

NEW
LOOK

100% UNOFFICIAL FOR PS2

ACTION REPLAY

INSIDE! ALL THE HOTTEST NEW PS2 CHEAT CODES

INTERACTIVE MAGAZINE

SNEAK PREVIEW!

LARA CROFT
TOMB

RAIDER

the angel of darkness



LARA'S LEAP TO PS2!

ALL YOU NEED TO KNOW IN OUR **HUGE** FEATURE



**DAVE
COURTNEY
EXCLUSIVE!**

REAL GANGSTER
REVIEWS THE
GETAWAY AND
VICE CITY!

PLUS!

**HUGE
GADGETS
SECTION
INSIDE!**



MOVIES



GADGETS



MUSIC

PLUS!

**SOCOM: US
NAVY SEALS
LEADS THE WAY
IN OUR MASSIVE
PREVIEW OF
ALL THE GAMES
FOR 2003!**

BROKEN SWORD

"POINT & CLICK IS DEAD." REVOLUTION TAKES
ADVENTURE GAMES IN A WHOLE NEW DIRECTION.

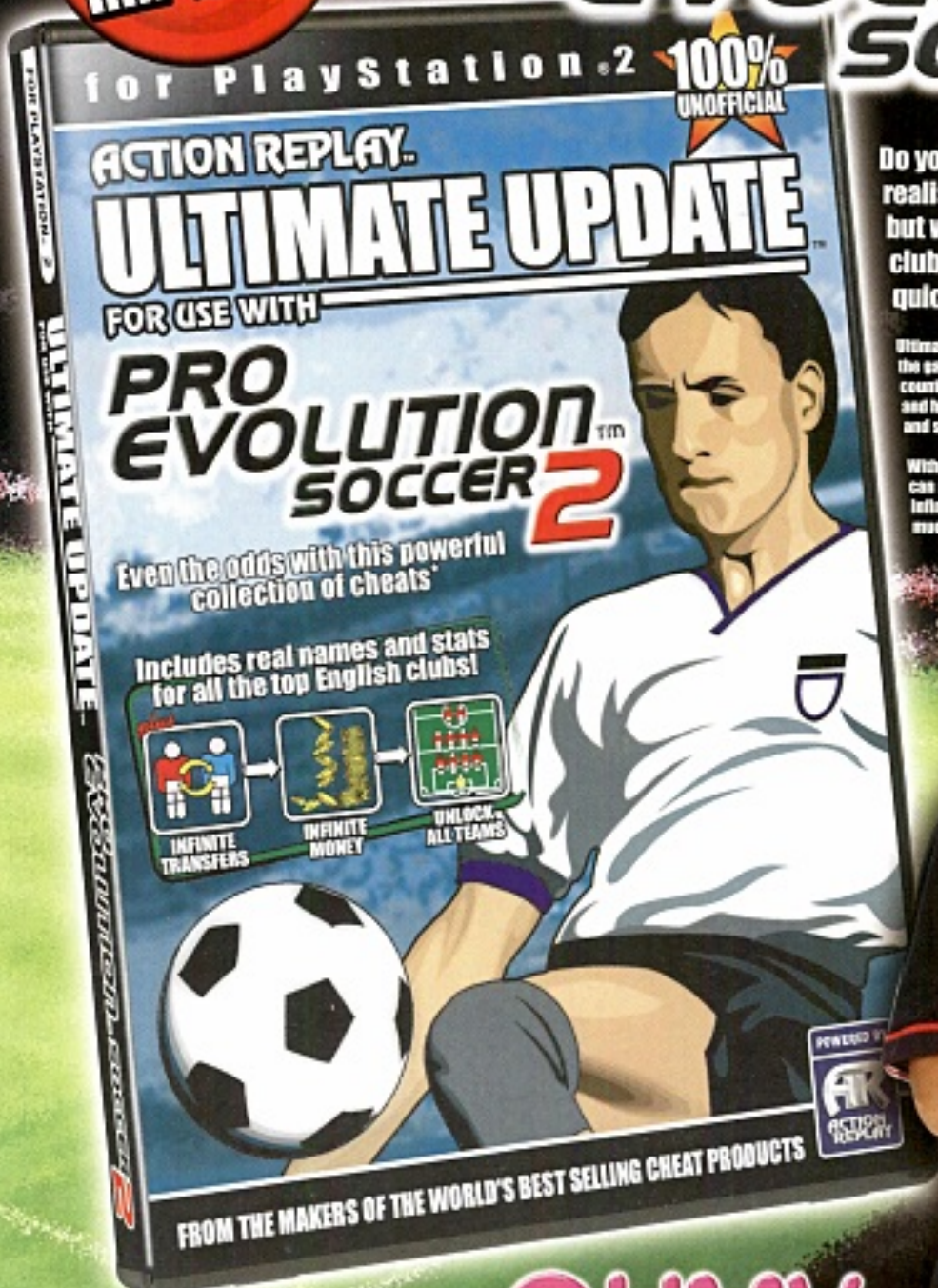
ALSO INSIDE: ■ SLY RACCOON ■ VIRTUA TENNIS 2 ■ FFX-2 ■ ENTER THE MATRIX ■ APE ESCAPE 2
■ PRIMAL ■ MACE GRIFFIN: BOUNTY HUNTER ■ THE SIMS ■ WIN A DVD PLAYER! ■ AND MUCH MUCH MORE!

FOR PLAYSTATION 2

REAL TEAMS, REAL PLAYERS AND GAME BUSTING CODES FOR

NEW
RRP £9.99

PRO EVOLUTION SOCCER 2™



Do you enjoy the superb realism of **Pro Evolution Soccer 2™** but wish you could change the names of clubs and players to match the real thing quickly and easily?

Ultimate Update contains save game data which changes every one of the game's existing player and club name to their real-life counterparts. Not only that, with Ultimate Update you can access secret and hidden teams. Plus, you can even gain access to all the top clubs and stars in the English game's top division.

With the unbeatable Action Replay engine included on this disc you can also benefit from powerful cheats such as Unlock All Teams, Infinite Money, Infinite Transfers in Master League Mode and much, much more.



AVAILABLE FROM



©2002 Data Design and Development Ltd. Action Replay ULTIMATE UPDATE is a trademark of Data Design and Development Ltd. PlayStation 2 is a trademark of Sony Computer Entertainment Inc. Pro Evolution Soccer 2 is a registered trademark of Konami Games. This product is not sponsored, endorsed or approved by Sony, Konami Games. Actual appearance may vary.

codejunkies

www.codejunkies.com

EDITOR'S WORD...

Welcome to the ultimate PlayStation2 mag.



All you need to know about Lina's PS2 adventure



Big reviews of the biggest DVD releases. Moooooooooooo!



Like moose, we work hard things. Here they are!

If you're anything like me you love playing games almost as much as watching Ukrainian PVC Silletto movies. OK, maybe that's just me. Anyhow, at their best, games bring quality entertainment into your life... But neither you nor me is hermetically sealed on planet PlayStation2 - we watch movies, we buy DVDs, we listen to music. Hell, every now and then we even go to the shops and buy shiny pieces of electronic loveliness.

Which is why we've made this magazine. It's a games mag, first and foremost. We've got incisive reviews, exclusive news and previews of the biggest games, along with some cracking cheats for all the top selling titles. But, because there's more to your life than just games, we've also got some exclusive movie news, DVD and album reviews and a few juicy features for good measure. This month we've even got a proper gangster, Dave Courtney, to tell us what he thinks of *The Getaway* and *GTA: Vice City*. The images to the left will give you a flavour of what PS2 is about.

AND A DVD TOO!

Every issue we've got one hell of a covermounted DVD. Flick to page 6 to find out more, but let's just say that no other mag's free disc even gets close to being as entertaining as ours. Of course it's got 100% unofficial playable cheats which are very simple to use, but there are features, movie and DVD trailers, game footage, all sorts. Frankly it's packed tighter than Christina's 'Dirty' chaps.

So, I hope you enjoy it.

Jools
PS2 EDITOR
editor@ps2-2.com

JOOLS' GAME OF THE MONTH

Now Matt Martin has moved on to other pastures (and good luck, fella!) I finally got to play *Tony Hawk's 4*. It really is one great game.



ISSUE 27 JANUARY 2003

REGULARS

06 DVD CONTENTS

Playable cheats, DVD trailers and game footage

08 NEWS

The hottest stories from the world of PS2

57 REVIEWS INTRO

The best reviews section starts here

88 PS2 GREATEST HITS

PS2's run-down of the top 40 games

91 DVD REVIEWS

Region 1 & 2 DVD reviews for your pleasure

114 FLICKS

The big screen delights coming your way

118 PLAYLIST

Our audio recommendations for the New Year

122 GEAR

The latest gadgets, tried, tested and rated

132 WIRED

Our choice of the web, and the PSone Classic

136 GAME BUSTERS

AR V2 codes by the bucketful

140 INBOX

Readers' queries and comments on PS2

142 SUBS

Get every issue delivered fresh to your door

145 BACK ISSUES

Missing an essential copy of PS2? Get it here

FEATURES

50 PREVIEW 2003

All the games for all of 2003.

48 UNDERWORLD HITS

What happened when PS2 met real life bad boy Dave Courtney and asked him what he really thought of *The Getaway* and *GTA: Vice City*.

120 SLOTS OF FUN

We visit arcade show Preview 2003 to look at the latest button bashers.

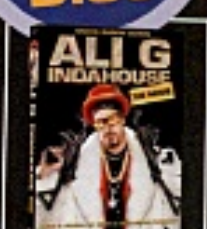
MENU

36

TOMB
RAIDER
THE ANGEL OF DARKNESSWE'VE GONE DEEP, DEEP
UNDERCOVER TO FIND OUT
JUST HOW LARA IS SHAPING
UP FOR ANGEL OF
DARKNESS, HER LATEST
ADVENTURE, AND HER FIRST
ON PLAYSTATION2

COMPETITIONS

A huge stack of prizes scattered liberally throughout the magazine like emergency entertainment salutes for the culture-starved

13 Dr Who DVDs, books
and audio CDs31 Copies of LMA
Manager 2003 and
Total Immersion Racing101 Resident Evil
movie on DVD106 A JVC DVD player
and copies of Minority
Report on DVD125 Copies of Ali G
Indahouse on DVDTONY
HAWK'S
ON THE
DISC

GAME PREVIEWS

16 BROKEN SWORD: THE SLEEPING DRAGON

The two original *Broken Sword* games on PSone built a huge fanbase. Can this third instalment live up to that?

20 PRIMAL

22 FINAL FANTASY X-2

24 SOCOM: US NAVY SEALS

27 ENTER THE MATRIX

28 MACE GRIFFIN: BOUNTY HUNTER

30 DEF JAM VENDETTA

32 LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

GAME REVIEWS

59 THE GETAWAY

Cockney wide boys with big guns, big mouths and big motors. But can it really be the great game we all want?

62 SLY RACCOON

66 APE ESCAPE 2

68 VIRTUA TENNIS 2

70 STAR WARS: BOUNTY HUNTER

72 BATTLE ENGINE AQUILA

74 REIGN OF FIRE

76 VIRTUA COP: ELITE EDITION

77 JAMES BOND 007: NIGHTFIRE

78 LMA MANAGER 2003

79 GRAND PRIX CHALLENGE

80 BIG MUTHA TRUCKERS

81 4X4 EVO 2

82 NBA LIVE 2003

83 RUNABOUT 3

84 X-MEN THE NEXT DIMENSION

85 BMX XXX

86 HARRY POTTER AND THE CHAMBER OF SECRETS

87 POWERPUFF GIRLS: RELISH RAMPAGE

62
SLY RACCOON



19
BROKEN SWORD: THE SLEEPING DRAGON



68
VIRTUA TENNIS 2



70
STAR WARS: BOUNTY HUNTER



86
HARRY POTTER AND THE CHAMBER OF SECRETS



30
DEF JAM VENDETTA



66
APE ESCAPE 2



22
FINAL FANTASY X-2



87
POWERPUFF GIRLS: RELISH RAMPAGE



24
SOCOM: US NAVY SEALS

ALL THE CHEATS YOU NEED - JUST LOAD 'EM AND USE 'EM!

DISC MENU

THE ULTIMATE PACKAGE FOR THE GAMER IN YOU PLUS EXPLOSIVE MOVIE TRAILERS

This month we've got an incredible selection of playable cheats for some top games, and BMX XXX! Yes you can see the strippers! These are so simple to use and are powered by AR V2, Britain's best-selling cheat device!

SIDE ONE



CHEATS

Every month your fantastic free PS2 coverdisc gives you a wad of mouthwatering codes and enhancements. At the press of a button you can take control of even the most difficult games and also bring a new lease of life to the completed games in your collection.

The secret behind PS2's exclusive coverdisc is the powerful

Action Replay V2 (AR V2) cheat engine. Want an endless stream of cool cheat codes that are available the minute a new game hits the shelves? Then you need an AR V2. With AR V2, you can update its massive preloaded cheat library whenever you want, inputting new codes as soon as they're released (see www.codejunkies.com and our "Game Busters" section) and saving them onto AR V2's own card. The cheat system already comes with totally unauthorised cheats for over 400 PlayStation2 games, and that number is rising every week.

Add to that a built-in multi-region DVD movie player and a Memory Manager that shrinks the size of game saves on any memory card, and Action Replay V2 looks excellent value at £29.99. Not surprisingly, you lot have made it Britain's best-selling cheat system.

So what are you waiting for? AR V2 is available from all good game shops including HMV, GAME, EB, Virgin, WH Smith, amazon.co.uk, softwarefirst.com and codejunkies.com.

IMPORTANT DISC INFORMATION

If you have trouble loading your PS2 cheat disc then follow these instructions. Switch on your machine and insert the disc. Place the disc in the disc tray and close the tray and press the PS2 button. The disc will load and the disc will load. Check the disc is loaded and the disc will load. If you still have trouble then call 0700 000000 and have the cheat loaded on your PS2. Sorry it's so hard.



RED FACTION 2

Super Health, Infinite Grenades, Director's Cut, Rapid Rails, Gibby Ammo, Extra Chunky, Infinite Ammo and much more.



GTA: VICE CITY

Infinite health. Never exhausted. Never lose weapons. Cops have no AI. Disable car damage.



BMX XXX

All movies unlocked (watch the strippers, folks), Fat HellKitty, all Special modes opened, all levels opened and infinite health.



HARRY POTTER: C.O.S.

Inf. Beans, Max Beans Capacity, Griffondor: max score, Disable Guards AI, First Pot. Full, Have First Health Pot.



KINGDOM HEARTS

Infinite Munny, All Trinites Available, All Dalmatians, Inf Armour - Gummi Ship, Inf Power - Gummi Ship.



LORD OF THE RINGS - THE TWO TOWERS

Max ammo. Better speed, 1 hit kill monsters, Unlock Isildur.



RATCHET & CLANK

Infinite Bolts, Pots of Gold Bolts, Infinite Life, Backpacks Codes, Hydro Pack, Thruster Pack, Hell Pack.



WWE SMACKDOWN! SHUT YOUR MOUTH

Disable AI, Freeze Timer, Inf. Smackdown Usage, All FMVs, All Unlockable Items.



TONY HAWK'S PRO SKATER 4

Stacks Of PRO Cash, Open All Levels, Max PRO Points, Super Air, Moon Ollie.



GAME SAVES

JAMES BOND 007: NIGHTFIRE

This is one hell of a game save. All you have to do is select the Bond game save from the disc's browser screen and it will download to your memory card. We do recommend that if you already have a NightFire gamesave then you copy it to another memory card, prior to downloading this one. Here's what the save will give you:

- All Levels Open
- Extra Multiplayer Weapons
- Extra Multiplayer Characters
- Multiplayer Weapon Upgrades



STOP PRESS!
ON THE DISC:

EXCLUSIVE
CHEATS FOR THE
GETAWAY



HOW TO USE THE **GAMES & LIFESTYLE** DVD

SIDE TWO



PLAYABLE CHEATS

Insert the coverdisc into your PS2 and use the D-Pad to navigate the menu and select AR2 Code Engine. In that menu select the game you want to cheat with. The drawer on your PS2 will open, take out the cheat disc and insert the game disc. Close the drawer and enjoy the game.

RETRO GAMES



SPACE INVASION

Use these controls:
Movement: D-pad
Fire: X



FULL TIME SOCCER

Use these controls:
Movement: D-pad
Pass: X, Shoot: Circle



KARATE JOE

Use these controls:
Movement: D-pad
Punch: X, Kick: Square



RACE TIME

Use these controls:
Steering: D-pad
Accel: X, Brake: Square

RETRO GAMES

Simply select the Retro Game option on the disc's browser screen then select which of the great retro games you want to play. Game controls are listed below.



SOCON: US NAVY SEALS



HKL - ULTIMATE FIGHTS



BREATH OF FIRE 5



CATCH ME IF YOU CAN



SHINOBI



PS2 GAMES CENTRAL

- SOCOM: US Navy Seals
- Shinobi
- Breath of Fire V
- Devil May Cry II
- Tomb Raider: The Angel of Darkness
- Sly Raccoon
- The Getaway - Exclusive Cast Interview

ALL THIS ONLY ON THE UK'S BEST FREE DVD



EXCLUSIVE SPECIAL FEATURES

- Top Ten HKL Fight Scenes
- Sonic Animation Interview
- Bond, James Bond - The Official 007 Exhibition
- In-Fusio 3D Mobile Phone Games
- Arcade Games Feature
- Behind the Scenes of a Model Shoot - Emma Mitchell



THEATRICAL TRAILERS

- Catch Me If You Can
- X-Men 2 'Teaser'
- The Transporter
- Star Trek: Nemesis



DVD TRAILERS

- James Bond DVD Collection
- Don't Say A Word
- The Young Master
- Haunted Castle 3D



GADGETS

- Ultimate In-Car Sound System
- Brother Portable Printer
- Scalextric Race Management System



WIN

COMPETITIONS

- Win Tony Hawk's Pro Skater 4 and a PS2 Console
- Minority Report and JVC DVD Player

**EXCLUSIVE
NEW**



**DVD FREE
WITH EVERY ISSUE!**

NEWS

COLOURED PS2S...TWO DISC-DEVIL?...£5 OFF IN GAME...DIESEL POWERED GAMES...SEGA FLIGHT SIM...NEW NOKIA GAMING PHONE

PS2 NEWS



RESIDENT EVIL

ONLINE - FIRST SCREENS!

NEW SHOTS STRAIGHT FROM JAPAN

These are the first screens from *Network Biohazard*, the first online *Resident Evil* game for the PlayStation2. Details are scant on the game right now but here's what we know. Unusually for the *Resident Evil* series you won't play as part of a STARS team, but instead as one of eight citizens of Raccoon City, the benighted location for *Resident Evil* games. The events of this title will play out in parallel to the events of *RE 1 & 2*, according to Famitsu magazine in Japan. Capcom in Europe so far hasn't officially confirmed that the game will be released over here, but it is highly likely that the game will, at some point in 2003, make it onto our shelves.

Reports from Japan and the States indicate that up to four players will be able to play in any one game, with the other four of the eight characters controlled by computer. It seems it won't be all about banding together in a party though, as the game will demand that players split up at certain points and then later reunite at a particular time and place.



With the popularity of the *RE* series showing no sign of waning, this, along with *Star Wars* and *Final Fantasy*, will be one of the big names that Sony hopes will drive take-up of broadband gaming on the PlayStation2.



**PS2
FIRST
SCREENS!**

LIMITED EDITION PS2s FOR SALE



PRETTY MAKEOVER FOR THE 40 MILLION SELLING MONSTER

PS2 NEWS

S Oh look! Coloured PlayStation2s. Aren't they nice eh? But have you seen the price? Blinkin' hell, Sony is asking £279.99 for one of these coloured beauties. Coming in a range of red, blue, white, silver or yellow they come with matching controller and all those wires and stuff, but are you willing to shell out over a hundred pound more than the retail price of a (still stylish) black one? Apart from the colour they have no other new specs so don't think your machine will become obsolete because of this cosmetic makeover. You can also buy a matching stand and they play games in full colour. Check out www.playstation.com for more info.

MIDNIGHT DRIVE

ANYONE GOT A MAP?

S Now it's got Vice City on the shelves, Rockstar has officially announced *Midnight Club 2*, developed by Angel Studios and due for a US release in February. The sequel to its very successful launch title, *Midnight Club 2* places drivers in one of three cities, shows them the finish line and let's them find their own route to glory. Paris, LA and Tokyo are the locations and players will also be able to compete by riding big-assed motorbikes as well as serious muscle cars.



PS2 NEWS



ENTERBRAIN ENTERS BRAINS

PSYCHIC SURVIVAL SCI-FI

S Enterbrain is well into the development on the sequel to psychic survival sci-fi horror *Galerians*. *Galerians: ASH* sees Rion and Lilia take on the might of the Last Galerians, descendants of master computer Dorothy, hell-bent on the total annihilation of the human race.

This dark sci-fi horror uses real-time environments and focuses on mental combat and puzzle solving. As in the first PSone game, players engage in psychic warfare, injecting different drugs for combat enhancements. The first game has a cult following due to its *Akira*, *Neuromancer* and *Silent Hill* similarities and although *ASH* has been confirmed for Japanese and American releases, there's no word yet on a Euro release. Maybe Fresh Games could look into it?



IN BRIEF



DIESEL POWERED

HOLLYWOOD STAR TO MAKE VIDEOGAMES. WOO

Action man of the moment Vin Diesel, star of *The Fast and the Furious* and *xxX*, has announced he's to start up a videogame production company. The company, Tigon, is currently working on a game tentatively entitled *Payone*. The game is a mature action/adventure set in the Seventies and features a dodgy cop who juggles his time between police work and favours for the mafia.



SSX 2 ONLINE?

THIS CONVERSATION NEVER TOOK PLACE

Word on the slopes is that EA Vancouver is hard at work on a proper sequel to *SSX Snowboarding*. Not officially mind you, and no press people at EA would admit to it, but the game is allegedly in development to support online play. The original *SSX* was one of the best launch titles and also gave birth to a sequel/remixed version that included a few extra tracks and characters called *SSX Tricky*. Expect an official announcement early next year.



ALSO ANNOUNCED

**BATMAN
VENGEANCE 2**
UBI SOFT
AUTUMN 2003

More cartoon-based comic book
adventuring with the flying rat.

**WORLD
CHAMPIONSHIP
SNOOKER 2003**
CODEMASTERS
SPRING 2003

Jam-packed with snooker stars
and shiny red balls.

**PEPSI CHART
MUSIC QUIZ
2003**
DECEMBER

DVD-based pop quiz with star
profiles.

DEF JAM VENDETTA
EPA BIG
SPRING 2003

Rappers and wrestlers in an
extreme style showdown.

**WAY OF THE
SAMURAI 2**
ACQUIRE
JAN 2003

Currently Japan-only sequel to
Fresh Games' samurai sim.

**SOS: THE FINAL
ESCAPE**
PIGTEC
FEB 2003

Third-person survival in a
ruined Tokyo. Popular in Japan.

**CENTRE COURT:
HARD HITTER 2**
MIDAS
OUT NOW

Cheap-as-chips tennis sequel.

**AIR RESCUE
RANGERS**
MIDAS
OUT NOW

Chop-chopping antics at a budget
price.

TOKYO ROAD RACE
MIDAS
OUT NOW

Cheap and cheerful city racing.

JACKED
300
2003

Motorcycle combat from the
always-reliable 300.

VIRTUA FLIGHTER

SEGA'S AIRCRAFT SIM FOR 2003

PS2 NEWS



Sega of America has announced that *Aero Elite Combat Academy* is in development and due for a US release in March. Developed by the well-respected SEGA-AM2 studio (*Virtua Fighter 4*), the game will feature more than 60 of the world's high performance aircraft, from supersonic jet fighters to heavily armed helicopters. *Aero Elite* will include a realistic training mode, a multitude of flight options, realistic controls, customisable missions, multiple environments and a two-player mode. Although flight-sims aren't massively popular on consoles, Sega certainly has the skills to try and produce a mass-market flight and combat simulation. Worth watching the skies for.



MORE RIGHTEOUS SADDAM BASHING

PIVOTAL DRAWS ANOTHER LINE IN THE SAND

SCI and Pivotal are working together on two sequels to the well-received and well-respected *Conflict: Desert Storm*. The first, *Conflict: Desert Sabre*, is a direct sequel extending the action of the original game with more missions and characters, again set during the Gulf War.

CHOCOLATE DESERT

Conflict: Missing Presumed Dead focuses instead on the Vietnam war (currently a popular source of inspiration for other developers too) with the player taking control of four US soldiers cut off behind enemy lines during the 1968 Tet Offensive. Players will have to work their way back to friendly territory, negotiating the hostile terrain and taking down any gooks that get in the way. *Desert Sabre* will be released in autumn of next year with *Missing Presumed Dead* on the shelves by autumn 2004. Worth the wait we say.

YOU PLAY LIKE A BENDER

A FUTURE SO BRIGHT YOU'LL
NEED TO WEAR SHADES

PS2 NEWS



We've received new details of the *Futurama* videogame from publisher SCI. A third-person shooter, the game lets players take control of four main characters from the show: Fry, Leela, Dr Zoidberg and ace drunk robot Bender, in a straightforward gun and jump adventure. Written by the show's Emmy award winners, the player's goal is to stop total universal domination by travelling back in time and combating the evil businessman known as Mom. Expect to see the game on shelves in Spring of next year.



GAME

www.game.uk.com

£5 OFF VOUCHER

WHEN YOU SPEND £30 OR MORE ON ANY
ONE PRODUCT IN ANY GAME STORE

Terms and conditions:

1. Valid against any one product costing £30 or more.
2. This voucher is not exchangeable for cash and is non-recoverable.
3. This voucher cannot be used in conjunction with any other offer or against sale items.
4. Voucher valid from December 29th to January 19th.
5. Voucher is redeemable at any Game Store in the UK or Eire.
6. This voucher cannot be redeemed against pre-owned purchases.
7. Offer only valid upon redemption of this voucher.
8. This offer may be withdrawn at any time without prior notice.



PR STUNT NEWS

SONY'S OWN RENT A CROWD

SOME COMPANIES WILL DO ANYTHING TO LOOK POPULAR

For the recent Sony party for the launch of *The Getaway*, the PR department tried to drum up a movie-like atmosphere by coxing its own staff into standing outside the premier, whooping like crazed Americans. In a memo sent to all Sony studios in the UK, an HR assistant wrote:

"This Thursday we are holding a 'Premier' for *The Getaway* at the Warner Cinema in Leicester Square. This will be attended by various European media, some celebs and accompanying paparazzi. This will be followed by an after-party at Fabric in Clerkenwell. To ensure the event really feels like a Premier we would like to guarantee a crowd of people waiting outside and cheering when the celebrities and development team arrive and we thought that our kind colleagues at SCEE would be very good at this! Although we do not have space at the Premier itself we would like to offer these volunteers a ticket to the party in return.

You will be required from 7.15pm until 8.15pm on Thursday, 14 November. Places will be offered on a first come first served basis WITH THE PROVISION that all those attending agree to act as Rent A Crowd at the Premier earlier in the evening. If you would like to attend the party, please reply via e-mail to ***** by 12.00 noon tomorrow. Please note: We are not arranging any transport, hotels etc."

So with all the money Sony spent on *The Getaway* they were asking their own staff to holler at ex-Eastender celebrities without letting them into the premier itself or providing them with transport or accommodation (Sony have studios in Liverpool and Cambridge). Those employees must feel really valued.

**PS2
DUMB PR
STUNT**

SNAKE BITES THE DUST

NOKIA ENTERS THE MOBILE GAMING FRAY

TECHNOLOGY NEWS



Mobile megolith Nokia has unveiled the N-Gage – a handheld gaming device that is set to make the likes of *Snake* look like the pile of monkey droppings it really is. Bigwigs at Nokia promise that the handset will be able to play console quality games, which will be available on memory cards. They also claim players will be able to multi-link with other gamers using Bluetooth and mobile technology. The handset is going to hit the market in February and we're told it will be joined on the shelves by some branded titles from top games publishers. Nintendo's Game Boy should be filing his little short trousers at the thought.



THIRD PARTIES GET CONNECTED

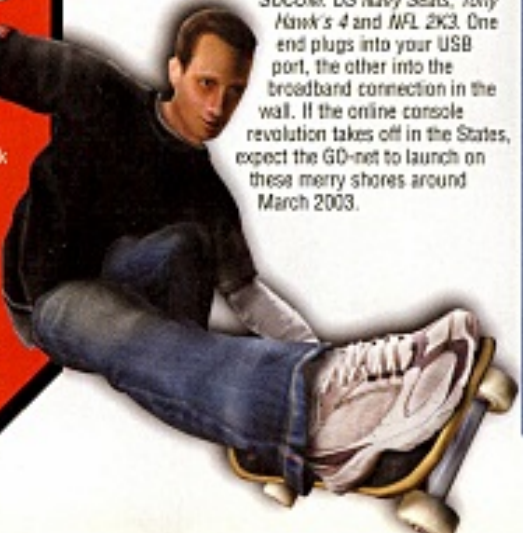
DATL SOON TO LAUNCH US BROADBAND NETWORK ADAPTOR

PS2 NEWS

Following Sony's box of tricks going live, Datel Electronics is soon to bring out a network adaptor 'GO-net' for the PS2. Gamers will be able to use their existing ISP to play online games such as *SOCOM: US Navy Seals*, *Tony Hawk's 4* and *NFL 2K3*. One end plugs into your USB port, the other into the broadband connection in the wall. If the online console revolution takes off in the States, expect the GO-net to launch on these merry shores around March 2003.

Outrageous!

This one is from *Big Mutha Truckers* developed by Eutechnyx and published by Empire Interactive. In a last-ditch attempt to get publicity for their truck driving game, the fictional Ma makes claims about shagging Gareth Gates. "I sure did take that young baw and show him a thing or two. The second I saw that baw's stuttering tongue flicking in and out like a rabid rattler I knew he be destined for Ma's Deep-South forest," she claimed. The phrase 'deep-south forest' made us physically gag. Well done Empire, cheap gags at the expense of a popstar gimp and a big fat redneck hag. Keep 'em coming!



OUT THIS MONTH

DEC/JAN

DISNEY GOLF

EA
DECEMBER 20TH

Mickey and other big-eared chaps play fun rounds of golf.

BEN HUR

UJ INTERACTIVE
DECEMBER 29TH

Chariot racing based on the classic cleft-chin movie.

FALCONE: ENTER THE MAELSTROM

URGN
JANUARY 17TH

Cit-delayed FPS/space flight hybrid with 2000AD art.

KINGS FIELD IV

METRO 3D
JANUARY 24TH

RPGing the way those crazy Japanese love it.

TREASURE PLANET

SONY
JANUARY 31ST

Disney's 'Treasure Island' in space animated tie-in.

CHARTS

- 1 **GTA VICE CITY**
Rockstar
- 2 **FIFA 2003**
EA Sports
- 3 **LOTR: THE TWO TOWERS**
EA Games
- 4 **HARRY POTTER C.O. SECRETS**
EA Games
- 5 **WWE SMACKDOWN! S.Y.M.**
THQ
- 6 **TONY HAWK'S 4**
Activision
- 7 **COLIN MCRAE 3**
Codemasters
- 8 **PES 2**
Konami
- 9 **GTA 3**
Rockstar
- 10 **LMA MANAGER 2003**
Codemasters

IN BRIEF CONT.

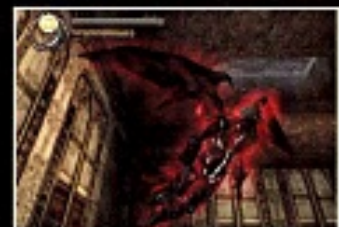
BENT
TURISMO

LET IT BE TRUE, GOD

■ Current rumours around Gran Turismo 4 are hinting at the Holy Grail for the renowned series, real-time damage. The one thing that the classic series has lacked could possibly be included in this online racer that will leave all others sniffling petrol at the start grid. Expect a whole lot of GT4 news in the coming months.

TWO-DISC
DEVIL MAY
CRY 2?DANTE, LUCIA AND TWO
DISCS FOR THE GAME?

■ There are some currently confusing rumours surrounding Capcom's Devil May Cry 2. On the one hand is the rumour that there will be two different versions of the game for sale – one featuring Dante and the other featuring new girl Lucia. Capcom has said that's bollocks. What seems more likely is the rumour that the game will simply come on two disks, one containing Dante's adventures, and Lucia's battle in the demonic town on the second. But then again, it might come on one disc and just have alternative character missions.

A MINI
ADVENTUREGET YOUR MITTS ON THE WORLD'S
SMALLEST REMOTE CONTROLLED CAR

■ Small is beautiful (Come on, Kylie or Lisa Riley, you decide?) And now you can get your hands on the world's smallest remote controlled car – the Mini Racer. Measuring a mere 6cm these little buggers whip up to a fine speed and slip easily into your pocket so you can enjoy remote-controlled rallying fun wherever you go. And because they are so small they don't even take an AA-sized battery – you charge them up on their own power base. The cars are available for £14.99 each from www.codejunkies.com.



GADGET NEWS

HI-TECH
HUSTLERPOOL FOOLS SAVED
BY KNOW-ALL ROBOT

■ Are your pool shots as accurate as Jeffrey Archer in the dock? Worry no more, because boffins have built an intelligent pool table that can teach the most hopeless player how to be a Paul Newman-style hustler. The table monitors ball positions with a camera and uses the bright point of a moving laser beam to suggest which shots to play. It also shows where a player has gone wrong and offers advice via James – a sympathetic computer-generated coach whose head is displayed on a screen. The table was invented by a Danish team at Aalborg University led by Lars Bo Larsen, who unveiled it recently at the International Conference on Multimodal Interfaces in Pittsburgh, in the United States.



TECHNOLOGY NEWS

POWER TO
THE PEOPLE

TECHNOLOGY NEWS

MOBILE PHONE
CHARGING KIOSKS
UNVEILED

■ The first public mobile phone charging kiosks are being put to the test in London. The Charge Me kiosks, designed by Nearplay Systems, can accommodate up to a dozen phones or PDAs at a time. The kiosks can charge Nokia, Ericsson, Motorola, Siemens, Samsung, Sony and Palm devices for five minutes for 50p, or for ten minutes for £1. An indoor version for shops and cafes is under development and the first installations are being put through their paces at Victoria and Paddington stations in London, and Heathrow Airport. Nearplay's technology director Dr Michael Tusch said, "The majority of mobile phone users are always on the move, so it makes sense to pilot Charge Me in public places where they may have a few minutes to spare." If the test kiosks prove successful, expect to see them rolled out across the UK during 2003.



Sci-fi superstar Doctor Who is still going strong, and to celebrate his latest DVD release *The Resurrection of the Daleks* - starring Peter Davison as the main man - we've got some top Timelord treats to give away...

First broadcast back in 1984, *The Resurrection of the Daleks* is set in modern-day London and sees the Doc take on his old adversaries (and possible early prototype for wheele birs) the Daleks.

The Doc's got wind of a plot to free the Daleks' creator, Davros, after 90 years of space-age porridge. But no one - not even the Daleks - foresees the evil Davros has got up his... er, wheel trims.

And, thanks to those kind people at BBC Worldwide, we've got copies of the DVD (worth £19.99) to give away, as well as the *Doctor Who: The Infinity Race* paperback book (worth £5.99) and *The Savages* on audio CD (worth £13.99). The first five names spotted by our magic competition computer will get a copy of each, while five second-placed winners will get a copy of the DVD and the book. Five third-placed runners-up will each receive a copy of *The Infinity Race* book.

All you have to do to stand a chance of winning is ring the hotline number (asking permission of whoever pays the phone bill first) and leave your answer to the Doctor Who-related puzzler below.

Q THE CREATOR OF THE DALEKS IS CALLED?

A Bobby Davro B Stavros C Davros

**CALL NOW ON
09064774488**

**WIN
DOCTOR
WHO
GOODIES!**

**DVDs, BOOKS & AUDIO CDS
UP FOR GRABS**



TERMS AND CONDITIONS: Calls cost 60p per minute. Lines open 24 hours a day. Competition open to UK residents only. Competition closes midnight, January 19th.

Tiggypig
THE ULTIMATE ONLINE GADGET STORE!

**NO WORRIES!
NO QUEUES!
NO HASSLE!
NO FUSS!**

There's also no screaming kids, dawdling pensioners, ignorant workers, snotty Saturday staff, muggers, buskers, beggars, street 'artists', traffic wardens, extortionate car park fees, rain, sleet, snow, 'E' numbers, nuts, or any added preservatives, whatsoever. Just pots and pots of luvverly gear and gadgets, at prices so low they must have been priced by a loon on the loose. Visit us online or call for more information today!

**WWW.TIGGYPIG.COM
OR CALL US!**

0870 240 1109



GAME NEVER

LOOK!
GTA: VICE CITY™
CODES...

MCODE (must be on)

0E3C7DF2
1853E59E
EE8CDC8A
BCBBBD9A

INFINITE HEALTH & ARMOUR

DE8FFFFE	DE8FFF82
F8AEDD4B	BF899B8B
DE8FFFAA	DE8FFF8E
68EE9EEB	02A99BA7
DE8FFF86	DE91CA1A
68EE9EEF	C8AC9A43

MAX MONEY

DE4279D2
C19E7B82
DE4279DE
C19E7B82

INFINITE AMMO

DE89766E	DE897EF2
E0EB9B83	E0EB9B83
DE8976C6	DE897D5E
E0EB9B83	E0EB9B83

NEVER LOSE WEAPONS

DE83D4CE
BF899B8B
DE83D4CA
BCA99B83

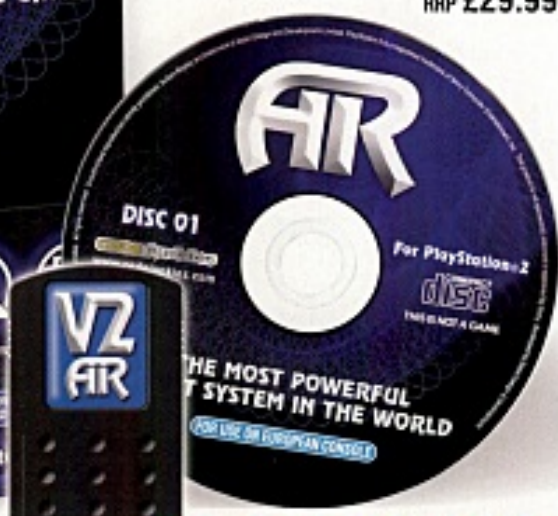
**FOR LOADS MORE CHEAT
CODES LIKE THESE VISIT:**
www.codejunkies.com

CODEjunkies



**LOADED WITH
THOUSANDS OF CODES
FOR HUNDREDS OF PS2®
GAMES - INCLUDING
EXCLUSIVE NEW CHEATS
FOR GTA VICE CITY™!**

RRP £29.99



**OVER 400 PS2® GAMES SUPPORTED...
OVER 11,000 CODES - AND RISING!†**



Select from thousands of powerful codes for the latest and greatest PS2® games!



Add and update your code list with ease - with Action Replay's™ on-screen keyboard



Manage all your game saves with sophisticated memory card manager.

OVER

FOR PLAYSTATION®2

★★★★★
Stuff
FOR MEN

98%
PSi2

Preloaded with immensely powerful, 100% **unofficial cheat codes** that game companies don't want you to discover, Action Replay™ will change your gaming experience forever. Unlock all levels, vehicles and characters; gain infinite health and bullets; Action Replay™ contains thousands of unique cheat codes for the latest and greatest PlayStation®2 games.

We create totally unauthorised codes for every new PS2 game that's released, all exclusive to Action Replay™ owners! Using your PS2® controller, simply enter new codes into your Action Replay for instant gaming success. Visit www.codejunkies.com for the latest codes, check the cheat sections of leading PS2® magazines, or make a quick call to our codeline.

Want to turn your PlayStation®2 into a multi-region DVD player? Action Replay™ does that too, while also removing the annoying "green screen" effect you normally get when watching any DVD via a SCART or RGB cable. Add to that a bonus disc containing over 13,000 PSone® codes, and the "Crusher" feature which frees up memory card space by shrinking the size of your game saves, and you have the ultimate PS2® game enhancer.

STILL

THE UK'S BEST-SELLING CHEAT CODE SYSTEM!

source: Chart Track 2002, all-formats cheat chart

ORDER DIRECT AND GET FREE P&P (MAINLAND UK ONLY)

CALL 0845 6010015

Lines open Monday-Friday 8am-7pm. Saturdays 9am-3pm (Calls charged at low call rate)

OR ORDER ONLINE: www.codejunkies.com

ALSO AVAILABLE FROM ALL GOOD GAMES RETAILERS INCLUDING:



GTA: Vice City™



OVER 240 CHEAT CODES!

Harry Potter and the Chamber of Secrets™



HAVE ALL SPELLS!

The Getaway™



BUSTED WIDE OPEN!

Ratchet & Clank™



UNLOCK ALL ITEMS!

The Lord of the Rings: The Two Towers™



150 POWERFUL CODES!

FIFA Football 2003™



WIN EVERY GAME!

© 2002-2003 Datal Ltd. Action Replay is a trademark of Datal Ltd. PlayStation 2 is a registered trademark of SCEE. GTA: Vice City ©2002 Take Two Interactive and Rockstar Games. Screen shots from PS2 games are used to illustrate Action Replay's compatibility with these fantastic titles - they are the copyright of their respective owners. Action Replay is NOT sponsored, endorsed or approved by Sony, or by any of these copyright owners. Actual appearance may vary. (Includes codes available from codejunkies.com, and refers only to PAL titles supported.)

BROKEN SWORD: THE SLEEPING DRAGON

GAME SPEC

PUBLISHER:TBA
DEVELOPER:REVOLUTION
ON SALE:AUTUMN 2003
NO OF PLAYERS:1
WEBSITE:
[HTTP://WWW.BROKENWORD.COM](http://WWW.BROKENWORD.COM)



PS2
NEW
SHOTS

GEORGE AND NICO RETURN FOR ANOTHER GLOBAL ADVENTURE, BUT CAN BROKEN SWORD'S UNIQUE ATMOSPHERE SURVIVE THE TRANSITION TO 3D?

DIMENSIONAL SHIFT NOTHING FLAT ANYMORE

We had to go 3D," insists Cecil. "Commercially we wouldn't have been able to justify it (staying 2D). Besides which, I think creatively the 2D point & click adventure has been left behind." Revolution is extremely keen to make the most of the expanded world that a 3D environment offers, so it's the end of just picking things up, examining them and giving them to someone else. The new obstacles, we're assured, will make much more use of space and the physical environment, without being simply 'key-finding' puzzles. "In the same way that *Final Fantasy 7* moved on from *Final Fantasy 6*, in the same way *Metac Gear Solid* moved on from *Metac Gear*, we need to reinvent the genre," believes Cecil. "A lot of the adventures have had 2D puzzles in a 3D environment. We are determined not to fall into that trap."

THE SETUP

"The point and click adventure is dead." Those were the words of Charles Cecil, MD of Revolution Software, creators of two of the most successful point and click adventures on any console, *Broken Sword One* and *Two*, and many other point and click games going back to the days of the Atari ST.

That set the orc amongst the hobbits, but Cecil is adamant that the genre had to move on. So *Broken Sword: The Sleeping Dragon*, will be in full 3D. It will still feature the adventures of explorer George and photo-journalist Nico, but now they'll be able to explore their environments fully as they climb walls, hide in the shadows and shimmy up ladders.

All a bit like *Tomb Raider*? Nope. The emphasis remains on cerebral challenges, and manual dexterity will not be important.

George will have to be a good deal more athletic this time around

Dynamic lighting will play a big part in the look of *The Sleeping Dragon*

BROKEN SWORD: THE SLEEPING DRAGON

THE THICK PLOTTENS WORLD IN MOTION

Broken Sword: The Sleeping Dragon has a plot as labyrinthine and mysterious as the previous two games. Right now Revolution isn't saying much, as it's still at least nine months until the game is launched and the company is currently keen to keep a lot under wraps. What we do know is that the game begins with George crash-landing his plane during a thunderstorm over the Congo; meanwhile Nico has been sent on an independent assignment to interview an apocalypse-obsessed hacker. She arrives to hear three gunshots and finds him dead, whilst George discovers that the man he was going to meet is also dead. Their separate paths soon cross, and they discover both deaths are linked to an ancient conspiracy involving the mysterious Voynich Manuscript (which actually exists) and a desire to awaken an awesome power, the titular Sleeping Dragon. Throw in the Knights Templar, the Mayan belief that this age of man will come to an end in 2016 and a globe-trotting plot, and what we should have is a fitting conclusion to the Broken Sword trilogy.



George will have complex facial animation



PS2 HISTORY

WHAT'S GONE BEFORE



The first two Broken Sword titles debuted on PSone and have generated over \$100m in revenue across all formats.



UP AGAINST IT?



Nothing announced so far that would compete directly, but keep an eye on LucasArts and Square for potential competition.

The detectable Nico, looking mean and moody



OOOH, GET YOU DIRTY LOOKS

One of the beauties of the *Broken Sword* series was the amount of character the artists and animators delivered with the game's Don Bluth-style animation. Transferring that feel to the computer-built 3D polygon characters is no easy task, made all the harder because the in-game story scenes are created using the same graphics as the rest of the game.

Revolution has built its own facial animation system, called Barracuda, which reacts to the dialogue, animating the character's faces automatically. It reacts not only to the word itself, but also to any inflections in the dialogue. This animation system shares our knowledge of what a question sounds like, so characters' eyebrows will be raised quizzically; whereas eyes will narrow if anger is required. From what we've seen, this system has the potential to be very convincing. It's impressive, as how we relate to George and Nico has been key to the success of *Broken Sword*, and so this system needs to work, and work well, for us to feel the same level of engagement.



OBSTACLE COURSE DON'T MAKE US JUMP...

Don't worry, there'll be no jumping around and falling off platforms. That's not the plan here. Most of the obstacles and puzzles have been kept under wraps but we've managed to wrinkle out details of a few. One involves gaining access to a building guarded by a goon and his dog. As you approach the dog will growl, get nearer and the dog will bark, so you'll have plenty of warning. If you like, you can entice the dog a little nearer and then jump over the wall and sneak around through the shadows. Or you can try and create a distraction further away and then just walk straight in while the guard's back is turned.

Sometimes characters will have to physically move objects, but the challenge will lie in figuring out which object to move, not getting it in just the right place.

Naturally the familiar detective elements – talking to people, exploring rooms, collecting clues – will all be in place, and it will be through this, not how well you climb a wall, that will determine how successfully you solve the game's challenges. "It's not *Tomb Raider*," Cecil explains. "*Tomb Raider* is all about learning how to jump at the right moment, how to shoot things. This game is about, 'I've got a problem, I've got a guard down here, how do I avoid him? What am I going to do.'"

SWEET!

Just look at that lighting. Best we've seen so far. A lot of effort has gone into making this game look as lovely as possible.



PUSH BUTTON MANOEUVRES IT'S ALL TAKEN CARE OF

In keeping with the obstacle and puzzle solving emphasis, all actions are taken care of for you. If, for example, you need to climb a wall, then look to the bottom right of the screen to the 'icon map'. As in *Prisoner of War*, this will show which actions are assigned to which Dual Shock face button. These are context sensitive so the 'open door' icon, for example, will only appear if you happen to be near a door and so on. It's up to you to decide if a wall needs to be climbed, but when you have decided, the game will take care of the nasty business of actually getting up there.

Collected items and other topics for discussion are all represented as icons so you can interrogate other characters with ease, and with over 5,000 lines of dialogue, there'll be plenty of conversation to keep you entertained and intrigued.



Exploration to find hidden areas like this will be incredibly important

BROKEN SWORD: THE SLEEPING DRAGON

NOT TOO REAL A DISTINCTIVE LOOK

As far as the look of the game is concerned, Cecil and the team at Revolution are going for broke, pushing the PS2 as far as they know how. "I feel very passionately that the adventure does need to have impressive graphics," Cecil reveals, and he's right. Seeing the new locations and enjoying the rich graphics and backgrounds has always been a major motivation for any adventure game player.

What has been achieved so far, and there is still a good nine months of development time to go, is nothing short of stunning. It's not overly realistic, and isn't meant to be, but it is believable, as the artists have gone for a "hand-painted" look. It has richness and depth, and some beautiful light and shadow effects. If the quality we have seen in the five or six locations so far revealed to us is maintained throughout the many locations featured in the rest of the game, then we are in for a truly gorgeous graphical experience.



Steering through the shadows may be one way to sneak past an obstacle



George needs to be ready for a lot of gentle teasing from the lovely Milla



ENOUGH FOR THE FANS? ADVENTURING IS THE KEY

Very few games have the following the *Broken Sword* series enjoys, something the whole team finds "humbling". And they know that this transition to 3D is probably the hardest thing they have ever had to do. As they know, everything changes, nothing remains the same. What is clear, from visiting offices and talking to team members, is the level of commitment. They know what *Broken Sword* means to the fans and they know they have to deliver something special or face their wrath.

To us, and this is just based on what we've seen so far, *Broken Sword: The Sleeping Dragon* has the capacity to be a genre-defining experience. If it all comes into place. That's not to say that the team doesn't face challenges, as the amount of movement and exploration has to be carefully balanced so it remains an adventure game. Like its gamers, Revolution wants the emphasis to stay on the detective work, the brain-teasers and the interrogation.



ACTION STATIONS THE CLOCK IS TICKING

In an effort to vary the pace, *Broken Sword: The Sleeping Dragon* will feature so-called "action-events" — pressure situations where the player has to quickly make a decision. Imagine Milla finds herself in a room with a gun pointed at her. You and she both know that very soon she'll be shot at, so what do you do? Well, you'll have about 10 seconds to look around and make up your mind. Is there something to throw? Something to hide behind? You'll have to make a snap decision and select your action very quickly or she'll be toast. You'll only need one button press to activate the action, but the key is quickly figuring out the right course of action and then carrying it out. There are some instinctive action events too: if you see a car racing around the corner, then you know you've got to jump out of the way.



GAME SPEC

PUBLISHER:SCEE
 DEVELOPER:SCEE STUDIO
 ON SALE:JANUARY 2003
 NO OF PLAYERS:1
 WEBSITE:WWW.SCEE.COM

PRIMAL

ENTER A DARK, FANTASTICAL REALM BETWEEN THE MORTAL WORLD AND THE AFTERLIFE, WHERE AN ETERNAL STRUGGLE BETWEEN ORDER AND CHAOS RAGES ON.

GETTING PRIMAL WHAT'S PRIMAL ABOUT...

It takes a while to figure out what the fudge is going on in *Primal*. The game's beginning doesn't clearly explain much and before you know it, some gargoyle is dragging you around talking about balance of power and his lady Arella. Maybe it's just me, but it took a while before the story began making any real sense at all.

