hollywood cast.

Regardless of whether you've played the PSone game or not, Advent Children is a stunning addition to the series, packed with amazing CGI, breakneck battles and breathtaking special effects. However, it also builds on all the aspects that made the original game such a worldwide success, including cameos by Sephiroth and Aerith. Despite a plot that may confuse many new to the franchise, Advent Children is everything Final Fantasy: The Spirits Within should have been and so much more. **Lesley Smith**



INFORMATION



Release Date: 24 April
Director: Tetsuya Nomura
Distributor: Sony Pictures
Original Release: 2005
Running Time: 101 mins

SCORE 10/10



One, two, three.... smile!

JARHEAD 15

More limp lettuce than full metal jacket

Starring: Jamie Foxx, Jake Gyllenhaal, Scott MacDonald, Lo Ming, Peter Sarsgaard, Damion Poitier



When most people think of a film about war, they'd probably expect intense gunfights, lots of explosions and even more bodies and limbs. This, however, is not the case with Jarhead. It revolves around the lives of the US marines and their extended stay in the smouldering heat of the Iraq desert, with nothing more to do than sit around, train and wait for action.

Attempting to be the Full Metal Jacket of the Gulf War, Jarhead doesn't offer as much in terms of the suffering that soldiers went through, or even how sorry you feel for the troops who were there. Fighting a war not of their own making is hard enough, but throw in the heat, boredom and troubled domestic lives and you have a world of hate for anyone the President calls the enemy.

Jarhead is based on the real-life experiences of marine Anthony Swofford (Gyllenhaal). Starting out in boot camp claiming "I got lost on my way to college", 'Swoff' is thrown into the life of a sniper by Staff Sgt Sykes - an excellent show-stealing performance by Foxx. However, once in Iraq it soon becomes very apparent that their stay in the desert is going to be a little longer than anticipated.

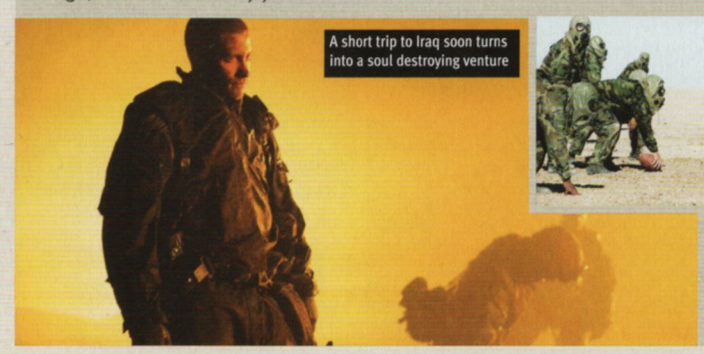
> **"YOU'LL SIT EXPECTANTLY IN THE HOPE THAT SOMETHING, ANYTHING, INTERESTING WILL HAPPEN"**

The marines soon realise that it isn't going to be the shooting gallery they expected from basic training. In fact, life in the camp is more of a drawn-out, mind-numbing affair than any of them ever imagined. During this part of the movie you'll sit expectantly in the hope that something, anything, interesting will happen. It doesn't. A few set pieces to show the boredom and misguided futility of not only the war but also the lives of those serving do little to raise the interest. The only stand-out scene of any note is when the marines trek through the burning oilfields, and even this is interrupted by a lone horse wandering past - a desperate attempt by the director to try to add some sort of symbolism to the proceedings.

Director Mendes has stated that many people don't understand the film because it isn't a traditional gung-ho story. It's sad to say that, in fact, pretty much everyone 'got' the film, it's just that it is a boring stab at telling the real-life tales behind the conflict that fails miserably to prove engaging at any point. **Pete Darke**



Swoff and fellow marines soon discover staff sgt Sykes means business



A short trip to Iraq soon turns into a soul destroying venture

INFORMATION



Release Date: 15 May 06
Director: Sam Mendesn
Distributor: Universal Pictures
Original Release: 2005
Running Time: 123 mins

SCORE 5/10

Is that a cinema in your pocket? Or are you just pleased to see me?



He-man's getting on a bit



Bird feeding is getting way out of hand



The special effects add another dimension to this already brilliant film

NIGHT WATCH 18

From Russia With Blood

Starring: Konstantin Khabensky, Mariya Poroshina, Anna Slyusaryova, Aleksandr Samojlenko



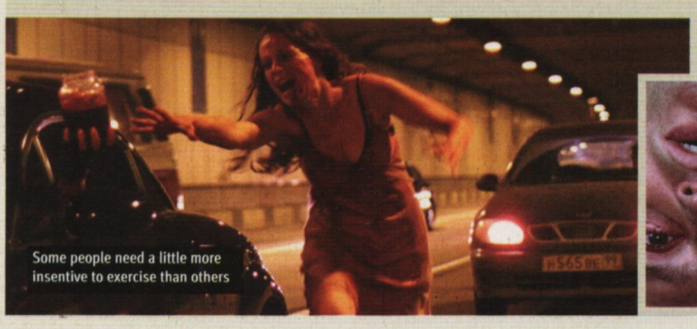
A thousand years ago, the forces of good and evil met in battle and came to a stalemate, causing a truce between them. The *Night Watch* was formed by the Light Others, who fought on the side of good, while the Day Watch was created by the Dark Others. Each would monitor the opposite side to ensure the truce was kept. But now, in modern-day Moscow, the apocalypse is about to begin and both sides have begun searching for the Great Other, whose allegiance can decide who will finally win the war.

The film focuses on a wealth of characters with various supernatural abilities. These include a seer with a vampire as a neighbour, shapeshifters who can turn into a tiger and a polar bear, a sorceress transformed into an owl, a grieving vampiress consumed by hatred and a cursed doctor who brings misery and destruction to all those around her.

Night Watch is a strong supernatural thriller with some excellent special effects, including a tornado comprised of crows and amazing use of CGI and cinematography. One impressive scene follows a falling screw as it comes loose from a floundering plane, falls down a ventilation shaft and ends up in the coffee cup of one of the major characters. However, in terms of tone, *Night Watch* is a very dark film - fitting considering that it's basically a horror movie - with a high level of stylised violence, blood and gore. The UMD has audio tracks in the film's native Russian with subtitles, as well as a surprisingly good English dub. The subtitles are clear and make sense, and the fact that this film is in Russian shouldn't deter anyone from watching it.

Lesley Smith

// A STRONG SUPERNATURAL THRILLER WITH SOME EXCELLENT SPECIALEFFECTS //



Some people need a little more insentive to exercise than others





INFORMATION



Release Date: 24 April 2006
Director: Timur Bekmambetov
Distributor: 20th Century Fox
Original Release: 2005
Running Time: 114 mins

SCORE 9/10

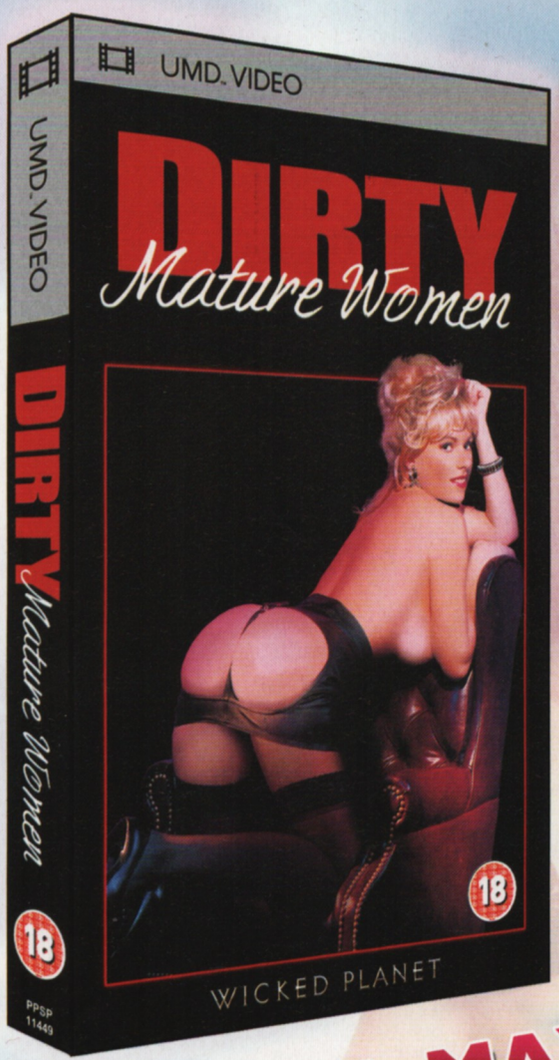
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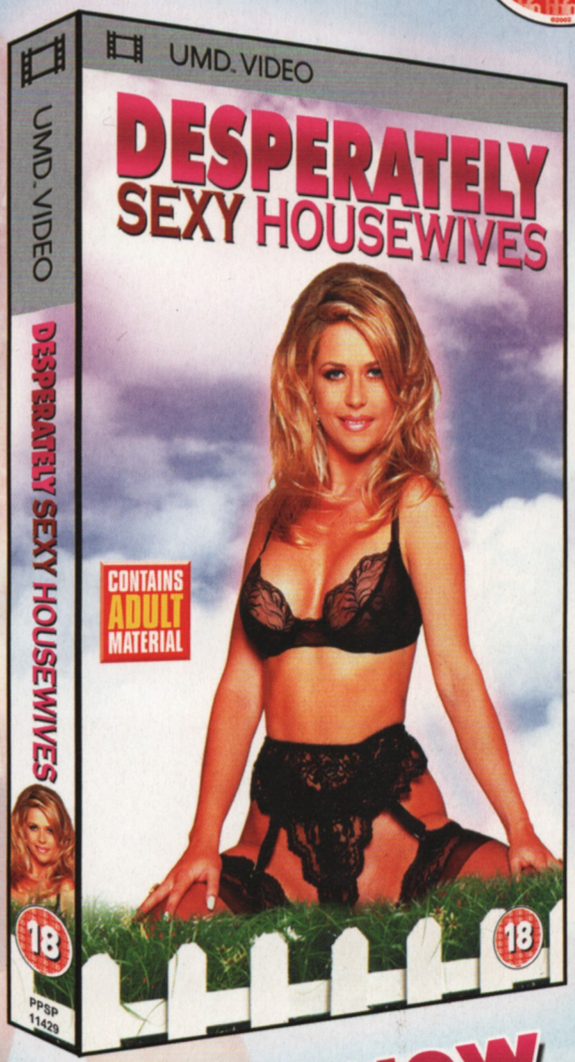
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UNDERWORLD: EVOLUTION 18

Lycans vs vampires goes to round two

Starring: Kate Beckinsale, Scott Speedman, Shane Brolly, Bill Nighy, Derek Jacobi



Picking up a few hours after the original instalment, *Underworld: Evolution* follows death dealer Selene and her vampire-lycan lover Michael who are on the run after Selene killed the vampire elder, Victor. The last remaining elder, Marcus, has awakened from his slumber and - like Michael - has mutated. But Marcus, previously Victor's whipping boy, has changed into a bat-like being with a foul temper and a sudden taste for slaughter.

After a quick flashback explaining the creation of the two species and how Marcus's twin William - the progenitor of the lycan clan - was entombed alive for all eternity, Marcus begins his search, knowing that only one vampire alive is aware of the location of the tomb: Selene.

Underworld: Evolution is a fascinating film with a complex mythos, the foundations of which were only glimpsed in the first film. It not only manages to be entertaining but also sheds new light on Selene's history, as well as providing more sex, more violence and more gore.

"MORE SEX, MORE VIOLENCE AND MORE GORE MAKE IT AN EXCELLENT SEQUEL"

With a star-studded cast that includes veteran actor Derek Jacobi as Alexander Corvinus, the immortal parent of William and Marcus (the first of the vampire and lycan races), Underworld: Evolution will enthral anyone with a love of supernatural horror movies. **Lesley Smith**



INFORMATION

Release Date: 19 June
Director: Len Wiseman
Distributor: EIV
Original Release: 2005
Running Time: 106 mins

SCORE 8/10





ZATHURA PG

Space race

Starring: Jonah Bobo, Josh Hutcherson, Dax Shepard, Kristen Stewart, Tim Robbins, Frank Oz



Jumanji was an odd fantasy movie, the story of a board game that blurred the boundaries between reality and the game itself. *Zathura* revisits this premise but moves the setting to outer space.

Brothers Danny and Walter find the Jumanji board game from the original movie and, after peeking in the box, they discover another game, *Zathura*, hidden inside. When the boys and their sister Lisa begin to play the game, their house is transported into outer space and the only way home is to keep on playing and win the game. Naturally this entails surviving a long list of dangerous events including a meteor shower, saving an astronaut and battling the token aliens - reptilian creatures called Zorgons. They also need to find a way to thaw Lisa, who is cryogenically frozen for much of the film.

"THEY ALSO NEED TO FIND A WAY TO THAW LISA, WHO IS CRYOGENICALLY FROZEN FOR MUCH OF THE FILM"

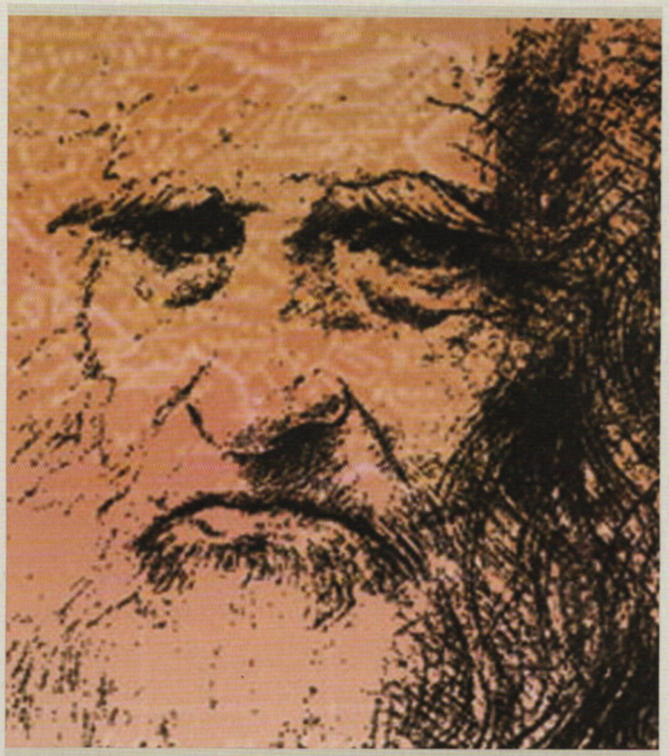
When Jumanji was released a decade ago, it was an amazing film considering that CGI was just emerging. However, *Zathura* is simply a clone: 'Jumanji in space' says it all. While it'll probably keep the kids quiet during the first viewing, even the presence of Kristen Stewart, Tim Robbins and the voice talents of Frank Oz fail to boost the movie's appeal. **Lesley Smith**

INFORMATION



Release Date: 26 April
Director: Jon Favreau
Distributor: Sony Pictures
Original Release: 2005
Running Time: 101 mins

SCORE 3/10



UNLOCKING DA VINCI'S CODE E

Cashing in on the Code

Starring: Patrick MacNee



So you've read Dan Brown's book, seen the movie, bought the T-shirt and now you can watch a documentary exploring Leonardo Da Vinci's codes on your PSP.

