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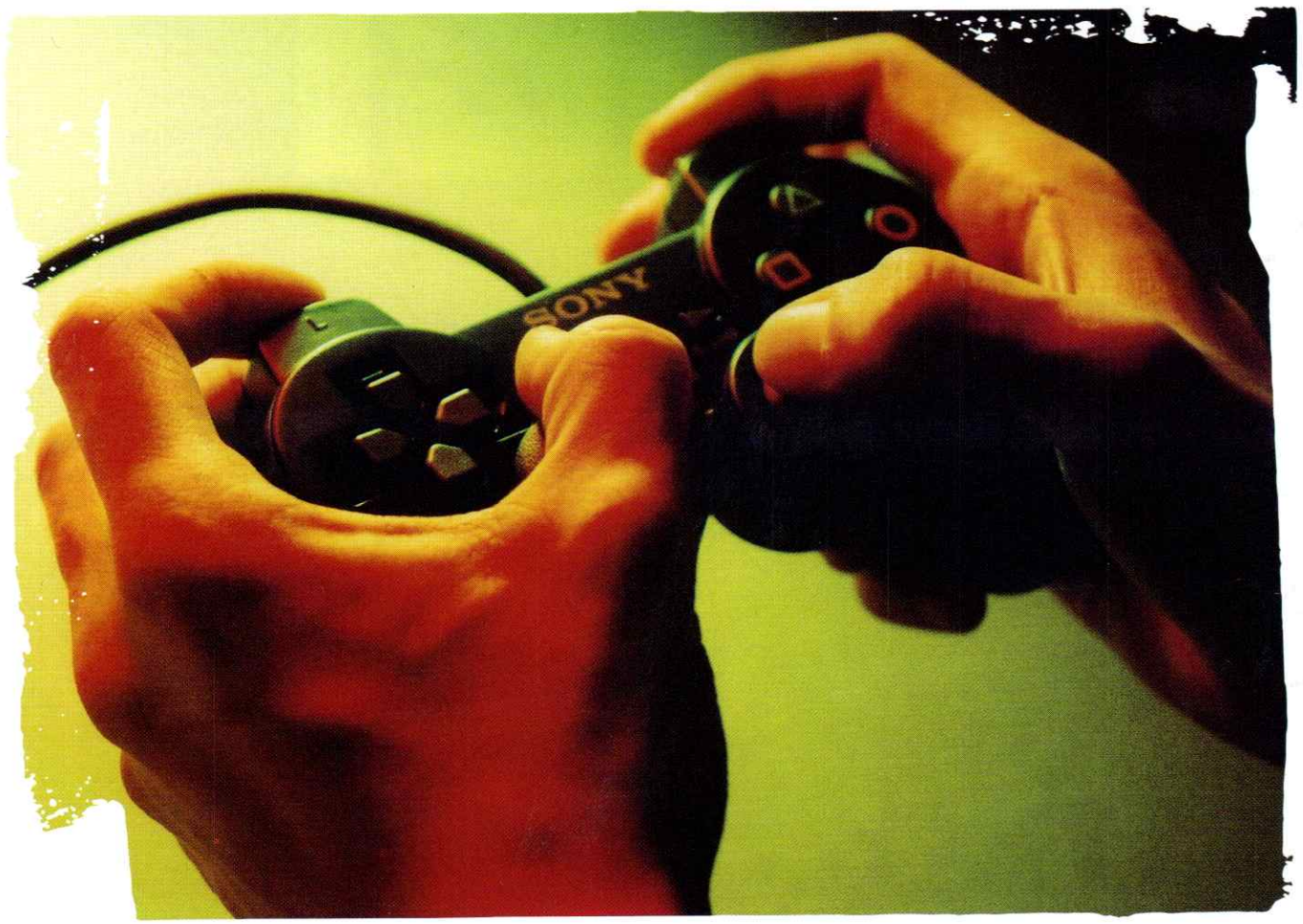
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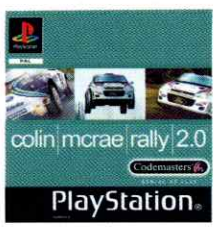
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So, the Dreamcast is no more. There are two things you can do next. The first is to call any DC-owning mates who took the Michael about Sony's cock-up of the PS2 launch and laugh spitefully at their fate. The second, and perhaps more to the point, is to cheer heartily at the news that Sega is already developing games for PS2. At first glance this doesn't sound owt special but think of some of the games it's produced – Crazy Taxi, Virtua Tennis and Sonic Adventure to name a few – and you begin to see why this is such a big deal. You should be very exited by this news. We are.

Not all the news this month has been good though, with Sony announcing that Gran Turismo 3 won't be available until June. Fortunately, incredible new shots showing just how good the game is looking did much to soften the blow – check out page 14 to see for yourself. On an even less happy note we finally got the playable version of The Bouncer in the office. We don't want to ruin the preview but let's just say we don't pull any punches.

Oh well, looks like we'll have to make do this month with ZOE, ISS Pro Evolution 2, LMA 2001 and Shadow of Memories then. Who was talking about bad news?

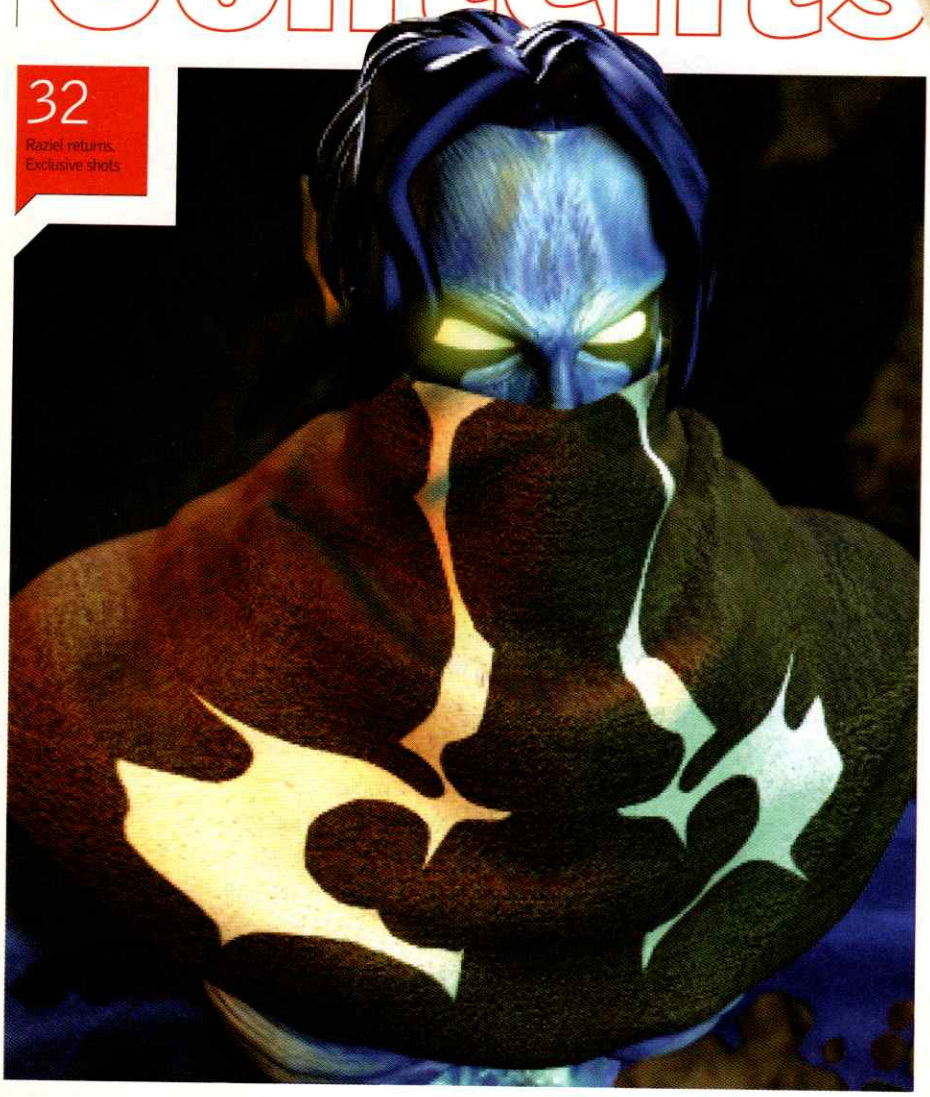
Different face, same quality,



Andrew Collins
ACTING EDITOR

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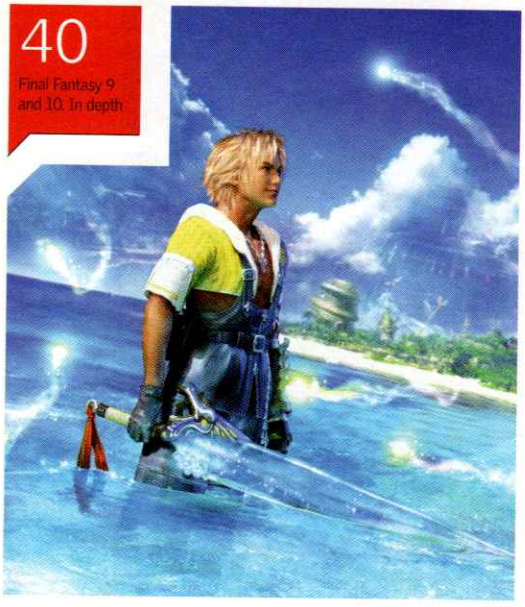
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Raziel returns. Exclusive shots



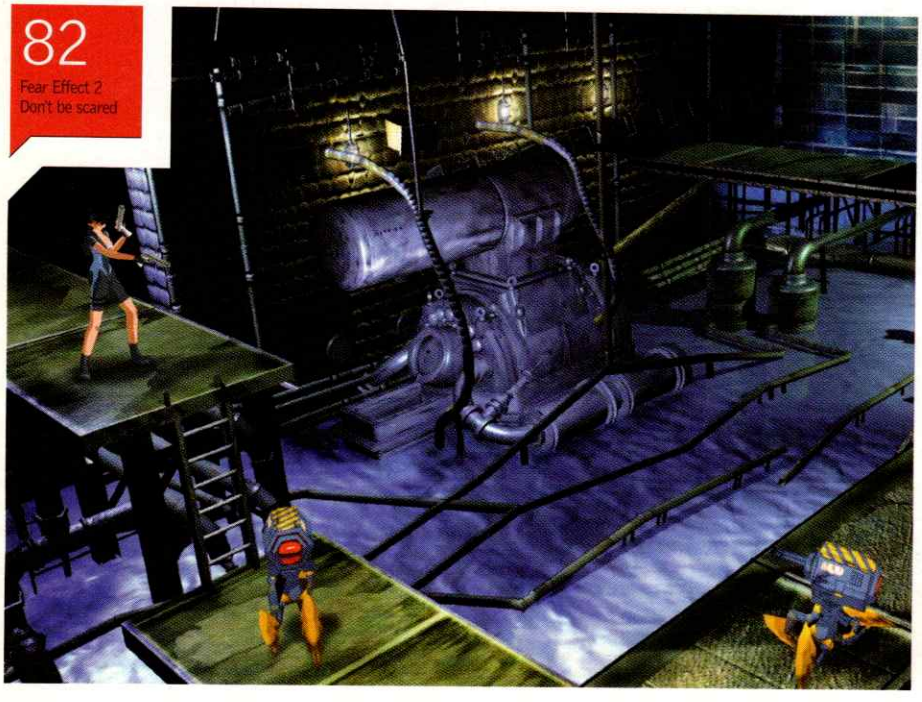
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The world and your PlayStation

Browser

●PS2 GAME

Human Traffic

It would be so much easier if it was dark. You've just stepped out of a warehouse with two kilograms of heroin taped up in clear plastic bags. You've got twenty minutes to run the package downtown and the midday traffic is choking the streets. You'll never walk it in time and public transport is out of the question. Time to commandeer some transport. The crime caper the tabloids love to hate is on the comeback trail, welcome **Grand Theft Auto 3**.

Squad cars crawl past you as you stand on the pavement and a trickle of cold sweat runs down your back. You calmly stare at the ground, but your insides churn at the thought of the time you'll spend in chokey if Johnny Law gets suss about your brown package. Cross the street, and look around. A little old lady is struggling to load groceries into the back of her Chevy outside the supermarket. A mother drags her wailing offspring away from the hotdog stand. A stray dog cocks his leg against a fire hydrant.

The cities of Grand Theft Auto 3 are alive. Pedestrians tread the streets, hundreds of cars queue on the roads and the city functions regardless of what you're doing. You are a tiny grain of sand on this sprawling metropolis beach.

For the first time, you can truly immerse yourself into the environment thanks to the seriously impressive coat of 3D paint DMA have given their franchise. While we all know how much fun the first three games were, not even the most ardent fan can claim they were lookers; in fact they were down right ugly with a capital U.

While the game has been tarted up no end, the action is set to stick the formula that made DMA's previous offspring so popular with gamers looking to dip their toes into the world of drug trafficking and common assault. To vary the game there will be a set of gangs all looking to use you for their anti-social behaviour. Each one will offer you a job which can range from nicking some wheels, to silencing a stoolie or whacking an unsuspecting mook. Fail and you're going to feel the back of Tony Soprano's best slapping fist. The more successful a hood you are, the more interesting the job you get given. Stick around for a few months and you might even be invited to be 'made'.

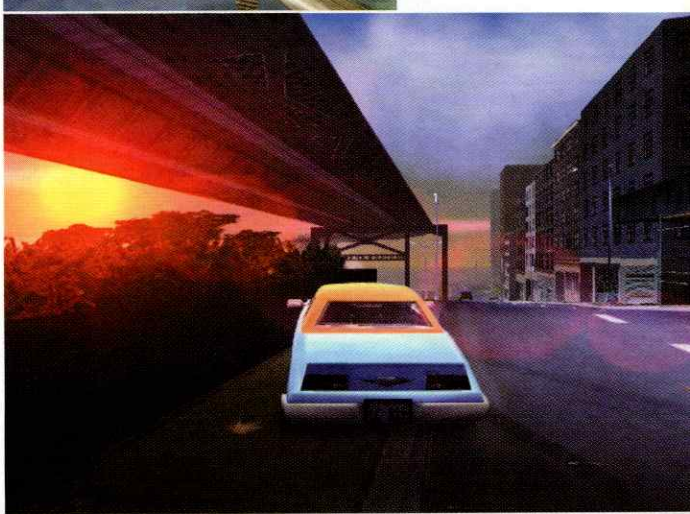
It's not out for bloody ages yet, but here's the chance to check out the very latest shots of the game. Come on, Infogrames, let's have a look at Driver 3 then! Have you got the cahunas?

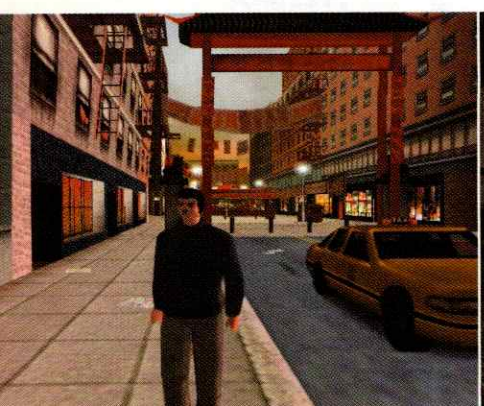


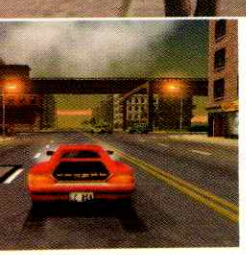
LEFT Head straight for the stretch – that's got to be the most fun

BELOW Evidently the realistic sun got in the driver's eyes

BOTTOM We suggest not messing with the blokes with the truck and big sticks

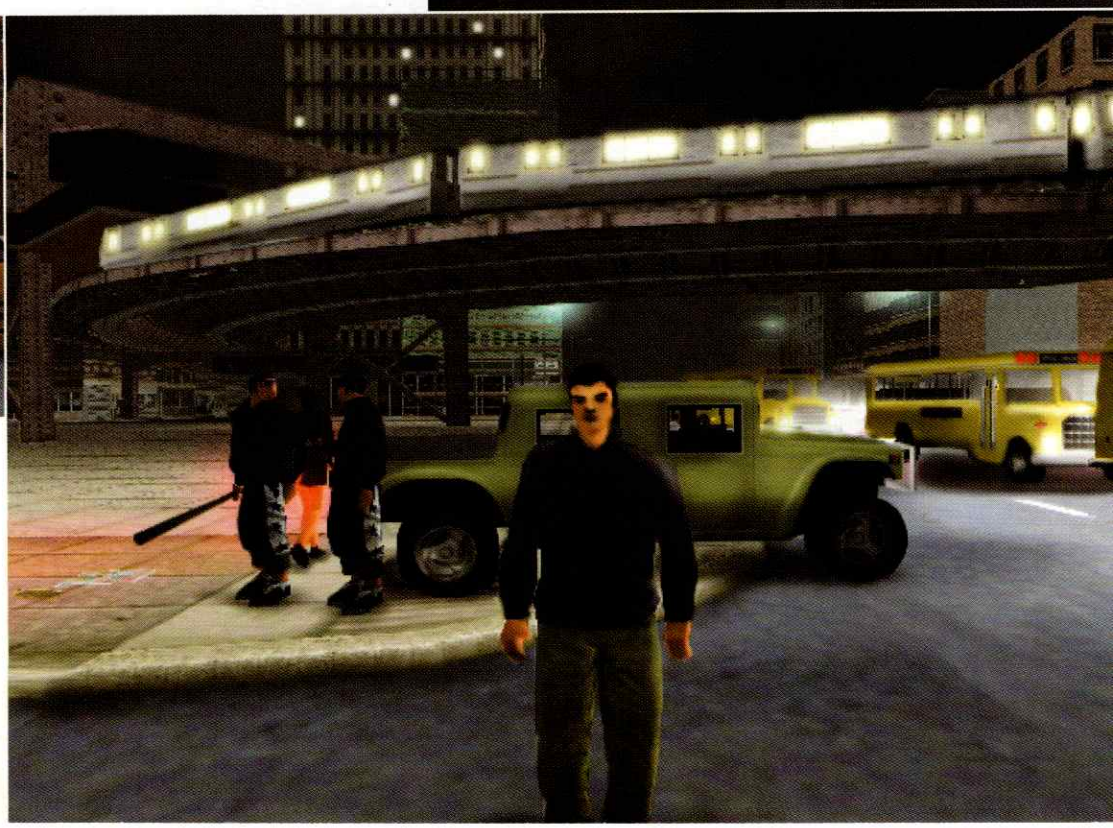




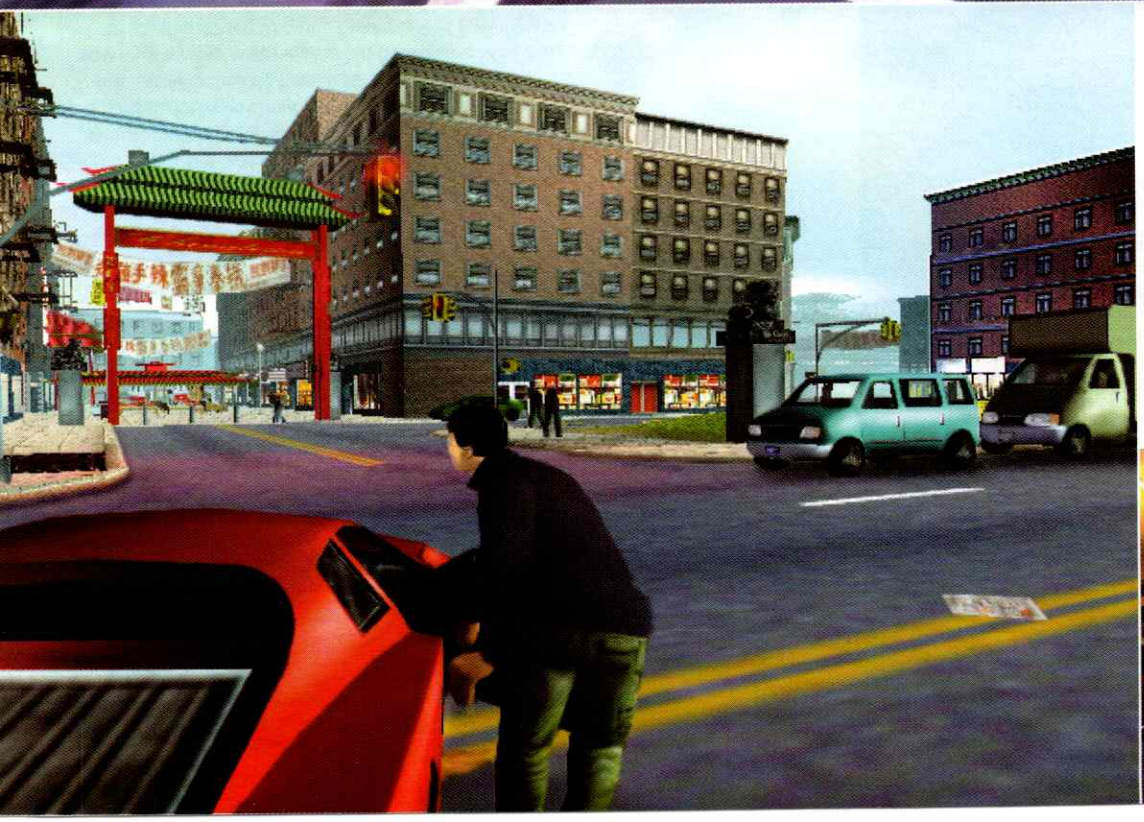


ABOVE Surely you can find time to nip in for a quick chow down?

LEFT This looks like one of the more exciting cars. Well worth nicking







ABOVE It only takes a bit of bovver to bring dibble running into the action

LEFT Isn't it strange he chose the sports car over the Transit?

BOTTOM The ultimate episode of road rage. Watch your bad rep rise

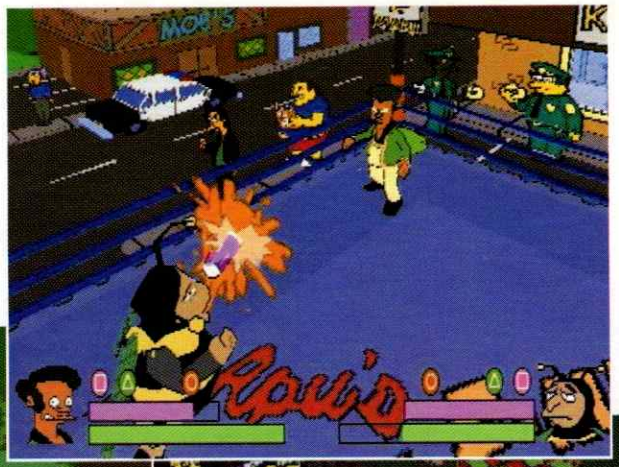


●PS1 GAME

Bart attack!

Wrestlemania has gripped Springfield. Bart's got Lisa in a headlock and Barney's noxious Duff burp special has Homer clinging limply to the ropes. Everyone loves to laugh at wrestling, but here you're actually supposed to. This is **Simpsons Wrestling**. It's utterly manic and completely unsophisticated, but you can't really argue with Itchy and Scratchy rucking in the Kwik-E-Mart car park. Out Easter time.