After a few hours of cut-scenes, interspersed with the odd bit of actually playing the game, you'll either get it or just play blindly, hoping it will become clear later on. But all you really need to know is you're trying to save a world called *Primal*, playing as a teenage girl and a living gargoyle. This problem could be solved by a better intro, which we hope will appear in the final code.

PS2
PLAYED
IT!

THE SETUP

In SCEE's new fantasy adventure *Primal*, you play Jennifer Tate. By all accounts she appears a normal teenage girl, yet she's pulled into a world between life and death. Why? Well, rather than sitting through 200 hours of cut-scenes to figure that one out, we'll tell you. You see, Jen isn't all human, and has the talents that could help calm the world of *Primal*, which is being ravaged by a power struggle.

You also step into the role of Jen's guide Skree. Skree is a living gargoyle who helps guide Jen through his world, hoping she can restore balance between good and evil with her hidden 'powers'.



Jen must jump some gaps to progress



Jen and Skree team up to defeat a demon

CHARACTER DETAILS

IT'S NOT JUST ABOUT THE CHICK Y'KNOW...

Primal's characters Jen and Skree must co-operate to proceed in the game. Jen is human in appearance, lacking the polygonal look that generally ruins games of this nature. Instead, her face, hair, eyes and irises are superbly detailed. Her animation is good, though she strangely lacks a running or jumping ability, and this slows down the gameplay progression. Later in the game Jen also fights, and here advanced controls allow you to change her form into a demon-like creature, lock on to targets, stealth kill and use two types of energy, Ferai and Djinn, to attack.

Although Jen is a minx, Skree is pug ugly. He's a short stubby fella with a distinctive gargoyle look - beady eyes, dog face, and wings that are useless. His tricks include turning to stone (didn't see that one coming!), climbing walls and, best of all, possessing statues to use their power.

PS2 FIRST IMPRESSIONS

Detailed and impressive settings and original characters, but among laborious, boring, cut-scenes. Very promising, just needs less chatter and more action.

**"PULL OFF DEADLY FINISHING
MOVES AND STEALTH KILLS"**

PS2 HISTORY

WHAT'S GONE BEFORE



The game is from Sony Studio Cambridge, the Santa Monica-winning studio behind PSone hits *CAT* and *Metal Gear*.

PRIMAL IMAGE

GAME ENVIRONMENTS AND CHARACTER CONTROLS

If I had to say anything about *Primal* at this stage it'd be that it looks great, especially the details like heat effects and minor lighting effects. The spooky gothic environments early on set the mood for a creepy looking game, with all manner of beasts on the prowl to do you harm. But *Primal* isn't all about looks. It's a story-driven adventure game featuring action, exploration and puzzle solving too.

The game features a 3D engine running at a solid 60 FPS in a set of medium-sized, highly detailed environments. The controls are unique, though it does borrow some elements from other games. For example, the soul-sucker is right out of *Soul Reaver* (whose inspiration clearly makes for similar environments too). Although a Gargoyle as a sidekick is pretty original, the use of a secondary character goes way back in game history.



Metal is no match for Jen's powers



Jen can cause havoc with her whip



Jen's special armour glows once with energy



Shee-selves pushes to aid Jen's progression

UP AGAINST IT?



Primal may end up looking Lara's *Angel of Darkness* if SCE doesn't get its act together in January and get this out first.

SOLID PERFORMER

PROGRESSING GAMEPLAY...

If you've got plenty of patience (unlike me), you'll find that after a while the game develops into an intriguing adventure, revealing Jen's true abilities. She can change into a powerful creature, who channels energy to attack her foes, and she can even pull off deadly finishing moves and stealth kills.

The camera is actually quite good, considering a lot of time is spent following around wall-crawler Skree. To achieve this, the Spider-Man style camera is used, and you can move it to any angle or simply keep it directly behind the character during play.

At this stage things are looking good for *Primal*. It looks good, plays well and though the co-operative play thing bored me to tears in parts, it's a good mix of puzzle, action and adventure. Check out our review, coming up next issue.



Enemies Jen must face in later levels of *Primal*



With bigger enemies, channeling power is a wise move

When Jen packs a mighty punch too

FINAL FANTASY X-2

TIM WRIGHT DROOLS OVER HIS KEYBOARD WHILE ATTEMPTING TO PREVIEW FINAL FANTASY X-2 IN A FAIR AND EVEN-HANDED FASHION...

GAME SPEC

PUBLISHER: SQUARESOFT
DEVELOPER: SQUARESOFT
ON SALE: TBA
NO. OF PLAYERS: TBA
WEBSITE: WWW.PLAYONLINE.COM/FFX2/

PS2
FIRST
SHOTS



What's the secret of this floating castle?

THE SETUP

Tradition has been soundly broken. Since the first game in 1987, the major point regarding the *Final Fantasy* series has always been that while certain elements and creatures carry over from one game to the next, each game has been self-contained. That is to say, no storylines carry over from one game to the next, with no reappearances by lead characters and no direct sequels. Until now...

Final Fantasy X-2, which takes place two years after the first game, assumes you have seen the *Another Story* epilogue movie included in the Japanese *Final Fantasy X: International*. Sadly, this movie has not made it out of Japan, but may be included in the English language release of the game when it finally surfaces next year.

THE STORY

WELCOME TO THE SPOILER ZONE

What's a shy and sensitive Summoner to do when there's nothing left to summon? Throw on a skimpy outfit and lug around a pair of Machina handguns, that's what! Yuna, looking and feeling a bit bolder some two years after the final battle with Sin, is clearly taking advantage of the collapse of the Yevon religion to emulate Lara "Shovelhead" Croft.

The end of religion has also allowed free use of Machina throughout the world, although the Al-Beoh 9/devout religious types are still somewhat at odds with the normal folk. This may have something to do with the speed in which previously destroyed villages have sprung back up, but how these tie in with the floating castle (shown on these hallowed pages) remains to be seen.

Rikku and Lulu are back (hooray!) and there's also a fourth character, new to the game, who is yet to be unveiled.

"A 'GUNS 'N GIRLS 'N JUMPING' FACELIFT"

Yuna's new look. Groundwell



ルールー：『シン』を倒した大召喚士ユウナ
その名前 利用されないように

THE PEOPLE

STAFFERS OLD AND NEW

For *FFX-2* we have noticed a shift in the usual staff, which may explain the action-oriented slant of this instalment. *FFX* producer Yoshinori Kitase is repeating his role from the previous game, while Motomo Toriyama, who handled the cut-scenes in the previous game, has taken the director's chair for the first time.

As for the music, series regular Nobuo Uematsu is busy elsewhere, leaving the soundtrack to *The Bouncer* veterans Takehito Eguchi and Noriko Matsueda.

PS2 HISTORY

WHAT'S GONE BEFORE



Previous *Final Fantasy* titles have always been traditional random battling RPGs, with the exception of *Final Fantasy Tactics*, which was a strategy game.



THE BATTLING

SHOOTING BIG MONSTERS WITH BIGGER GUNS

Square has yet to announce the details of the combat system, but the feeling is that the battles may move to a rather more action-oriented style. This would be in keeping with the rest of the game, which does look a little more *Tomb Raider* with its 'guns 'n girls 'n jumping' facelift. This is, hopefully, without the game actually playing like *Tomb Raider*, which would be instant death as far as I'm concerned.

THE OTHER STUFF

THE THINGS WE COULDN'T FIT ANYWHERE ELSE

Some miscellaneous factoids that we are aware of include a clothing feature, which unsurprisingly allows you to change outfits during the game. The venerable Job feature, which allows you to change a character's role and their abilities, is also making something of a comeback. The two are somewhat linked, with a change in job sometimes requiring a change of outfit.

Additionally, the gameplay seems to be leaning towards a more action-packed style, as Yuna can clearly be seen jumping around on rocks and hanging from ledges. Cue accusations of "Tomb Raider clone!"

Finally, the Japanese release of the game is slated for March 2003, so the US release will probably follow several months later. Expect the obligatory lazy PAL conversion for Europe by the end of the year.



PS2 FIRST IMPRESSIONS

Spurts may twitch nervously, but this unusual offshoot may well deliver a fresh take on this well-worn franchise. We'll see!



SWEET!

Battles with a bigger action slant? Is this the end of random encounters in *Final Fantasy*?

SOCOM:

US NAVY SEALS

FIGHT TERRORISTS TO RESTORE WORLD PEACE, AND THEN DO IT ALL AGAIN ON-LINE AGAINST REAL PEOPLE. FANTASTIC!

THE SETUP

We've got our hands on the US version of *SOCOM* and if the UK version of the game doesn't change (which it shouldn't), then you're in for a camouflage-slapping, silent-killing treat. As a SEAL commander, you've been called to fight terrorists in 12 of the most deadly operations ever. There's more than 60 weapons and intelligence devices at your disposal, a crack team to issue orders to, and lots of sneaking in the shadows, as well as letting rip with a variety of hand cannons. Plenty of strategy is required to complete some missions undetected and when you're done with the single-player mode, the online mode lets you join the *SOCOM* servers and battle it out in teams with gamers around the world.

GAME SPEC

PUBLISHER:SCEA
DEVELOPER:ZIPPER INTERACTIVE
ON SALE:MARCH 2003
NO OF PLAYERS:1-16 (ONLINE)
WEBSITE:
.....WWW.US.PLAYSTATION.COM

KEEP IT DOWN! STEALTH MEANS HEALTH

Remaining undetected for as long as possible means you'll have the jump on the terrorists, and helps avoid the possibility of a bullet in the face. A variety of tactics must be used to avoid attention; moving slowly and keeping your head down, as well as finding cover in the shadows and foliage, will make you harder to spot. It's also a good idea to tidy up after yourself by picking up and moving bodies if you've just dropped someone where they can be easily discovered. It's best to use knives or suppressed weapons to take out hostiles quietly, but of course, if you blow your cover, there's no reason not to rush the joint while making as much noise as you please.

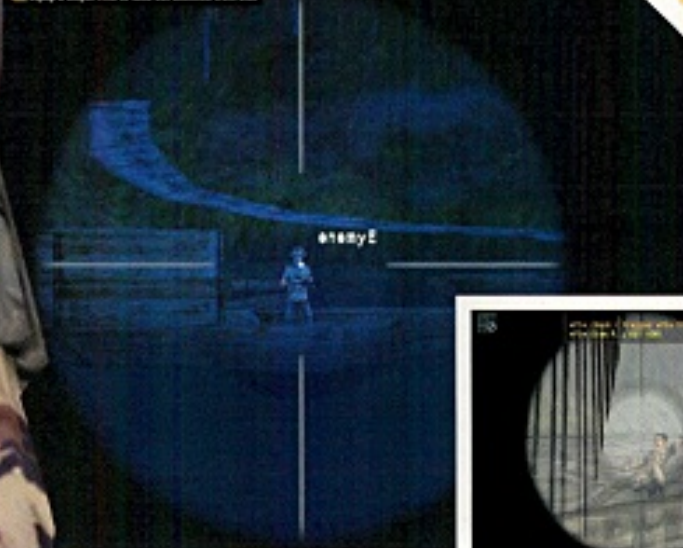
PS2 HISTORY

WHAT'S GONE BEFORE



Zipper Interactive is the developer of *SIMEI*, a computer system used by the US military and NATO to simulate realistic missions.

Equip a sniper rifle to take out enemies from afar



SOCOM: US NAVY SEALS



YOU'RE THE BOSS!

USE YOUR MEN WISELY

The game features a simple interface for controlling your team. The team is split into two squads of two, and you have complete control of how they behave, although exactly what they do in-between commands is down to the intuitive artificial intelligence. Your men can be told to ambush an area, follow you quietly, deploy stun grenades, cover vantage points or run to way-points as detailed on the mission map screen. Your team-mate always stays by your side, and he can be ordered to deploy grenades, provide covering fire, and perform special actions such as planting explosives and defusing bombs. By controlling your buddies in this way, enemies can be flanked and taken by surprise and you can get the job done quicker and more efficiently.



LOCATION, LOCATION, LOCATION!

TERROR HIDES IN MANY PLACES

The first campaign is set in Alaska, where you must first collect intelligence from a freighter, and then make sure the ship ends up on the ocean bed. It's then time to trudge through the snow to extract an informant, and finally rescue workers on an oil rig, defusing three bombs in the process. The second campaign sees you in Thailand as you recover information about stolen bio-data, rescue an ambassador from a jungle temple and then retrieve a biological weapon from the terrorist faction in a forgotten jungle city. Campaign three takes place in the Congo where you must destroy a camp of mercenaries, raid a POW camp and rescue a marine from a mountain air-strike bunker. The last campaign sees you in Turkmenistan where you must extract an informant from prison, secure a salvo of nukes from an enemy cave network and finally eliminate two terrorist fat cats in a bomb-ravaged city. That's 12 tough missions in all with plenty to keep you occupied.



"A SIMPLE INTERFACE"



"ONLINE CLANS ARE SUPPORTED"



SWEET!

Sneaking up on terrorists and delivering a stealthy blow is extremely satisfying!

ONLINE PLAY!

TAKE IT OUT ON REAL PEOPLE

The US version of SOCOM supports online play, which is what will keep you playing after you have finished the single player campaigns. 16 players are supported (eight per team) over a broadband connection and players take the role of SEALs or terrorists and work as a team to defeat the other side. Game types include 'Demolition', where teams must destroy the opposition's base, 'Hostage Rescue', where the terrorists must prevent the SEALs from releasing the prisoners, and 'Suppression', which is basically a team deathmatch. Online clans are supported and voice chat is possible via a USB headset, to make communicating with your team easier and a lot more fun.

PS2 FIRST IMPRESSIONS

A fantastic single player game, which could kick-start the PS2 online revolution.

ENTER THE MATRIX

GAME SPEC

MATRIX

PUBLISHER: INFOGRADES
DEVELOPER: SHINY ENTERTAINMENT
ON SALE: MAY 15 2003
NO OF PLAYERS: 1-2
WEBSITE: WWW.SHINY.COM

GUNS, GUNS, GUNS! ONE FOR EVERY DAY OF THE WEEK!

The 20 or so guns used in the game were supplied by the same chap who provided those in the movie. Apparently he obtains designs from the manufacturers before they release them to the arms market, so some of them are as yet unavailable. Look at these pictures – there are some fairly standard looking pistols and sub-machineguns there, but there are also some wicked looking new shotguns and rifles...

The more movie and the Matrix game gets real angry!

ACCORDING TO SHINY ENTERTAINMENT, THIS GAME WILL BE THE ONE – PS2 CHOOSES THE RED PILL...



THE SETUP

Next year Infogrames will launch *Enter the Matrix*, which will be a game based on the events of the first two movies rather than following the plot of either. Now listen up – you don't get to play as Neo. Yep, you heard me right. Oh, he's in it, as are Trinity, Morpheus, Agent Smith et al, but instead, you play as one of two new characters – Niobe (kinda sounds like Neo though) or Ghost, as they run, shoot, fly, drive, and generally kick some arse. Of course, the good old 'bullet time' effect is portrayed here too.

From the screenshots on these pages, it looks like we're gonna get some futuristic, high kickin', computer hackin' action. Hurrah!

FIGHTING WHILST DRUNK

DRUNKEN BOXER OR PISSED-UP PUGILIST?

In the film, Neo learned a martial art known as Drunken Boxing, and the film's choreographer Yuen Wo-Ping (who popularised Drunken Boxing in Jackie Chan's *Drunken Master*) has overseen all of the fighting moves that were motion-captured for the game. You'll also be able to experiment with them in a two-player, virtual reality dojo, similar to the one in which Neo and Morpheus slugged it out in the movie.

PS2
FIRST
SHOTS

UP AGAINST IT?



The nearest thing to competition will be Infogrames' own recently -announced *Terminator 3* game. Our money is on *Enter the Matrix* wiping the floor, at least as far as the games go.





SWEET

The acrobatics are impressive enough, but this is plain showing off.

DODGE THIS!

IT'S THAT TIME AGAIN - BULLET TIME!

Most people's first experience of the "bullet time" effect will have been in *The Matrix*, where it was used to superb effect. For the uninitiated, it's an effect created by some clever computer trickery and a bank of cameras placed around the "subject", allowing for some eye-popping "flow motion" effects. For the first example of this during *The Matrix*, check out Trinity's flying kick on the unsuspecting policeman, during the film's opening sequence. Of course, games developers have been quick to pick up on this; players of *Max Payne* will be well aware of how bullet time can work in a game, and *Enter The Matrix* takes this further - expect to see your character cartwheel to the side while unloading an automatic into oncoming SWAT guards, rather like the fabulous lobby sequence in *The Matrix*.

"BULLET TIME
ALLOWS FOR
SOME EYE-
POPPING
'FLOW MOTION'
EFFECTS"

WHAT CHOW SKI BROTHERS?

BRILLIANT, BUT NOT TERRIBLY PROLIFIC

Brilliant directors as they may be, the Wachowski brothers (who provided a script for this game, as well as the films) have only directed one other film, and that was *Bound* (1996). It's not a bad gangster film either - well known for its lesbian subplot between Jennifer Tilly and Gina Gershon. Keep an eye out for Tilly's mafia boyfriend Caesar, played by *Matrix*'s Cypher - actor Joe Pantoliano. Caesar turns up with two million dollars covered in blood, and the girls decide to take the cash and frame Caesar. It gets quite compelling as, in typical movie fashion, nothing goes as planned. The Wachowskis are very effective at building up some very tense moments - from which you can't be sure how the characters are going to escape! Highly recommended.

MACE GRIFFIN: BOUNTY HUNTER

GAME SPEC

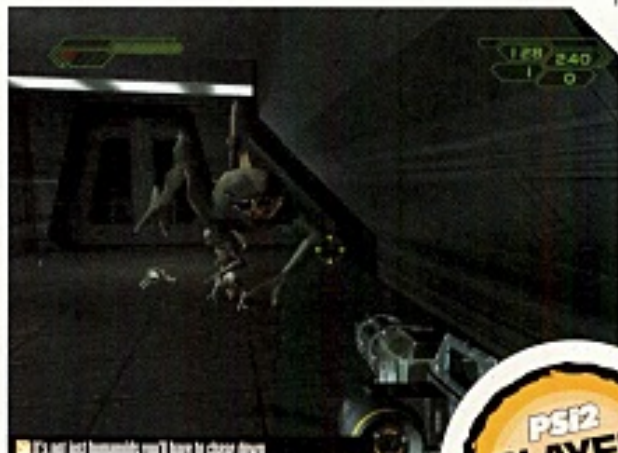
PUBLISHER: BLACK LABEL GAMES
DEVELOPER: WARTHOG
ON SALE: MARCH 2003
NO. OF PLAYERS: 1
WEBSITE: WWW.HUNTHEMDOWN.COM

SPAGHETTI WESTERNS, UK COMICBOOK HEROES AND EPIC SCI-FI ARE THE INFLUENCES IN THIS BIG OL' FIRST-PERSON SHOOTER FROM WARTHOG.

STITCHED UP

FRAMED FOR A CRIME HE DIDN'T COMMIT

Picture it. Hundreds of years into the future and mankind and other alien races have populated the galaxy. Mace Griffin is an ex-Special Forces Operative who's been framed for the death of a whole bunch of his colleagues. After doing some hard time in space prison, Mace is after revenge on the real culprits of his comrades' deaths. By becoming a bounty hunter, Mace gets access to classified information and a means to pursue the people who stitched him up. Warthog has gone to great lengths to create a world of political, corporate and religious intrigue and the storyline promises to go the *Half-Life* route, unfolding as the player moves deeper into a conspiratorial world.



"A STACK OF GUNS WHICH PACK A SERIOUS PUNCH"

PS2
PLAYED
IT!



THE SETUP

Mace Griffin: Bounty Hunter hopes to take the first-person shooter that little bit further by offering a game with seamless transitions between space flight and first-person shooting. Assuming the role of Mace Griffin, players can cruise space, blasting down enemy ships, and then dock inside bigger craft, take their hands off the controls and run around, blasting any fool that gets in the way. 'Seamless' and 'immersive' are the key words kids, as we all want a game to get lost in, and if they pull it off this multi-platform space adventure should make a large impact when it lands next March.

LOCK 'N' LOAD

THE TOOLS OF THE TRADE

You can't be a first-person shooting bounty hunter without a stack of guns. Mace can carry a wealth of weaponry, all of which pack a serious punch. One highlight is the Quad Barrelled Shotgun that can fire single shots or multiple shots in secondary fire mode. Just point the barrels at the problem and squeeze. The Sonic Shock Cannon is apparently 'the Swiss Army knife of guns'. Secondary fire is an area effect stunner, capable of incapacitating a roomful of trouble. Adhesive Remotely Detonated Grenades are fun to stick to a target and let them think they've escaped. When the time is right, whip out the detonator and give them an explosive surprise. The Swarm Laser fires a blast that splits into ten smaller, heat-seeking bolts of trouble. The Flash Bang grenades blind opponents (and Mace if he's not looking away) with distorting visual effects and an uncomfortable high-pitched squeal.



UP AGAINST IT?



Well, if it ever does see the light of day, *Falcom*: Enter the *Machinist* promises the same kind of space exploration and first-person shooting drama as *Mace Griffin*. But the game has disappeared from the games radar recently.



The developer wants to avoid dull, block space

HIT THE GROUND RUNNING

SMOOTH CONTROLS AND COOL LOCATIONS

The transition between flight and on-foot action is a smooth one and the controls feel refined with both in-flight and on-foot controls mirroring each other. Docking in other craft is handled well as the player guides their ship towards in-space landing strips and once they're on the right track the computer takes over for automatic docking. Space environments have a nice sense of depth with asteroid streams, planets, gaseous clouds and strong lighting effects. Interiors are reminiscent of the buildings in *Red Faction* and some of the action seems very *Half-Life*, such as jumping collapsed structures and avoiding electrical discharges. And of course there's plenty of straight-up combat against various enemies, all of which try to use the environment to get the upper hand.



Warthog wants the game to move seamlessly from space combat to shooting



ALL FORMATS, ALL ENCOMPASSING

MORE TIMESPLITTERS THAN TURK?

The PS2 has seen a fair share of first-person shooters. *TimeSplitters 2* has got the multiplayer market sewn up, and without a multiplayer feature *Mace Griffin* is going the single player, all-immersive direction. It reminds us in places of *Half-Life* – which is no bad thing – as the storyline becomes clearer the deeper you play. The action elements are all present and correct and some of the graphical locations look stunning, while some are (at this point) average. The transition between space flight and on-foot combat is smooth and one of the definite highlights, and there are some interesting character designs, such as cultists, with electronic screens displaying smiley faces, for masks. *Mace Griffin* will appear on all formats next year and we'll have to see how the PS2 handles the large environments and full-on action. We don't think it will go the *Turok* route (gah!) and considering the fact that Warthog is already working on a sequel it looks like *Mace Griffin* is going to make a big impression early next year. Keep an eye on it; it could be a serious contender.

PS2 HISTORY

WHAT'S GONE BEFORE



Warthog is also responsible for the under-rated PC space shooter *Starlancer*, which the editor here really quite liked.

DEF JAM VENDETTA

HOW DO RAPPERS LIKE THEIR COFFEE? TOO BLACK, TOO STRONG.

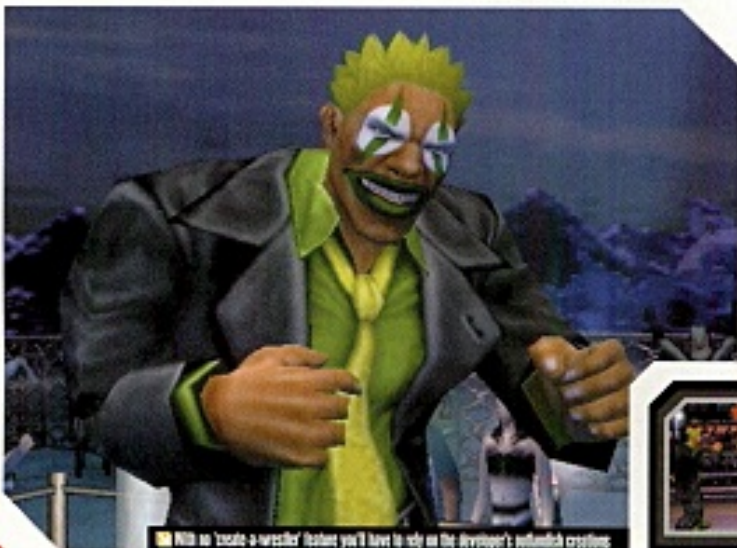
GAME SPEC

PUBLISHER: EA BIG
DEVELOPER: AKI CORPORATION/EA
CANADA
ON SALE: SPRING 2003
NO. OF PLAYERS: 1-4
WEBSITE: WWW.EA.COM

CHILDREN'S STORY

ONCE UPON A TIME, NOT LONG AGO...

As *Def Jam Vendetta* is concentrating on the single player experience it's gone and got itself a storyline and everything. See, you are a wrestler forced off the circuit by local crim D-Mob and if that ain't indignity enough, he's also gone and stolen your woman. Time to make a comeback and work your way through the backstreet tournament, taking on the 12 boss characters (they be the rappers) until you put the stomp on D-Mob's fat ass. Side quests include a catfight mode, where a variety of chicks fight your current girl to become your main squeeze. Who said hip-hop and videogames have sexist content?



With an 'escape a wrestler' feature you'll have to rely on the developer's outlandish creations



Expect Def Jam-affiliated in-game sponsors such as Phil Farm clothing

"PUT THE STOMP ON D-MOB'S FAT ASS"

TECHNICS AND TECHNIQUES

YOU BETTER ACT LIKE YOU KNOW...

Def Jam *Vendetta* will feature a total of 45 wrestlers, 12 of which, including Scarface, DMX and Ludacris, come from the record label roster, the rest all being original brawlers. Fights will take place around New York over 10 different locations such as a cathedral and the city rooftops, where players will get to experience around 1,500 different moves including specials and signature moves. And of course it wouldn't be a hip-hop-influenced game if it didn't have taunts and boasts, as well as banging joints from the respective Def Jam artists. Can you feel it?



SWEET!

Yep, that's hip-hop. Four brawlers, dancing chicks and a DJ cutting up records in the background.

THE SETUP

There's going to be an almighty ruckus next spring with the triple team-up of Def Jam records, EA Big and the AKI Corporation. Respectively they're bringing hip-hop attitude, extreme sports mastery and wrestling experience into the ring for *Def Jam Vendetta*. Usually we'll do nothing more than snigger at the camp combat of wrestling but if anyone can make it credible it's the bad-ass attitude of rappers such as Method Man, DMX, N.O.R.E. and Redman. With the presentation of EA Big, previously responsible for such mega hits as *SSX Tricky* and *NBA Street* along with the wrestling experience of AKI Corporation all the ingredients are in the pot for a hardcore street brawl in the manner of the PSone's *Wu Tang: Taste The Pain*.



That's gonna hurt the ribs



Who's got the advantage here?



Wrestlers can taunt and abuse on a regular basis

(No Sheepskin Required)

PlayStation 2



With the huge wealth of games shovelled onto the shelves just before Christmas it's easy to miss the real gems. *LMA Manager 2003* is just such a gem, one of the finest football management games on any format and undoubtedly the best on PlayStation 2.

So, just to make sure you don't miss out on such a fine piece of software, we're giving away five free copies, courtesy of publisher Codemasters. For more info check out the game's website at www.codemasters.com/lmamanager2003.

Q: Frenchman Gerard Houllier is the manager of which Merseyside football club?

- A: Crosby FC**
B: Kirkby United
C: Liverpool FC

WIN COPIES OF LMA MANAGER 2003

To stand a chance of winning, all you have to do to is answer the painfull simple question above and call the number with the answer.

Call now on
09064 701722

Lines open 24 hours a day. Calls cost 60p per minute at all times. Lines close midnight January 18th.



Another little belter lurking on the shelves this Christmas is *Total Immersion Racing*, a full-on racing simulation from Empire Interactive. And it's thanks to Empire that we've got five copies to give away.

HOT HOT DRIVING!

Win copies of
TOTAL IMMERSION RACING™
DEMAND INTELLIGENT RACING

All you have to do for a chance to win a copy is call the number below with the answer to this simple question.

Q Who is the current Formula One World Champion?

- A Michael Fish**
B Michael Barrymore
C Michael Schumacher

Call now on
09064 701721



Lines open 24 hours a day. Calls cost 80p per minute at all times. Lines close midnight January 18th.

A close-up, three-quarter view of Lara Croft's head and shoulders. She has short, dark brown hair with a side-swept fringe. She is looking slightly to her right with a serious expression. She is wearing a black tactical vest over a dark top. She holds two silver and black semi-automatic pistols, one in each hand, angled towards the viewer. The background is a dark, textured red.

**PSi2
SNEAK
PREVIEW**

SHE'S BACK!

DARKER, HARDER, SEXIER AND SNEAKIER, TOMB RAIDER LARA CROFT IS BACK! PSi2 HAS A SNEAK PREVIEW OF LARA'S LATEST AND POSSIBLY GREATEST ADVENTURE YET...

The Queen of the PlayStation finally makes her debut on PlayStation2. As always, PSi2 delivers an exclusive preview of the new game, due for release in February 2003.

ANGEL OF DARKNESS

These are dark times in the world of Lara Croft. A series of grisly murders brings Lara into conflict with a sinister Alchemist and a secret alliance of powerful individuals shrouded in mystery. At the centre of this conflict are five 14th century paintings – the Obscura Paintings, which the man known as the Alchemist is desperate to repossess, and Lara must retrieve.

Accused of the murder of her one-time mentor Von Croy, Lara becomes a fugitive on the run. Pursued by the police, she is drawn into a dark world of blood, betrayal and vengeance, spanning hundreds of years. It is up to her to defeat this unholy alliance and prevent them unleashing their incredible powers on the world.

LARA CROFT TOMB RAIDER

the angel of darkness

TOMB RAIDER: THE ANGEL OF DARKNESS

CHARACTERS...

THE WHO'S WHO OF LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS...

LARA CROFT

Recent events have cast a shadow over Lara's life. Radically changed after her near-death experience in Egypt, Lara has become harder, darker and less tolerant. She refuses to confirm or deny rumours about time spent among obscure North African tribes, but whatever happened after Egypt has caused her to become almost a recluse since her return. She has withdrawn from contact with anyone from her previous life, and no one can get through.



KURTIS TRENT

Kurtis is an ex-Legionnaire and experienced warrior with limited occult abilities. Raised in an ancient order called the Lux Veritatis, Kurtis took on his father's role after the Alchemist hunted down and killed the last of the Order. As the sole remaining descendant, Kurtis is now on a quest for revenge against those that wiped out the Order and killed his father.



LOUIS BOUCHARD

Underworld Parisian czar and owner of Le Serpent Rouge, a nightclub in a seedy back street quarter of Paris. With a reputation for ruthless and opportunistic violence on a large scale, Bouchard runs illicit operations throughout the capital.



MARGOT CARVIER

Margot Carvier is a historian and academic at the Dept of Medieval and Renaissance Studies and has been involved in recent archaeological digs beneath the Louvre. She is a friend and colleague of Werner Van Croy.



DANIEL RENNES

He is an active part of the Paris underground and a close friend of Louis Bouchard. As a master forger, printer, and architect, Rennes specializes in the provision of illegal documentation and currency, using a back street pawnbroker shop as a front. Known to be insanely paranoid about conspiracy theories, he has rigged his entire operation with booby traps.



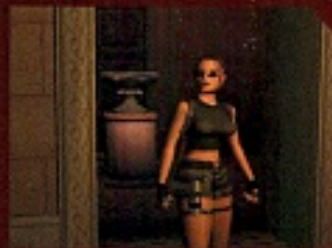
"THESE ARE DARK TIMES IN THE WORLD OF LARA CROFT"



Lara ventures deep down into the depths of the creepy catacombs



Will the new look Lara. All 5000 polygons of her. Can you handle the next generation Lara Croft?



The action plays the lead against some awesome backdrops



THREE TIMES A LADY

This new *Tomb Raider* game is split into a three-part adventure that begins in cosmopolitan Paris, where Lara arrives only to be framed for murder. So begins a hasty retreat through the dark Parisian streets, relentlessly pursued by the police. She must attempt to piece together the puzzle surrounding the conspirators who seek her downfall, who are led by an unscrupulous evil character named Eckhardt.

Without her trusty pistols and not a bean to spare, Lara must find her way through this initial part of the game via cunning rather than violence. She then sets off in search of the five famous 14th century "Obscura" paintings.

Playing host to part two of the game is the architectural majesty of the famous Musée du Louvre in Paris. Here

Lara steals the 14th century artworks to further her adventures, and then is pursued by the police deep into the bowels of the spooky cabarets beneath the city. Lara must utilize her traditional *Tomb Raider* skills to complete a series of mind-bending puzzles, with action-packed, death-defying leaps and jumps to perform.

To acquire the paintings, Lara teams up with the game's second playable character, Kurtis Trent. He vows to help Lara in her quest, but his desire to locate the paintings comes from purely commercial reasons.

The game then goes into a high-tech setting as Lara and Kurtis travel to Prague in Eastern Europe, for the third and final part of their adventure. They descend into the terrifying Stahov Complex for a final showdown with the main bad guy Eckhardt.

NEW LARA

Lara Croft Tomb Raider: The Angel of Darkness uses classic elements of the *Tomb Raider* series, but this time Lara is both the hunter and hunted, as she must rely on her ingenuity, athleticism and a new edge that has arisen from her dark side. This debut PS2 *Tomb Raider* game introduces a whole host of new gameplay features, including interaction with other characters and the capacity to improve Lara's abilities depending on how you play the game and which route you take through her missions.

"Our vision is to take the player somewhere dark, a place they might not necessarily wish to go, but a place to which they will have to venture if they are to bring Lara back," says Adrian Smith, operations director at Core Design. "Lara will have some tough moral choices to make. It's no longer a clear-cut case of good versus evil — this is a more complex tale, which will ask more complex questions of the player. It will be a new experience for people who have played *Tomb Raider* in the past."

But since *Tomb Raider: The Last Revelation*, Lara Croft has changed. She's angrier (apparently tight pants and tank tops do that to you



TOMB RAIDER: THE ANGEL OF DARKNESS



It's not all 'Yesssss King Kong!' Lara must use stealth and avoid violence in order to survive.



after a while), darker (she's been on the sunbed) and less tolerant than she was in earlier adventures.

Technically, the new Lara Croft is a digital marvel of gaming development, as a marriage of mesh, bone and clothing with high-resolution detail all over. Lara's face has undergone extensive digital surgery –

Instead of allowing players to tweak Lara and Kurtis to their desire, certain abilities such as sprinting and running will become more effective the more they are used. This is directly linked to certain areas of the game that are only open to players who have reached a certain level of proficiency.

"LARA IS A DIGITAL MARVEL OF GAMING DEVELOPMENT"

she's been remodelled and now sports the proportional characteristics of a good-looking brunette.

Lara's standing pose now has a geek-teasing hip-swaying motion, while the mechanics of her upper torso gently inflate and deflate with each breath. This is all possible thanks to a strip-down of Lara's former 500 polygon body, to create a new next-generation Lara with over 5000 polygons in action.

ROLE-PLAY LARA

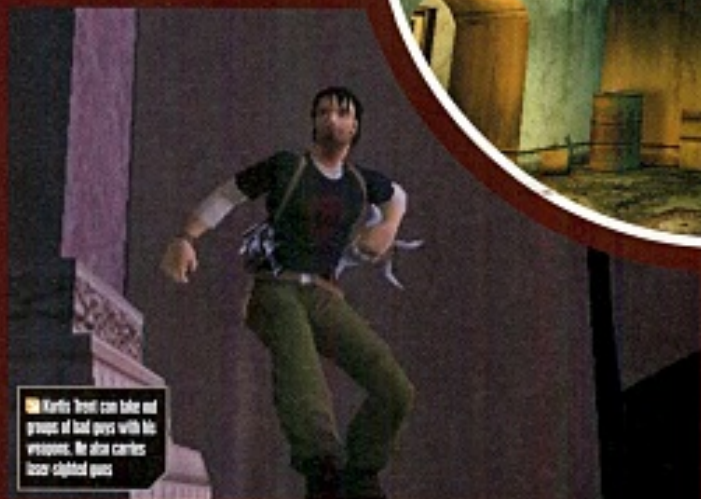
This latest Lara chapter will also sport more role-playing elements in the form of attribute development. This will reward the more diligent player by improving Lara's skill and dexterity for accurate performance.

NEXT-GENERATION LARA

Every console has its icon. Whether it's a fat, ageing Italian plumber or a redundant hedgehog, it's essential to have a leading game character. In the case of the PlayStation, Lara Croft was queen, driving sales through the roof. But after raiding tombs across the globe over five games, the first lady of PSone must make her most dangerous leap yet, to next-generation consoles. Has she still got what it takes? It's hard to tell if Lara still holds enough interest to be as massive a success on PS2 as she was on PSone. There's no doubt the media interest is still there, if only



Lara's made Kurtis a bit handy with his weapon.



Kurtis Trent can take out groups of bad guys with his weapons. He also carries laser-sighted guns.



Eviction is sometimes Lara's best weapon and players should be ready to log it when in trouble.



to observe the size of her bust, but are gamers still eager for the same puzzle-solving shenanigans they've had so many times before?

Eidos seems to think they are, with Eidos producer Mike Schmitt eager to reveal the new *Tomb Raider*

PS2 game...

"The biggest new features in *Tomb Raider: Angel of Darkness* are Lara's ability to converse with other characters, to upgrade her various abilities during the game, to play as another character (Kurtis), and to use new stealth moves as well as some interesting hand-to-hand moves. Also, the game is just much more in-depth than the previous titles, expressing a more mature and darker

storyline", says Schmitt, excitedly. "The gameplay will be a combination of familiar *Tomb Raider* elements (action, adventure, puzzles), with some new elements introduced (stealth areas, questioning other characters, and more investigation aspects). As for targeting, it's a new system, with some similar

elements from the old games. There is more control for the user in locking on targets and cycling through targets."

PUZZLES

A number of familiar *Tomb Raider* puzzle ideas resurface in modern forms in the new game, but the puzzles will be much larger in overall scope, consisting of many different pieces. Lara will also often converse with other characters and gather info and items, and the way she deals with these non-player characters, whether it's passive or aggressive, will determine different outcomes in the game.

HOW LONG IS LARA?

It's estimated gamers will have about 20-25 hours of gameplay. The way in which people play the new game — using tactics

such as talking to characters, or finding Lara's various upgrades for weapons and items — will also determine how long it takes to finish the game. A more violent, less strategic approach to the gameplay will speed up time spent playing.

INVENTORY SYSTEM

The new inventory system is easy to use and players will need to use it a lot more than before — frequently checking their map and items, and combining items to make new ones. This isn't intrusive on the gameplay, as things can be done reasonably quickly and easily with a slick, easy to use, on-screen menu.

CAMERA SYSTEM

The camera system was concrete for five games on the PlayStation and the method

TOMB RAIDER: THE ANGEL OF DARKNESS

"MORE IN-DEPTH, EXPRESSING A MORE MATURE, DARKER STORYLINE"

of looking around worked well. In this game the camera system is new but it's based on the traditional third-person perspective of the original games.

The game features lots more cinematic cameras, showing you perspectives from enemy positions and through their gun sights. Also, there is an abundance of freedom for the user with camera control aspects, providing lots of "movie-like" camera effects.

KURTIS TRENT

Most gamers have been very interested in the introduction of Kurtis Trent, a playable character in the new game. Their paths first meet when Lara steals one of the five Obscura paintings from the famous Musée du Louvre in Paris but Trent's character isn't playable until the duo travel to Prague.

Kurtis is the last remaining expert from an ancient and mystical order called the Lux

Veritatis, and marries muscle and brawn with Lara's buoyant twin-pistolled approach to dispensing with anything or anyone that stands in their way.

His basic controls are similar to Lara's, but his animations are different and he has a couple of alternate moves. The main difference though is in the range of weapons he carries, such as the pistol with a laser-targeting system. Trent also carries his own trademark weapon - The Glaive - a razor sharp frisbee that can be thrown at enemies or manoeuvred in flight by telekinetic powers. This can be used to target and attack multiple enemies in one big strike, which will surely be a gamer favourite, as it's great fun to take out a group of enemies in one go.

Core Design has suggested that if this dual-character inclusion succeeds, there's the possibility of a Trent videogame spin off.



IS LARA UP FOR IT?

From what we've seen, it looks like a slick return to form for the much merchandised tomb temptress. Anyone can see the franchise needed a break, rethink and reinvention and this could be just what fans have been waiting for. Gamers will find a balanced mix of action

and adventure, with a new gameplay system that varies the route you take through the game. Core is also talking about downloadable components for the game, info on characters and additional maps. The original game elements are all in place, but the new Lara will be a challenge to any third-person title on the PS2. See our full preview next issue - on sale January 20th.



Lara has her trusty pistols. Kurtis has his lethal katana blades. When, where, how? lovely couple, eh?

FEATURES

CAN'T BE ARSED TO READ ALL THAT GUFF ABOUT THE NEW TOMB RAIDER GAME? WELL, HERE'S A LIST OF NEW FEATURES YOU CAN EXPECT...

- A New Lara Croft with a bad attitude and stealth abilities.
- Character evolution - you can improve Lara's abilities depending on how you play the game. You are rewarded for puzzle solving and exploration in the form of improvements to Lara's jumping ability, brainpower, upper body strength etc.
- Character interaction - for the very first time in a Tomb Raider game, Lara has the ability to talk to characters. The choices you make in conversation will affect Lara's route through the game.
- A strong narrative - that drives Lara through the game with sub-plots that emerge through the course of the game and detailed character histories.
- A new engine designed to fully utilise the graphics power of PS2. Lara is now made up of over 5,000 polygons as opposed to just 500 in previous games. Also new graphical effects in weather, lighting & reflective maps.
- Improved animation system - Lara now has more than 180 incredibly fluid animations (as opposed to 25 in previous Tomb Raider games).
- Brand new control system - allowing more direct control over Lara. The previous 'grid-based' control system has been replaced with a much more intuitive system.
- New range of moves - including hand-to-hand combat, stealth mode, 'last-chance' grab etc.
- New playable character - Kurtis Trent - with his own distinctive moves and gameplay mechanics.



For PlayStation®2

**A PS2®
MEMORY
CARD**
like no other!



RRP £29.99

**SIZE DOES
MATTER!**
DOUBLE THE CAPACITY OF A STANDARD MEMORY CARD!

Complete with **POWERFUL** memory management software Giving you total control of your game saves!

Unique **POWERFUL** feature to store even more data - up to **80 MEGABYTES!**

AVAILABLE FROM ALL GOOD GAMES SHOPS INCLUDING: **TOYS R US** amazon.co.uk **OHMV**
OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 9am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at Low call rate)

CODEjunkies

www.codejunkies.com

2003! big games

JANUARY

STILL BLOATED AFTER A CHRISTMAS GAMES OVERLOAD? WHO CARES? FATTEN UP YOUR GAMING GUT WITH ALL THE INFO YOU NEED ON JUST WHICH GAMES ARE COMING UP IN 2003!

THE SIMS

EA

You can see the science behind it – put the massive PC phenomenon on the most popular home console. But *The Sims* isn't just a tidy business proposition for EA and Sony; it's an interesting game, the like of which hasn't really been seen in a next-gen capacity. Customise a family and move them into a neighbourhood, make friends, get a career and enjoy life with some of the most outrageous characters you're ever likely to meet. Promising new levels of customisation, level-based gameplay and two-player games, this has the potential to be a massive hit. Think you know about compulsive videogames? Prepare yourself for a whole new experience.



THE REST



APE ESCAPE 2

NAIHO
Catch the Monkey!
Catch the Monkey!



BATTLEBOTS

THQ
It's not
Robot Wars,
honest.



BATTLE ENGINE AQUILA

INFOGRAMES
Explosive future war from
Lost Toys.



COASTER WORKS II

NAIHO
Bequel to blame
Dreamcast rollercoaster
simulation.



EVERBLUE 2

CRACO
Bequel to rather
dull diving
simulation.



MONSTER JAM MAXIMUM DESTRUCTION

U2 SOFT
A load of car
combat pot.



SLY RACCOON

SOE
Gorgeous vermin-based
platform and stealing
shenanigans.



TREASURE PLANET

SOE
The safe bet Disney
platform game of the
film, as Jim and his
sidekick explore and
perform tricks with a
space-age twist.

Fugitive Hunter INFOGRAMES

Criminals are based on the FBI's most wanted list, and motion captured by Hollywood's leading stuntmen in this intriguing first-person shooter. The emphasis is on bringing them in alive but bruised, with cash for upgrades reducing if you bring a body in without the owner's head. Will possibly miss its projected release date.



Star Wars: Clone Wars ACTIVISION

Intense combat with Star Wars vehicles. By all accounts it's big, dumb fun, but will it be enough to satisfy, apart from the obvious attraction of blowing things up in the Lucas universe? Word is, the on-foot combat sucks, but the rest of the game just about passes the adrenaline test.



Silent Scope 3 KONAMI

Yeah, we know snipers and terrorists aren't the subtlest of story devices but they do make for simple and addictive blasting. The two-player mode from SS2 has been dropped in favour of all 14 missions from the arcade's *Silent Scope 6x*, as well as a brand new story mode. Blam!

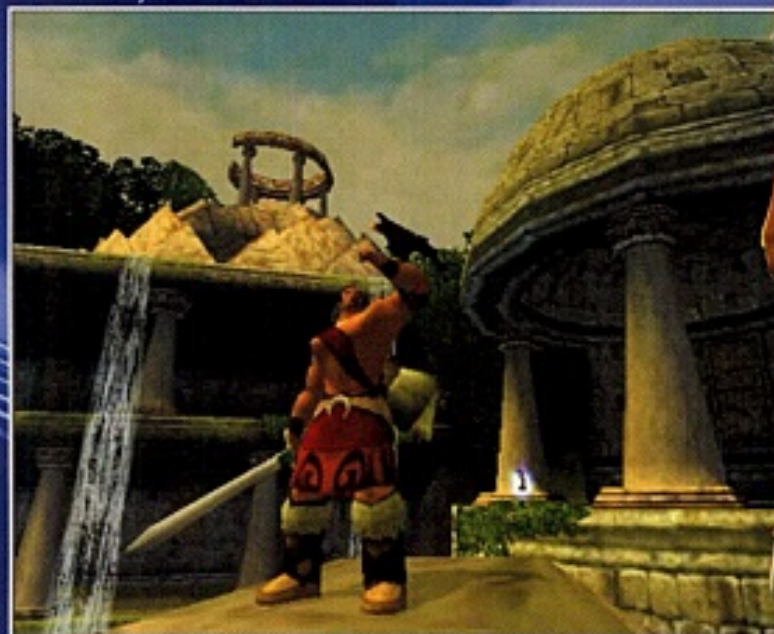




FEBRUARY

THE MARK OF KRI SCOO

Highly stylised characters, fluid animation and an intriguing combat system set *The Mark of Kri* apart from any recent beat 'em ups. Using tactics and stealth, players take the role of Ragi, a fierce New Zealand warrior who's able to attack in all directions, locking on to up to nine targets at a time. It's short and linear but it's also a game that has the power to re-ignite a tired genre with nice controls, looks and polish. Something special to look out for.



Midnight Club 2 ROCKSTAR

Rockstar is currently hot property, and that means it'll need to deliver a more engaging *Midnight Club* game than the last. Illegal racing in insanely super-up motors, all big engines, flash bodywork and fat tyres. There's your finish line, find your own way there. Can it topple *Burnout 2*'s sense of speed and style?

育洋
MIDNIGHT CLUB II

Mortal Kombat: Deadly Alliance MIDWAY

Still relevant in the next-gen combat arena? Time for one more bout with the blood-splurting, head-rolling, spine-pulling beat 'em-up. Swap fighting styles midway and link multi-combo in a game that finally goes 3D and should have enough variety and gore to convince the doubters that *Mortal Kombat* has still got balls.



Vexx ACCLAIM

Acclaim has been hyping this one very strongly, but we've yet to see a playable version, so it's difficult to determine just how good this title might be. It's a platformer with dark tones of revenge and murder, and the promise of some innovative gameplay ideas. There'll be unlockable mini-games as well as the single player game.



FEBRUARY

THE REST

ATV QUAD POWER RACING 2

ROCKSTAR

Decent-looking quad racing with a few stunts and thrills.



BATMAN - DARK TOMORROW

HEYO

Survival-horror adventure with the Dark Knight. See our feature next issue.



DAKAR 2

ROCKSTAR

Sequel to rally title that few bought.



GIO GIO'S BIZARRE ADVENTURE

CHROM

Oil shaded one-on-one fighter, with very strange moves and characters.



JURASSIC PARK

WUOL

Build your own dino-park and watch them eat tourists.



LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS

EBDS

Metal Gear Lara leaps gaps for old artefacts.



LEGENDS OF WRESTLING II

ROCKSTAR

Old men grappling with each other. Unpleasant.



PRIMAL

SCOO

Revenge and gangbyle in Soul Reaver-type adventure.



ROLLING

PNCE

Good-looking underdog of the extreme sports genre.



SOS: THE FINAL ESCAPE

AGETED

Escape the crumbling city in this Jap conversion.



SWORD OF THE SAMURAI

UBI SOFT

One slice kills in this pure Bushido simulation. From the creators of Kengo.



TOM & JERRY: WAR OF THE WHISKERS

UBI SOFT

Cartoon antics, but does anyone care anymore? Tho-MAG!





MARCH-AUG

FEAR EFFECT INFERNO

EIDOS SUMMER

Lipstick Lesbians Hana and Rain return, for the third instalment in the incredibly popular *Fear Effect* series, and the pair's first outing on PlayStation2. The series has been built on the twin foundations of stylish voyeurism and *Resident Evil*-style action puzzles. One thing the series has always had is its own distinct look and feel, and these screenshots suggest that that look has been carried through, so anybody who has revelled in the, erm, exposure these girls enjoy in the games will not be disappointed. As far as the story goes, all Eidos is saying is that Hana, Rain,

Gias and Deke take a bizarre journey into a "hellish world beyond reality". That suggests that this is a sequel to the original *Fear Effect*, in which Hana and Rain died, and this is their journey through some kind of hell. *Fear Effect 2* was a prequel.



THE REST



A SOUND OF THUNDER

BNM SUMMER
Film-licensed time-travel action. Crossed out!



CHOPFLIFTER: SEARCH AND RESCUE

MORT MARCH
Helicopter action.



DR MUTO

BOUNTY MARCH
Grimo-laden mad scientist action-adventure.



DEF JAM VENDETTA

ON MARCH
Rappers fight! See preview on page 30.



DIE HARD VENDETTA

VENDETTA MARCH
Bruce + guns. Shouldn't be too different from GameCube version.



DRAGON'S LAIR 3D

2ND APRIL
Dink gets another dimension. Do we care?



EVIL DEAD: A FISTFUL OF BOOMSTICK

2ND MARCH
Could this be the Evil Dead game we've been longing for?