The documentary features a host of eminent scholars and dramatic reconstructions to explain the connection between the genius Leonardo Da Vinci, the Knights Templar and the Holy Grail.

As well as exploring the numerous codes hidden by Da Vinci in his numerous paintings – most notably the Vitruvian Man, the Mona Lisa and the Last Supper – *Unlocking Da Vinci's Code* cuts a path through history, from the origins of the Knights Templar and the mythology surrounding the Holy Grail to the modern day and the Priory of Sion.

Unfortunately, almost all of the information in this documentary will already be familiar to anyone who has read Dan Brown's bestseller, or seen one of the other numerous documentaries created to cash in on the worldwide phenomenon that is *The Da Vinci Code*. The

> **THE TITLE IS MISLEADING AS DA VINCI IS ONLY COVERED IN THE FIRST TEN MINUTES**

documentary is also quite short but filled with images of paintings, architecture and locations which make it very pleasing to the eye. However, the title is somewhat misleading as Leonardo Da Vinci is only covered in the first ten minutes or so.

Despite the fact that the documentary seems to parrot *The Da Vinci Code*, regurgitating much of the information contained in the book through the mouths of eminent theologians and historians, it's still an excellent guide for beginners. **Lee Ware**



INFORMATION



Release Date: 24 April
Director: Various
Distributor: ILC
Original Release: 2004
Running Time: 60 mins

SCORE 4/10



THE BFG U

BFG means Big Family Gatherings

Starring: David Jason, Amanda Root, Angela Thorne, Mollie Sugden



Based on the book by Ronald Dahl, this animated movie follows an orphan named Sophie who meets the appropriately named *BFG* (or Big Friendly Giant to you and me). *The BFG* hunts down dreams which he then blows into people's bedrooms at night, but all is not well.

The other giants are much less friendly and have a particular taste for people. Sophie decides something must be done about them, leading the *BFG* to create a dream for, of all people, the Queen!

The BFG is one of those stories that most people have either read to their children or, at the very least, know from watching this charming animated adaptation each Christmas. It's good, wholesome family fun from a simpler age which will have kids glued to their seats. **Lesley Smith**

INFORMATION



Release Date: 29 May 2006
Director: Brian Cosgrove
Distributor: ILC Pink
Original Release: 1989
Running Time: 88 mins

SCORE 6/10



TRUE ROMANCE 18

They say love don't cost a thing

Starring: Christian Slater, Patricia Arquette, Dennis Hopper, Val Kilmer, Gary Oldman, Brad Pitt, Christopher Walken, Samuel L Jackson



Written by Quentin Tarantino as part of a loose trilogy that includes Reservoir Dogs and Pulp Fiction, the film is based around two lovers who stumble across a suitcase of drugs.

The couple then intend to flee to Los Angeles where they will start a new life by selling the goods with nobody any the wiser, or so they hoped.

With the couple comprising Christian Slater as a comic-book lover and Patricia Arquette as a prostitute, it's not most people's idea of a true romance. Carrying five million pounds' worth of cocaine, they soon find that it's not so easy to disappear when the mob are hot on your tail.

Although this high-profile film may not be to everyone's liking, it does have that little bit of star quality about it. When you think that this plot has been done a million times, it's surprising how well it holds your interest. And, as guest appearances add to the cast of top actors, see if you can spot a Batman in the Elvis suit. **Pete Darke**

INFORMATION



Release Date: 12 June
Director: Tony Scott
Distributor: Warner Home Video
Original Release: 1993
Running Time: 116 mins

SCORE 8/10



THE FOG 15

The weather's about to turn nasty

Starring: Tom Welling, Maggie Grace, Selma Blair



One hundred years ago, in the small coastal town of Antonio Bay, a ship containing victims of leprosy was burnt and, as the boat sank in to the ocean, the townspeople thought the event concluded. But the souls aboard did not rest in their watery graves. On the anniversary of the town's centenary, they are disturbed and so return in the form of a thick fog, to exact vengeance on the descendants of their killers.

A remake of John Carpenter's classic horror movie, this 2005 version falls short. Despite starring Maggie Grace and Tom Welling - the stars of Lost and Smallville respectively - it can't match the chills and thrills of the original. **Chris Jenkins**

INFORMATION



Release Date: 26 June
Director: Rupert Wainwright
Distributor: Sony Pictures
Original Release: 2005
Running Time: 100 mins

SCORE 5/10


Basil looks pretty calm for someone who's about to explode

FAWLTY TOWERS: SERIES 1 12

Don't mention the war

Starring: John Cleese, Prunella Scales, Connie Booth, Andrew Sachs



First broadcast in 1975, *Fawlty Towers* is still one of the greatest comedy series ever produced. Basil, Sybil and Manuel come to UMD to carry on the legacy with six classic episodes such as The Hotel Inspectors and The Germans - where Basil tells a few German tourists a truth or two about their Fatherland which will have fans of the show wetting themselves with laughter.

John Cleese leads the way as the luckless Torquay hotel owner who tries his hardest to do the right thing but ultimately fails, as his long-suffering wife watches on with that oh-so-familiar, told-you-so look.

Each episode has its very own plot centred on the poorly run shambles of a hotel. Every character plays their part in the downfall of the business, with the blame seemingly ending up at the feet of the non-English talking, wacky waiter Manuel.

The crazy goings on down on the south coast are always funny and entertaining even if a little frustrating. With all good intentions somehow turned into complete disasters, comedy follows in abundance. So for anyone who loves comedy but doesn't have this UMD, what are you playing at?

"WITH ALL GOOD INTENTIONS SOMEHOW TURNED INTO COMPLETE DISASTERS, COMEDY FOLLOWS IN ABUNDANCE"

The bonus extras include interviews with John Cleese (Basil) and Andrew Sachs (Manuel) as well as a short documentary called The Torquay Tourist Guide which is well worth watching.

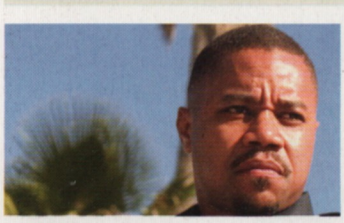
Pete Darke

INFORMATION



Release Date: OUT NOW
Director: John Howard-Davies
Distributor: 2entertain
Original Release: 1975
Running Time: 180 mins

SCORE 9/10



DIRTY 15

The world is downright dirty

Starring: Cuba Gooding Jr, Clifton Collins Jr, Cole Hauser, Wyclef Jean



A bad day at work takes on a whole new meaning for two gang members turned cops in this edgy thriller. Armando Sancho (Clifton Collins Jr) begins to question the life he leads just as he and his partner become embroiled in a drugs scandal.

Dirty is as violent and brutal as the title suggests; it's a fascinating thriller that will have you on the edge of your seat. And it makes a nice change to see Cuba Gooding Jr not playing a good guy. **Lesley Smith**

INFORMATION



Release Date: 15 June
Director: Chris Fisher
Distributor: Sony Pictures
Original Release: 2005
Running Time: 93 mins

SCORE 7/10



ANGER MANAGEMENT 15

Count to ten before watching this UMD

Starring: Adam Sandler, Jack Nicholson, Marisa Tomei



Being mistakenly sentenced to an anger management course leads to the heights of hilarity when Dave Buznik (Sandler) meets Dr Buddy Rydell (Jack Nicholson), the psychiatrist who also has anger issues of his own.

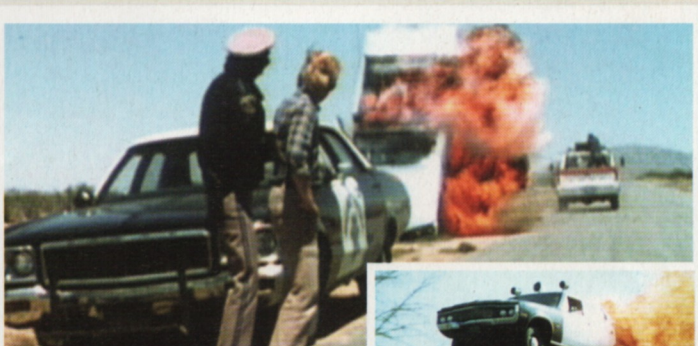
While the film's concept is highly amusing, it's also very predictable and this can lead to moments of boredom. On the whole *Anger Management* is a funny film, as you would expect with Adam Sandler. **Chris Jenkins**

INFORMATION



Release Date: 05 May
Director: Peter Segal
Distributor: Sony Pictures
Original Release: 2003
Running Time: 105 mins

SCORE 5/10



GRAND THEFT AUTO PG

San Andreas It Isn't

Starring: Ron Howard, Nancy Morgan, Elizabeth Rogers



OK, before you get all excited, *Grand Theft Auto* has nothing to do with the games. That said if you like seeing wanton destruction, crashes, smashes and numerous cars getting written off, then this is the film for you. If, however, you like a story with a good plot and decent acting, just turn the page now.

Of course, aside from such destruction, there is a plot, albeit it a weak and boring one, and even some Romeo and Juliet style forbidden romance. The film is passable, although the stunts and cinematography look dated. The dialogue, on the other hand, is laughable. Moments into the film, it's clear that dialogue is being parroted with little emotion by any of the cast of unknown actors.

If you like cars, it might keep you interested for a while but possibly only for a single viewing. Playing the non-affiliated *Grand Theft Auto* is much more fun. **Daniel Kemp**

INFORMATION



Release Date: 20 March
Director: Ron Howard
Distributor: ILC Pink
Original Release: 1977
Running Time: 81 mins

SCORE 3/10


Stand back, i'm the long arm of the law

THE SILENT HILL EXPERIENCE TBC

SILENT HILL GOES PORTABLE... KIND OF

Starring: Various

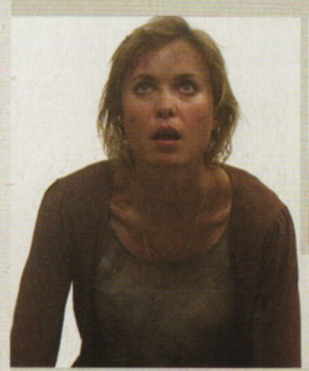


Silent Hill has been unnerving gamers since its original PSOne outing in 1999 and has now arrived on the PSP, albeit in interactive format. Along with an interview with Christophe Gans, director of the movie, there are also game trailers, a gallery, bonus videos never seen outside of Japan and tracks from all four games in the series, specially selected by composer Akira Yamaoka.

The main lure of the Experience are the specially formatted interactive comic books Silent Hill: Dying Inside and The Hunger. Each chapter has been specially modified so that speech bubbles and the artwork itself become interactive; flames flicker and the panels move. Each chapter also has its own soundtrack, selected from music featured in the original games.

Despite being solely created to coincide with the film, *The Silent Hill Experience* is a good primer to the series but does have a short shelf life. Konami's latest offering will whet the appetite of PSP owners and keep them amuse until the release of *Silent Hill: Original Sin* later this year. **Lesley Smith**

> ***THE SILENT HILL EXPERIENCE* IS A GOOD PRIMER TO THE SERIES BUT DOES HAVE A SHORT SHELF LIFE**





INFORMATION



Release Date: 21st April
Director: N/A
Distributor: Konami
Original Release: 2006
Running Time: N/A

SCORE 4/10



THE BONE COLLECTOR 15

Angelina in a police uniform, nice!

Starring: Denzel Washington, Angelina Jolie, Queen Latifah, Michael Rooker, Mike McGlone, Luis Guzman, Leland Orser



On the trail of a sadistic murderer, it's all down to forensic cops Amelia (Jolie) and Rhyme (Washington) to figure out the cryptic puzzles left at the scene of the murders. Paralysed and bedridden, Rhyme has to use Amelia as his eyes and ears in the quest for justice. But as they're always seemingly one step behind the murderer, the case looks over until Amelia discovers a horrifying truth about the next victim.

This film pretty much has the lot for crime lovers or Cluedo fans. With a pretty lady cop and a brilliant storyline, how can anyone not love it? Just when you think you have it cracked, wham... the plot takes a twist. You must have this in your collection. **Pete Darke**

INFORMATION



Release Date: 05 June
Director: Phillip Noyce
Distributor: Sony Pictures
Original Release: 1999
Running Time: 213mins

SCORE 9/10



RUNNING SCARED 18

No, not the one from 1986!

Starring: Paul Walker, Cameron Bright, Vera Farmiga, Karel Roden



Being in gangs can be a dangerous business even for the best criminals. When he's not trying to hide his criminal dealings from his family, Joey is in charge of tossing 'hot' guns into the nearest river. Rather than doing the smart thing and following orders, he is actually been stashing weaponry in his basement. Smart, huh?

When it comes to special effects, most of the blood is clearly CGI and there are some cool stunts thrown in for good measure, accompanied with a complex net of characters. Endowed with an overly simple premise made all the more appealing by glimpses of normality balanced with a seedy underworld, *Running Scared* is a slick thriller that could well become a cult hit or just another of those almost films. **Lee Ware**

INFORMATION



Release Date: Xxxxx Xxxxxxx
Director: Wayne Kramer
Distributor: EIV
Original Release: 2006
Running Time: 110 mins

SCORE 6/10



SECOND IN COMMAND 15

Second rate but action-packed

Starring: Jean-Claude Van Damme, Julie Cox, William Tapley, Alan Mckenna



You know anything involving Jean-Claude Van Damme is going to be violent and Second in Command is no different.

Van Damme takes the role of Sam Kennan, a Navy SEAL and the right-hand man of the US Ambassador to the war-torn republic of Moldovia.

When the Ambassador is murdered by extremists out to topple the new government and take over, only Van Damme and his team of marines can protect the Moldovian President from certain death.

The story certainly gets added marks for plausibility, particularly the choice of setting and a politics-laden plot. But *Second in Command* can't match some of Van Damme's earlier films, such as *Time Cops*. That and the lack of special effects aside, it's a good way to while away a rainy afternoon. **Daniel Kemp**

INFORMATION



Release Date: 21 May
Director: Simon Fellows
Distributor: Sony Pictures
Original Release: 2006
Running Time: 87 mins

SCORE 6/10

BUNCH OF FIVES

COMICBOOK CAPERS

A selection of superheroes to keep you entertained until X-Men 3.

FANTASTIC FOUR



After four normal people are exposed to cosmic rays, they develop fantastic abilities and must come to terms with their new powers and save the world from Doctor Doom.