FAR LEFT INSERT Barney's Duff belch in full effect

FAR LEFT Sanders gets ready to trash Mo big time

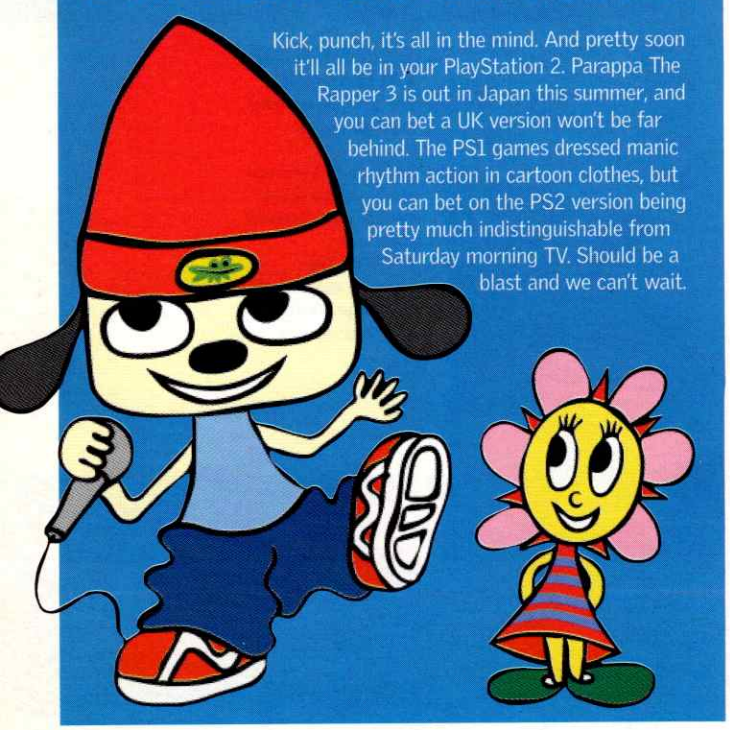
LEFT Apu's squishies do big damage. Ai ai ai!

BELOW Bart gets to grips with Mo in the tavern

●PS2 GAME

Don't call it a comeback

Kick, punch, it's all in the mind. And pretty soon it'll all be in your PlayStation 2. Parappa The Rapper 3 is out in Japan this summer, and you can bet a UK version won't be far behind. The PS1 games dressed manic rhythm action in cartoon clothes, but you can bet on the PS2 version being pretty much indistinguishable from Saturday morning TV. Should be a blast and we can't wait.



●STUFF

"THE SIMPSONS FIRST APPEARED ON THE TRACY ULLMAN SHOW"

From flat, badly drawn characters to, er...

●GADGET

Talkies!

Not content with bringing us perhaps the coolest looking MP3 player money can buy, the tech gurus at Nike have redesigned the walkie-talkie. Now with a new and easily remembered name Psc[communicate wx, the thing is capable of keeping you in touch over a distance of up to two miles. For those who don't like to get wet during exercise this clever piece of kit scans more than 500 radio stations to keep you right up to date with the weather. The unit is set to reach the UK shores in the next two months. Costs around $90 in the US at the mo.





● FILM

Got Carter

From the day she adorned the poster of She's All That!, Rachel Leigh Cook has had a habit of catching our attention. Since then she's appeared in a raft of films, most recently starring as Doreen Carter in the frankly pointless remake of the Michael Caine classic Brit-flick, Get Carter.

Her next role is the lead in Anti-Trust, a Wall Street thriller directed by Peter Howitt, aka Joey Boswell in ITV sitcom Bread (no, really).

With three more films due for release this year, it's going to be tough to avoid her. For some reason though, no one here seems to be complaining.



●PS2

Sega and Sony join forces

Sega is going to make PlayStation 2 games. And if you think that's anything other than the most significant piece of games news so far this year, then you're not being honest with yourself.

With the Japanese giant announcing an end to Dreamcast production and the development of PS2 games things are looking very exciting indeed. Of all the games confirmed for PS2 the one which has got us most intrigued is the console exclusive of Virtua Fighter 4, due sometime next year. First off the production line is the sequel to rhythm action game Space Channel 5, in which you play reporter Ulala as she attempts to dance away an alien threat with the help of Michael Jackson. Other games already on the release list are Crazy Taxi, 18-Wheeler, Zombie Revenge and Sakura Wars. And this is only the start of it. With this announcement should come a glut of similar decisions from companies loyal to the ailing company.

With Sega adding its games to its roster PS2's future has just gone supernova. It might not have made the best console but when it comes to games, Sega is most assuredly the daddy.



1 If Crazy Taxi is as much fun on PS2 we'll be laughing

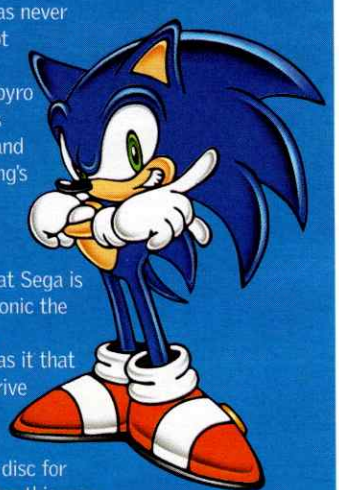
2 Space Channel 5 should give PaRappa a run for his money

3 Zombie Revenge could show The Bouncer a thing or two or three

4 18-Wheeler is one of the stranger games to convert

●PS1 GAME

Say hello to Sonic



Sony's PlayStation has never really had a mascot character of any note. Crash and Spyro did their best bless them, but it's Sonic and Mario that are gaming's most likely entrants onto the Hollywood Walk of Fame.

Good job then that Sega is lending a clutch of Sonic the Hedgehog games to PlayStation. Word has it that every Sonic Megadrive is going to be bundled on a PSone compilation disc for release in Japan later this year.



●GADGET

The power and the glory

Never content with having their computers just doing the job, Apple creations always have to make a statement. And nothing's making more of a statement at the moment than the new PowerBook G4 Titanium.

Unlike every other compact laptop on the market, the latest classic from Apple's Design Studio doesn't compromise on features in the slightest with a DVD player, a 15.2" widescreen monitor and an advanced graphics card just some of the weaponry the G4 packs.

For people looking for the numbers game, the PowerBook G4 comes with the choice of a 400 or 500 Mhz. For those people not used to running a mac this might not sound overly fast in the days of Pentium 4's running at 1.5 Ghz. The thing is, you see, Apple uses a radically different processor technology which frankly beats the crap out of existing PC systems.

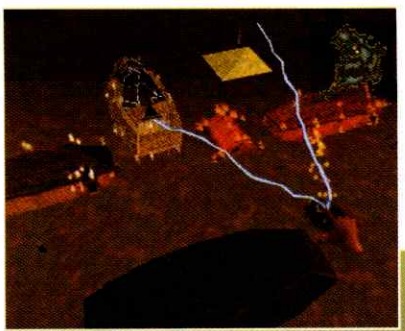
But even if you don't need all this raw power, just imagine how cool the thing would look in your house. Can you tell we like it? Now, if only we could afford the £2,400 for the 400Mhz we'd be very happy indeed.

www.apple.com/powerbook

●PS1 GAME

The new Black

It's not quite as ambitious as coding Metal Gear 2 for the Atari VCS, but Midas just might be stretching PSone beyond breaking point with Black and White. For those with a life, Black and White has been four years in the making for PC, and needs a computer powerful enough to launch Space Shuttles to run it. Gameplay wise, it's a strategy game that involves mutating animals. A PlayStation2 version is also underway.

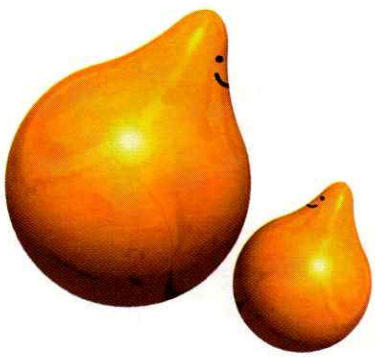


LEFT Should anyone annoy you blast 'em with the magic finger



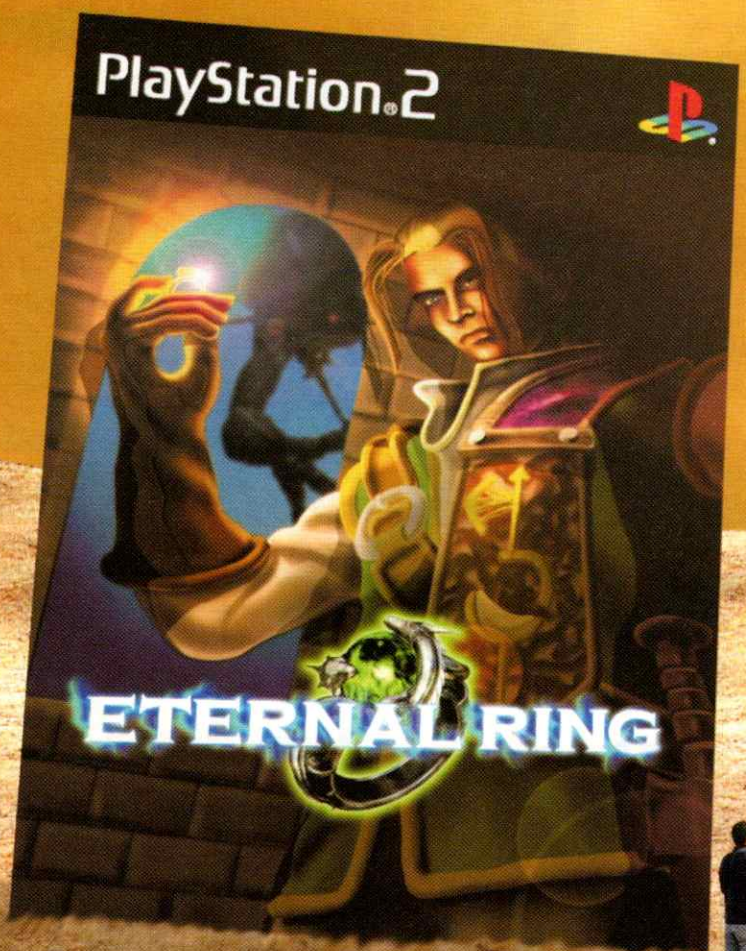
BELOW How you control the creatures really reveals a lot about yourself

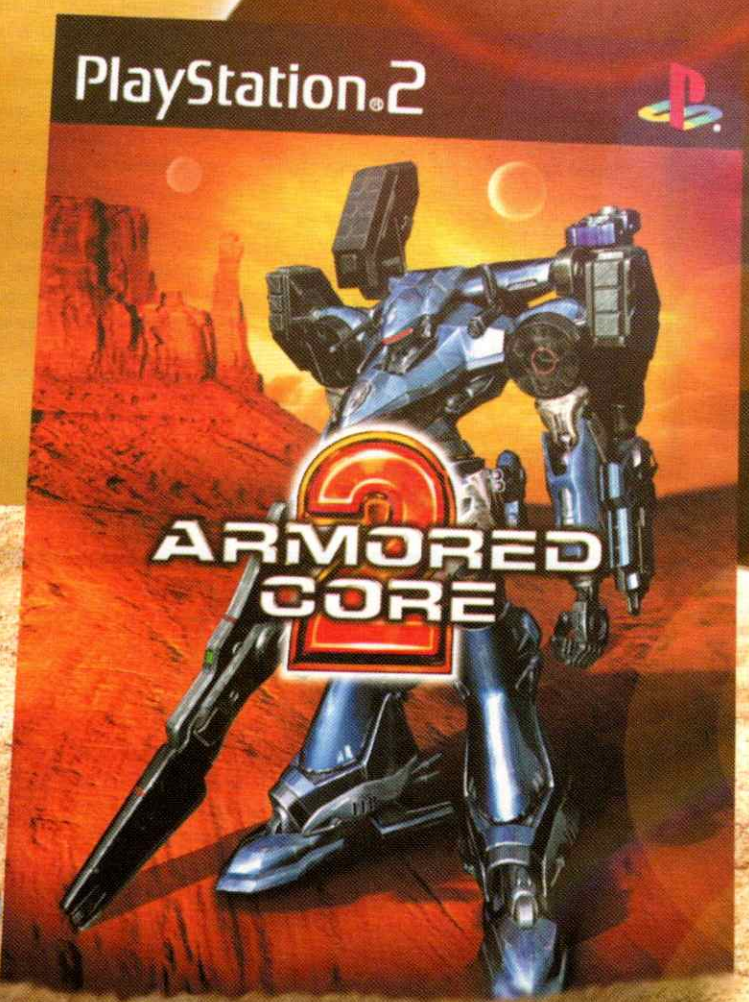
Diamond Geezer or Mummy's Boy?



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2001





MONOLITH

THREE OF THE BIGG

Ubi Soft ENTERTAINMENT

CRAVE ENTERTAINMENT

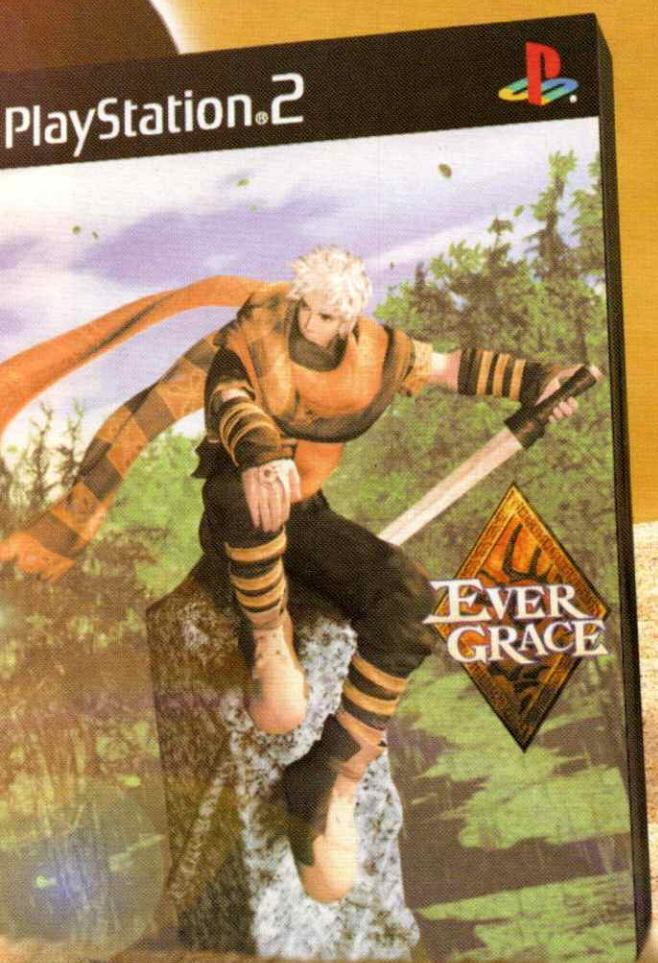
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ARMORED CORE 2

Earth Year 223: following Earth's destruction, Zio Matrix, the World's largest corporation, obtained detailed plans relating to the Mars Research Project. Included in these plans was the Mars Terraforming Project, which detailed the use of unmanned artificially intelligent A.C. units.

It is you who will take on the challenge of dominating Mars, immersing yourself in visually stunning A.C. battles using a nearly endless combination of parts and weapons.

'Armored Core 2 is gorgeous, challenging and thorough -- and that's just the sort of title we like to see at a system launch'
- DAILY RADAR HIT



EVERGRACE

Enter an RPG world of intense magic and thunderous battles, where your survival is determined on acquiring powerful artefacts and fashioning them into your armour and weaponry.

Facing evil reborn, two spellbinding fantasy adventures await Darius and Sharline as well as fascinating characters and unforgiving monsters.

'Evergrace is both a solid and completely enjoyable role-playing game experience'
- IGN.COM

ETERNAL RING

Cain, a young magician, is sent by his King to investigate mysterious happenings on the 'Island of No Return'. Legend has it that magical powers lie dormant at the heart of the island, protected by enormous dragons. Armed with only his sword and natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive.

As Cain, you must venture forth through challenging scenarios whilst defeating any foe that stands in the way of you and your search for the ultimate Magic Ring.

"Eternal Ring for the PS2 will satisfy your hunger for a bigger, better, first person RPG"
- GAMEPRO.COM 4.5/5.0

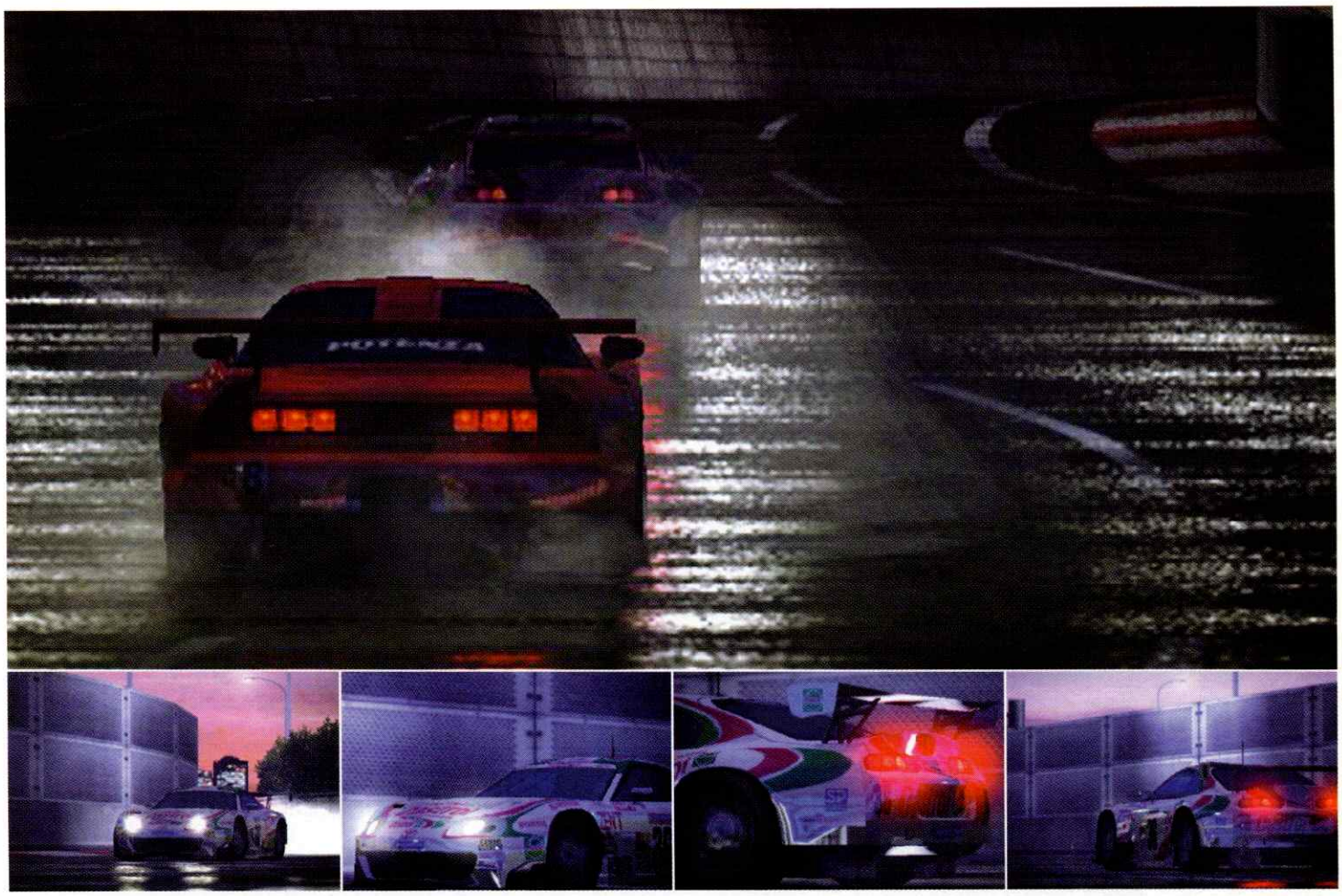
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PS2
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GRAN TURISMO
Shell
Shell
Shell
Shell


Newriver City
A 126
1.8 km
Newriver C
A 126
1.8 km
50m



●GAME

It reigns

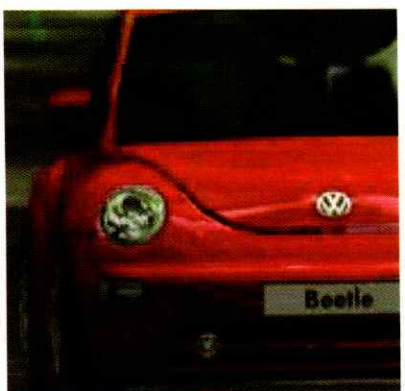
Hammering along in a sports car at night with rain lashing down is a pretty terrifying experience. Brake lights in front glare red on the shiny black tarmac, every corner is a calamity waiting to happen and the water spraying off the car in front means you can hardly see a thing. And how do videogames usually represent these lethal racing conditions? By peppering the screen with tiny diagonal lines.

But Gran Turismo 3 is not your average racing game. When it rains in GT3, it absolutely pisses it down. Droplets batter the windscreen, the spray is blinding, and the roads look soaking wet. Chasing the car in front through winding city streets is no longer just a test of driving skills, it's a test of bottle. Wet tyres slide on wet roads, so dare you have that rev counter needle dancing in the red when you can barely see 10 metres in front of you?

Like it or not, you've got a while to ponder the answer to that. GT3 should have been out in Japan about now, but to give developers Polyphony Digital time to tune the game further, it's been moved to April. The official line from Sony is that the UK gets ours in June, but don't hold your breath. It took both of the previous PS1 GT games a full six months to appear on these shores.

The extra time means the car roster will be bang up to date by the time we get to see it. Already included are the brand new Mitsubishi Lancer Evo 7 and the Mazda RX-8, which even Top Gear haven't come close to getting a sniff of yet. The ladies in the audience will also be pleased to see the new Beetle and the classic Austin Mini lining up on the starting grid.

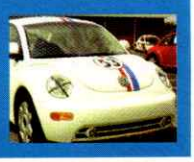
The images you see here also show an as-yet-unannounced Tokyo circuit, silencing the chatter that GT3 will do nothing GT2 didn't apart from look totally amazing.



●STUFF

"JIM CARREY IS SET TO STAR IN THE NEW HERBIE FILM"

Oh wondrous news



TOP LEFT If the game looks this good, grown men will certainly cry

BOTTOM LEFT Ok, this is probably replay footage, but it still looks class

TOP These water effects are out of this world

MIDDLE STRIP See this in motion and you'll be very, very excited









TOP Can you blow the bridge?

ABOVE MIDDLE The visuals are packed with awesome details

ABOVE No, the elephant's not part of your team

RIGHT The missions aren't all jungle based like this one

PS2 GAME

Hitler-hating hijinks

For those who love nothing more than reliving WW2 and never letting the Germans forget who won, the forthcoming release of Commandos 2, converted from the PC, can only be good news.

You'll take control of a squad of the Allies' finest military experts deep behind enemy lines with the onerous task of meeting near-impossible objectives to keep the war effort rolling. The emphasis is on stealth, and you must act as a team for maximum effectiveness. For example, one soldier can be used to distract an enemy, while another swoops in for the kill.

Each character has a speciality ranging from sniper, to driver, to spy. Only the sneakiest will survive, and to avoid detection you can hide bodies, set traps, swing from window ledges, and even don enemies' uniforms.

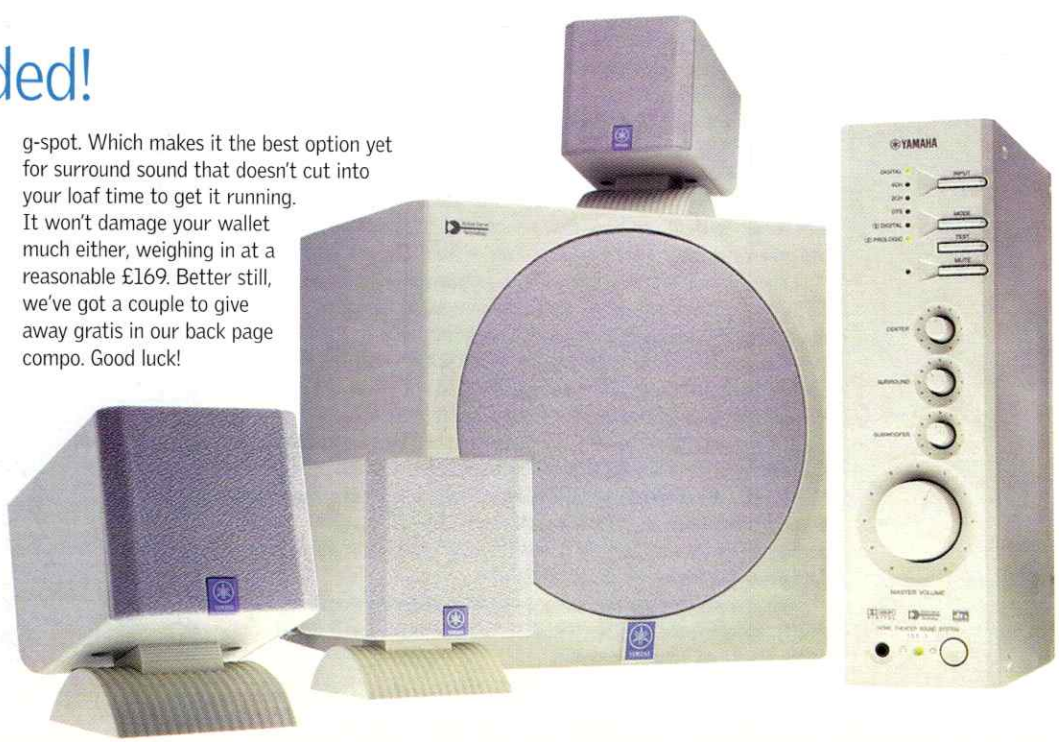
With a two-player cooperative mode planned and twelve complex missions, Commandos 2 might well fill the stealth void until the release of MGS2.