FUTURAMA

SCI MARCH
Bender and pals get shooty.



GALERIANS: ASH

SPRINT MARCH
Sci-fi survival horror sequel. The original was big on PSone.

Malice

VIVENDI MARCH

This platformer featuring a cute girl and her mallet has been in development too long now. We still trust developer Argonaut to come up with something special but Vivendi/Sierra hasn't had the greatest run of late. The Thing aside, it'll feature the voices of the band No Doubt as well as some of their songs so the cool factor is reasonable.



SOCOM: US NAVY SEALS

RELEASE DATE: MARCH
GENRE: MILITARY ACTION
DEVELOPER: SCEE/SIEMER
PUBLISHER: INTERACTIVE
PUBLISHER: SCEE

As an elite SEAL commander, you're called upon to fight terrorists in 12 deadly operations. You can choose to battle the lethal enemy solo, or match strategy or firepower with and against up to 16 other players via online gameplay. And this comes with a headset so you can pretend you're a proper soldier boy. This is the game to set the PS2 online system alight come March,

as *SW Galaxies* is a long, long way away. In the US, *SOCOM* has proved incredibly popular, only being outdone by *Madden 2003*, and it's easy to see why. Three gameplay types, Demolition, Hostage Rescue, and Suppression, will be offered over 12 unique multiplayer maps, with players taking the role of SEALs or terrorists. See more on our coverdisc.



STAR WARS GALAXIES: AN EMPIRE DIVIDED

RELEASE DATE: LATE 2003
GENRE: RPG
DEVELOPER: LUCASARTS/SONY
PUBLISHER: ONLINE ENTERTAINMENT
PUBLISHER: LUCASARTS

The MMORPG (Massively Multiplayer Online Role Playing Game) that every fan will be waiting for. Enter the online universe as one of eight well-known Star Wars species (soldier, bounty hunter, smuggler etc) and explore more than 10 fully realised planets. You can build droids, form cities and band together to

battle common enemies. You can travel between planets, and gameplay will include a combination of ground-based adventures and space combat, exploration, social interaction and specialised missions and quests. Beta testing started back in July and everything looks on track for an autumn release.



MGS 2 SUBSTANCE

KONAMI APRIL

Or Metal Gear Solid 2.5, as the more cynical might call it. Although it won't be a full sequel it seems there will be plenty to do and reasonable value for your forty quid. Firstly there's the Snake's Tales, five stand-alone missions that have nothing to do with the story. Then there will be 200 VR missions, training operations where "logic and reality" can be altered to push the player really hard. As well as all that, it seems likely that you'll be able to play through the whole original game as Snake, avoiding that big girl Raiden, and there'll be a few new game modes. Yes, you will see Solid Snake on a skateboard.



Rayman 3: Hoodlum Havoc

UBI SOFT MARCH

The timeless wonder returns in a brand new adventure. What's new? A fair bit it seems, including a new control system, even more strange creatures and, we're promised, a dose of comedy. Even if it's like Harry Potter though, this game will sell and sell, and

Rayman is usually some guarantee of quality.



Music 3

JESTER INTERACTIVE MARCH

From the creative geniuses at Jester comes the latest, easiest to use, and most accessible of all the Music products. Fancy humming a tune and then using it in your own track? Well, that's just one of the great new features in Music 3. This is going to be great.



THE REST CONT.

THE GREAT ESCAPE

SOI 02 2003

Can you get Steve McQueen over the fence?



THE HULK

WUJH 02 2003

Green-skinned fire tie-in. No further details.



I AM SHORTY

XOAT 03 2003

Bizarre, time-travelling platform action game featuring a 5cm tall hero called Romu.



INQUISITION

WUJH 03 2003

Medieval action adventure with stealthy bits.



THE KING OF ROUTE 66

SEGA MARCH

More trucking action from the creator of 18 Wheeler.



THE LOST

UBI SOFT MARCH

Intriguing split-personality action adventure set in hell.



MACE GRIFFIN BOUNTY HUNTER

WUJH 03 2003

Space-based first-person action. See preview on page 28.



NIGHTMARE CREATURES 3

UBI SOFT SUMMER

Long-awaited gothic action adventure sequel.



PRIDE FC

THO MARCH

More wrestling but not WWE.



RTX RED ROCK

WUJH 03 2003

Mars-based third-person action with cyborg implants.



SEGA BASS FISHING

DUEL, AQUARIUM MARCH

Who buys these? Don't know. But here's another piscine program.



EVERQUEST ONLINE ADVENTURES

RELEASE DATE: WINTER 2003
GENRE: RPG
DEVELOPER: SOE
PUBLISHER: SOE

Probably the PC's most popular MMORPG is set for an American PS2 release in October 2003, so we guess-timate that by next Christmas, it'll either be here or just around the corner. This Elven adventure will be set

some 500 years before its PC predecessor, and promises millions of possible character combinations, nine playable races, thirteen classes and (curiously) customisable genders.



HARDWARE: ONLINE ARENA

RELEASE DATE: FEBRUARY
GENRE: ACTION
DEVELOPER: SOE
PUBLISHER: SOE

Formerly known as Hardware Network Technology, this online game is about fast-paced, arcade-style vehicle combat from the creators of Dropship. Additional downloads to enhance gameplay will include extra multiplayer

maps, vehicles and weapons, different game types (Team Death Match and Capture the Flag), competitions and leagues, and access to the Hardware website community.



MARCH-AUG cont.



DEVIL MAY CRY 2

CAPCOM MARCH

Does anyone else find it slightly worrying that all the big games this year seem to be sequels? No matter. The coolest bloke with white hair this side of the late James Coburn, Dante, is back with flashier moves, bigger weapons and the same lame accent. Not that you'll have any choice about these moves of course, as the emphasis on simple controls triggering a seemingly random array of flashy actions is still in place. We're promised bigger and louder, naturally, and if you fancy changing into a demon then you can. The big news is the introduction of Lucia, an arse-kicking female who is more likely to be Dante's rival than buddy. She's rumoured to be quicker and far more expert at hand combat and there is talk, as yet unconfirmed, that you'll need to load a separate disc to play her. Hmm, interesting.

Indy Racing League

CODEMASTERS JUNE

Seeking to make use of its undoubted driving game expertise, the Codemasters are heading Stateside to snap up the right to the Indy racing series. Now regarded as more exciting than the tedium of Formula One, Indy racing is fast, dramatic and often spectacular. If Codemasters does enough with it, then it should have another hit on its hands.



XIII

UBI SOFT MARCH

This cell-shaded first-person shooter was the undoubted hit behind closed doors at ECTS. Aside from the cartoon graphics – a new step for a game like this – there are also visual clues to audio events, such as the words "Tap, Tap, Tap" appearing on screen if someone is approaching, to represent their footsteps. You'll get sound effects as well, so the effect is to make you think you're playing a comic book.



ATV OFFROAD

RELEASE DATE: SPRING
GENRE: RACING
DEVELOPER: SCE
PUBLISHER: SCE

This sequel promises additional courses, more than 40 large environments, extra modes, tricks, ATVs and online play for up to four gamers.



DESTRUCTION DERBY ONLINE ARENA

RELEASE DATE: SPRING
GENRE: RACING
DEVELOPER: STUDIO 33, LIVERPOOL
PUBLISHER: SCE

The PSone franchise that put Reflections (Driver and Stuntman) on the map, and promotes the very appealing concept of racing a car until it's totalled, so that we don't have to do such foolish things in 'real life'.

FREQUENCY ONLINE

RELEASE DATE: SPRING
GENRE: BEAT/EM
DEVELOPER: HARMONIX
PUBLISHER: SCE

To be delivered as a demo disk, enabling gamers to play all levels online via a "disc swap" feature. This enables you to put the original Frequency disc in your machine and play all 27 songs plus any custom remixes.

MY STREET

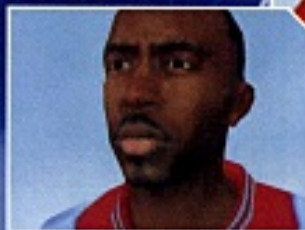
RELEASE DATE: SPRING
GENRE: PUZZLE
DEVELOPER: JOOL MINDS
PUBLISHER: SCE

A quirky kids game, in which wide-eyed neighbourhood boys and girls are pitted against each other in a series of offline or online mini games.

CLUB FOOTBALL

CODEMASTERS SPRING

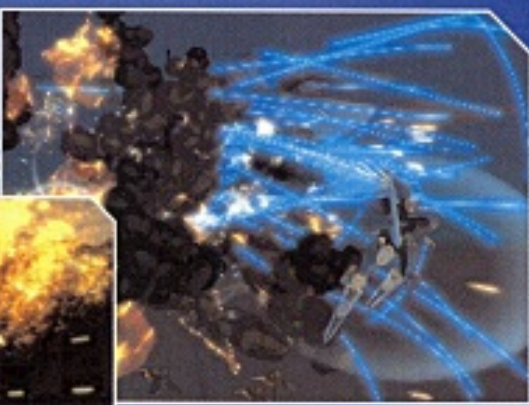
Separate, badged versions of the game for each of 15 of the biggest club sides in Europe. In other hands it would sound like nothing more than a horrible cash-in, but the title is under the watchful eye of one Simon Prytherch, the man responsible for the *2004 Manager* series and someone who knows his footy back to front. Players will actually get to join their team's squad in-game, while trying to win the domestic and super-league championships. Much has been made about the degree of access afforded Codemasters and the realistic player likenesses that will be used in game. One for the casual footy gamer probably, and unlikely to pull the hardcore away from PES 2. On its day though it might just pull something special out of the bag.



Zone of the Enders: The 2nd Runner

KONAMI APRIL

Another sequel, and another game that's succumbed to the lure of cel-shading. It's all about big robots blowing scraps and you can't argue with simplicity here. *Zone of the Enders* a lot, as the absurdly kinetic battles and large-scale destruction made up for the brief and linear nature of the game. It looks gorgeous too.



THE REST CONT.

SHAUN MURRAY'S PRO WAKEBOARDER

ACTIVISION MARCH
Waterborne extreme sports. Let's hope it isn't too predictable.



SMASH CARS RACING

RETRO3D 02 2003
Promising remote control car racing.



SPEED KINGS

ACCLAIM MAY
Illegal bike racing with damage and crashes.



TENCHU 3: WRATH OF HEAVEN

ACTIVISION SPRING
The connoisseur's ninja tale.



TINY TOON ADVENTURES: DEFENDERS SUMMIT

EMULAC
Cartoon capers from cult developer Treasure.



WWE CRUSH HOUR

THQ APRIL
Racing action with wrestlers.



WORLD CHAMPIONSHIP SNOOKER 2003

CODEMASTERS SPRING
What more do you need to know?



XENOSAGA (WORKING TITLE)

HALDO ON 2003
Epic Sci-Fi RPG that gets aficionados moist at the thought.



THIS IS FOOTBALL 2004

RELEASE DATE: AUTUMN
GENRE: SPORTS
DEVELOPER: SCEI
PUBLISHER: SCEI

Sony's popular footie franchise will go online in 2003. Details are sketchy right now, but we'll keep you updated on all the info.

WORLD RALLY CHAMPIONSHIP ONLINE

RELEASE DATE: ETA 2003
GENRE: RACING
DEVELOPER: EVOLUTION STUDIOS
PUBLISHER: SCEI

Rally realism, picking up where *World Rally Championship II Extreme* left us. The full online details will follow as soon as we know more.



ALLY OF JUSTICE

SONY
Super-hero snatching, big in Japan, no confirmed release date here.

ATV: OFF ROAD FURY 2

SONY
More Quad biking, and online too.

BGEE (WORKING TITLE)

UBI SOFT
Action adventure from the creator of Rayman. There are limits this time though.

BREATH OF FIRE: DRAGON QUARTER

CRPGCOM
More dragon fighting with fisherman Ryu.

BROKEN SWORD: THE SLEEPING DRAGON

REVOLUTION IDEM
Eagerly awaited 3D adventure game. See preview on page 16.

CHARLIE'S ANGELS

UBI SOFT
Details are scarce so it takes this opportunity to recommend the trailer for the new movie.

CLOCK TOWER 3

CRPGCOM
Young girls stalked by sinister men. May not get released in UK.

CONFLICT: DESERT SABRE

SCI
More squad-based Gulf War action.

CONFLICT: MISSING PRESUMED DEAD

SCI
Vietnam's the location for this one.

CRANK THE WEASEL

MODERN
Loud, rude platformer.

DARK CLOUD 2

SONY
Previewed last issue, this could be a PPK beater.

DELTA FORCE - BLACK HAWK DOWN

NOVA/LOGIC
It all ends badly you know.

DEUS EX 2: INVISIBLE WAR

EDIOS
Drool-inducing sequel.

DRIVER 3

INFOGAMES
After successive years of GTA dominance can Tanner regain the crown?

ENTER THE MATRIX

INFOGAMES
Unimportant game based on obscure Urthouse movie.

FINAL FANTASY XI ONLINE

SOURCE
Still a bit "will they, won't they", but online RPGs are popular.

FREAKY FLYERS

MODERN
Arcade stunt flying. With humour.

FREEDOM: THE BATTLE FOR LIBERTY ISLAND

EA
Save the US from some threat or other.

FREESTYLE: METALX

MODERN
Wild motocross madness!

FOUR HORSEMEN OF THE APOCALYPSE

3DO
Gory, end of the world-type action game. No green army either.

FULL THROTTLE II

LUCKY/STARS
Sequel to 1995's glorious, but short, all-out biker game.

GHOST MASTER

EMPIRE
Save the spooks from the people.

GOOD COP BAD COP

REVOLUTION
Action adventure with reactive intelligence.

SEPT-DEC



STARCRRAFT GHOST

VIVENDI

Oh boy! You have permission to start getting very, very excited. Blizzard knows how to make games. In fact it knows how to make consistently excellent games, which is why it would be fair to say our hopes are quite high for this one.

The game is set in the Starcraft universe, familiar to PC gamers worldwide (especially in S. Korea). You'll play Nova, a Ghost operative (special ops, natch) who can

kick ass with the best of them. Coupled with the environment suit this operative is seriously well equipped. But then you'll need to be because you're going up against some fearsome weaponry and some

incredibly intelligent enemies, or so we're promised. The key to success will be tactical nous and the ability to shoot things very well.

Right now Blizzard isn't revealing too much about the gameplay, except to say that it'll be a third-person action/stealth game with a strong story and some huge weapons and abilities. Blizzard is shouting about big things for the special effects and the graphics however, so if it all comes off - and if anyone can do it then Blizzard can - this will be one hell of a game.



Alter Echo

THQ

It's not often you get to take on a whole planet, and we mean the planet, not its population. *Alter Echo* sticks you on the surface of a particularly grumpy planet that is using bio-mechanical "powers" to create creatures to attack you.

You'll be able to assume three different forms, and dilate time (nobody mention *The Matrix*). It may just degenerate into a load of third-person scrapping, planet or no planet, but top marks for scale of imagination.



Lamborghini

RAGE

The thrilling boxing of *Rocky* and the incredible screenshots for this title have managed to perk up *Rage*'s reputation. A rough couple of years have seen the company emerge with a tighter focus, *Twix* Caliber and *Crash* being the last remnants of the old *Rage*, we hope.

Lamborghini may end up being a nothing racer with a great license, but please, and we really mean please, can we have a game that does justice to the name of one of the quirkier Italian car manufacturers?



THE FRANCHISES!

THEY WILL BE BACK FOR CHRISTMAS

007™



JAMES BOND EA GAMES

More fun with Pierce and some nefarious villain or other. Don't expect anything radical.

FIFA 2004 EA SPORTS

What will they do with this next year?

HARRY POTTER AND THE PRISONER OF AZKABAN EA

The film will have a different director, so will the game change much?

WWE SMACKDOWN! THQ

As long as there is WWE, there will be Smackdown! games.

QTA 5 ROCKSTAR

Hmmm. No one's saying anything right now and Rockstar may even take a year off to produce something really new. May not happen until 2004.

COLIN MCRAE 4 CODEMASTERS

Well, Mr McRae has gone to Diogenes, so is it goodbye to the Ford Focus?

LMA 2004 CODEMASTERS

More sheepskinned sideline action from the masters of console footy management.

THE REST CONT.

ISLE OF MAN TT

JUSTICE

Bikes!

JET X20

SONY

Jet ski racing.

JUDGE DREDD VS. JUDGE DEATH

WINDY

The Biker's finest comic book character brought to a videogame. Please be good.

MERCEDES-BENZ WORLD RACING

TDK

Old and new Merca to drive.

NBA JAM 2004

ACCLAIM

Basketball.

PARAPPA THE RAPPER 3

SONY

Rat man carries on rapping.

PILLAGE

SED TUD

Save the village from the pillage!

RED DEAD REVOLVER

CHP

Goth western shoot 'em-up.

RETURN TO CASTLE WOLFENSTEIN

ACTIVISION

Shoot Nazi zombies in this conversion of PC first-person shooter.

RICHARD BURNS RALLY

SCI

Does what it says on the tin.

SAFARI JOE

ITUS

Cute jungle-based platformer.

SHAUN PALMER'S PRO SNOWBOARDER

ACTIVISION

Snowbound extreme sports.

SHINING LORE

PARADOX

Korean RPG.

SILENT HILL 3

KONAMI

Bring the head of the earnest mutated nurse.

TAK AND THE POWER OF JUJU

THQ

Your guess is as good as ours.

TEENAGE MUTANT NINJA TURTLES

KONAMI

Cowabunga!

TENNIS MASTERS SERIES 2003

ATARI

Try and make Hamman actually win something for once.

WAR OF THE MONSTERS

SONY

Big monsters fight! Excellent.

WILD ARMS 3

SONY

Del-shaded RPG from Sony Japan.

WORMS 3

ACTIVISION

Full sequel to the cracking series.

WRATH

LUCKY

Arcade and turn-based gameplay from the creator of Xbox Buffy.

X10

WARHO

Sci-fi first-person shooter.

XXX

ACTIVISION

Game of the film.

**PS2
FEATURE**

underworld



TWO BIG GANGLAND GAMES, GTA: VICE CITY AND THE GETAWAY, ARE CURRENTLY BATTLING IT OUT FOR YOUR HARD-EARNED. SO WE GOT EX-GANGSTER DODGY DAVE COURTNEY – ONCE DUBBED 'THE YELLOW PAGES OF THE CRIMINAL UNDERWORLD' – TO STEP IN AND SORT IT OUT.

Ex-gangster-turned-author Dave Courtney is possibly PlayStation2's most unlikely fan. In fact, according to the former debt collector, bank robber and self-confessed murderer, most of Britain's incarcerated criminal fraternity are pretty keen on the little black box too. "PlayStation2 is the biggest lifesaver in Her Majesty's Prisons," says Dave, who has spent time on remand in Belmarsh prison with the likes of Charles Bronson and Charlie Kray. "Everyone inside has got one and they stop a lot of people from banging their heads against the wall. PlayStation2 helps a lot of people get through their sentence and for that I salute them." Courtney, 43, may have turned straight to concentrate on a showbiz career, but his criminal CV covers the lot. Bank robbery, burglary, debt collection, drug deals, and murder – there's not a lot Courtney hasn't seen or done. He was the inspiration for 'Vinnie Jones' character in *Lock, Stock and Two Smoking Barrels* and yes, the sun-bed scene really did happen. To back up his Criminal Vitz, there is a contacts book that reads like a 'Who's Who' of the part-wetingly scary. He has been dubbed by the *Mat* as the 'Yellow Pages of the Criminal Underworld' and Courtney himself admits, "My filofax is a lot more dangerous than me." So when we got our grubby mitts on review copies of gangland games *GTA: Vice City* and *The Getaway*, Courtney was the obvious choice to tell us if they are much cop. Luckily – for us, not Dave – a car crash had just left him with three months in a hospital bed to brush up on his gaming skills. "In between smoking cigars, drinking whisky and having a few lap dancers in, all I've had to do over the last three months was sit around and play games," says Dave. "So I've become a bit of a grandmaster on the old PlayStation2. So what did Dodgy Dave reckon of these two new gangster games? Turn the page and find out, you muppet!"



**"PLAYSTATION2 IS
THE BIGGEST LIFESAVER IN HER
MAJESTY'S PRISONS AND FOR THAT
I SALUTE THEM."**



gangster game test

GRAND THEFT AUTO: VICE CITY

Grand Theft Auto: Vice City • Rockstar Games • £39.99



GTA: Vice City, the follow-up to the best-selling *Grand Theft Auto III*, puts you in the dodgy shoes of Tommy Vercetti. He's a naughty lone ranger who nicks cars and goes on various missions across Vice City – a recreation of 1980s Miami, which is filled to the brim with dodgy geezers, seedy crime, hate, lust and distrust. It follows the same non-linear gameplay as its predecessor but takes in a much bigger area, with job-smacking graphics, a nine-hour soundtrack featuring the likes of Michael Jackson and Kool and the Gang, and the chance to steal more than 120 vehicles, including Dodge Vipers, Gopeds, and even tanks.



dave
says

"Now this looks a proper little
lucky game. You've got to drive
around this place called Vice City
nicking cars and doing missions for Mafia bosses.
Now, as it happens, I never have been a very good
car thief. That is the truth. But I do prefer this sort of
style – just going up to the car and asking the owner
to get out – holding a gun in the dark trying to nick
someone's car never was my cup of tea.
Anyway, let me tell you what I think of it..."



GAMEPLAY

"It took me a while to get me head around this – I couldn't even nick a car off some of the old women in this game without getting arrested by the Old Bill or beaten up, which was pretty embarrassing for someone with my reputation. Still, I wouldn't mind employing this Tommy Vercetti – he's a bloody good shot. Don't start messing around with this game if you intend to go out. I've missed me marriage, court appearances and bloody good shags while sitting here trying to get away from a load of Old Bill – by choice! There must be something wrong with me."

LOOKS

"My first impressions are that the main peeper in the game deserves to be shot for wearing that shirt. I'd be running an' all – to make sure nobody saw me in it. Luckily, you get to wear a suit in some of the later missions and I feel much more comfortable – 'cos Dave Courtney in a suit is a scary thing. Still, dodgy shirt aside, this looks amazing. Vice City looks a bloody brilliant place – after playing this game I wanna go and move there. My kinda town."

SOUNDS

"The tunes are all from the Eighties and might not be up everyone's street but you haven't got time to sit and mellow out to them anyway, because it's a very fast-paced action game. But for people from my era the old tunes are absolutely spot-on. It suits the old-fashioned mafiosa image that the game's trying to recreate. The voiceovers are also f**kin excellent, they've all been done by actors like Ray Liotta, who pull it off almost like the real people."

REALISM

"Of course, the crime world is a lot different now, but this projects that image of the Seventies and Eighties gangsters perfectly. This is exactly what it was like in that era, which was probably the most glamorous for the mafia. Gangsters like Jon Gotti and the Gambinos were very much like this – businessmen, with pinstripe suits on and silly fucking haircuts. Obviously it's a little bit cheesy because they have held back on the language, but otherwise this is how they spoke then. The driving is also spot on, and with all these crashes is actually very similar to my wife's."

OVERALL

"After three months in hospital after a car crash I have got pretty good at this game and got it down to a tee. I will challenge anyone in the world to this game – only thing is you've got to come and play me in my house. Without a doubt it is the most superior game I have ever played. As for my friend who said that playing this is better than sex, I'm going to beat him up as soon as this level has finished. It's good but no game is that f**kin good."

SUM UP

"It may be cheesy and the main character needs to be nicked by the fashion police, but you won't find a game that is as much fun to play than this."

DAVE'S SCORE



gangster game test

THE GETAWAY

The Getaway • SCEE • £39.99



The Getaway brings the naughtiness back home to the streets of London. The game follows the story of an ex-bank robber Mark Hammond, and Frank Carter, a vigilante cop, in their battle against Charlie Jolson, a notorious crime boss of London's East End. The makers have gone to crazy lengths to perfectly recreate 40 square kilometres of London and claim it takes 15 minutes of real time to drive from one end of the city to the other. Like in *GTA: Vice City*, lots of shooting and driving action is the order of the day.

GAMEPLAY

"One of my boys played this and got killed twice on the first level so I'm going to make him find himself another employer. No, I'm only kidding, that's a bit unfair because it is a very hard game and will take even hardened gamers ages to get to the bigger levels. I like how if you've been hit a few times and are feeling weak you can hide and rest to get yourself back to full fitness – I wish it was like that in real life. This game is great to play and you end up sweating, feeling the punches and getting headaches, it's the bollocks. It's very, very addictive and mentally challenging."

LOOKS

"This is absolutely mad because you drive around all the real streets in London. I can go down streets I've been nicked in – I half expect to drive around a corner and see me getting arrested. There's Suffolk Bridge where I met my wife and I can even drive past where I had my first nightclub. This is full of memories and is absolutely fantastic. Bloody hell, I've got to get a copy of this, it's fantastic, a mental game."

SOUNDS

"What's really odd for me is that there have been situations in my life when I have said some of the things the characters are saying in the game. So the research done to make this has obviously come from someone who studies the gangster world, or from someone like myself who would know the reality of it."

REALISM

"This is an awful lot more realistic than *GTA: Vice City* – more for the professional, shall we say. You don't get shot five or six times in real life and if you pull your guns out in the street someone will call the cops – no change there then. Some of the characters in it I know. I could actually go and introduce you to every single character on there – I've got one of each of them. I just wish I could recuperate from bullet wounds like these guys – that would be a right touch. There's a lot of little aspects of it that are so true to life it's spooky. It's like I'm playing my life story. In fact they could have called this game *Courtney's World*. The only difference is that in real life I know when to duck, stand up and run. I might make a few mistakes on the PS2 like running into a wall, but I never did when I'd got an Alsatian and a blue light running after me."

OVERALL

"When this one comes out it's a proper winner – worth every penny they've put into it. It looks like they've actually put a lot of research into it. The fact that it's all around London where we know is mad. You can drive past some of the old police stations that have looked after me with a bit of *Bed and Breakfast* over the years. The gameplay isn't as varied or as much fun as *GTA: Vice City*, but this wins in the reality stakes. In fact, it's that realistic, I'm going to make this the new initiation for my firm – if you can't do *The Getaway* then you ain't on Courtney's firm!"

SUM UP

"Not as much fun as *GTA: Vice City*, but looks the bollocks and is as real as you can hope to get."

DAVE'S SCORE



"Now this looks to be more up my street. While *GTA: Vice City* was set in America in the Eighties, this is set in modern day London – and they've got suits on, which is what we like to see. Much better than the bloody suits they wear in *Vice City*. You're a former gangster (ring any bells?) whose son gets kidnapped and so you have to drive around London doing loads of bloody jobs for the gangland boss who plucked him."



BATTERING BENT COPPERS, GOING STRAIGHT, **HANGING OUT WITH THE KRAYS**, MAKING FILMS, **WRITING BOOKS**, TAKING CANNES BY STORM, AND, ER, FINDING GOD? WELCOME TO COURTNEY'S WORLD...

How does the son of a store detective and Cub Scout leader become such a notorious gangland criminal?

DAVE You don't become naughty. You are BORN naughty. You can't say there were no green areas to play on, bad parenting, or say that the castles were too packed so I robbed post offices. It is in your genes. Whatever walk of life I try and go into I will try and cut corners to get to the top. 'Crime' is a very nasty word for it - I was just 'naughty'.

You once said that you were a terrible burglar. What was your forte?

DAVE I was a debt collector and organised doormen. I was rent-a-crowd. I collected debts for music companies, television companies, pop stars, MPs, policemen... and, I'm afraid, I'm famous for bribing policemen. The reason I've had 14 'not guilty' verdicts on the first is because I have paid policemen.

You have been dubbed 'Britain's Most Scary Man'. Are you really that scary?

DAVE The old view was if you were the best fighter then you were in charge. Today, the most frightening man is the one with the scariest blax and I know most people in all walks of life. And if I can ring someone up and get you shot then I'm tougher than you. I don't have to fight you.

You admit to having killed - what made you do it?

DAVE I shot someone that shot at my friend and killed him stone dead, and I shot back. F**k the

gangster stuff that's on the telly, when you see someone shot in real life and their spine goes all the way up the wall it f**king scares you and you don't think an awful lot. What are you going to do - not break the law and die, or shoot him back?

How did you become so well known as a gangster?

DAVE Because of the Kray twins' funeral. Before that I was quite unheard of and that suited me down to the ground. I had 500-600 men working for me doing door work and all other sorts of bits and pieces - getting squatters out, car repossession, debt collecting. When Ronnie Kray died (in 1995), as he was a good friend of mine, I did the funeral. That brought me to the attention of the public and the police, which was a double-edged sword.

When you say "double-edged sword", do you mean the fame has changed the way you live your life?

DAVE The more famous you become for being naughty, the less naughty you can be. So I've had to retire and I made a conscious decision to use the media as my living.

Are you glad you've turned your back on crime?

DAVE Two things made me want to get out. A couple of friends of mine got killed. They were shot in the back from point-blank range on the Old Kent Road and I was standing beside them. That really put the shivers up me. The other thing was actually being in prison for a year on remand. And looking at getting 20 years for something I didn't do and seeing just how easy it is to die when you can be the cleverest, toughest, smartest bastard in the world made me realise that I didn't want it anymore.

How do you see your position in the Underworld now?

DAVE Whether I like it or not, I am the voice piece for Britain's naughty people and I take that job on board very seriously and I will live, dress, act and behave the part. I am no longer a criminal, I am just explaining why other people are. I tell people the what, why's,



and where without actually dropping anyone in it. If they look at it sensibly I'm a f**king encyclopedia for people.

Your first book has sold nearly a quarter of a million copies and you've got a legion of fans across the country. Why do you think you're so popular?

DAVE I'd much rather be quicker with my tongue than with a gun and I have averted a lot more bloodbaths up and down this country than I have caused.

Do you think the media helps create this monster-like image of Dave Courtney?

DAVE Some people think that we are all baby-eating, old-lady-bashing monsters. And that is what we are all led to believe on the telly and in the papers so we can't blame



people for thinking that way. If people actually met me they'd realise that I am actually quite normal - in fact I'm just a silly bastard. I am the president of Misunderstood - a charity for children with Attention Deficit Disorder, and I do a lot of work to help the Prince's Trust, but no one wants to know about that.

How have your past 'lifestyle choices' affected your family?

DAVE I am listened to on my phones and it stops us arguing because you don't want to say things that you know everyone's listening too. My kid Gerson is stopped up the road and asked if he's got drugs on him every time he goes out. It's not f**king right. And then they wonder why I get pissed off about it. It's a violation of human rights, but who do I complain to? The Police? Stop it.

Do you not worry that your kids may follow your example and go into a life of crime?

DAVE The kid across the road might want to be Dave Courtney but my kids don't. They've sat at the end of the bed watching me with bullet holes, stood outside court waiting for me to get 20 years and been held hostage in Spain. I don't have to tell them don't be a gangster.

Is it true that you have found God?

DAVE I had a car crash recently that put me in





hospital for three months. When I was in a coma I had an amazing experience that made me believe – especially in any religion that gives you a ‘Get Out Of Jail Free’ card. Repent and all will be forgiven. But, get this, they are umming and ahing about whether I can be a reborn Christian. How fking individually picked out am I now? I can’t be a Christian because it is so bad for Christianity to have me associated it with it? Stop it.**

You ran for Lord Mayor of London. How scared do you think the police were that you might actually get voted in?

Because my popularity was frightening, they thought, ‘Christ, he could get in!’ What frightened them was that only one per cent of London vote for Lord Mayor of London. I ran nightclubs and got millions of people at every rave every weekend shouting my name. It made them panic. I’ve even been told that a lot of the bigger papers refuse to cover me at all now because I am getting too popular.

You were falsely accused by the police of being an informant in a case involving a corrupt policeman – did you ever think you’d go down for it?

I was on trial by two juries – the one in the court and also by my friends in the criminal fraternity. Being a grass is a big word in my world – when you’ve got premier division friends like I have it is a fking killable offence. Luckily what my mates did was wrap me up in cotton wool, make sure that I was all right.**

How did you react to the accusations?

It annoyed me that much that I turned up to court in a jester’s outfit with 40 of my mates and I battered the bent copper. I’m afraid this is going to sound quite anti-establishment, but that was easily my finest hour. I’ve got to admit, I still go to bed thinking about that one and squeeze one off. I know it’s wrong but, honestly, I do!

You make some very strong accusations against the police force in your book. Did you not worry about the repercussions of writing these things?

With what I say in my book you’d think the authorities would have found any excuse not to have it on the shelves. If they could have stopped that coming out they would have. It is the God’s honest truth because if there is anything in there that is a lie they would do me for it and pull it off the shelves.

Vinnie Jones’ character in *Lock, Stock and Two Smoking Barrels* was based on you. How true to you was his portrayal?

The whole *Lock Stock...* theme was based on myself but they made violence palatable because they kept it good humoured and funny all the time. Guy Ritchie did the auditions for his second film *Snatch* in my back garden and I was learning the lines to play Bricktop. But the authorities, being what they are, are too frightened to make Dave Courtney a movie star, so Guy Ritchie had to come up to my house shitting himself to tell me, ‘Sorry, Dave, I can’t have you in the film.’

But you’re still making inroads into the film industry?

I’ve got my own blue film company. I’ve done a couple of films over in this country and did a few porn films in California – *Lock, Cock and Two Smoking Bimbos*. After dabbling in that I made my own 90-minute film called *Hell to Pay* that went to Cannes and will be coming out in the New Year. I’ve also got another two films I’m working on. One’s called *Get Courtney* and another is half filmed in Scilly and half in England.

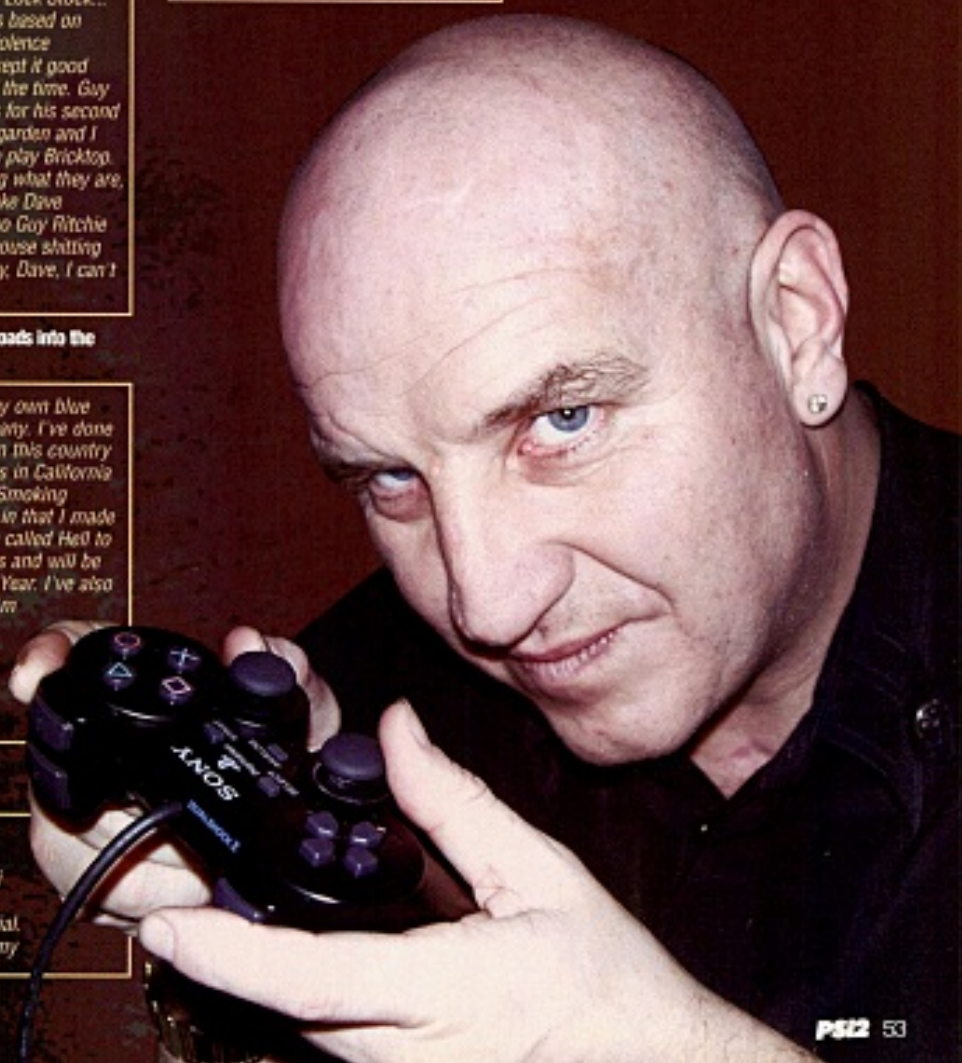
What’s *Hell to Pay* all about?

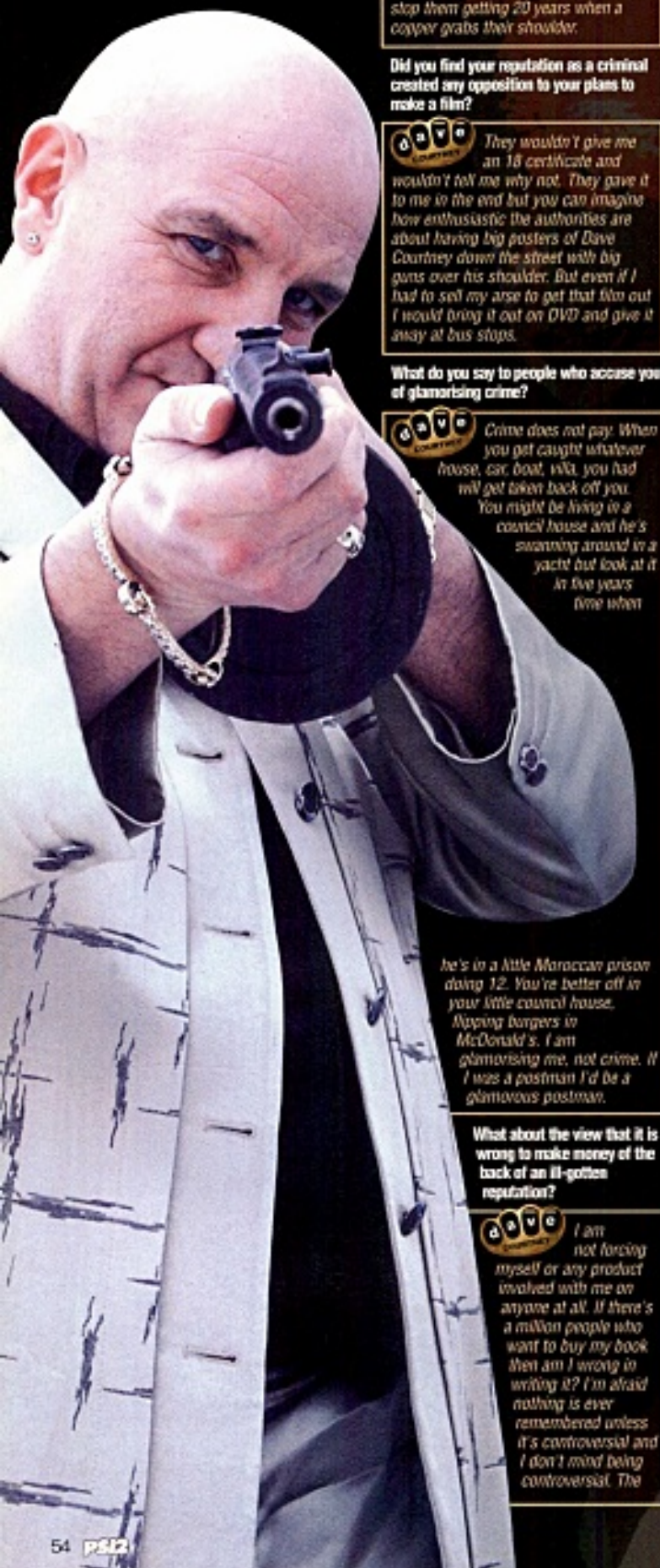
It makes *Lock Stock...* look like *Bambi on ice*. It’s Guinness Book of Records material. There are 17 people in my

TOP FIVE DAVE COURTNEY FACTS

- 1 Courtney spent a year on remand in the A-Cat unit of Belmarsh prison in 1993 on an importation charge. He was found innocent and cleared of all charges against him. While there he made friends with Charles Bronson – Britain’s Most Dangerous Prisoner – and Charlie Kray.
- 2 He has faced charges in court 14 times. Every time he has managed to get a ‘not guilty’ verdict.
- 3 In 1999 Courtney faced the Old Bailey accused of being a police informant in a case involving a corrupt police officer. He was found not guilty after standing up in court in a jester’s outfit and admitting to outwitting bent officers for his own use.
- 4 Not a lot of people know this, but ‘Dodgy’ Dave is the president of a charity for children suffering from Attention Deficit Disorder and is also involved with the Princes Trust.
- 5 Dave’s first book *Stop The Ride...* has sold nearly a quarter of a million copies and is one of the most ripped books from stores across the UK. Of which Dave is very proud.

film that have all written their own autobiography. It’s got the longest set of credits in any film and the cast has done more years in prison than any other film cast. The gangsters in it are gangsters, it is my suit, my gun, my car, my house and my wife. The prostitute is a prostitute, the doorman is a doorman, the cab driver’s a cab driver and everyone plays themselves really fking good. I play Dave. Ask me to play Hamlet and I’d f**k it up, but I play a f**king good Dave Courtney.**





The guys in your film act really well. Why do criminals make such good actors?



There's no one better at ad-libbing than a criminal. It's a natural gift because they need to be able to come up with something to stop them getting 20 years when a copper grabs their shoulder.

Did you find your reputation as a criminal created any opposition to your plans to make a film?



They wouldn't give me an 18 certificate and wouldn't tell me why not. They gave it to me in the end but you can imagine how enthusiastic the authorities are about having big posters of Dave Courtney down the street with big guns over his shoulder. But even if I had to sell my arse to get that film out I would bring it out on DVD and give it away at bus stops.

What do you say to people who accuse you of glamorising crime?



Crime does not pay. When you get caught whatever house, car, boat, villa, you had will get taken back off you. You might be living in a council house and he's swimming around in a yacht but look at it in five years time when

he's in a little Moroccan prison doing 12. You're better off in your little council house, nipping burgers in McDonald's. I am glamorising me, not crime. If I was a postman I'd be a glamorous postman.

What about the view that it is wrong to make money of the back of an ill-gotten reputation?



I am not forcing myself or any product involved with me on anyone at all. If there's a million people who want to buy my book then am I wrong in writing it? I'm afraid nothing is ever remembered unless it's controversial and I don't mind being controversial. The

biggest fear for the authorities is that I have a soapbox to talk from.

How did Hell to Pay go down at the Cannes Film Festival?



I actually must have made a bit of history in Cannes because I was a high court judge on one side of the road in a film called Daddy Fox and over the road I was playing a mass murderer in my own film Hell to Pay. The week later I had a film in the porn festival there, too. Going to Cannes was one of my finest hours. In my own romantic way I felt like I was representing England with 65 of my mates all dressed in black suits. Russell Crowe came up and asked for my autograph in front of my wife and I nearly came!

You're also starting a new movie with former Lock, Stock... star Nick Moran?



Yeah. It's called Babyface Express and I play Mr Bognor Regis. It's great. I get to wear a shell suit and have a little snog with Samantha Janus. It was a low budget one and by the time the authorities found out I was in it, it was too late.

Have you ever thought about going on EastEnders? They could do with some realistic gangsters.



They've asked me to be in EastEnders twice, for big major roles and I have declined because I'm going to Hollywood not I'm King Albert Square. Barbara Windsor and Steve McFadden are good friends of mine and they named Phil Mitchell's daughter in the show Courtney named after me. Now it's the most popular name at the moment for people to call their kids. I know I sound like a wanker saying that but that's the God's honest truth.

Is it true Quentin Tarantino is interested in making a film of your life?



I actually met Quentin Tarantino doing an Audience With... in Central Park on the 4th of July about two years ago and he's gone Dave Courtney-mad. He wants to bring my first book Stop Me Ride... out as a film. I'd be in Hollywood next year. This is my last Christmas here. They are not going to allow me to go to court in a jester's outfit, punch a copper in the head, come home and just forgive me. I'm a scalp to get and I would be a silly man not to get out of the way.

How has America taken to Dodge Dave Courtney?



It's all happening over there for me - I'm



modelling for Pink shirts, I've got Virgin right behind me. I'm an established author, I've worked the boards, done the plays. I've now acted. I've directed and produced my own film, a mate of mine's Quentin Tarantino and I'm going over there in March to do a gangster rap record with Snoop Dogg and Dr Dre. How I'm king cool is that? Hollywood is screaming out for Dave Courtney.

What's next for Dave Courtney?



I've got my own chat show coming out called Poolside with Dave Courtney. It's going to be like TFI Friday, it's going to be in a pub and I'll be playing celebrities at pool with one hand - I do that very well thanks to prison, thank you Your Majesty. I've got too many things in the pipeline for one of them not to work and I truly believe that they will all work. I am an established saleable product, so I will sell me. It's just a shame I can sell me for a lot more and a lot easier in another country.

So is it all a major escape plan from the harassment you say you suffer over here?



I am the light at the end of the tunnel for the criminal fraternity. If I can get through the other side and not have them hound me and chase me then anyone else can do it. When you went to the cinema as a kid, you all chipped in and put the money in. One bloke paid to go in, kicked the fire doors open and everyone ran in. I'm the kid with the money.



Dave Courtney's latest book *The Ride's Back On*, published by Virgin Books, is available now priced £18.99. For more information visit www.virgin.com/books. To find out more about Dave Courtney visit his official website at www.knuckleduster.org

For PlayStation®2

GET AN 8MB MEMORY CARD FOR ONLY £10 WHEN YOU BUY ACTION REPLAY LIMITED EDITION



- Thousands of PS2® codes - beat virtually every PlayStation-2 game including Metal Gear Solid 2
- A powerful movie player that allows you to play movies from any region on your PS2® in full colour, even via RGB/SCART
- A sophisticated Memory Card Manager designed to give you full control of your PS2® game saves
- An incredible new-look user interface with improved graphics and sound.
- A bonus CD packed with over 13,000 cheats for PSone® games.
- Support for a new range of exciting add-ons to help you get the most out of your gaming.

**AVAILABLE FROM ALL GOOD GAMES SHOPS INCLUDING:
OR CALL 0845 6010015 TO ORDER DIRECT**

Lines open Monday to Friday 8am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at Low call rate)

GAME
www.game.co.uk

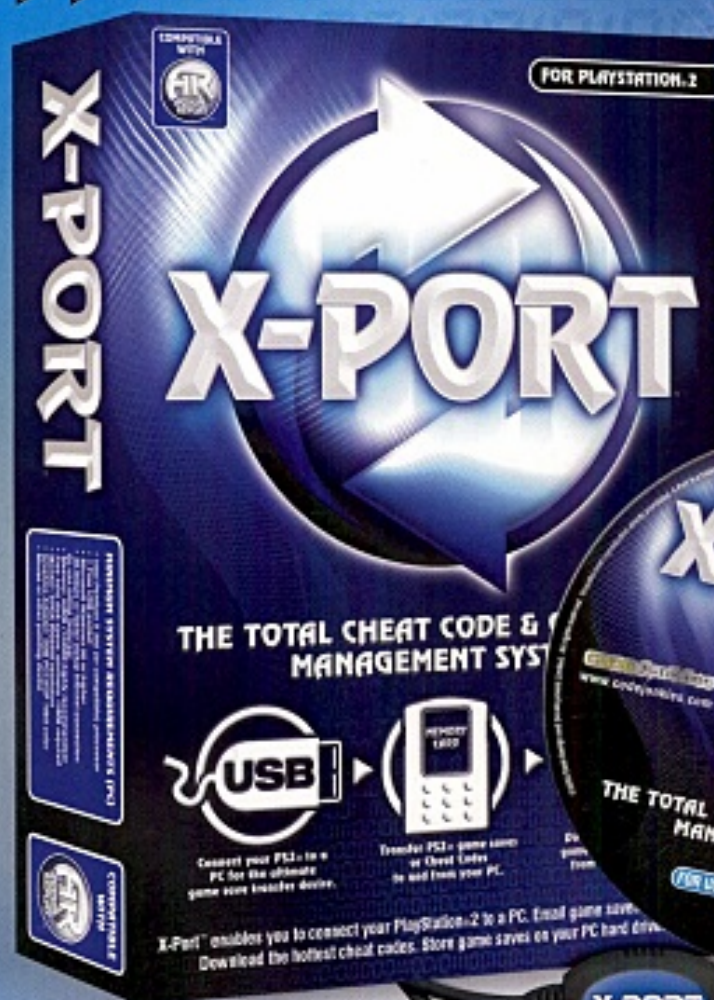
amazon.co.uk.

OHMV

CODEJUNKIES
www.codejunkies.com

>>>> For PlayStation®2

TAKE YOUR PS2® ONLINE!



**SWAP YOUR LEVELS,
CHARACTERS, REPLAYS,
HIGH SCORES AND MORE
VIA THE INTERNET!**

RRP £29.99

NEW



**LOAD, SAVE, DELETE, EDIT
AND EXCHANGE GAME SAVES
WITH YOUR PC.**



DOWNLOAD GAME SAVE CHEATS

VISIT: www.codejunkies.com TO DOWNLOAD THE LATEST PS2® GAME SAVES!

X-Port is the revolutionary way to transfer game saves from your PlayStation®2 and store them on your PC. Now you can exchange game saves with anyone, anywhere via the internet!

With X-Port you can swap the new skate parks you built in Tony Hawk's Pro Skater®; exchange high speed replays from Gran Turismo Concept®; acquire new teams for Pro Evolution Soccer®; swap songs you've created using MTV Music Generator®; Tekken 4® characters; Yabasic® programs; the list is endless!

The fun doesn't stop there...

Visit www.codejunkies.com and you'll gain access to a huge, constantly growing library of game save cheats made exclusively for X-Port. Download these files direct to any PS2 memory card to access all levels, characters and vehicles with powerful cheats that have been created by the makers of the world's best-selling cheat system, Action Replay V2.

And if you own an Action Replay (available separately), then X-Port will save you a lot of time. Simply download the latest Action Replay code list in its entirety direct to your cheat system using X-Port V2 - no more entering new codes by hand!

X-Port™ is easy to use...



- X-Port is easy to use - simply load up the CD provided.
- X-Port recognises data from any PS2-compatible memory card.
- Selected memory card files are transferred between your PS2 and your PC using the USB cable supplied.