SCORE 6/10

DAREDEVIL



Ben Affleck stars as the blind vigilante who dispenses his own kind of justice by night and is determined to bring down the Kingpin in this action-packed comic-book adaptation.

SCORE 7/10

SIN CITY



Frank Miller's stunning comic-book series comes to UMD in this violent look at life in Basin City starring Bruce Willis, Elijah Wood, Mickey Rourke and Jaime King.

SCORE 9/10

SPIDER-MAN 2



Peter Parker is torn between normality, his love for Emily Jane and life as Spider-Man, causing him to lose his powers. Meanwhile Doc Ock is terrorising the city.

SCORE 6/10

BATMAN



Tim Burton's slick adaptation has a dark twist which sees the Joker (Jack Nicholson) face off with Michael Keaton as Gotham City's famed Caped Crusader.

SCORE 8/10

UMD VIDEO BUYER'S BIBLE

One of the biggest success stories for the PSP has been the huge response to movies on UMD format. With so many titles out there, making a wrong buy is easy. Our Buyer's Bible helps you get only the best.

Movies

13 Going On 30	7
2 Fast 2 Furious	4
28 Days Later	8
7 Seconds	6
8 Mile	7
A History of Violence	6
A Knight's Tale	8
Adventures of Sharkboy and Lavagirl, The	5
Akira	10
Ali	7
Alien	10
Alien Vs. Predator	4
American History X	9
Amityville Horror, The (2005)	6
Anacondas 2: The Hunt for the Blood Orchid	7
Animal, The	6
Appleseed	8
Armageddon	8
Around the World in 80 Days	5
Assault on Precinct 13 (2005)	6
Austin Powers 2: The Spy Who Shagged Me	8
Austin Powers 3: Goldmember	7
Bad Boys	7
Bad Santa	7
Batman	8
Be Cool	6
Beauty Shop	6
Bewitched	**8**
Nicole Kidman reprises Elizabeth Montgomery's witchy nose-wiggle in this revisited 60s sitcom	
BFG, The	8
Black Hawk Down	8
Blade	10
Blade 2: Bloodhunt	8
Blade Trinity	6
Blue Velvet – Special Edition	**8**
Dark, unnerving and perversely sexy, this is a truly impressive film from modern master David Lynch	
Boogeyman	6
Bourne Identity, The	9
Bourne Supremacy, The	7
Boys From Brazil, The	7
Bugsy Malone	7
Cave, The	5
Cell, The	6
Cellular	6
Chain Reaction	6
Charlie and the Chocolate Factory	**8**
Johnny Depp steals the show in this children's story turned morality fable.	
Charlie's Angels	9
Cheaper by the Dozen	6
Children of the Corn	7
Chopper	8
Christmas with the Kranks	3
Chronicles of Narnia, The: The Lion, the Witch and the Wardrobe	8
Chronicles of Riddick, The	5
Company of Wolves, The	7
Constantine	**7**
Keanu Reeves stars as demon-basher John Constantine in this fairly decent adaptation of the Hellblazer comics	
Cowboy Bebop: The Movie	6
Crow, The	9
Cry Wolf	4
Cursed	5
Daredevil	7
Dark Crystal, The	**9**
This fantasy adventure from muppet creator Jim Henson hasn't lost any of its appeal after two and a half decades. A timeless classic to please all ages	
Dark Star	7
Dawn of the Dead: Director's Cut (2004)	6
Day After Tomorrow, The	7
Deuce Bigalow: European Gigolo	5
Descent, The	**8**
Tense horror from the director of *Dog Soldiers* about a caving expedition going horribly wrong	
Desperado	**8**
A compelling tale of a Mariachi guitar player's quest for revenge.	
Devil's Rejects, The	5
Dodgeball: A True Underdog Story	8
Domino	6
Donnie Brasco	9
Donnie Darko	9
Doom	6
Dreamer	6
Dukes of Hazzard	7
Dumb and Dumber (Uncut)	8
Dune	6
Elf	4
Elektra	**5**
A dismal spin-off which didn't quite live up to the hype.	
Equilibrium	8
Evil Dead, The	8
Evolution	6
Exorcism of Emily Rose, The	6
Family Guy Presents: Stewie Griffin	8
Fantastic Four	6
Fast and The Furious, The	9
Fifth Element	9
Final Destination	7
Final Destination 2	**6**
A predictably cheesy sequel with a plot to match.	
Final Fantasy: The Spirits Within	**8**
This bombed at the box office, but it's worth seeing just for the groundbreaking photorealistic animation	
Final Fantasy VII: Advent Children	8
Flightplan	6
Football Factory, The	**8**
A violent and action-packed journey into the terrifying depths of football hooliganism	
Freddy Vs. Jason	6
Friday	5
Galerions: Rion	6
Gangs of New York	7
Garfield: The Movie	6
Ghost in the Shell	8
Glengarry Glen Ross	8
Ghostbusters	9

BUNCH OF FIVES

FUTURE FANTASTIC

See what the future has in store, and it's not all good.

EQUILIBRIUM



Christian Bale stars as Cleric John Preston in this Brave New World clone. Set in a future where emotion is outlawed, is it possible for one man to change the world?

SCORE 8/10

THE FIFTH ELEMENT



Yes, the world needs saving... again. Bruce Willis stars as a cab driver who finds himself dragged into an age-old struggle between good and evil which could lead to the destruction of the Earth.

SCORE 9/10

GHOST IN THE SHELL



Blurring the boundaries between man and machine and raising questions on the nature of humanity that will leave you scratching your head in this anime masterpiece from Mamoru Oishi.

SCORE 8/10

AKIRA



A post-apocalyptic plot that binds the futuristic with the fantastical. Can Tokyo be saved from destruction? Can friendship survive psychic mutation and lust for power?

SCORE 10/10

ALIEN



The sci-fi movie that scared a generation of movie-goers. Space was never so terrifying in this stunning science-fiction shocker that showed not all aliens out there are friendly.

SCORE 10/10

BUNCH OF FIVES

SUPERNATURAL

UMDs to get your teeth into!

THE CROW



Perhaps most famous for Brandon Lee's death, this gothic fairy tale offers a combination of action, heartbreak and dark humour. The special effects may look dated but the film rocks.

SCORE 9/10

CONSTANTINE



Keanu Reeves stars as demon-basher John Constantine in this fairly decent adaptation of the Hellblazer comics. Keep an eye out for scourge of Narnia, Tilda Swinton, as the Angel Gabriel.

SCORE 7/10

GHOSTBUSTERS



Who you gonna call? Ghostbusters! Dan Aykroyd, Bill Murray and Harold Ramis are the amateur parapsychologists who make ghost extermination their business in this classic comedy.

SCORE 9/10

UNDERWORLD: SPECIAL EXTENDED EDITION



The struggle between vampire and Lycan reaches an explosive head in this dark love story starring Kate Beckinsale.

SCORE 6/10

BLADE 2: BLOODHUNT



Blade returns for an action-packed sequel where he must join elite assassins in the hunt for mutant vampires who threaten to end civilisation as we know it.

SCORE 8/10



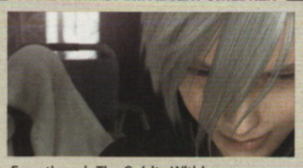
Godzilla	8
Gone in 60 Seconds	8
Goonies, The	8
Gothika	6
Grand Theft Auto: The Movie	6
Green Street	7
The Grudge	6
Hackers	5
Halloween	7
Heathers	8
Heavy Metal	6
Hellboy	8
Hellraiser	9
Herbie: Fully Loaded	7
Hitch	6
Hitchhiker's Guide to the Galaxy, The	**8**
Douglas Adams' classic finally gets the big screen treatment, but with some plot alterations	
Hollow Man	7
Horror Asylum Box Set	7
Hostage	6
Hotel Rwanda	8
House of Flying Daggers	8
Hulk, The	4
I Spit On Your Grave	6
I, Robot	6
Ice Age	**6**
Tries a bit too hard to be funny and lacks depth as a result, but kids will love the cute characters	
Independence Day	**7**
Summer blockbuster that offers plenty of action, just don't expect too much in the way of plot	
Into the Blue	**8**
Jessica Alba. In a bikini. What more do you need to know?	
Ipcress File, The	8
Island, The	**8**
Ewan McGregor and Scarlett Johansson make the unwelcome discovery that they are in fact clones	
Incredible Hulk Returns, The	7
Jackass The Movie	**8**
Every bit as crude as fans will be hoping for – just don't try any of this at home	
Jerry Maguire	8
Jumanji	7
Kalifornia	6
Keeping Mum	7
Kill Bill: Vol. 1	**8**
Uma Thurman plays former assassin The Bride, who's out for a nice cold dish of revenge	
Kill Bill: Vol. 2	**8**
The second part of Tarantino's martial arts extravaganza sees The Bride determined to finish what she's started	
King Arthur: Director's Cut *(Extended Version)*	7
King Kong	**9**
Peter Jackson's remake of the 1933 classic may get off to a slow start, but the stunning visuals combined with the tender bond between Kong and Ann Darrow make for a cinematic feast	
Kingdom of Heaven	**7**
Historical epic starring Orlando Bloom, set during the Crusades of the 12th century	
Kiss of the Dragon: Jet Li	7
Kung Fu Hustle	7
LA Blue Girl Returns: Demon Seed & Shikima Lust	**8**
A double helping of hentai, with a silly plot that revolves around sex ninjas	
Labyrinth	8
Lassie	7
Layer Cake	8
League of Extraordinary Gentlemen, The	7
League of Gentlemen's Apocalypse, The	**8**
More gleefully grotesque comedy, with the inhabitants of Royston Vasey hunting down their creators	
Legend of Zorro, The	6
Lizzie McGuire: When Mom Attacks	6
Long Good Friday, The	6
Lord of War	**7**
An ambitious attempt to examine the issue of arms dealing, but it's a bit too heavy-handed	
Lords of Dogtown	**7**
A fictionalised take on the story of a group of LA skateboarders who revolutionised the sport	
Mask of Zorro	7
Mask, The	8
Master and Commander	**8**
Russell Crowe goes nautical in this epic maritime adventure.	
Matrix, The	10
Matrix Reloaded, The	4
Matrix Revolutions, The	5
Metropolis (2001)	7
Mike Bassett: England Manager	5
Million Dollar Baby	8
Monty Python and the Holy Grail	9
Mr and Mrs Smith	**8**
Brad Pitt and Angelina Jolie play a married couple who discover they are both assassins	
Mummy, The	8
Mummy Returns, The	8
National Treasure	7
Next Friday	5
Nightmare Before Christmas, The	10
Nine Songs	6
Ocean's 11	5
Old Boy	7
Once Upon a Time in Mexico	8
One, The	7
Ong-Bak	9
Phantom of the Opera, The	7
Pirates of the Caribbean	9
Predator	9
Pride and Prejudice (2005)	7
Pulp Fiction	9
Punisher, The	5
Reservoir Dogs	10
Resident Evil	7
Resident Evil Apocalypse	6
Ringers: Lord of the Fans	6
Robocop	**8**
Admittedly dated, but still a classic, this is violent and poignant in equal measures	
Robots	7
R-Point	6
Rush Hour	8

BUNCH OF FIVES

PURE FAVES

The PURE team select their favourite videos this month

FINAL FANTASY VII: ADVENT CHILDREN



Even though The Spirits Within never received the praise it should have done, it was still an amazing film to watch. The Advent Children story is a little 'out there', but visually it is just utterly amazing.

MARC

MEN IN BLACK



I've not always been a big Will Smith fan but Men in Black is one of those completely outrageous films that makes good, entertaining viewing. You have to love this film.

DAN

UNDERWORLD EVOLUTION



Underworld: Evolution is a fascinating film with a complex mythos, sex, violence and gore. This film will enthral anyone with a love of supernatural horror movies like me.

WILL

THE BONE COLLECTOR



When you look at Angelina Jolie you automatically think Lara Croft. However, in this film she's a forensic detective and although the plot has been covered a million times, the action is still brilliant.

PETE

NIGHT WATCH



Night Watch is an amazing Russian film with a complex mythology and plenty of action. It's exactly the kind of movie I know I'll watch over and over again without ever getting bored.

LESLEY

CONTINUED

VIDEO

Is that a cinema in your pocket? Or are you just pleased to see me?

BUNCH OF FIVES

COMEDY

Laughs don't get any better than this.

LITTLE BRITAIN: SERIES 2



With a host of weird and wonderful (and in some cases just weird) characters, this is the cream of catchphrase humour. Dust, anyone? No... dust?

SCORE 8/10

THE LEAGUE OF GENTLEMEN: SERIES 1



The first series of the deliciously dark comedy about the inhabitants of Royston Vasey. This is a local UMD for local PSPs (sorry, we just couldn't help ourselves!).

SCORE 9/10

AUSTIN POWERS 3: GOLDMEMBER



The final instalment in the comic trilogy starring Mike Myers as Austin and his nemesis, the aptly named Dr Evil. Time travel meets James Bond in this hilarious spoof.

SCORE 8/10

A BEAR'S TALE: SERIES 1



Comedy spin-off from Bo' Selecta!, centred on a rude teddy bear loosely inspired by Ronnie Corbett. He may look cute and cuddly - the humour is anything but. Excellent!

SCORE 9/10

THE OFFICE: SERIES 1



Excruciating mockumentary set in the offices of a paper merchant in Slough, with Ricky Gervais as the dreadful David Brent. Observational comedy hits a high point here.

SCORE 9/10



Rush Hour 2 8
S.W.A.T. 8
Saw: Uncut Version 8

Saw II 8
It doesn't manage to outdo the first film, but the Jigsaw Killer's return is still worth a watch

Scum 7
Secondhand Lions 7
Se7en 9

Serenity 8
Joss Whedon's axed series *Firefly* finally gets its first bite of the big screen

Shawshank Redemption, The 10
Sin City 9
Skeleton Key, The 6
Sky Blue 6

Sky High 8
Hogwarts meets *The Incredibles* for a fresh and fun take on the teen movie genre

Snatch 7
Species 7
Spider-Man 2 6

Spongebob Squarepants Movie, The 7
Silly humour from the yellow fella that you'll either love or loathe

Starship Troopers 7
Stealth 6

Steamboy 6
Eight years in the making doesn't mean the plot will bowl you over.