STUFF

You're surrounded!

There's no two ways about it, your PlayStation 2 loves surround sound. You only need to hear what TimeSplitters sounds like with bullets ricocheting around your room or how much better the throaty growl of your motor's engine in RRV is on a top sound system. The only hitch is, if you're anything like us, you can't be arsed with all the fiddle of buying a new amp and speakers, then spending all day hooking it all up. More trouble than it's worth, right?

Step forward the Yamaha TSS-1 Home Theatre System. You run one cable from the back of your PS2 into the TSS-1, scatter the speakers, and voila! Surround sound. Easier than persuading George Best to have one for the road after a session at the hotel bar. Easier, even, than saying yes if Jennifer Lopez popped round your house asking if you could help her locate the elusive g-spot. Which makes it the best option yet for surround sound that doesn't cut into your loaf time to get it running. It won't damage your wallet much either, weighing in at a reasonable £169. Better still, we've got a couple to give away gratis in our back page compo. Good luck!



Tip 18

Orange out here : The Guilt Trip

If you can't afford that taxi home and your phone talk time runs out, having Orange out here means you can use your free Reserve Call to talk Dad into picking you up.



For example

Dad: Hello

Wayne: Pleeeeeeeeeeeeeeee
eeeeeeeeeeeeeeeeeeeeeeeeee
eeeeeeeeeeeeeeeeeeeeeeeeee
eeeeeeeeeeeeeeeeeeeeeeeeee
eeeeeeeeeeeeeeeeeeeeeeeeee
eeeeeeeeeeeeeeeeeeeeeeeeee
eeeease come and pick me up.

Use Orange out here with any Just Talk phone, and for a one-off payment of £14.99 you'll get the additional benefit of up to 2 Reserve Calls when your talk time has run out, 5 free text messages a day and an extra £5 free talk time. For more information call 0800 079 6000 or visit www.orange.co.uk

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●PS2 GAME

Ring of fire

Did you study modern history at school? If so the events preceding **Ring of Red** may be familiar. After the A-bomb attacks on Hiroshima and Nagasaki, Japan was cast into a wilderness of chaos. Nevertheless, many still refused to give up arms and war raged for many more years, resulting in the eventual partitioning of the country between Russian and Chinese communist forces in the north and Western-supported resistance in the south.

Fighting between these violently opposed halves dragged on, intensified by the creation of the ultimate in war machinery, the Armoured Fighting Walker. Known as AFW's. These gigantic, multi-legged battle vehicles were central to the carnage that raged in the Far-East during the 1960's. Or something like that.

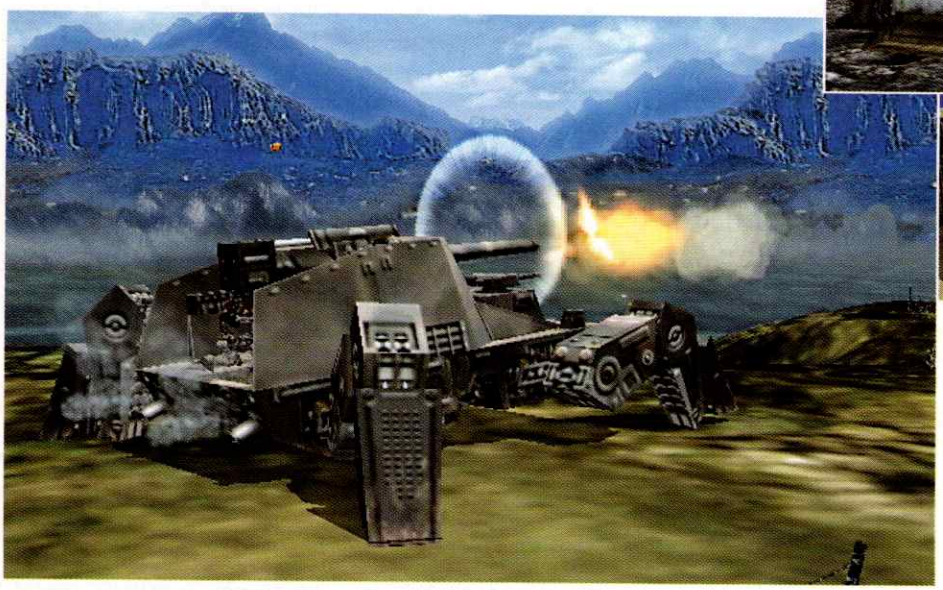
There's certainly no shortage of mech-based games on the PS2 with the likes of ZOE and Gun Griffon Blaze doing the rounds. RoR steers away from the out-and-out action of these titles, instead focussing on turn-based strategy and tactics in the vein of Front Mission. The game is heavily story-based, and a complex plot will provide a framework for the carnage.

You move throughout the game via an overhead grid-like map, until you encounter an enemy. The game then switches to 3D for the scrap. The turn-based battles see you exploiting your various troops' and vehicles' specialisation to annihilate the enemy. New troops and mechs get added as you go. Could be great like X-Com or a bit cack like Front Mission. Let's wait and see.











LEFT The battle animations are looking pretty hot

ABOVE MIDDLE Raze cities as you fight it out

ABOVE Some daft characters will no doubt annoy you

RIGHT There are loads of little blokes pottering around the screen at the same time

BELOW RIGHT Don't expect much blood or gore here



●PS2 GAME

Heaven Seven

When the people behind Ridge Racer, Tekken and Pac-Man decide they're doing an RPG, you can safely remortgage your house on the fact that it'll be a bit good. It's called **Seven** and it's full of cartoon visuals and an epic zero to hero plot. More next month.



LEFT Soldiers have each got their own specialisation

RIGHT A hulking mech stomps through the ruins of an enemy base

BELOW These tanks with legs come in all shapes and sizes



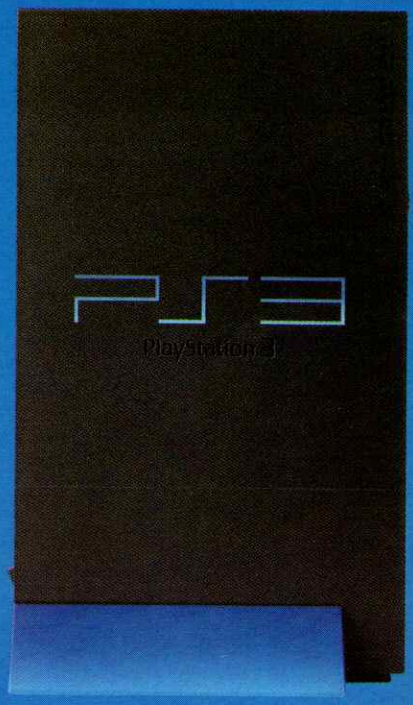


●PS1 GAME

The real third way

There's no rest for the wicked at Sony's R&D. Ken Kuturagi, SCEI's CEO is already mumbling about a machine 1000 times as powerful as the PS2 and rumour has it such a machine is already finished. Significantly, Sony is refusing to rule out launching a PS3 before 2005, perhaps with one eye on the XBox situation.

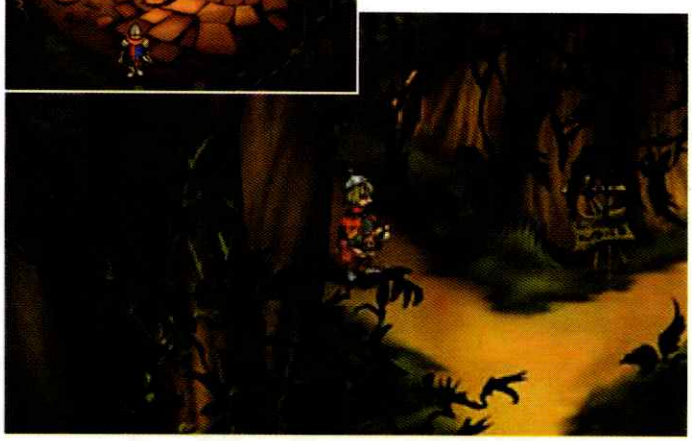
Last summer, Sony showed a unit built from the combined guts of 16 PS2s at a technology conference. Sony insisted this unit was just a tool for CG images. A very impressive demo of a sequence from The Matrix that users could manipulate in real time proved the point. But even then rumour was rife it was actually a PS3 prototype. Wait and see.



LEFT It should be pretty accessible

DOWN This is the little guy you take through the game





Cold-blooded Killer or Platform Ponce?

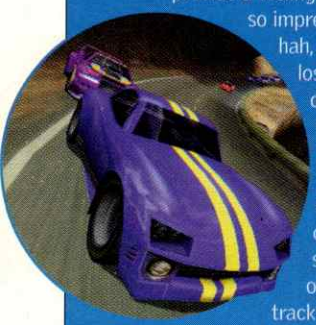
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● PS2 GAME

Yank tanks

Settle yourself on the terraces with a vat of popcorn, a hot dog the size of your leg and a baseball cap adorned by two cans of beer fastened on either side with Velcro. Now cheer when rednecks called Dale and Billy Bob drive past you at 200mph, because it's time for some all-American muscle car action.

Rumble Racing looks like it might provide a feeling of sheer speed so impressive the 'yee-hah, Jesse' factor is lost in a cloud of dust. In any one of the 40-odd vehicles, which range from standard race cars to vintage sports models, on any of the 15 tracks served up, this game is promising to deliver an experience of speed as yet unmatched by other racing games.



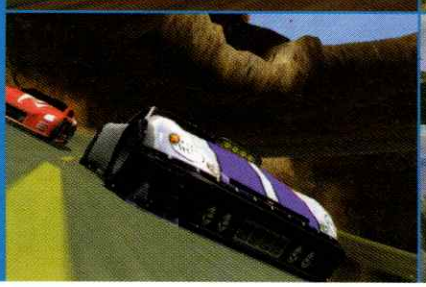
It's not just 'hold down accelerate and wait for your pupils to return to normal size', though. Some game modes are more stunts than speed, with power-ups which not only improve the performance of your hot-rod but also dish out death to the drivers around you.

Naturally, Rumble Racing boasts all the essential racing game trimmings: a full-on championship mode, multi-angle replays complete with commentary and bigger, better vehicles. All you have to do is forget about Gran Turismo 3 for a second and give this turtle-waxed roadster the once-over. "Pass the chewin' tobaccah Rosie-Lee, this here racin' be makin' me mighty horny."











ABOVE The Mustang's cigarette lighter was a little too powerful

TOP LEFT Roads? Who needs them?

TOP FAR LEFT Nice paint job

BOTTOM FAR LEFT The replays are accompanied by voiceovers

BOTTOM LEFT Not all shortcuts are that useful

● PS2 GAME

Driving the bus lane

Usually steeping its games in as much authentic detail as it can, the ubiquitous EA Sports is currently working on a PS2 basketball game that's as far removed as possible from the glam and glitz of the big time. There's still a strong whiff of pro-ball about **NBA Street** but as you can tell by the name, its roots are planted firmly in the concrete hoop parks of the US.

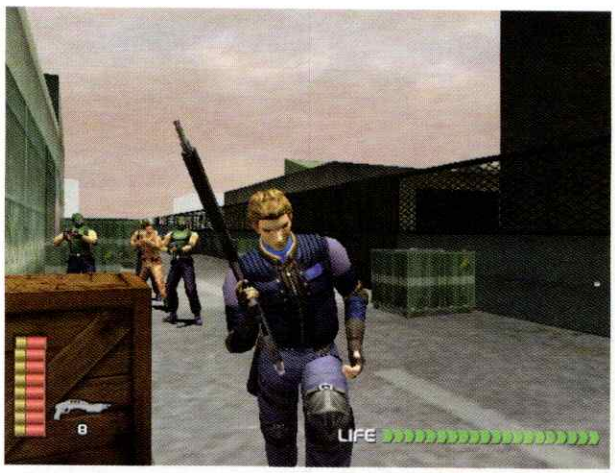
In shifting from stadium to the sidewalk, trivialities like tactics and rules have been left behind. Instead NBA Street is all about who's best with the ball, and who can sink the most three-pointers by running rings around their opponents. In short, it's all the best bits of basketball rolled into one slam dunker of a game.

There's more to this backboard shaker than hoops, though. There are a handful of game modes to choose from, including the Hold the Court game where your skills with the ball are rewarded with get-up extras like tattoos and trainers. In City Court you take the best players from beaten teams and slowly work your way up to face the league's most skillful dribblers. And thanks to motion-captured animation, it all looks as good as it does on the television.

Even though the glitz of professional basketball has been left behind, many of the NBA's biggest stars are on role call. Michael Jordan's trademark Air Max don't squeek on the concrete court but he still strikes a formidable opponent when driving the lanes. But you've got the skills to take him. And if you haven't, so what? You're on the street, so knee him in the privates and watch as he collapses in the gutter.







●PS2 GAME

Go commando

Metal Gear Solid opened the floodgates for a potential slew of copycat stealth games, but what followed was more a trickle than a torrent. But Midas has seized the moment, and the first espionage stealth you'll play on PS2 will be **Operation Winback**, not MGS2.

You play Jean Luc Cougar, a member of the unfortunately named SCAT commando force. But rather than spend all day obsessing over faeces, Jean Luc is charged with saving the planet from the war satellite 'Sword of Angels'. The action is played out primarily in the third person, but stealth isn't always the best way to go. Sometimes you've just to blow a lot of things up.

The third-person aiming mechanism pre-dates MGS2, but the back-to-the-wall stealth is clearly inspired by Kojima's masterpiece. It's out in May, so watch your back.

TOP You're carrying a shotgun with eight shells in the chamber. Easy life

RIGHT Pop their heads like spots and they'll hit the deck before you even get the chance to reload





FAR LEFT That guy's got a serious afro

LEFT One-on-ones promise to be fun

●STUFF

"ARSENAL ARE GOING TO WIN THE TREBLE"

Alex Ferguson's view on what's in store for North London's finest

This is ISS

PlayStation's Pelé warms up for PS2





GAME: ISS EVOLUTION 3
FORMAT: PS2

TELL ME ABOUT IT

Screens are starting to filter through from Japan of potentially the finest videogame ever made. ISS Evolution 3 isn't out here until October, but the lucky Japs are getting theirs on March 15. Of course, we've already played it, and it takes the familiar Evolution gameplay to the next level. Shame it's not out here for so long.

This isn't ISS

Soccer, redneck-style

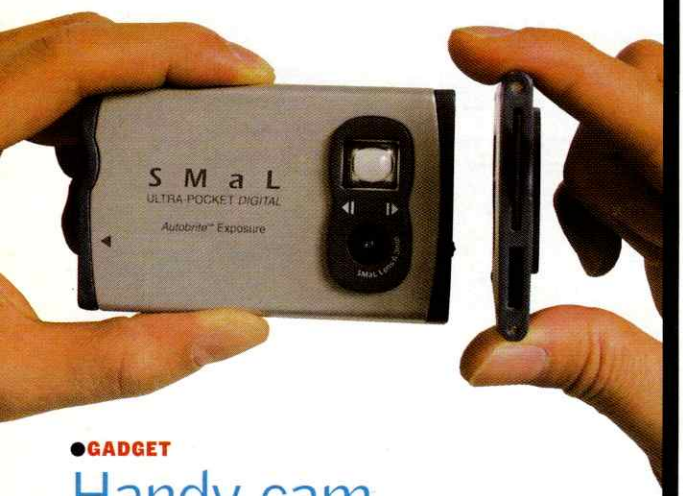




GAME: MAJOR LEAGUE SOCCER
FORMAT: PS2

TELL ME ABOUT IT

Just to confuse matters further, Konami has announced another completely different footy game for the US market. Based on its Major League Soccer game, it whips the existing PS2 engine into producing a far better looking game than the half-baked ISS we got in the UK on launch day. Import gamers might want to check it out.



●GADGET

Handy cam

It looks little there's been a break-in a Q's office. Swiped from the draw marked "Fancy Gadgets" is the almost stupidly small digital camera, the **Ultra-Pocket** from makers, SMaL. Roughly the size of a credit card, the camera wowed the crowds at the recent Consumer Electronics Show in Las Vegas last month.

The camera comes kitted out with special software which should allow clear shots even in the brightest of circumstances, something a lot of cameras currently struggle with.

The basic version of the kit comes with an 8mb memory card, capable of storing up to 40 high quality images. USB connection allows the shots to be downloaded to a PC in seconds. The camera isn't available yet, but when it is expect the budget snappers to be as popular as scooters only less nob.

●PS2 GAME

Run rabbit

Last seen caning a motorbike around Suzuka, Klonoa is back in more familiar surrounds for his full PS2 debut. **Klonoa 2: Lunatea's Veil** is out in the UK in the autumn. Little is known about the plot at the moment but give us a month and we'll have the full skinny on Klonoa 2. A distinctive graphical style can't hurt it chances, and Namco's PS2 record so far is peerless.





●PS2 GAME

A demon's work is never done

Though not the new Resi-Evil game PS2 owners are clamouring for, **Devil May Cry** is shaping up to be more than enough to satisfy gamers' blood-lust. With the likes of Resident Evil and Dino Crisis on their CV, the survival-horror specialists at Capcom look set to continue their fine pedigree with this, perhaps their most-story intensive title.

You assume the fated role of Dante, a descendent of the legendary Sparda, who emancipated the world from the monstrous shackles of demons, 2000 years ago. The horror has returned, however, and strikes remorselessly at the family of Dante, murdering those closest to him. Rather like Chris Evans, Dante is half-demon, and must extinguish his own kind if he is to protect the world from perpetual torment.

Dante's weaponry will include both swords and guns, and you can expect similar levels of tense violence present in Capcom's other horror titles. With its stylish, gothic looks and dark story, this is looking scarier than Camilla Parker-Bowles' passport photo.

FAR RIGHT **You don't want to see what he's looking at**

LEFT **Getting burnt by the candles is the least of your worries**

BOTTOM RIGHT **The team are spending a lot of time creating a gothic atmosphere**

BOTTOM LEFT **We're clueless as to what's going on here!**



FAR RIGHT It wouldn't be survival horror without shady alien death creatures

FAR LEFT Our man really couldn't understand how the bad guys saw him so easily

BOTTOM RIGHT Climbing over the side is a cunning way to avoid detection

BOTTOM LEFT It's one way of getting round but he will die when he inevitably falls









● PS2 GAME

Cold Veronica

It's Christmas Eve, 2005. An Antarctic research station awaits a visit from Red Light, a reconnaissance team sent to the government facility for reasons both sides know nothing about. Their carrier plane crashes en route, leaving long-time friends Roger Grigman and Dennis Riley as the only survivors. To make matters worse, much of their equipment was destroyed in the near-fatal accident. So begins **Extermination**, a survival horror game from Sony of Japan.

Comparisons with John Carpenter's classic, claustrophobic 1982 horror film The Thing are inevitable. Not least thanks to an early trailer for the game which featured some poor sod meeting with a particularly gruesome demise. Gruesome, but graphically impressive all the same. Much of the unholy goings-on become gradually clearer once Cindy Tien – Army bacteriologist and seemingly sole survivor at the station – is drawn into the action.

Backing up the sweet and spine-chilling visuals is gameplay in the third-person style with an over-the-shoulder view being most prominent. But this is more than just a snowy Silent Hill clone, thanks to the inclusion of a 'panic action' element.

'Panic action' forces you to carry out relatively simple button combos at moments of complete and utter dread, with character responses dependent on the circumstances of the specific sticky situation. These could be as simple as dodging the danger and getting the hell away as soon as possible, or something more complex like scaling a nearby wall/fence/rock face in order to avoid a miserable and dreadfully bloody death.

This emphasis on quick thinking during the scary bits marks Extermination as one to watch. Survival horror has been done to death, if you'll pardon the pun, and new elements such as panic action can only be a good thing. There'll need to be plenty of meat on Extermination's already-impressive bones, but if the gameplay in between the bouts of adrenaline-heavy set pieces makes the grade, then this Cold Veronica could be a serious competitor for the impending PS2 version of Res Evil.

WHERE ARE THEY NOW?

Six games that have disappeared from the release schedules

WIPEOUT FUSION



WHEN WAS IT DUE OUT?
March 2001

WORTH WAITING FOR?
You betcha. It should be one of the biggest games of the year. There can't be anybody who's not played one of the first three games on PS1. When the first game launched Wipeout set a new standard for visual elegance and everything we've seen suggests the same for the PS2 version. This is a very big deal.

WHY HAS IT SLIPPED?
Basically, Sony didn't want to release all their big hits at the same time in case people only bought one of their monster titles. And this gives them time to fine tune the game too.

SO WHEN'S IT OUT?
September 2001

IS THIS LIKELY?
Let's just say it wouldn't exactly shock the life out of us if this slipped again.

STREETFIGHTER EX3



WHEN WAS IT DUE OUT?
November 2000

WORTH WAITING FOR?
A good fighter in its own right, it suffers from being transformed into 3D. It doesn't stand up well against other 3D-fighters like Tekken Tag, and Dead or Alive 2, and it certainly isn't a patch on its 2D incarnation, but nevertheless, it's a competent fighter and currently the only option for PS2-owning SF fans.

WHY HAS IT SLIPPED?
Good question. It was released in Japan ages ago, so perhaps it was to avoid releasing it alongside Tekken and Dead or Alive.

SO WHEN'S IT OUT?
It's finally out (as we write this) so fret ye not. Not bad for a supposed launch game, eh?

IS THIS LIKELY?
It's in the hands of the Gods.

MATT HOFFMAN'S PRO BMX



WHEN WAS IT DUE OUT?
November 2000

WORTH WAITING FOR?
If Tony Hawk's made you moist, then the answer's probably yes. Essentially the same game on bikes, PRO BMX utilises the Tony Hawk's game engine and exactly the same control system to furnish you with 'nuff phat stuntage and bodacious two-wheeled action, man. All you need now is a solid set of pads to save your knees.

WHY HAS IT SLIPPED?
Activision publish both this and Tony Hawk's and owing to the similarities between the two games, they probably though it best to keep them apart. No point nicking your own customers now is there?

SO WHEN'S IT OUT?
March 2001

IS THIS LIKELY?
Indeed it is.

THE WORLD IS NOT ENOUGH



WHEN WAS IT DUE OUT?
December 2000

WORTH WAITING FOR?
Could well be. TWINE was excellent on the N64, but wasn't too hot on PS1. With a different development team involved with the PS2 version, it could go either way. Fingers crossed for some top GoldenEye-style action. It's certainly going to be a looker, using the famous Quake 3 engine. Let's hope the game's there.

WHY HAS IT SLIPPED?
It's an ambitious project, therefore it's probably taken longer than the developers expected to get used to the PS2's innards.

SO WHEN'S IT OUT?
Summer 2001

IS THIS LIKELY?
We wouldn't waste a quid betting on this. Take a look at this screenshot. It's the one of three available.

QUAKE 3



WHEN WAS IT DUE OUT?
March 2001

WORTH WAITING FOR?
Quake 3 is an awesome game, and if the conversion is at all competent, it should more than give Unreal Tournament and TimeSplitters a real run for their money. Sadly the game won't support any online so it'll just be you and your mates sharing the one screen.