AVAILABLE FROM ALL GOOD GAMES RETAILERS OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 8am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at Low call rate)



©2002 Doherty Ltd. X-PORT is a trademark of Doherty Ltd. Action Replay 2 codes ©1999-2001 Doherty Ltd and suppliers. PlayStation 2 is a registered trademark of Sony Computer Entertainment, Inc. This product is not sponsored, endorsed or approved by Sony. X-Port requires a PlayStation 2, a PS2 compatible memory card for transferring saves, a USB-compatible PC with Windows 95 or higher, and an internet connection. COMPATIBLE WITH PAL TELEVISIONS AND GAME SYSTEMS ONLY.

CODEjunkies
www.codejunkies.com

REVIEWS

OUR REVIEWS ARE BASED ON ONE SIMPLE PREMISE - IS IT FUN? FOR US "FUN BUT UGLY" ALWAYS BEATS "GORGEOUS BUT SHALLOW". EXCEPT ON SATURDAY NIGHTS, OBVIOUSLY.



SPONSORED
BY AR2
THE ULTIMATE
CHEAT SYSTEM



THE GETAWAY



SLY RACCOON



APE ESCAPE 2

HARRY POTTER

VIRTUA TENNIS 2

REVIEW RATING

- A work of genius. A gaming classic. A game so fine it could start a religion. There's nothing wrong with a game like this. **10**
- Top draw entertainment. You won't go wrong if you buy this game. There's few that are better. **9**
- A quality title. Worth the cash but it won't change your life. **8**
- A competent chunk of gaming that will while away the hours effectively without setting the world on fire. **7**
- Pretty good on the whole, but there are flaws and limitations. OK if you're a fan of the genre. **6**
- So so. The kind of game that's OK for half an hour here or there or an overnight rental. **5**
- There's hope here, a hint of what could have been but it's buried beneath a lot of rubbish. **4**
- Mainly rubbish but the odd chunk of entertainment. **3**
- Use as a lesson in how not to program a game. **2**
- For use only as a sparkly mobile to distract babies or to decorate your "futuristic" flat. **1**



CONTENTS

PLAYSTATION2 REVIEWS

THE GETAWAY58

Team Soho gives it to us with both barrels.

SLY RACCOON62

Toon-shaded platforming with the shifty, furry one.

APE ESCAPE 266

Ooh, ooh, ooh, ooh, ooh, ooh, ooh, the funky gibbon.

VIRTUA TENNIS 268

Any time's right for strawberries and cream.

STAR WARS: BOUNTY HUNTER70

BATTLE ENGINE AQUILA72

REIGN OF FIRE74

VIRTUA COP: ELITE EDITION76

JAMES BOND 007: NIGHTFIRE77

LMA MANAGER 200378

GRAND PRIX CHALLENGE79

BIG MUTHA TRUCKERS80

4X4 EVO 281

NBA LIVE 200382

RUNABOUT 3: MED AGE83

X-MEN NEXT DIMENSION84

BMX XXX85

HARRY POTTER: CHAMBER OF SECRETS86

POWERPUFF GIRLS87



POWERPUFF GIRLS

THE GETAWAY

GAME SPEC

PUBLISHER: SCE
 DEVELOPER: TEAM SOHO
 ON SALE: OUT NOW
 NO OF PLAYERS: 1
 PRICE: £39.99
 WEBSITE:
[HTTP://WWW.THE-GETAWAY.COM](http://www.the-getaway.com)

"I SAY OLD CHAP, WOULD YOU MIND NOT POINTING THAT GUN AT ME?"
 "PISS OFF, TOSSER."



Old Frank Carter finds out it's just too easy to get on the wrong side of the British drug manufacturers.



Even as the drug dealers pass up to smoke, the workers keep on chugging. They never give up.

Let's get this out of the way. The Getaway isn't as much fun as GTA: Vice City. It isn't as big, it isn't varied and, simply, it isn't as good. But The Getaway has a lot of charm of its own and fulfills its main goal: it's as near a videogame has come to being a film, in this case a 21st century Brit gangster movie.

But it's a game first and foremost, and games are about fun, so is it?

The short answer is 'mostly'. The game can be split into two parts, there's the driving and there's the walking around shooting. The driving is just under half of the gameplay (either A-B or for an objective) and it's while behind the wheel that you'll get to marvel at the incredible recreation of London.

W GONE IN 60 SECONDS

Since the slightly worrying preview code, someone seems to have had a quiet word and the driving has been speeded up just enough to make haring through packed streets nearly as enjoyable, tense and sweaty as Burnout 2. With the driving working really well, thank God, the fact you're in London, complete with roundabouts, traffic lights, underpasses and one-way streets, really adds to the experience. If you want to avoid the attention of the coppers then you'll have to follow the rules of the road, but if you're simply in a hurry then you can live the fantasy of everyone who has ever driven across London and simply find the quickest route – and if that means going the wrong way around Trafalgar Square, a tyre-squealing U-turn outside Downing Street and a few dead tourists in Soho, then bring it on.

"OFTEN
 FRUSTRATINGLY
 FIDDLY"

THE MOVES



There's more to *The Getaway* than just running around shooting people. In fact if you do that, then you'll soon be wasted. No, you have to make sure that your character makes use of all the cover available. Use a wall for protection, then use the analog stick to pop out, fire a few shots and pop back behind the wall again.



So the driving is actually pretty good. The on-foot third-person sections, however, aren't so hot.

The third-person action genre is well-established, but in trying to do a few new things, the game often becomes almost unplayable, which is incredibly frustrating. There are two main problems: the action button and the 'stealth' action itself. X is a context-sensitive action button, so if you're near a wall and press X, you'll press your back against it. But if you're standing near someone, pressing X will make you grab them as a hostage. So if you're involved in a bit of shooting in a busy environment you might end up grabbing a hostage instead of taking cover. It wouldn't be too bad if you could release them without killing them but you can't, and all that takes time, time in which you'll be getting shot. Actually, if it was possible to move around in even a



"INCREDIBLE RECREATION OF LONDON"

OUCH!



There is no on-screen indicator of how much health you've got left, as the developers are keen to help you forget this is a videogame. The only way to tell how injured you are is to look at your character's posture. Each wound shows as a bloodstain, but if you're bleeding, limping and doubled up in pain then one more shot and you're dead. Take time out for a breather and you'll slowly recover. To me, this is just as artificial as picking up a pack of bandages, and often slows things down.





APPLYING PRESSURE



Mark Hammond has seen his wife murdered and his son kidnapped. Why? Well, gangland boss Insan didn't really want to see the woman murdered, but he wanted Hammond's son as security, to ensure Hammond would do what he's told. And doing what you're told involves a lot of violence, often against people that Hammond once had connections with.



THE STORY UNFOLDS



We're no fans of lengthy cut-scenes here at PS2, we just want to get on with the business of shooting people, but *The Getaway* delivers a cracking storyline and delivers it well. Mind you, the mockney dialogue isn't quite our cup of Rosie, even though the game has got an incredible amount of charm.



"A TYRE-SQUEALING U-TURN OUTSIDE DOWNING STREET"

vaguely sensible way when you've got a hostage then it still wouldn't be that bad, but you end up stumbling around like a drunken C3PO, unable to turn or move. For me, the hostage-taking is more trouble than it's worth. It's supposed to help you get out of a mess, but in practice it usually just adds to the trouble.

HIDE AND SEEK

Which brings us to the 'stealth' action. It's simple enough: you press X and the character presses against the wall, facing the camera. You edge towards the doorway and the camera switches slightly so it can see through the doorway. Then you press the analog stick in the direction

of the door, and hold down R1 to target then fire at whoever is around the corner. This part works really well, and making good use of corners, doorways and boxes as cover is a big part of the game and good fun. But if someone attacks from behind the camera position you won't get a warning, even though your character should see them coming straight at them. Surely they could have made the character say something if they didn't want any 'artificial' on-screen warnings. That said, when it works – when you pop out from behind a wall, take down two bad guys with twin pistols, shoulder roll into a room, kill a guy and take his shotgun – it works really, really well. It's just that a lot of the time it is no more than frustratingly fiddly, and you'll die through no fault of your own. Also, a lot of these sections are about learning the patterns of the bad guys through repeated assaults (which is bloody old fashioned if you ask me).

Throughout the game you'll actually control two characters. The first is Mark Hammond, an ex-criminal whose son is kidnapped so crime boss Charlie Jolson can persuade him to perform various tasks. Later in the game you'll play Frank Carter, suspended from the Flying Squad, and you'll see the same story from his point of view. It's a scheme that works well and the story is well told, with some highly amusing little touches in the dialogue (which is full of nasty swearing, kids, so be warned). Actually it's the charm of the script that won me over, as even the mockney, *Lock Stock*-style wickerisms eventually become quite endearing. There is also plenty of random brutality however, serious brutality, which rivals anything you've seen in a film. This game has definitely earned its 18 certificate.

IT'S ABOUT CLASS

This game is flawed, no doubt; the on-foot sections don't always work, the enemies come at you in predictable patterns and the AI of the civilians is nothing short of pad-throwingly annoying ("I'm waving a gun, get out of the bloody way!"). In fact the much-vaunted graphics, while an epic

achievement of hard work and texture compression, aren't terribly well lit, and the whole look is grey and flat. Probably something to do with dynamic lighting being incredibly expensive in terms of processor time. They don't do enough with the city either.

But what *The Getaway* has in spades is character – from the distinctive voice acting, to the gangster-movie soundtrack, to the very convincing cut-scenes, it just oozes atmosphere. And it's that, as well as the strong story (well, strong for a game, anyway), that makes you want to keep going, to plough through the awkwardness of the controls and the camera.

My advice? If you've got plenty of time on your hands and enjoy tightly scripted, linear gameplay with plenty of atmosphere, and can tolerate often-dodgy controls in return for a bundle of laughs and style, then get it. If you like your gameplay more open, with less hassle and more fun, then simply rent it. Whether you buy it or not, you've got to have a look. ■ JULIAN BOURNEMAN

SEE THE SIGHTS



While the grey sky may be a cop out so that the game doesn't have to worry about creating complex shadows, it kind of fits with the fact it's set in London. You can't fault the developer's attention to detail though, as all your big landmarks are right here in the game. Shame the traffic is so realistic though...

Real-life cars have been taken into the game



PS2 VERDICT

FOR

- Huge gameplay area
- Looks mostly stunning
- Strong storyline and plenty of charm
- Driving is good fun

AGAINST

- Frustrating controls
- Simplistic gameplay

ALTERNATIVES

- GTA: Vice City
- Headhunter

LONGEVITY

- If you can get past the frustration then you'll be with it for a week or two.

OVERALL

Like any good wickerboy – dodgy and flawed, but it can only make you smile.



SLY RACCOON

GAME SPEC

PUBLISHER: SCEE
 DEVELOPER: SUCKER PUNCH
 ON SALE: JANUARY
 NO. OF PLAYERS: 1
 PRICE: £39.99
 WEBSITE: WWW.SUCKERPUNCH.COM



The game is short, but that can be forgiven because the game is so rich and detailed.

IF YOU'VE EVER WONDERED HOW A RACCOON WOULD DO AS A THIEF, THE ANSWER WOULD BE "INCREDIBLY WELL."



With *Sly Raccoon* we're getting Sony's second platform game of the winter. If *Ratchet & Clank* wasn't your cup of tea, then give *Sly Raccoon* a chance, because it's quite simply the finest result of combining cartoons with great gameplay.

Developed by US studio Sucker Punch, the game indeed has a lot of punch, as you quite quickly discover. You take the role of Sly, the raccoon with the kleptomaniac history. His family is famous for theft and his ancestors wrote a book detailing all the secrets of this art, including special moves, techniques and much more. Once the book gets stolen it's up to you to get it back. Of course Sly isn't on his own, since he's got his two buddies, Bentley and Murray. While Bentley is a turtle with brains who is responsible for keeping Sly up to date with gadgets and in-game wisdom, Murray acts as the team's driver, transporting Sly around to the various locations.

VERMIN

The game starts in Paris where you have to break into a police station. There you'll also meet sexy female police officer Carmelita Montoya Fox, one of your arch-rivals. Your main enemies though are the

"VISUALLY, THE MOST AMAZING GAME"



'Fiendish Five', a group of bad guys who have split the pages of the book amongst them. Each guy has his own hideout somewhere in the world and Sly and his friends visit each one of them in turn. In each level, there's one page to be found and with every page you find, you learn another secret, be it a special move, special item or technique, which you can use from there on.

The gameplay can best be described as a mixture of platform and stealth elements. Sly's main weapon is a pole with a hook on it and while this may sound a bit dull, this tool can be used in so many different ways that it's a really exciting weapon. For example Sly can grab onto rings and swing from one platform to another, or he can grab a pipe and climb up. And if you're used to blasting through levels as quickly as possible, you will have to think again because Sly Raccoon isn't that kind of game. While it is possible to be quite quick, it's not the main goal. Scattered throughout the levels there are also clues to collect, found as messages in bottles.

ALARMED

In each level, you also have to beware of setting off an alarm. There are searchlights, lasers or thugs patrolling the hideout, so you have to take care to avoid being spotted. If you are spotted though, you can knock out the alarm, and this makes it a lot easier if you have

Sly uses the barrel as a disguise, giving him the element of surprise when attacking the bad guys



"A MASTERPIECE IN PLATFORM GAMING"



The camera system works very well



STEALTH TECHNIQUES



Those of you who are worried about having to memorize too many button combinations, fear not. The guys at Sucker Punch have made the controls as intuitive as possible. See the blue orbs on the screenshot below? When you approach them, hit the circle button and you'll automatically lean against the wall. Move to the corner and Sly will automatically look around the corner. Basically, the game anticipates what you want to do next. Nice.



ADDICTION



There are many platform games that ask you to collect everything you possibly can. Usually we don't feel the urge to collect everything, but believe us, in *Sly Raccoon* you will. You will want to know which special moves are available, and what silly little gadgets Bentley has in store for you.



"A MIXTURE OF PLATFORM AND STEALTH"



to go through a level for a second or third time because you missed some clues. It's worth making use of the binoculars too.

The most amazing aspect of the game is the incredible way everything is mixed together. To put it simply, *Sly Raccoon* is visually the most amazing platform game I've ever seen and you'll feel from the very first second that you're in for a treat. The details in the graphics, references to movies, the extremely fitting soundtrack and the outstanding sound effects all add up to a masterpiece in platform gaming. Imagine this: you're moving along a wall, leaning against it like a cop (or thief) and then you start stepping sideways around the corner. Remember how it sounded when Tom or Jerry tiptoed through a room? Violins played in pizzicato-style create the atmosphere, and it's the same in *Sly Raccoon*.



Creeping quietly around is a big part of the gameplay



Collect the coins to earn upgrades and new moves



PS2 VERDICT

FOR

- Compact, neat and tight game design
- No silly backtracking
- Slick graphics and animation
- Great humour
- One of the best platformers on PS2 to date

AGAINST

- It's a bit short

ALTERNATIVES

- Ratchet & Clank
- Jak & Daxter

LONGEVITY

- You can dash through in under 10 hours but you will want to come back to find everything

OVERALL

Brilliant but short, a January gem.



MINI-GAMES



The mini-games are one of the coolest parts of the games, and there's quite a few of them. One of the first mini-games you encounter is when Sly climbs aboard a tiny submarine and has to collect 40 treasure chests lying on the seabed. You have to defend the chests against crabs, who try to pull them into their caves. There are plenty more too, including a driving game (pictured). These do help add to the life of the game.



**ISSUE 08
OUT NOW!
Only £3.99**

G-FORCE

100%

MAGAZINE FOR GAMECUBE AND GAME BOY ADVANCE

007TM nightfire

EXCLUSIVE REVIEW

IS THIS THE TRUE SUCCESSOR TO
GOLDENEYE, OR JUST
ANOTHER PRETENDER?
OUR EXCLUSIVE REVIEW
WILL LEAVE YOU
SHAKEN AND STIRRED!

ESSENTIAL
CHRISTMAS, AND
LEFT ON THE
D UP EVERY
RELEASE!

**COMPLETE
SOLUTION
STAR FOX
ADVENTURES:
DINOSAUR
PLANET**

EXCLUSIVE REVIEW!

**STAR WARS
THE
CLONE WARS**
DOES THE CUBE'S SECOND JOURNEY INTO THE
MATCH THE QUALITY OF

**SUBSCRIBE
& SAVE 50%**
Find out more at www.gimmegforce.com

**THE ONLY GAMECUBE MAGAZINE
WITH A FREE DVD EVERY MONTH**

AVAILABLE FROM ALL GOOD MAGAZINE RETAILERS OR ORDER ONLINE AT www.gforcemag.com

thinice

© Thin Ice Media 2002. G-Force is a trademark of Thin Ice media Ltd. GameCube, Game Boy Color and Game Boy Advance are trademarks of Nintendo Co. Ltd. This product is NOT sponsored, endorsed or approved by Nintendo.

APE ESCAPE 2

GAME SPEC

PUBLISHER:SCEE
 DEVELOPER:SCEE
 ON SALE:JANUARY
 NO. OF PLAYERS:1-2
 PRICE:£39.99
 WEBSITE:WWW.APEESCAPE2.COM



MONKEYS IN TROUSERS.
 AND NO, WE'RE NOT
 TALKING ABOUT THE PS2
 EDITORS. SURPRISINGLY.

Ape Escape was one of the sleeper hits on the original PlayStation and sold over 1.4 million units worldwide. It was a Marmite game but we belonged to the group who loved it.

The sequel builds on all the aspects that made the first game so charming.

The objective is rather simple, or so it seems:

catch all the monkeys in each level to proceed.

You take the role of Hikaru, cousin of Spike, the hero of the first game. The first Ape Escape game was the first to use both analog sticks for the controls, and Ape Escape 2 uses the same control system.

You can move Hikaru around with the left analog stick, while the right stick controls your weapons. The ideal method of catching the apes is to whack them with your sword and catch them in a net

while they are unconscious, but

any of the other weapons or gadgets from your inventory can also be assigned to any one of the four action buttons.

"LOADS OF
 GADGETS"

OPPOSABLE THUMBS



Plethora of gadgets and weapons make your life a lot easier in *Ape Escape 2*. As well as the net and the stun club, you also have an underwater net, a little satellite dish that helps you track down hiding monkeys, a dash bomb that makes you run faster, a banana-shaped boomerang, a water cannon and much more. You can assign these to your action buttons and each tool has a little tutorial mode so you know how to use them properly.



■ Ape takes a beating from the pigs. Really.



WHAT A CHIMP!

Your arch-enemy Specter is also back, leading the monkeys to complete his evil goal. You will also meet a bunch of end-of-level bosses, such as the Blue Monkey who gives you a fight on a unicycle. As you proceed, you'll get to visit various colourful locations including a beach, a castle, and pyramids with an Egyptian touch. The developers have also tried to lend personality to each and every monkey you will catch, which is no mean feat. Every monkey has a name and once you have the radar that helps you track down hiding monkeys, you even get info on each, and you can see exactly what he's thinking. This may help you with some of the puzzles, which won't really make your brain boil. Each monkey also has individual differences in speed or awareness.

Another nice addition is the inclusion of many gameplay enhancements. For example, in one situation you get to jump into a mech-style robot that's modelled on your



companion Pipa. With this robot you can smash bigger doors and you also get to fight an enemy robot, which, of course, is controlled by a monkey. Once you defeat it, you can jump out and catch the monkey. Variations like this greatly add to the overall gameplay.

BRASS MONKEYS

While the game is not very difficult, it features a ton of unlockable items. All the collected coins throughout each level can be used to buy an item. Each item costs ten coins and you can collect approximately 100 in each level, so this gives you an idea of the scale. You can unlock songs, stories, concept artwork, photographs of enemy creatures, and mini games. There's even a book that shows you each and every monkey you've collected.

Ape Escape 2 is a colourful, quirky game with fairly typical Japanese graphics and great platformer action. The levels are quite short, which



■ The look of horror as Ape realises he's given the monkeys just what they want

"EVERY MONKEY HAS A NAME"

makes it accessible to both casual and hardcore gamers alike. **JOHN FRANKS**



PANTS!

There are various kinds of monkeys, which you can recognise by the different colours of their trousers. Monkeys with blue trousers are extremely fast, while monkeys with white trousers don't hear very well, so you can sneak up on them pretty easily. If they spot you though, they'll throw little bombs at you. Not nice. There are many witty special monkeys too, such as the Spanish Torador, or the Frankenstein parody. And there are dozens like that.



PS2 VERDICT

FOR

- Addictive gameplay
- Loads to unlock (inc. three mini-games)
- Good sense of humour
- Monkeys!

AGAINST

- Small camera issues
- Low difficulty level

ALTERNATIVES

- *Freak Out*
- *Ratchet & Clark*

LONGEVITY

- 300 monkeys need to be collected and there's tons of features to unlock

OVERALL

A crazy game with solid gameplay and... hilarious monkeys.



VIRTUA TENNIS 2

GAME SPEC

PUBLISHER:ACCLAIM
DEVELOPER:SEGA/HITMAKER
ON SALE:OUT NOW
NO OF PLAYERS:1-4
PRICE:£39.99
WEBSITE: WWW.SEGASPORTS.COM

TIM "HENMAN" WRIGHT STANDS PARALYSED AT THE NET AS BALLS WHIZZ PAST HIS HEAD. NOTHING NEW THERE THEN...

Considering that the Sega Dreamcast has been dead to most of the gaming world since early 2001, there are still a lot of Dreamcast titles resurfacing on various consoles to this day.

Virtua Tennis 2 is the latest port and it's one of those games that you can just pick up, load up for the first time and instinctively know how to play without ever glancing at the instruction manual. However, just because the controls are intuitive, it doesn't mean the game is a cakewalk. Following a successful serve, it isn't enough to simply run left and right thwacking the ball whenever it comes near you, you have multiple types of shot at your



disposal that can swing the match in your favour if used at the right time.

Knowing when to pound the ball and when to send one way out into the corner where your opponent will never reach it is the key. You see, the AI here is challenging, even on the lower levels. Once you advance into the higher levels the competition becomes simply brutal - a single mistake can lead to your entire game unravelling before your eyes.

WORLD OF YOUR OWN

The gameplay extends to singles and doubles matches that can be

played with anything from one to four players, plus the Exhibition, Tournament and World Tour modes.

The World Tour is where things get really involved, as you play the role of a penniless newbie tennis star, ranked 300 in the tennis world. Your task is to advance up the ranks by playing matches, making money and eventually graduating to the big time against the best players in the world. The game provides a calendar function that allows you to keep track of upcoming games, giving you the opportunity to train using a myriad of bizarre minigames, or rest to regain your stamina. There are enough hours of playtime in the World Tour option alone to put some RPGs to shame. This is especially true in the later stages of competition, when you go up against the best players who are blessed

**"PLAY THE
ROLE OF A
PENNILESS
NEWBIE
TENNIS STAR"**

VIRTUA TENNIS 2, STARRING...



Virtua Tennis 2 has one notable addition that the original game was missing: female players. There's no Anna Kournikova here (so you can put those tissues away), but you do get Al Squipera (who wasn't in the Dreamcast version - she replaces Jelena Dokic), Lindsay Davenport, Monica Seles, Mary Pierce, Arantxa Sanchez-Vicario and Alexandra Stevenson.

The male side is represented by Patrick Rafter, Tim Henman, Cedric Pioline, Yevgeny Kafelnikov, Tommy Haas, Thomas Enqvist, Magnus Norman, and Carlos Moyá.



with that trademark fierce AI. People who want to cruise through and win every match on autopilot need not apply.

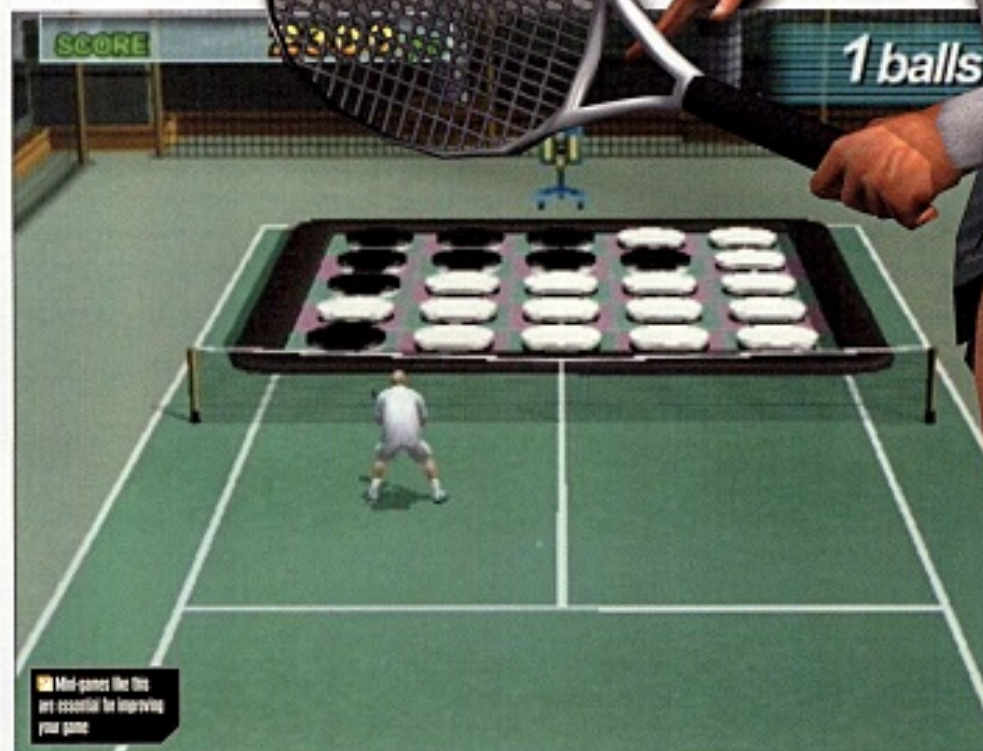
GAME, SET AND MATCH

On the audio and video front, the sound delivers all the trademark thracks and grunts you'd expect, as well as polite crowd applause and score announcements. On the downside, the music is generic rock and the graphics fall into the "Well, it looked good on the Dreamcast" category. The character models aren't exactly PS2 standard but look acceptable and the animation is very true-to-life. However, the audience, who you'll see during every replay, are blurry cardboard cut-outs and the game is plagued by the dreaded jaggies.

"THE COMPETITION BECOMES SIMPLY BRUTAL"

If you've got a Dreamcast around the house, you're better off with that version, as it looks slightly better and can be had for beer money these days. On the PS2 the graphics have taken a slight hit but the gameplay is still as deep and challenging as ever. Either way, you're getting the best tennis sim to date. And with a 60fps option, to boot!

—TIM HIGHT



Mini-games like this are essential for improving your game.

WHO'S MISSING?



Eagle-eyed readers will have spotted the absence of some noteworthy players on the male roster. So no, you won't find Andre Agassi or Pete Sampras here, they're most likely exclusively licensed in some other tennis game. Having said that, judging by their performances in the last Wimbledon, maybe omitting them isn't such a bad thing. Lleyton Hewitt isn't here either. Not that we'll miss him. The least.



PS2 VERDICT

FOR

- Deep, challenging gameplay
- Tens of hours of playtime
- Intuitive controls
- Lots of mini-games

AGAINST

- Hit and miss graphics
- May be too tough for newcomers

ALTERNATIVES

- Next Generation Tennis
- Namco Smash Court Pro Tournament

LONGEVITY

- Huge playtime potential in both single and multi-player

OVERALL

The best tennis sim anywhere, but it's bloody tough!



STAR WARS: BOUNTY HUNTER

WIZARDS AND COWBOYS IN SPACE. WHO'D HAVE THOUGHT YOU COULD MAKE SO MUCH MONEY OUT OF IT ALL? AND, AT LAST, A DECENT GAME. SPLENDID.

GAME SPEC

PUBLISHER: ACTIVISION
DEVELOPER: LUCASARTS
ON SALE: OUT NOW
NO. OF PLAYERS: 1
PRICE: £39.99

For a start I'm not a particularly big Star Wars fan. I've seen the first three movies but I didn't vote 'Jedi' on my census form (although that's mainly because I'm not a cock). Secondly, my impressions of Star Wars videogames have been that they're mediocre, only saved by George Lucas's licence. However I'm very pleased to say this game rocks hard. It stands as a great third-person shooter with killer presentation and superb immersive sound.

★ MANDALORIAN

I can see why fanboys get hard over Jango Fett, and the developers have jumped on all of his attractive elements and played to it. Jango is a pleasure to control, he can leap and roll to avoid fire, or spurt into the air with a jet boost. During crowded firefights he's agile enough to dodge laser fire, while



★ THE TASTE OF PARADISE



As you're a Bounty Hunter, each level will have additional criminals to capture. Using Jango's ID scanner, through a first-person perspective, the player can check characters to see if they are wanted, either dead or alive. If they are wanted you'll receive a briefing of the crimes they've committed and their allegiance and you'll need to mark them. If they need to be brought in alive you'll have to blind them with Jango's whip cord and tap triangle to secure the bounty.



JET SET JANGO



You'll recognise many SW favorites. Look, there's Bane



punishing enemies with his dual blasters. The target lock-on works fine, and if there's more than one enemy Jango will train a pistol on two. He's also adept at climbing and hanging from ledges and that jet-pack provides a short burst to reach higher places, which is essential for the levels' platform-type structures.

As well as his more-than-adequate twin blasters, Jango can carry guided rockets, thermal bombs, toxic darts, a gauntlet flame-thrower and a sniper rifle. He'll also occasionally come across other weapons such as a Blaster Rifle and Grenade Launcher so the player will never feel outgunned, and there's also an abundance of health pick-ups. Using all this firepower helps

"A FANTASTIC SERIES OF FRANTIC SHOOT-OUTS"

to create a fantastic series of frantic shoot-outs, with Jango gunning it out with multiple opponents surrounded by plenty of explosions, leaping across rooftops and laser fire flying all across the screen. It's an impressive scene and there's only the merest sniff of slowdown or intrusive camera.

The sound in *Bounty Hunter* is definitely worth a mention. Not only have you got a lot of impressive battle sounds and laser fire, but enemies taunt and shout, scream in pain and call for support. NPCs wander the levels cowering in fear or stare, and



you'll even hear "I got to get one of those", when Jango boosts with his jetpack. It's some of the best use of sound and music in a game, and shows care and attention on the developer's part.

JASTER MEREEL

Bounty Hunter is no shirker in the graphics department either, but then you can probably see that. Some of the locations do look a little plain but that's because they're so big. When the game engine creates huge views they really impress, particularly the Prison Colony planet with a flowing asteroid belt and bleak horizons. Characters are tight and you'll recognise plenty of types from the *Star Wars* universe, even one of those camp droids. The story fits in with the *Star Wars* world we know and works well to create a game you'll want to carry on playing, even if you can't tell your R2D2 from your... erm, other robots.

There are a few faults that can hamper your enjoyment. The level design can be confusing with each Chapter seeming to have one particular area where you'll be thinking "where the fu...?" Also be prepared for a fair amount of platforming elements - crates, ledge jumping and conveyor belts - that might not be to everyone's taste. But if it didn't mix it up we'd complain about the game being too repetitive, right? Occasionally the camera will be briefly stumped behind scenery, and battles can be disorientating, but generally the faults are ironed smooth enough. It's more a genre problem than one specific to *Bounty Hunter*.

Star Wars: Bounty Hunter is a great, solid and enjoyable game. There's a

nice combination of all-out shooting action and platforming elements in a very convincing world. Levels are large, varied and demanding and it generally feels like you're playing a well-produced and thrilling videogame. Get your blasters out and go bring 'em down. Dead or alive.

■ NATE MARTIN

Jango's jetpack provides short boosts to reach higher ground and help slow descents. As it has only a limited amount of power (which recharges quickly) it's better to think of it as a double or triple jump than expecting to use it to fly through the levels. To reach really difficult places try jumping and then boosting. It also comes in handy for evasion in frantic battles, and to get the upper hand by launching enemies hiding behind scenery.

PS2 VERDICT

FOR

- Superb action and shooting sequences
- Solid graphics and crystal sound
- Large, varied levels

AGAINST

- Some confusing level design
- Occasional disorientating camera
- Platform elements might not appeal to all

ALTERNATIVES

- *Devil May Cry*
- *Max Payne*

LONGEVITY

- Comic book pages, trading cards and bounty to catch should tempt you back to the more accommodating levels.

OVERALL

A must for *Star Wars* fans and a serious contender for any gamer looking for an explosive and exciting shooter.



BATTLE ENGINE AQUILA

GAME SPEC

PUBLISHER:ATARI GAMES
DEVELOPER:LOST TOYS
ON SALE:JANUARY 2003
NO OF PLAYERS:1 OR 2
PRICE:£44.99
WEBSITE: WWW.INFOGAMES.COM
.....OR WWW.LOSTTOYS.COM

BIG MACHINES GO OFF TO WAR. SIMON COWERS IN THE MIDDLE OF IT TO BRING YOU HIS REPORT...



The game takes place over a series of islands - and that means the odd skirmish over water, too

It's a recipe that TV chefs across the land can only dream about. Great big Battle Engines swoop through the sky and traipse over land, shooting lots of weapons, causing lots of damage and exterminating the healthy level of opposition.

Mix those together, leave to simmer, and it's hard not to have fun. Still, Delia and co don't have to deal with the occasional lag in framerate or the occasional need for a bit more pace

"STICKS TO WHAT IT'S GOOD AT"

KNOW YOUR SURROUNDINGS



There's no rocket science here - you can instantly get a look at what you're up against by taking a peek at the radar in the corner. This marks up where you should be going, who's trying to stop you and what's in the way. Just take a look in the bottom left of the screenshot here. Those red dots are all undesirables who crave attention from your trigger finger.

ROBOTS IN DISGUISE

The crux of the game then is a mission-led action-fest, which puts you in the seat of a robot Battle Engine with various tasks to carry out. Missions vary between destroying targets, escorting, defending against attack - in fact, pretty much the same sort of missions that plenty of other games opt for. Still, Battle Engine Aquila might not have built its house on particularly adventurous ground, but it rarely skimps when it comes to the action. Despite the occasional ponderous moment, the game's battles are hard to resist, demanding your constant attention and respect thanks to the overriding

Vehicles are quite a straightforward target, but these folks can be tricky to hit



LAND OR SKY?



Your Battle Engine is an adept beastie, being equally capable of fighting in the air as it is on land. However, should you hit the square button and go for the transformation, you need to keep an eye on your energy levels. You only have a finite amount of flying time, before you need to recharge on the deck. A softer landing can be achieved by activating your lander jets too. Galpels, eh?

frenetic flavouring. Occasionally, it requires you to just point and shoot, but as the game moves on and the opposition – whose AI isn't too bad – get sharper, you need to be constantly wary of your movement.

That's a little frustrating though, as despite built-in quick manoeuvres to dig yourself out of the dirt, the Battle Engines simply don't move that fast, and arguably they lag a little behind the pace of the rest of the game. In a nutshell, when there's a lot going on, you can't help but get swamped by it from time to time. However, there's a degree of compensation to that, as weapon targeting is intuitive, and the controls in general are well thought out, which certainly helps you keep your movements a little tighter, even if they aren't that fast.

A further slight against the game's otherwise reasonably good name is the lack of variety. This is a title that spends most of its time sticking to

"A MISSION-LED ACTION-FEST"

what it's good at, and hence whilst the action is enjoyable, it doesn't throw up too many surprises. Granted, it's a minor quibble, but it does limit the game's lifespan a little.

ENGINE FAILURE?

That's the nit-picking done with though, for the meat of it all is a perfectly entertaining action romp. It's quite challenging, it can be immensely satisfying when there are explosions all over the shop (albeit at the occasional expense of lag), and whilst it does little to progress any genre, it concentrates more and pretty much succeeds in providing some good, honest entertainment.

Should you buy it? A tough call. Despite the need for the occasional bit of strategy, this is straightforward



AM Badly FWO! No welcome yet!



You'll be graded on whether or not you're any good. It may encourage a little bit of replay

PS2 VERDICT

FOR

- Reasonably entertaining actioner
- Easy to get into
- Satisfying when it hits top gear

AGAINST

- Not much variety
- The graphics can't always keep up

ALTERNATIVES

- Rag of Red
- Armored Core 2: Another Age

LONGEVITY

- Quite a short term one this – a good solid week ought to see the back of it.

OVERALL

An enjoyable, frenetic and perhaps a little unambitious action game.



action, and that rarely rewards you long term, and in the few days that we've spent in the company of Battle Engine Aquila we've seen little that suggests otherwise. However, if you fancy a bit of action, without overstretching the grey matter, then the game at least deserves a rental.

BY SIMON BROWN

REIGN OF FIRE

THE FILM? GREAT POTENTIAL, BUT LIMITED ENTERTAINMENT. AND THAT MAKES THE GAME EXTREMELY FAITHFUL TO THE SOURCE MATERIAL...

The future. Humans are in short supply. You're one of the remaining few. And then bloody dragons attack. Sometimes, my friends, life can be brutal.

The scene is thus set for a battle against these flying beasts, and then conversely – in one of the game's better moves – you switch sides. You kick off though in human form, which means adjusting to your arsenal of weaponry and selection of vehicles. There's a neat tutorial to help with the learning curve too.

The crux of it breaks down into a military-style actioner, and not a particularly polished one. Using a radar in the corner of the screen to guide you, you're presented with a series of structured missions that mix in aggression, rescue and pickups; they're challenging, if ultimately quite straightforward. You then move your vehicle to where it has to be, and do what you have to do.

PLAYING WITH FIRE

What really drags this side of the game down though are the controls. They consistently break the golden rule by forcing the player to work out how to achieve the desired effect on



You're fired. He he he he he he. I'll get my coat.

GAME SPEC

PUBLISHER: B&M
DEVELOPER: KLUJ ENTERTAINMENT
ON SALE: OUT NOW
NO OF PLAYERS: 1
PRICE: £44.99
WEBSITE: ... WWW.BAM4FUN.COM



Whoever had the bright idea to get a fire truck in, we credit them.

screen when they should be concentrating on the action. You'll be hurtling over a landscape at times, and need to accurately target your fire power simultaneously. That's a difficult task at the best of times, but here it's even more so.

Where the game does better is when you switch to control a dragon. It's more fun swooping through the skies, breathing fire on those below, than trundling across a landscape firing upwards. It's still tempered somewhat by the controls, yet this bit's fun nonetheless.

When we first saw this game three months ago there was the potential for a top-notch action game. Sadly though,

"IT'S FUN SWOOPING THROUGH THE SKIES"



Fire. There's no bloody shortage of it in this game. That's for sure.



PS2 VERDICT

FOR

- Good graphics
- Playing as the dragon is fun for a while

AGAINST

- Wasted opportunity
- Very intrusive control system
- No real ideas of its own
- Little long-term value

ALTERNATIVES

- Star Wars: Jedi Starfighter
- Twisted Metal: Black

LONGEVITY

- You'll be completely bored of it within a couple of weeks at most.

OVERALL

A workmanlike conversion of a none-too-thrilling film.



ON THE ROAD



Throughout the game, when you're playing from the human side, you cross terrain by some form of vehicle. Your choices? They include a fire truck – bloody handy when a fire-breathing dragon is nearby, a buggy (which crawls over hills if you take them at the wrong angle), and a tank. You'll find it easier to get to grips with the larger modes of transportation, but whichever you're behind the wheel of, in the game's credit you do get a lot of freedom to explore the landscape. It's just sometimes you won't be going very quickly at all when you do it.



THE ULTIMATE GAME-BUSTING COMPANION!

for PlayStation 2



NEW!

RRP £59.99



INCLUDES AR2 V2, XPORT V2 AND USB KEYBOARD!

Xtreme Pak™ contains everything you need to defeat even the toughest games, and much more! Action Replay 2™ V2, the world's best-selling cheat system, provides you with infinite health, ammo, time, and many more powerful cheats. X-Port™ V2 allows you to store your game saves on your PC's hard drive, and e-mail them to your friends. The USB Keyboard lets you enter new cheat codes into your AR2™ V2 quickly and easily. Xtreme Pak™ is an essential piece of kit for all PlayStation 2 gamers!

**AVAILABLE FROM ALL GOOD GAMES RETAILERS
OR CALL 0845 6010015 TO ORDER DIRECT**

Lines open Monday to Friday 8am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at low call rate)

ORDER ONLINE AT:

CODEjunkies

www.codejunkies.com

©2002 Code Design and Development Ltd. Xtremepak is a trademark of Code Design and Development Ltd. PlayStation 2 is a trademark of Sony Computer Entertainment. This product is not sponsored, endorsed or approved by Sony. Actual appearance may vary.

VIRTUA COP: ELITE EDITION

GAME SPEC

PUBLISHER:ACCLAIM
DEVELOPER:SEGA/VM2
ON SALE:OUT NOW
NO OF PLAYERS:1-2
PRICE:£39.99
WEBSITE:WWW.ACCLAIM.COM

Everyone loves a subway shoot-out



TIM GETS OUT HIS FLUORESCENT ORANGE SIX-SHOOTER AND TRIES TO LOOK THREATENING...

T This is a concept – a remake. Not a generic port or a two-year-old Dreamcast title with a few extra levels added, but an upgraded version of a mid-Nineties classic.

So Sega has dusted off two of its classic lightgun shooters, Virtua Cop 1 & 2, slapped them together on the same disc, upped the graphical detail slightly and added a few new bonuses and Easter eggs. The gameplay, however, is still just the same as before – not that it ever needed adjusting.

Both versions of Virtua Cop span three levels, broken up into a number of acts. They basically consist of being shuttled around on rails, while mowing down endless waves of goons. Virtua Cop 2 improves on the original with car chases, multiple paths and more heavy ordnance being thrown at you, and is arguably the better of the two games.

FAIR COP

While the graphics are now cleaner and more detailed, things only look fractionally better than they did seven years ago in the arcades or on the Sega Saturn. The music has been preserved note for note, but sadly many of the sound effects have been lifted directly from the Saturn versions and are very poor quality in places. If you can make out a word the first Virtua Cop boss says, give yourself a cookie.

"STILL PLAY VERY WELL TODAY"

Shortcomings aside, the games have aged gracefully and still play very well today, regardless of whether you're using a gun, or are stuck with the gamepad. Don't bother if you own the originals, but newcomers should try out these classics. Virtua Cop 3 please, Sega. **■ TIM WRIGHT**



HISTORY REPEATING

You can certainly see the logic behind this repackaging deal. Grizzled old gamers like myself might own every machine under the sun and have a thing for older titles, but many gamers missed out on the early PlayStation and Sega Saturn eras and are unlikely to go back to see what they missed. Whatever the reasons, resurrecting older titles from the dead when their gameplay stands up well today is undeniably a Good Thing. You never know what you might have missed!



PS2 VERDICT

FOR

- Two games in one!
- Gameplay holds up extremely well
- Added extras create greater replay value
- Faithful to the originals

AGAINST

- Graphics barely improved over the ageing originals
- Poor sound effects

ALTERNATIVES

- Vampire Night
- Time Crisis 3

LONGEVITY

- The games are short, but the replay value with the gallery and multiple routes should do you for a week or so.

OVERALL

Old but gold shooters that play spittingly to this day.



JAMES BOND 007: NIGHTFIRE

GAME SPEC

PUBLISHER: EA GAMES
DEVELOPER: GEARBOX/BOCCOM
ON SALE: OUT NOW
NO. OF PLAYERS: 1-4
PRICE: £39.99
WEBSITE: WWW.EA.COM

A year on from *Agent Under Fire* and again we've got an well-produced Bond game, but it's all too familiar and easy. The game takes the player by the hand, with hints on how to complete every major and minor objective, and if you've played even one first-person shooter before you'll find the first half of *Nightfire* a walkthrough. It's not until the last five levels that the game becomes challenging, with some exciting confrontations between one secret agent and a whole army.

From a presentation point of view, the game is flawless, and with Pierce Brosnan's face secured you can be sure the characters look mint. All of the environments are clear and defined and they're a pleasure to explore and shoot your way through. Game and cut-scenes intertwine heavily with only a minimal interruption to the flow of the game. But less exciting are the car chases and the novelty of a submarine

Vanquish stealth mission. It's on the earlier missions that it feels like you're just playing through a standard level to

SOMEWHERE, ON SOME SYSTEM, THERE'S ALWAYS A BOND GAME IN DEVELOPMENT. SO YOU SEE MR BOND, WE'RE ALWAYS EXPECTING YOU.

Time to run away like a girl! Mr Bond



get to the next Bond-esque cut-scene (a snowmobile leaping through a helicopter for example). The better levels are kept back until later in the game but then you have to question whether these five exciting levels are enough to make it worth the wait.

"THE BETTER LEVELS ARE LATER"

PREMIUM BOND

Technically there's some slow-down and the controls seem to move a little too slowly. Try to rotate your machine guns for an on-rails shooting section and by the time you've fixed your target you'll have taken some unhealthy damage. Being a Bond game there's a collection of gadgets to use, some are essential (decoder) and some don't need to be touched at all. Although *Nightfire* is a



The two-player action isn't bad, but not groundbreaking



competent shooter with very nice visuals, there are too many other good shooters on the market. It lacks the speed of *TimeSplitters 2*, the quirks of *No One Lives Forever*, the freedom of *Deus Ex* and the destruction of *Red Faction 2*. It's all good fun, but never great. **MARTY MARTIN**

PS2 VERDICT

FOR

- Very crisp graphics and character models
- Plenty of Bond situations
- Excellent presentation all round

AGAINST

- Too easy and takes the player by the hand
- Feels a bit too slow
- Lacks any distinctive 'paw'

ALTERNATIVES

- *No One Lives Forever*
- *TimeSplitters 2*

LONGEVITY

- Fun to play through once but there are better multiplayer shooters on the market.

OVERALL

Convincing Bond shooter but lacks 'oomph' in the current FPS climate.



PUSSY GALORE

You can't take on the role of a secret agent without getting familiar with female operatives. Here are some of the ladies that will accompany 'Mr James' during *Nightfire*.

MARION HAYES (ABOVE): Dedicated and loyal bodyguard of Alexander Mayhew, the man responsible for supplying MI6 with vital info on Raphael Drake. Not surprisingly, she's handy with the martial arts and you guessed it, she's a stunner too.



ZOE NIGHTSHADE (LEFT): Being American she's typically cocky but this CIA agent can out-drive the best of them. Which comes in handy when James needs to concentrate on making a path for her to drive through. Rather visually stimulating to be sure.

DOMINIQUE FARRAR (RIGHT): With a name like that she's got to be French and it just happens she's quite a looker too. A small arms and explosives expert she's also on the trail of the megamurderer Raphael Drake. Hope she doesn't get shored off a building!



LMA MANAGER 2003

GAME SPEC

PUBLISHER: CODEMASTERS
DEVELOPER: CODEMASTERS
ON SALE: OUT NOW
NO. OF PLAYERS: 1-2
PRICE: £44.99
WEBSITE:
WWW.LMAMANAGER2003.COM



This useful little in-game menu is activated via the triangle button during the match.



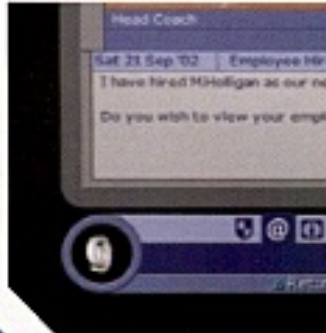
Scorelines from other matches in your division appear as your game progresses.



If you're going to watch the games, then it's in your interests to take charge of the tactical side of things.



This screen is where you'll hear of your player's improvements, and receive news of your transfer activity.

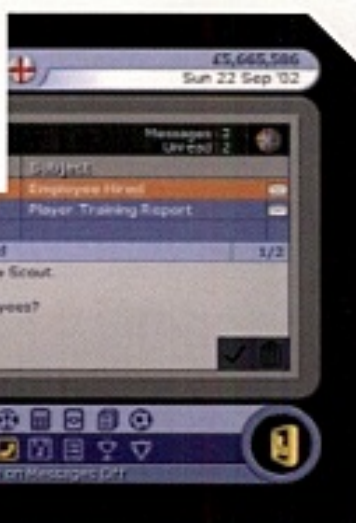


A good substitution really can swing a match in your favor. Or help you hold a one goal lead against your nearest rivals.

Every autumn, regular as clockwork, the dedicated games reviewer finds on their desk the annual round of yearly updates to popular franchises. For this particular scribe, it's a bit emotional this time around when it comes to the football titles. This year, there's no need to battle to get Birmingham City into the Premiership; they're already there. The fact that after a season under this reviewer's control they were no longer there is something we'll avoid discussing for the time being, thank you very much.

LMA 2003 then. It follows the successful template established by its predecessors, mixing in a deceptively complex football management simulation with a match day action screen that eclipses anything produced by any of its rivals.

The guts of it are still working with your team though, and it's here that you'll face your biggest challenge. Whilst it is possible to leave everything at the defaults and await feedback from your coaching team,



THE PC? THAT'S GOT THE ALMIGHTY CHAMPIONSHIP MANAGER. US? WE GET THE DOOGIES, AND THEIR LMA SERIES. EVERYONE'S A WINNER THEN, RECKONS SIMON...

MATCH IN THE WAY

Introducing Football One, a highlights package that the game uses to take you through the match you've just played, and the other results around you. It's technically very good too, with nice replays and decent analysis from Messers Hanners and Linckes. Sadly, it's also dull, and after a few games, simply gets in the way of things. It's easily skippable, which is just as well, as LMA is a game far more about substance than the gloss that this particular element of the game provides. Fortunately, as with much of LMA, you can customise how intrusive the Football One section is. May we suggest switching it off?



you can alternatively go into a lot of detail here, minutely adjusting training settings. You can also choose to wheel and deal with your players too, through a useful and well-polished transfer market system.

MOTSON

The game really scores though where the series always has – in its match day presentation, and its interface. And then the match action, which you can skip if you like, but you'd be a fool to do so. No other football management sim on any format does this as well as LMA, as it gives you the option to watch the entire match played out before your eyes (speeded up, match), which instantly allows you to visually take note of your tactical strengths and weaknesses.

"ECLIPSES ANYTHING PRODUCED BY ANY OF ITS RIVALS"

LMA is undoubtedly top of its tree, and each edition arrives with fewer advances, but a damn sight more polish. 2003 is no exception, so stand aside and welcome the new PS2 footie management champion.

SIMON BREW

PS2 VERDICT

FOR

- Deep, intriguing strategy game
- Excellent match day presentation
- Superb value for money

AGAINST

- No big advance on LMA 2002
- The TV show bits don't work too well

ALTERNATIVES

- LMA 2002
- Premier Manager 2003

LONGEVITY

- Get into it, and you'll be playing it for months

OVERALL

A triumph, as usual. Engrossing, long lasting and a real challenge too.





GP CHALLENGE

GAME SPEC

PUBLISHER: INFOGRAAMES
DEVELOPER: MELBOURNE HOUSE
ON SALE: OUT NOW
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: WWW.INFOGRAAMES.COM

F1 GAMES WILL NEVER BE THE SAME - EXCEPT, ER...THEY PROBABLY WILL...