Straw Dogs 8
A brutal thriller that contains graphic rape scenes, this is well-acted but very disturbing

Stuart Little 7
Stuart Little 2 6
Stuart Little 3 6
Suspect Zero 5

Team America World Police 8
The creators of *South Park* provide controversy, satire and childishness of the cleverest kind

Terminator, The 9
Terminator 3: Rise of the Machines 7
Thir13en Ghosts 7

Tim Burton's Corpse Bride 8
Not quite *The Nightmare Before Christmas*, but still gorgeously grotesque fairytale fun

Top Gun 10
Training Day 6

Transformers the Movie 9
With a great cast and soundtrack, it's only the lack of extras that stopped this from being a 10

Transporter 2 6
The plot is completely ridiculous, but this silly sequel makes for entertaining popcorn fodder

Trial of the Incredible Hulk 7
Underworld: Special Extended Edition 6
Valiant 6
Van Helsing 5

Warriors, The: Ultimate Director's Cut 7
This cult classic may be somewhat dated, but that just adds to its enduring appeal

Wedding Crashers 8
The frat pack crashes weddings in order to seduce women, with amusing consequences

Wedding Singer, The 8
Welcome to the Jungle 6
White Chicks 5
White Noise 6
Wolf Creek 7

X-Men 10
Proving that comic-book movies can actually be good, the first big-screen appearance of the X-Men comes to the little screen.

X-Men 2 10
The stunning sequel that took comic-book movies to a new level; perfect to whet your appetite in time for X-Men 3.

xXx 8
xXx2 6
You Got Served 5

Television

A.T.O.M – Feel the Paine: Volume 1 7
CSI: Grave Danger – The Tarantino Episodes 7
Dirty Sanchez: Series 1 8

Doctor Who (New) Vol. 1 8
Britain's favourite Doctor regenerates in the form of Christopher Eccleston, with Billie Piper as sidekick Rose

Doctor Who (New) Vol. 4 7
Christopher Eccleston's final episodes as the ninth Doctor. The meaning of 'Bad Wolf' is finally revealed

Dungeons and Dragons: Volume 1 7
Extras: Series 1 7

Fawlty Towers 10
John Cleese's priceless performance as hotel manager Basil Fawlty in this send-up of British boarding houses makes for one of the best comedy series of all time - unmissable

He-Man and the Masters of the Universe Vol 1 8

Little Britain: Series 1 8
David Walliams and Matt Lucas introduce their roster of irreverent hilarious characters.

BUNCH OF FIVES

KIDS

UMDs for the little ones.

TRANSFORMERS: THE MOVIE



Robots fight to save the universe in this classic piece of 1980s nostalgia. With a great cast and soundtrack, it's only the lack of extras that stop this being a perfect 10.

SCORE 9/10

DUNGEONS AND DRAGONS: VOLUME 1



Five kids and their annoying pet unicorn wander through a strange realm dodging dragons and evil wizards while at the same time doing good deeds and trying to get home.

SCORE 7/10

SPONGEBOB SQUAREPANTS MOVIE, THE



Silly humour from the little yellow sponge and his pink pal that you'll either love or hate. Meanwhile the kids can enjoy an entire movie devoted to Spongebob's underwater adventures.

SCORE 7/10

HE MAN AND THE MASTERS OF THE UNIVERSE



'I Have The POWERRR!' Return to the 1980s in this moral adventure of good versus evil that also became a successful line of Mattel toys. No computers or Pokémon required.

SCORE 8/10

STUART LITTLE



Michael J Fox provides the voice for a friendly CGI mouse adopted by the slightly oddball but nice Little family in a movie based on the book by E B White. All together now... Aw!

SCORE 7/10

Little Britain: Series 2	8
Lou, Andy and Vicky Pollard found more fans than ever in what may prove to be their peak	
Men Behaving Badly – Last Orders	6
Men in Black	9
Mighty Boosh	9
Mr Bean: Vol. 2	7
Pink Panther Cartoon Collection, The	8
Royle Family: Series 1	7
Smoking Room, The: Series 1	8
Spider-Man: The New Animated Series	7
Steve O: Greatest Hits	8
Smoking Room, The - Series 1	9
Ultimate Force: Series 1	5

Comedy

Austin Powers 2: The Spy Who Shagged	8
The world's other most famous spy returns for a hilarious sequel.	
MeJamie Foxx: I Might Need Security	7
Fun With Dick And Jane	6
Remaking the 1977 comedy, this movie wasn't as fun as the title made out.	
Peter Kay: Driven to Distraction	7
It's not up to his later standards, but this early piece is still worth watching	
Producers, The	6
Musical turned movie madness for this show-stopping comedy.	
Peter Kay: Live at the Manchester Arena	6

Sport

250 Great Premiership Goals	2
Community Project, The	8
See some of snowboarding's biggest names busting a move, with game trailers to boot	
Destination Germany	8
DC Project, The	9
Endless Summer, The	8
Two surfers travel the world in this cheesy but brilliant insight into 60s surfing	
Greatest FA Cup Goals Ever!, The	7
Liverpool: UEFA Champions League Final 2005	8
Magic of Flight, The	7
Soccer AM 2: Top Goals of All Time	8
Super Speedway	8
Teddybear Crisis	8
WWE: From the Vault: Shawn Michaels	7
WWE: Hard Knocks: The Chris Benoit Story	8
WWE: Jake the Snake Roberts: Pick Your Poison	7
WWE: Rob Van Dam: One of a Kind	8
WWE: Self Destruction of the Ultimate Warrior, The	8
WWE: The Monday Night War	7
WWE: Tombstone: The History of the Undertaker	8

Adult

Desperately Sexy Housewives	3
Portable pornography may have its advantages, but this is a poor effort	
Naughty Stewardesses	6
Pink Paradise: Strip-Tease & Table Dance	6
Semi-undressed shenanigans from a bevy of beauties, with lessons and everything	

EVENT HORIZON

Movies you may just want to pre-order



EXPECT IT: 02/10/2006

BLADE: TRINITY
The Daywalker is back in the third, and possibly final, outing for the franchise. This time it's Blade versus Dracula in this action-packed supernatural romp.



EXPECT IT: 06/06/2006

GLORY ROAD
Proving that all you need is determination and a dedicated coach, this true story follows America's first African American basketball team as they take the country by storm.

UMD VIDEO RELEASE SCHEDULE

All dates are correct at the time of going to press, but are subject to change









If you can't see what you'd like to watch on the shelves of your local emporium, there's every chance that it may well be on the way to a store near you soon...

MAY

MOVIES

BFG	29/5/2006
Dead Zone, the	29/5/2006

ADULT

Dirty Mature Women	29/05/2006

JUNE

MOVIES

Bone Collector, The	5/6/2006
Running Scared	5/6/2006
True Romance	12/6/2006
Underworld Evolution	19/6/2006
The Fog	26/6/2006
Zathura: A Space Adventure	26/6/2006

TV

Doctor Who (New Series 2): Vol. 1	TBA
Top Gear	05/06/2006

JULY

MOVIES

Final Destination 3	03/07/2006
Hellraiser II: Hellbound	17/07/2006
Hellraiser III: Hell On Earth	17/07/2006
Ninja Dragon	17/07/2006

Is that a cinema in your pocket? Or are you just pleased to see me?

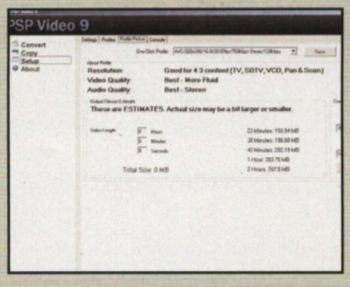


LOOK AT ME!

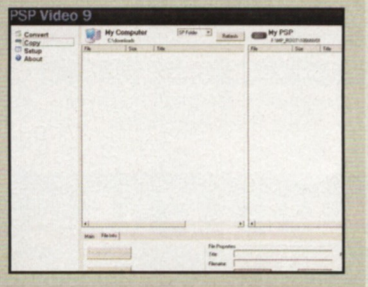
How to convert video to your PSP

Want to get your favourite video clips, trailers and home movies onto your portable pal who's fun to be with? The simplest to use piece of kit out there is a handy program known as *PSP Video 9* that will convert, rename and transfer your video for you in a few simple steps.

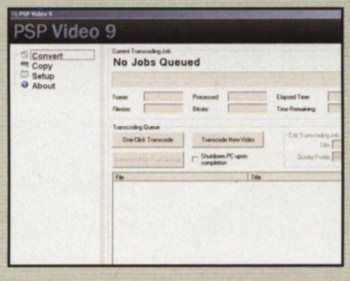
A simple trip onto the web will procure this freeware program for you by visiting: www.psp video9.com. Download and install as normal then connect your PSP using your USB lead and start the program.



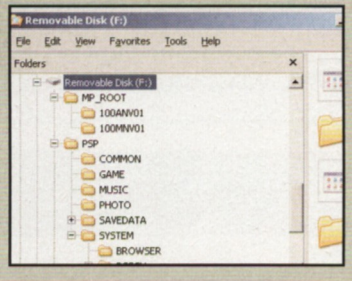
Step 1: After choosing 'Convert' from the menu on the left hand side you will be presented with a new screen. Select the 'Transcode New Video' button from the upper portion of this new window. This will bring prompt you to select the source file. Select your chosen file from your PC.



Step 2: With your source clip loaded, you will need to enter a file name in the 'Title' box below the 'Edit Transcoding Job' on the right hand side of your screen. Be aware that this is the title that the file will be known as in your PSP and cannot be changed once the file is complete.



Step 3: Use the box below the 'Title' you just completed to select your video quality see main feature to decide the quality you require. Once you have set your quality its time to click 'Start' and sit back and let the program do its job. NOTE: Don't be alarmed if the progress bar appears to do nothing, this is normal.



Step 4: Once the conversion is complete, select 'Copy' from the left hand menu. The program will now copy your video to the correct location on your PSP via your USB connection. Go to the PSP home menu and the file will be available for viewing through the 'Video' menu. And that's it!

NOTE: The PSP Video 9 Program will only read the following files types, so make sure your source video is in one of these formats. File Types Used: AVI, MPEG, WMV, Quick Time, VOB, TivoToGo

QUALITY PROFILE

More bang for your buck

The quality of the video you see is roughly proportional to the size of the file in question, which is determined by a number of factors. For example, the more frames per second, the more data needs to be stored. PSP9 comes with several preset profiles to choose from, and these will suffice for most users.

Firmware 2.00 and higher

If you have a Firmware version that starts with the prefix 2.-, you will want to select 'AVC/320x240/ 29.97fps/ QB30 Stereo/128kbps' which will produce files that are about 1 MB in size for two minutes of play time.

If free space on your memory stick is not an issue, you can use the better quality 'AVC/320x240/ 29.97fps/QB23 Stereo/128kbps' setting, which is about 1.5 MB for every minute.

For Widescreen Material:

'AVC/368x208/29.97fps/256kbps Stereo/96kbps' will give 2.5 MB per minute.

'AVC/368x208/29.97fps/384kbps Stereo/96kbps'' will give better quality at 3.5 MB.

Less than Firmware 2.00

People with an older firmware than version 2.00 can only use SP (Simple Profile) encoding, which is more flexible, but offers a poorer compromise between quality and file size than the AVC profiles. 'SP/320*240/29.97fps /QB4 Stereo/96kbp' is the recommended setting, giving in the region of 1.2 MB per minute.

For widescreen material:

The 'SP/Anime (0 -2h)' profile is best suited for TV shows, and will use about 3.5 MB per minute, although the (2.5-3h) profile will only use 2.5 MB. For movies, the 'SP/Movie (0 - 2h)' profile uses 3.7MB per minute.

As 4:3 ratio images can be automatically scaled to 16:9 using the video playback system on the PSP, using native widescreen transcoding is not usually necessary.

If you check the Profile Picker tab in PSP Video 9's setup menu, there is a tool for working out the memory size required by each profile.

Under the 'Profiles' tab, you can manually configure a custom profile. It gives you a whole heap of options to choose from, including AVC or SP encoding, Continuous or Variable bit rates, frame rate, audio bitrate, etc.

WIN!
Joytech Goodies
+ A PSP

Feel the Joy



With summer on the way you want to be spending your money on ice cream and sunglasses. Well it's a jolly good job we are here then. We've teamed up with the folks at JOYTECH and SanDisk to offer an amazing prize to get you up and running with almost everything you need for your PSP.

One lucky winner will walk away with all of the stuff you see on this page. So, not only a bright and shiny new PSP but also a 1GB memory stick courtesy of SanDisk.

But stop, that's not all. The JOYTECH folks have decided to pimp up your PSP by giving away plenty of their wonderful gear. Your music needs are taken care of with one of their great Media Amps, protect your kit with one of their robust Armor Lite cases as well as an extremely useful Tech Pack XL featuring, a handy Movie Charge Stand, Soft Carry Case, Data charge USB Cable. In-Car Power Adaptor, Speaker and Earphone Splitter, Removable Screen Protectors and 2 UMD Cases. In fact just about everything the PSP gamer on the go could possibly want.

Want to be in with a chance to make off with all this lovely swag? Simply answer the following question:

Q What is lightweight body armour usually made from?

A: **Iron** B: **Kevlar** C: **Biscuits**

Send you answers on a postcard or sealed down envelope to the following address to reach us no later than 20/06/06. GIVE ME JOY Competition. PURE PSP Magazine, Evolve Publishing, Matford Business Centre, Matford Park Road, Exeter, Devon. EX2 8ED

Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "Give me Joy Competition" and your answer in the subject line.

JOYTECH

SanDisk
STORE YOUR WORLD IN OURS™

Take a look at JOYTECH's full range at: www.joytech.net

Term & Conditions:
No cash alternatives can or will be offered. Winners and prizes will be selected at random from all correct entries received. The editor's decision is final.

MUSIC

Give your thumbs a rest and listen up

Sadly it seems that music UMDs haven't captured the imagination of UK PSP owners or the music industry as much as, say, DVDs or music downloads have in recent years. This is such a shame as the format has a lot to offer Sony's smallest console, especially since music UMDs successfully blur the boundaries between music and video... with a nice load of extra features thrown in for good measure. The compactness of the PSP also makes music UMDs an ideal medium for enjoying your favourite bands or catching the latest concert on the go.

At PURE magazine we are, of course, continuing to champion the PSP as being all you could ever need to satisfy your gaming, music, movie and other entertainment needs, and this month we have a varied selection of different styles of music for your aural enjoyment – from the first *Now!* compilation to a feature-packed double-disc extravaganza from My Chemical Romance (check out our competitions on pages 97 and 84!). We've got reviews of top bands and artists including the UMD release of the Bloodhound Gang's DVD *One Fierce Beer Run*, along with Blink 182, Limp Bizkit and some classic Bob Marley.

So the next time you dither about buying albums or concerts on UMDs, remember you're not only supporting the artists but also showing the industry that music on UMD matters.

Lesley Smith





DEPECHE MODE TO RECORD 50 LIVE ALBUMS

80's sensation produce limited edition selection

Eighties sensation Depeche Mode have announced plans for 50 limited-edition albums of their latest world tour, Touring the Angel.

Recording began in April at the Shoreline Amphitheater in California and will also include their other US tour dates along with appearances in Europe and various music festivals scheduled for the summer.