WHY HAS IT SLIPPED?
As yet it hasn't, but considering we seen neither hide nor hair of any code, common sense would suggest that they won't make the release date.

SO WHEN'S IT OUT?
Take a guess...

IS THIS LIKELY?
We reckon sometime around Summer, it won't be earlier.

DARK CLOUD



WHEN WAS IT DUE OUT?
March 2001

WORTH WAITING FOR?
Most likely. Dark Cloud is the first in-house developed RPG on PS2 and is looking very impressive. It borrows elements from the classic Zelda series, and also includes a city-building feature that appears to be a hybrid of Theme Park and Sim City. Why? Well, we're not sure.

WHY HAS IT SLIPPED?
As a sprawling RPG, the localisation process will always be a time-consuming affair. This is the most probable reason for the slippage.

SO WHEN'S IT OUT?
December 2001

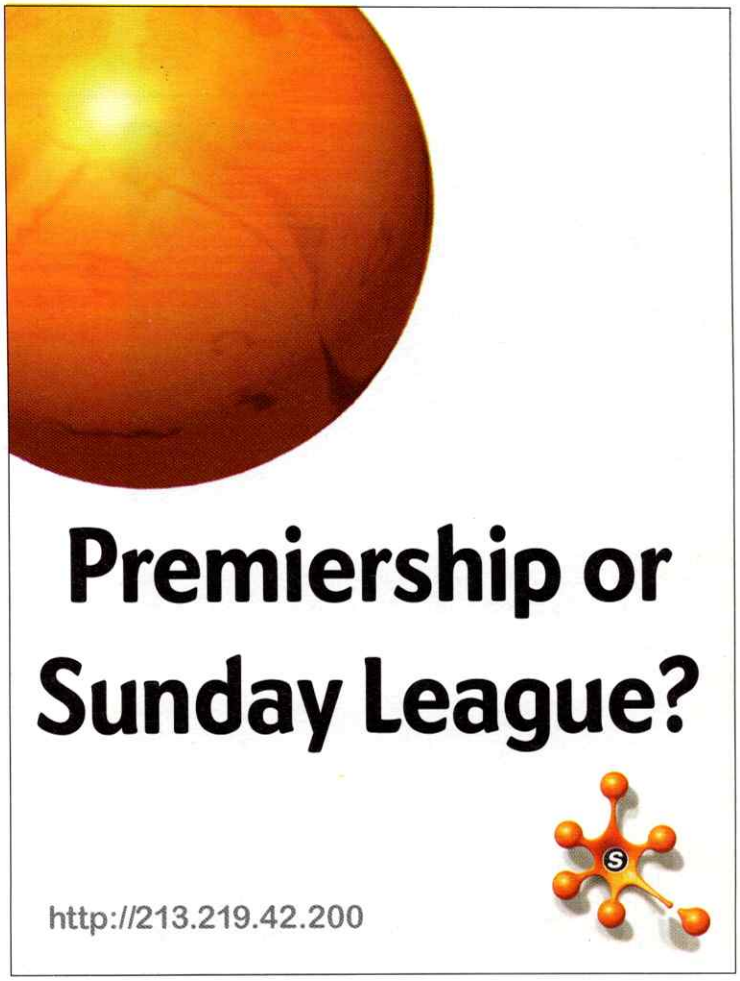
IS THIS LIKELY?
Patience, my dear – let the poor translators do their work.

● PS2 GAME

Snake's last stand

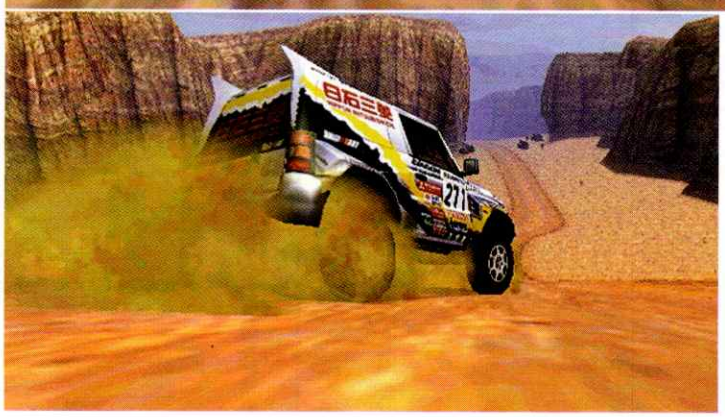
Metal Gear Solid 2 is still a long way off but creator Hideo Kojima is already warning that it'll be the last time Solid Snake appears in a videogame. Kojima-san told Japanese anime publication NewType.com that MGS2: Sons of Liberty will conclude the series, leaving him free to pursue other projects. Having been privy to a sneak play of the astonishing MGS2, we're positive the calls for another game might just prove too hard to resist. He can't not make any more... can he?











TOP **Gentlemen, choose your weapon: Paris Dakar lets you ride quads and bikes along with 4x4s**

LEFT **You can see a long way into the distance. Handy if a Star Wars sandman is crossing up ahead**

●PS2 GAME

Enter sand, man

It's a long way from Paris to Dakar. Six and a half thousand miles, in fact. That's a world of difference from nipping down to the local Ikea to pick up some shelving. A quick scan through the major motor racing events on the calendar showed this monumental rally as being just about the only one without its own game, which is why Acclaim have stepped in with **Paris-Dakar Rally**.

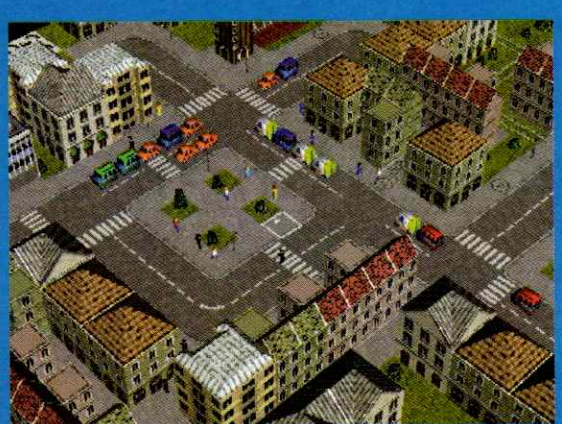
Out in the summer, this latest off-road racer presents you with the arduous task of rallying across some of the most inhospitable terrain known to man. Dakar happens to be in the middle of the North African desert, which doesn't help. The epic scale of the surroundings and the go-anywhere nature of the race look like setting this game apart from the rest. And did we mention you're racing 350 other drivers in vehicles ranging from nippy trials bikes to full-on 4x4s? Bearing in mind the actual race takes 17 days to finish, we hope they remember to put a few save points in there.

●PS1 GAME

Road block

Go into town and look at the traffic system. It's an absolute disgrace. It's probably never occurred to you that you could do a better job, which isn't good news for the creators of **Traffic Giant** who are betting on you wanting to have a go.

The whole point is to ease congestion in a fictional city by re-routing contraflow systems, plotting attractive bus routes and generally keeping the citizens in transport wonderland. Unsurprisingly this started life as a PC game, and we're not at all sure who thought it'd sell as a console game. We tend to want to cause urban problems, not solve them.



●STUFF

"THE AVERAGE PERSON IN THE UK WALKS 191 MILES IN A YEAR"

That's probably around 365 strolls to the pub and back



●PS2 GAME

Take the scenic route

Irritated by invisible walls that reign you in during racing games? Then point your nose at **4X4 Evolution** and sniff long and hard. Don't let the fact that it's big ugly trucks racing put you off as that's half the fun. In making your way from one checkpoint to the next you have two options. You can either follow the road round like a normal person, or engage the 4x4, pull off the tarmac and take a shortcut over a mountain.

It's nicely balanced too – often in your quest to cheat, you'll actually find it would have been quicker just to have taken the road and not that short cut after all. The sections where you cross rivers are looking very nice, and this could prove a surprise hit in among all the serious racers out there. Out in April.

Charts

At the top of the piste 1

SSX SNOWBOARDING
ELECTRONIC ARTS

This nutty downhill trick-fest shone like a diamond on launch day. We worried that the arcade sheen might fade, but it's still doing brisk business in game shops up and down the land. Action so quick it makes your eyes hurt.



Still bypassing customs 7

SMUGGLER'S RUN
TAKE 2

Driving large packages of narcotics around bumpy countryside has never been so popular. Maybe the youth of today can relate to it, or maybe it's just that Smuggler's Run is a bit different from your average racing game.



You've just lost top spot 2

WWTBAM?
EIDOS

Congratulations to Eidos for making Who Wants To Be A Millionaire? the first game to sell a million in the UK. Commiserations to the million punters who blew thirty notes on a pretty ropy game of Trivial Pursuit.



PS2

Position	Title	Position
1	**SSX: SNOWBOARD SUPERCROSS** ELECTRONIC ARTS	1
2	**TIMESPLITTERS** EIDOS	2
3	**TEKKEN TAG TOURNAMENT** SONY COMPUTER ENTERTAINMENT	3
4	**FIFA 2001** ELECTRONIC ARTS	4
5	**DEAD OR ALIVE 2** SONY COMPUTER ENTERTAINMENT	5
6	**RIDGE RACER V** SONY COMPUTER ENTERTAINMENT	6
7	**SMUGGLER'S RUN** TAKE 2	7
8	**INTERNATIONAL SUPERSTAR SOCCER** KONAMI	8
9	**MIDNIGHT CLUB: STREET RACING** TAKE 2	9
10	**SILENT SCOPE** KONAMI	10

PS ONE

Position	Title	Position
1	**WWF SMACKDOWN! 2** THQ	1
2	**WHO WANTS TO BE A MILLIONAIRE?** EIDOS	2
3	**DRIVER 2** INFOGRAMES	3
4	**FIFA 2001** ELECTRONIC ARTS	4
5	**TONY HAWK'S PRO SKATER 2** ACTIVISION	5
6	**MEDAL OF HONOUR: UNDERGROUND** ELECTRONIC ARTS	6
7	**THE WORLD IS NOT ENOUGH** ELECTRONIC ARTS	7
8	**CRASH BASH** SONY COMPUTER ENTERTAINMENT	8
9	**TOMB RAIDER: CHRONICLES** EIDOS	9
10	**SPYRO: YEAR OF THE DRAGON** SONY COMPUTER ENTERTAINMENT	10

Punching remains popular 3

TEKKEN TAG TOURNAMENT
SONY

PlayStation gamers are a pretty predictable lot. They love the odd adventure, but mostly they like to race and fight. Tekken Tag is a fighter straight out of gaming heaven, but we're still waiting for that killer driving game.



Straying offside 8

ISS
KONAMI

OK, so it wasn't the festival of soccer we'd hoped for, but it still nutmegs FIFA 2001 on depth and long-term appeal. The next ISS, due in October, is already arousing trousers all over this office. But it's a long time to wait.



Getting away with it 3

DRIVER 2
INFOGRAMES

Why watch Bullitt and Ronin, when for £30 you can live out classic car chases with Driver 2? We don't need to ask you lot – judging by this chart position you already know the answer to that question.



CHARTS SUPPLIED BY CHART-TRACK. ALL INFORMATION © ELSPA

Letters

Letter of the month

Thankfully, I was lucky enough to get hold of a PS2 on the day of its launch, and eagerly rushed home with glee that day with my heart in my mouth, expecting to own the future of gaming. I bought Rayman Revolution, FIFA 2001 and SSX, and I loved them all at first. The graphics are certainly one hell of an improvement on PS1, but after a while I started to feel disappointed at the lack of style and innovation they displayed. Ultimately, I reckon they're all – bar SSX – either sequels, or rehashes of ideas lacking entertainment and originality.

I've got mates who are Dreamcasters and they're constantly taking the piss out of the PS2, flashing all their great, original DC titles in my face. Metal Gear Solid 2 is a long way off, and I can't help thinking they have a point. Faced with the games available now, I'm worried I might have made a grave mistake.

Simon Terry, via email

● Fear not, for by the time you read this, you'll more than likely have an extremely smug grin on your face. Yes folks, the beleaguered DC is in a whole world of pain. So much so that some of their most original games, such as Crazy Taxi and Space Channel 5, is making its way to your PS2 as we speak. With regards to your other point, Hello!? Shadow of Memories, ZOE, TimeSplitters... need we go on? Admittedly, it's taken a little while to get going, but there are some genuinely original and exciting games filtering through, and you can bet your ass this will be a top year for PS2.

If they haven't already, your mates should have hidden themselves away in shame: the DC may be hanging on by the skin of its teeth, but the PS2 is fighting fit and here to stay. In the meantime, stick with The Player, and we'll make sure you hear about all these great games first.

If you have a question which needs to be answered, a point that is crying out to be made, or just want to get in touch then drop us a line. If your letter's good enough to stick on these pages we'll even reward you for your efforts.



Every letter published earns a game of your choice from Infogrames' Best Of PS1 range. And the letter of the month wins five games from the same selection. So quit twiddling your thumbs and make your voice heard. We're waiting.

Write to:
The Player,
Angel House,
338-346 Goswell Road,
London EC1V 7QP
email us at:
theplayer@ecm.emap.com



RIP PS1?

As a PS owner with not exactly a lot of cash to my name, I'm concerned about the lifespan of my beloved old machine. There's really no chance in the foreseeable future I'll be able to afford a PS2, so I'd like to know if the PS1 is on the brink of death, or if it'll be a round for a while yet. Thanks.

Matthew Barnestable, Kent

● All you need to do is look at titles such as Final Fantasy 9 and ISS Pro Evolution 2, to see that the PS is still very much alive and kicking, Matty boy. And if you're strapped for cash, look at all the awesome games coming out at budget price levels, some less than a tenner. On top of that – hey, guess what? You've just won a game for your troubles.



Is Sony phoney?

I recently heard a rather disturbing rumour that Sony is planning to release the PlayStation 3 in less than two years' time. Having only just forked out 300 quid on a PS2, this revelation has left me extremely pissed off. Is there any truth in this, and if so, what the hell does Sony think it is playing at? Do they have absolutely no respect for consumers?

Barry Gibson, Sheffield

● Firstly, Barry, calm down. Your rage is understandable, but it is only a rumour. The Player has heard similar rumblings, but that certainly doesn't mean there's any truth in them. And although it's certainly the case that Sony regularly upgrade Hi-Fis/TVs etc, that's no reason to assume they'll do the same with a console.



Metal Gear Solid 2: The future's bright for PS2

The PS2 is an incredibly powerful piece of hardware, and having played MGS2, we can assure you there's plenty of life left yet. Either way, two years is a hell of a long time in the gaming world, and between now and then you're gonna see some of the most incredible software the world has ever witnessed. So just sit back and enjoy the ride, OK?



Send him off!

Now don't get me wrong, I like your mag, think it looks wicked and it has some excellent features, but come on, you're taking the piss with your idiotic reviews. Two stars for FIFA 2001!? So what is your idiot reviewer on? It looks awesome, plays like a dream and has all the correct players in it. Who cares if it's not unlike the PS1 version, when it's this good? Nerd-man Dean Scott is clearly an effing twat who knows nothing about football – I bet he's a bloody Man Utd fan. I strongly suggest you lose the fool and get someone in who knows what they're talking about.

Eddie Broughton, London

● Look, everyone is entitled to their own opinion, but there's no way we're budging from the score we gave PS2 FIFA a few issues back. Frankly, we believe PS2 owners deserve more than a half-arsed paint-job over the previous version. If you're perfectly happy with ports devoid of gameplay improvements, that's fine, but we don't think that's good enough for those that have shelled out 300 smackers on a next-gen console. And have you ever played ISS Pro Evolution? If you honestly think FIFA is better, we're extremely concerned for your gaming sanity. Oh, and about your last point, Eddie: you should be careful what you wish for because it might just happen...



Are you guys on drugs or what?

I'm writing to you with reference to the photo of your editor on page three of the last issue: is he on heroin or what?

Amy Wallace, via email

● Good grief Amy, how can you dare to suggest such a thing? Apart from the fact that it's clearly not true, do you have no appreciation of art? Philistine. The slightly dishevelled, over-tired appearance of a broken man that he portrays is simply the result of over-exposure to ISS Pro Evolution 2. Case closed. And anyway, heroine chic is the in look these days.

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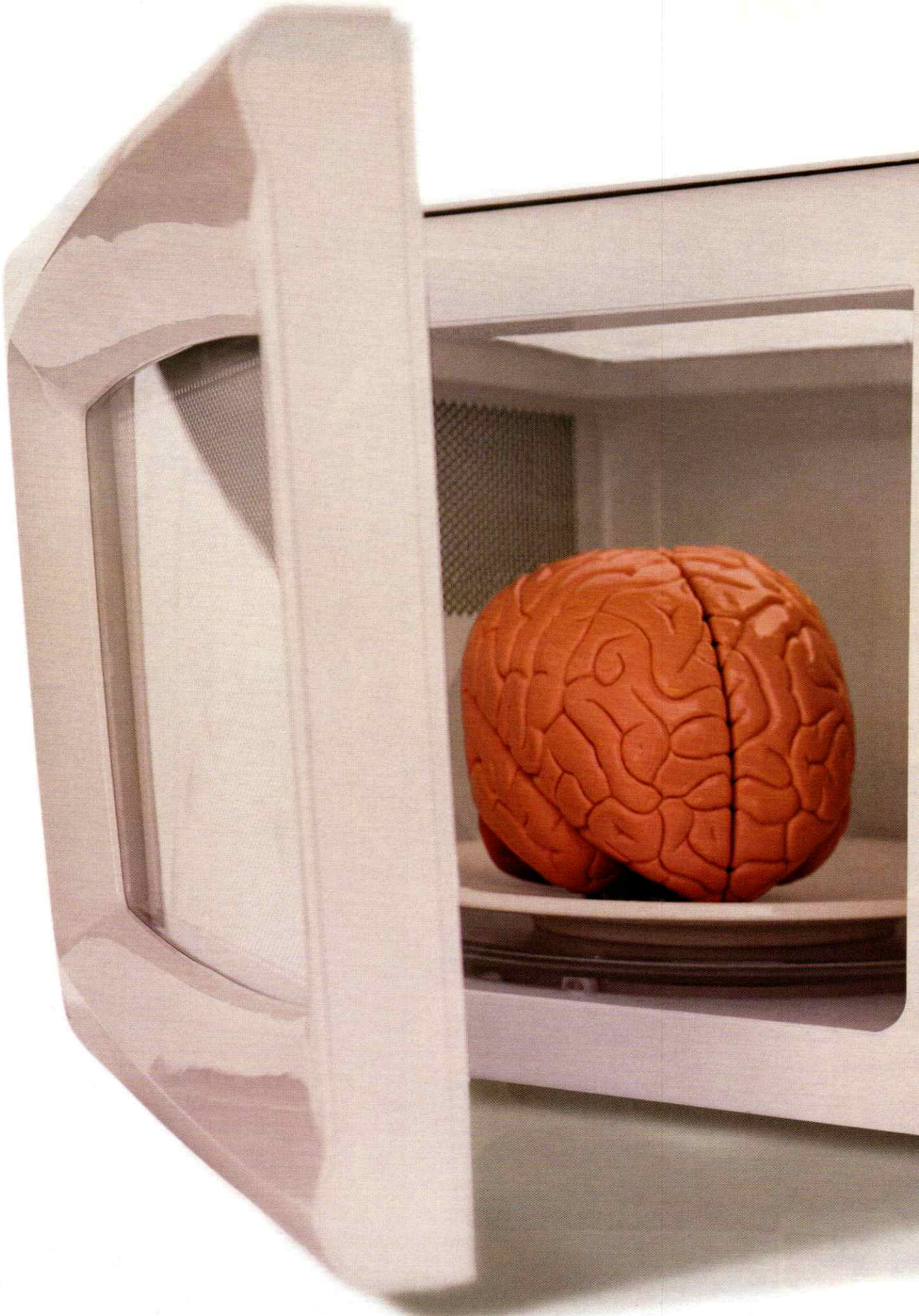




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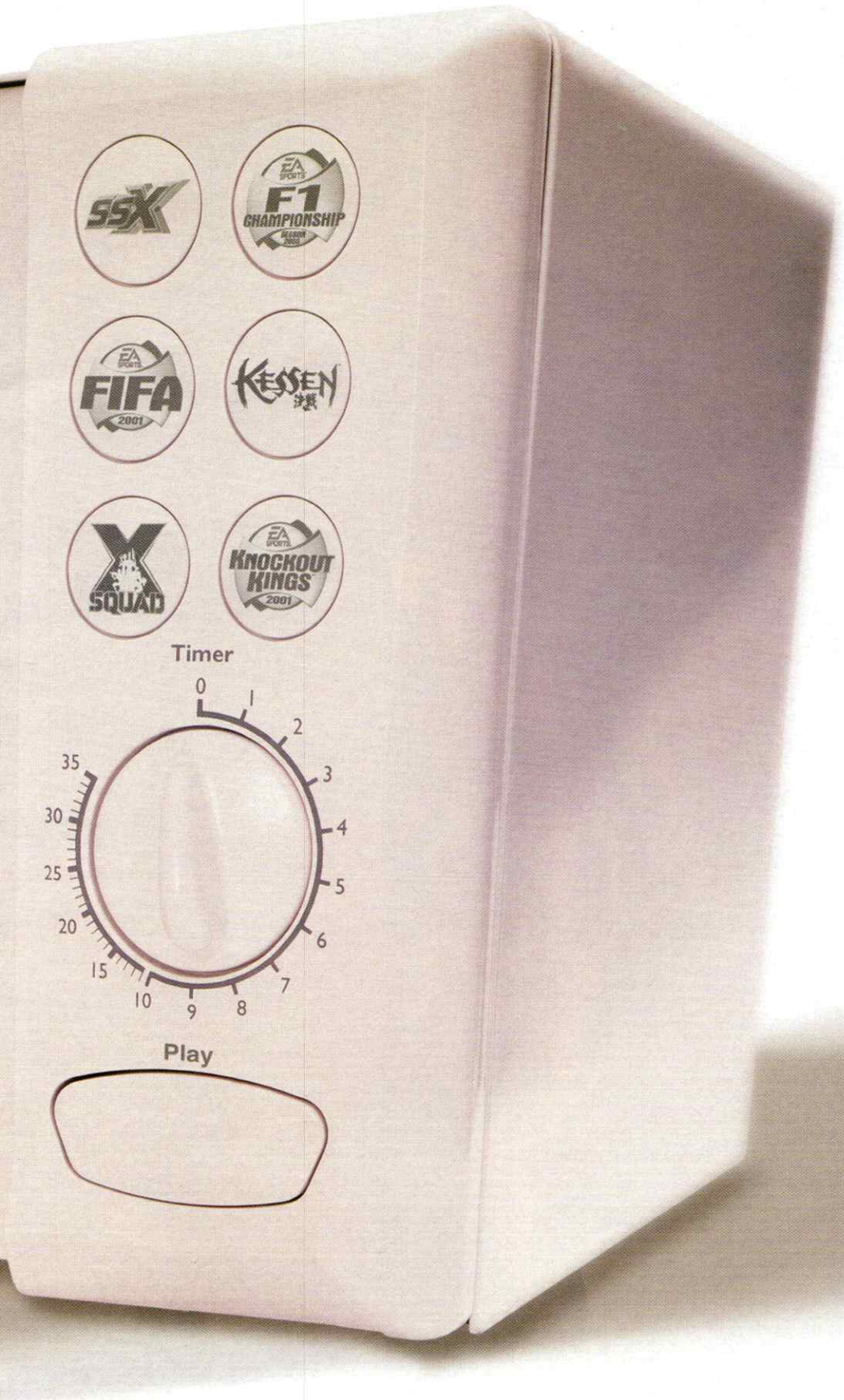
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PlayStation.2



PlayStation.2

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FIFA 2001 looks the business as well as playing excellently.
7/10 P2



We've seen the future and it's made of frozen water. Every PS2 needs this game. Blinding!
9/10 Official Playstation



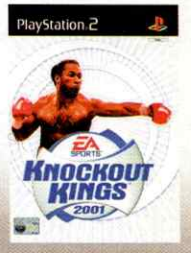
A comprehensive and exciting F1 simulator - plenty of options here for F1 petrolheads.
4/5 The Player



As far as team based shooting games go X-Squad has tons to offer and should make the trigger happy glad to be alive.
Station 2



With a flurry of head punches and follow-up body blows, Knockout Kings 2001 is truly a heavyweight boxing game.
Official Playstation 2



Takes strategy gaming to an epic new level.
90% PSi2



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WHO STOLE THE SOULS?