Formula One racing games are in danger of becoming formulaic and boring, much like the sport itself in fact. *Grand Prix Challenge* is a perfectly decent simulation of Grand Prix driving, but personally I couldn't work up much enthusiasm for the game.

All the standard game modes are available, from quick race through to full-on championship season, including a GP Challenge mode (which seems to be a series of linear and unlockable grand prix races). One thing I did notice while playing is that, unlike EA's *F1* series, the game doesn't make it easy for the beginner player. You soon learn that F1 cars are rather more difficult to control than standard ones, and the steering seems particularly responsive!

MULTIPLAYER MADNESS

There's a split-screen multiplayer mode as well, but even this does little to sustain interest for very long. *Grand Prix Challenge* is little but your standard Grand Prix racing game, and while I admit I'm no petrolhead, even true punters will have to think long and hard before buying this in favour of, say, EA's *F1 2002*. **DANIEL WILKIN**

"IT'S CLEAR THAT THE DEVELOPERS HAVE DONE THEIR HOMEWORK"

All the drivers, tracks and cars from this season's racing are on offer here. You can drive the square-headed David Coulthard's McLaren around Monza, or take Michael Schumacher's Ferrari for a lap of victory around Monaco. All the tracks are correctly modelled and all the cars have the proper advertising slogans on them. It's all very nice and pretty and everything, but to be honest this is what we've come to expect of a modern F1 game. It's clear that the developers have done their homework though.



OLD TIMERS

Melbourne House (the developer of *Grand Prix Challenge*) has been around in one form or another for over 20 years! Starting as Beam Software in 1980, they first made a name for themselves with the 8-bit release of the infamous *Hot Rod* and *Way of the Exploding Fish*. They were taken over by Infogrames in 1996, and under the new moniker of Infogrames Melbourne House they have released *Test Drive Le Mans* and *Le Mans Space Race*. Ah yes, old gits like myself will fondly remember *Norace Goes Skiing*... (Wipes away tear of nostalgia). They don't make 'em like that any more...



■ Derek wanted to park by the side of the road so he could relieve himself



■ Another day on the M25

PS2 VERDICT

FOR

- Current roster of drivers and cars
- Accurately modelled tracks
- Widescreen mode

AGAINST

- Unoriginal
- Unforgiving to beginners
- EA's *F1* game is better

ALTERNATIVES

- *F1 2002*
- *F1 Racing Championship 2*

LONGEVITY

- If this sort of thing is your bag, there's a championship to win, as well as all the challenges to unlock.

OVERALL

Competent and comprehensive, but ultimately unexciting and unrewarding

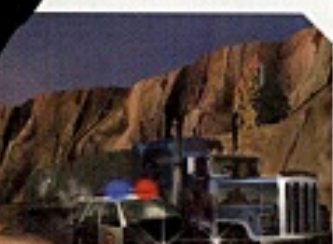
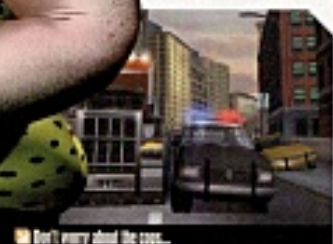


BIG MUTHA TRUCKERS

GAME SPEC

PUBLISHER:EMPIRE
DEVELOPER:BUTHED-NYX
ON SALE:OUT NOW
NO. OF PLAYERS:1
PRICE:£38.99
WEBSITE:
WWW.BONUTHATRUCKERS.COM

C'MON CLETUS! GIT IN YOUR WAGON AND GO GET US SOME GREENBACKS!



Just run the legs off the road, nobody gets in the way of someone with a load to deliver.

In case you can't tell from the unsavory title, *Big Mutha Truckers* is all about cruising from city to city, buying and selling goods to earn the most amount of cash in 40 days. Each city has a store to buy and sell cargo, a garage to refuel and purchase upgrades, a bar to pick up tips on what's selling in which city and loan sharks to get yourself a shady loan. All the characters you'll meet are Southern stereotypes and there's plenty of redneck dialogue and atmosphere. The game features both types of music: Country and Western. And blues and rock too.

KEEP ON TRUCKIN'

There's more variety and depth than you might immediately expect, with different types of trailers to pull, certain goods being hot in particular cities, fruit machines to gamble on, races against fellow truckers and other nice little earners, both legal and illegal. But the main part of the game, driving big-ass trucks, is awkward and easily frustrating. They

"BOTH TYPES OF MUSIC: COUNTRY AND WESTERN"

don't stop quickly, nor accelerate very well and the turning arc simply sucks. It's too easy for your current cargo or race to go tits up and then you're back into a spiral of debt and knackered transport, with another day's pay down the drain.

NOT SO DUMB ASS

—MATT MARTIN

You'll have to think ahead and look after yourself on the road. Loan sharks have to be repaid on time or they'll start to smash up your truck every day until you honor the loan. Pick off local bikers on the road and they'll climb onto your trailer and try to snatch your load. Fuel needs to be refilled carefully or you'll be forced back to your starting destination. Try and buy goods in demand, even if it might mean trading your trailer for one more suitable — a refrigerated unit to shift pork bellies, for example.



Still, if you're after a mellow ride and some dumb belly laughs you could do worse. And if you're not particularly bothered about winning a game then you'll have fun, as it's a decent arcade driver with a different approach. Although it's not like a blazing 18-wheeler thundering down the freeway, horn a-honking, it is a little bit like getting hit by a caravan as it jack-knifes.

PS2 VERDICT

FOR

- Tidy-looking graphics
- Amusing dialogue and sound
- Some fun sales/gambling elements

AGAINST

- Not very exciting
- Slow racing
- Gameplay can become a chore

ALTERNATIVES

- 18 Wheeler Pro American Trucker
- Super Trucks

LONGEVITY

- There's plenty of game there with extra missions if you want to live the Truckin' lifestyle.

OVERALL

Novelty driving fan that entertains if you're in the mood.





4X4 EVO 2

WALKING IN THE AIR

You're perhaps used to spending a lot of time in the air in *Tony Hawk's* 4 or *MT: Superfly*, but in this game it's often more of a hindrance than anything else. Picture this, right: you're way out in front of the race, trying to stick to the checkpoints, when suddenly the road drops away to reveal nothing but a yawning chasm. You can speed over the gap, but whilst in mid-jump you notice the rapidly ascending obstacle – too late! These beasts can jump, but they can't fly!



If a sports car is a phallic symbol, then a 4X4 (or 'SUV', as they say across the pond), must be even more so. *4X4 Evo 2* gives you the chance to race one of these yank tanks, over terrain which only a four-wheel drive vehicle could; y'know, deserts, beaches, hills – that kind of thing. Winning races earns money, (as does completing the missions, which can be attempted for a change when not racing) and with this money you can buy not only bigger and better peni...sorry, trucks, but also parts and upgrades, *Gran Turismo*-style.

OFF COURSE

The key word here is 'mediocre'. The game looks OK, and the vehicles themselves are fairly detailed, but the textures are often flat and odd-looking, and the tracks are occasionally bereft of detail. The game has sound and music too, um...huff said.

Playing the game can be fun, when you cotton on to the fact that your truck is impossible to steer with several wheels off the ground! The career mode seems a little flawed though; with your starting cash, you can buy a vehicle and loads



DALE WILKS PAINTS HIS NECK RED, IN ORDER TO GET INTO THE SPIRIT OF 4 X 4 EVO 2...



of upgrades, and cruise the first few races – *GT* was never like this! There's also a two-player split-screen mode, which might add some fun to the proceedings, but I doubt very much you'll be up playing *4X4 Evo* all night. No, the fact is that this type of game has been done before, and although it's fair to say that *Gran Turismo* doesn't exclusively feature big, bouncy, power vehicles, it's definitely the more polished and enjoyable experience.

DALE WILKS

GAME SPEC

PUBLISHER: ...BAM!
DEVELOPER: ...TERMINAL REALITY
ON SALE: ...OUT NOW
NO OF PLAYERS: ...1-2
PRICE: ...£19.99
WEBSITE: ...WWW.BAMAPUN.COM

PS2 VERDICT

FOR

- Loads of licensed trucks
- Plenty of gameplay modes

AGAINST

- Some poor graphics
- Sound is unexciting and uninspiring
- Too much cash at start of career?
- A little boring!

ALTERNATIVES

- Test Drive Off Road
- Gran Turismo 3 A-Spec

LONGEVITY

- There are plenty of races, vehicles and tracks to unlock...if you want.

OVERALL

A four-wheel drive racer that has few redeeming features.



NBA LIVE 2003

IS EA SPORTS ANNUAL UPDATE TO THE GAME FEATURING 12FT TALL AMERICANS ANY BETTER THAN LAST YEAR'S EFFORT?



The whole EA Sports 'thing', i.e. releasing annually updated versions of their most popular sports games, is something that I have criticised often enough in the past (although like some brainless automaton I queue every year for the next FIFA game), but I don't have much experience of the NBA Live series. It must be said, it's with some surprise then, that I found NBA Live 2003 to be a remarkably complete and fun to play package.

This year, EA has introduced the Freestyle Control System into many of their sports games, and this has much more impact in NBA Live 2003 than in FIFA 2003. It's very easy to pull off spectacular spins, crossovers and dummies by tweaking the right analog stick, creating a fast, fun game that is not dissimilar in feel to NBA Street. Not only is the game fun to play (there are plenty of buttons to fiddle with,



"OK, I say we just kick 'em in the nuts"

but there's a tutorial and a practice option – well done EA!) but it very much looks and sounds the part too – the detail and animation on the individual players is highly impressive, and the atmosphere created is suitably intense.

BASKET CASE

If you own a multitap, NBA Live 2003 becomes an immensely enjoyable party game, with a wealth of game modes offered – even a one-on-one mode, which is a whole different, er, ball game. Human players are more easily fooled by fancy footwork than

their AI equivalents, it seems! I was very pleasantly surprised – I had much more fun with NBA Live 2003 than I expected. Fans of the sport will love it, and newcomers will find much here to enjoy.

DALE WILKS

"PULL OFF SPECTACULAR SPINS, CROSSOVERS AND DUMMIES"

I'VE GOT THE KEY, I'VE GOT THE SECRET



NBA Live 2003 features a host of unlockable player characters, such as, er...rap artist Busta Rhymes. He has recorded a special version of his track 'We're the G's', which is featured in the game, and also been appointed spokesperson for the game. It seems. Also featured are DJ Clue (no, I've never heard of him either) and Fabolous (sic, who apparently is a 'recording artist', I'm sure that if you were an American you would be whooping with delight. Or something. You can also unlock G-Rich, Not Karl and Just Blaze. Nope, I've no idea who they are either, but I bet they're dead good. Really.

GAME SPEC

PUBLISHER: EA SPORTS
DEVELOPER: EA CANADA
ON SALE: OUT NOW
NO OF PLAYERS: 1-8
PRICE: £39.99
WEBSITE: WWW.EA.COM/USPORTS/
PLATFORMS: GAMES/PS2/NBA/LIVE2003/
..... PLAYSTATION2_JEP

PS2 VERDICT

FOR

- Freestyle Control System
- Fabulous (sic) aesthetics
- Fast and furious gameplay
- Cool 'EA Trax' (rap soundtrack)

AGAINST

- Another sequel
- Not easy to identify with – very American!

ALTERNATIVES

- NBA 2K3
- NBA Street

LONGEVITY

- Plenty to unlock and loads of game modes help give NBA Live 2003 a long life.

OVERALL

The best basketball game I've played yet – huge fun!



RUNABOUT 3: NEO AGE

GAME SPEC

PUBLISHER: BAM
DEVELOPER: GUMAX JAPAN
ON SALE: OUT NOW
NO OF PLAYERS: 1
PRICE: £19.99
WEBSITE: WWW.BAM4RUN.COM

Now this is more like it! Drive recklessly! Crash into everything! Shoot stuff in a tank! Run people over! Yes!

Based in New York, Runabout 3 requires you to partake in over 30 missions, in a variety of different vehicles (see boxout). The missions

"CARS AND LORRIES FLY THROUGH THE AIR"

aren't linked in any way though, as there's no story as such, which is a little disappointing. Quite often you're asked to get to a certain point in an allotted time, sometimes doing things on the way. There's plenty of variety in the first handful of missions, although by the time you've played halfway through the game things tend to feel rather samey.

HIT AND RUN

Despite that, it's a great laugh. The vehicles all handle differently (as they should), and the gravity seems rather relaxed, meaning that when you hit another vehicle or building (and you will!), cars and lorries fly through the air. The pedestrians who populate the city seem quite adept at jumping out the way though (more's the pity...). The city is quite dense and there's little pop-up, which is nice. New York is a noisy place, with the wail of sirens, the roar of passing traffic and the screams of endangered people (hur hur!).

Runabout 3 is hardly going to set the world alight, but it's enormous fun for a while. In some ways it seems



Another of the selectable cars



Well, that's one way to clear a traffic jam

MOTORIZED MAYHEM



There are several different vehicles to choose from, with differing levels of power, speed, handling and armour. The motorcycle is my personal favourite; it's fast, handles well and is small enough to weave in and out of traffic. The tank is fun, if only because you can blow up oncoming traffic! (Not with the main cannon though, only with the mounted machine gun. Pity, that.) There are others to unlock too, such as a taxi, a speedster and a bus!



Fell forward, and your heart out

PS2 VERDICT

FOR

- Looks suitably 'busy'
- Hilarious crashes
- Variety of cars, trucks etc. to drive

AGAINST

- Missions quickly become repetitive
- Basic-looking pedestrians and vehicles
- Background music is dull and uninspiring

ALTERNATIVES

- Crazy Taxi
- Midnight Club

LONGEVITY

- Fun for a short while only - no multiplayer, and limited missions.

OVERALL

You could do a lot worse... Don't look for a long-lasting challenge, though.





Stylish attacks that look like breakdance moves



"I bet you're only this big, Wolverine!"



Fewer's moves make him a good beginner's player



Nice art

GAME SPEC

PUBLISHER:ACTIVISION
DEVELOPER:PARADOX
ON SALE:OUT NOW
NO. OF PLAYERS:1-2
PRICE:£39.99
WEBSITE:WWW.ACTIVISION.COM

X-MEN: NEXT DIMENSION

TIM KNOWS WHAT IT'S LIKE BEING A MUTANT, HIDING FROM PUBLIC VIEW. BUT JUST LIKE THE X-MEN, HE'S IN GOOD COMPANY HERE...

With a new X-Men film due for release in the not-too distant future, Activision has picked a good time to sneak the latest X-Men duff-em-up out of the door.

The combat itself is a mixed bag. The visuals look good, the animation is fine, and characters leap and fly through the air just like they should, but these characters are unbalanced. Top baddie Magneto can be laid to waste by just about anyone, while other allegedly weaker characters can pound the crap out of you and not let you lift a finger in return. Most battles boil down to mashing buttons to get a result, with combos happening almost by accident. It's still enjoyable, but if your idea of a fighter is the latest Tekken or Capcom Vs. Whoever title, you may find things are a little basic here.

The Multiplayer options amount to the obligatory two-player gaming, so your friends can pummel you for as long as they like. Or until you pummel them back and they throw the controller across the room and accuse you of cheating.

DOWN TO BASICS

While the music is up to snuff, the sound effects tend to be woody, with impact sounds being rather subdued and characters using the same quotes over and over again.

To be honest, *Next Dimension* isn't that bad. It's a rather basic but fairly enjoyable fighter that pales next to the biggies from Namco or Capcom. It's good enough for a rental though and X-Men fans should get a kick out of it. Pun intended. **—TIM BRIDGE**

Wolverine leads the "Right to Really Storm Frontal" march in Washington

PLOTTING THE NEXT BATTLE

The X-Men's fight against the supremacist Sentinels is told in the Story Mode, which unlike many fighting games, lives up to its name. A multitude of cut scenes join the fights together, with narration from Patrick "Gail" Stewart himself, reprising his role as Xavier from the first movie. Each of the story-based battles uses a specific character, so you'll need to brush up on your combat skills with each fighter.



PS2 VERDICT

FOR

- Good visuals and animation
- Quality Story mode
- Authentic X-Men feel

AGAINST

- Button-mashing gameplay
- Weak sound effects
- Characters quite unbalanced

ALTERNATIVES

- Tekken 4
- Virtua Fighter 4

LONGEVITY

- It'll keep fans happy for quite some time, but hardcore fighters may only last a weekend.

OVERALL

Strong on story, but a somewhat basic fighter.



BMX XXX

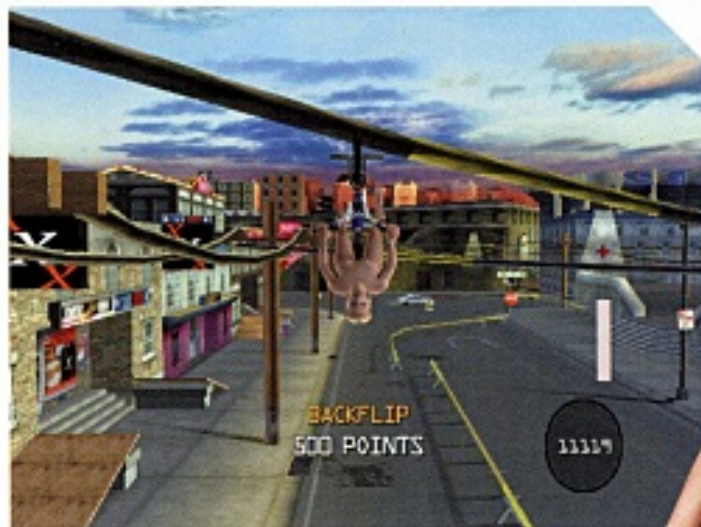


COURTING CONTROVERSY AND SHOCKING PARENTS ALL OVER THE LAND. THE REAL SHOCK IS HOW IT GOT THROUGH QUALITY CONTROL.

B The opening movie shows us everything the game should be — harsh bike accidents, flashes of G-string divas, insane tricks, crazy flatland spectaculars, a wiggling ass and a rocking soundtrack. But fire up the Hardcore Tour mode and the reality is lame gags, weak graphics, lots of use of the MF word, bad level design and poor controls. Damn.

CHEESE

There's a general feeling of an unfinished game. Your rider will get stuck in the environment, some challenges stay open when you've already finished them, and fall off a bike and your rider just flops around like a rag doll, with no blood and no crunching sound. Sometimes you can grind on an object, sometimes you can't, but you'll just have to live with it, like you'll have to live with erratic speed and bike rotation in a game that requires precision. I could go on but Acclaim must be hoping you're blind to poor quality videogames. Some cheeky birds in the Scores videos? It's not



worth the chore to unlock them with such painful controls. Questionable game design and areas without objects to trick off in an extreme sports game? Please, even the graphics can't hold their own against recent releases.

Games was but it certainly isn't average. And the much hyped titles, and rudeness? It's lame and slightly embarrassing, like a drunken uncle. — NANCY MARTIN

BMX ZZZ

In case you get the wrong idea, I'm a big fan of extreme sports games and I think a game featuring cool, rude language and innuendo could work well. The GTA series does a better job of humour by letting you discover it yourself instead of screaming in your ear. "I got a hot sally outback!" It tries too hard with a bunch of weak gags and excessive swearing. It's like Freddie Starr trying to appear cool at an Eminem concert. Don't buy it kids, get a stag movie instead.



What's puzzling is the fact that the game comes from Z-Axis who were responsible for the classy Aggressive Inline. BMX XXX is poor in almost every area. It's not a car wreck like Gravity

"LAME AND SLIGHTLY EMBARRASSING"



GAME SPEC

PUBLISHER:ACCLAIM
DEVELOPER:Z-AXIS
ON SALE:OUT NOW
NO OF PLAYERS:1-2
PRICE:£39.99
WEBSITE:WWW.BMXXXX.COM

PS2 VERDICT

FOR

• Stripper chicks

AGAINST

• Poor controls and level design
• Feels unfinished
• Graphics fell out of the ugly tree
• Bikes are animated better than the riders
• Weak sound effects

ALTERNATIVES

• Tony Hawk's Pro Skater 4
• Aggressive Inline

LONGEVITY

• Just get a cheat disc and unlock the stripper videos. The only reason (and not a very valid one) to play it.

OVERALL

To put it in a language Acclaim will understand: It's shit.



HARRY POTTER AND THE CHAMBER OF SECRETS

GAME SPEC

PUBLISHER: ... ELECTRONIC ARTS
DEVELOPER: ... ELECTRONIC ARTS
ON SALE: ... OUT NOW
NO. OF PLAYERS: ... 1
PRICE: ... £44.99
WEBSITE: ... HARRYPOTTERLEA.COM

HARRY POTTER RETURNS TO HOGWARTS, BUT IS IT A WELCOME RETURN FOR THE MINI MAGICIAN?



Harry can buy all manner of magical goodies in the shops of Diagon Alley.



Harry does a Ron Weasley as he escapes the gaze of the shopkeeper.



Characters and locations are full of detail.

When it came to reviewing the game based on *The Chamber of Secrets*, I was sceptical. Film licences generally tend to suck more than Candy, but this time I was pleasantly surprised.

Despite being warned that returning to Hogwarts will put him in mortal danger, Harry goes back to magic school to uncover the legend of the Chamber of Secrets and put an end to the evil shenanigans of Slytherin. Combat mainly consists of Harry waving his wand at enemies, but there's also the opportunity to play Quidditch, sneak around the grounds in order to avoid the attention of the prefects, and battle with classmates. What this game does more than anything else is capture the essence of the films. The game is exactly how it appears on the big screen and even the voice acting has been provided by most of the cast.

BEFUDDLED?

Unfortunately, there are a few niggles with the game that mean it falls short of a PS2 classic. Travelling at night requires a lot of stealth tactics, which is all well and good, as long as you can

keep track of whom you're supposed to be avoiding. The lack of a radar, and a camera that's not always positioned where you'd like it, means a lot of getting caught and a return to the beginning of the room, which is frustrating when you know it's not your fault. The loading times are also too frequent and too long, which almost cripples the gameplay at times.

These things aside, *Harry Potter and the Chamber of Secrets* makes for a fun and rewarding action adventure.

■ MATT CUTLER

PS2 VERDICT

FOR

- Just like the film
- Variety of gameplay
- Plenty of magic and mystery

AGAINST

- Erratic camera
- Annoying stealth mode
- Crippling loading times

ALTERNATIVES

- Haven: Call of the King
- Ratchet and Clank

LONGEVITY

- The film's long, and the game's even longer. Plenty to keep you occupied for days on end.

OVERALL

A great action adventure. If you can stomach the loading screens.



TRICKS WITH A BROOMSTICK

Hogwarts' game of choice is Quidditch, and as a Seeker, Harry must catch the Golden Snitch to win the game. Fly through the rings to boost your broom's power, then when you see a trail of sparks, hit square to boost. Once you've caught up with the little bugger, hammer X like mad to make your catch and claim victory!



GAME SPEC

PUBLISHER: BAM! ENTERTAINMENT
DEVELOPER: VIS
ON SALE: OUT NOW
NO. OF PLAYERS: 1
PRICE: £29.99
WEBSITE: WWW.BAMFUN.COM



THE POWERPUFF GIRLS: RELISH RAMPAGE

Here's an interesting one. A game aimed at a niche market – that of the younger gamer. In fact, maybe the younger female gamer. Interesting, because the core gamer is a mid-twenties male. I can categorically state that if you're one of this majority then you won't enjoy *Powerpuff Girls: Relish Rampage* – it's not for you.

Assuming you're one of the aforementioned younger gamers then (or you're looking to buy a game for a daughter/niece/little sis' or whatever), and especially if you're a fan of the animated series, then you will derive some entertainment from PPRG. Cel-shading has been used, along with pastel colours and the angular characters from the cartoon,

(ON DEEP VOICE) 'THE POWERPUFF GIRLS – POWERFUL, MYSTICAL WARRIORS WITH...' – OK, I GIVE UP. THREE LITTLE GIRLIES WITH MAGIC POWERS.

and it does look by and large like an episode from *The Powerpuff Girls*. Full marks there, then. Blossom, Bubbles and Buttercup have the same squeaky voices and everything.

PUFF AND NONSENSE

That doesn't make it a good game though, and it's here where I have to try and see it from the perspective of the younger generation. The missions

are easy enough for a youngster to follow – they're of the 'follow the arrow to the objective and do this' variety. The cars and pedestrians of Townsville are depicted nicely – not that there's much variation mind you. As items are collected, special moves become available, but they can be frustrating to execute for the less motivated gamer. Hmmm. Simple, not much variety and frustrating.

Ultimately there's fun to be had here for the younger generation, but there's better available. For the rest of us though – forget it. **DALE BEAKS**

"BLOSSOM, BUBBLES AND BUTTERCUP HAVE THE SAME SQUEAKY VOICES"

THE WHAT PUFF WHO?

Starting in a cartoon series that has spawned a movie! hosted by The Cartoon Network, the *Powerpuff Girls* are Blossom, Bubbles and Buttercup, three doe-eyed cuties who possess supernatural powers and were created by Professor Utonium in his bid to rid the world of evil. I know, I know, but the series is a merchandising dream, with all manner of purses, makeup kits, bags and other girly stuff available.



PS2 VERDICT

FOR

- Looks and sounds just like the TV show
- Reasonable graphics
- Simple enough for youngsters...

AGAINST

- A few special moves can be tricky to master
- Not much variety
- Aimed at a niche market

ALTERNATIVES

- Taz Wanted
- Batman: Vengeance

LONGEVITY

- Should keep the kids quiet for ooooooh...half an hour

OVERALL

Something for the younger gamer, but even they'll tire of it before too long...



GREATEST HITS

TOP 5
OF ALL TIME

WE'VE CAREFULLY CHOSEN **THE 40 FINEST GAMES** YOU'LL EVER SEE FOR YOUR PS2.



PlayStation 2



1 **GRAND THEFT AUTO VICE CITY**

ROCKSTAR
Take control of Eighties Vice City in this incredible, multi-faceted action game.



PlayStation 2



2 **TONY HAWK'S 4**

ACTIVISION
The pinnacle of extreme sports gaming. This is the daddy.



PlayStation 2



3 **FINAL FANTASY X**

SCEE
Glorious RPG sumptuousness with enough gameplay to last you months.



PlayStation 2



4 **JAK & DAXTER**

SCEE
The platform game that sets the standards for all others to follow.



PlayStation 2



5 **TEKKEN 4**

SCEE
For the best all round fighting package, you can't beat Namco's classic.



THE BEST OF THE BEST

IN ALPHABETICAL ORDER..... THESE COMPLETE THE COLLECTION OF THE ULTIMATE PS2 TITLES EVERY GAMER SHOULD SELL THEIR GRANDMA TO OWN.

BARGAIN OF THE MONTH

GTA3

It's selling at £29.99 right now for a brand new copy, and £19.99 used in places like GameStation and Game. Watch for scratches though.



THE BEST BY GENRE

IN EVERY GENRE, THERE HAS TO BE ONE GAME PUSHING TOWARDS TRUE GAMING HEAVEN...



BALDUR'S GATE DARK ALLIANCE
INTERPLAY
Dungeon hack gaming at its best.



BURNOUT 2
ACCLAIM
Top notch arcade racing, slick and crammed with adrenaline.



COLIN MCRAE 3
CODEMASTERS
Realistic, rewarding rallying action.



COMMANDOS 2
EIDOS
Tough WWII squad-based strategy, but very rewarding.



DEUS EX
EIDOS
Bad-looking, great playing RPG-style first-person shooter.



DEVIL MAY CRY
CAPCOM
Stylish, fast-paced gun-blazing action.



DROPSHIP
SCEE
Hi-tech ground and aerial combat and peace-keeping missions.



GTA VICE CITY
BEST ACTION
Do we really have to tell you again? It's GTA at its very best.



SHADOW OF MEMORIES
BEST ADVENTURE
Innovative, with stunning graphics and incredible plot.



TONY HAWK'S 4
BEST EXTREME SPORTS
It doesn't get any better than this.



FREQUENCY
SCEE
Innovative, challenging music-based shoot 'em-up action.



GITARDOO MAN
THQ
The best of the traditional rhythm action games around.



GRAN TURISMO 3
SCEE
Driving with depth and style, and stunning cars.



GRAND THEFT AUTO 3
ROCKSTAR
Slightly flawed but still incredible criminal action.



HALF-LIFE
VIVENDI UNIVERSAL
An undisputed classic first-person shooter everyone must play at least once.



HERDY GERDY
EIDOS
Underrated herd 'em-up. Quirky and unique, but challenging.



ICO
SCEE
A beautiful platform action game, full of tension.



TEKKEN 4
BEST FIGHTER
Interact with 3D locations, over 20 characters, and special combos.



TIMESPITTERS 2
BEST FIRST-PERSON SHOOTER
Even better in multiplayer.



PES 2
BEST MULTIPLAYER
Humiliate your mates as you blaze to glory.



KINGDOM HEARTS
SCEE
Disney meets Square in this stylish RPG.



LOTR: THE TWO TOWERS
EA GAMES
Captures the atmosphere of the films as well.



LMA MANAGER 2003
CODEMASTERS
Festy management that steals your life.



MAXIMO
CAPCOM
Sword and platform action inspired by classic Ghouls & Ghosts.



METAL GEAR SOLID 2
KONAMI
Stealth, style, story, occasional stodge.



MTV MUSIC GENERATOR
CODEMASTERS
Mix up your own riffs, samples and visuals.



NBA STREET
EA SPORTS BIG
Basketball that's actually great fun, with spectacular trick shots.



SUPER BUST A MOVE
BEST PUZZLE
Supremely addictive bubble-bursting puzzles.



RATCHET & CLANK
BEST PLATFORMER
3D action, puzzles and combat.



GT3
BEST REALISTIC RACER
The legendary series, with over 100 cars.



NHL 2002
EA SPORTS
Forget NHL 2003, this is the hockey game that plays the best.



ONIMUSHA 2
CAPCOM
Epic samurai sword and puzzle combination, with more NPCs.



PRO EVOLUTION SOCCER 2
KONAMI
The best football game around.



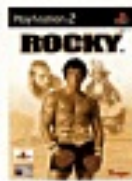
RATCHET & CLANK
SCEE
The second best platformer with the best weapons.



RED FACTION II
THQ
Fiantic, loud and massive first-person shooting with Geo-Mold.



REZ
SCEE
Unique music/shoot 'em-up combination, and very addictive.



ROCKY
RAGE
Top notch boxing that captures the spirit and snarl of Stallone.



BURNOUT 2
BEST ARCADE RACER
High-octane fun in the Offensive Driving school.



FREQUENCY
BEST RHYTHM ACTION
Multiplayer-compatible rhythm challenges.



FINAL FANTASY X
BEST RPG
An epic RPG quest to restore peace to the world of Spira.



RUMBLE RACING
EA SPORTS BIG
Arcade racer with somersaults. Very fast.



SHADOW OF MEMORIES
KONAMI
Intriguing time travel adventure game.



SILENT HILL 2
KONAMI
More of the truly disturbing and gruesome horror adventure.



SSX TRICKY
EA SPORTS BIG
Just about the most fun you can have on a snowboard.



TIMESPITTERS 2
EIDOS
Multiplayer first-person shooter with a genuinely good single player game.



VIRTUA FIGHTER 4
SEGA
Technically superior, but not as glamorous, or exciting as Tekken 4.



WIPACUT FUSION
SCEE
Not that different from its PSone forebears but still better than a lot of PS2 titles.



REZ
BEST SHOOT 'EM-UP
Unique gameplay and stunning graphics.

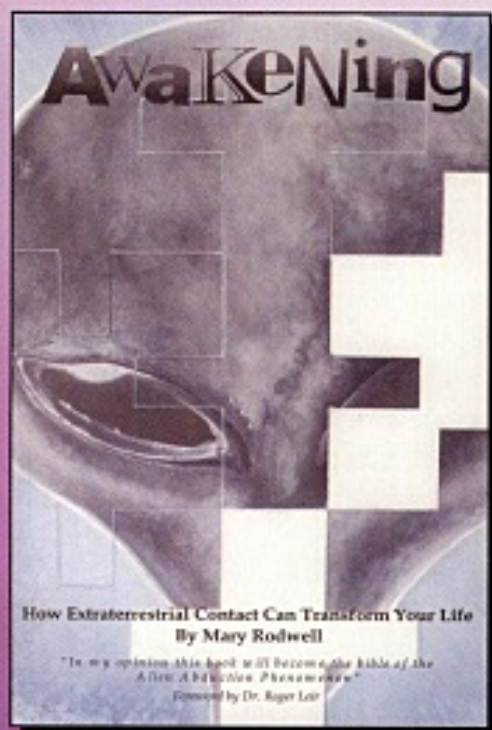


PRO EVOLUTION SOCCER 2
BEST SPORTS
Unbeatable gameplay and AI.



LMA MANAGER 2003
BEST STRATEGY
Huge official management sim.

Beyond Publications



Without Consent

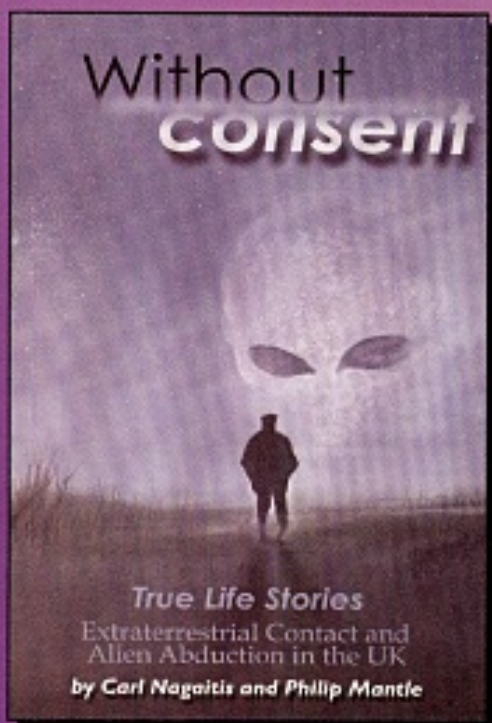
By Carl Nagaitis and Philip Mantle

True Life Stories

*"Extraterrestrial Contact and
Alien Abduction in the UK"*

Foreword by Nick Pope

*RRP £9.99
plus postage & packaging*



Awakening

By Mary Rodwell

*"How Extraterrestrial Contact
Can Transform Your Life"*

*"In my opinion this book will become the bible of
the Alien Abduction Phenomenon"*

Foreword by Dr. Roger Leir

*RRP £9.99
plus postage & packaging*

**Order Now on
(0113) 2600010/(0113) 2601133**

*Postage and Packing add £2.95 per book
We accept Credit/Debit cards*

Beyond Publications
Fortune Books Ltd, P.O.Box 168, Leeds LS15 9TJ
Website: www.beyondpublications.com

MOVIEZONE

THE BIGGEST CINEMA AND DVD MOVIES PREVIEWED, REVIEWED AND RATED EXCLUSIVELY FOR PS2!

SUPERMAN DOWN UNDER

SUPERMAN REMAKE TO LAND IN QUEENSLAND IN 2003...

The Brett Ratner-helmed live action version of Supes may be landing in Queensland next year, as talks are underway to bring the production to the Gold Coast Warner Bros. studios. Negotiations began yesterday to use the facility that has opened two new sound stages to cope with increasing demand. At present the \$200 million live action Peter Pan production is underway till March, with Superman likely to move in soon after, should the deal be successful. Meanwhile, in Sydney, the shooting of *Star Wars: Episode IV* will occupy the Fox Studios complex throughout most of next year.



DVD EASTER EGGS

DISC: BLADE 2 – DOUBLE DISC EDITION.

Insert the second disc of this two-disc set and navigate to the Production Workshop from the main menu. From there, select Visual Effects and then highlight Progress Reports. Pressing Right followed by Up on your remote control will reveal a vampire glyph – press Enter at this point and you'll see wacky director Guillermo Del Toro fool around with a sex toy for a minute – very strange.



DISC: STAR WARS: EPISODE 2 – ATTACK OF THE CLONES

There's an Easter Egg on each disc of this set. Access Title 15 on the first disc to see a reel of out-takes – refer to your player's instruction manual for the method of doing this. Like the gag reel for Episode 1, the out-takes are intercut with DVD credits. On the second disc, there is a small hidden poster gallery – select 'Dex's Kitchen' from 'Dex's Kitchen and Stills Galleries' on the main menu, then highlight 'Main Menu' and press Left on your remote. Press Enter when an item on the wall by Dex is highlighted, to access the hidden gallery.



DISC: LOTR: FELLOWSHIP OF THE RING (EXTENDED)

On disc two, go to chapter selection. Go to chapter 48, highlight and press down to highlight two tower symbols and enter for an amazing Two Towers preview trailer with an introduction by Peter Jackson. There is also a blooper reel that you can access by starting the movie on Disc one. Using the DVD remote control, at any point during the feature, select Title 15 (not chapter 15). There should also be a way to access this using the menus, so if you can find it, let us know.



DISC: THE OFFICE – SERIES ONE

Insert disc one and wait for the main menu to come up. Now wait for a minute or so and you'll hear the sound of a phone ringing. Press select or enter when this happens and you'll get the full version of Brent's 'Free Love Highway'. Insert disc two and select deleted scenes. Choose 'Slough' by John Betjeman. Wait for roughly 23 seconds and as the light starts to fade, press enter. Time it right and you'll get to see Peter Purvis' training video, 'Who Cares Wins'.



CONTENTS

DVD REGION 2

AUSTIN POWERS 3.....	92-93
DON'T SAY A WORD	94
ALI G IN DAHOUSE.....	95
ROLLERBALL	100
UNFAITHFUL	100
RESIDENT EVIL	102
BACK TO THE FUTURE	103
TONY HAWK'S TRICK TIPS 2	104
NATURAL BORN KILLERS	104

DVD REGION 1

XXX.....	108
THE BOURNE IDENTITY	109
BAD COMPANY	109
REIGN OF FIRE	110
UNDISPUTED	110
SPIDER-MAN	111
UNDERCOVER BROTHER	112
K:19 THE WIDOWMAKER	112

BIG FLICK

DAREDEVIL	114
LORD OF THE RINGS 2.....	115

2003 BIG MOVIES MASSIVE MOVIES COMING UP IN THE NEW YEAR!...

The Core	January TBC
Daredevil	February 14th
Shanghai Knights	March
Terminator 3: Rise Of The Machines	May 2nd
The Matrix: Reloaded	May 2nd
X2 (X-Men 2)	May 23rd
The Fast And The Furious II	June 20th
The Hulk	July 18th
Charlie's Angels: Full Throttle	June 27th
Bad Boys 2	July 18th
Finding Nemo	October 10th
The Matrix: Revolutions	November 7th



AUSTIN POWERS 3: GOLDMEMBER

IT'S HIS THIRD ROMP, BUT CAN AUSTIN KEEP IT UP? BEYONCÉ, BRITNEY AND PALTROW MIGHT JUST HELP...

INFO BOX

Certificate: 12
Distributor: Entertainment in Video
Director: Jay Roach
Starring: Mike Myers, Beyoncé Knowles, Steve Punt, Michael Caine, Michael York, Barry Le Vell, Eddie Adams, Gwyneth Paltrow, Heather Graham, Kevin Spacey, Woody Sturges, Ritz Edwards, Quincy Jones, Robert Wagner, Seth Green, Tom Cruise
Release date: Out Now (Box Set, 2002)

EXTRAS

The extras you'll find on the disc...

- Commentary
- Cast and Crew Biographies
- Deleted Footage
- DVD-ROM Content
- Making of
- Music Video
- Production Notes
- Trailer
- S.V. 8.1 Dolby Digital EX

SCORE ROUND-UP

The film and extras, scored out of 10



If Myers is making a cash cow, Goldmember is still the cream. A star-studded side-splitter, that defies the law of shitty sequels.



Hold onto your Swedish Penis Enlargers, everyone's favourite International Man of Mystery (sorry James) is back for his third groovy adventure. This time shag-aholic spy Austin Powers (Myers) is called into action yet again, when his arch enemy Dr Evil (also Myers) escapes from a high security prison to team up with another new character – master crim and seventies disco fanatic, Goldmember (Myers again – Christ, when does this guy go for a shit?).

The two evil ones kidnap Power's father, veteran fellow spy Nigel Powers (Michael Caine) and whisk him off in Goldmember's time machine. Austin

then does what any sex-obsessed international spy would do in the same situation – he legs it to 1975 to enlist the help of that bird out of Destiny's Child with the booty that could crack coconuts. You can't argue with the man's thinking.

True, popster Beyoncé Knowles, who stars as Foxy Cleopatra, never has any tough lines to grapple with but she does admirably enough in her debut role to rise above the 'token-tottery' tag and suggest she could have a future in this acting game. But it is, of course Myers who steals the screen again in his multiple roles – a highlight being Dr Evil's unforgettable duet with Mini-Me (Verne Troyer) on their own version of 'It's a Hard Knock Life'.

Whereas *Austin Powers 2* was a pretty poor rehash of the first movie's gags, this third instalment of the spy spoof is far fresher and reveals a lot more about the characters. A great flashback sequence explains how Austin and Dr Evil became sworn enemies at the Secret Agent Academy back in the 1950s, while a few more surprising skeletons also come rattling out of the closet.

The traditional rule of diminishing returns gets put firmly in its place by Goldmember, which is the best Austin Powers romp by a country mile. Sharper, funnier, slicker and with a better plot than its predecessors, Goldmember is, er, well, shapadolic, baby. There's a bigger babe count, some truly surprising cameos and a non-stop barrage of genuine laugh-out-loud, split-your-innards and wet-your-slacks gags. Your better judgement hopes Myers will leave it at this before the gag runs dry, but when the films are this good you can't help wanting more.





DON'T SAY A WORD

MICHAEL DOUGLAS PLAYS A PSYCHOLOGIST WHO MUST RETRIEVE A NUMBER FROM A DISTURBED MENTAL PATIENT TO SAVE HIS DAUGHTERS LIFE.



INFO BOX

Certificate: 15
Distributor: Twentieth Century Fox
Director: Gary Fleder
Starring: Michael Douglas, Brittany Murphy, Frankie J. Jackson, Jennifer Esposito, Oliver Platt and Sean Bean
Release date: Not set

EXTRAS

The extras you'll find on the disc...

- Director's commentary
- Making of
- Cinema Masterpieces
- Deleted scenes
- Cast and crew information
- Individual scene commentaries from the cast including Michael Douglas

SCORE ROUND-UP

The film and extras, scored out of 10



A good thriller with
 enough twists and turns
 to keep you watching



Plenty of decent extras
 to keep you watching



Fleder directs a tense thriller with plenty of twists and turns. Lacks believability but is engrossing enough to deliver an entertaining experience.

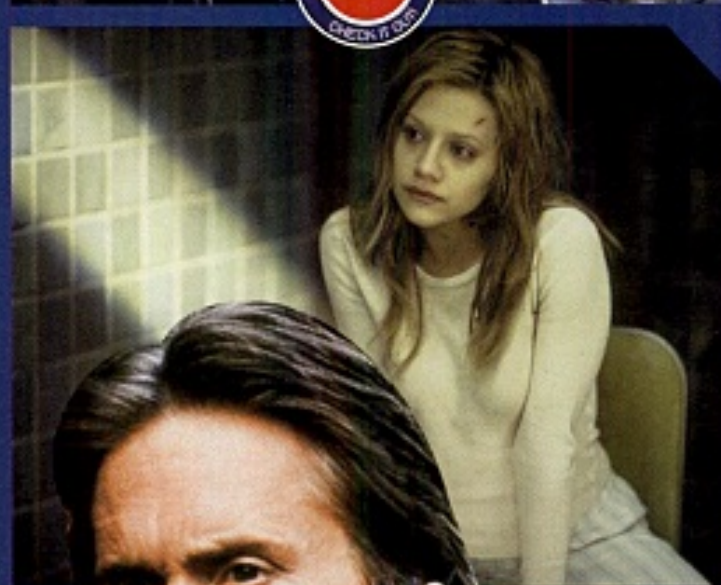


Psychoanalyst Dr. Nathan Conrad (Michael Douglas) is travelling home after a busy day sorting out teen angst in his private practice. On his way he's called in to the local mental hospital to deal with a girl who's about to be sectioned.

What transpires is the girl was witness to her father's murder after he half-inched a priceless jewel from a slick bank heist led by Sean Bean. In revenge for this he was slung in front of a train. Years later the gang track down the girl, desperate for a number that will lead them to the missing jewel. But the only man who can get in the mind of the disturbed girl is Dr. Conrad, so the gang take his daughter hostage to force Conrad to get the number.

Now we're not going to give away what the number is – but it's worth the wait, with Gary Fleder (*Things To Do in Denver When You're Dead*) directing a tense build-up to a violent burst of events. Douglas is as watchable as always, the supporting cast are good, but it's the younger star Brittany Murphy who excels as the nut bag with the number.

Where it weakens is relying on Douglas to fight the thugs, which frankly strains even my warped imagination. There's also not nearly enough of Jennifer Esposito as the feisty Detective Sandra Cassidy. But these are minor niggles in what is essentially a very competent thriller and certainly worth a night in to watch.



ALI G INDAHOUSE

HES THE GANGSTA RAPPER WHO LIVES WITH HIS NAN IN STAINES. HES INSATIABLE, IRRESISTIBLE TO DA BITCHES AND NOW HES GOT HIS OWN MOVIE. ITS ALI G, INNIT!

INFO BOX

Certificate: 15
Distributor: Universal
Director: Mark Mylod
Starring: Sacha Baron Cohen, Michael Gough, Charles Dance, Kallie Bright, Martin Freeman, Rhona Mitra, Barbara New
Release date: Oct Nov



EXTRAS

The extras you'll find on the disc...

- De Audio Commentary
- Scenes Not In It, but...
- The Video Diary
- Behind the Talk
- Ali's Picture Gallery
- Some Final Previews

SCORE ROUND-UP

The film and extras, scored out of 10



Ali G: Not a bad idea, but the "hilly" nature of the script is a bit of a letdown.



The fact it's called "IndaHouse" gives it a bit of a boost.



At one turn inspired and the next juvenile. Luckily, it's kept to just over an hour so the joke doesn't wear (too) thin.



When Westside wigger Ali G first hit our screens leaving stuffy politicians and the like confused with his crazy interview technique on *The 11 O'Clock Show*, he was a revelation. A Genius. Fresh. The pug's plums. The giraffe's tats. The bat's bonbons. His first feature film, *Ali G IndaHouse*, er, isn't.

Don't get us wrong. It's not bad, just inconsistent. When it peaks it would make someone on hunger strike shit his pants laughing. But it's the troughs that leave creator, writer and star Sacha Baron Cohen foraging at the bottom of the barrel for puerile penis jokes that were left there by the likes of Brian Conley.

In a bid to save Staines' John Nike Leisure Centre from being bulldozed ("How are the kids gonna get out of the Ghetto without it?") Ali finds himself launched into a political career that ends up with him "IndaHouse" of Parliament as the Prime Minister's (Gambon) right-hand man.

The fact that the story is a pile of pony pooch doesn't matter. TV hits are well known for struggling to survive outside the box – *Kevin And Perry Go Large*, *Mr Bean*, etc – and the thin plot is only there to hang off 75 minutes worth of knob gags, juvenile jokes, Ali smoking drugs, Ali looking at



punani, Ali saying "Innit", oh, and some more knob gags.

But, in between the cock there are some truly diamond moments – notably Martin "The Office" Freeman's turn as Ricky C, one of Ali's West Staines Massive and a white wannabe-gangsta rapper who swigs gin n juice by night and wears a Top Man suit to work by day. And there are plenty of cameos – look out for celebrity-idiot Richard Madeley stealing the best line

in the film – which suggest that, after initial misunderstandings, the world is starting to get the homophobic, white wannabe-gangsta rapper for the perfectly-played parody that he is. So why then, does Baron Cohen insist on cocking it all up by turning Ali G into the very thing he was taking the Michael out of in the first place?



PSi2
INTERVIEW

"I iz hactually hexpectin
2 receive a Hoscscar dis year - in
fact, if da hinformation I iz received
bout da wareouse dey iz kept in iz
right, me'll receive all of dem."

ALI G
INDAHOUSE

GANGB



Ali G, a GANGBANGA

from the ghettos of Berkshire has **MADE IT BIG TIME** with his first cinematic **HIT, ALI G: Indahouse.** Now hoping to clean up in **THE DVD MARKET,** we met up with Ali G **DURING A HEFTY BOUT OF PROMOTIONS** for a chat...

WILL YOU EVER BE LURED TO HOLLYWOOD? HAVE YOU ALREADY BEEN HOUSE-HUNTING IN L.A.?

Now I iz earnin three-figure money, it would very hypocritical of me – a gangbanga from da ghettos of Berkshire – 2 use me squids 2 live in luxury in Ollywood amongst da white man. Me dreamz dat one day livin in Staines will be hexactly da same az livin in Beverly Hills. Wiv a bit of effort dis CAN be hacheived – it can't be dat and 2 just smash Beverly Hills up a bit and promote hunemployment and da use of gunz and crime dere.

OBVIOUSLY YOU HAVE BEEN OFFERED LOTS OF OTHER FILM SCRIPTS. WHAT SORT OF MOVIES WANTED ALI G?

Since makin me first film, I iz been flooded wiv offas do more, but unfortunately, both of dem iz probly hunsuitable. Da first iz from dis big Ollywood Studio, called Da LA Ammata Film Macademy. Me turned dat down, coz, can u believe dis – dey wanted me 2 play a white man! Da second one I iz more hintrested in coz me gets 2 star in it, it involve a lot of violence and it iz da first new version of a type of film dat woz successful in da Seventies, called a Snuff Movie.

NOW THAT YOU HAVE MADE YOUR FIRST MOVIE ARE YOU PLANNING MORE? OR IS IT DIFFICULT TRYING TO FIND STARS BIG ENOUGH TO APPEAR ALONGSIDE YOU?

I iz definitely plannin more filmz. I iz currently writin a scripped for a remake of ET – 'cept instead of a halien comin 2 Earth me iz da halien and me landz on dis planet where only really really fit girlz lives and none of dem haz any clothes and dey iz all very horny and 2 get back 2 earl me haz 2 bone home. Az far az findin big starz 2 work alongside me iz concerned, after doin a movie wiv Charles Dance, even actin wiv Jason Donovan would be a improvement innit.

IS THE OSCAR NOW YOUR AMBITION?

I iz hachually hexpectin 2 receive a Hoscarr dis year – in fact, it da hinfornation I iz received bout da warehouse dey iz kept in iz right, me'll receive all of dem.

IS THERE LOTS OF SHOWBIZ JEALOUSY BECAUSE YOU ARE SO COOL?

Wot do u fink? Of course dere iz. I iz eard from reliable sauces, dat Arry Potter iz been goin round town, 2 places like da Met Bar and Stringfellowz, slaggin me off – sayin dat he haz boned Me Julie and dat she said I iz got a tiny beast. If u iz readin dis, Potter, me'll be waitin 4 u by da dog shit bin in Leacroft Park at 11 o'clock dis saturday and we'll sort dis out, once an for all. Gunz only – NO MAGIC.