Produced in conjunction with Live Here Now, an organisation created to combat bootlegged music, each album will consist of two discs and will also be available for download.

Fans can either pre-order their copies at the concert or online via the official tour site, but the sets will be strictly limited, making them instant collector's items, and will also include photography by Anton Coribijn.

WIN WIN WIN WIN WIN WIN WIN WIN WIN WIN

CHEMICAL REACTION



Do you love music and want to get a hold of a tasty two-disc UMD? Well, *My Chemical Romance* have just released their first UMD and we have ten copies to give away, thanks to the kind folk at Warner Music Vision.

All you have to do to be in with a chance of winning is to answer this simple question:

What is the name of *My Chemical Romance's* new UMD?

A: Life on the Crime Scene
B: Life on the Murder Scene
C: Life on the Club Scene

Put your answer on a postcard or sealed down envelope, along with your name, address and telephone number, and send it to the following address, to reach us no later than 20/06/06:
Chemical Reaction, PURE PSP Magazine, Evolve Publishing Ltd, 2 Monks Road, Mount Pleasant, Exeter, EX4 7AY.
Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put "Chemical Reaction" and your answer in the subject line.

Terms & Conditions:
For full terms & conditions please see page 97.



SMASHING PUMPKINS WORK ON NEW ALBUM

Fans of the Smashing Pumpkins are in for a treat. Not only has the band recently re-formed after almost six years apart but they are also working on a new album.

The band broke up in December 2000 but, over the years, there have been numerous hints at a reunion before confirmation came in February this year.

The short announcement regarding the new album was made on the band's official site but no release date has yet been set.



LENNON ANTHOLOGY AT AUCTION

A book of poems and drawings by John Lennon was sold at an auction of pop memorabilia for a whopping £126,500.

The exercise book, simply entitled *My Anthology*, was created by the ex-Beatle when he was a 12-year-old schoolboy and contains illustrations and verses from classic poems.

The anthology originally had a reserve price of only £100,000 but surpassed all expectations in the auction, which took place at Madame Tussauds.



KAISER CHIEFS TRACKS LEAKED

Ricky Wilson, lead singer of the Kaiser Chiefs, has spoken out after three tracks from the band's new album were uploaded onto the Internet before its release. The tracks, '*Heat Dies Down*', '*Highroyds*' and '*Learnt My Lesson Well*' were recorded at a gig in Glasgow by a fan using their mobile phone.

The band's new album isn't due out until next year but Ricky Wilson was quick to dismiss concerns that people would judge the tracks by the quality of the recording.



THE BLOODHOUND GANG: ONE FIERCE BEER RUN 18

Oh... My... G...

Starring: The Bloodhound Gang



Essentially a UMD version of the band's 2003 DVD release, *One Fierce Beer Run* is a disc packed with uncut videos of the outrageous Bloodhound Gang, plus a plethora of footage filmed during their 1997 world tour – One Fierce Beer Coaster. Seeming to contain as many profanities, obscenities and naked women as the boys can possibly fit into its running time, this is one UMD that certainly deserves the adult rating.

One Fierce Beer Run is divided into four imaginatively titled sections – one of which cannot be printed here for reasons of decency – including 'Watch It Killer', 'Some of the Parts' and the baffling 'Evil Jarred Analysis'. The majority of content is taken from behind the scenes, showing exactly what the gang get up to when not in concert. This includes various members of the band discussing sex, trying to pick up Japanese tourists and generally offending as many people as they can in the various countries that they visit.

If you're a long-time fan of the Bloodhound Gang, the group's antics won't be too much of a shock to you. However, if you know very little about the 'Gang', this particular UMD is unlikely to turn you into a fan overnight. Be warned. **Lesley Smith**

// UNCENSORED AND UNAPPEALING, THIS IS ONE FOR THE FANS ONLY //

INFORMATION



Release Date: Out Now
Director: Kevin Powers and Michael Alperowitz
Distributor: Universal/Island
Original Release: 2003
Running Time: 97 mins

SCORE 6/10



LEGEND: THE BEST OF BOB MARLEY AND THE WAILERS E

Long live the legend

Starring: Bob Marley, Wailers



Following *The Legend Live*, the late king of reggae is the subject of another top-notch UMD. Including classics 'No Woman No Cry' and 'I Shot the Sheriff', this is a godsend for music lovers. The only thing that lets the product down is the fact there are no extras.

This apart, there is no better genre of music and no greater musician to listen to after a hard day at work or a heavy night on the tiles. A gem. **PD**

INFORMATION



Release Date: Out Now
Director: Various
Distributor: Universal Music
Original Release: 1990
Running Time: 55 mins

SCORE 8/10



BLINK–182 GREATEST HITS E

Blink and you'll miss it

Starring: Mark Hoppus, Tom Delonge, Travis Barker



Blink 182 have been right up there with some of the very best pop-rock bands around. Although they decided to call it a day in 2005, this *Greatest Hits* UMD has some of the catchiest tracks they recorded, such as 'All the Small Things' and 'I Miss You'.

A mere 40 minutes long, it includes only the very best tracks that the band produced, but the quality of the songs goes some way to making up for the lack of content. **DK**

INFORMATION



Release Date: Out Now
Director: Various
Distributor: Universal Music
Original Release: 2005
Running Time: 40 mins

SCORE 7/10



JACK JOHNSON – A WEEKEND AT THE GREEK E

Friends forever

Starring: Jack Johnson, Adam Topol, Merlo Podlewski, Zach Gill



The Jack Johnson phenomenon has really taken off over the past few months with one of the best albums of the year, *In Between Dreams*.

This new UMD features a live performance at the Greek Theatre, California, which demonstrates why the Hawaiian singer-songwriter is the current king of laid-back cool.



Originally part of a double DVD disc with *Live in Japan*, nothing about this UMD is amazing which is a bit of a dissapointment because when you hear Jack Johnson you automatically think big things but plus side nothing about the UMD is a letdown. It's just one of those okay videos, with a few half-decent extras. **Pete Darke**



INFORMATION



Release Date: Out Now
Director: Emmett and Brendan Malloy
Distributor: Universal Music
Original Release: 2005
Running Time: 105 mins

SCORE 7/10



NOW 2006 E

Now That's What I Call A UMD

Starring: Various



It's hard to believe the Now! franchise has been going since 1983 but, in keeping with the times, you can now get a hold of your favourite music videos on a UMD with the release of *Now 2006 The UMD*.

Containing 30 videos by artists such as Girls Aloud, Stereophonics, Liberty X and Katie Melua, this UMD is identical to the DVD release that appeared earlier this year – with the bonus that you can now watch the music videos wherever you want, courtesy of your PSP.

The videos are an excellent collection of popular music, encompassing a diverse range of styles. There are some unlikely hits and a few you never want to hear again; Crazy Frog's rendition of 'Axel F' springs to mind.

// AN EXCELLENT COLLECTION OF POPULAR MUSIC, BUT WE NEVER WANT TO HEAR CRAZY FROG AGAIN! //

With a bright green cover, this UMD is sure to excite fans of the series and is an excellent way to experience a wide range of new and long-established bands.

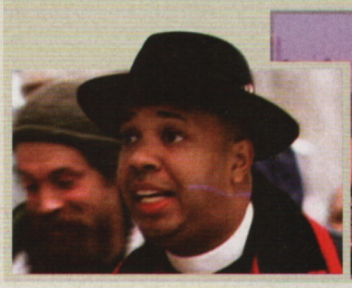
Lesley Smith

INFORMATION



Release Date: TBA
Director: Various
Distributor: EMI Music
Original Release: 2006
Running Time: 122 mins

SCORE 7/10







LIMP BIZKIT GREATEST VIDEOZ E

Whatever happened to his way or the highway?

Starring: Fred Durst, Sam Rivers, Wes Borland, John Otto



Bad boy Fred Durst and cronies have made this compilation not of greatest hits but of greatest videos, of which the majority originate from their top album *Chocolate Starfish*.

While greats such as 'Rollin' and 'My Way' are included, Limp Bizkit have somewhat sold their fans down the river by dubbing out all expletives and thus allowing it to be viewed by everyone. Okay, this may improve sales but we thought Fred and co were a bad-boy rockers.

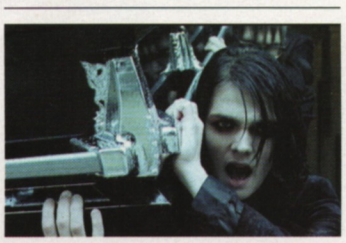
Although some of the videos do inspire greatness with their very interesting goings-on, the dubbed music and outrageous pink cover really make Limp Bizkit more into fluffy rabbits than scary hard-men. **DK**

INFORMATION



Release Date: Out Now
Director: Fred Durst and Jordan Schur
Distributor: Universal Music
Original Release: 2005
Running Time: TBA mins

SCORE 6/10



MY CHEMICAL ROMANCE E

Everything you ever wanted – and then some!

Starring: Gerard Way, Mikey Way, Frank Iero, Ray Toro, Bob Bryar



Double-disc UMDs are rare things, but My Chemical Romance's *Life on the Murder Scene* it is so stuffed full of excellent music and special features that it has to be one of the best music UMDs released to date.

The first disc contains an epic two-hour video-diary which covers the entire history of My Chemical Romance, from their beginnings in New Jersey back in the early Nineties to the present day and all the twists and turns between. The diary also contains videos from some of the band's songs, such as 'The Ghost of You' and 'I'm Not Okay'.

Disc two is a fan's delight and a great way for newbies to experience unique fusion of rock, pop and haunting lyrics. As well as online AOL performances, there are extensive TV appearances which include the Conan O'Brien Show and MTV. Live performances take up a lot of the UMD, with all 12 tracks from the album. The icing on the cake are the three music videos for 'Helena', 'The Ghost of You' and 'I'm Not Okay', each of which has its own 'making of' documentary which really sheds light on the meaning of the songs. Overall, this is an excellent release that is sure to excite fans both old and new. **LS**

INFORMATION



Release Date: Out Now
Director: Greg Kaplan
Distributor: Warner Music Vision
Original Release: 2006
Running Time: 240 mins

SCORE 8/10



HOT JOINTS E

Music from the street

Starring: 50 Cent, Snoop Dogg, Dr Dre, Joe Budden and more



KISS is one of the leading labels in R&B, hip hop and rap, so when they produce a CD or music video it is nothing short of brilliant. With some *Hot Joints* CDs you can feel like you're missing something, but with the videos to accompany the music you are quite literally getting everything.

On this latest release are some of the best songs to grace urban music, including 'Still Dre', 'Hot in Herre' and 'In Da Club'. The best thing about this UMD is that if you're a fan of the type of music, it's all the top hits from the year and more – there are none of the lacklustre tracks that can sometimes ruin a good CD or make you overuse the skip button. Definitely one of the best music UMDs around. **PD**

INFORMATION



Release Date: Out Now
Director: Various
Distributor: Universal Music
Original Release: N/A
Running Time: 72 mins

SCORE 9/10

MUSIC DOWNLOADS
Legal MP3 sites

There's a whole world of music just waiting out there for you – and it's all legal...



I TUNES
www.apple.com/uk/itunes

Next to Napster, this is possibly the best-known legal downloading site on the net. Indelibly linked to the iPod, Apple's iTunes Music Store sells individual tracks at 79p, as well as offering full albums. The advent of the 5th Generation Video iPod has also led to the store selling downloadable music trailers for £1.99 and short movies from the animation company Pixar. iTunes has an easy-to-use interface and the latest version includes the MiniStore, which finds similar music to your current track list and provides direct links to the main Music Store.

Score ★★★★★



MP3.COM
www.mp3.com

Best known in its previous incarnation as a site that championed the free downloads of lesser known bands, mp3.com has now grown up and joined the big boys. As well as comprehensive sections helping you select that all-important mp3 player, it also host videos and free music. While it doesn't contain as many bands as Napster or iTunes, mp3.com does allow you to stream music for free before buying it. It is also the website of choice for many smaller bands who want to get their music out in the world.

Score ★★★☆☆



MY MUSIC
www.channel4.com/music/mymusic

A new venture from Channel 4, My Music is devoted entirely to unsigned bands. They have over 2,000 artists for you to listen to and this number is growing daily. As well as offering more information on each band or artist, the site allows you to listen to tracks for free and also includes links to sites where you can purchase tracks for permanent aural pleasure. It's simple, easy to use and you never know what kind of music you'll discover.

Score ★★★☆☆

PURE FAVES What's on the team's PSPs this month?

Dan



Queen Greatest Hits II

This album needs no introduction or me telling you how good it is, because you should have it already. Sat at my desk at work, I have been playing it pretty much nonstop and I will keep doing so... until I find something better, that is.

Marc



Beyond The Sea - Bobby Darin

Call me an old fart if you want but I've rediscovered this one this month and have often found myself either singing along to it or humming it in quiet moments. Makes you just want to pull on a lounge suit and grab a mic. Pure class.

Lesley



My Chemical Romance

My musical tastes aren't exactly mainstream so it takes a lot to impress me – which is where *My Chemical Romance* comes in. I didn't expect to like it but I was happily surprised. Music UMDs are a whole new world for me so this disc really blew me away. Definitely one for repeat aural pleasure.

Pete



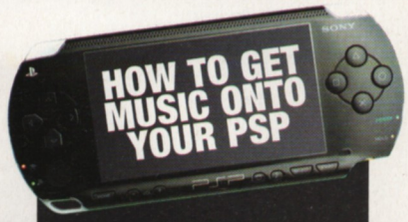
Hot Joints

I have always been a fan of hip hop and R&B but recently the standard has dropped a little. That said, this music UMD is definitely one of the best I've heard. Not only that, but you don't have to listen to all the tracks in a specific order as they can be changed around. A very impressive compilation.



TWEAKING TIPS
Vital tools for your musical enjoyment

Want to make you own MP3s? Feel the need to record all manner of weird and wonderful stuff from your PC for use on your portable music system? A tool such as MP3 My MP3 is for you. Simply put, if you can hear it you can turn it into an MP3. The application can scan every audio file on your system and offers a fully featured and easy-to-use editing and creation program. Not only is it simple to use, best of all it's free. To get hold of your copy visit: http://www.mp3mymp3.com/



HOW TO GET MUSIC ONTO YOUR PSP

With the PSP already living in your pocket, it would be a criminal waste not to cram your memory stick with MP3s when it's so easy. Here's how:

To get your CDs converted to mp3 tunes, we recommend you use your PC to download the iTunes software from www.apple.com/itunes/download/ to your PC or Apple Mac.

Run the file from the folder you downloaded it to, and proceed with the installation process as advised onscreen.

Once the software is installed and running, go to 'Edit' then 'Preferences'. From there, go to the 'Advanced' tab, then the 'Importing' sub-tab.