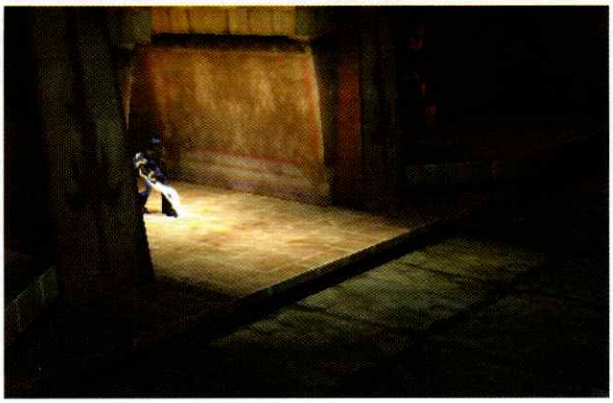
He killed his five brothers and drank their souls, now dad's on the hit list. Soul Reaver's anti-hero Raziel is back on PS2 and he's darker than ever

WORDS ALAN SMITHEE

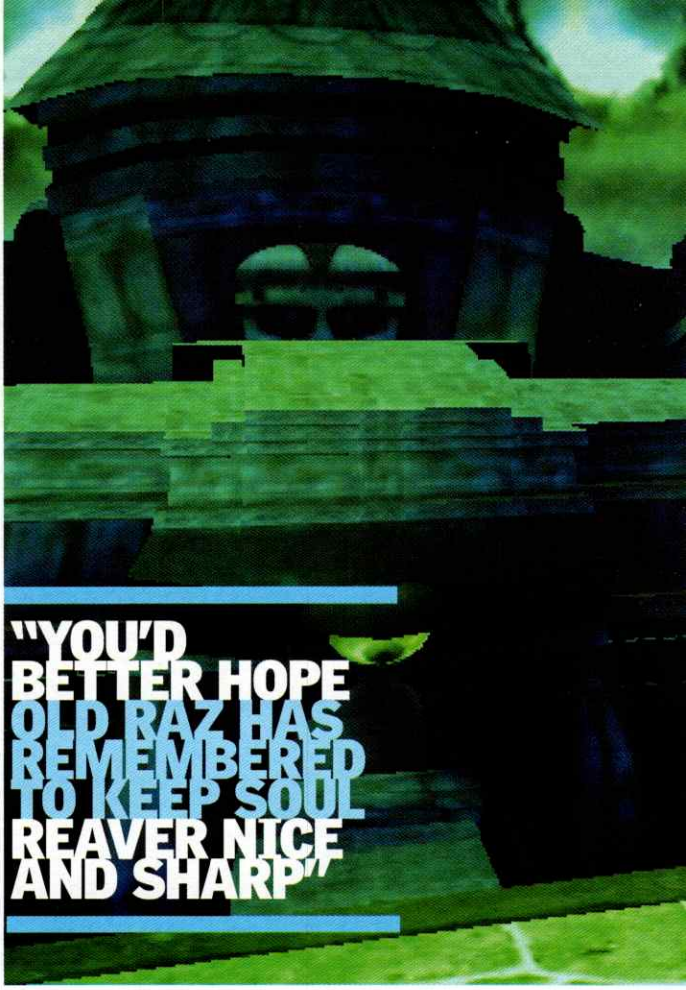
History is punctuated by the evil deeds of twisted men. From Genghis Khan to Hitler, Jack the Ripper to Fred West, mankind has perpetrated all manner of unspeakable crimes. Joining this list of darkness is Raziel, a figure so dark he makes Darth Vader look like Cliff Richard's favourite Aunt. Not only is he undead, he's the murderer of his five brothers and he's looking to add his dad, Kain, to the gruesome tally. What really sets Raziel apart though, is he's the hero of our story. What a bloody mess.

To be fair, Raziel didn't exactly have the sweetest of upbringings. After being spawned by vampire king Kain along with the aforementioned blood-sucking siblings, little Raziel made the mistake of growing a set of wings – not that he had much say in the matter, it was just a part of a process of evolution the vampire court was going through at the time. Kain, taking parenting tips from The Fast Show's competitive dad, didn't much like his offspring stealing the evolutionary march on him. So, as any doting dad would, he promptly ripped Raz's new-found wings off and tossed him into the Lake of Death, dooming young Raz to a life 33hanging out with a bunch of brain-dead zombies and tormented lost souls.

The first Soul Reaver game followed Raziel as he clawed his way back up from the »







"YOU'D BETTER HOPE OLD RAZ HAS REMEMBERED TO KEEP SOUL REAVER NICE AND SHARP"

MAIN Raziel has been brilliantly brought to life

ABOVE RIGHT The game world will be around the same size as before

BELOW RIGHT Skeletal warriors get the chop

BOTTOM RIGHT Elemental forges are a new feature

BOTTOM MIDDLE Huge, cavernous halls look fantastic on PS2

BOTTOM LEFT They've really gone to town on the location design

BELOW The plot will take in different times as well as different places

purgatory of the underworld, killing his brothers on the way, in his quest to get some payback on Kain. The game ended as Raziel caught Kain up in the abandoned lair of an ancient human sorcerer, Moebius. But before he could exact any kind of revenge, Kain powered up some of Moebius's time-streaming machinery and shot off back in time – with Raziel in hot pursuit.

And this is where Soul Reaver 2, due on PS2 this summer, picks up. It'll be your job to hound Kain back through time, exploring the history of Nosgoth, the land where the games are all set, uncovering the mysteries of the kingdom's ancient races as you go.

So it's not your Duke Nukem kill the aliens and save the babes kind of plot then?

"The storylines have always been very important to us," explains Andrew Bennett of coders Crystal Dynamics and executive producer of the Legacy Of Kain series.

"We want the plot to remain consistent throughout the series and at the same time expand the fans' knowledge of Nosgoth's history and mythology. When we finished working on Soul Reaver, Amy Hennig, Soul Reaver 2's director, and lead designer Richard Lemarchand locked themselves in a room and began working on the storyline for Soul Reaver 2.

"We needed to do three things: follow on from the end of Soul Reaver and resolve its major plotlines, reintroduce players to the history and mythology of the land of Nosgoth, and set up the story behind the next game in the franchise."

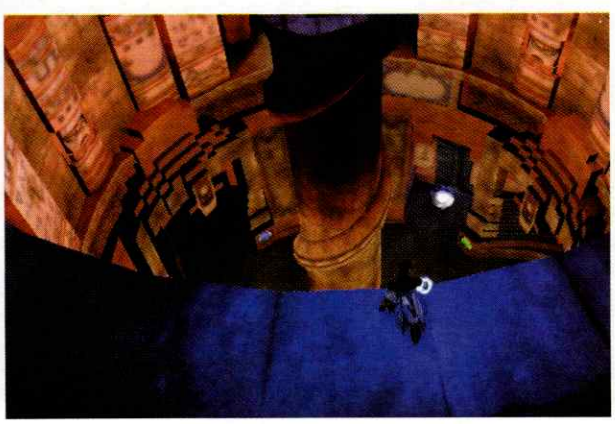
Just as continuity and consistency in plotting is central to the designer's vision, the gameplay of this instalment looks set to follow the basic exploring/slaying/puzzle solving blueprint of its predecessor too.

In the new game, Raziel starts off in possession of all the skills he acquired from slaying his brother vampires in the course of Soul Reaver 1. So expect swimming stagnant lakes, scaling craggy cliff faces and devouring souls of unfortunate foes to all play a part. Plus, when the time is right, he'll still be able to pull that neat trick of shifting between dimensions to solve puzzles and slay other plane-shifting opponents.

But what is new is the range of powers Raziel can acquire through the deadly Soul Reaver sword he wields from the start of the game. By dipping the blade into pools of elemental power, you can acquire new and









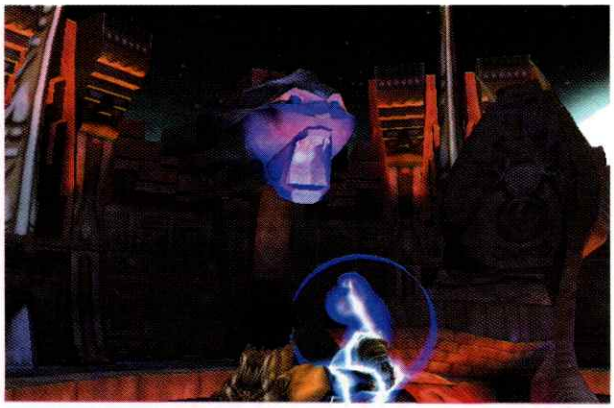


RIGHT Dark, foreboding cities need exploring

BELOW RIGHT The range of environments is looking staggering

BOTTOM RIGHT The appearance of the Soul Reaver changes as it acquires powers

BELOW LEFT Raziel swoops down into action





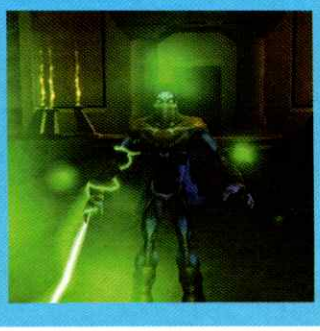


Blinded by the light red-hot effects

When Soul Reaver arrived on PS1, its looks were a revelation. Taking the already familiar Tomb Raider third-person perspective, it was a visual benchmark for the time, with its fluid character animations, moody locations and blazing special effects. If what we've seen is anything to go by, the second installment looks like it should do the same for PS2. Check this sequence as Raziel invokes Soul Reaver's powers for evidence. Now stop dribbling and behold your gaming future.







ever more powerful skills. Each element – Dark, Spirit, Light, Fire, Air, Earth and Water – will convey associated abilities to the fallen hero. And you can bet your bottom dollar you'll need these to make any serious progress in the gameworld.

Between you and bad dad Kain will be a legion of mutants, zombies and other netherworld beasts. The list makes for ominous reading. Ghoulish wraiths, energy-sapping spectral scavengers, magic wielding warrior-priests, fanatical vampire-hunters, ancient vampires, extra-dimensional demons, vampire-worshipping cultists, fearless undead warriors – you'd better hope that old Raz has remembered to keep Soul Reaver nice and sharp.

Doing away with this line up of hell's outcasts will be made all the more enjoyable by a pepped-up combat system. Apart from the Reaver, you'll be able to take a whole new selection of weapons to your enemies, all of whom will have vulnerabilities that you'll have to exploit to stay alive.

In Soul Reaver 1, devious puzzles blocked your advance at every turn. But these brainteasers tended to become a tad repetitive, especially the good old push/pull block numbers. The designers admit this was a flaw in the original title and haven't lost any time in making efforts to correct it.

"When we started working on Soul Reaver 2, we spent a great deal of time generalising our object manipulation code into a 'lock & key' system. This allows us to create puzzles which can be as literal as having to find a key to unlock a door, or as complex as having to find a reflector, place it in an empty receptacle and use it to bounce a shaft of light onto pile of straw to set the straw on fire." Well, at least we'll all know how to solve that one when it crops



"IT COULD BE THE TITLE TO MAKE US HAPPY TO HAVE SPLASHED OUR CASH"

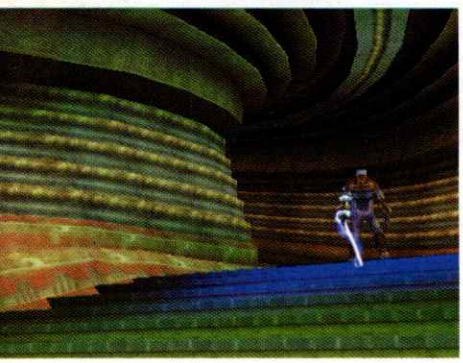
RIGHT The game looks a bit sparse now but it'll soon be full of enemies to slaughter

BELOW There's all sorts of crazy imagery in the game. Check this

BOTTOM They'll have a tough time carpeting this







up then.

"When the 'lock & key' system is combined with the Soul Reaver engine's extensive scripting system, the designers working on the game can easily create any puzzle that they wish, without the need to constantly ask a programmer for help, leading to a much greater range of puzzles in the game." Tomb Raider fans rejoice.

The real changes lie in the performance gap between PS1 and PS2, though.

"The PlayStation 2 has really allowed us to get much closer to the vision we've always had for Soul Reaver. The amount of polygons we can use is so much bigger. Raziel is now around 3000 polygons, up from around 500 on PS1, making him look more and more like the Raziel in the high-res images you see on the Soul Reaver posters and adverts.

"We've also been able to create much more realistic and detailed environments so the vistas stretch to the horizon rather than using fog to try to increase the frame rate. Now we just add fog for atmosphere.

All good news for seasoned explorers. As anyone who finished the game will tell you, it made your feet sore just watching that poor sap Raziel humping it round the game's seemingly limitless expanses. Another thing on the developers' minds, apparently.

"Soul Reaver 2 is more compact than Soul Reaver was, with much more re-visiting areas and a lot less running along empty corridors. This means we've been able to do







1 The range of attacks is very impressive...

2 He can use his fists to slap 'em down...

3 ... or slash off their skulls with his slight saber

4 The Soul Reaver has a variety of attacks...

5 ... all of which can slaughter within seconds

6 Watch him split in two - it's very funny



away with the concept of the previous game's Warp Gates in this game. Instead, Raziel passes through Time Portals to move from one time zone to another and we're using the HUD to ensure that the player always knows where they are in Nosgoth's history. One of the other major complaints was the lack of a compass or map and this time we're adding a compass to the display."

Travelling through the land and history of Nosgoth, Raziel will have to negotiate all manner of terrain. There'll be fetid swamps, dank forests and sprawling cities, all fleshed out with intricate layouts and teeming details. Populated by the armies of the dead, there will also be plenty of humans to interact with. Maybe even a few vestal virgins to sup on – if we're lucky.





"The time-travelling storyline has allowed us to be creative with the locations. We've been able to re-create events and locations in Nosgoth's history in glorious detail. In addition this game will have many more outdoor areas than we had in Soul Reaver. The PS1 would have been too limiting to really deliver this game to the quality that we've always wanted for it."

But surely it's not going to be even bigger than the last one? Thankfully not. It turns out the game world will be more or less the same size as the first game, though this time round every foot of ground will be relevant to you finishing the thing, no more fruitless treks of Soul Reaver then.

With PlayStation 2 still short of a game that has truly unlocked the platform's potential, there's more than a glimmer of hope that Soul Reaver 2 could be the showcase title to finally make us all happy to have splashed our cash on the machine. It's got the pedigree, now we just have to wait and see if it can deliver.

As for Bennett and the team, what are they feeling most smug about? "Soul Reaver 2's storyline has a couple of 'oh my gosh' moments when various story elements from all three Legacy of Kain games suddenly fall into place for the player. We're really looking forward to seeing how fans react to those."

And why is it going to be better than the last Soul Reaver?

"The first game was an imperfect attempt at the kind of game we're trying to make. This is a more complete creation with the right mix of gameplay, storyline and technology." Here's hoping they're right and we're not looking at the next Virgin Cola.

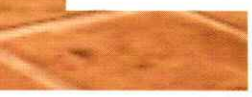




TOP The new time portals are vital to completing the game properly

MIDDLE The new ones are more clearly signposted so you know where to go all the time

ABOVE It'll be worth playing just to explore the massive world



ABOVE The whole 'feel' of the game is much more dark than before

RIGHT You'll be using the view just to check out the graphics









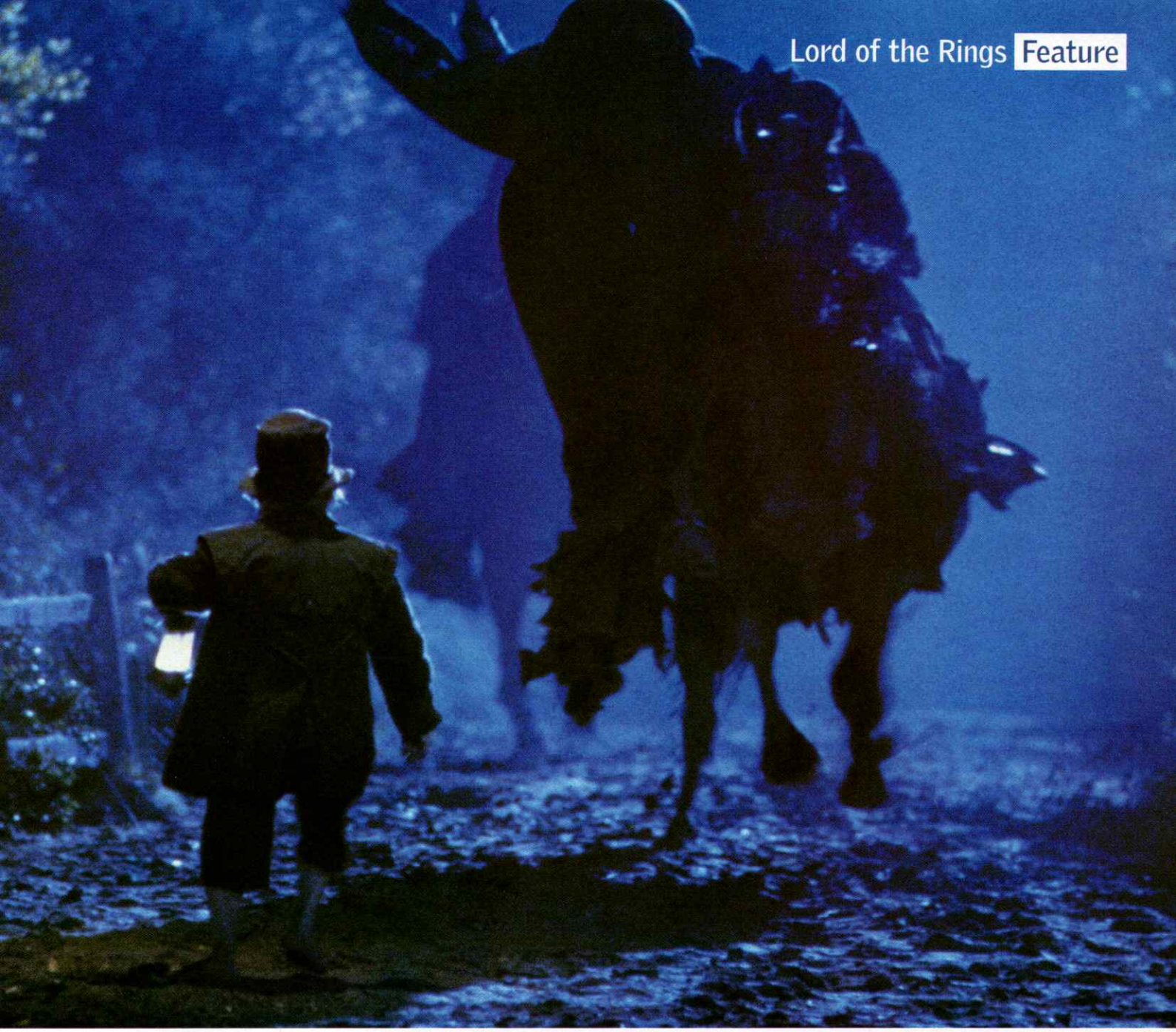








Who shot JRR?



The guy who made zombie gore-fest, Braindead, that's who

WORDS PAUL WILSON

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A wrap party for 2,400 crew and 600 other guests. An official budget of $120 million; unofficial murmurs saying twice that. A shooting schedule topping out at a gruelling 14 months. The appearance of a trailer for the first film in the cycle – The Fellowship of the Ring – almost bringing the internet to a grinding halt when 1.7m people attempted to download it within the first 24 hours of release, shattering the record held by Star Wars: Episode One. What kind of film has Peter Jackson, director of crazed zombie-flick Braindead and adult muppets comedy Meet the Feebles just finished making?

If the numbers are anything to go by, the impending Lord of the Rings trilogy is already a cinematic triumph. Much has been written about the transfer of J R R Tolkien's brick-thick fantasy tome to the big screen – on-set security of a Fort Knox nature, the all-star cast, awesome special effects, the New Zealand setting. But now, as more pictures and clips are released, the sheer scope of his Middle Earth epic is becoming apparent.

Following the enormous online success of the first teaser, a second trailer debuted in American cinemas on January 19. Showcasing more of the hugely impressive battle scenes seen in the first trailer, as well as clearer glimpses of many of the leading characters, the 90 second clip also confirmed the next three Decembers will see the appearance of parts one, two and three of the Lord of the Rings in cinemas around the world. That's Christmas 2002 for The Two Towers and Christmas 2003 for The Return of the King, release date fans.

As well as Elijah Wood, Fellowship stars Sir Ian McKellen as Gandalf, Ian Holm as Bilbo Baggins, Cate Blanchett as Galadriel, Yorkshire's finest Sean Bean as Boromir and Liv Tyler, sporting a pair of Dr Spock ears, in the role of Arwen. The novel regularly tops 'Greatest Book' lists, so expect an army of Tolkien devotees ready to pick holes in what has to be described as the most ambitious fantasy film project of all-time (the original Star Wars, remember, was a low-ish budget sci-fi piece played out by nobodies and an English thesp sorting out his pension). For the rest, there's just the anticipation of some genuine movie magic, and the hope that LOTR doesn't turn out like Willow or the recent Dungeons & Dragons – another dull, dwarves-and-demons video rental. Thankfully, that outcome looks more and more unlikely by the download.





TAKE THE PLUNGE

They are critically acclaimed worldwide and your mates swear by them, but you've still never bought an RPG. What's stopping you? Dive in to one of the Final Fantasy epics and you won't ever want to come up for air

WORDS RICHARD WATSON

When Final Fantasy 10 hits PS2 later this year, you'll be able to enter a virtual paradise – a world rich in colour, teeming with life and totally devoid of dragons and elves. There are no grime-lined dungeons to explore, no bearded dwarfs with unpronounceable names. After building its popularity on Tolkien myths and tales of swords and sorcery, the RPG is finally ditching its anorak.

The days when school libraries were filled with oily-haired geekoids playing Dungeons & Dragons at lunchtime are gone. These days you'll find as many girls as blokes playing Final Fantasy and it's the gamers with girlfriends who play RPGs, not the ones without. »



ABOVE **The Final Fantasy series is full of nutty characters like Vivi the Black Mage**

ABOVE RIGHT **Diverse characters are vital to an RPG**

It's impossible to tell how well Final Fantasy 9 has done yet, but number eight in the hugely popular series sold more than six million worldwide with total sales of Final Fantasy games to date over 30 million. That's an awful lot of fans. Even the unheard-of-over-here Dragon Quest 7 has just flogged itself four million times in Japan. But without looking at where the RPG started, it's impossible to appreciate how far it's come to break well and truly into the mainstream.

Traditionally, RPGs on computers were text-heavy monsters revolving around you trying to type in some words – any words – that the pathetically poor game engine could understand. Phrases like 'Go West', 'Enter Door', and 'Kill Dragon' were on the fingertips of adventurers everywhere. 'I'm Bored' and 'Turn Off' were soon to follow. More often than not the adventures were incredibly dull, badly written with very poor artificial intelligence – meaning the phrase 'I do not understand that command' was a common, and not entirely welcome friend.

The arrival of the consoles was the real harbinger of change. It wasn't long before Japanese software companies were busy translating these adventures into workable games under the handle of the Role-Playing Game. With only a few buttons, things had to be simplified considerably and graphics took centre stage.