ANGA!

"I iz eard from reliable sauces, dat Arry Potter iz been goin round town, 2 places like da Met Bar and Stringfellowz, slaggin me off!"



PIERCE BROSNAN HAS INDICATED THAT HE'S READY TO RETIRE AS 007. WOULD YOU LIKE TO BE THE NEXT JAMES BOND?

Letz ave a look at wot James Bond iz. Him iz Henglish, tall, good lookin, good wiv gunz, well and and him bonez loadz of women. Now letz look at wot e iz not. Black. Nuff said.

OR NOW THAT THERE IS TALK OF A NEW INDIANA JONES ADVENTURE DO YOU SEE YOURSELF AS HARRISON FORD'S REPLACEMENT?

I iz actually started writin dis scripped, starrin me, called, *Indiana Bones and da Temple of Poon*, in which me playz dis archeologist geeza who finds imself in dis old pyramid dat iz full of mummies of da fittest women dat iz ever lived on earf, and me knocks over dis box and some gas comes out dat makes all da bitches come back 2 life and none of dem iz got any clothes on coz dey iz all crumbled away, and me haz 2 bone dem all 2 defeat da Nartsies. Me aint sayin nuffink more about it coz me don't want Arison Frod 2 rick da story.

YOU MADE A POP VIDEO WITH MADONNA, WAS SHE NERVOUS ABOUT WORKING WITH YOU?

Da only person who woz nervous woz Gay Richie and u cast blame im for dat. Everyone know dat, da smaller a car iz, da arder it iz 2 bone in - and dat hexplain why she hired da biggest car in da world 4 dat video. Me and Madonna didn't know any of da ovver people in da car, dey woz all Gay Richiez mates who he'd put in dere 2 keep an eye on us.

AS A TV ICON YOU HAVE ALSO BECOME A FASHION TREND-SETTER. HOW DID YOU DECIDE ON THE ALI G LOOK?

Da last ting me'll ever do iz becum a fashion viktim and wear fings dat aint practical 4 livin in da ghetto. For hexample, right now, i iz wearing a white fur coat - which meanz i iz prepared 4 it, az me reckonz, da global warmin ting don't appen and also, if say, da polar bearz hescares from Windsor Safari Park, dey will fink i iz one of dem and wont attack me innit.

SINCE YOU ARE SUCH A RECOGNISABLE STAR, HOW DO YOU MANAGE TO HAVE A PRIVATE LIFE? DO YOU HAVE TO DISGUISE YOURSELF?

I iz always used a lot off disguises - partly coz dere iz a lot of people lookin 2 smoke me and partly coz 2 get all da difrent benefitz i iz currently claimin, me needz 2 have over 20 difrent identities. In order not 2 be recognized in public, me will ever dress up as a tiny old lady, a wizard or az Gary Barlow.

IF YOU HAD NOT BEEN A SUPERSTAR, WHAT OTHER CAREER WOULD YOU HAVE CHOSEN?

If me hadn't ended up on da telly when me did, I would probably right dis minute be doin dis intraview from a cell on death row - or even more likely, I would be doin dis intraview dead, coz me would ave been smoked in a drive-by. People my color who iz born in2 da ghetto, iz offered very few hooportunities and dat iz why dey dont bover takin da many hooportunities dey iz offered.

WHAT'S A FAVOURITE MOVIE THAT YOU WOULD HAVE LIKED TO HAVE BEEN IN, AND WHICH CHARACTER WOULD YOU HAVE PLAYED?

Me would quite like 2 ave been in *Titanic*, playin da role dat Leonardo Da Crapio played. Dis aint coz me wants 2 bone Kate Winslow (me fink she iz hactually a bit of a minga), but coz me could ave prevented dat needless waste of life by stoppin someone as fat as her climbin onto da front of da ship, which iz hobviously wot really caused it 2 sink.

WHICH GUEST WOULDN'T YOU WANT TO RETURN TO YOUR TV SHOW AND WHY?

Me hactually wouldn't be all dat keen on meetin Mohamed O'Fayed again, coz when him come on me show, me haccidently got his credit card mixed up wiv mine and i iz only just realized dis now, afta spendin over 300 grand on it.

WHAT'S THE STRANGEST FAN MAIL THAT YOU'VE RECEIVED?

Me received dis vallentinez card dis year from da singer in Misteeg, which woz strange - firstly coz she sent it thru her solicitor and secondly coz, in it, she ask me 2 stay 100 meters from er house. Dis iz a bit of a feaza, coz itz close enuf 2 watch er get undressed thru da window, but not quite close enuf 2 see if her nipz iz erect.

NOW ALI G IS A MOVIE STAR, WHAT CHANGES HAS BIG SCREEN STARDOM MADE TO YOUR LIFE?

Froughout me ole life i iz been unable 2 walk down Staines High Street wivout bein assled - but dese dayz it aint just by da fuzzy muff, traffic wardenz and spys from da Maffew Arnold School. Unfortunately, since becummin famous, i iz now also recognized by a lot of staff from da Spelthorne Benefitz Offices, who ad fought me woz hactually called Leroy Barker, Gary Speddin, Rick Riley, Geoffry Haynes or Salfy Thompson (mongst ovver names), and woz hunemployed, disablist, deaf, blind and a father of ten. Da effect dis has had on me income iz been disastrous and i iz now only able 2 sign on at 4 difrent dole offices.

WERE YOU EVER WORRIED THAT SOME PEOPLE MIGHT THINK THAT ALI G INDAHOUSE WAS A FILM ABOUT DIY?

When u say DIY, me presoom u iz on about wankin? I haz included some of dat in me film, coz me wanted 2 make somefin dat wont prejudiced against any type of sexual hactivity and included all of dem. For some people, knockin one out iz da only hactoin dey seaz, but it iz very rarely represented in filmz. Why should, for hexample, Hakan Titchmarsh, or da ugly geeza out of Earsay, go 2 da cinema and come away feelin dey iz habnormal?

WHAT'S THE SECRET OF YOUR SUCCESS?

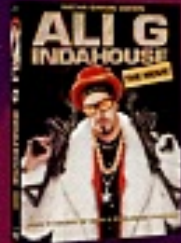
I iz shown dat by ard work, talent, brainz, dedication and bullshittin about your hexperience and kwalificationz u can get on da telly. Avin said dis, me woz surprised 2 get a show at Channel 4, coz usually u haz 2 be a lezza or disablist or somefin like dat 2 work dere.

BRITNEY SPEARS MAKES HER MOVIE DEBUT IN CROSSROADS. DO YOU SEE HER AS A BOX OFFICE RIVAL?

Me Julie probly seaz her as a rival in da box department. Why does u fink she iz still a virgin? Who does u fink she iz savin it 4? Dere iz a simple hequation 4 wot will appen when me meets er. Ali G + Britney Spears = Ali G Spears Britney.

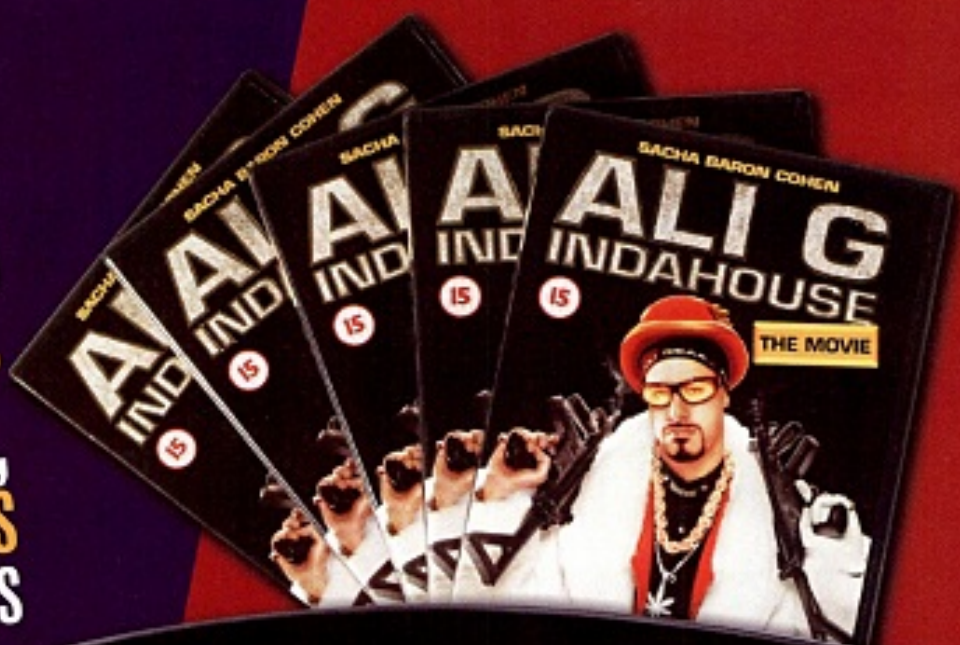
GANGBANGA!

ALI G INDAHOUSE is out now to buy on VHS and DVD everywhere



WIN IT, INNIT!

LIFESIZE ALI, SIGNED PHOTO,
BOXER SHORTS,
SUNGLASSES, POSTERS
AND DVDS UP FOR GRABS



If you missed Ali G's ridiculously hilarious/offensive (delete according to taste) big screen debut at the cinema, now's your chance to catch it on DVD! And to celebrate wannabe gangsta Ali breaking out of Staines and making it (via his nan's house) to Hollywood, we've got a big phat bunch of Ali G Indahouse gear to giveaway. Yep, 'Respec' will be yours if you are the lucky winner who gets to 'Keep It Real' in a pair of official Ali G glasses and boxer shorts, as well as getting your hands on a lifesize Ali standee, a copy of the DVD, a signed photo and an official poster from the movie. And, don't cry like a baby boy if you don't come first, because four runners-up will also each get a copy of Ali G Indahouse on DVD for you to play on your PlayStation2! Bo! Ali you have to do for a chance of winning is ring the competition hotline (ask permission of your nan or whoever pays the bill first) and answer the tricky question below.

Q. Movie star Ali G made his TV debut on which show?

A Can't Cook Won't Cook. B Songs of Praise. C The 11 O'Clock Show.

CALL NOW ON: 09064 701721

Terms and conditions: Calls cost 60p a minute. Lines open 24 hours. Competition closes on midnight January 19th.

"I iz currently writin a
scripted for a remake of ET -
'cept instead of a halien comin
2 Earth me iz da halien and me
landz on dis planet where only
really really fit girlz lives and
none of dem haz any cloves"

ROLLERBALL

REMAKE OF THE 1975 FAST-PACED ACTION THRILLER, THIS TIME DIRECTED BY ACTION MASTER JOHN McTIERNAN...

INFO BOX

Certificate: 15
Distributor: Columbia TriStar Home Entertainment
Director: John McTiernan
Starring: Chris Klein, Jean Reno
Release date: Not set



EXTRAS

The extras you'll find on the disc...

- Actor's Commentary
- Interactive Featurette - Rollerball Handbook
- Trailer Egg
- Theatrical Trailer
- Cross Promotional Posters

SCORE ROUND-UP

The film and extras, scored out of 10



Remaking *Rollerball* wasn't the best idea ever. McTiernan fails to even deliver in the action department where there's no excuse.



If you were going to remake *Rollerball*, you'd ideally pick *Predator* and *Die Hard* director McTiernan to do it, but somewhere along the line this all went very wrong indeed. This ham-fisted film replaces the gritty James Caan character with clean cut un-threatening Chris Klein (*American Pie*) and surrounds him with good looking supporting talent to see him through.

The film (for those who haven't seen the original) is based in the 'not too distant future' where the most popular game show in the world is not *Pop Idol*, but *Rollerball*. A deadly game on skates, with bikes and blood galore. Kings of the ring are Jonathan Cross (Klein) and his team mates Marcus (LL Cool J) and the stunning Aurora (Rebecca Romijn-Stamos). The only problem is the show's boss, whose thirst for ratings equals a desire to see more injuries and even death. To survive, the team must unite and fight to expose the show owner's corruption before it's too late.

Where it all goes wrong is a multi-choice answer. It could be the too-clean cut actors, the lack of the wrought tension that appeared in the original or simply the absence of McTiernan's previous knack for cracking action set pieces.



UNFAITHFUL

A HUSBAND IS CONSUMED BY DEVASTATING ANGER AND JEALOUSY AFTER DISCOVERING HIS WIFE'S INFIDELITY...



INFO BOX

Certificate: 15
Distributor: Twentieth Century Fox
Director: Adrian Lyne
Starring: Diane Lane, Richard Gere, Olivier Martinez
Release date: Not set in UK & DVD



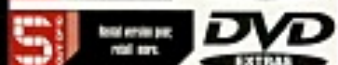
EXTRAS

The extras you'll find on the disc...

- Deleted Scenes
- More retail extras TBC

SCORE ROUND-UP

The film and extras, scored out of 10



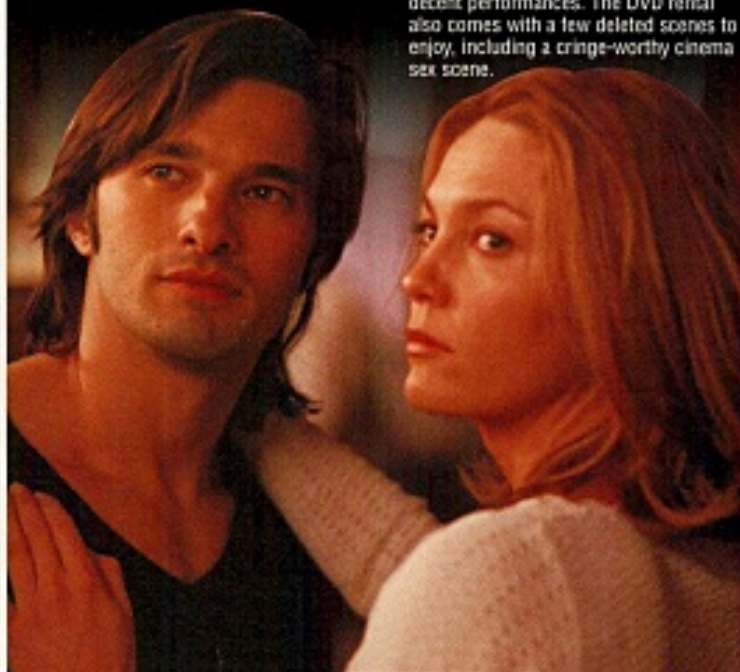
A quality thriller with an Oscar-worthy performance from Lane. A little lacking in punch at the end, but overall quite enjoyable.

Marriage can be made in heaven or hell, and in Connie and Edward Sumner's case it's nearer heaven. A gorgeous house, happy relationship and young son have meant a contented life for them. All is well until one stormy day when Connie runs into a French cliché played by Olivier Martinez, with whom she has a torrid affair.

Wracked with guilt about her affair Connie begins acting strangely, prompting suspicious husband Edward to hire an investigator. On learning the truth Edward reacts with devastating consequences, threatening his family's future together.

The director is well accustomed to domestic thrillers of this kind and that's evident in his handling of the screenplay. Richard Gere plays it pretty dull, but countering his dreadful outing as the jealous hubby is Diane Lane's Connie, whose emotion is wrought and engrossing. You sympathise with the reality of her situation and when she's in danger, it's a very emotionally realistic portrayal.

Overall this is a thriller most will enjoy, a little muddled at the end but essentially expertly directed with some decent performances. The DVD rental also comes with a few deleted scenes to enjoy, including a cringe-worthy cinema sex scene.



Must be 15 years or over
MONSTER MASH!
 Resident Evil giveaway!

visit: www.fox.co.uk



I want one of those...
 stuff you don't need... but you really really want.

WIN

**A COMBAT BALL KIT WITH
 RESIDENT EVIL T-SHIRT,
 RESIDENT EVIL WALLET
 AND RESIDENT EVIL DVD!**

Resident Evil is the awesome action film based on the multi-million dollar game franchise. Starring Milla Jovovich, the film takes you deep into the Umbrella Corporation's hive, where a super computer is struggling to contain a horrendous virus with the potential to wipe out mankind. When a crack commando unit enters the hive things turn from bad to plain horrific.

Thanks to www.wantoneofthose.com and Pathe, we have some incredible prizes to give away. The first prize includes the great new Combat Ball kit, which consists of two Semi-Automatic (cock-fire) AK20 200mm guns. They fire little Velcro balls that stick on contact with the two sets of body armour. You also get 2 spare magazines each (which each holds seven velcro balls) and 50 balls apiece. The first prize winner will also get a Resident Evil DVD, a T-shirt and wallet!

PLUS! – 5 runners-up will also win a copy of the movie with a T-shirt and wallet.

All you have to do for a chance of winning is answer this easy-peasy question and call the hotline number....

survive the horror

Q: What's the name of the city in the Resident Evil games?
A) Baboon City B) Lagoon City C) Raccoon City

Call this number now to enter and leave your details (you must be over 15 years of age and you must ask permission from whoever pays the bill)...

Tel: 09064 774488

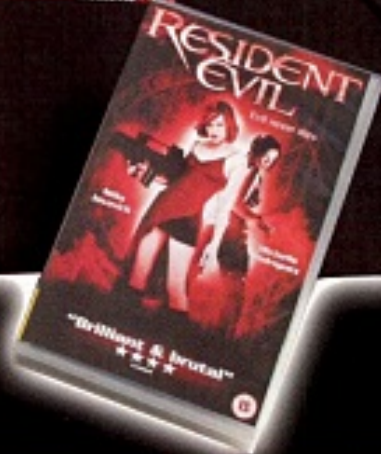
Resident Evil is out to rent on DVD and video on December 23rd from Pathe Distribution Ltd.

Combat Ball is available from www.wantoneofthose.com

Terms and Conditions:
 You must be 15 years old or over to enter.
 Calls cost 60p a minute. Lines open 24 hours.
 Competition open to UK residents only.

RESIDENT EVIL

www.residentevilthemovie.com



PSi2 QUICKIES

ALSO OUT THERE

MORE DVD RELEASES TO CHECK OUT...

40 DAYS AND 40 NIGHTS

OUT NOW - £15.99 RRP

Weak comedy with titanium jawed, gap toothed Black Hawk Josh Harnett going 40 days without nookie. Watchable crap your girlfriend will love.



TRADING PLACES

OUT NOW - £19.99 RRP

A homeless con artist (Eddie Murphy) swaps lives with a high-flyer commodity trader (perfectly cast Dan Aykroyd). Classic 1983 comedy, still side-splitting fun.



BLACK KNIGHT

OUT NOW - £15.99 RRP

A theme park attendant (terminally unfunny Martin Lawrence) gets transported back in time by a magical medallion. There are no words to describe how awful this movie is.



STAR TREK THE NEXT GENERATION - SEASON 6 BOX SET

OUT NOW - £79.99 RRP



Lacks the classic episodes of the third and fifth seasons (GEEK! - Ed) but has two great two-parter episodes and some great features for fans to enjoy.

RESIDENT EVIL

FROM THE HIT ZOMBIE-BLASTING PUZZLER COMES THE LAMEST EXCUSE FOR A HORROR FILM EVER



INFO BOX

Certificate: 15
Distributor: Columbia
Director: Paul Anderson
Starring: Milla Jovovich and Michelle Rodriguez
Release date: Out now DVD, Blu-ray



EXTRAS

The extras you'll find on the disc...

- Its Love - Special version

SCORE ROUND-UP

The film and extras, scored out of 10

2

Lacks anything
TV worthy

DVD
FILM

0

No extra on
the disc

DVD
EXTRAS

We just hope in 25 years they might have the technology to remake *Resident Evil*. This franchise could have been massive.

The games are tension filled, gory and well put together. The film is a tensionless turd, lacking even the basics of most half-arsed horror flicks. Directed with such a lack of originality, it almost sends you to sleep (I was nudged awake twice).

It all starts with a naked girl in a shower (supermodel-turned-actress Milla Jovovich) being dragged by a special forces unit into a secret research lab beneath her home owned by a massive 'evil' corporation Umbrella. Her only recollections are memories of a plot to steal a deadly virus being held deep in the complex. What follows is the expected slaughter of the team and stand-off between her, zombies and a giant



monster that looks like something from the games (thank goodness).

Why doesn't it work? Well, it's not nearly as dark as it should be. The zombies aren't scary. The film has clearly been watered down for a mass audience and though Milla does well, there's no sense that she's ever in real danger.

It's a bitter disappointment for fans of the game series, looking forward to a big screen gore-fest. Instead it's another piss-weak movie from Paul 'Soldier' Anderson and a real let down in all departments. The only minor plus is Milla, who suits the action genre, but just deserves a better script. Weak.



BACK TO THE FUTURE TRILOGY BOX SET

ONE OF THE MOST EAGERLY AWAITED DVDS GETS RELEASED. BUT WHAT MAKES THIS 'SPECIAL' BOX SET SO SPECIAL?

INFO BOX

Certification: PG
Distributor: Universal
Director: Robert Zemeckis
Starring: Christopher Lloyd, Michael J. Fox, Eric Thompson
Release date: by sea, VHS & DVD

EXTRAS

The extras you'll find on the disc...

- Disc 1**
- The making of Back to the Future
 - Making the Trilogy: Chapter One
 - All new feature commentary
 - Widescreen Del takes
 - Deleted scenes
 - Original make up tests
 - Did you know that? Universal's extended archives
 - Production archives - photographs, original storyboards & props
 - Storyboard to final feature comparison
 - Theatrical trailer

- Disc 2**
- Back to the Future Part Two featurette
 - Making the Trilogy: Chapter Two
 - Widescreen Del takes
 - Deleted scenes
 - Never heard test on location
 - Production archives - photographs, original storyboards & props
 - Storyboard to final feature comparison
 - Theatrical trailer

- Disc 3**
- Making the Trilogy: Chapter Three
 - Widescreen Del takes
 - Deleted scenes
 - 32 Top music videos 'Backlist'
 - Production archives - photographs, original storyboards & props
 - Storyboard to final feature comparison
 - Theatrical trailer

SCORE ROUND-UP

The film and extras, scored out of 10



A trilogy of fantastic movies packaged in a box set with a generous helping of extras on each disc. Worth every penny.

In 1985 Robert Zemeckis directed *Back To The Future* under the wing of Steven Spielberg. Its success spawned two sequels and made Zemeckis and his stars household names across the civilised world.

17 years later and DVD owners revel at the news of the release of all three movies in a extra packed trilogy box set. With good reason too, as all together this is a film series that's as enjoyable today as it was in the Eighties.

For those who've never seen any of the films (eh?), the first film sees typical American teen Marty McFly travel back in time to escape certain death. Meddling with his parents' lives accidentally results in alterations to his existence, so he must get the 1955 Doc Brown to send him back to 1985 to put it right before it's too late. The second film sends Marty into the future to stop his kid going to jail, but once again things go wrong when his nemesis Biff steals the time machine to go back in time and make his bloodline rich via a sports Almanac.



After sorting out that tragedy, in the third instalment Doc Brown gets zapped back to 1885 by a thunderbolt, leaving Marty to travel back, save him and get back to 1985 (again!).

These are three adventure films no DVD collector should be without, suitable for all ages and still bloomin' funny. Plus, fans can enjoy a bounty of extras on each disc, including hilarious out-takes for all three films and deleted scenes. Great Scott!



PSi2 2002 MUST HAVE DVDS

MUST-HAVE DVDS OF 2002 TO GET UNDER THE TREE THIS HOLIDAY SEASON



10: THE ITALIAN JOB
 (OUT NOW - £19.99)
 The classic crime caper with Michael Caine at the helm.



09: BACK TO THE FUTURE - TRILOGY BOXSET
 (OUT NOW - £34.99)
 All three terrific movies, wicked extras. Worth every penny.



08: PETER KAY'S PHOENIX NIGHTS - SERIES ONE
 (OUT NOW - £19.99)
 The UK's leading comic genius at work as club owner Brian Potter.



07: THE SIMPSONS - SEASON 2 BOXSET
 (OUT NOW - £19.99)
 The technically better looking second series is thankfully funnier too!



06: THE GODFATHER TRILOGY (OUT NOW - £39.99)
 Two great movies and one afterthought. But absolutely classic.



05: THE OFFICE - THE COMPLETE SERIES ONE
 (OUT NOW - £19.99)
 The agonisingly awesome first series. Plus a hilarious documentary.



04: MONSTER'S INC - COLLECTOR'S EDITION
 (OUT NOW - £19.99)
 Animated comedy at its finest. Original, hilarious and hugely enjoyable.



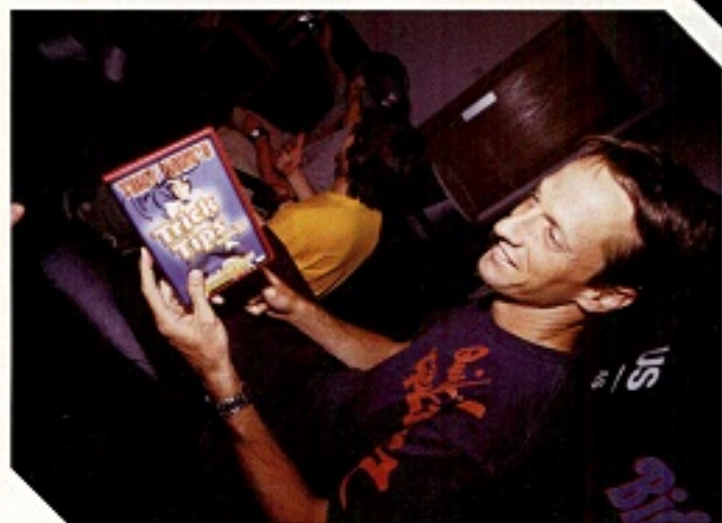
03: SPIDER-MAN
 (OUT NOW - £24.99)
 The movie all fans were gagging for. Awesome extras disc too.



02: STAR WARS: EPISODE II ATTACK OF THE CLONES
 (OUT NOW - £24.99)
 Vast improvement on the lacklustre Episode One with an extra packed DVD.



01: THE LORD OF THE RINGS: FELLOWSHIP OF THE RING
 (OUT NOW - £19.99)
 Simply the greatest fantasy action adventure ever made. Breathtaking.



TONY HAWK'S TRICK TIPS: VOLUME II

VOLUME ONE OF TONY'S TRICKS GUIDE CREATED SO MUCH HYPE, THIS SECOND PART HAD TO BE SOMETHING SPECIAL...

INFO BOX

Certificate: I
Distributor: Newmarket Pictures
Director: Morgan Stone
Starring: Tony Hawk, Eric Koston and Colin McKay
Release date: Out now to buy on VHS and DVD

EXTRAS

The extras you'll find on the disc...

- Interactive menu
- Section selection
- Try by tone

SCORE ROUND-UP

The film and extras, scored out of 10

7 Increasing, even if you don't skate, because of watching the movie.

DVD
FILM

7 No official extras, but plenty of bonus in clips.

DVD
EXTRAS

Shame about the lack of extras, but with loads of entertaining footage, this is an essential skateboarder's guide.

Where the first volume of Tony Hawk's Trick Tips guide covered the basics of skateboarding (ollies, flips, heelflips etc), volume two deals with the more advanced stunts. 'Essentials of Street' builds on the fundamental skills that were featured in Tony Hawk's Trick Tips: Volume One, and is aimed at boarders with a keen interest in skating and a desire to learn more advanced tricks.

Tony teams up with Eric Koston in the street skating section to bring you the inside information on how to pull off a range of impressive boardslides, kickflips and heelflips. Tony's partner for the ramp section is the legendary skater Colin McKay who demonstrates an array of ramp skills.

Where the first volume made the learning process enjoyable, with detailed instructions and demos, volume two goes a step further as the stunts get harder. Its amazing stunts, bailouts and out-takes make it entertainment enough for a non-skater, while the detailed stunts guide makes it an essential purchase for budding skateboarding pros.



NATURAL BORN KILLERS

INFO BOX

Certificate: 18
Distributor: Paramount
Director: Oliver Stone
Starring: Woody Harrelson, Juliette Lewis, Tommy Lee Jones, Robert Downey Jr.
Release date: Out now

EXTRAS

The extras you'll find on the disc...

- Director's Commentary
- Deleted Scenes
- Alternative Ending
- Documentary: Chaos Rising - The Storm Around 1994
- Introduction segments by Oliver Stone
- Natural Born Classics - Notes by Mark Kermode

SCORE ROUND-UP

The film and extras, scored out of 10

6

A nice product that fails to live up to the controversial tag.

DVD
FILM

7

The movie makers make it more interesting than the movie.

DVD
EXTRAS

Worth watching - if only to have a big stroky-head debate about it down the pub afterwards.

DYSFUNCTIONAL TRAILER-TRASH SEAL THEIR LOVE BY KILLING LOADS OF PEOPLE

When this story of two low-life Hicks (Harrelson and Lewis), who fall in love while going on a murderous road-trip across America, was first released in 1994 it whipped up a storm of controversy.

Yep, it was bloody violent and yep, there were some top-notch performances (Downey Jr as trash TV slime-ball Wayne Gale the pick of many). But as a comment on the media's relationship with violence and its manipulation of Joseph Public, it fell flat on its dull face.

Problem was that any genuine involvement in the film is blocked by man-at-helm Oliver Stone disappearing up his own back passage with a barrage of cut scenes, animation sequences and a direction slower than the trailer trash he portrays.

Still, those with an interest in cult movies will find loads to keep them excited for a while longer thanks to a range of extras that, like the hype surrounding it, overshadow the movie itself.



“**UCK FASHION”

The amount of reputation and notoriety you achieve will vary depending on how far you bend the rules.

Welcome to Hick State County.

85% **PLAY**®

"Deserves to be leading the convoy - this is trucking good fun!"



PlayStation.2

BIG MUTHA TRUCKERS

Chief Medical Officers' Warning

Trucking mayhem Deliverance style. Earn money using whatever means necessary, screw your family and truck everyone else.

Are you a Big Mutha Trucker?

www.bigmuthatruckers.com

eutechnyx



Big Mutha Truckers © 2002 Eutechnyx Limited. Published by Empire Interactive Europe Limited. Empire and Big Mutha Truckers are registered trademarks. "E" is a trademark of Empire Interactive Europe Limited. All rights reserved.
Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the US and/or other countries and are used with permission of Microsoft. All rights reserved.

Your chance to win copies
of the action-packed
Minority Report, movie t-shirts
and a swanky JVC DVD player!

BLOW YOUR MIND!

This month, the man with the cheesiest grin in the Hollywood hills is about to be unleashed on DVD in his latest blockbuster action adventure. Spielberg's imaginative futureworld thriller *Minority Report* sees Tom Cruise playing a crimefighter as part of an experimental government agency, which uses 'precognitive' humans to identify future crimes. But when he's accused of a future murder, Anderton goes on the run, all the time trying to keep one step ahead of his jet-packed colleagues.

Minority Report is out now to own on DVD (£24.99) and on VHS (£16.99). This double disc set is quite special, featuring never-before-seen interviews with Steven Spielberg and Tom Cruise, exclusive behind-the-scenes footage of the stunning special effects and stunts, and an insight into this futureworld. Special features include From Story to Screen, Deconstructing *Minority Report* and an in-depth look at the amazing visual effects created by the Academy Award-winning team at Industrial Light and Magic.

Courtesy of Twentieth Century Fox Home Entertainment PSi2 has five *Minority Report* DVDs and t-shirts to give away to you. And that's not all – one lucky reader will also win this fine quality JVC DVD player.



All you have to do for a chance of winning is answer the question below and call the competition hotline now!

Q: WHO DIRECTED MINORITY REPORT?

A: Steven Seagal

B: Stephen King

C: Steven Spielberg

CALL NOW ON
09064 701722

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours a day. Competition open to UK residents only. Competition closes midnight January 19th.

US DIRECT

Offer a personal importation service for
Region 1 DVDs

FREE SHIPPING WORLDWIDE For 3 or more DVD's
- £1.99 for 1 or 2

Average delivery in
6 working days.

cheque cash P.O.    

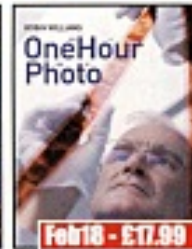
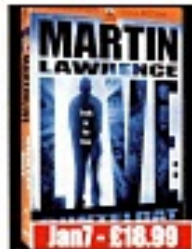
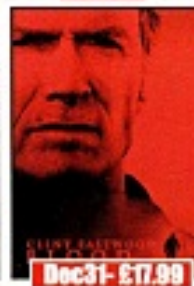
Web: www.usdirectdvd.com Phone: 01484 325605

US DIRECT TOP 10 BEST SELLERS

01 Bourne Identity	£17.99
02 Signs	£18.99
03 xXx	£17.99
04 Blood Work	£17.99
05 Halloween: Resurrection	£17.99
06 K19 Widowmaker	£18.99
07 Blue Crush	£17.99
08 Fear Dot Com	£17.99
09 Barbershop	£17.99
10 Ballistic: Ecks Vs Sever	£17.99

US DIRECT TOP 10 MOST WANTED

01 Road To Perdition	Feb25
02 My Big Fat Greek Wedding	Feb11
03 Sweet Home Alabama	£19.99 Feb4
04 Tuxedo	Feb
05 Master of Disguise	£18.50 Jan28
06 One Hour Photo	£17.99 Feb18
07 Transporter	Feb
08 Four Feathers	Feb
09 Spy Kids 2	Feb18
10 Banger Sisters	£18.50 Jan28



USE DVD REGION X TO WATCH U.S. REGION 1 MOVIES ON YOUR PS2: WWW.CODEJUNKIES.COM



INFO BOX

Certificate: PG-13
 Distributor: Columbia TriStar
 Director: Rob Cohen
 Starring: Vin Diesel
 Release date: January 1st 2003
 Supplier: www.xdxtristat.com

EXTRAS

The extras you'll find on the disc...

- Director's Commentary
- Deleted Scenes & Commentary
- A Filmmaker's Diary
- Four Featurettes
- Multi-Angle Deconstructions
- Visual Effects Bonus
- Script to Screen Comparisons
- Music Video (Garth Rossdale)
- Trailers
- DVD-ROM Features

SCORE ROUND UP

The film and extras, scored out of 10

5!

Delivers popcorn
master class at its
best.DVD
FILM

7!

Narrative strand of
well-executed extra.DVD
EXTRAS

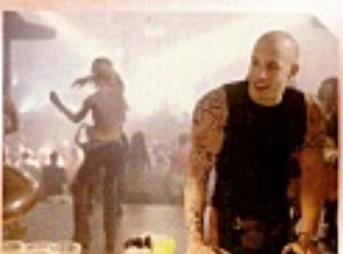
A wholly mediocre actioner boosted by a smokin' selection of special features.

XXX

Even though he's been kicking around the movie world for years, Vin Diesel's meteoric rise to fame has led many to mistakenly hail the gravel-voiced lothario as an overnight success. Following strong supporting roles in *Saving Private Ryan* and *Boiler Room* however, Diesel has promptly attained superstar status through the likes of powerhouse leading roles in such cinematic blockbusters as *Pitch Black* and last year's sleeper hit, *The Fast and the Furious*. Following that film's huge financial success, Tinsel Town's hottest new action hero has teamed up once again with *Furious* director Rob Cohen for *xxx*, another theatrical smash on both sides of the pond that now finds itself attaining a high profile Region 1 DVD release. The premise of the film is as simple as its perceived audience – extreme sports thrill-seeker Xander Cage (Diesel) is drafted into the National Security Agency in order to infiltrate a dangerous group of European based renegades called Anarchy 99 and stop them from destroying the world. Yeah, you guessed it, it's James Bond for Gen-Xers, with a huge quota of gadgets, guns, explosions and cheesy dialogue flying around like Wonderbras at a Peter Stringfellow birthday bash. Unfortunately, the piss-poor script, ludicrous stunts and insane tough guy posturing make this yet another over-hyped spy flick that fails to ignite the imagination. Still, the movie made shed-loads at the box-office, and in today's Hollywood that's all that counts – a sequel is already in the works.

Aside from a typically impressive anamorphic print and aptly explosive 5.1 soundtrack from Columbia, *xxx* also benefits from the inclusion of a host of killer Region 1 special features. Highlights on offer include copious deleted scenes with optional commentary, four excellent featurettes focusing on various aspects of the film's production process, informative multi-angle deconstructions and a kickin' music video from Bush lead-singer Gavin Rossdale. In summation, if you enjoy style over substance then this DVD has got your name written all over it.

CAGE, XANDER CAGE





THE BOURNE IDENTITY

MIND OVER MATTER

INFO BOX

Certificate: PG-13
Distributor: Universal
Director: Doug Liman
Starring: Matt Damon, Franka Potente, Clive Owen, Brian Cox
Release date: Available now
Supplier: www.collectivt.com



EXTRAS

The extras you'll find on the disc...

- Director's Commentary with Matt Damon
- Deleted Scenes
- Alternate Footage: Ending
- On Location Footage
- Moby Music Video
- Theatrical Trailer

SCORE ROUND UP

The film and extras, scored out of 10



A cracking spy movie and a decent overall package make this a worthwhile buy.



Based on the best-selling novel by Robert Ludlum, Matt Damon stars as CIA assassin Jason Bourne, a deadly killer who, after being retrieved from the ocean with two bullets in his back, wakes up suffering from amnesia. Thus begins Bourne's quest to find out just who the hell he is, whilst also contending with a range of dodgy characters intent on killing him for unknown reasons. The twisting plot, solid performances and impressive direction from Go director Doug Liman make for compelling viewing and, along with some impressively staged martial arts ass-kicking from Damon, the film's well crafted screenplay is guaranteed to keep you entertained through to the very end.

On DVD, *The Bourne Identity* comes with a small but acceptable range of special features. Standouts include deleted scenes, alternate footage (including a different ending), and a cool music video for 'Extreme Ways' from the always-listenable Moby. All in all then, *The Bourne Identity* is definitely a DVD worth bearing in mind for a purchase.



BAD COMPANY

SILENCE OF THE HAMS.

INFO BOX

Certificate: PG-13
Distributor: Touchstone
Director: Joel Schumacher
Starring: Anthony Hopkins
Release date: Available now
Supplier: www.collectivt.com



EXTRAS

The extras you'll find on the disc...

- Theatrical Trailer
- Behind the scenes documentary

SCORE ROUND UP

The film and extras, scored out of 10



Do yourself a favour and avoid like a council tax bill.



You have to wonder why a great actor like Anthony Hopkins cheapens himself by appearing in such utter crap as this latest Jerry (Pearl Harbor, Top Gun) Bruckheimer-produced debacle, *Bad Company*. Perhaps going through the motions with a big fat pay cheque in mind, Sir Anthony plays a veteran CIA agent who recruits the twin brother of a murdered colleague to help him finish off an important mission. Unaware of his dead brother's former profession however, the wet-behind-the-ears sibling (played by always-annoying twerp Chris Rock) has only nine days to get to grips with the situation at hand and complete his mission, because if not, a group of terrorists plan on nuking New York City. Featuring every cliché in the book, including such Chris Rock 'nuggets' as 'I'll eat a pig's ass if it's cooked right', this flyweight buddy-flick ultimately turns into a series of extended chase scenes and cringe-worthy one-liners that'll soon have you groaning into your popcorn buckets. Guaranteed a prime place in the instantly forgettable annals of film (and DVD) history.





REIGN OF FIRE

ENTER THE DRAGON...

INFO BOX

Certificate: PG-13
Distributor: Buena Vista
Director: Rob Marshall
Starring: Matthew McConaughey, Christian Bale, Isabella Rossellini
Release date: Available now
Supplier: www.cdsdirect.com

EXTRAS

The extras you'll find on the disc...

- Theatrical Trailer
- 30-9 featurette
- Special Effects Featurette
- Conversation with Director Marshall

SCORE ROUND UP

The film and extras, scored out of 10



For a score of 7, a DVD is a decent value.



A DVD is a decent value, but it's not a great one.



A strictly average DVD rating that definitely blows hot and cold.

There's nothing like a half decent adventure romp to kill a bit of time on a cold winter's night; especially one that features fire-breathing dragons and a loud, beefed up American hero attempting to slay the beasts. Enter Matthew McConaughey and a cast of CGI winged

beasts in *Reign of Fire*, newly unleashed on Region 1 DVD. Taking flight some 20 years after a young lad inadvertently stirs a sleeping dragon from its slumber, the now grown-up boy (played by Christian 'American Psycho' Bale) is leader of a group of humans forced to live in hiding from the winged marauders who now, thanks to him, rule over the planet. Further adding to the group's problems, gung-ho Yankee adventurer Van Zan (McConaughey) shows up one day, armed to the max and boasting that he and his gang of dragon slayers are going to destroy the beasts. From here on in it's all systems go as a series of exciting

'monsters-versus-man' escapades ensue, and, while it's not going to win any accolades for cinematic genius, the film still manages to engage the senses and entertain. Enhanced by a small but competent set of extras, *Reign of Fire* is a disc most monster movie fans will want to add to their collection.



UNDISPUTED

INFO BOX

Certificate: R
Distributor: Miramax
Director: Walter Hill
Starring: Wesley Snipes
Release date: Available now
Supplier: www.cdsdirect.com

EXTRAS

The extras you'll find on the disc...

- Trailer

SCORE ROUND UP

The film and extras, scored out of 10



For a score of 6, a DVD is a decent value.



A DVD is a decent value, but it's not a great one.



A watchable film that could've offered a lot more in the way of extras.

BOXING BEHIND BARS.

Veteran writer/director Walter Hill has long been one of Hollywood's best purveyors of exhilarating fight scenes, with memorable scraps in the likes of the *Streetfighter*, *The Warriors* and *48 Hours* solidifying his reputation as someone who knows how to pack an on-screen punch. Based in a prison, Hill's latest project, *Undisputed*, tells the tale of a top ranked heavyweight boxer (Wing Rhames) who, upon being sent to the clink for rape, comes face to face with none other than Wesley 'Biggie' Snipes, who plays the prison's reigning boxing champ. Inevitably, the two sluggers don't exactly hit it off, and after scrapping in the mess hall, they are soon drawn into the ring amidst a hail of heavy betting to find out who exactly is the 'undisputed' king of the ring. Although not a classic by any means, this formulaic prison flick, as you'd expect, boasts some excellent fight scenes, with acting heavyweights Rhames and Snipes living up to their top billing. With a fine undercard of supporting actors including Peter



Falk and Michael Rooker, this is a disc boxing fans will enjoy going a few rounds with. Be warned though, the non-existent special features may have you throwing the towel in early.



SPIDER-MAN

LIMITED EDITION COLLECTOR'S GIFT SET

INFO BOX

Certificate: PG-13
Distributor: Columbia TriStar
Director: Sam Raimi
Starring: Tobey Maguire
Release date: Available now
Supplier: www.columbia.com

EXTRAS

The extras you'll find on the disc...

- Spider-Man Widescreen 2-disc DVD
- Stan Lee's Mutants, Monsters & Marvels DVD
- Collectable reprint of Amazing Fantasy #15, which introduced the Spider-Man character
- Collectable script personally selected by the director with his comments
- Limited edition lithograph reproduction by Spider-Man artists John Romita Sr. and John Romita Jr.

SCORE ROUND UP

The film and extras, scored out of 10

9

A truly radical collectible that will be a must-have for all true Spider-Man aficionados.

DVD
FILM

10

Includes more than 100 collectible extras.

DVD
EXTRAS

For all true Spider-Man aficionados, this is a must-have set that will become highly collectible as time goes by.

We all know by now that Spider-Man is a kick-ass superhero blockbuster that, for once, actually lives up to the hype, so what better way to celebrate the ultimate web-spinner's celluloid success than to release a sensational Spider-Man limited edition collector's gift set on DVD. Currently only available on Region 1, not only do you get the stonking two-disc widescreen version of the movie already doing the rounds, but also a spiderweb full of exclusive collectable items to boot. First up is the excellent Mutants, Monsters and Marvels documentary DVD about legendary Spider-Man creator Stan Lee, which starts off the festivities in fine style. Also included is a limited edition lithograph image by Spidey artists John Romita Sr. and his son, along with a collectable 35mm script personally selected by Spider-Man movie director Sam Raimi. Saving the best for last though is the inclusion of a reprint of the rare Marvel comic book Amazing Stories number 15, which introduced us to Spider-Man for the very first time! If you're a dedicated Spidey fan then this spectacular gift set is an essential selection, and if not, buy it anyway, because this will be a valuable collector's item itself in the not-too-distant future.

A WEB-HEADS DELIGHT



PSi2 QUICKIES

FIVE QUICK REGION 1 DVD REVIEWS TO CHECK OUT...

MINORITY REPORT AVAILABLE TO IMPORT NOW



Even though this awesome Tom Cruise/Steven Spielberg sci-fi blockbuster actually came out in the UK first, Region 1 aficionados will have patiently waited the extra couple of weeks to get their sweaty mitts on the US version of this top movie.

BACK TO THE FUTURE TRILOGY AVAILABLE TO IMPORT NOW



Finally, one of the most highly anticipated back catalogue titles arrives on Region 1 DVD. Boasting all three films in the popular time-travel trilogy along with a plethora of kick-ass special features, this is a must-have set for all discerning film fans.

UNFAITHFUL AVAILABLE TO IMPORT NOW



Richard Gere and Diane Lane star in this torrid tale of an extra marital affair embarked upon by (shock, horror) 'the woman'. Director Adrian Lyne (Fatal Attraction, Indecent Proposal) continues to explore human relationships with aplomb in this decent little movie.

SIGNS AVAILABLE TO IMPORT FROM JANUARY 7TH



M. Night Shyamalan proves he's no one-hit wonder, following the Sixth Sense and Unbreakable with his third box-office hit. Mel Gibson plays a farmer trying to figure out what's behind the appearance of crop circles on his land.

BLUE CRUSH AVAILABLE TO IMPORT FROM JANUARY 14TH



Surf's up dudes, as a bunch of 'totally rad' surfer chicks catch the waves in pursuit of the ultimate seaside ride. A cinematic summertime hit across the pond, Blue Crush is a shallow yet entertaining chick flick with some impressively staged and executed surfing cinematography.





UNDERCOVER BROTHER

INFO BOX

Certificate: PG-13
 Distributor: Universal
 Director: Malcolm D. Lee
 Starring: Eddie Griffin, Denise Richards, Cuba Gooding Jr.
 Release date: Available now
 Supplier: www.universal.com

EXTRAS

The extras you'll find on the disc...

- Audio Commentary
- Alternate Ending
- Deleted Scenes
- Making of Featurette
- Trail Mix
- "Undercover Fun" Music Video
- Animated Shorts
- Classic Series
- Music Highlights
- "Get The Man" Irvin Challenge
- Theatrical Trailer
- DVD Menu

SCORE ROUND UP

The film and extras, scored out of 10



Dope disc that fans of the *Naked Gun* and *Scary Movie* films will definitely dig. **A-**



CAN YOU DIG IT?

Based on a popular Internet cartoon series, American comic actor Eddie Griffin plays Undercover Brother, an Austin Powers-type crime fighter with an affinity for all things Seventies. Cruising around in a massive yellow Caddy Coupe De Ville with his equally massive Afro hairdo looming large, our fly-guy hero is hired by the B.R.O.T.H.E.R.H.O.O.D. to put paid to 'the Man', a corrupt white criminal mastermind intent on causing racial division. Upon entering the white corporate world in order to bring 'the Man' and his cohorts to justice, the scene is set for a fast-paced series of generally amusing skits that poke fun at everything from American political correctness to black directors bowing to the Hollywood 'system'. With ultimate eye candy coming in the shapely form of delectable Denise Richards, *Undercover Brother* is one of those rare movies that actually delivers more than you'd initially expect. Indeed, with an impressive selection of dope special features also thrown into the mix, this is a disc worth getting jiggy with.



K-11 THE WIDOWMAKER

HARRISON FORD
GETS THAT
SINKING FEELING.

INFO BOX

Certificate: PG-13
 Distributor: Paramount
 Director: Kathryn Bigelow
 Starring: Harrison Ford
 Release date: December 1/00
 Supplier: www.paramount.com

EXTRAS

The extras you'll find on the disc...

- Audio Commentary
- Three Featurettes
- Making of Featurette
- Theatrical Trailer

SCORE ROUND UP

The film and extras, scored out of 10



Reasonably well-executed film on a bog-standard Paramount disc. **B-**

Even though the cold war animosities between the US and former Soviet Union have been laid to rest for quite some time now, you can always rely on Hollywood to resurrect reliable old ghosts. Based on a true story, *K-11 - The Widowmaker* finds fellow acting heavyweights Harrison Ford and Liam Neeson going head-to-head aboard K-19, the USSR's first nuclear submarine. Set in 1981, the story focuses on the sub's perilous maiden voyage, when, soon after launching a test missile in the Atlantic, the huge undersea vessel developed a major malfunction in its nuclear reactor. Apart from the fact that the crew are now in danger of losing their lives, the situation is further jeopardised by the fact that K-19 is only 400 miles off the coast of America, and if the submarine blows up, the resulting nuclear fallout could signal the start of World War 3! As you'd expect, the film's two stars deliver typically solid performances, while director Kathryn Bigelow (*Point Break*, *Strange Days*) makes the most of the tense situation and claustrophobic confines at hand. However, a lack of freshness and originality keeps this underwater odyssey from reaching the higher echelons of such other classic submarine movies as *Das Boot* or *Crimson Tide*.



For PlayStation®2

PLAY DVD MOVIES FROM ANY REGION ON YOUR PS2®

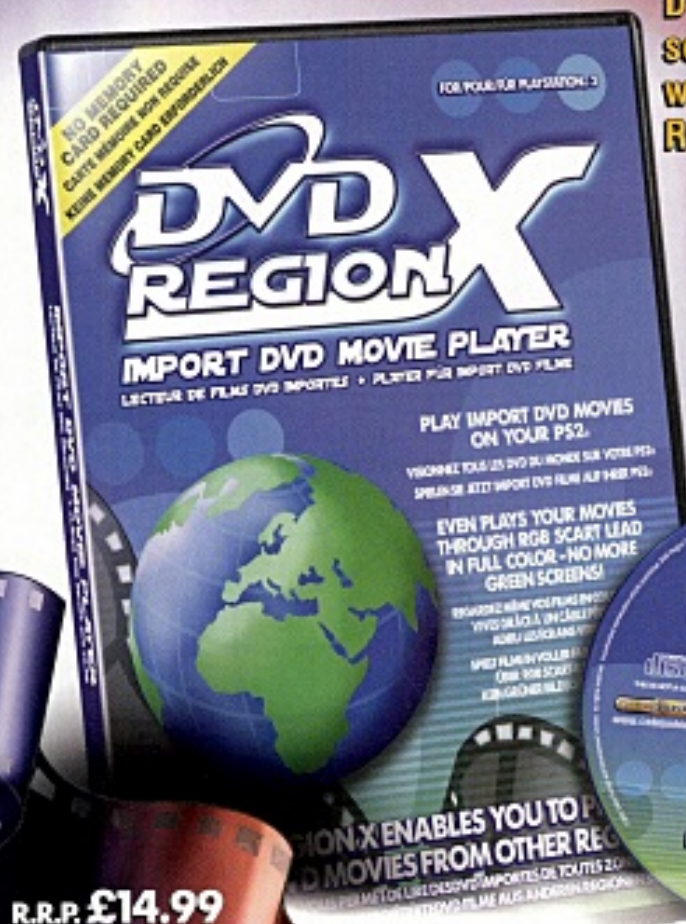
For the ultimate cinematic experience in your own home, you need DVD Region X! An essential purchase for movie buffs everywhere, DVD Region X™ lets you play import DVD movies on your PlayStation®2. No modifications to your console are needed.