Set 'Import using' to 'MP3 Encoder' and 'Setting' to 'Good Quality (128 kbps)'. If you find the music sounds a bit flat or tinny, you can set it to 'Higher Quality (192 kbps)' instead. Click 'OK' to save your preferences.

Under the 'Source menu', select your album. You can then right-click the track you desire, and choose 'Convert selection to MP3'.

Alternatively, you can tick any combination of tracks, and click Import CD to convert them as a batch. They are now ready to be copied to your memory stick.

The Transfer Market

To transfer MP3s from your PC to your PSP, hook them up using a USB Mini-B cable. Once they are plugged in, start the PSP and go to 'USB Connection' from the 'Settings' menu. Your PSP will then appear as a removable drive on your PC.

You can now drag and drop files directly to the MUSIC folder on the memory stick. There is also support for one more level of sub-folders under MUSIC, but you cannot have folders within these. So you could have 'X:\PSP\MUSIC\ROCK\' or 'X:\PSP\MUSIC\METALLICA\' but you could not have 'X:\PSP\MUSIC\ROCK\METALLICA\'

Also, if you select 'shuffle', your PSP will only play random tunes from the current 'group' folder. If you separate songs by artist, you'll only be able to play that artist's song in a random order.

HARDWARE

Enhance your gaming experience with these components

MEDIA AMP

Manufacturer: Joytech **Price:** £24.99

Features: Twin headphone jacks, Phono outs, Recharging unit, Remote control



"SET IT UP AT HOME AND DOCK YOUR PSP WHENEVER YOU NEED TO FOR A QUICK BLAST OF POWER WHILE STILL ENJOYING YOUR MUSIC TO ITS FULL ADVANTAGE."

If you ever wanted a docking unit for your PSP, this could be what you're looking for. While most simply provide a charging station to sit your unit on, this one offers a way to not only charge your system but also connect up to your main home stereo system to get the best out of your music and films. True, the in-built speakers aren't exactly going to set the world on fire, but the integrated twin headphone jacks and phono outs make this a decent enough unit to overlook such minor foibles. Set it up at home and dock your PSP whenever you need to for a quick blast of power while still enjoying your music to its full advantage. And with the slimline remote you won't even have to leave your sofa to switch the mood music.

Score ★★★★☆

PLAYGEAR MOD

Manufacturer: Logitech **Price:** £14.99

Features: Rugged, Water resistant, Secure fit, 30mm neodymium drivers

The kind people at Logitech have created these rather stylish and unique-looking headphones. Complete with detachable comfort rings, these lightweight phones have been described as a godsend in the office as the superb sound quality has the ability to drown out the irritating noise which comes from our cranky old heater. The main letdown is that the plastic strap is a bit flimsy and one accidental slip could result in a snap to render them utterly useless. Coming without the luxury of a control, they will still plug into the one provided with the PSP. Great sound, a comfortable fit and a look that is just that touch out of the ordinary to make them cool.

Score ★★★★☆





PLAYGEAR STREET

Manufacturer: Logitech **Price:** £19.99

Features: Carry case with storage space for UMDs and memory cards, Adjustable carry strap

Those Logitech folks like to make their cases pretty sturdy, and the PlayGear Street feels like it could double as a useful weapon for walloping would-be muggers, given how weighty it is. Attach it to the adjustable strap and you can wear it over your shoulder, on your back or messenger-bag style - if you're happy to keep your PSP out on display, that is. You can access the headphone jack while using the case, so listening to music on the move is no problem.

Inside the case, there are four slots for holding memory sticks, while the lid has storage space for three UMDs. Not a bad way to store your PSP if you want it to be virtually bulletproof, but it's not exactly streamlined.

Score ★★★☆☆

DETAILS

iFM

Manufacturer: Griffin **Price:** £28

Features: Multi-region tuning, Manual and scan tuning, Works as remote

At first glance this appears to be a rather bulky replacement for your existing in-line headphone remote. Closer inspection reveals not only a replacement for your remote but also a very handy in-built FM radio. A simple-to-use digital tuner offers both scanning and manual tuning. It's not just limited to UK use either, with a flick of the control switching to US and Japanese frequencies. Reception is spot on and tuning is a breeze. The only complaint is that the silver covering on the main control seems to flake off after a number of uses - a purely cosmetic thing. Some may find the unit a little on the pricey side, but it's a simple and stylish way of adding FM radio reception to your PSP.



Score ★★★★☆



DETAILS

BATTERY EXTENDER

Manufacturer: Proporta **Price:** £12.95

Features: Power switch, Recharge socket, Power light

There's nothing worse than being out somewhere and just about to achieve that great score or complete that long-fought level, only to be met by a sudden and rude screen shut-off because your battery is dead. You could always buy a spare and go through all the hassle of removing your battery panel. But why bother when you can throw this little beauty on the back of your unit and not only continue playing but charge your main battery while you're at it? With a handy on/off switch and the ability to charge from your main power lead, this is a little godsend for long trips, giving a decent four to five hours' extra playing time. Solid fittings mean that access to your UMD is blocked without removing the unit, but this is a minor inconvenience.

Score ★★★★★

DETAILS

PROPORTA ALUMINIUM CASE

Manufacturer: Proporta **Price:** £24.95

Features: Solid build, Snug fitting

Solid - the word that sprang to mind when this first hit our offices, quickly followed by 'ouch' as we bounced it off each others' heads to test just how tough it was. The soft foam-lined casing will certainly protect your valuable unit from any knocks to the front or back, while the lid flips underneath to convert into a handy little stand for movie viewing. There are a couple of downsides here though. Despite the flip-round front, playing the machine in the case is almost impossible so you'll have to remove it for gaming sessions. And although the case protects your unit, it does leave almost all the vital areas such as power, sound and USB exposed. This is an ideal case to drop in a pocket for music listening on the go, but as a protect-all unit it falls a little short and at this price it should cover all areas.

Score ★★☆☆☆



"DESPITE THE FLIP-ROUND FRONT, PLAYING THE MACHINE IN THE CASE IS ALMOST IMPOSSIBLE SO YOU'LL HAVE TO REMOVE IT FOR GAMING SESSIONS."

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It's a sad day in the PURE offices as the final bell tolls for the little grey box of wonder that has provided so many hours of enjoyment for us all. The PSone (aka PlayStation) is finally dead and buried. Even though it has long since been surpassed by bigger and better machines, the release of Sony's greatest gamble revived a flagging games industry and played a large part in bringing gaming culture into the mainstream.

It is therefore with a sad tear in our collective eye that we bid a sad farewell to the little beauty while with an entrepreneurial grin starting to hoard every one we can find from now on. Get ready for prices to rocket on EBay as the collectors move in. Who knows, a couple of years down the line you could well find them popping up on The Antiques Roadshow. We can picture it now, as an ageing gamer waffles on about the greatness of its bland grey styling and how *Battle Arena Toshinden* still wipes the floor with the latest brain-implanted combat game downloaded to your neural net.

Lesley Smith

R.I.P. PSONE

The end of an era

It was a bold step for Sony back in December 1994 when it entered a stagnant games market and soon not only revived the industry but started a whole new generation of gaming with the release of the original PlayStation. Now, 12 years later, following a redesign and the PS2 (with PS3 on the horizon), Sony has confirmed that it is to cease production of the machine that launched the company into the gaming arena all those years ago.



With over 100 million units sold to date, the little marvel has been one of the gaming industry's greatest success stories. Sony was quick to note, however, that even though production has ceased this would not be the last we would hear of the Station that started it all. In fact, during its recent PlayStation Business Briefing 2006, it was announced that a PSone emulator for PSP was in the works. No details were given at the time other than a comment from Sony Computer Entertainment President Ken Kutaragi stating that the games would be digitally distributed. With the new firmware offering the chance to play games from the memory stick, download options are not ruled out or even special-edition memory sticks containing PSone classics could well be in the pipeline. We'll keep you updated as more news becomes available.



There may be a stack of 20 original Playstaions down at your local Cash Converters, but if you still have one under your bed covered in dust... keep it as a memento of a great era

SONY HAS CONFIRMED THAT IT IS TO CEASE PRODUCTION



Skype goes Wireless

WIFI Walk and talk

With the SKYPE VOIP (voice over internet provider) system gaining in popularity due to its reliable and free Skype to Skype connection, Netgear (usually known for its network equipment) has announced the release of the first WiFi telephone for use with the cut-price calling system.

Due to ship at the end of June in the States, the SPH101 is currently available for pre-order at a cost of $250. With on-board 802.11g compatibility, the mobile-phone styling should win many new fans. The in-built WiFi compatibility means users will no longer be tied to a PC, favouring the use of public or home users' WiFi transmitters. With many public WiFi spots offering free Skype connection, low-price calling no longer needs to rely on pay-as-you-go mobile systems. No firm release date for the UK and Europe has been set yet, although many are suggesting an early June release.



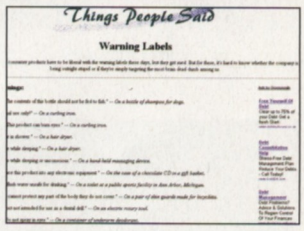
clearfour.com/condiment

Some people have way too much time on their hands and thanks to the Internet they can now share their pointless collections with the rest of us. A case in point is the condiment museum.
To you and me they are a simple way to get tommy sauce on your hot dog. To people like the owners of this site they are a treasure to be collected and documented. Behold the vast array of ketchup packets as you wonder who the hell took their time to collect all this rubbish.



twinkiesproject.com

Twinkies - a cake-like sponge filled with sickly sweet creamy goo. Not an everyday item in the UK but a staple of many American diets. An enterprising group of 'amateur scientists' have been testing ways of making the e-number laden foodstuff pull its weight in the service of mankind, other than causing cavities and expanding waistlines. Radiation, electricity and great heights are no match for the stodgy foodstuff. This could, of course, lead to the cure for cancer, or it could just be a bunch of lads with way too much time on their hands.



rinkworks.com

Are you one of those people who buys a hot apple pie then marvels at the dumb warning that contents may be hot?
If so, this is the site for you: a collection of some of the dumbest warnings ever to appear on consumer products. Classics warnings include the likes of 'not for use by children under 36 months' which was printed on a first birthday card.
More worrying than the warnings, are the people who need to be told such things, like my other half.

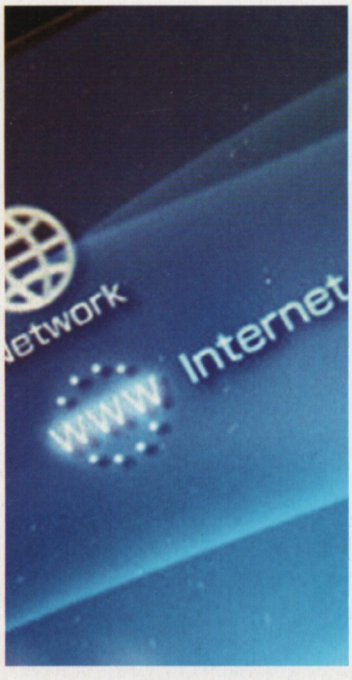


With a 24-bit colour output, you will see a much better quality compared to other previous portable devices

PROGRAMMING FOR PORTABLE

How to Design a PSP-Friendly Website

With the PSP's ability to surf the net, many of you out there may well have come across the good and the bad of web design when accessing different sites. In order for a site to be displayed properly on your PSP, a certain number of design specifics need to be incorporated into the original build of the site.



We present here a guide to making your site PSP-viewable. What this guide will not do is tell you how to design an entire site from scratch - there are plenty of resources and companies around which can teach you that.

Rather, this guide assumes you have a basic knowledge of web design and can implement changes to your site. So read on and find out top tips on how to take your own little slice of the world wide web into the palm of someone's hand.

Display Differences

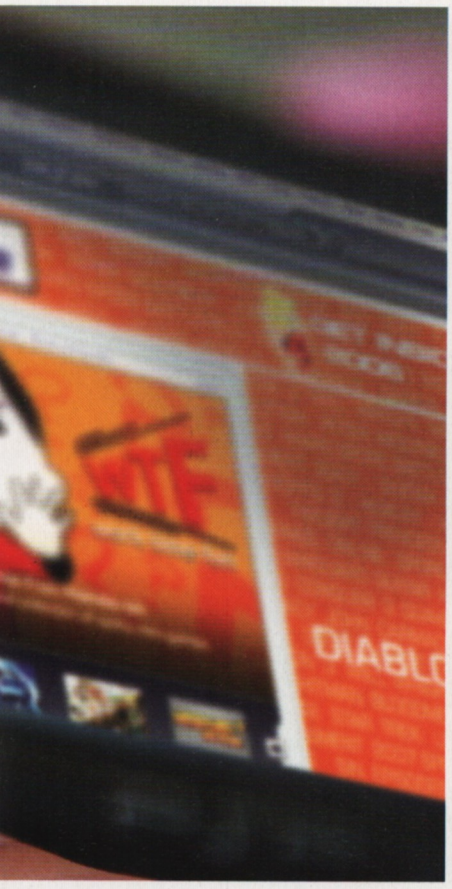
Most designers will be used to formatting their site for viewing on a 4:3 screen. However, the PSP's screen is actually in a 16:9 format and although it is a relatively small screen, it does not have the limitation in size of, say, a PDA or mobile phone. Always remember this change in aspect ratio when designing your site.