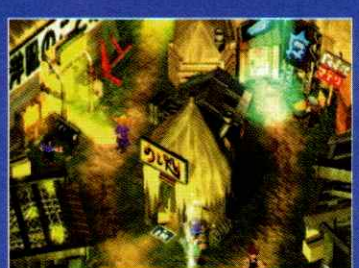
The result was the modern RPG – less of a cumbersome monster and more of a zippy graphical feast. Nowadays you're considered to be less of a geek if you play one and more of a 'proper' gamer. Why is this? Because Square and the like have been careful to increase their accessibility and decrease the nightmarish learning curves that blighted earlier adventures. Sure, the

Recurring Fantasies

Final Fantasy? We doubt it, because these games have been racking up record sales since the first release on the NES a decade ago. But PlayStation didn't get a taste of the action until much, much later...

Final Fantasy 7

Released in 1997, Final Fantasy 7 told the tale of Cloud Strife, the leader of a terrorist group whose mission in life is bring the tyrannical Shinra Corporation to its knees. Despite its politcal storyline, the game feature sugar-coated graphics and sickly-sweet dialogue, and notched up sales in excess of three million worldwide.



● **This scene will bring back tears of nostalgia to a lot of gamers**



● **They've done a lot better jobs on the scripts since the seventh outing**





puzzle elements are ever present and the combat systems are complex but common sense plays a much greater role.

But possibly the biggest change was the development of storylines and gameworlds that are every bit as immersive as a book or a movie. You end up really *caring* what happens. Developers strive to ensure the plots of the games hook you from the start. Every RPG must now feature a storyline that makes you want to complete the game. Will the hero save the world? Will he cop off with the doe-eyed leading lady? Will evil once again be given the swift finger, leaving peace, harmony and love to spill over the world? Of course the answer to all these is a resounding 'yes', but only you can make it all happen. Who can forget that moment in Final Fantasy 8 when Rinoa is floating out into space with seconds left on her air supply. She's dead for sure but then Squall manages to pull her back in – just in time. Was there a dry eye in the house for that one? Bet there wasn't.

Like it or not it's easy to relate to these characters. Along with engrossing plots and

ABOVE LEFT Graphical styles range from dark and moody to the more manga-esque

TOP RIGHT Sparks fly as you push yourself to the limit



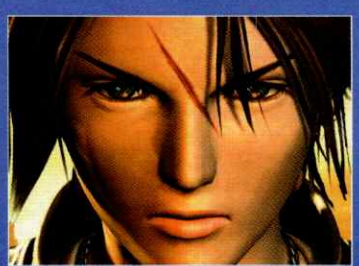
TOP LEFT With action this intense you know you're in for a hell of a ride

TOP RIGHT Sparks fly as you push yourself to the limit



Final Fantasy 8

The sales went through the roof for this grittier and more adult sequel. The combat system got a major overhaul with the introduction of the Guardian Forces. These summonable demons and demi-gods were awesome to behold and the in-game card game spawned a spin off of collectors packs along the lines of Pokémon.



● Who'd have thought Beckham's fame would have gone this far



● The ultra-realistic look didn't quite fit in with the previous games



● Still, the visitas were pretty impressive and kept the gamer hooked

living gameworlds, breathing life into the characters in them has been pivotal. Squall, for one, was the mean and moody type. What's his history? Why is he so cold? You can usually bet that either his girlfriend,

"THE PLOT HOLDS ITS ACES UP ITS SLEEVES UNTIL THE VERY END. YOU CAN'T HELP BUT KEEP PLAYING."

family or even his entire village was wiped out by an evil sorcerer but, again, you have to play the game through to find that out.

Coming to Final Fantasy 9, we find a game that's as perfect a tribute to Square, Final Fantasy and the PlayStation as you could ask for. Once again the graphics are stunning throughout, the storyline is riveting and the characters are polished to extremes. You have your dashing lead, your beautiful princess and your shockingly-evil antagonist and the plot hold aces in its sleeve until the very end. You can't help but keep playing. You *have* to find out the ending.

So while some get their kicks solely out of games that deliver blinding special effects, non-stop adrenaline rushes and unceasing reflex tests, RPGers can take satisfaction that they're not only playing a game, but also taking part in an epic.

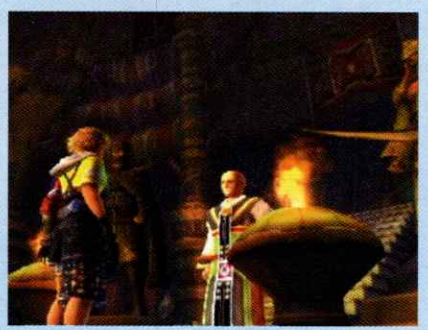
In the same way mags like Loaded and FHM have made it acceptable to buy porn from the newsagent, games like the Final Fantasy series have brought RPGs out into the mainstream. Who would have thought it – it's finally cool to like RPGs. After all, 30 million people can't be wrong.



BELOW Light plays an important role, just look how dusk is setting in here

Final Fantasy 10

If you thought previous Final Fantasy games offered a rich play environment, you ain't seen nothing yet. Final Fantasy 10 looks incredible: the backgrounds are breath-taking, but it's the character detail which really is astounding. Clothing moves realistically, and you can even see facial expression changing!





ABOVE Voiceovers will accompany any subtitles

LEFT The sky looks fantastic

BELOW This is Tidus, the 17 year old hero of FF10

BOTTOM Yuna is Tidus's love interest. Pretty hot, huh?

Final Fantasy 9

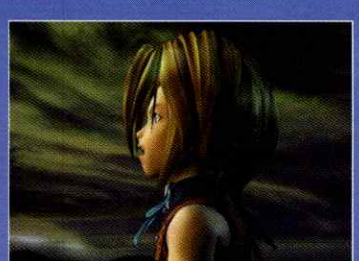
Released only last February, Final Fantasy 9 harked a return to the more cutesy-cutesy angle. Hero Zidane Tribal hooks up with Princess Garnet to defeat the evil Queen Braime. The FMVs were even more staggering than before and the game had been so fine-tuned that most agreed it was the best in the series to that point.



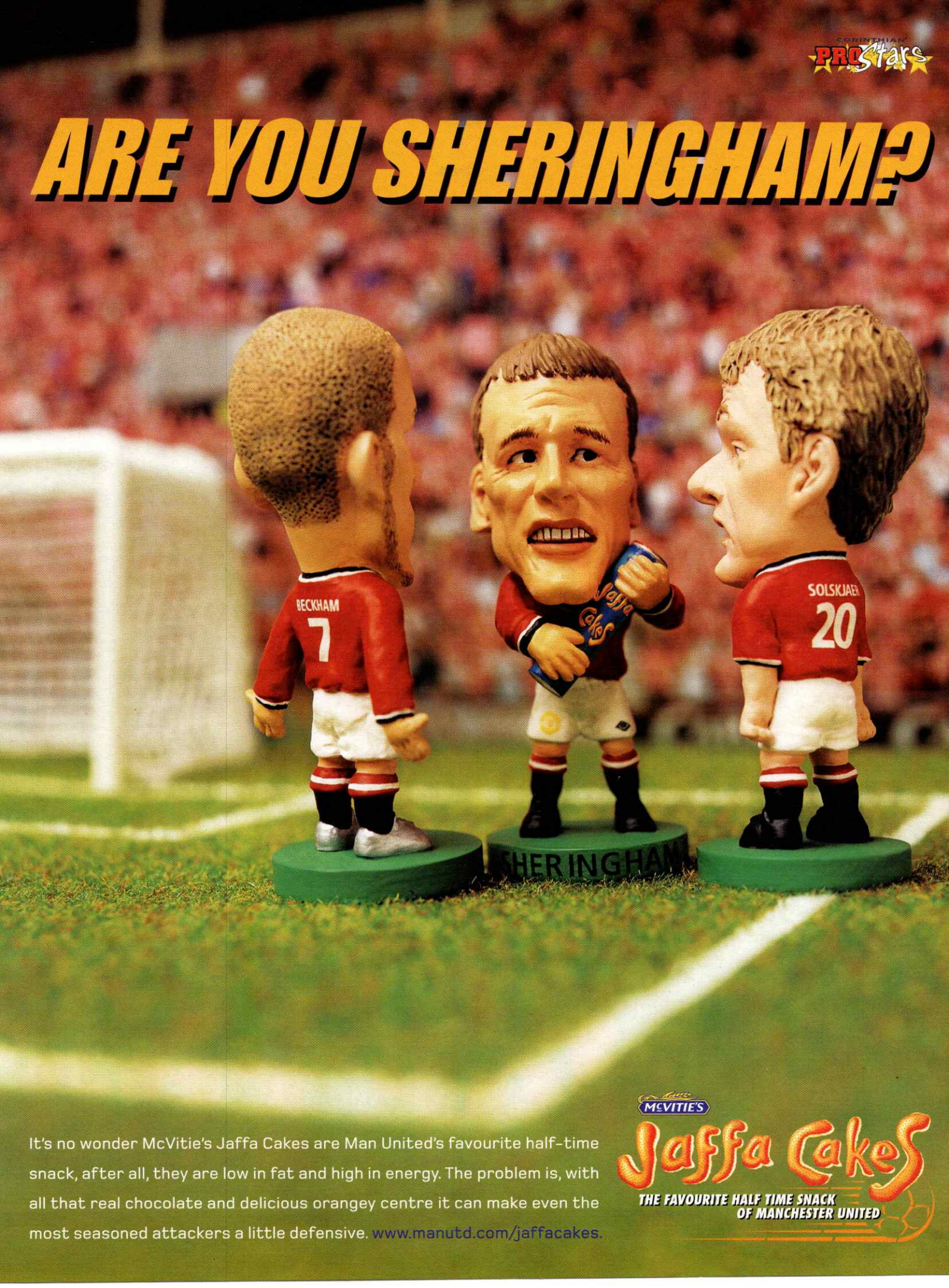
● The more-traditional look doesn't stop it being a truly engaging game



● The battle system has been tweaked but still has the annoying random scraps



● We're not quite sure where they get their hair designers from

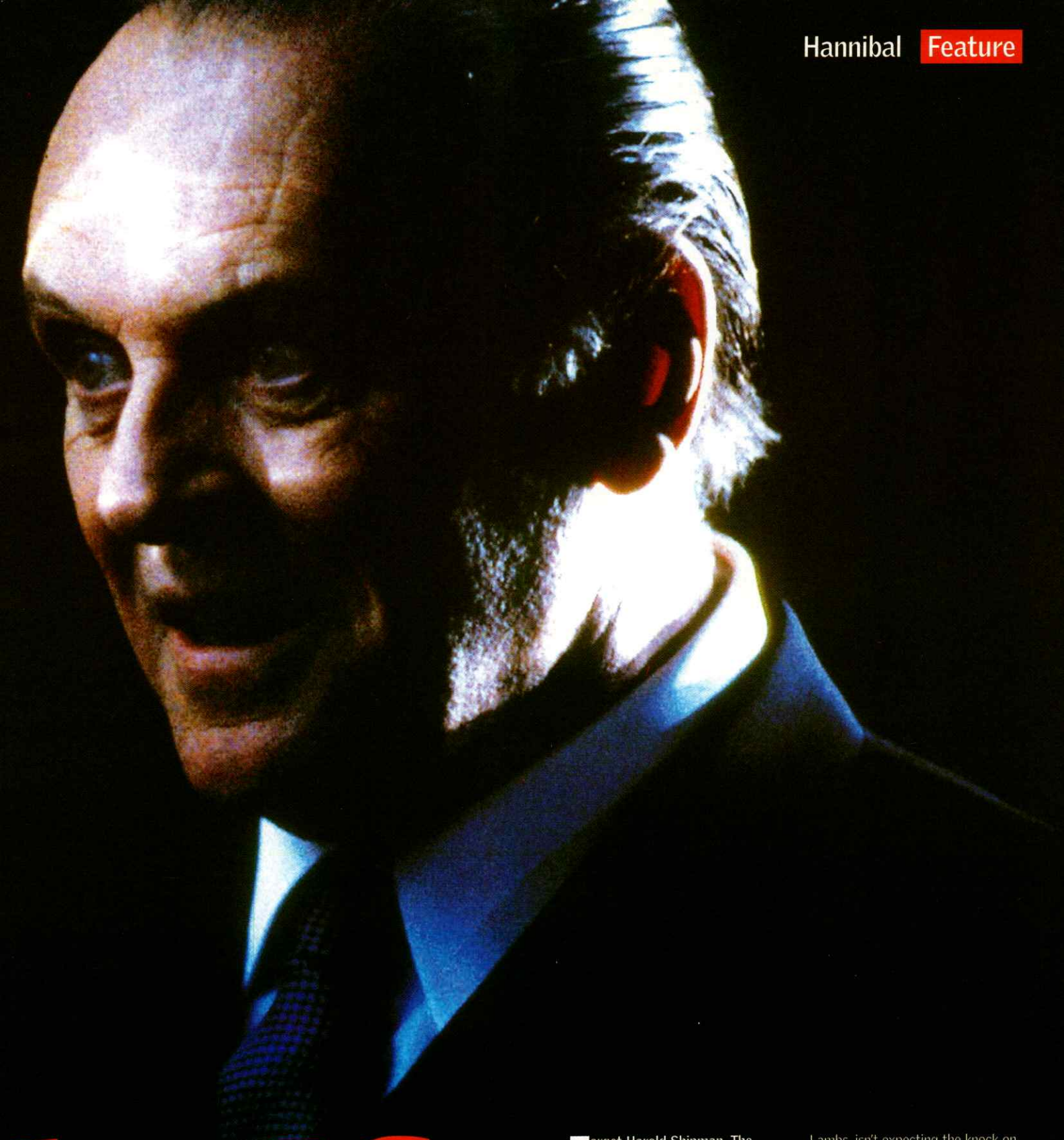

CORINTHIAN
PRO Stars
ARE YOU SHERINGHAM?
BECKHAM
7
SOLSKJAER
20
SHERINGHAM
It's no wonder McVitie's Jaffa Cakes are Man United's favourite half-time snack, after all, they are low in fat and high in energy. The problem is, with all that real chocolate and delicious orangey centre it can make even the most seasoned attackers a little defensive. www.manutd.com/jaffacakes.
McVITIE'S
Jaffa Cakes
THE FAVOURITE HALF TIME SNACK OF MANCHESTER UNITED



Under the

The Doctor's in the house. Surgery starts now

WORDS ANDREW COLLINS



knife

Forget Harold Shipman. The original serial killer psycho is back on your screens in what is the most eagerly anticipated sequel since Phantom Menace. Sir Anthony Hopkins once again slips inside the straitjacket of Doctor Hannibal Lecter, and after years of lying low in Southern Europe, he's about to make a house call.

But FBI agent Clarice Starling, Lector's obsession since she was assigned his case in Silence of the Lambs, isn't expecting the knock on the door. What follows it is a film more disturbing than its predecessor, with the shock level cranked right up to 11. Anyone who almost vomited over the flesh-eating pig scene in the book is guaranteed to blow chunks when the blood starts flowing on the silver screen.

As for Starling, Jodie Foster has flown the nest, making way for Julianne Moore. Let's hope she's got the stomach – and the liver – for the job.

Murder she wrote

Junko Kawano is Konami's only female director and the brains behind a truly remarkable murder-mystery. Welcome to the world of Shadow of Memories.

WORDS JOHNNY MINKLEY





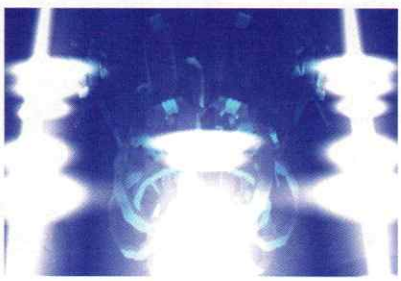
LEFT An example of the beautiful, atmospheric artwork in the game. The discovery of this picture causes Eike a shocking realisation

BELOW Mr. Eckart has many secrets, and is troubled throughout, due to the disintegration of his family

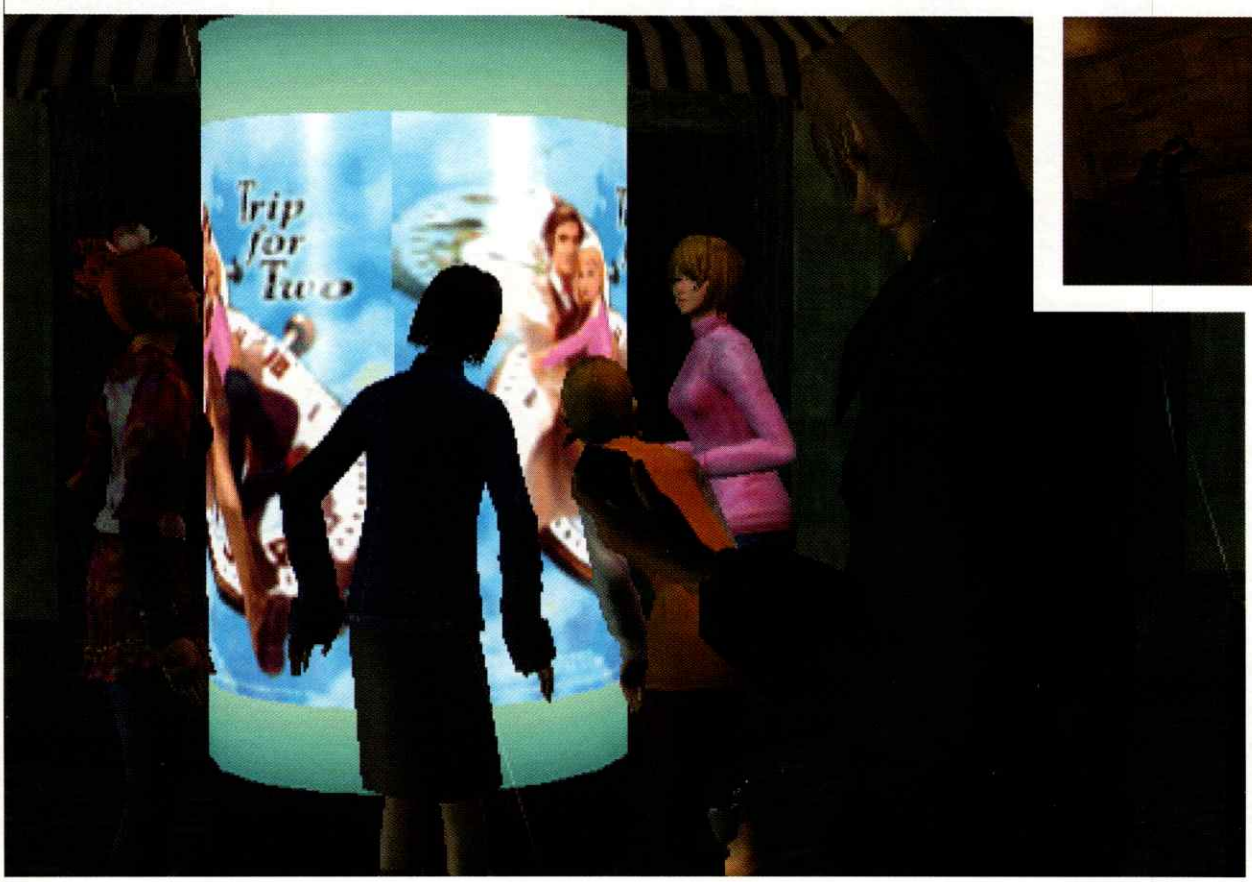
CENTRE The mysterious fortune teller who guides Eike in his quest













LEFT Eike prepares himself for time travel, as the digipad throbs and flashes in his nervous hand

TOP RIGHT Danger may lurk in the shadows, and you must watch your back at all times

ABOVE MIDDLE The electricity bill at Eike's house was always huge

ABOVE This odd object appears late in on in your game, as Eike closes in on his murderer

Sprechen Sie Deutsche?
Konami's designers hit Germany

The Player took time out to meet with Junko Kawano in Heidelberg last month, one of several German towns that inspired the look of the game.



Junko Kawano's previous credits mainly include design work on RPGs. Her first big game was Suikoden 1 followed by the Japan-only Twinbee. Shadow is her first credit as a director however and has been a pet project of hers since her youth, when she first read Goethe's 19th century devil-worshipping tragedy Faust, the main inspiration for the game.



The design team made several trips to Germany to ensure absolute accuracy when reconstructing the traditional architecture for Lebensbaum, the town in the game. Plus they wanted to stuff their faces with the local grub as you can see above. The country was chosen as it was the setting for Faust and, as Kawano lets slip, because she had always wanted to visit Germany. God knows why.



Seeing double? One character in the game is Oleg, an up and coming film director whom you must help to create his cinematic masterpiece in order to save your own ass at one point. This character was based on one of Konami's PR people in Germany, the now immortalised and slightly geek-like Wolfgang Ebert. Great centre parting, Wolfie.

Every once in a while a game comes along that genuinely stands out from the crowd. In an industry knee-deep in a festering mire of questionable sequels and shameful clones, such a title shines even brighter. Remarkably, it would seem Konami currently have three such games in the pipeline, but compared with the omnipresent might of Metal Gear Solid 2 and ZOE, the third of these has, by default, been rather less brazen in its self-promotion until now. The time has come to move out from the shadows though, and show the world exactly why Shadow of Memories (SoM) might just be the bravest and most intriguing title of the lot.

Set in the fictitious German town of Lebensbaum, SoM mixes murder-mystery with the surprising bed-fellows of time-travel and 16th century literature, producing a mix that is both distinctive and original. The Player had to know more about this intriguing project, and we were fortunate enough to visit the picturesque setting of Heidelberg, Germany in order to sate our lust for knowledge in an interview with the game's writer and director, Junko Kawano. Working out of Konami's tokyo studio, Kawano-san SoM marks her directorial debut, making her the the only female project leader within Konami.

With the assistance of her gregarious interpreter, Scott Dolph, Kawano-san explains the uniqueness of SoM, revealing that it is in part the result of a conscious effort by Konami to establish a new genre in videogames.

"One of KCET's main focuses," Kawano states, "will be 'Digital Novels' and story-orientated games. Shadow of Memories is the first of these titles," she adds. When questioned about further titles in this genre, she replied, "I don't know of any specific ones, but yes, I'm sure we will be seeing many games of this type in the future." SoM is a 'Digital Novel' in the sense that it is like an interactive movie, your goal being to unravel the mystery of your own death through searching for clues, rather than beating the hell out of people. Indeed, the main protagonist, Eike Kursch, is in many ways the antithesis to the truculent meat-headed heroes that fill many games, being more about brains than brawn. Again, this appears to be a conscious decision on Konami's part.

"Silent Hill [another Konami title] was such a violent game, we wanted to do something completely different, something that didn't rely on violence," Kawano says.

This is the foundation then, on which SoM has been constructed, and while the concept of a violence-free, narrative-driven adventure might sound to some people about as appealing as Richard and Judy's wedding night video, the game has been designed with such delicate brilliance, that anyone that's ever read a book (a copy of Razzle doesn't count) should be completely sucked into its mysterious world.

The game begins with your murder. Now unless you're Connor McCloud, this should be curtains for you, your mangled corpse flung into the unfeeling earth, leaving you to rot for a millennia. By some miraculous twist of fate however, you are snatched from the jaws of death and offered a chance to reverse your untimely demise. A mysterious character called Homunculus, who provides you with the means to prevent your death – the Digipad, has resurrected you. This natty gadget allows you to boldly transcend your temporal shackles and move through time. It's this form of travel which is the very essence of SoM, as it's the medium

"YOU ARE SNATCHED FROM THE JAWS OF DEATH AND GIVEN THE CHANCE TO REVERSE TIME"

through which you prevent your death, by delving into the secrets of the past to change your destiny.

When murdered, you are taken back to a specific time that occurs before your killing, and given the chance to alter the course of your fate, before the hour of your murder arrives once more. Kawano-san explains this complex idea.

"You're killed and travel back in time. If you don't do anything, just stand around, you reach a point where you're back in the time when you're killed, then you die again. If, for example, you are murdered at 5pm, you want to make sure you change your destiny before it reaches this hour." There is also something called 'absolute time,' which again we'll let Junko Kawano explain.

"Let's say you die at 5pm in the present. When you go back into the past, that 5pm still exists, so if you are sent back to 4:30pm 100 years ago, you're still only given half an hour in the past to change your destiny." Still following?