DVD Region X™ can even remove the annoying 'green screen' effect that normally occurs when you try to watch any DVD movie on your PS2® via a high quality RGB/SCART cable.

- Play import DVD movies on your PS2.*
- No modifications to your PS2® console needed
- Easy to use
- Plays PAL and NTSC* DVD movies
- Plays all region DVD movies
- Plays your movies through RGB scart lead in full colour - No more green screens!**

*Some older TV sets may not support this feature.

**Existing users can upgrade their product at www.dvdregionx.com



WHAT THE PRESS SAY...

"A fantastically easy way of playing DVD titles from anywhere in the world on your PS2... a great PS2 add-on."
Home Entertainment World's Editor's Choice

"Brilliant. It's not often that we find it at the mouth about anything on these pages but this is top."
GamesMaster

"Sing huzzah for accessories specialists Datal. Simply put the CD into the drive, select your preferred region, slide in your DVD and you're away."
FHM

"Your PlayStation2 DVD region lockout problems have now been solved... a boon for Japanese anime fans."
Edge

"...welcome relief for DVD fans who want to import Region 1 discs from the USA. Not only do the States have greater choice but often new DVDs are released to coincide with the cinema release in the UK and can include more additional features."
Computer

"Software supplied with DVD Region X modifies the SCART output to support RGB, so you won't get that nasty green screen effect... at just £14.99 any PS2 owner would be daft not to get DVD Region X."
TotalDVD

Home
Entertainment
World
Editor's Choice

Rating: ★ ★ ★ ★ ★

AVAILABLE FROM ALL GOOD GAMES RETAILERS INCLUDING:  
OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 8am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at Low call rate)

CODEjunkies
www.codejunkies.com

©2003 Datal Design and Development Ltd. DVD Region X is a trademark of Datal Design and Development Ltd. PlayStation 2 is a registered trademark of Sony Inc. This product is not sponsored, endorsed or approved by Sony.
* NTSC-compatible TV set is required for NTSC mode. Please refer to your TV set's instruction manual.

Preview THE BIG FLICKS

WARNING!
SPOILER ALERT!
PLOT DETAILS REVEALED!



STARRING:

BEN AFFLECK, JENNIFER GARNER, MICHAEL C. DUNCAN, COLIN FARRELL, JON FAVREAU, JOE RANTOLIANO, DAVID KEITH AND COO-LIO MARK STEVEN JOHNSON
AA ARAD AND GARY FOSTER
14TH FEBRUARY
WWW.FOX.COM

DIRECTOR:

PRODUCER:

RELEASE DATE:

WEBSITE:

MATT MURDOCK IS A BLIND NEW YORK ATTORNEY. BY DAY HE'S AN ACE PROSECUTOR, BUT BY NIGHT MATT SLIPS INTO THE LYCRA TO TACKLE CRIMINALS HE CAN'T STOP IN THE COURT ROOM.

ACTION PACKED

The trailer and clips we saw indicate an action-fest on a par with *The Matrix* (the sequel *Matrix Reloaded* is also set for release in early 2003). It's darker than *Spider-Man* but shares the same style of special effects. The atmosphere of the clips shown communicate a very comic book feel, which should go down well with audiences, and impress fans of the original comic book series.

We'll have a full review when the movie makes it to these shores in February 2003.

Trailer comment: An action-packed trailer that has more in common with *The Matrix* than its relative *Spider-Man*. Dark and mysterious, *Daredevil* looks like a rip roaring action ride.

Anticipation: Although this one's pegged for February 14th, rumours say later in 2003, but way before *Spider-Man 2* comes to town. It looks like a cross between *The Crow* and *The Matrix*, and Affleck appears superbly cast in the title role. Certainly worth checking out in the new year.

RATED ANTICIPATION RATING: 8/10

KINGPIN

Appearing alongside *Daredevil* in the movie are Colin Farrell (*Minority Report*, *Hart's War*) as the lethal assassin Bullseye and Michael Clark Duncan (*The Green Mile*, *Armageddon*) as vicious crime boss Kingpin. Siding with the *Daredevil* you'll find Jennifer Garner (from the hit TV show *Alias*) as martial-arts expert Elektra Natchios - *Daredevil*'s femme fatale lover.



"Yeah, I'm blind, so feel free to address."



Jennifer in her leather...wearing leather.

DAREDEVIL



PSi2
ON GENERAL RELEASE
NOW



Daredevil was also a hit on the drums



COMIC BOOK HERO

Daredevil's roots are comic book-based as you might expect. What you might not know is he's one of the most popular and best-selling comic book superheroes of all time. Since his introduction in 1964, over 40 million Daredevil comic books have been sold. The character was created by comics legend Stan Lee, who also introduced superhero icons Spider-Man, The X-Men, The Fantastic Four and The Incredible Hulk, among others.

Daredevil continues to be one of Marvel's most successful series, with a dedicated fan base estimated at millions worldwide. Daredevil consistently ranks as one of the industry's top-selling titles, and over the past 24 months, the comic book series has sold over 2 million copies.

ALIAS JENNIFER GARNER



From small screen to big screen, Jennifer Garner has made the transition with remarkable ease. Not surprising when she's been running around as a double agent in the action-packed TV hit *Alias*.

Jennifer Garner plays femme fatale assassin Elektra Natchios, and the film's action elements were helped by her early training as a dancer. "I really thought I would do Shakespeare festivals for the rest of my life, with a little bit of Ibsen and Strindberg," she commented with a laugh. "It's amazing how what you do when you're young circles around in the rest of your life. In my case, that's ballet. I was never a wonderful dancer, but I'm an incredibly hard-working dancer."

"I love the action aspect of this job," she continued. "It makes me incredibly happy to rehearse a fight and shoot a fight. I hope that women continue to play action roles, as long as there's a character behind them. I hope women continue to get to kick ass. It's pretty rewarding." She added with a grin, gesturing to her co-star Ben Affleck nearby, "Especially when it's his."



Bulldoze...the best game show ever surely



Review **THE BIG FLICKS**

STARRING:

ELIJAH WOOD, IVAN MCKELLEN, VIGGO MORTENSEN, SEAN ASTIN, BILLY BOYD, DOMINIC MONAGHAN, ORLANDO BLOOM, JOHN RHYSDAIE, LIV ULLER, CATE BLANCHETT AND CHRISTOPHER LEE

DIRECTOR:
PRODUCER:

PETER JACKSON
BARRIE M. OEBERNE, FRANCES WALSH AND PETER JACKSON

RELEASE DATE:
WEBSITE:

OUT NOW!
THEONERING.NET

THE LORD OF THE RINGS

THE TWO TOWERS

THE SECOND PART OF THE \$270 MILLION-BUDGET TRILOGY IS ONE OF THE MOST HIGHLY ANTICIPATED SEQUELS OF THE YEAR, BUT IS IT UP TO THE STANDARD OF ITS PREDECESSOR?



It's not often landmarks are made in the world of cinema, so when incredible movies like this do come along you must savour them – and see this at least twice! Peter Jackson's ambitious trilogy based on the classic fantasy story *The Lord of the Rings* by J.R.R. Tolkien began with *The Fellowship Of The Ring*, a faithful representation of the beginning of an epic journey, taken to destroy a ring of pure evil. The follow-up is widely considered the most anticipated sequel of all time.

TWO TOWERS

Picking up where we left it, *The Fellowship* has been split up by the ring bearer Frodo, leaving with just Sam in tow to destroy the ring. Other members of the Fellowship, Aragorn, Legolas and Gimli continue in pursuit of the Uruk-Hai Orcs who've captured Merry and Pippin. As the chase begins through the vast fields of the Kingdom of Rohan, they're joined by an ally they thought they'd lost, and continue on to visit Rohan's King Theoden to seek his help in stopping the traitorous wizard Saruman and his ever increasing army of Orcs heading in their direction. It all comes to a head at Helm's Deep, an ancient fortress where the armies of Rohan try to hold the forces back. Meanwhile Frodo and Sam meet Gollum who agrees to guide them to Mordor in exchange for his life.

Aside from Frodo's perilous journey, the storyline also follows up Aragorn's promise to the dying Boromir to unite and save mankind by leading men into a deadly battle that will decide the fate of Middle-Earth.

Fans of the books will see a slightly altered adaptation of the second part. Amongst the changes there's Elrond and Galadriel participating in the battle of Helm's Deep, and most distinctly the demise of the wizard Saruman. There's also a tragic follow up to Arwen and Aragorn's love-story, plus we get a flashback scene of Smeagol before he was enslaved by the power of the Ring and became Gollum. And, strangely, John Rhys-Davies has given Treebeard a Welsh accent.

VISUAL FEAST

The second book in the trilogy is generally considered the weakest, but the film adaptation takes the series to another level altogether. Whether it's the bloody epic battle at Helm's Deep or the journey to Mordor across the jagged peaks of Eryn Mui, everything in this sequel looks incredible and sounds amazing.

SUM UP

When the credits roll there's a natural longing for the third and final part to the series, that can only be compared with the end of *The Empire Strikes Back* in terms of cinematic clout. A brilliant second instalment of the trilogy, set to become the greatest fantasy film series of all time.

PSi2
ON GENERAL RELEASE
NOW



The Hobbit's bid from the shoe salesman



The remaining fellowship arrives at Helm's Deep



HAVEN'T WE MET BEFORE?

The other Lord Of The Rings...

In 1978 animation director Ralph Bakshi ambitiously took J.R.R. Tolkien's saga and turned it into a feature length animation. After allegedly running out of money, Bakshi only covered around half the story, climaxing with the battle at Helm's Deep and leaving Frodo and Sam stuck on the borders of Mordor with Gollum, but this version stays reasonably faithful to Tolkien's novels.

Bakshi's animation is laughable by today's standards, but back then his rotoscoped technique (drawing over live footage), which was then being regularly used in computer games, was groundbreaking. Bakshi wasn't short on voice talent either, with John Hurt (Aragorn), and C3PO himself, Anthony Daniels, as Legolas. Gollum was voiced by Peter Woodthorpe, which defined the character's voice for his big screen appearance.

Later a prequel – *The Hobbit* (1978) and sequel, *The Return Of The King* (1980) would bookend Bakshi's unfinished work. But both new films were watered down 'made for the kids' versions of Bakshi's original animated epic.

Fans of Tolkien's books slated Bakshi's efforts, but this all-too-criticised version is probably somewhat responsible for the live action attempt. Mr Bakshi, we salute you.



PLAY LIST

➤ Music reviews and ratings of all the latest albums from all the biggest artists!

Music Editor Steve Lample



Russie techno-troubadours sonication are big news in their homeland, so with partners-in-crime Rupert Kellier and Adrian Cartwright now breaking in the UK, PS12 went head to head with the dynamic dance duo...



PS12
INTERVIEW

THE OZ-BORNS

TELL US ABOUT THE MUSIC SCENE IN AUSTRALIA. IS IT A HEALTHY ONE?

R Rupert: It is yeah, there are lots of festivals there for Australian bands, but it's still heavily influenced by the US market, and the UK as well.

YOU'VE PLAYED SOME BIG SHOWS IN AUSTRALIA. WHAT WAS IT LIKE SHARING A BILL WITH THE PRODIGY?

R That was good, it was a really good show.

A Adrian: It was at a place called the Palace, in Melbourne. They basically filled it full of PA, it was the loudest thing I'd ever heard (laughs). The crowd was packed in, all jumping up and down; so yeah it was good to go on before the Prodigy and play to all those people.

R Yeah but they shut off half the sound system when we played, just in case we were any good (laughs).

WHAT OTHER BANDS DO YOU RESPECT AS CONTEMPORARY ARTISTS?

A Umm, Norman Cook (aka Fat Boy Slim), Chemical Brothers, Faithless, the Prodigy.

R Crystal Method... Radiohead

A Yeah, a lot of really diverse stuff too... like rock bands or punk bands, I really like Sum 41, I like their sense of humour.

YOUR MUSIC IS VERY TECHNOLOGY DRIVEN, BUT WOULD YOU CONSIDER BRINGING ACOUSTIC INSTRUMENTS INTO THE EQUATION, LIKE THE PRODIGY HAVE DONE FOR INSTANCE?

R Yeah, when we record we often use guitars, live drums and bass, and we've experimented with our live line-up as well where we've had live guitarists come in, and I've played percussion, for whatever's gonna work to give a good performance.

DO YOU PREFER THE STUDIO OR PLAYING LIVE?

R We like both, it just depends. If you've just done a 15-show tour you get to the end of that and you wanna just stop and lock yourself away in the studio and do that for a while. Then after a few months you go, 'Wow, I wanna go out and play this to people', and play it live. The great thing about this job is you get to do lots of different stuff.

TELL US WHO OR WHAT INSPIRED THE FIRST SINGLE 'I'M A DJ'?

R Our first record label in Melbourne that we were signed to were also promoters for all the huge dance parties around Australia and in Melbourne, and because we were on the label, every time they brought over a huge international DJ sonication got to play on the bill. So we got to meet all these big DJs from around the world and we just incorporated all these little things we saw around us over a five or six year period. And then with the rise of this 'superstar DJ' that's come about in the last few years...

A You take a person who's kinda introverted and sits in their bedroom playing records all the time and you take them out and put them in front of 3000 people, it goes to their head, so we took some of the things that we experienced and incorporated them into the song.

DO YOU THINK DJS HAVE TAKEN OVER FROM BANDS AS THE NEW 'SUPERSTARS OF POP'?

A Yeah, I think the superstar DJ thing is quite real.

WHAT ARE YOUR THOUGHTS ON PEOPLE DOWNLOADING MUSIC FOR FREE FROM THE INTERNET?

A I think downloading's fine but I honestly believe that if you want to keep the industry going, if you like what you've downloaded, go out and buy the album, you know. I think if you don't do that then it's not gonna exist anymore, it's gonna completely die.

TELL US ABOUT THESE INFLATABLE TECHNO-TUBBY SUITS YOU GUYS USE WHEN YOU PLAY LIVE?

R It started out off a single we had out a few years ago called 'Theophilus Thistler' which John Peel and Pete Tong played on Radio 1, and in the video clip were these two characters about seven and a half foot high, blue fur, huge eyes - sort of like a cross between a graffiti piece and a Japanese cartoon. There was a yellow character as well and they just run amok around Melbourne stealing cars and going to nightclubs and whatever. That song did really well so one night we decided to take them along to our live show, experiment and see what the reaction was and everyone was really into it so they became part of the show and they go everywhere with us now.

WHAT NEW MUSICAL DIRECTIONS WOULD YOU LIKE TO EXPLORE?

A We never really know until we sort of begin working on the next album. One of the things we are thinking of doing is walking around the house recording bits and pieces of noises you make around the house and incorporating them into a song...

SO WHAT'S HAPPENING IN THE IMMINENT FUTURE WITH SONICATION?

R Well, after we finish doing some shows here in the UK and promo stuff, we've got a number of shows lined up back in Australia and then we're supposed to be working on some more music in the studio, finding that balance we talked about before. We're also going back through LA on the way back home, we've got some more PR stuff to do there to try and get a foot up in America. We played with Crystal Method at a national festival over there earlier this year and they really loved us, so hopefully we can tee-up a tour or who knows, it's all a big question mark with music! (laughs)

AUDIOSLAVE

MAIL THE NEW HARD ROCK HEROS.

ALBUM: AUDIOSLAVE
LABEL: EPIC
RELEASE: OUT NOW
MORE INFO: WWW.AUDIOSLAVEMUSIC.COM

After several false starts, ex-Soundgarden front man Chris Cornell and former Rage Against the Machine cohorts Tom Morello (guitar), Tim Commerford (bass) and Brad Wilk (drums) have well and truly arrived with their awesome self-titled debut. Produced by Rick Rubin (Red Hot Chili Peppers, System of a Down), the vibe of the record certainly lives up to the advance hype surrounding it, conjuring up a stunning array of hard-edged rock tunes combined with a cutting edge, tribal twist. Highlights include the Led Zep-influenced first single 'Cochise', along with such incendiary offerings as 'Gasoline', 'I am the Highway' and the aptly titled 'Exploder'. One of the musical masterpieces of the year, Audioslave are guaranteed to grab you by the throat and throw your senses into ultimate audio overload.



SUM 41

CANADIAN POP PUNKERS KICK OUT THE JAMS.

ALBUM: DOES THIS LOOK INFECTED?
LABEL: MERCURY
RELEASE: OUT NOW
MORE INFO: WWW.SUM41.COM



Skaters and mosh pit maniacs rejoice: those wacky Canadian kings of pop punk, Sum 41, are back on the scene with their high-octane sophomore effort, amusingly entitled *Does this look infected?* Unsurprisingly, the testosterone-fuelled four piece doesn't stray too far from the current punk template of three chord riffage combined with savvy pop hooks. From the rockin' first single 'Still Waiting' - which sounds uncannily like the Offspring, through to typical tongue in cheek blow-outs such as 'Hyper-Insomnia-Para-Condroid' and 'Reign In Pain (Heavy Metal Jamboree)', Sum 41 are never gonna set the world on fire, but even so, a few hotel rooms are sure to get gratuitously trashed along the way.

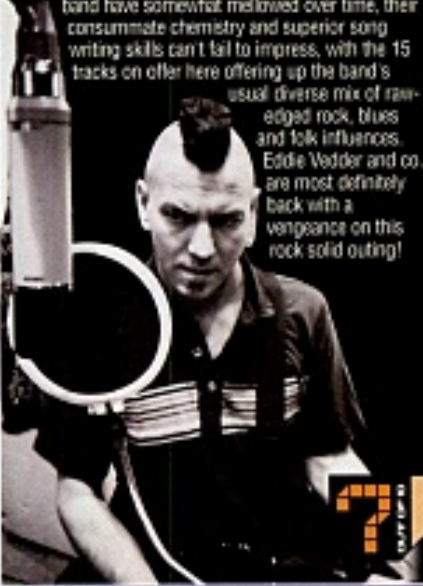


PEARL JAM

SEATTLE SUPERSTARS BACK IN THE GROOVE.

ALBUM: RIOT ACT
LABEL: EPIC
RELEASE: OUT NOW
MORE INFO: WWW.PEARLJAM.COM

The last remaining members of Seattle's elite (Nirvana, Soundgarden and Alice in Chains being the others), Pearl Jam are back with their seventh studio album, and what a welcome return it is too. Although the band have somewhat mellowed over time, their consummate chemistry and superior song writing skills can't fail to impress, with the 15 tracks on offer here offering up the band's usual diverse mix of raw-edged rock, blues and folk influences. Eddie Vedder and co. are most definitely back with a vengeance on this rock solid outing!



ULTIMATE TEEN FLICKS

ATTACK OF THE KILLER MOVIE ANTHEMS

ALBUM: THE ULTIMATE TEEN FLICK SOUNDTRACK
LABEL: WARNER
RELEASE: OUT NOW
MORE INFO: WWW.WARNERMUSIC.COM

Following the success of their *Ultimate Chick Flick Soundtrack*, Warner Music have decided to put together another fully loaded double-disc featuring 36 tunes taken from various movie soundtracks. Although rather eclectic, the majority of songs on offer are actually pretty good. Highlights include Nickelback front man Chad Kroeger's stirring rendition of 'Hero' from *Spider-Man*, Fatboy Slim's 'Praise You' from *Cruel Intentions* and Kid Rock's 'E.M.S.P.' featured in *Road Trip*. With older selections such as Echo and the Bunnymen's 'People are Strange' (*The Lost Boys*) and Stealers Wheel's classic 'Stuck in the Middle with You' (*Reservoir Dogs*) thrown in for good measure, this solid collection offers a decent cross-section of movie music well worth the price of admission.



PSi2 RECOMMENDS

WITH GTA: VICE CITY CURRENTLY HEATING UP GAMES CONSOLES EVERYWHERE, WE TAKE A QUICK LOOK AT THE SEVEN SCINTILLATING CD SOUNDTRACKS THAT ACCOMPANY THIS SMOKIN' PS2 TITLE.

Grand Theft Auto: Vice City V Rock

Label: Epic

It's heavy metal mayhem as rockin' dude DJ Lazlow presents such Eighties hairband heavyweights as Mötley Crüe, Judas Priest, Megadeth and Slayer. Do ya wanna get rocked?



7/10

Grand Theft Auto: Vice City Wave

103 Label: Epic

It's Eighties synth-pop heaven with the likes of Kim Wilde, the Human League, the Psychedelic Furs and Thomas Dolby dusting off their keyboards. DJ Adam is your host with the most!



5/10

Grand Theft Auto: Vice City Emotion 98.3

Label: Epic

Smooth talking DJ Fernando blows the dust off a sickening selection of crap AOR love songs including such Eighties stalwarts as Toto, Mr. Mister and RED Speedwagon amongst others. K-Tel buyers should enjoy!



3/10

Grand Theft Auto: Vice City Flash

FM Label: Epic

Mullet-lovers rejoice - DJ Toni resurrects a host of soft pop rockers such as Hall and Oates, Bryan Adams and the immortal (ahem!) Go West. Alas, a can of hairspray isn't included.



4/10

Grand Theft Auto: Vice City Wildstyle Pirate Radio

Label: Epic

Word up homeys. Get back to the roots of rap and hip-hop as DJ Wildstyle spins up a cornucopia of cool cuts from Run DMC, Kurtis Blow, Grandmaster Flash and many more black music faves from the era.



7/10

Grand Theft Auto: Vice City Fever

105 Label: Epic

It's all aboard the soul train as DJ Oliver 'Ladykiller' Biscuit gets down with the likes of Fat Larry's Band, Rick James and Kool and the Gang. But where the hell is Barry White?



6/10

Grand Theft Auto: Vice City Radio

Espresso Label: Epic

Aye Caumba, DJ Pepe gets to grips with Vice City's Miami setting, offering up a plethora of Latin/Cuban artists including the likes of Tito Puente, Deodato and Uneska. Shake your maracas!



5/10



All titles available now, either separately or as a seven-disc box set.

SLOTS OF FUN

It's a fact that people aren't piling their pennies into the slots the way they used to. Gone are the golden days of Pac-Man, Asteroids and Double Dragon. Now gamers are after more than just a quick fix and want a story, immersion and the ability to play their favourite games in the comfort of their own homes. Companies such as Namco, Konami, Sega and Capcom have realised that they can't compete against the next-gen consoles with their arcade machines, and are now looking at offering more interaction for the gamer than they can get at home. Detailed here are just a few of the new-fangled beauties you can try out at larger arcades now...

HOME CONSOLES HAVE SURPASSED ARCADE MACHINES WHEN IT COMES TO **GRAPHICS AND SOUND**, SO WHAT ARE ARCADE COMPANIES DOING ABOUT IT? WE FOUND OUT AT ARCADE SHOW 'PREVIEW 2003'.



GAELCO

ATV TRACK

In a change to the usual car and motorbike racing games, ATV Track sees you testing the tyres of a quad bike. The rough terrain means the mechanics under the seat throw you like a rag doll as you struggle to drive through shallow streams and up steep inclines.



CAPCOM

SOUL CALIBUR 2

Capcom's Soul Calibur 2 offers standard beat 'em-up action with the luxury of a massive screen, a padded seat and big buttons to bash. It's also due on PS2 and Xbox so gamers can check it out at the arcade before splashing the cash on their own version.





SEGA

THE MAZE OF THE KINGS

The Maze of the Kings sees you as an archaeological explorer shooting all manner of creatures using light and fire from a magical cane. The game still decides where you go as you shoot your way through, but using a cane instead of a big gun makes a refreshing change.

DERBY OWNERS CLUB

Derby Owners Club is a racehorse breeding and training simulation game. Players rear and feed their horse, then race it against others. All the hard work can be saved to a data card so returning to continue at a later date is no problem. This one's proving very popular.



NAMCO

GUN SURVIVOR 2 CODE: VERONICA

Namco's arcade version of Code: Veronica provides a different take on the home console version. The action is now in first-person and your character is controlled using the gun as a directional joystick as well as to blast zombies into oblivion. This game certainly provides a different experience to on-rails shooters such as Sega's House of the Dead.



KONAMI

Konami has taken the biggest leap forward with interactive machines. Its Dancing Stage Revolution machines that make you move in time to the beat are extremely popular, and now they have two new machines that let you win hard cash.

SILENT SCOPE PRIZE GAME

Sniper game Silent Scope has a new mode that lets you shoot targets such as a note blowing in the breeze. They are worth varying amounts of money – and certainly a challenge to hit – and the pot is then won or lost on one final shot.



POOL POCKET FORTUNES

This one lets you use a real cue to pot virtual balls, which will hopefully show you the colour of money. Shot direction is controlled with a rollerball, whilst spin and shot strength is determined by where, and how hard, you hit the cue ball.



MOCAP GOLF

Their largest machine at the show was Mocap Golf. The player stands on the virtual green and swings a wand to hit a virtual ball on the screen. The result is great satisfaction when you smack the ball a long way down the fairway or make a long putt.



TSUNAMI VISUAL TECHNOLOGIES



This cabinet features what looks like a massive tyre with a bucket seat between the controls. Tsunami license games to use with the TsuMo chair, which include MechWarrior 4: Vengeance, Beachhead 2000 and Crimson Skies. To say you can feel the action is an understatement as it bumps and rumbles more than a knackered old washing machine.



GEAR

The hottest gear,
gadgets and gubbins to
impress peers, ladies
and small children...



1

HERAO PS2 SPEAKERS

£40

Are you a fussy bugger, where your scruffs have to match your jumper? Or won't you be seen dead, god forbid, with odd socks? Then these funky monkeys, designed specifically for your PS2, are for you. Better than listening to the tinny tinkle that comes out of TV speakers and a damn sight sexier, too.

PS2
8/10

PRICE: £40
OUT: NOW
CONTACT: www.herao.com

SHARP ² IM-MT899H

£250

Perfect for those who hate being mocked by know-it-all sweaty record-store staff. Because Sharp's latest MiniDisc player comes with a Net MD function, which lets you hook it up to your PC and download MP3, WMA or WAVE files at high speed. That means you can get all your favourite albums online without coming into contact with Gary Geek from Geekville again.

PRICE: £250
OUT: NOW
CONTACT: www.sharp.co.uk



L'ESPION XTRA

£49

Smaller than a packet of fags, the L'Espion Xtra digi camera can grab 207 high-res snaps and 27 seconds of video and sound. Blimey.

PRICE: £49
OUT: NOW
CONTACT: www.digitaldreamco.com



BEST OF THE REST

PSI2
7/10

PSA1FM

£39 • www.philips.co.uk
Nike and Philips' range of sporty audio players includes this tiny digital radio.

PSI2
9/10

VOICE COMMANDER

£79.99 • www.iwantoneofthese.com
Using 30 voice-activated commands, this box can operate your TV, Hi-Fi, video and DVD.

PSI2
3/10

HARRY POTTER PS2
CONTROLLER AND
MEMORY CARDS

£7.99-12.99 • www.thrustmaster.co.uk
Merchandising gone crazy, but you know you'll have to buy 'em.

PSI2
7/10

SAMSUNG L100
PORTABLE DVD

£1,299 • www.samsungelectronics.com
Six hours playback time, plus it's got the biggest screen and is skinnier than a bulimic bulface.



SOME OF THE OTHER STUFF LYING FOR YOUR HARD-EARNED THIS MONTH...

ULTIMATE PS2

THERE'S NO EXCUSE FOR LACK OF AMBITION. SO SAVE YOUR PENNIES, GO OUT AND BUY THIS LOT AND FEEL CONTENT THAT YOU DID ALL YOU COULD TO MAKE YOUR PLAYSTATION2 THE VERY BEST IT COULD BE...

MEGA MEMORY 16MB

£29.99

www.codejunkies.com

This monster holds twice as much data as a standard memory card, but costs the same! Also comes with powerful Memory Manager software designed for PS2, to give you total control of your game saves.

PS2G2 LIGHT BLASTER

£19.99

www.spectravideo.com

Mean-looking light gun that feels great to use.

X-PORT V2

£29.99

www.codejunkies.com

Why waste cash on loads of memory cards when, using this cunning device, you can bung all your saves on your PC hard drive. Not only that, once saved on your PC, you can exchange all your characters, teams, replays, high scores and DIY levels with other gamers via the Internet or email.



USB KEYBOARD

£19.99

www.codejunkies.com

Specifically designed for use with the Action Replay V2, this USB keyboard makes entering the latest codes easier than ever. Simply connect the keyboard to the USB port on the front of your PlayStation2, insert your AR V2, and start typing!

PS2 CONTROLLER

£18.99

www.amazon.co.uk

The original, and still the best. Unless you're a Barry No-mates you're going to want a second joy pad and this is the one you want. Accept no imitations.



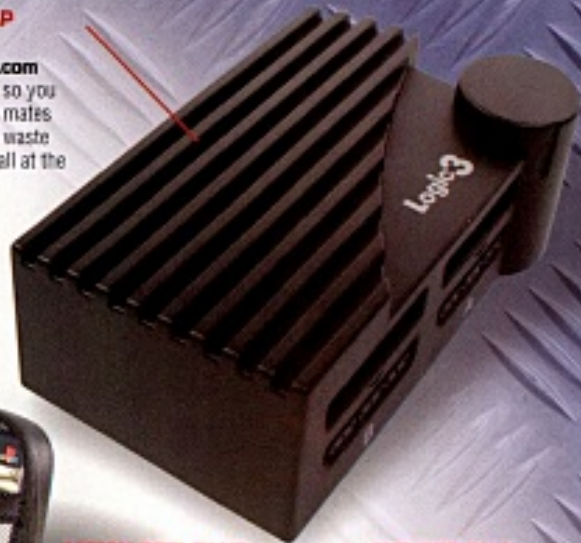


**TOP DRIVE
FORCE WHEEL**

£59.99
www.spectravideo.com
Feel every bump, grind and turn with this top notch wheel. Comes with foot pedals and won't let you down when taking on GT3. And that's all that matters.

LOGIC 3 MULTI-TAP

£14.99
www.spectravideo.com
A four-way multi-tap so you can hook-up all your mates to your machine and waste them one-by-one or all at the same time.



ACTION REPLAY V2

£29.99
www.codejunkies.com
The ultimate cheat device to help you unlock all kinds of naughty stuff from your tricky PS2 games. Get infinite lives, ammo and the like as well as gaining instant access to all those levels you're never going to reach on your own. A doddle to use, you'll wonder how you ever managed without it.

DVD REGION X

£9.99
www.codejunkies.com
Play import movies on your PS2 without having to make any fiddly modifications to your machine. Also stops that annoying green-screen effect. Essential purchase for movie buffs.



Yep, we shill ye not. Thanks to those kind types at SCI and their awesome new game GUMBALL (which is out now to buy on PS2), Logic3 and Datal we can offer one lucky reader the chance to win everything on these two pages – including a brand spanking new PS2 complete with a copy of GUMBALL to play on it. Please ask permission of whoever pays the bill, then get on thephone...

CALL: 09064 701722

**Q. GUMBALL RALLY IS WHAT TYPE OF GAME?
A. FLYING B. SWIMMING C. DRIVING**

Please remember to ask permission of whoever pays the phone bill before bankruping your innocent soul with greedy multiple entries. Please lines close on Jan 28th. Competition is not open to employees of Datal or members of their families.

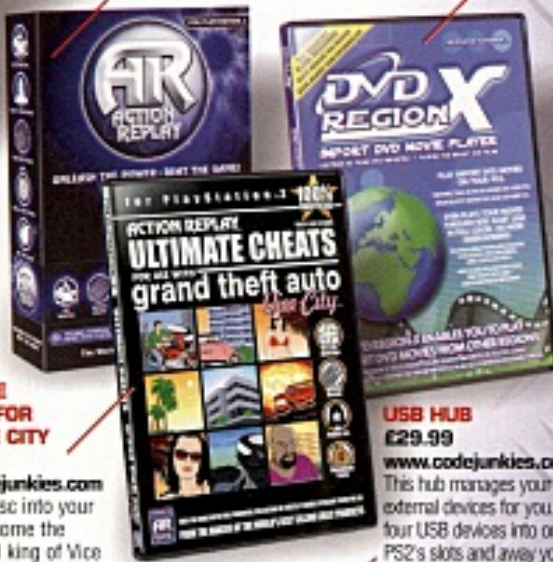
**SOUNDSTATION 5.1
SPEAKERS**

£199.99
www.logic3.com
This beastly set-up incorporates a Dolby Digital decoder and six powerful surround sound speakers to turn your PS2 into a complete home theatre entertainment system.



**ULTIMATE
CHEATS FOR
GTA VICE CITY**

£9.99
www.codejunkies.com
Pop this disc into your PS2 to become the undisputed king of Vice City. There are loads of totally unauthorised, ready-to-run cheats and crazy enhancements at your disposal, making the best PS2 game ever even more fun to play.



USB HUB

£29.99
www.codejunkies.com
This hub manages your PS2's external devices for you. Plug up to four USB devices into one of your PS2's slots and away you go.



HEAD 2 HEAD

EVERY MONTH WE GET TWO HARDWARE HEAVYWEIGHTS AND PUT THEM UP AGAINST EACH OTHER IN A BLOODY FIGHT TO THE DEATH... THIS TIME IT'S THE TURN OF THE POCKET PCS

O2 XDA

£425

www.o2.co.uk

Web wise: The XDA comes with GPRS, which means you can always be logged on to the Internet but you're only charged for the data you use.

Connections: It's easy to whip data between the XDA and your PC with the USB cable. And there's a SIM card plug-in and a Secure Digital and Multimedia Card slot.

Size: A dinky 129 x 73 x 18 mm and weighs just 201g.

Specs: 200MHz Intel Strongarm processor, 32MB of RAM. Software includes Pocket Outlook, Pocket Word, Pocket Excel, Pocket Internet Explorer and Windows Media Player.

Looks: Small and silver, the XDA is spanking gorgeous, no mistake.

Gripes: Because it's so bloody small, it isn't always a joy to use. And there's lots of scrolling involved when surfing the web.

Verdict: A cool, compact package that gives you everything you need – a phone and a handheld PC.

FUJITSU SIEMENS POCKET LOOK 600

£399

www.pocketlook.co.uk

Web wise: No internal phone but has Bluetooth so you can hook your mobile up to it. But if you want GPRS like the XDA, you'll have to shell out for an extra add-on.

Connections: As well as Bluetooth technology, there is a Secure Digital card slot and a Type II CompactFlash slot so you can bung in IBM's spacious 1GB Microdrive.

Size: No phone – but the big bloater still measures 132 x 82 x 17 mm and weighs 175g.

Specs: One of the first to feature Intel's Xscale chip it runs at a tidy 400MHz and there's 64MB RAM and 32MB ROM – which is plenty, you greedy buggers. Software-wise it's the pretty much the same as the XDA.

Looks: Curvy. But then so is Lisa Riley.

Gripes: No internal phone or GPRS. Boo.

Verdict: A powerful little PC that, despite falling short in some key areas, is well worth the cash.

WINNER:

THE XDA COMES OUT ON TOP. IT'S NOT STUPIDLY PRICED, YET INCLUDES AN INTERNAL PHONE AND YOU GET ALL THE APPLICATIONS AND SOFTWARE YOU NEED FOR EASY ON-THE-MOVE SURFING. WITH THE POCKET LOOK YOU, ER, DON'T.

Closer look

HERE'S YOUR CHANCE TO GET THE FIRST SNEAKY PEEK AT MUDDY FOX'S LATEST MODEL – THE NEBULA XC RECREATIONAL HARDTAIL...

MUDDY FOX NEBULA XC

£599

Although not part of Muddy Fox's world-class cross-country race series, the 27-speed Nebula could more than hold its own on the cross-country circuit. It's built to high-end specs and is a great all-round bike. Whether you fancy hurtling down trails or just cruising through town, the Nebula is not going to let you down. The fact it's been built as an all-rounder means the bike has, to a point, been over-designed in places. Come on, strengthening gussets, energy-efficient snake stays, CNC yoke and Integral headset, coupled with oversized tubing, are all features you'd expect to see on a much pricier model. Still we're not complaining...

SUM UP: Another classic from the Muddy Fox stable. Sleek, strong and highly specced, you can't ask for much more for your 600 quid.

PRICE: £599
OUT: 2003
CONTACT: www.muddyfox.co.uk

PSI2 EXCLUSIVE

PSI2 8/10

27-SPEED SHIMANO GEARS

BIGFOOT HANDLEBARS

IRC MYTHOS SEMI SLICK TYRE.

HAYES MECHANICAL DISC BRAKE.

ROCK SHOX JUDY C SUSPENSION FORK

PLATFORM PEDALS.

PSI2 6/10

MINI RACERS



**£14.99 each or special
Grand Prix set of 4 cars
for just £49.99**
SPEED FREAKS!



Have fun building your own custom tracks, then race against your friends. Rulers become ramps and bridges, and tables and floors turn into racing circuits!

The Mini Racer car normally costs £19.99, but you can buy them for only £14.99 each!

SPECIAL OFFER!

Buy one of our amazing "Grand Prix" 4-Packs and save a further £10! The Grand Prix pack includes 4 Mini Racers, each with a different radio frequency, for just £49.99. It's the ultimate miniature race pack!

The cars come in an assortment of styles and colors, and come in a plastic display case. The car is fully assembled, all you will need is a small screwdriver to detach the car from the display pedestal.

An instruction manual in English is also included.
2 x AA batteries required (not supplied).

RADIO CONTROL MINI RACERS

These pocket-sized racers are probably the smallest Radio Control cars in the world - they're just 6cm long! Each Mini Racer is so small that it won't accommodate any batteries, so the clever designers have made the cars rechargeable.

Just plug the car into the base of your remote control and a light confirms when the car is fully charged. After only 45 seconds of charge time your car will be racing for several minutes.

Mini Racers have a full 6 point steering system, forward and reverse, and adjustable wheel alignment, providing the ultimate combination of speed and control. With 4 different frequencies to choose from, you can race against up to three friends at the same time.

FEATURES:

- Four different frequencies of car available - race up to 4 cars at once!
- Several different designs available
- Wireless, radio-frequency 6-way remote control with 4 buttons
- Operates on tiny built-in rechargeable battery in the car
- SuperMicro size receiver in the car is less than 1" square manufactured with Surface Mount Technology (SMT)
- Heat sink motor clip to extend life of the motor
- 3 micro gears in the powertrain
- Rubber tires for great grip
- Upgradable independent front suspension
- Adjustable steering
- Approx 3 mins running time from a 45 second charge
- Only 2.5" long!



SALES HOTLINE 0845 601 00 15

Lines open Monday to Friday 9am-7pm, Saturday 9am-3pm • E-mail: sales@codejunkies.com • Free Postage and Packaging on all orders delivered to UK mainland only

CODEJUNKIES

www.codejunkies.com

FUN & GAMES

WHO WANTS TO GROW UP WHEN THERE'S SO MUCH COOL STUFF TO FOOL AROUND WITH?

BORED OF THE RINGS?

£40

www.games-workshop.co.uk

PSI2
7/10



Of all the crap that's coming out with the Lord of the Rings logo splashed across it, the Games Workshop Two Towers fantasy role-playing game is one of the few things worthy of the name. The skateboard is, frankly, just taking the piss.

PSI2
2/10



PSI2
6/10

INSTANT AQUARIUM/FIREPLACE

£9.99

www.tiggypig.com

Always fancied an aquarium but couldn't be arsed to clean the mucky pups out? Or do you dream of an open fire but shiver at the thought of chopping logs? Then pop one of these videos in the VCR (if you can be bothered to do that!) and sit back and enjoy the instant ambience it brings to your life...

AUSTIN POWERS FAT B*STARD DOLL

£19.95

www.recreationplc.com

Awww! How cute. Fat B*stard – that smelly lump of lard from the Austin Powers movies – in cuddly doll form. Pull his finger and he says: "I've got a crap on deck that could choke a turkey." Charming.



PSI2
7/10

DOSNU OVERCOME FLEECE

£120

www.dosnu.com

Keep your peepers peeled for hot new clothing label Dosnu. Designed by top free skier Jamie Strachan, this stuff combines functionality with street styles so you look cool while feeling hotter than a randy dog's plums.

PSI2
7/10



STOWBOARD

£119.99

www.stowboard.com

Despite many attempts to redesign it, the traditional lump-of-wood-with-wheels skateboard design has persevered. This latest 'modernisation' is a collapsible deck, which has a steering system that simulates snowboard carving. Purists are bound to turn their noses up at it, which is a shame because it is actually a bit of a laugh to ride.



PSI2
7/10

MOBILE MADNESS

THE BEST BUYER'S GUIDE FOR BLOWERS...

SAMSUNG A800

£49.79 (contract)

£199 (pre-pay)

www.samsungelectronics.co.uk

3



Samsung is certainly upping the ante when it comes to taking on Sony Ericsson and Nokia at this old phone game. The sex-celent T100 put rocks in everyone's pants earlier this year thanks to its stunning looks and user-friendly approach. Only problem was it was a bit pricey for most average Joes. Now Samsung has rectified the problem with the A800, which is essentially the same phone as the T100 minus the full-colour screen and, therefore, minus a great deal of the wedge. It comes complete with a WAP connection so you can surf the web and includes all the basic faxing and phoning stuff you need from a mobile.

HANG UP: If you demand more than the basic bread and butter stuff from your mobile then the A800 may disappoint.



SIEMENS S55

ETBA

www.siemens.co.uk

Siemens' S55 is the latest mobile to come with a detachable camera – the current must-have for phone snobs. A well-equipped sleek phone with full-colour screen and tri-band, GPRS and Bluetooth technology. It's pretty much got the lot.

PS2
9/10



SONY T200

ETBA

www.sonyericsson.com

The T200 may be an entry-level phone but it doesn't let you down on performance. It's got GPRS so you're always connected to your WAP browser and it's tri-band so you can bog off to Japan or the US without worrying about missing a call. You can even add a camera and FM radio.

PS2
8/10

SOD SNAKE

IN-FUSIO TAKES MOBILE GAMING TO THE NEXT LEVEL

In the ever-changing world of mobile gaming Snake and Space Impact are as cool as going shopping with your mum. Full-colour 3D interactive gaming is the future and French-based service provider In-Fusio is leading the way. Gamers can log onto its website (www.in-fusio.com) and download new games for a one-off fee. At the moment, the only phone you can get the games on is the new Sagem MyG5 (pictured) – and you need to be signed up to Orange. But we've heard whispers that more firms are planning phones that will include the ExEn technology you need. The games available include Mission 3D, shown below.



Mission 3D

A first-person shooter in the style of Doom. Simplistic key-finding, door-opening, and robot-shooting fun. Blast away while scaring people on the bus with your manic grin.

Sagem MyG5

£149.99 (pay as you go)
£39.99 (Orange Contract).



FANTASTIC OFFERS AT THE UK'S FAVOURITE ON-LINE GAMES STORE

PlayStation.



P99K Light Blaster (Silver)
Namco, GunCon3 compatible. Recoil Action. Arcade style reload button. Footpedal included.

RRP £129.99 **£119.99**



Logic3 Arcade Stick
Dual Shock2 compatible. Auto fire and turbo controls. Programmable.

RRP £24.99 **£19.99**



PS2 Wireless Controller
10m range and soft touch finish make this the ultimate controller!

RRP £24.99 **£19.99**



Colin McRae Rally 3

RRP £44.99 **£34.99**



Tomb Raider Angel of Darkness

RRP £44.99 **£34.99**



Dolby Digital SoundStation 5.1

Includes Dolby Digital decoder and six powerful surround sound speakers. Turn your PlayStation, Xbox, Gamecube, PC or DVD Player into a complete home theatre entertainment system. COLOSSAL SOUND!

RRP £109.99 **£159.99**



TopDrive Force Feedback Steering Wheel

Compatible with all driving games including GT2, A-Spec. One of the very best steering wheels you can buy!

RRP £69.99 **£59.99**



Grand Theft Auto Vice City

RRP £44.99 **£39.99**



FIFA 2003

RRP £44.99 **£39.99**



Hardcore BMX XXX

RRP £44.99 **£34.99**



VEXX

RRP £44.99 **£34.99**



Logic3 SoundStation2

300 watts PMPO. 3 way subwoofer speaker system for PS2. Works with most consoles and portable music devices.

RRP £69.99 **£34.99**

GAME BOY ADVANCE



The Afterburner Internal Light System

- Play your GBA in complete darkness!
- Unique electric light panel fits inside the GBA
- Uniform light distribution over entire screen
- Available as a DIY kit with full instructions
- Pre-fitted consoles available now
- Visit our website for full details!

The Ultimate Lighting Solution for just **£24.99**



GBA TV Tuner (PAL)

Watch TV on your GBA!

RRP £44.99 **£29.99**



GBA Mini Camera

Use your GBA as a full featured Digital Camera!

RRP £29.99 **£19.99**



Aluminium Case

Holds your GBA and up to 4 cartridges!

Great value at **£17.99**

www.**xyramax**.co.uk

TRANSFORM YOUR GAMING EXPERIENCE!

0870 011 3630 sales@xyramax.co.uk

FAST 24 HOUR DELIVERY ON ALL STOCK ITEMS

PSi2
BOOK OF THE
MONTH

BOOKS

IF IT'S WORTH READING, YOU'LL READ ABOUT IT HERE FIRST...

BETWEEN BROADSIDES AND BURNOUT
by Tony Hawk • £10.99

This is the diary of Tony Hawk, easily the most famous pro skater, and is the first time a working boarder has ever given full all-areas access to life on the road. Through full-colour pictures and Hawk's own words, it portrays all the glamour of being at the top of the tree, but also paints a true picture of the shitty end of the stick, including injuries and endless signing sessions. Check it out.

PSi2 SCORE



PSi2
TOP FIVE
TOON VIOLENCE

**FIVE OF THIS MONTH'S
BEST GRAPHIC NOVELS**

**THE LEAGUE OF
EXTRAORDINARY GENTLEMEN**

by Alan Moore & Kevin O'Neill • £13.99

Nicking some of 19th Century's greatest literary characters – including Captain Nemo, Dr Jekyll, Mr Hyde and the Invisible Man – is a brave move. But Alan Moore keeps his nerve and delivers a classic tale of heroes and villains, which is more than worthy of the great authors he 'borrows' from.



STARMAN: NIGHT AND DAY

by James Robinson • £16.99

Jack Knight holds the Cosmic Rod and is therefore Starman, Opal City's champion. What? Look, you won't care once you're wrapped up in a plot thicker than molten tar that features loads of seedy underworld characters. Worth a butcher's.



DV8: NEIGHBORHOOD THREAT

by Warren Ellis & Humberto Ramos • £14.99

What a refreshing change – a bunch of buffed-up, tight-wearing super-beings that aren't goody two-shoes. Yep, the DV8 bunch aren't exactly the good guys and this book's all the better for it. God, those nice guys make you want to wretch after a while, don't they?



BUFFY: THE DEATH OF BUFFY

by Fabian Nicieza et al • £8.99

If you've bought this book to see a cartoon Buffy in action then be warned – she's dead. She popped her high-kicking clogs saving her sister Dawn. But now Sunnydale is under threat from loads of devilish demons so Willow cooks up a plan to resurrect her old pal.



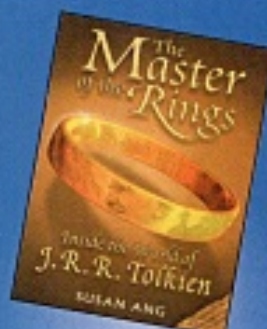
TANK GIRL 3

by Alan Martin & Jamie Hewlett • £10.99

She may look like a little cutie but Tank Girl makes her enemies shit their pants before kicking several shades of what's left out of 'em. Imagine the menstrual daughter of Pink and Mike Tyson and you get the idea.



**ALL THESE GRAPHIC NOVELS – AND MORE –
ARE AVAILABLE FROM TITAN BOOKS. CALL:
01536 764646 FOR MORE INFO.**



**THE MASTER OF
THE RINGS**

by Susan Ang • £5.99

Details of who's who, what's what and where's where in Middle-earth. Succeeds because it doesn't bore you into an early grave with sleep-inducing facts.

PSi2 SCORE



**THE SIMPSONS:
BEYOND FOREVER**

by Jesse L. McCann • £9.99

The best bits of season 11 & 12 dissected and regurgitated for your pleasure. Funny book about a funny cartoon. Can't fail.

PSi2 SCORE

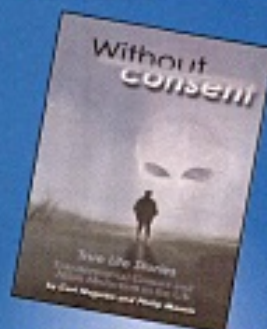


**F1: THE
AUTOBIOGRAPHY**

by Gerald Donaldson • £35

If you drool over Formula 1 then this book will have you drowning in gob. Over 360 pages on the world's most pulsating (or dull?) sport.

PSi2 SCORE



WITHOUT CONSENT

by Carl Nagaitis & Philip Mantle • £9.99

Creepy true-life recollections of close encounters with aliens. Makes you think twice about writing-off abduction stories as the folly of lonely loons.

PSi2 SCORE



**ANOTHER WEIRD
YEAR**

by Huw Davies • £6.99

Proof that truth really is wackier than fiction, this collection of bizarre tales from the world's press leaves you stunned at the stupidity of man.

PSi2 SCORE



**FOOTBALL: THE
BEAUTIFUL GAME**

by Nick Holt & Guy Lloyd • £20

The Brazil of footy books – sexy, skilful and satisfying (if World Cup reports of Ronaldinho's bedtime activities are to be believed).

PSi2 SCORE



For PlayStation®2



Compatible with AR2™ and AR2™ V2

THE ULTIMATE ADD-ON FOR REAL CODE JUNKIES!

Tired of entering new game titles, code descriptions and cheat codes into your Action Replay™ cheat system using a standard PS2® controller? Then why not speed up your code entry with a USB Keyboard that's specifically designed for your Action Replay 2™ V2.

Entering the latest codes is now easier than ever; simply connect the keyboard to the USB port on the front of your PS2®, insert your AR2™ V2, and start typing!

The USB Keyboard can literally cut the time it takes to enter new codes in half. Navigating Action Replay's™ on-screen menus is also made easier by special "shortcut" keys which allow you to jump from any menu back to the Game Select Menu, instantly begin a game with codes activated or deactivated, and more.