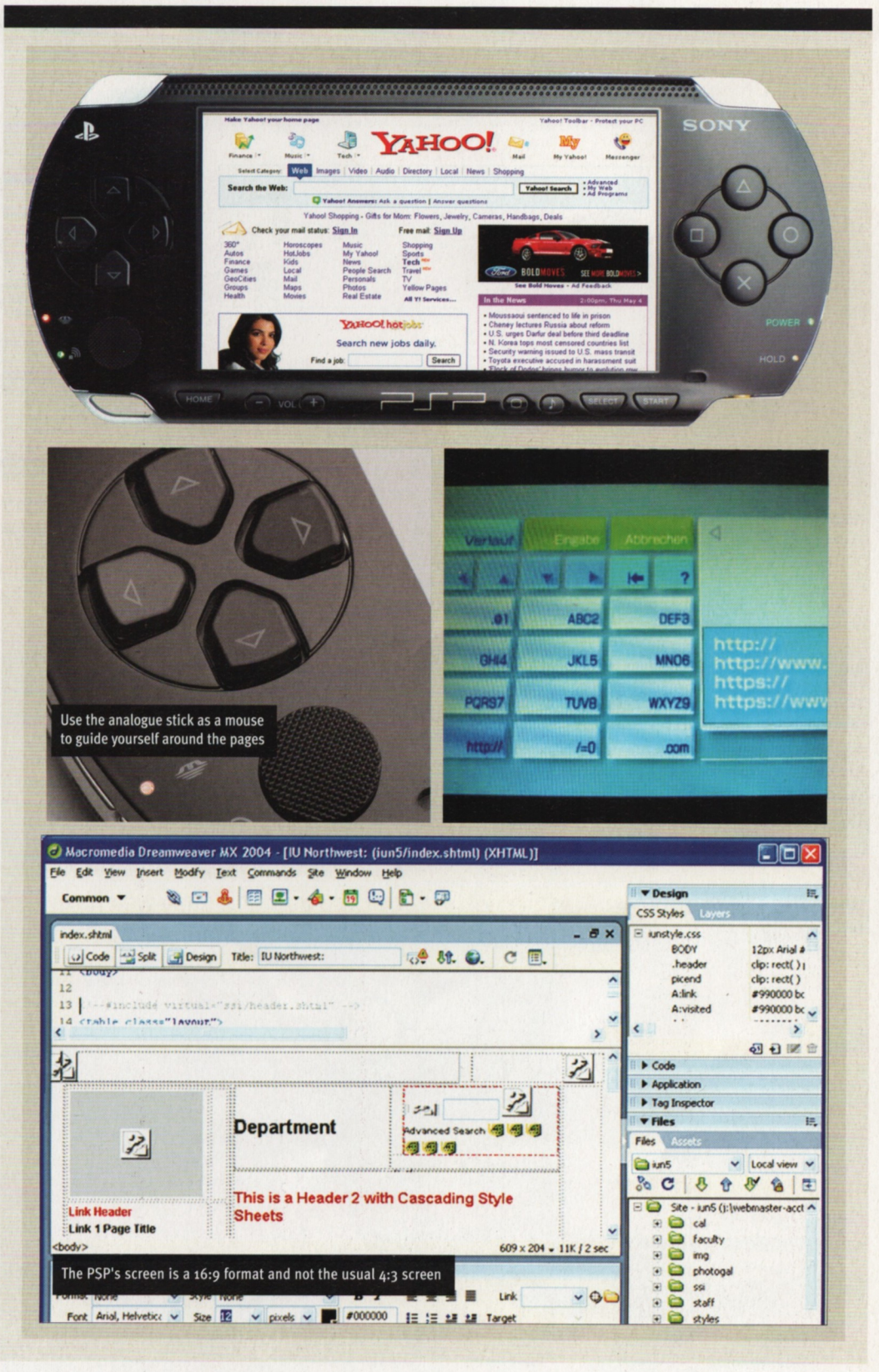
With a colour depth of 24-bit, as well, you will find a much richer output is available in comparison to the previously mentioned portable devices. The browser itself features a two-part chrome (address bar at top and controls at the bottom). Although this is a factor in your design it doesn't need to be a major consideration as both of these elements can be withdrawn when browsing, enabling a full-screen display. The PSP can be considered to always be in full-screen mode, allowing much more scope when it comes to the design of your site.

Navigating The Basics

The navigation controls of a PSP are also a factor in the design of your site. In essence the PSP has a dual navigation system: the analogue stick can be considered similar in function and movement to a mouse, while the D-Pad acts as a two-dimensional Tab key. Use of the D-Pad allows switching between elements in the item's four directions; those familiar with the Opera browser will have come across a similar ability with the Spatial Navigation feature.

The whole navigation system also serves a dual purpose with the alternate controls being accessed via the holding down of the Square button. The analogue stick then acts much more like a mouse scroll wheel, allowing not only vertical scrolling of your page content but also horizontal as well if available. Likewise when Square is held, the D-Pad leaves its tabbing duties and now acts more like a Page-





Up/Down command, once again vertically as well as horizontally.

This extra use of the D-Pad can be used to your advantage when designing sites as the movement is done a page at a time, allowing content to be arranged into 'pages' rather than a continuous document. This can be handy for use in items such as checkout procedures or forms.

When in these alternate control modes, another element to consider is that a small coloured band appears at the top of the page as an indicator of the alternate system controls. To stop this interfering with the design of your site, always remember that it is nine pixels in height.

Fabulous Fontage

When it comes to font display there are two types of font available - serif and sans-serif - and these are available in two sizes. As a rule of thumb, the default display font will always be sans-serif unless specified by the page. With only two fonts it would be easy to be misled into thinking this limits your design options. However, if you look at the font box on this page you'll see there are a wide variety of style options available as well as an easy-to-use guide to sizing of the fonts for maximum effect.

Font Tips

Remember when designing for the PSP that a serif font will look noticeably smaller than a sans-serif font of the same point size. To avoid design problems it is recommended that serif fonts are not used in the smallest font size ranges.

When using the PSP browser there is a choice of text size via the 'View' option. The default setting is always set to medium. If the view setting is set to small, the smallest two font sizes will appear to be the same size. Even though the default setting gives a comfortable viewing size, many designers fall into the trap of specifying screen fonts that are too small. These are usually aimed at users of desktop and laptop systems. Always bear this size change in mind when

BROWSER



designing for the PSP or users will find the fonts much too small to view and consequentially avoid your site.

A simple way to increase the overall font size for PSP users only would be to insert the following lines of code into your site.

```
body { font-size:100%; }
html:not(:nth-child(n)) body {
font-size:125%; }
```

bars even if you use a scrolling attribute set. This means that scrolling in an iframe at will is not possible; users can only navigate using the previously mentioned D-Pad to move to focused items within the frame.

Content of a supported mime-type can also be used in conjunction with the ‹object› tag. These include GIFs, JPEGs, text, HTML and PNGs as well as many other types commonly used. PNG



Embedding Content

Contrary to popular belief, the PSP's browser does actually support a wide range of embedded content. Most HTML elements (including many XHTML ones) are supported, as well as Framesets and ‹iframe› elements. However, when using frames, bear in mind that the PSP does not render scroll

images can also be used with inclusion of alpha channel transparency, adding another area of possibilities for the creative page designer.

It's not all good news when it comes to embedded content as Flash is not currently supported, although Sony have mentioned that Flash support may well be part of the architecture of the next firmware update due sometime this year. Other mime-types that are not supported include text/plain, XML documents and RSS feeds. Neither does the browser support the application/xhtml+xml tag, although at least it won't freeze up on pages that use it.

Superb CSS

Good news for users of CSS is that the browser on the PSP has a healthy approach to the use of them. Ensure that you use a layout based on percentage widths as opposed to fixed dimensions: this will help greatly in the display of your content with the minimum of display problems.

The PSP is classified as a screen media device and, as such, supports an impressively large section of CSS1 and 2 including the @media and @import attribute selectors. When it comes to attaching to links, the following selectors are also available to the designer - :hover, :focus, :active, :visited

Targeting the PSP

To aim your content specifically at the PSP when users connect, there are a number of both server-side and client-side methods of identifying whether the user is PSP or home-computer based. The client-side-based methods can be unstable and lead to messed up content so it is recommended you use server-side options to deliver your content whenever possible.

Server Side

The PSP browser sends two unique headers along with its requests: "http_x_psp_browser" and "http_x_psp_productcode". Either of these can be used as a condition for server-side inclusion. The code below shows an example of server-side implementation.

```
if(isset($_SERVER['HTTP_X_PSP_
BROWSER']))
{
        echo('‹link
rel="stylesheet" href="psp.css"
type="text/css" /›');
}
```

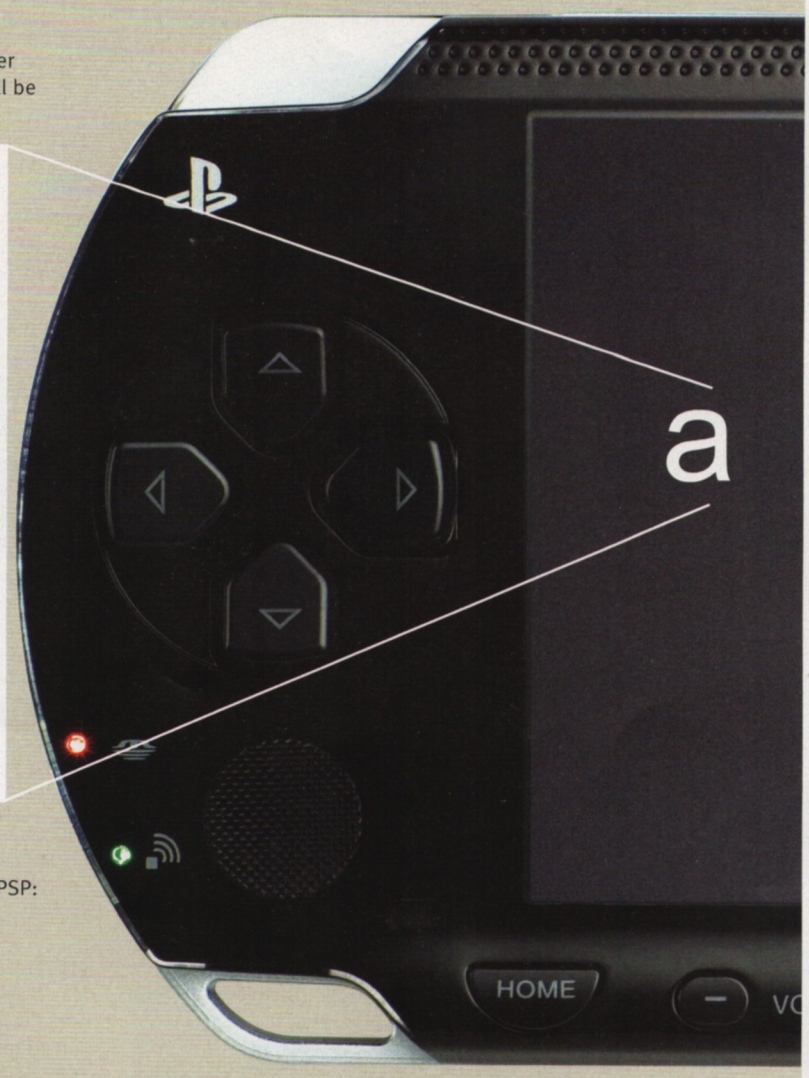
Client Side

The PSP browser's user-agent string is "Mozilla/4.0 (PSP (PlayStation Portable); 2.00)". Make sure this is used as a condition when writing the content of your page. The code below gives an example of client-side implementation.

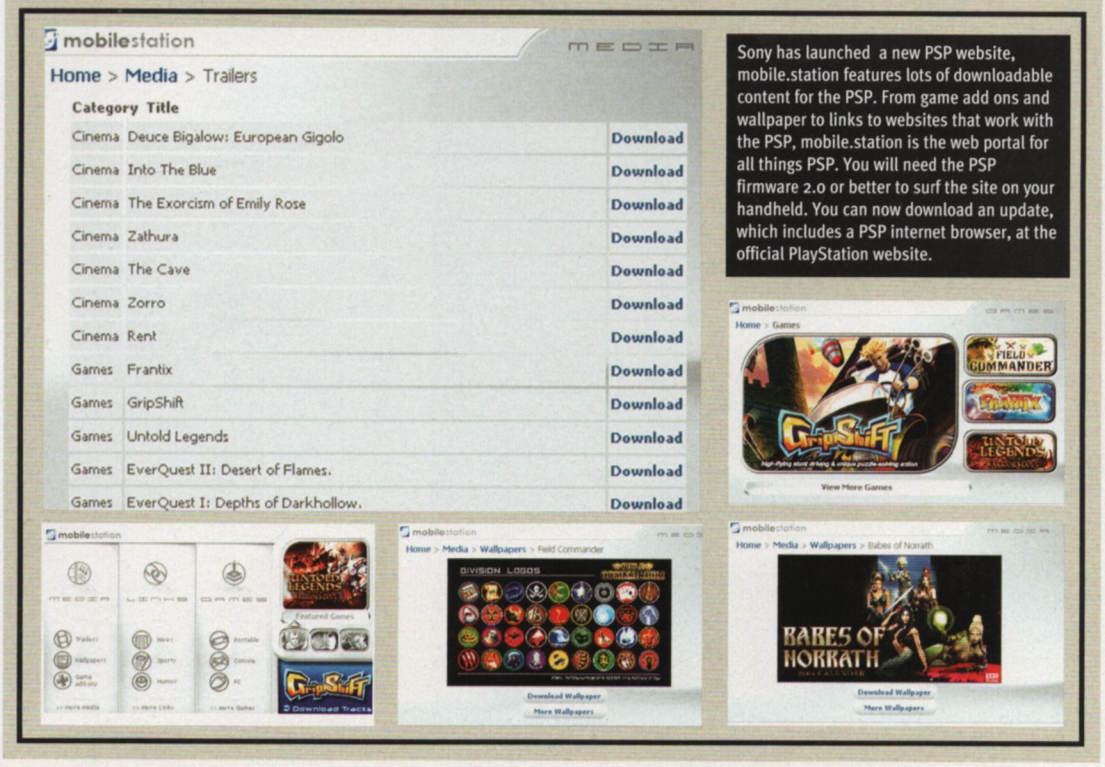
```
if(navigator.userAgent.indexOf('P
layStation Portable') != -1)
{
        document.write('‹link
rel="stylesheet" href="psp.css"
type="text/css" /›');
}
```

Fiddling with fonts
Below are some of the fonts available to the web designer when creating a site that will be PSP compatible.

Arial
Century gothic
Comic sans ms
Courier
Georgia
Helvetica
Impact
Lucida
Papyrus
Tahoma
Times
Trebuchet
Verdana



Font Sizing
There are five font sizes available for display on the PSP:
- 12px - Small
- 13px-16px - Medium (default font size)
- 17px-19px - Large
- 20px-27px - X-Large
- 28px - XX-Large



Sony has launched a new PSP website, mobile.station features lots of downloadable content for the PSP. From game add ons and wallpaper to links to websites that work with the PSP, mobile.station is the web portal for all things PSP. You will need the PSP firmware 2.0 or better to surf the site on your handheld. You can now download an update, which includes a PSP internet browser, at the official PlayStation website.

GET YOUR PSP ONLINE

Open up the worldwide web in the palm of your hand today!
You'll need a correctly configured Wireless Access Point, or a wireless router that is connected to the internet and is enabled as a Wireless Access Point, or alternatively one of the useful WiFi Max add-ons from Datel. Make sure the PSP's WiFi switch (left side of unit, directly above the Memory Stick port) is set to the active (up) position.

STEP 1
From the PSP's main menu, go to 'Settings' and scroll down to 'Network Settings'; go to 'Infrastructure Mode'.

STEP 2
Select 'New Connection' and give it any name you choose.

STEP 3
Choose 'Scan' and hit right on the D-pad, then select the appropriate wireless access point from the list.
OR:
3b. If you'd like to enter the info manually, choose that option and you'll be prompted for the SSID (Secure Session Identification) name of the server and the type of encryption it is using. This information is configurable in your router's configuration menu.