It's all much clearer when you actually play the game, as, if you've travelled to the past, the time in the present is displayed next to the time in your current location in the corner of the screen, so you basically know exactly how long you've got before it's knife-in-the-back or hit-by-a-car time. For such a complex idea to work, it needed to be woven into the fabric of the story with fastidious precision. In fact, on top of the months of effort that went into writing a script, a myriad of problems reared their ugly heads only when the onerous task of piecing the game together began in earnest.

"We spent about six months actually writing the story," says Kawano, "but when we began to make the game, many complications presented themselves with regard to continuity. Trying to make the story in each of the time zones fit together and make sense, was extremely difficult." All the blood, sweat and tears that have gone into creating this game have all been worth it though as what we have is one of the most exciting, intelligent, thought-provoking, goddamn awesome stories ever seen in a videogame. It makes most Hollywood movies look about as clever as Donna Air. So, when Kawano-san informs us she that she has been mulling over the idea for SoM since her days as a student, we're less than shocked.

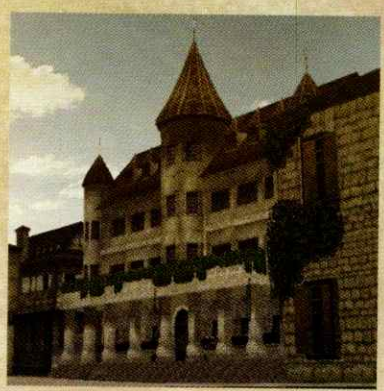
SoM was originally marked out to be a PS1 title, but that idea was canned – and a good thing too – because the humble PS1 would never be able to do the story justice. The PS2's power however, has been used to great effect, creating a stunning, cinematic framework for the story to operate within. Camera work in the cut scenes is truly breathtaking, and is brilliantly employed to aid in narration. The voice acting is also excellent – a far cry from the atrocious, game-spoiling ineptitude of the translated delivery in Sega's Shenmue.

What we have here is a brilliant, involving experience, plain and simple. Mindless, hardcore shoot-'em-up/beat-'em-up junkies might shudder at the prospect of this game, but they would be missing out on a rare and profound experience if they chose to snub it. The concept of the game works exceptionally well, and the mystery of Eike Kursch's murder will utterly consume you until you've uncovered every last detail. And thanks to the numerous branches in the story and its six different endings, it'll take you an ages to see everything. And believe us, you'll want to see it through more than Chris Evans wants a slap. We at The Player applaud Konami for creating something a little different. That in itself should make the game stand out when it's released next month.

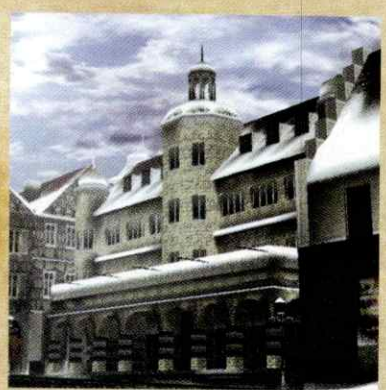
"ONE OF THE MOST EXCITING AND INTELLIGENT STORIES EVER SEEN IN A VIDEOGAME"

A tale of one city
Murder through the ages

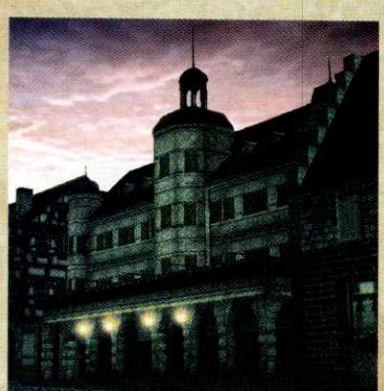
The setting for Shadow of Memories is the fictional German town of Lebensbaum. You must visit this place in four time-zones spanning nearly five hundred years, in order to ensure your continuing existence.



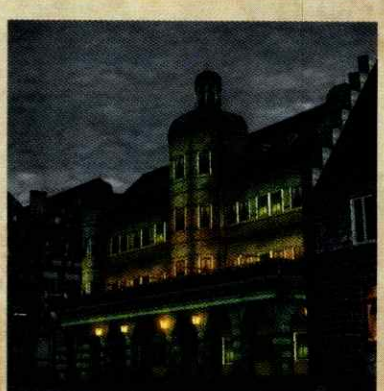
16thC
The heart of the Renaissance, and a period of alchemy and scientific effort. Faust's pact with the devil was a metaphor meant to symbolise the dangers of the human race over-reaching itself during this period.



1900
Eike meets the Brum family who are vital to his survival in the present day. In the game, 1900 Lebensbaum is drawn in black and white, with the sole exception of Eike, who remains in full colour. Cool.



1980
Key character Dana, a beautiful waitress who is dragged back into the depths of medieval Germany by Eike, was born in 1980. It also marked her mother's murder and her kidnap. Can Eike prevent this tragedy?

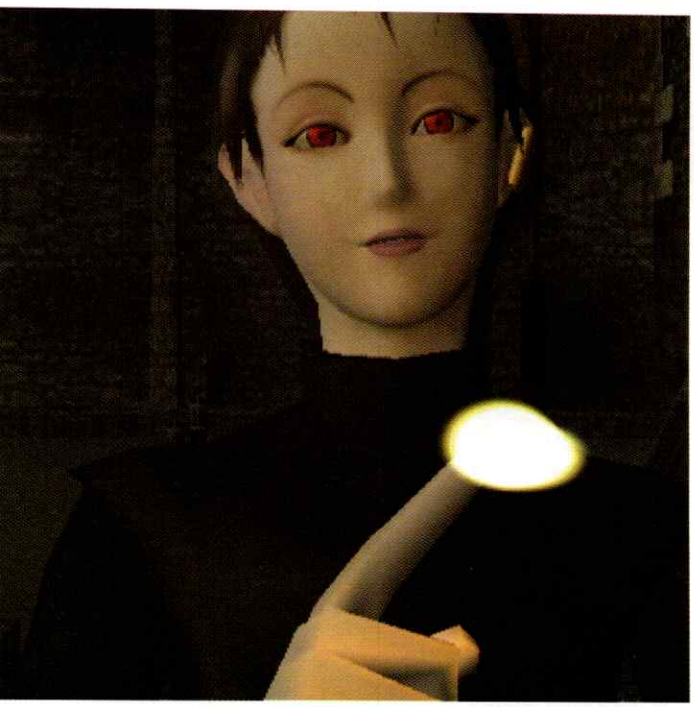


2001
The year of Eike's murder. Your adventure begins here, and only the other time-zones are made available to you via the Digipad. Initially, Eike must prevent himself from being stabbed by sticking close to the locals.







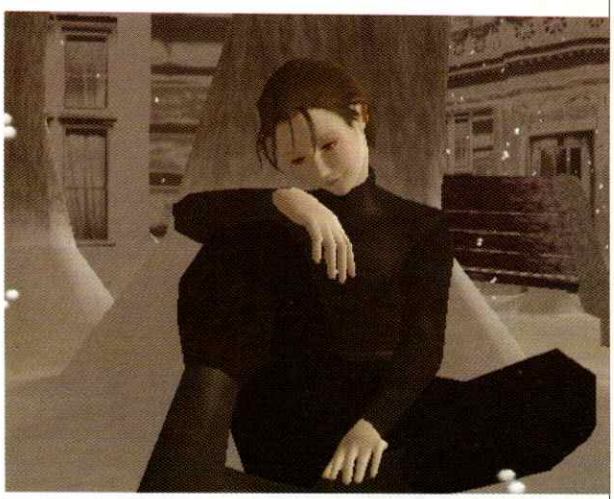


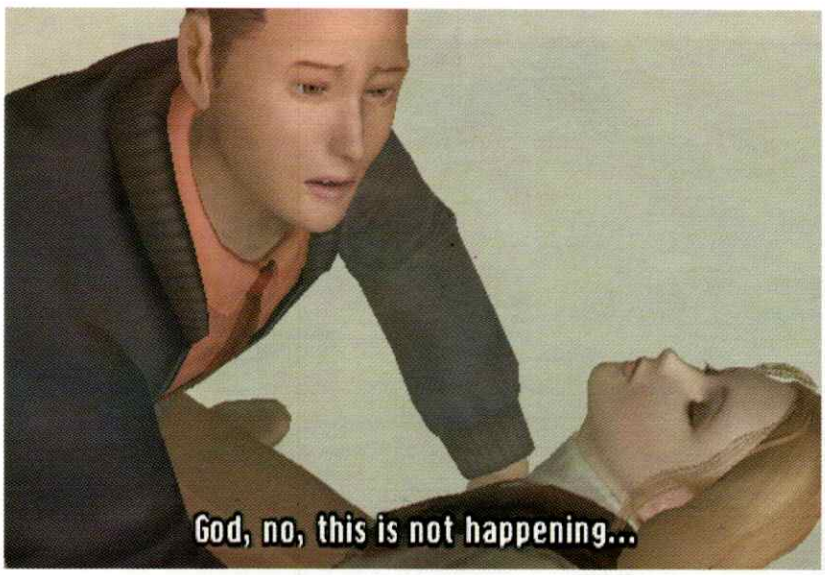
TOP LEFT Like it or not, it's down to you to give kitty a good home

ABOVE LEFT Having eaten all the sausages, the rotund German waged war on other countries' cuisine

LEFT OK. it's a film...two letters, sounds like BT...

TOP RIGHT Despite the present danger, Eike still found time to ogle the attractive waitress







ABOVE "It's no good pulling that face. I told you to wear a winter coat, but would you listen..."

LEFT Finding a head-sized precious stone wowed archaeologists everywhere

FAR LEFT In the past, you will uncover the reason behind Mr Eckart's melancholy

MAMA SAID...

Don't call it a comeback. Lennox Lewis has been on the scene for years. And he still wants to knock Tyson out

WORDS ANDREW COLLINS

When EA gets it into its head to do something big they go for it. For Knockout Kings 2001 it was none of this 'little press launch in a cafe down the road' malarky from the world's biggest softco. Nope, for EA it's one of the coolest clubs in the land, a DJ set from Trevor Nelson and a couple of blokes called Lennox Lewis and Muhammed Ali. We shit you not. Luckily enough we were on hand to get some quality time with the reigning Heavyweight World Champ and Britain's favourite adopted son, Lennox Lewis.

Starstruck, our opening gambit was to ask Lennox why he got involved - half hoping he'd start banging on about a fat pay check. "This game is so realistic my virtual self looks and boxes exactly like I do," he replied like the seasoned media he is. "My moves are in the game! Plus, this game gives me the only opportunity to fight some of the greatest fighters of all time, including Muhammad Ali."

To get the game to act as accurately as possible the development team spent a lot of time with the Heavyweight Champion to study his moves and appearance right down to taking mutliple-angle shots of his hair. Thankfully, no lice were present.

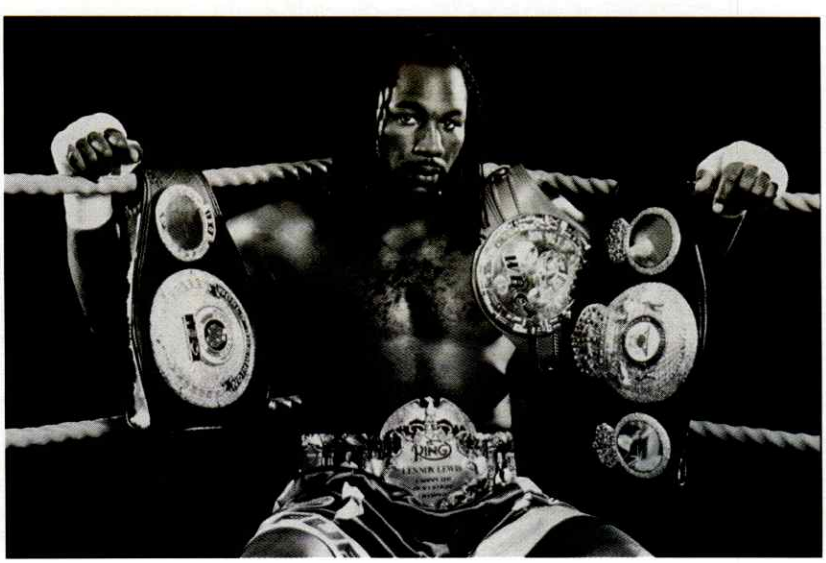
Aside from the fun aspect of playing Knockout Kings 2001, Lennox told us how playing the game helps to make him a better boxer. "It's great for mental sparring when I'm going to fight someone. I play the game, beat them then step into the ring and do it again, this time in real life." Here's hoping his opponents don't ever find the cheat-mode, then.

Back in the real world there's been a lot of speculation about whether Lennox will finally meet up with boxing's bully boy, Mike Tyson. Lennox himself has a clear vision of why he fancies squaring off against Iron Mike: "It'll help me make my mark in history. I want to take out all the bad elements in boxing... Tyson is the last one of these." Lennox went on to reveal his fantasy match-up would be against Joe Frazier. "Well, I would go for Smokin' Joe every time. When he starts he goes low and just keeps on coming. And he's honest."

We started to wonder if Lennox had taken too many blows to the head when he told us who he'd like to add to the game's roster of fighters - Bob Marley.

Finally we asked the world champ to confirm the rumours we'd heard – is he really a huge chess fan: "Yeah, I think the strategy involved in playing chess is similar to the strategy needed in boxing."

Yeah, right. We can really imagine Tyson was mulling over a classic Kasparov pawn opening as he chewed off Holyfield's ear.



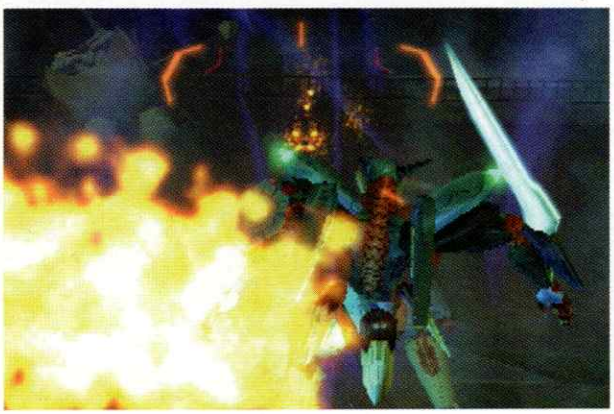
Pictures: Allsport



Previews

The Player's pick of the best games coming your way soon





Zone of the Enders

Robot showdown to stretch your black box to breaking point

MAR 16

A city lies in ruins. Skyscrapers exist only as charred frames, entire housing estates are ablaze and smouldering husks of cars lie upturned on the streets. The author of this future apocalypse was 10 year old Leo Stenbuck, and most of it was a complete accident.

But Leo isn't your average pre-pubescent kid. When his home was attacked and destroyed by an invading force, he hid inside in the giant flying mech Jehuty. This prototype military battle droid welcomed its passenger in a friendly human voice, powered up its battle systems and took to the skies. Jehuty had a new pilot, and Leo was empowered to do something about the destruction of his home.

But flying a giant attack robot with a weapons list to make Saddam Hussain cream his keks just isn't that simple. Soon enough, your luck takes a turn for the worse when a squad of enemy robots locks onto your location and closes in for the kill. You have to fight, but retaliating without incurring a bit of collateral damage is near impossible. If you farted in the path of a friend in a crowded shopping centre, he wouldn't be the only person that smelled it. The same principles apply here.

Grab hold of one of the hostile droids (not easy by any means – these droids may be built like houses but they're as nimble as flies), and you can hurl them into the scenery. They crash into it, usually smashing buildings to the ground. Stray laser fire also



TOP Use your suit's afterburners to close in for the kill

ABOVE Watch out for Tempest's lethal flame wall

RIGHT Grab enemy 'bots and chuck them against the scenery



LEO

Believe it or not, this little guy is you. He must save all mankind



VIOLA

This super-evil bitch wants 10 year old Leo dead. Nice lady



CELVICE

Leo's love interest, who's fortune takes a turn for the worse





FAR LEFT Jehuty's shoulder cannons are perfect for killing on the move

LEFT Power up your plasma cannon to unleash a deadly ball of energy

cooks office blocks, and by the end of a battle your mech is bathed in orange light by the flames on the ground. Amazing.

Even more incredible is how easy it is to conduct these dogfights. Usually mech games are a nightmare to control, but exceptional camera work means you zoom across the sky at lightning speed and still keep your opponent in your crosshairs. Cannon fire rips through the first waves of soldier droids with ease, but it's only a matter of time before your lasers are rendered useless by a mechanical behemoth that's desperate for a taste of your blood.

These boss characters are breath-taking. They literally fill the screen, and that's even before you've got close enough to attack. The difference in scale is like a bee buzzing around an Alsation, so you've got to identify the enemy's weak spots and attack without mercy. Every single shot lights up the screen as Jehuty drops its load of special weapons. Geyser bombs fall to the ground, then blast vertical beams of plasma into the sky. The Halberd projects a giant light sword that cuts through enemies, and the Phalanx is the laser machine gun Luke Skywalker would grope his sister for.

You probably had a good idea of what you wanted a PS2 game to look like before you'd even played one. ZOE is the first game that will live up to your expectations. Its visual effects make The Phantom Menace look like Blake's 7, and the action is absolutely relentless. And when ZOE hits the streets in March you get a playable demo of Metal Gear Solid 2 thrown in for free.

Snapshot Giant robots war above fragile cities giving Hollywood's sci-fi film makers a lesson in drama, action and special effects.

Developer Konami

Format PlayStation 2

RIGHT Nebula chucks homing mines from gangly tentacles. Nasty

MIDDLE RIGHT Tyrant's shields are almost impossible to penetrate with lasers

FAR RIGHT Meet Neith, your arch enemy in ZOE







c-12: Final Resistance

Another dark and gloomy vision of the future. The aliens have landed, and they don't like us

MAR 20 The only cars on the street are burnt-out wrecks. Buildings are crumbling, and street lights flicker in dark alleyways. The only person on the street is you, and you're squatting behind an smouldering, upturned sports car loading rounds into your machine gun. But just because you're the only human on the streets doesn't mean they're empty. Fact is, built-to-kill laser-armed attack droids are pacing around with orders to wipe out any survivors.

Guess what – aliens have arrived and they didn't just pop in for a cup of tea before pootling back into space peacefully. Nope, they ripped civilisation to shreds with their saucer-mounted death rays, sent an army of mutants to the surface to wreak havoc and assimilated Earth's soldiers into their ranks. We are, in a word, screwed.

Or are we? Because Earth's finest soldier, Lieutenant Vaughan, is going to hang the aliens with their own rope. A bunch of boffins have mutated him into a handy killing machine. He can use alien weaponry. He is nimble. He is our only hope. Etc, etc, yadda, yadda. Stop us if you've heard this before. A sole warrior has to save mankind, dear gamer, and it is you.

After such a hackneyed plot, it was going to take something spectacular from c-12 to redeem it. And the good news is it starts by offering some of the best visuals you'll ever see a PS1 draw. Battle-ravaged cityscapes are rendered with the kind of bleak menace Hollywood has to pay millions for. Clever level design means skyscrapers don't just appear from nothing, and you expect the blackness that shrouds the horizon because it seems to fit perfectly with the feel of the environments.













TOP Lucky someone left a load of ammo lying around

MIDDLE LEFT Your default weapon

ABOVE Best to shoot these guys

FAR LEFT TOP Teach the tin man how to do the lambada

FAR LEFT BOTTOM In the future, Railtrack is still doing the biz

LEFT Dodge the robots' lasers

NEAR RIGHT If this was in Corby, all of those windows would be smashed. And chances are the robot would have it's hubcaps missing

FAR RIGHT Hold R1 to lock target, hold R4 to run away crying like a girl with freshly peed pants











You peg around from a third-person perspective discharging massive weapons and generally pushing your TV to the limit with big explosions and crashing sound effects. You pretty quickly realise no matter how many buttons you press Vaughan won't jump, which initially feels a little odd. But how often do soldiers run around jumping in real-life? It wouldn't look so cool.

Tomb Raider comparisons are inevitable given the perspective, and the way Vaughan shunts blocks twice his size around the place and climbs over things. But this guy reacts like a soldier, not like a boat. You point the analogue stick and he legs it. You'll never run into a wall, fail to line up with a switch or accidentally fall off a ledge to your doom. It plays like a slick Syphon Filter which bodes well for its gun-heavy gameplay.

Your inventory at the outset is a sword, so your have to get in pretty close and slash things up to kill them. Clearly this is only going to carry you so far, and when a spider robot the size of an elephant swaggers into view you'll hanker after something a bit more powerful. That's where the rocket launchers, ion cannons and machine guns come in. Strip them from a dead enemy's corpse and off you go. The weapons can be fired from a first person targetting mode, making for a spate of stealth kills.

We're pretty excited about c-12. It's looking great, the action is constant and the pyrotechnics are dazzling. If James Cameron ever makes a videogame, it probably won't be all that different to this.

Snapshot You're Earth's last hope against the alien scum, but you've got a bigger arsenal than NATO. Good luck.

Developer Sony

Format PlayStation

ABOVE Oh no! Giant crab droid with muchos fire

FAR LOWER Spy on the boss with your scope. Now panic

FAR TOP Get hit, and the scope vision gets all scrambled







1 In the future, spiders are massive and made of metal

2 Pulling the legs off this robot spider won't work

3 The Predator-style cloaking effect. is very impressive



Starfighter

At last, a Star Wars game worth playing

MAR 26

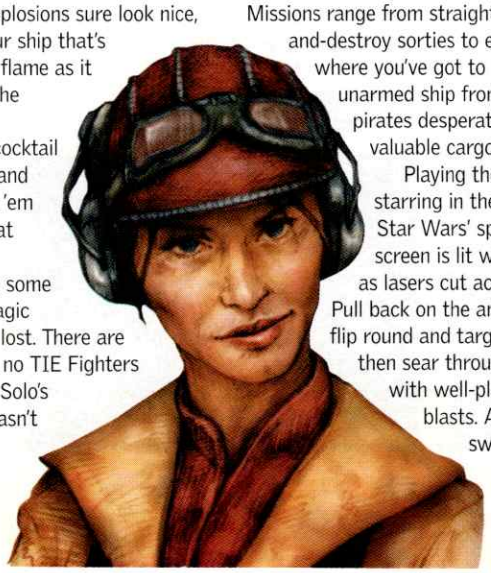
Flying through Hyperspace ain't like dusting crops. Neither is flying through the twisting canyon in the training level of Star Wars: Starfighter. Strapped inside a sleek yellow Naboo fighter, you struggle with the flight stick, yanking it in every direction to desperately pull away from the rocky walls. And you'll manage to narrowly scrape round the first corner. Just. But the second? Well, the explosions sure look nice, even though it is your ship that's engulfed in a ball of flame as it plummets towards the canyon floor.

Starfighter is a cocktail of classic flight sim and white-knuckle shoot 'em up, all laced with that secret Star Wars ingredient. But here, some of the Star Wars magic seems to have been lost. There are no X-Wings to pilot, no TIE Fighters to destroy, and Han Solo's Millennium Falcon hasn't even left the scrap heap, let along finished the Kessel Run in under 12 parsecs.

Instead you get are a load of Episode 1 ships. The Naboo Starfighter you'll recognise from Phantom Menace, but almost everything else is about as familiar as the ugly girl you slept with after getting hammered on New Year's Eve five years ago.