Designed for
AR2
V2.

RRP £19.99

AVAILABLE FROM ALL GOOD GAMES SHOPS INCLUDING: **HMV & GAME**
OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 8am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at low call rate)

©2002 Datal Design and Development Ltd. Action Replay 2™ is a trademark of Datal Design and Development Ltd.
PlayStation 2 is a registered trademark of Sony Computer Entertainment, Inc. Unreal Tournament is a trademark of Epic Games and Infogrames.
AR2 V2 sold separately RRP £29.99. This product is not sponsored, endorsed or approved by Sony, Epic Games or Infogrames.

CODEjunkies
www.codejunkies.com

WIRED

MORE WEIRD, WONDERFUL AND WACKY WUBBISH

FROM THE WORLD WIDE WEB...

LINKS

GONE LORD OF THE RINGS
LOONY? GET MORE HERE...

www.lotrfanclub.com

The official fan club for official LOTR loons.



www.mckellen.com/cinema/lotr

Ian McKellen talks about his role as Gandalf.



www.codejunkies.com

Got an Action Replay V2 cartridge?
Then check out the Codejunkies website
for the latest game-busting codes for
the LOTR games.

www.kapowgifts.com

LOTR mugs, t-shirts, mouse mats
and the like.

THE LORD OF THE RINGS

PSi2
SITE OF THE
MONTH

Brain not yet been mashed to a soupy pulp by all this *Lord of the Rings* madness? If – despite the official PS2 game, the official movies, the official TV special, the official books, the official duvet, and the official tea strainer – you're still gagging for more Middle-earth malarkey, then why not log onto the official website as well?

This easy-to-navigate web page is full of in-depth info and interviews with the stars and crew of the

movies and, because we know you've been to see the Two Towers a gazillion million trillion times already, this is the place to check out any news of the third instalment. Could do with a few more tasty images, though.

<http://www.lordoftherings.net>

PSi2
8/10

FAVOURITES

CRITICAL ADDITIONS TO
YOUR FAVOURITES FILE...

uk.mp3.com
With more than 1.3 million songs to choose from, this is the place for all your mp3 malarky.

PSi2
9/10

www.excuses.co.uk
You'll have no excuse for not having an excuse thanks to this handy site. Then again, they probably have an excuse for that as well.

PSi2
8/10

SITES TO BE SEEN

THREE MORE TOP SITES. SEE THEM, READ THEM, DEVOTE YOUR LIFE TO THEM...

www.anotherweirdyear.co.uk

Bizarre stories collected from the world's press. Read other people's crazy news tales and add your own if you've spotted one...

PSi2
7/10

www.funmysnaps.com

This can't be some of America's finest law-enforcement officers caught committing first-degree stupidity on camera? Can it?

PSi2
6/10

www.comedy-zone.net

Stuck for a joke? Never be caught short in the funnies department again thanks to this site. It's packed with more gags than Fred West's knapsack.

PSi2
6/10

SCREW LOOSE?

What's the most dangerous thing in the world? Guns? War? A hungry Lisa Riley? Geri Halliwell dishing out music advice? One thing's for sure, you could go on forever without ever coming up with "screwdrivers". Still, that hasn't stopped some loon setting up a website with the aim of banning the handy household tool.

PSi2
6/10

LIVE LIKE A LOON...

With his tongue so firmly planted in his cheek he looks demented, the author of this website shows you how to bust moves, chat someone up and more, using a string of 'how-to' video streams. An idiot's idiot-proof guide to looking like an idiot, written by idiots for idiots. And all the better for it.

www.zelfrank.com

PSi2
8/10NEW YEAR
WEB GUIDEYOUR FIVE-STOP PLAN TO GETTING
THROUGH NEW YEARS EVE...

www.ukclubbing.com

On-the-hour latest news of when and where the best parties are at...



www.bloominbananas.com

Get all the clothes, glow sticks and gear you need for your all-nighter.



www.shagnilles.com

Advice to cure the great-great-grandmother of all hangovers.



www.aftertheclub.co.uk

Friend's Reunited for clubbers. Find your new 'best mate' when the party's over.



www.getfitta.co.uk

Get that body back to its buffest with the TA training guide.



**ACTION REPLAY V2™**

Action Replay™ is the most powerful cheat code system available.

- Pre-loaded with over 10,000 of game-busting codes for 400 PS2® games.
- Fully updatable with new cheat codes for the latest games.
- FREE bonus CD containing 13,000 PSone® cheats.
- Play import DVD movies on your PS2®.
- Free up more memory card space with Memory Manager.

UPGRADE

Already got an Action Replay? Upgrade to the very latest version for just £9.99

£29.99**EQUALIZER XTREME™**

With more cheat codes than any other product, Equalizer Xtreme™ is the ultimate game-busting companion for PlayStation® gamers.

- Over 13,000 codes for the latest and greatest PlayStation® games
- Fully updatable with new codes
- Compatible with PlayStation®, PSone® and PlayStation®2

£9.99**FOR PSONE®****X-PORT™**

Exchange PS2® game saves using the internet, and download AR2™ codes direct to your PS2®!

- Stores PS2® game saves on your PC's hard drive
 - Almost unlimited storage capacity for the price of a regular memory card
 - Download the latest cheat codes direct to your Action Replay™ (available separately)
- Visit www.codejunkies.com to access hundreds of saves.

£29.99**NEW****DVD SURFER**

- Infra red DVD movie remote controller for PS2®.
- Watch your movies in comfort cable-free!
- Play/Fast Forward/Rewind/Stop/Pause, etc...
- Arrow buttons for menu navigation.

£9.99**USB HUB**

- USB adaptor for PS2®.
- Plug up to 4 USB devices into one USB slot.
- Uniquely styled for PS2®.
- Includes AC power adaptor.

£29.99**EXPAND YOUR PS2® CONSOLE****ULTIMATE CHEATS™**

Using Ultimate Cheats you can activate powerful, totally unauthorised cheats so you can do things that even the game's programmers never anticipated.

**£9.99 each****SPECIAL OFFER****£7.99****CODEjunkies Shop****SALES HOTLINE:**

Calls charged at low call rate

0845 6010015**FREE POSTAGE & PACKAGING ON ALL ORDERS***

SHOP FOR THE COOLEST GAMING GEAR!



MINI RACERS

Mini Racers are tiny remote control cars that are ideal for racing against your mates. Up to 4 vehicles can race against each other simultaneously! These pocket-sized cars are less than 6cm long and take under a minute to charge using the supplied charger. Build your own custom race tracks and race them anywhere.

SPECIAL OFFER!

Buy a Grand Prix 4-Pack and save a further £10!
The Grand Prix pack includes 4 Mini Racers, each with a different radio frequency, for just £49.99. **It's the ultimate miniature race pack!**

Please note: 2 x AA batteries are required per car (not supplied). Actual appearance may vary.



XTREMEPAK™

SAVE £20!

Buy an Action Replay V2 cheat code system, USB Keyboard and X-Port game save system together and save £20 off the recommended retail price!

USB KEYBOARD™

USB Keyboard available to buy separately £19.99

£59.99

NEW

£14.99 each

MEGA MEMORY 16™



Complete with powerful memory management software giving you total control of your game saves!

- Double the capacity of standard PS2+ memory cards...for the same price.
- A massive 16MB of true uncompressed memory.
- Unique "Crusher" can free up even more space for your game saves.

£29.99

8MB
ALSO AVAILABLE
FOR £19.99



£14.99

DVD ADVANTAGE™

The ultimate movie solution for PS2+, with a DVD remote control to play movies from all regions and in full colour.

- Plays DVD movies from any region out of the box - no hardware modification required.
- Swap between controller mode and remote control mode.
- Audio socket for stereo sound.



DVD REGION X™

Watch import DVD movies on your PS2+!

- Allows you to watch DVD movies via RGB or SCART
- Easy to use!
- No modifications to your PS2+ needed
- Turns your PS2+ into a multi-region DVD player.

£9.99



GAMESTUDIO™

£39.99

GameStudio™ is a revolutionary Game Boy+ Color emulator for PS2+. Play any Game Boy+ Color, Pocket or Classic cartridge in full colour, with glorious sound, on your TV screen!

- Includes 8 FREE Game Boy+ Color games to get you started.
- In-built Action Replay lets you cheat on Game Boy+ games.

SUBSCRIBE TO PS2 & SAVE 50%
12MONTH PS2 SUBSCRIPTION FOR ONLY £23.94



FREE DISC WITH EVERY ISSUE!

CALL THE SALES HOTLINE OR VISIT: www.codejunkies.com

Lines open Monday to Friday 8am-7pm, Saturday 9am-3pm. E-mail: sales@codejunkies.com.

PLEASE NOTE: Due to the Christmas Holidays NO orders will be dispatched between 24th December 2002 and 1st January 2003 inclusive

*Free postage and packing on all items delivered to UK mainland only. Please allow 2 to 4 working days for delivery. Other delivery options are available, please call us or check web site for prices. Some products may not yet be available. Please call to check availability. We reserve the right to change prices and special offers without prior notification. Prices correct at time of going to press. E&OE. Prices include VAT. Codejunkies is a trading name of Datal Ltd, Stafford Road, Stone, Staffs, ST15 0GG. Datal Ltd has been trading since 1983.

PlayStation and PlayStation2 are registered trademarks of Sony Inc. These products are not endorsed, sponsored or approved by Sony. Actual appearance on some products may vary.

INTERNATIONAL ORDERS: We ship worldwide • ORDER from www.codejunkies.com or call +44(0)1785 810 838

GAMING HEADACHE?

EVERY MONTH DAVE WILL BE HERE TO SOLVE THE HARSHTEST GAMING HEADACHES BY BRINGING YOU THE LATEST CHEAT CODES FOR ACTION REPLAY V2, THE BEST-SELLING CHEAT CARTRIDGE FOR PLAYSTATION2.



Action Replay V2 is jam-packed with preloaded codes for all the latest and greatest games. It's also dead easy to update it with brand new codes, and that's where Gamebusters comes in.



So get typing in the cool game-enhancing codes on these pages, sit back, and start cheating to your heart's content. With the power of Action Replay V2, anything's possible.



(THESE CODES ARE EXCLUSIVE TO ALL VERSIONS OF ACTION REPLAY FOR PLAYSTATION2 - THEY WILL NOT WORK WITH ANY OTHER CHEAT PRODUCT.)

GAMEBUSTERS

THE NATION'S NUMBER ONE CHEATS WITH DAVE COURTNEY

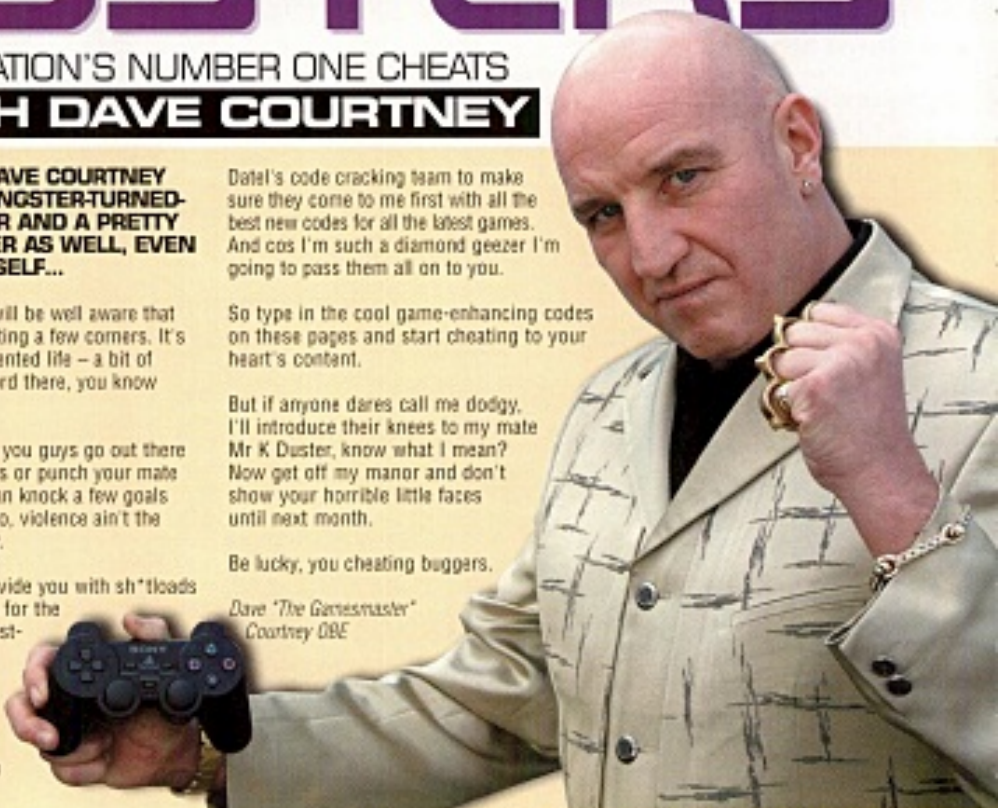
HELLO GAMERS, DAVE COURTNEY HERE. FORMER-GANGSTER-TURNED-FILM-STAR, AUTHOR AND A PRETTY DAMN COOL GAMER AS WELL, EVEN IF I DO SAY SO MYSELF...

Anyone who knows me will be well aware that I'm a firm believer in cutting a few corners. It's the way to a happy, contented life - a bit of muscle here, a gentle word there, you know what I mean?

Now, I'm not suggesting you guys go out there and pay off a few coppers or punch your mate in the face so that you can knock a few goals past him on Fifa 2003. No, violence ain't the answer. Not here anyway.

Not when I'm gonna provide you with sh*tloads of the latest cheat codes for the Action Replay V2, the best-selling cheat cartridge for PlayStation2, every month.

You see, I've had a little 'word' with my mates on



Dave's code cracking team to make sure they come to me first with all the best new codes for all the latest games. And cos I'm such a diamond geezer I'm going to pass them all on to you.

So type in the cool game-enhancing codes on these pages and start cheating to your heart's content.

But if anyone dares call me dodgy, I'll introduce their knees to my mate Mr K Duster, know what I mean? Now get off my manor and don't show your horrible little faces until next month.

Be lucky, you cheating buggers.

Dave 'The Gamesmaster' Courtney DBE

For more info on Dave Courtney visit his website at www.knuckleduster.org.

(M)

GRAND THEFT AUTO: VICE CITY

IM0
DE3C7D7
F83E59C
F18C2CA
BC6B25A

LIFE
CODES

Infinite
health
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Infinite
ammo
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Infinite
health &
ammo
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A

Max
money
DE3C7D7
F83E59C
F18C2CA
BC6B25A





THE CRAZY WORLD OF



WHAT CAN WE SAY ABOUT VICE CITY THAT HASN'T ALREADY BEEN SAID? IT'S THE BUSINESS, SIMPLE AND PLAIN...

These latest codes for Action Replay V2 let you modify your character and play the game disguised as one of the local inhabitants. The Chick and Fat Guy are pretty self explanatory, and let's be honest, there's nothing wrong with a bit of gender bending or weight gain. The Punk is that no-shirted, metal lovin' mullethead, perfectly suited to rampages on a motorcycle to the sounds of Anthrax or Priest. X Guy is some redneck or other, who nevertheless looks the part with a shotgun in his hand. The Prostitute is perhaps the most significant

character, as after all the game has picked up notoriety for the mistreatment that can be dished out to ladies of the night. Time for the Scarlet Ladies to get their own back on the male population with a little shotgun rampage.

And finally, keep pushing the 'Have Tank' code until the streets of Vice City look like Tiananmen Square. Have fun!



THE CODES YOU NEED:

- IMI**
0E3C70F2 1B53C58E
E8BCD8A BC9990A
- Chick**
0E42EEF8 BC99542
D597823E BC99983
0E42EEF8 BC99A82
D597823E BC9998A
press L1 + L2 + down
- X Guy**
0E42EEF8 BC99542
D597823E BC99983
0E42EEF8 BC99A82
D597823E BC9998A
press L1 + L2 + down
- Prostitute**
0E42EEF8 BC99542
D597823E BC99983
0E42EEF8 BC99A82
D597823E BC9998A
press L1 + L2 + down
- Have Tank**
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A
Press Select+UP



GRAND THEFT AUTO: VICE CITY

Press
R3+L2+P
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

No level wanted
Press
R3+R3+P
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather MOD
L1+L2+L2+P
Weather type 1
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Have Tank
Press
R3+L2+P
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Quick heave
Press
R3+L2+P
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

See through cars
Press
R3+L2+P
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 1
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 2
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 3
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 4
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 5
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 6
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 7
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 8
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 9
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 10
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 11
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 12
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 13
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 14
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 15
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 16
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 17
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Unknown chest 18
0E42EEF8 BC99A71
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A



Weather type 2
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 3
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 4
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 5
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 6
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 7
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 8
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 9
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 10
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 11
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 12
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 13
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 14
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 15
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 16
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 17
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 18
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 19
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 20
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 21
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

Weather type 22
0E42EEF8 BC99542
D597778E BC99983
0E42EEF8 BC99A82
D597778E BC9998A

GAME RELEASE DATES • NEW CHEAT CODES • COMPETITIONS • CHARTS
CALL NOW - UPDATED EVERY FRIDAY

09064 774477

Lines open: 24 hours a day, 7 days a week. Calls cost: 60p a minute, UK only

www.codejunkies.com

(M)

100% Satisfaction Guarantee

COLIN MCBRAE BALLY 3

[illegible]

UNIT



IMM 03C3C4F2 18335386 DEB36CA4 DCA958C0	P130C1FD ICAA9584	Underground P1337666 ICAA9584
CHALKIN MAJIN	Wacky Deaths P138C1FF DCA958B4	Tank Go Tank You F1371136 ICAA9584
Super Health C130C162 ICAA9584	Walking Dead F139C3F9 ICAA9584	Secret's Chadler F1372686 ICAA9584
Infinite Greaves C130C16C ICAA9584	Rain Of Fire F1373876 ICAA9584	Hangin In The Road F137342C ICAA9584
Director's Cut C130C2FE ICAA9584	Gibby Experiments F138C386 DCA958B4	Dancing With the Dead F139F029 ICAA9584
Rapid Kills C130C2F9 ICAA9584	Explosion Parasite F138C387 ICAA9584	A River Runs To It F138787E ICAA9584
Gibby Ames C130D58A ICAA9584	LEVEL SELECT	Inside The Name Box F138C550 ICAA9584
Extra Chunky C130C2B4 ICAA9584	Public Information Building F1371445 ICAA9588	In Secret's Deadly Embrace F139D661 ICAA9584
Infinite Ames	Strike's Wardrobe F1371242 ICAA9584	

RED FACTION II

(M)

➤ LORD OF THE RINGS: THE TWO TOWERS

[illegible]

FIFA 2003



1881	Armor	
8C327C32	DBR1770	
1B5C253E	DBA258CA	
15A1287A	DB77777A	
3C74203A	4B0C2E87	
	DB3F7736	
	7BA41463	
	DB777752	
	0C3C7688	
	DB777754	
Hyper Mode		
DB3B2E4A	4B0C2E85	
7CAB9983	DB777756	
	15AC2B75	
All Levels Accessible		
7B3F3C37	DB77774B	
3CAB9983	CAB85C37	
	D5A128A2	
	CAC3B3A3	
All Characters		
DB3B2E4A	Inf Health	
5B7CA383	DB77779C	
DB707754	8B0A26C3	
7AC26881		
All Cheats	Inf Armor	
DB707752	DB77779C	
5B7CA3C7	8B0A26C7	
Mask On Or For Health		



THE TERMINATOR: DAWN OF EATE





SPONSORED BY THE ULTIMATE TEEN FLICK SOUNDTRACK

The writer of every printed letter gets a spanking new copy of The Ultimate Teen Flick Soundtrack. This CD is out to buy now, and highly recommended by PSI2!

INBOX

Write to PSI2, Thin ice media, Beacon Place, Opal Way, Stone Staffs, ST15 0SS.
Or email editor@psi-2.com. You could win a prize!

He Should Be Dancin', Yeah

Hi **PSI2**

I'm Alex and I have written to ask where you got DDR Max from. I am a massive fan of the DDR games but I only have Euromix, which is too easy for me. I have been praying that it will come out in the UK but it doesn't look like it is. My mum won't let me get an imported version because she doesn't trust the service. If you're feeling kind, you could send me a copy or you could let me win one somehow. If you want, I could send in a video of me on Euromix. As you can probably see, I'm pretty desperate.



Thanks, Alex, via e-mail

Korami says it will be released here in 'Q2 2003' which means sometime between April and June. It is also available on import - try www.ncsx.com for starters. And you're 'aving a giraffe mate; we love our copy too much to give it away.

Zero Challenge?

Dear **PSI2**

I really enjoy playing survival horror games such as Resident Evil and Silent Hill. So, when Project Zero was released I went out and bought it, and I would just like to say what a waste of money. The graphics may have been good but the rest was shit! The storyline was complicated and hard to understand, there weren't enough puzzles and, to be quite honest, it was piss easy killing the ghosts. Where was the challenge? There is light at the end of the tunnel though as Silent Hill 3 is being released next year.

Yours sincerely, Michael Smith, Liverpool



Although Project Zero's visual style has been heavily influenced by the dark and brooding Silent Hill, the camera-play makes this game very different and it always ran the risk of disappointing some hardcore survival horror fans. I suppose, somehow you can feel like you're achieving more when armed with an Uzi or machets...?

Online Mistake?

Dear **PSI2**

I know that an internet connection for the PS2 could possibly be the greatest thing since the release of the console itself, but do you really believe it's worth all this commotion? Don't get me wrong, there are many brilliant online titles in the pipeline like SOCOM and Final Fantasy XI. However, I have never suffered from the absence of ability to play games online. TimeSplitters, Micro Machines, GoldenEye... need I say any more? The greatest multiplayer games aren't across telephone lines! Where's the fun in playing someone on the other side of the world if you can't watch the expression on their face when they've just been obliterated? I'm sure everyone would agree that there's nothing like the thrill you get after pounding your mates in a four-way deathmatch. It's bad enough if you have only got an

PSI2 STAR LETTER

TIP TOP MULTITAP

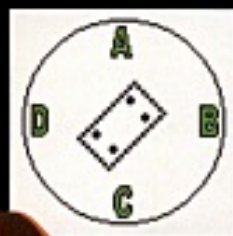
Dear **PSI2**

You have composed the greatest magazine ever known to mankind! Like Tina Turner fortold, You're simply the best! Better than all the rest! Better than everyone, everyone I ever read! You guys (not forgetting the gals) compile the best set of reviews, previews, and cheats a PS2 owner could ever ask for.

I notice that you like advertising the AR V2, so I have asked my parents for one and I have shown them your DVD and magazine reviews of it, and I pick one up wherever I go just to remind them. I totally rely on your magazine as a guide to what games I should and should not even think about purchasing, but your review index contains one minuscule little flaw... I ask on behalf of all Multitap owners 'PLEASE INCLUDE A MULTITAP COMPATIBLE SYMBOL'. I buy games especially for it and I thought rather than searching through GAME, EB and Virgin Mega-Stores for a 4-player game you could help me. I have even taken the liberty of designing a picture you could use for it.

Daniel Dewberry, via e-mail

PS. Is there any chance of you doing some digging to find out if there will be a GT4 coming out and when it's set for. And I also have a solution for those tiny 4-player screens - buy a digital projector and plug it in, aim for the wall and hey presto, four normal sized screens or one huge one. Thanks Daniel. Multitap point taken. Watch this space. GT4 is 50% complete says the grapevine. Oh, and you can stop hassling your parents now... hehe.



Guerrilla.com

FREE ACTION REPLAY V2 AND GUERRILLA CONSOLE BAG
FOR STAR LETTER OF THE MONTH! SO HURRY UP AND GET WRITING!

ISDN line, because for standard installation of the broadband package it's going to cost around £140! Please tell me this... are you really going to be one of those careless people parting with a hundred quid up front and a further £25 a month to play games against people you know only by a made-up name? I believe that Sony is making a large mistake.

Sincerely yours, Tom Dearsley

P.S. You wouldn't happen to know when *Aliens: Colonial Marines* is being released would you?

Are you sick and tired of waiting for the online experience to happen? Visit your rents here. *Aliens* has been officially cancelled. Sorry.

Make The Most Of FIFA

Hi PS2

I was just wondering what had happened to the Rated website. I tried to visit it and was forwarded to the PS2 site. I do purchase both mags, PS2 on order at newsagents and Rated on subscription. The main reason that I buy the two is due to the huge giveaways and totally unbiased opinions. I would recommend Rated to anyone who is a big PS2 fan, as its articles are written in very much the same way. They don't care who they offend.... as long as they get the real story. Anyway, my second point: I can never understand why games companies seem to always hold back their best games. I've been a huge fan of the FIFA series since FIFA International Soccer on the old Sega Game Gear. I purchased FIFA 98-2000 for PC and FIFA 2001/2002 for PS2. The main thing I want to ask is why it's never got round to using the fantastic stadiums produced for the under-rated FA Premier League Stars series of games. This added an extra layer of realism, to actually be playing in the very same stadiums as your idols do on a Saturday. Surely it would also make sense for all football games to include more than just the top division for each country. This would mean the end of the "game over" which we see when relegation occurs. I believe that this would add enormously to the longevity of games, with promotion/relegation and also the possibility of including a more complete version of the FA Cup.

Cheers, Steven Wilson, Leicestershire

Valid points there Steven. As we want to offer our readers the best mag ever, Rated has now been combined into this worthy title, to provide a full round-up of games, movies, gadgets and music. Also, why not mail EA with your suggestions by contacting its support centre at <http://uk.ea.com>? Meantime, what do other football fans think?



Get Away With Ya!

Dear PS2

Is it just me, or are others no longer looking forward to *The Getaway*? I've seen, and now played *The Getaway*, and I have to say that the game is good on paper but the developers seem to have overlooked something... And no I'm not talking about the (at times) terrifyingly bad framerate... Or the rather awkward way characters move... Not to mention the horrible draw distance... It might amaze you to know I'm talking about the graphics! To give it its dues, *The Getaway's* characters look fantastic (as indeed do the interiors). However, when it comes to being outside in good old London town everything goes quickly down the sh!t!er! Whilst London may not be the most vibrant and colourful cityscape in the world, I think they could have tried a little harder with the buildings (and definitely some of the cars). I'm not trying to take anything away from the "amazing" storyline or the "brilliant" recreation of London (which I will admit is stupefying)... But you can't have all this, and fully interactive, beautifully rendered indoor environments, step outside and be greeted with a palette of about eight colours! It just destroys any thoughts you might have of being right in the heat of the action, by grabbing you by the hair and dragging you screaming back to reality! It totally ruined the game for me. Like so many I was eagerly awaiting *GTA 3's* successor. I really can't see *The Getaway* beating *RC Copter Challenge* at this rate! *GTA Vice City* (and I know people who love *The Getaway*) hate it being compared to *GTA* -



"Geoffrey's" Tubes

Hey PS2

I'm really impressed with some first-person games, and having seen some of the first-person *Star Trek* games, I have come to realise that there's not one third-person *Star Trek* game apart from when you're playing as one of their frigging ships! You may have noticed the new *Enterprise* programme on Channel 4. I'm not usually into *Star Trek* but I got really interested in this one. I'd like to see a game where you're able to travel around the entire ship, including the "Geoffrey's" tubes. I'd like to be able to play as the main characters from the programme and I'd like to be able to play the incidents, like a day-to-day kind of thing, until you're called back to Starfleet. I'd love to be able to play a game like this. *GTA: Vice City* seemed the closest to this, as I hear you can buy land and cars, steal cars, buy clothes, buy and use weapons and even buy buildings. But I think a game like the one I suggested would be greatly enjoyed, carrying out day-to-day commands from the captain, or maybe you'd be able to play as the captain as well, making orders and trying to keep the crew happy but under your thumb.



Yours sincerely, Craig, via e-mail

[*Trekker Mode On*] They're actually known as Jefferies Tubes. You make it sound like *La Forge* has been crawling around that bloke from *Rainbow's* nasal passages. [*Trekker mode off*] We agree *Enterprise* would make a cool game. Activision looks most likely.

now I see why :)) has simplistic graphics compared to *The Getaway*, but it's consistent and infinitely more fun and rewarding for it... Oh, and did I mention the rather excellent story that accompanies this classic game!?

Muffet, via e-mail

Hmm, it looked so promising didn't it? As our review points out, when it works, it really is quite fun/very. However the framerate and pop up problems have been sorted.



Colostomy Bag Brain

Dear PS2

GIT-MAN 2: Awkward Assassin is what the game should be called. I don't know what the huge hype about the game is... the graphics are actually pretty crap. Well, it's really just the characters that are a bit pixelly. I mean *Code47* looks like an egg on dope with a colostomy bag for a brain. Not to mention the horrible AI in the game and the sort of flaws and glitches that make you want to slap the game silly. The controls are quite stupid too - aiming is terrible when you're on the run trying to shoot some guy, and never mind the dodgy camera angles. Maybe it's me, maybe I have played too much *Grand Theft Auto* and expected more of this game? Anyway, if you haven't already bought it I suggest you don't. You want a game? Go and buy yourself *Grand Theft Auto: Vice City*. Now that's what I call a game.

Chris Westby, Bolton

Vice City is our favourite too, no doubt about it. The *Git-Man* as you call him has his fans though, even if this is a game for the more patient amongst us.

**GET 6
ISSUES
FOR ONLY
£11.97**

**save
50%**

**REPLY NOW
TO TAKE
ADVANTAGE
OF THIS
INCREDIBLY
LOW PRICE!**



SAVE 50%

Buy the next six issues of PSi2 direct, and you'll only pay HALF the price you'd be charged in the shops. Not only will you save a massive 50% off the cover price, you'll get PSi2 and its essential disc delivered to your door every month.

PSi2 is the only PlayStation2 magazine with a fantastic free disc that's crammed full of exclusive cheats for your most wanted games. And with its finger on the pulse of the PS2 worldwide, you can always trust PSi2's authoritative previews and honest reviews.

THE ONLY PS2 MAG THAT HAS THIS AND A WHOLE LOT MORE

GREAT GAMES COVERAGE

It's our mission in life to bring you the best news, the hottest previews and incisive reviews of the biggest, the best and the most interesting PlayStation2 games.

ALL THE LATEST BIG CINEMA RELEASES

Our dedicated team of film buffs sneak into all the earliest press screenings to bring you news, previews and reviews of the biggest films coming your way.

UK DVD REVIEWS AND NEWS

We bring you all the latest UK Region 2 DVD film reviews, written by a team of obsessive DVD nuts. Plus we dig up all the latest news on the biggest releases.

US DVD REGION 1 REVIEWS

Not content with delivering the best of the latest UK DVD releases, we jump across the pond to bring you the best Region 1 DVD releases from the US.

GADGETS AND GAMES

When you're not playing your PlayStation2, messing around with the latest gadgets is a must. We deliver pages of the latest must-have kit for your pleasure.

ALL THE LATEST MUSIC REVIEWS

There's nothing like blasting aliens, driving or playing the latest sports sim to your favourite tunes. So, for all the latest music, check out our reviews section.

WHAT ARE YOU WAITING FOR?

POST:

COMPLETE THE FORM ON THE RIGHT AND POST TO THE ADDRESS SHOWN. A SUBSCRIPTION WILL START WITH THE NEXT AVAILABLE ISSUE.

TELEPHONE: 0845 601 0015

PSi2 SUBSCRIPTION ORDER FORM

YES!

I want the next six issues of PSi2 delivered to my door for the super low price of just £11.97, including free postage and packing (UK only). I have completed the Direct Debit Instruction below on the understanding that I can cancel my subscription at any time and claim a full refund on any unmailed issues.

**REPLY
NOW!**

YOUR DETAILS

MR/MRS/MS	FOR NAME	SURNAME
ADDRESS		POSTCODE
DAYTIME PHONE NO.		E-MAIL

DIRECT DEBIT PAYMENTS

☒ Please start my subscription from the next available issue. I understand that my subscription will run on at the low rate of just £11.97 every six issues – saving 50% off the shop price – unless I write to tell you otherwise.

ORDER CODE **PSI27**

CLOSING DATE **20TH JANUARY 2002**

INSTRUCTION TO YOUR BANK OR BUILDING SOCIETY TO PAY BY DIRECT DEBIT		
Please fill in the form and send it to: Subscriptions Dept, Thin Ice Media Ltd, Stafford Road, Stone, Staffordshire ST15 0DG		
Name of Account Holder		Reference Number (To be completed by Thin Ice Media Ltd)
Bank/Building Society account number	Branch sort code	Originator's Identification Number 948504
		Signature:
Name and full postal address of your Bank or Building Society		
To the Manager		Bank/Building Society
Address:		
Bank and Building Society may not accept Direct Debit instructions from some accounts		Instructions to your Bank or Building Society Please pay Thin Ice Media Ltd. Direct Debits must be paid on the account details in this instruction subject to the instructions issued by the Direct Debit Guarantee. I understand that this instruction may remain with Thin Ice Media Ltd and, if so, details will be passed electronically to my Bank/Building Society.

This guarantee should be detached and retained by the payer.

THE DIRECT DEBIT GUARANTEE



- The Guarantee is offered by all Banks and Building Societies that take part in the Direct Debit Scheme. The efficiency and security of the Scheme is monitored and protected by your own Bank or Building Society.
- If the amounts to be paid or the payment dates change Thin Ice Media Limited will notify you 10 working days in advance of your account being debited or as otherwise agreed.
- If an error is made by Thin Ice Media Limited or your Bank or Building Society, you are guaranteed a full immediate refund from your branch of the amount paid.
- You can cancel a Direct Debit at any time by writing to your Bank or Building Society. Please also send a copy of your letter to us.

The offer applies only to residents of mainland United Kingdom. Please allow between 4 and 6 weeks for delivery of your first issue. The offer cannot be applied retrospectively and is non-transferable. This offer cannot be substituted for cash or any cash alternative, nor any other offer. The promoter reserves the right to withdraw or amend this offer at any time without prior notice. The promoter cannot accept responsibility for any errors or omissions. 6-issue recommended retail price: £23.94.

POP THIS COMPLETED FORM INTO AN ENVELOPE AND POST TO:



**SUBSCRIPTIONS
DEPARTMENT**
Thin Ice Media Ltd, Stafford Road, Stone,
Staffordshire ST15 0DG

FOR PLAYSTATION 2

BEAT THE GAME

with Action Replay's™ Ultimate Cheats for:

THE LORD OF THE RINGS THE TWO TOWERS



Ultimate Cheats gives you the power to unlock The Lord Of The Rings: The Two Towers™ biggest secrets.

The Lord Of The Rings: The Two Towers™ is an extremely detailed game that's loaded with a plethora of things to do.

Ultimate Cheats helps you access all areas, so you don't miss a thing!

Using Ultimate Cheats™ you can activate powerful, totally unauthorised cheats so you can do things that even the game's programmers never anticipated.

**GET ULTIMATE CHEATS
HALF PRICE**
WHEN YOU BUY
**THE LORD OF THE RINGS:
THE TWO TOWERS AT
GAME**

AVAILABLE FROM **GAME**

CODEJUNKIES
www.codejunkies.com

RRP £14.99

NEW

©2002 Datal Design and Development Ltd. Action Replay ULTIMATE CHEATS is a trademark of Datal Design and Development Ltd. PlayStation 2 is a trademark of Sony Computer Entertainment Inc. The Lord of the Rings: The Two Towers and the events, characters, names and places therein is a trademark of The Saul Zaentz Company d/b/a Tolkien Enterprises. The Lord of the Rings: The Two Towers game is a trademark of EA Games. This product is not sponsored, endorsed or approved by Sony, The Saul Zaentz Company d/b/a Tolkien Enterprises or EA Games. Actual appearance may vary.

PSi2

BACK ISSUES

SEND NO MONEY - JUST PICK UP THE PHONE



09065 151402



ISSUE 11 PSi2



ISSUE 12 PSi2



ISSUE 13 PSi2



ISSUE 14 PSi2



ISSUE 15 PSi2



ISSUE 16 PSi2



ISSUE 17 PSi2



ISSUE 18 PSi2



ISSUE 19 PSi2



ISSUE 20 PSi2



ISSUE 21 PSi2



ISSUE 22 PSi2



ISSUE 23 PSi2



ISSUE 24 PSi2



ISSUE 25 PSi2

GET PSi2 NOW

WITHOUT SENDING US ANY MONEY!

Every month PSi2 brings you the hottest exclusives from the world of PlayStation2, and a FREE covermounted CD crammed with exciting playable cheats for top PS2 games, interviews, and FMV previews and reviews. If you've missed an issue of PSi2 then you can order a copy direct. And the great news is that we will despatch your copy of PSi2 by first class post. There are two ways to order:

1. Send no money now - just pick up the phone! Yes, you can order all back issues at PSi2 by just calling us - no credit card or cheque required. All we need is to be told as your name and address, the back issue you want, and then sit back and wait for the post! The number to call is 09065 151402.
 2. If you can order by credit card, Pick up the phone and dial **0845 6010015** (calls charged at low-call rates, and give us your credit card details over the phone. You pay the same price you'd pay in the shops - £3.99 including delivery!
- * calls cost: £1.50 per minute at all times, lines open 24 hours a day, offer available to UK residents only.



ISSUE 26 PSi2



ISSUE 27 PSi2

BRAND NEW LOOK

PSi2

EDITOR:

Julian Burdman, editor@psi-2.com

LIFESTYLE EDITOR:

Ben Keen, ben.keen@thinicmedia.co.uk

CREATIVE DIRECTOR:

Quentin O Gorman, quentin@thinicmedia.co.uk

ART EDITOR:

Dabbe Vossen, dabbe.vossen@thinicmedia.co.uk

DEPUTY ART EDITOR:

Clare Fox, clare.fox@thinicmedia.co.uk

STAFF WRITERS:

Lisa Ash, Matt Martin, Chris Blackhurst

SUB EDITOR:

Kate Foley

CONTRIBUTORS:

Simon Brew, Jonty Davies, John Franks, John Houlihan, Phil Wilcock, Dale Wilks, Jamie Wilks, Tim Wright, Matt Duttie

JAPANESE CORRESPONDENT:

Agustin Hoss

PUBLISHER:

Grant Hughes

MEDIA PRODUCTION MANAGER:

Rachel Hughes

MEDIA COORDINATOR:

Clare Hampson

MEDIA PRODUCTION ASSISTANT:

Matt Duttie

VIDEO GRAPHICS:

Stuart Hingley, Michael Black, Stuart Poynton
CD Cover Art: Quentin O Gorman
CD On-body: Julie Cooper

DVD EDITING / AUTHORING:

Jonathan Layland, Tim Roe, Mark Harstopp

DISC CONTENT EDITOR:

Steve Lambie

DISC PROGRAMMING:

Jon Howard, Matt Statham,
Kevin Thompson

CHIEFS:

Darron Bowen, Fabrice Faure, Richard Moscone,
Al Perros, Nick Turton, Clay Whiteman

DISC TECHNICAL SUPPORT:

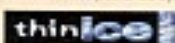
01705 810685

OVERSEAS LICENSING:

Grant Hughes

grant@psi-2.com

Produced and published by:

Thin Ice Media Ltd
Gleason Place
Opal Way
Stone Business Park
Stone
Staffordshire ST15 0SS
Tel: 01705 810680
Fax: 01705 810640
www.thinice.co.uk© 2006-08 Thin Ice Media Ltd. All rights reserved.
No part of this publication may be reproduced in any form,
stored in a retrieval system or transmitted in any way,
electronic, mechanical, photocopying, recording, or by any
information storage and retrieval system, without prior
permission from the publisher. Thin Ice Media Ltd. Under no
circumstances should this publication and its contents be
sold, loaned out or used by any of trade without the
publisher's approval.PSi2 recognises all copyrights. Where possible, we have
acknowledged the copyright holder. Please contact us if we
have not credited your copyright and we will correct any
oversight. PSi2 cannot accept any responsibility for
unauthorised contributions.PSi2 is an independent publication and as such its content
does not necessarily reflect the views or opinions of the
publisher, or the producers of the products contained within.Thin Ice Media
Registered Number: 3451730
Registered Office: The Old Brewery, Stafford Road, Stone,
Staffordshire, ST15 0DG
ISSN: 1471-7549
Thin Ice Media is a subsidiary of CitalEXCLUSIVE
FIRST LOOK!STARKSKY &
HUTCHWE GO DRIVING
AND SHOOTING WITH
THE WORLD'S COOLEST COPS!THE SECRET OF
THEIR SUCCESS

WE TALK TO THE PS2'S TOP DEVELOPERS

PLUS!

NEW SHOTS FROM TERMINATOR III



AND X2!

ON SALE
20TH
JANUARYEXCLUSIVE!
AN INCREDIBLE
DOUBLE-SIDED
COVERDISC PACKED
WITH GAME FOOTAGE,
FEATURES AND
100% UNOFFICIAL
CHEATS.MORE MUSIC, MORE MOVIES, MORE
GADGETS, MORE COMPETITIONS!

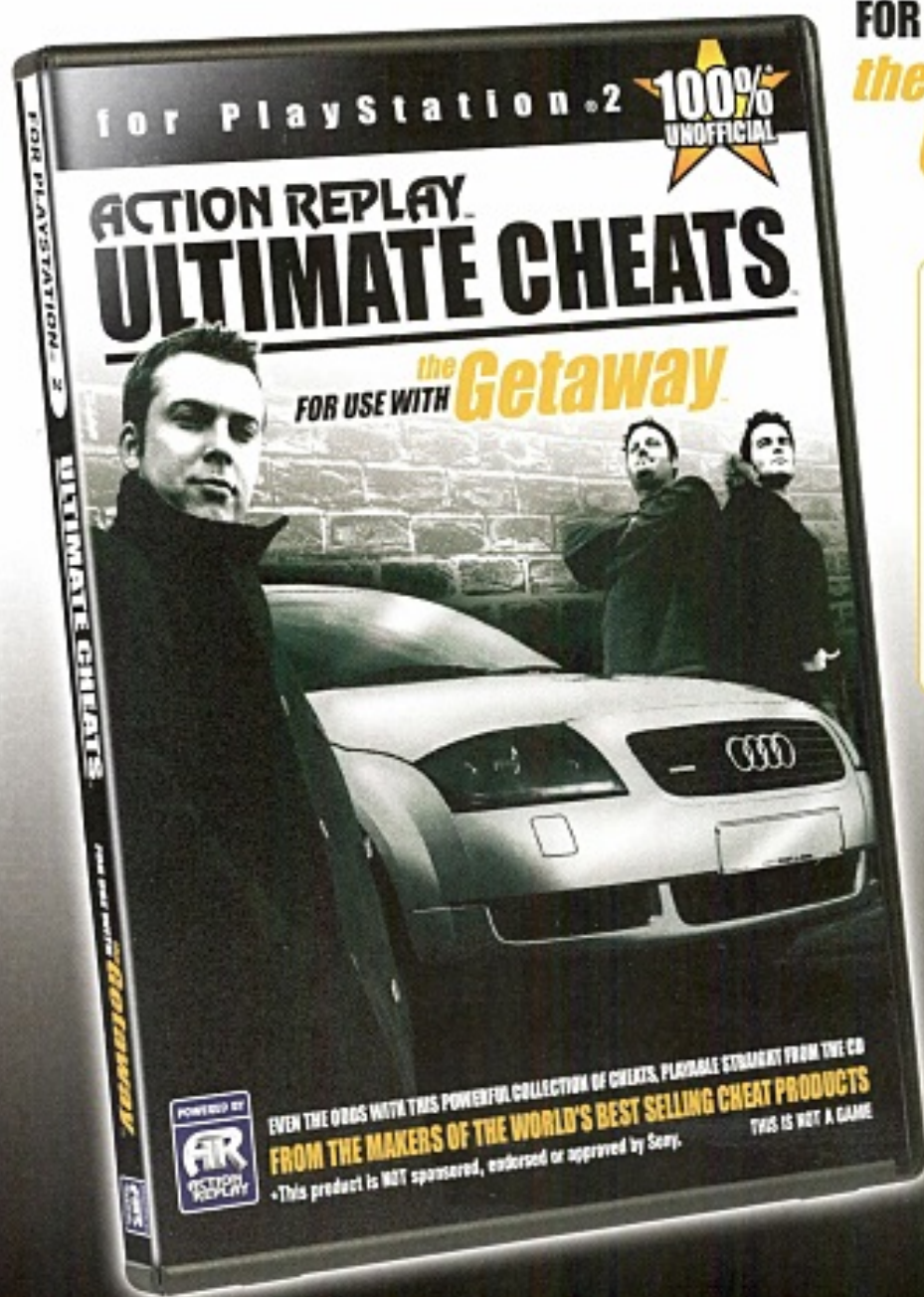
FOR PLAYSTATION®2

Get away with it

with Ultimate Cheats from Action Replay™

FOR USE WITH

the **Getaway**



Ultimate Cheats gives you the power to unlock The Getaway's™ biggest secrets.

The Getaway™ is an extremely detailed game that's loaded with a plethora of things to do. Ultimate Cheats helps you access all areas, so you don't miss a thing!

Using Ultimate Cheats™ you can activate powerful, totally unauthorised cheats so you can do things that even the game's programmers never anticipated.

**100%
UNOFFICIAL**

RRP £9.99

NEW!

AVAILABLE FROM ALL GOOD GAMES SHOPS OR CALL 0845 6010015 TO ORDER DIRECT

Lines open Monday to Friday 8am-7pm (except Bank Holidays). Saturdays 9am-3pm. (Calls charged at Low call rate)

codejunkies

www.codejunkies.com

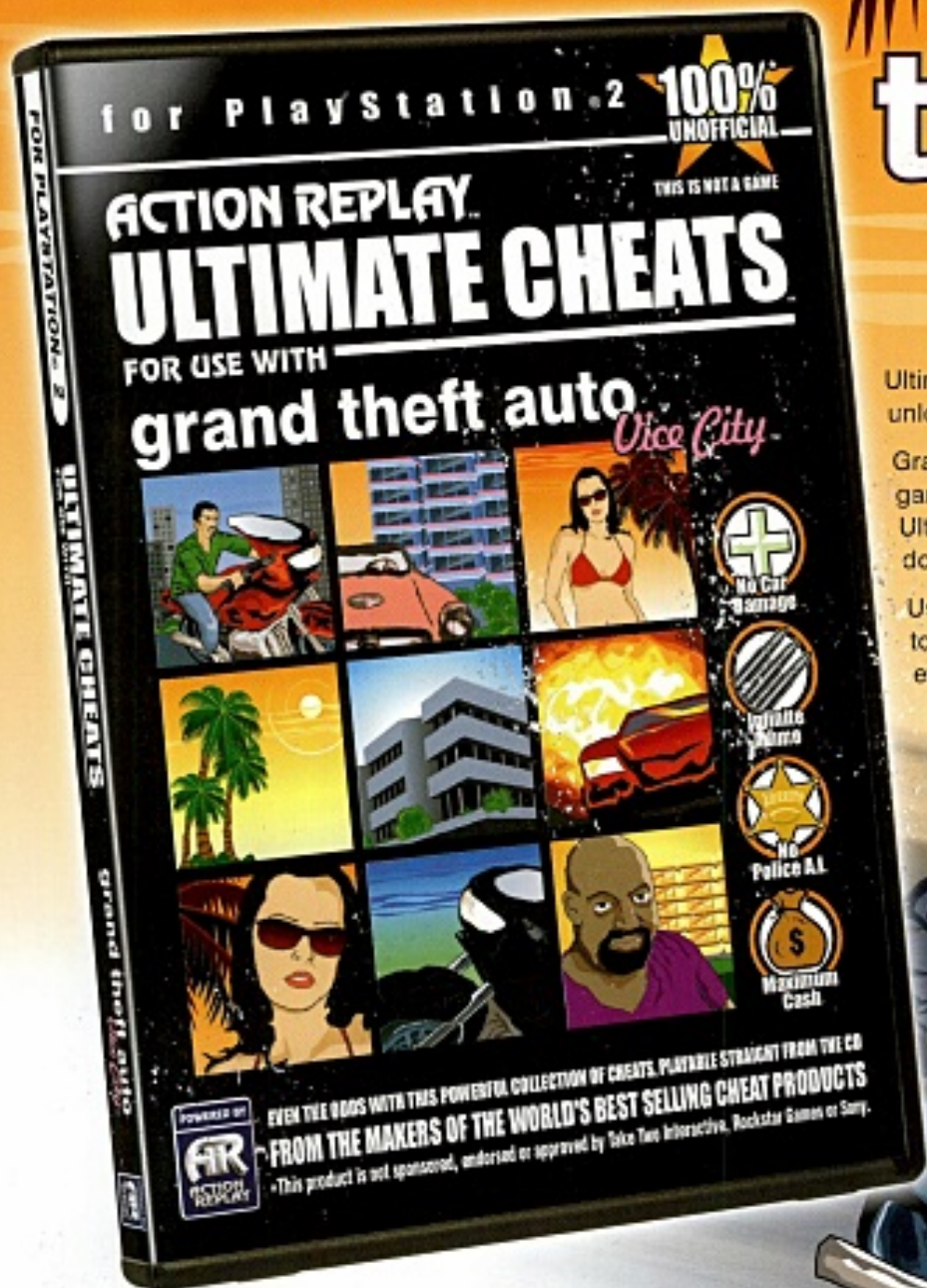
©2002 Datal Design and Development Ltd. Action Replay ULTIMATE CHEATS is a trademark of Datal Design and Development Ltd. PlayStation 2 is a trademark of Sony Computer Entertainment Inc. The Getaway is a trademark of Sony Computer Entertainment Inc. This product is not sponsored, endorsed or approved by Sony. Actual appearance may vary.

FOR PLAYSTATION 2

MISSION IMPOSSIBLE? **new**

Get Action Replay Ultimate Cheats for

grand theft auto
Vice City



Ultimate Cheats gives you the power to unlock Grand Theft Auto's™ biggest secrets.

Grand Theft Auto: Vice City™ is an extremely detailed game that's loaded with a plethora of things to do. Ultimate Cheats helps you access all areas, so you don't miss a thing!

Using Ultimate Cheats™ you can activate powerful, totally unauthorised cheats so you can do things that even the game's programmers never anticipated.

100% UNOFFICIAL



**GET
ULTIMATE CHEATS
HALF PRICE
WHEN YOU BUY GTA: VICE CITY AT
GAME**

AVAILABLE FROM **GAME** OR **CODEjunkies**
www.codejunkies.com

©2002 Gaijin Design and Development Ltd. Action Replay ULTIMATE CHEATS is a trademark of Gaijin Design and Development Ltd. PlayStation 2 is a trademark of Sony Computer Entertainment Inc. Grand Theft Auto: Vice City is a trademark of Take Two Interactive and Rockstar Games. This product is not sponsored, endorsed or approved by Sony. Take Two Interactive or Rockstar Games. Actual appearance may vary.

RRP £14.99