STEP 4
Having accepted the SSID (do not rename it) and the encryption type, hit right on the D-pad and enter the encryption key if applicable. Remember that the WEP (Wired Equivalent Privacy) key is a 'hash' made up of the pass-phrase you give the router, not the pass-phrase itself.

STEP 5
Select Easy address settings if your router has DHCP and its DNS correctly configured.
OR:
5b. If you are unable to have the Wireless Access Point configure your connection correctly, choose 'Custom.' From that menu, pick 'automatic' IP Address Setting if your router correctly assigns an IP from DHCP.
Choose 'PPPoE' if you have a Wireless Access Point but no router; it will ask you for your ISP's user and login details.
Choose 'manual' to enter the details yourself if your router is not correctly assigning an IP address.
5c. Select the Automatic DNS Setting if your router correctly forwards DNS information. Otherwise, choose manual and enter the gateway's (router's) IP address as the primary DNS server. Choose your ISP's DNS server as the secondary address (either contact them, or take the information from your router's configuration screen).
5d. Choose 'Do Not Use' unless you need to access the Internet via a Proxy Server. Otherwise, select that and enter details.
5e. Choose 'Do Not Start' the Internet Browser, unless your ISP has a post-connection login requirement.

LAST WRITES

★ LETTER OF THE MONTH

TOO MUCH CUBIC ZIRCONIUM?

Something has me thinking of late - which direction is the PSP going to be pushed toward in the coming year? We've already seen the near demise of the UMD as a movie medium announced, which was one of the big features early marketing was keen to pounce on, and already PSP owners are having to get to grips with terminology like 'firmware upgrades'.

I realise the PSP has always been sold as a portable media player as much as a handheld games console, but there seems to be so much concentration on the media aspect of the device rather than the games. It's very rare to see major press or focus on new innovative games. Instead we see a constant rehash of multiformat or PS2 titles, repackaged and resold.

I'd like to see a big push in the promotion of the games over the summer, and some decent mainstream marketing. It's not so long ago that Nintendo were torn apart by their fans for the lacklustre approach to marketing in Europe; let's not see it happen to Sony now. Those 'Your girlfriend's bits here' posters were terrible. More focus on more original games please. There are some real gems making their way through, but at present they're vastly outnumbered by the cubic zirconium.

Adam, Cornwall

The PSP does seem to be port central as of late. However, there are some gems like Daxter and Lumines. The confirmation of new titles like Every Extend Extra means PSP is getting more new and original titles than ever. Hang on in there!

I CAN'T BELIEVE I SAID THAT!

The most PURilE things we said in the office this month...

"ON THE FINER POINTS OF GOLF: Driving can't be that hard can it? You drive a car and a scooter. *Lesley*"

"How do you spell Street Fighter? Is it one word or two? *Dan*"

"I get 'error, no keyboard'. Shall I press F1 to continue? *Pete*"



Looks like Brutter has joined the cheerleading squad, show us a set.

MULTIPLAYER WOES

Why is it when I try to play games with people using the shareware process with *WipEout Pure* it doesn't always work? For example, a mate of mine has a Japanese PSP (a white one). We thought it was because it was imported, but the Canadian and American ones work fine.



Mike, Belfast

The great thing about the PSP is the games can be played by anyone, regardless of where it was purchased. However sharing games or playing via the Internet is often not that simple. Playing against a friend using WiFi often means they must have a copy of the game but it must also be from the same region. So, if you're looking for people to play with online and have a Japanese copy of the game, you will only be able to play against other people with Japanese copies.

ANIME ANGST

After picking up my first copy of your mag, I was confused when you gave *Akira* a rating of 10! What for? I bought it because I love the film and wanted to use it to test the power of the PSP, but what do I get? First up is the very average English dub which is okay at best compared to the passion of the original Japanese dub. Secondly a picture quality no better than a well-used video! What was the point of releasing it at all? Is that what we can expect from the PSP?: hurried releases of films to waste our money and time over. I can only hope in Japan you can buy a far higher-quality version so I can replace my shoddy edition sometime soon.

Jason Berry, Norwich

Opinions differ when it comes to Akira - at least one member of the PURE team agrees with you wholeheartedly. *Akira* is, however, one of the most famous anime movies to come out of Japan and many people in the West are still blown by it. Anime UMDs are much more popular in Japan with most series seeing a release on the format, from *Ghost in the Shell: Stand Alone Complex* to *Samurai 7*. UK PSPs are also region 2, just like Japan, so there's nothing to stop anime fans importing their favourite series using sites like Lik Sang or HMV Japan.

WIN! NOW! THAT'S WHAT I CALL A COMPETITION

If you're a big fan of pop music, then you will have noticed the long-running '*Now!*' series is finally getting its first release on the PSP. *Now! The UMD* contains 30 of the hottest music videos from bands such as Girls Aloud, Stereophonics and Liberty X. Thanks to our pals at EMI, we have five copies of the UMD to give away. To be in with a chance of winning, simply answer the following question:

Q In what year was the first 'Now!' compilation released?

A: 1245
B: 1983
C: 1666



Put your answer on a postcard or sealed down envelope, along with your name, address and telephone number, and send it to the following address, to reach us no later than the 20 June 2006: Now! That's What I Call A Competition, PURE PSP Magazine, Evolve Publishing Ltd, 2 Monks Road, Mount Pleasant, Exeter, Devon, EX4 7AY
Cybergeeks can also enter by sending an email to pure@evolvepublishing.co.uk. Don't forget to put 'Now! That's What I Call A Competition' and your answer in the subject line.

Terms & Conditions:
No cash alternatives can or will be offered. Winners will be selected at random from all correct entries received by the closing date. The editor's decision is final..

RETRO TEKKEN-TASTIC

After reading through your *Tekken Dark Resurrection* feature last month, I had a rather spiffing idea. After Dark Resurrection is released, Sony should release an exclusive PSP game that includes all the three original *Tekken* games from the PSone.

I remember the fun I had as a mite playing those classics on my beloved grey box of magic (*sniff*), so I would definitely buy them on PSP again, with updated graphics, multiplayer, and other such goodies. Imagine kicking some Yank's arse across all those classic stages.

Surely I'm not the only one who thinks this would be a killer feature in the PSP's growing selection of games?

P.S. Keep up the good work on the magazine!

Matthew Lowry, via email

Thanks, Matthew. We love compliments and we're also big fans of *Tekken*! Unfortunately there are no plans for the original games to come to PSP. It would be pretty cool though.

PSONE EMULATION

There've been quite a few announcements recently about the PSP. The Eye-Toy-like peripheral sounds like fun, but there's another one that has me a little concerned: the emulation of the PSone games.

There's been a bit of criticism of the console from certain quarters about the lazy porting of some PlayStation2 games to the PSP (you know, the usual thing from DS owners who can't past their *Mario* obsession). Now we have the prospect of many PSone games emulated on the PSP. Don't get me wrong, there are plenty of games from the PSone I'd love to play again that are just not readily available anywhere else. There are even classic RPGs like *Breath of Fire III* remade especially for the PSP. But actual PSone games on the PSP? It may look like an exciting prospect - *Metal Gear Solid*, *Ridge Racer*, *Final Fantasy IX* and *One Piece Mansion*. All are brilliant games in their own way but I'd much rather play them on a console on a big telly in my living room, with the speakers at full volume.

Nice work on the magazine, by the way. I've been buying it since issue one and it's always a good read!

Chris Waring, via email

Considering the number of ported PS2 games currently available on the PSP, the chance to play some PSone classics is too good to miss. Yeah we'd rather have the big screen and speakers too, but the portability of the PSP makes up for all that. The idea of *Final Fantasy XI* on the PSP just has us all excited.

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PURE is a new independent magazine for Sony PlayStation Portable enthusiasts

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NEXT ISSUE



LAND AHOY!

FULL REVIEW NEXT ISSUE

21 JUNE 2006



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Metal Gear Acid
Metal Gear Acid 2
Midnight Club 3: DUB Ed.
MLB
Need 4 Speed: M.W.5-1-0
Ridge Racers
SOCOM: Fireteam Bravo
Spider-Man: The Movie 2
Star Wars: Battlefront 2
Tiger Woods PGA Tour 06
Tomb Raider: Legend
Tony Hawk's Und. 2 Remix
Twisted Metal: Head On
Virtua Tennis: World Tour
Wipeout Pure
World Tour Soccer: Ch. Ed.
WRC: FIA World Rally Ch.
WWE Smackdown v Raw'06
X-Men Legends 2: R.O.A.
Plus Many More...

A = 0 1
Ace Combat 5: Sq. Leader
Ace Combat Distant Thund.
Aeon Flux
Aero Elite: Comb. Academy
Age of Empires 2
Aggressive Inline
Alias
Aliens vs Predator: Extinct.
America's 10 Most Wanted
Area 51
Atlantis 3: New World

B = 0 2
Batman Begins
Battlefield 2: Mod. Combat
Black
BloodRayne
BloodRayne 2
Brothers in Arms
Brothers in Arms: E.I.Blood
Buffy 2: Chaos Bleeds
Bulletproof (50 Cent)
Burnout 3: Takedown
Burnout Revenge

C = 0 3
Call of Duty 2 Big Red One
Call of Duty: Finest Hour
Catwoman
Chronicles of Narnia
Cold Winter
Colin McRae Rally 4
Colosseum: Rd. to Freedom
Conflict: Global Storm
Conflict: Vietnam
Constantine
Crash B'coot: Wr. of Cortex

D = 0 4
Dakar 2
Death by Degrees
Delta Force: B. Hawk Down
Destroy All Humans
Devil May Cry
Devil May Cry 3
Disaster Report
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Dragon Ball Z: Budokai T.
Dragon Quest VIII: JOTCK
Drakengard
Drakengard 2
DRIV3R
Driver: Parallel Lines
Dynasty Warriors 3
Dynasty Warriors 5
Dynasty Warriors 5 Xtr.Leg.

E = 0 5
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist.of Boomstick

F = 0 6
Fahrenheit
FIFA 2006
FIFA Street
FIFA Street 2
FIFA Street Soccer
FIFA Street Soccer 2
FIFA World Cup 2006
Fight Night Round 3
Final Fantasy X
Final Fantasy X-2
Final Fight: Streetwise
Formula 1 2005

G = 0 7
Getaway
Getaway 2: Black Monday
Ghost Hunter
Ghost Recon 2
God of War

PLAYSTATION 2

Godfather
Goldeneye: Rogue Agent
Gran Turismo 3
Gran Turismo 4
Grand Theft Auto 3
Grand Theft Auto: L.C.S.*
Grand Theft Auto: San A.
Grand Theft Auto: V. City
Guitar Hero
Gun

H = 0 8
H.Potter & Pris. of Azkaban
Harry Potter: Goblet of Fire
Haunting Ground
He-Man: Def. of Grayskull
Hitman 2: Silent Assassin
Hitman 3: Contracts

I = 0 9
Incr. Hulk: Ult. Destruction

J = 1 0
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: E. or Nothing
Juiced

K = 1 1
Killzone
King Kong (Peter Jackson's)

L = 1 2
L.A. Rush
Lara Croft T.Raider Legend
Lara Croft: A. of Darkness
Lego Star Wars
Leisure Suit Larry: M.C.L.
LMA Manager 2004
LMA Manager 2005
Lotus Challenge

M = 1 3
Mafia
Marc Ecko's Getting Up
Matrix: Path of Neo
Max Payne
Max Payne 2
Medal of Honor Frontline
Medal of Honor: Euro. Ass.
Mercenaries: Pof Destruct.
Midnight Club 3: DE Remix
Midnight Club 3: DUB Ed.
Mission Impossible: Op. S.
Mortal Kombat: Deception
MX vs ATV Unleashed

N = 1 4
Need for Speed M.Wanted
Need for Speed: Undergr.
Need for Speed: Undergr.2

O = 1 5
Obscure

P = 1 6
Parallel Lines (Driver)
Path of Neo (The Matrix)
Peter Jackson's King Kong
Playboy: The Mansion
Player Manager 2001
Predator: Concrete Jungle
Premier Manager 2002
Premier Manager 2003
Pride Fighting Champion.
Primal
Prince of Persia: 2 Thrones
Prince of Persia: W.Within
Prisoner of Azkaban
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 4
Pro Evolution Soccer 5
Psi-Ops: Mindgate Cons.

R = 1 8
Ratchet & Clank 2
Ratchet & Clank 3
Rayman 3
Red Dead Revolver
Res. Evil: Code Veronica X
Resident Evil 4
Resident Evil: Outbreak
Rocky

S = 1 9
San Andreas, GTA
Shadow of Rome
Shadow of the Colossus
Silent Hill 2
Silent Hill 4: The Room
Simpsons: Hit & Run
Sims
Sims 2
Sims in the City
Smackdown vs Raw
Smackdown vs Raw 2006
Smackdown! 5: H.C.T.Pain
SOCOM 3: US Navy Seals
Soldier of Fortune
Sonic Heroes
Sonic Mega Coll. Plus
Soul Calibur 3
Spider-Man: The Movie 2
Splinter Cell 3: C. Theory
Spongebob Squarepants
Spyro: Enter the Dragonfly
Star Wars Episode III
Star Wars: Battlefront
Star Wars: Battlefront 2
State of Emergency
State of Emergency 2
Suffering
Syberia

T = 2 0
Tenchu: Fatal Shadows
Terminator: Dawn of Fate
The Godfather
The Matrix: Path of
The Punisher
The Sims
The Sims 2
The Thing
The Warriors
Theme Park World
Tiger Woods 2006
TOCA Race Driver 3
Tom Clancy's R6: Lockdown
Tomb Raider: Angel of Drk.
Tomb Raider: Legend
Tony Hawk's Undergr. 2
Tony Hawk's Underground
Tony Hawk's: Amer.Waste.
Total Overdose
True Crime: NYC
True Crime: Streets of LA
TT Superbikes
Turok, Evolution
Twenty-Four

U = 2 1
Ultimate Spider-Man
Urbz: Sims in the City

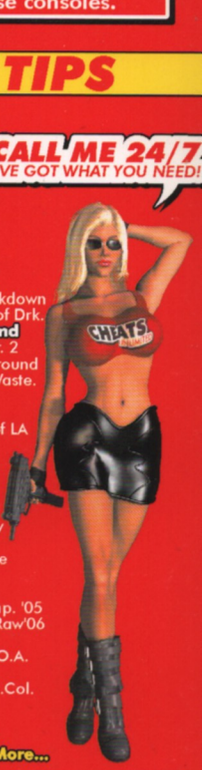
V = 2 2
Vietcong: Purple Haze

W = 2 3
Warriors
World Snooker Champ. '05
WWE Smackdown v Raw'06

X = 2 4
X-Men Legends 2: R.O.A.

Y = 2 5
Yu-Gi-Oh!: Cap.Mon.Col.

0-9 = 2 7
24: The Game
50 Cent: Bulletproof
Plus Many More...



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