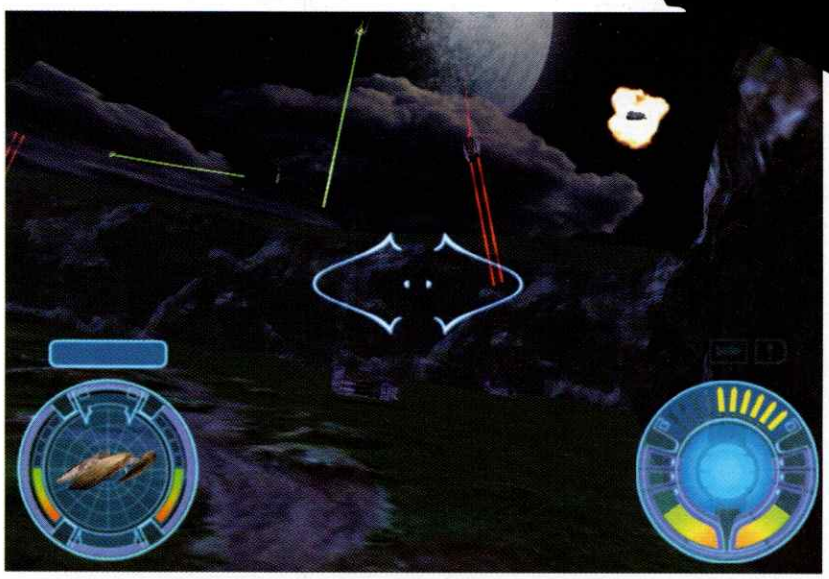
With the training run under your belt, it's time to venture out into deep space. Missions range from straightforward seek-and-destroy sorties to escort runs where you've got to protect an unarmed ship from ruthless pirates desperate to steal the valuable cargo inside.

Playing the game is like starring in the best bits of Star Wars' space battles. The screen is lit with neon streaks as lasers cut across your path. Pull back on the analogue sticks to flip round and target an enemy, then sear through its armour with well-placed laser blasts. Alternatively, switch to











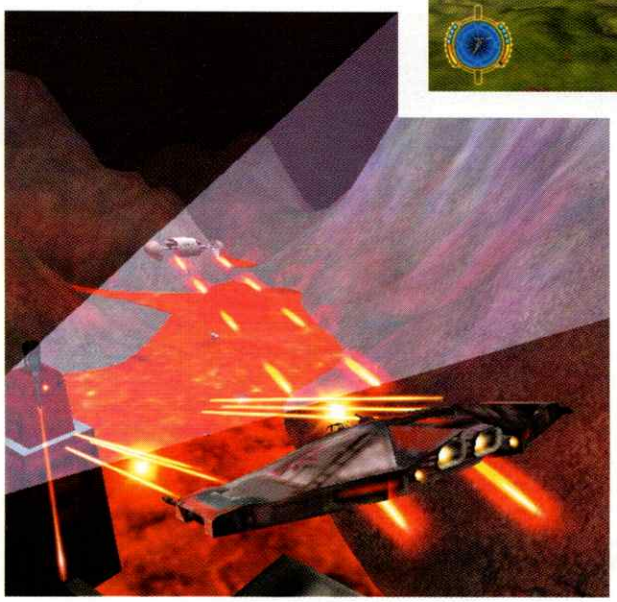
OPPOSITE PAGE A sleek Naboo fighter negotiates a perilous canyon

ABOVE LEFT All ships have laser cannons as well as missiles

LEFT Fly in cockpit view if that's your preference







FAR LEFT There are more ships in this game than the pope has prayers

LEFT PS2 does the Star Wars universe visual justice

ABOVE Dogfights take place on planet surfaces as well as outer space

concussion missiles and unleash a volley of death the enemy just cannot avoid.

Enemy fighters aren't the only threat to look out for either. Asteroid fields seriously lower the odds of your survival, but if you're a skilled pilot you can use these tumbling rocks to your advantage. Close in on the enemy, draw their fire away from your escort and lead them into the asteroid field. You squeeze through thanks to lightning reflexes – they chew on space boulder. Sweet.

The planet surface battles are equally thrilling. They're visually more impressive than depths of space too, thanks to PS2's bulging power sack. Just check out speeders as they skim low over the ground. You see, this is what Star Wars games should be like. The enemy fling their bolts of death at you from every angle, asteroids prove a mortal threat and your R2 unit chatters into your ear at crucial points. Hell, it took all our efforts not to scream: "You're all clear now kid, let's blow this thing and go home."

Snapshot Edge-of-the-seat dogfights to rival Return of the Jedi's incredible space battle finale? You betcha!

Developer LucasArts

Format PlayStation 2



ESPN NBA 2Night

Wish you were a little bit taller? Wish you were a baller?

MAR 27

More basketball is coming our way, boys. Know why that is? Because Americans think it's the daddy of all sports. To them, the sight of 10 freakishly tall men pushing each other for the right to chuck a ball through a ring is just about the most exciting thing ever. The oddest thing about it is they have footy over there too, but they just don't like it as much. Strange people.

Since there are so many b-ball loving Yanks in the world with wallets full of fat dollars, it means we're subjected to these games in huge numbers. Poor us.



Konami's NBA 2Night doesn't look as tasty as EA's game (see p70), but it has its strong points. Though players look pretty fat and their skin tones are often slightly off-colour, some of the animation is class. Net a crucial point, and your team mates leap off the subs bench and start leaping around on the sidelines. Cameramen at courtside track players as they move, and coaches go ballistic when their team takes a pasting.

The gameplay feels simpler than many other hoop shooters. A simple stab of ⊗ sees you shoot for the basket, rather than having to hold the button and release at the apex of a jump. And the defenders seem to hang in the air like spacemen when they leap to block a shot. Weird.

But it's quick, the players are recognisable and the statistical detail is great. The ESPN branding doesn't mean a lot to UK players, though.

Snapshot B-ball game with simplified and more accessible gameplay. Needs to try harder in the looks department too.

Developer Konami

Format PlayStation 2







TOP As he slams into the ring the whole backboard shakes. Nice touch of detail

RIGHT TOP Get too busy and the free throws will be flying thick and fast

RIGHT MIDDLE All that's needed is the squeaky floor sound to finish the display

RIGHT BOTTOM So far we couldn't find the Laker Girls. Not good at all

Kengo

Live by the sword, die by the sword

MAR 17

Two samurai are embroiled in a battle so fluid and fast it looks like it's been rehearsed a thousand times. Each swings a series of lethal-looking blows which are all telepathically deflected away by the other. There is no howl of an injured fighter, just a series of rapid-fire clanks as swords clash, their razor edges mere inches away from human flesh.

In full flow Kengo is a joy to behold. A majestic choreography of sword combat, with the duallists moving at lightning speed and deflecting killer blows without even blinking. Should George Lucas ever feel the need to make a light sabre fighting game, he should check this out if he needs inspiration.

The downside to the impressive looking combat is the control system. A single attack button swings the sword, while others enact blocks, stance changes and side steps. The casual player will beat the pad furiously to slay his opponent, but there's more depth to this than meets the eye. The simple controls apply to both players, and the key is to dodge and block yourself into a position to do damage.

Head hits won't kill outright like in the developer's previous samurai game Bushido Blade, which is disappointing. And a firm slash to a leg won't see your opponent hobbling. Special moves contribute to the more arcadey feel, and best show off the stunning animation and the characters' speed of movement.

The single player game looks pretty dull as you fight with sticks to learn your trade in dojos. But you don't become a master samurai overnight. Stay tuned for our full review next month.

Snapshot Simple-to-play slasher that captures the fluid artistry of a skilled samurai in full effect. We're slightly worried about the lifeless single player game, though.

Developer: Lightweight

Format: PlayStation 2









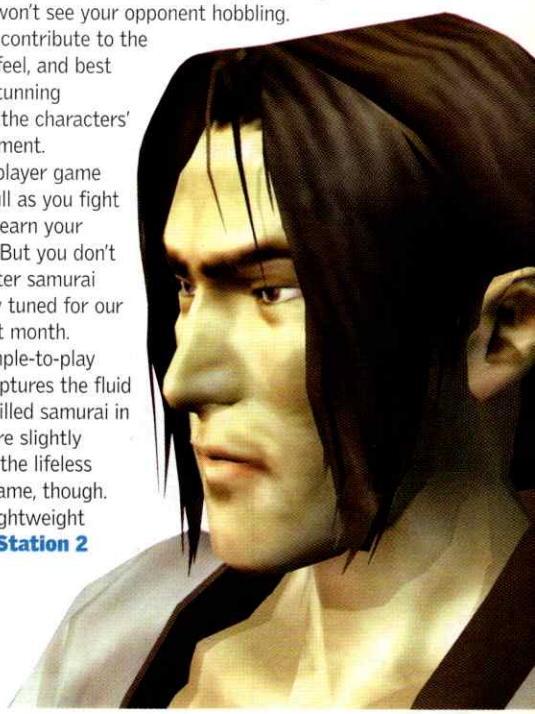
ABOVE LEFT Your stance is vital

FAR LEFT Learn your skills in a dojo

LEFT Don't put down your sword mid-fight

BELOW This is a purist's beat 'em up





YOU MAKE YOUR OWN RULES,
YOUR OWN LAWS...THEN YOU BREAK THEM.

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PlayStation

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VANISHING POINT

PAST THE POINT OF NO RETURN

The Bouncer

'Combat classic' failing spectacularly to live up to its billing

APR 13

Screenshots and early movie footage of The Bouncer made it look amazing. We reckoned it was a game to get really excited about, melding Tekken-grade combat with a sweepingly epic cinematic adventure.

And then we actually got to play the damn thing. And it turned out to be turd.

In our dreams we'd imagined The Bouncer would usher in a new era in videogame entertainment. A compelling interactive movie, with non-stop action played out in eye-melting visual splendour. We were very wrong.

The game works like this. Huge cut scenes take forever to set the scene for a fight that you actually control. You select which of the three bouncers in your party you want to control and the ruckus begins.

The combat system is terrible. Repeated button taps dispatch enemies, and the only skill required is in manoeuvring in close. Your two fellow heroic doormen are also in the fight, but you wouldn't guess it by their statue-like behaviour. Not quite the grand scale brawls we were promised.

You could say it's a relief that these fights often only last thirty seconds or so before a cut scene kicks back in for a another couple of minutes. And then you have to do some exploring.

This would be fine if you could actually see where you were going, but cameras make navigating a nightmare. If you have to run into the screen, the camera watches you from the front and crops in really tight. You can't see where you're going and your can't flip the cam so it's behind you.

Square calls this game an action RPG, which is probably their way of talking around the fact that the player doesn't do very much. The plot follows a little girl who gets snatched from a night-club. The bouncers decide to go and find her.

You've never seen doormen like these. Volt Krueger has turn-ups up to his knees and more metal on his face than skin. Sion Barzahd wears DMs, shorts and a hoodie with a giant spiky necklace. Rou Leifoh is tattooed like a Masai warrior and wears a leather waistcoat and combats. We've got a good idea of the kind of club these guys might bounce at, and it's one where the clientele all use the same toilet.

It's unusual for us to slate a game this heavily at preview stage, but we've been guilty of joining in the hyping process and want to make amends. Consider it done.

Snapshot Cutscenes look great, the gameplay sucks a big one.
Developer Dream Factory
Format PlayStation 2





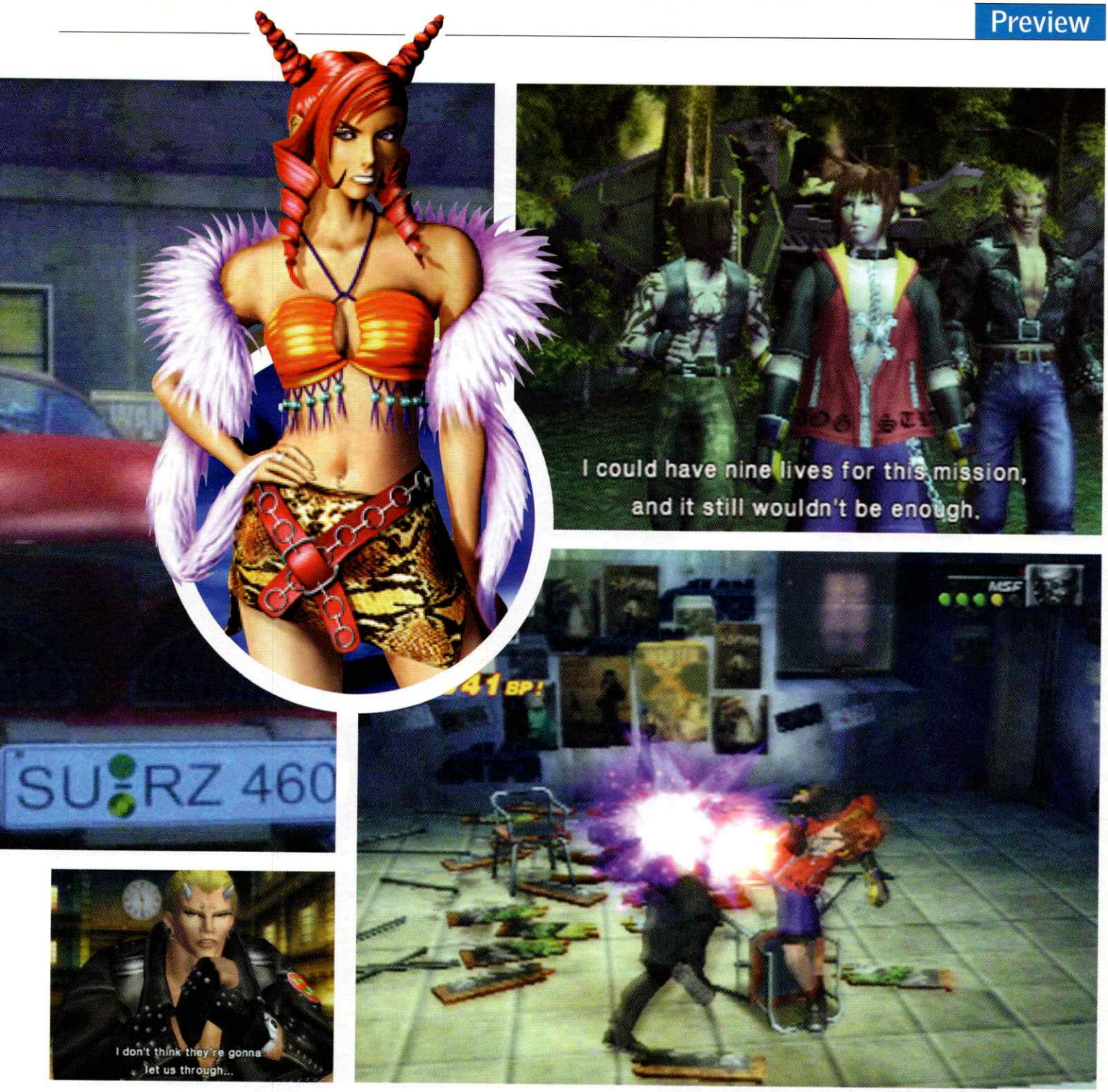
LEFT What happened to the interactive environments we were promised?

BELOW The security guards get mauled

BOTTOM The action continues on top of a speeding train







TOP The boys look like your average bunch of doormen

ABOVE LEFT Volt Krueger: magnet phobia well known

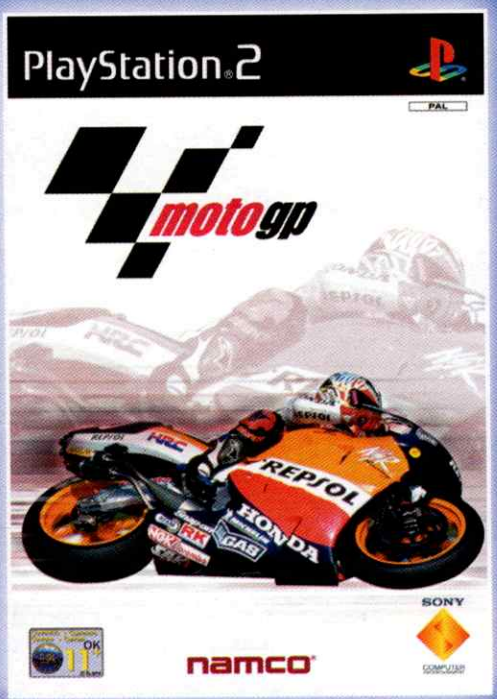
ABOVE Kicks land with ultra-realistic purple flashes

BOTTOM LEFT She's the cause of all the trouble. Bint

LEFT Brawling should've been a right laugh. It's not

HMV

seriouslyaddictive...



Moto GP

Experience the thrill of competing against real life racers on some of the most demanding and true to life circuits in the world. Take an accurately modelled bike and customise it to suit your style and race for victory! Featuring five intense game modes, you can also unlock hidden game features and check out the amazing TV style replays and relive the thrill of the victory. 8/10 Official PlayStation 2 Magazine

Out Now



Oni

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Reviews



MURDER IS CHILD'S PLAY

WHAT'S THE PLOT IN SHADOW OF MEMORIES? p68

RATING SYSTEM

The Player rates everything out of five stars. Here's how the scores break down:

Essential	★★★★★
Excellent	★★★★
Good	★★★
Average	★★
Dire	★

PS2 p68

SHADOW OF MEMORIES

PLUS NBA 2001, WORLD DESTRUCTION LEAGUE: THUNDER TANKS, SUMMONER, F1 CHAMPIONSHIP, ONI, ETERNAL RING, KNOCKOUT KINGS 2001



PSONE p80

FINAL FANTASY IX

PLUS FEAR EFFECT RETRO HELIX, LMA MANAGER 2001, FREESTYLE SCOOTER, ISS PRO EVOLUTION 2, DUKE NUKEM PLANET OF THE BABES, PANZER FRONT, AND MORE



DVD p92

SNATCH

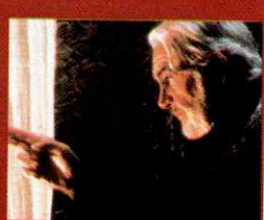
PLUS INDEPENDENCE DAY, THE PATRIOT, BLACKADDER 3, THE PEACEMAKER, LOVE AND SEX, U-571, SEVEN



FILM p94

FINDING FORRESTER

PLUS WHAT WOMEN WANT, CENTRE STAGE, THE EMPORER'S NEW GROOVE, THE LEGEND OF BAGGER VANCE, THE ADVENTURES OF ROCKY AND BULLWINKLE



MUSIC p96

FUN LOVIN' CRIMINALS

PLUS 28 DAYS, TERRORVISION, FLIGHTCRANK, SIGUE SIGUE SPUTNIK, RAE AND CHRISTIAN, THE VEGASTONES, MARTIN



SHADOW OF MEMORIES

MAR 16 **Players:** 1
Price: £39.99
Developer: KCET
Publisher: Konami

IF YOU LIKE THIS, TRY THESE
Silent Hill,
Final Fantasy 9



RIGHT While not exactly top totty, this gaggle of girlies is essential to your survival at one point

Imagine getting murdered. Chances are it would be pretty bogus. You'd never have the chance to realise those lifelong ambitions of a night in the Hilton with Caprice and getting spotted by Premier League scouts turning out for your Sunday pub team.

Even worse would be if you didn't see who did it. That way you wouldn't be able to haunt them the rest of their days or give them a good gravel kicking the moment they entered the afterlife themselves. But what if, by some miraculous act of intervention, you were given a second bite of the cherry, an opportunity not just to save your own life, but to find the identity of your murderer? Let's face it, you'd be about as likely to decline as you would an offer of a threesome with Britney and Billie.

This is exactly the position Eike Kursch finds himself in. Savagely attacked in broad daylight, he is left for dead, his life ebbing away into oblivion as blood pours from the knife-wound between his shoulder blades. Dazed and unaware, he awakes to find himself shrouded in darkness, addressed by a mysterious voice, echoing from all around. Understandably, Eike is a tad confused and has one or two questions he wouldn't mind asking, but is quickly filled in with the essential details.

After learning of his death, Eike is presented with a device that unlocks the very boundaries of time – the Digipad – and given the chance to change the course of history, and prevent his own murder. That is the starting point for your adventure, and before you realise it, Shadow of Memories has already begun to suck you into its amazing world of mystery and intrigue.

SoM is a bold, original move for Konami. Basically devoid of any playable violence or action, the game relies on providing an irresistible, involving and perpetually compelling plot that will keep you transfixed until the very end. Talk about setting your sights high. The remarkable thing is though, Konami has damn well achieved this, furnishing the PS2 with one of the most inventive, clever, and well-conceived plots we've ever seen. Which is nice.

The game plays in much the same way as the Dreamcast epic, Shenmue, and will inevitably draw comparisons with Sega's title, despite the two being very different beasts. The third person viewpoint and exploration element as you search the town and talk to residents is similar, but SoM is much more focused. Because of the complex time-travelling element, nothing superfluous has been added, ensuring the intense plotting is not diluted.

But the game is not completed by solving your murder. Because when you do eventually foil the attempt, someone else comes along and kills you again. Cue another go on the Digipad to find out who this







FAR LEFT These superstitious fools are easily impressed

ABOVE LEFT "Yes Eike, you do look like a girl"

BELOW LEFT The Homunculus saves your life, but why?

new killer is. And this happens ten times, giving the game its ten chapters. It is only as you solve the tenth you reach the core of the mystery and discover why so many people are willing to assassinate you. You are given hints and clues in each chapter, but the further you progress, the more frantic the head-scratching required, as you try to solve the puzzle before the clock reaches the time of your death. There are different methods of solving the same puzzles too, each having a different effect on the future.

If we were to level some criticism at the game, it would be directed at the general lack of 'action.' It would have been nice to have a wider range of abilities to utilise in the playable sections, but by and large the balance is about right, thanks to the rocking story. If you are into your hardcore, quick-fix, thrills 'n' spills gaming, then it's perfectly possible the pace of this game will frustrate you, so its worth keeping that in mind before you make a purchase. But for anyone that's even remotely interested in a decent story, we can't recommend SoM enough. Once caught in the game's web of intrigue, there's more chance of breaking out of Alcatraz.

Lifespan Once you get sucked in, you'll want to see it all the way through to the end, then go back to see all the alternate endings, like the insatiable, game hound you are.

Summary An epic and surprising adventure, with more unexpected turns than a blind monkey in an F1 car.

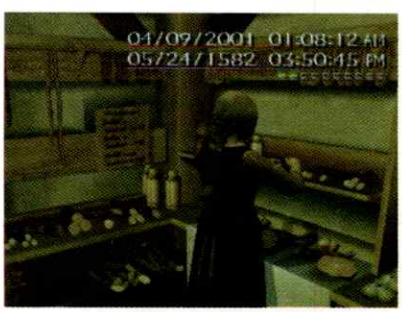
Rating ★★★★

Johnny Minkley



BELOW Margarete and her family are crucial to your adventure, but will you reveal your secret?









FAR LEFT Shops of yore have been lovingly recreated

MIDDLE LEFT Nice one son, you've pulled. Result!

LEFT You should see his foot

NBA LIVE 2001

FEB 23 **Players:** 1-8
Price: £39.99
Developer: EA
Publisher: EA

IF YOU LIKE THIS, TRY THESE
Madden 2001, NHL 2001

Being British, we don't know very much about basketball. We know what Shaq, Kobe and Co look like, and in NBA Live 2001 the players look like the real deal. Not so much like them that you think that there are real-life b-ballers trapped inside the TV, but just enough that you know who's got the ball without needing to read it. They move nicely too, shifting their body weight as they drive for a basket and gurning nicely in the replays.

This being an EA game you expect the visual sauce to be squirted on pretty thick, but it's the game options you really need to be the banquet. Sadly here, they're more of a snack with only a one-on-one game to provide variety.

Gameplay-wise, not much is wrong. Drifting past defenders can be a little hit and miss thanks to the randomness of the trick moves. Defending on the highest levels is nightmare, with blocks almost always recovered by the computer teams. As with any basketball game it's far easier to attack than defend, but the one-on-one game is an effective way to learn to stem the flow of points against you.

As a game, it's failed to engage the non-sports fans here as much as the NHL and NFL games did. It's satisfying to drain a three pointer, but it's a little too easy to succeed against a mate without delving into the subtleties of the game. The inclusion of stars such as Jordan, Bird Johnson and the entire afro-clad 70s AllStars is great, but it's game options we want.



Lifespan Sports games don't die. They just get replaced by a newer version. NBA Live 2002 will appear twelve months from now, and will probably improve on this.
Summary Basketball fanatics can buy with absolute confidence, but it isn't the sports classic to please all.
Rating ★★★★
Dean Scott





TOP In this kind of space, only a stroke is going to stop him scoring

ABOVE Jordan and Garnett square off in a one-on-one court battle

LEFT The best plays are replayed to really make your opponent feel like a chimp



FAR BOTTOM RIGHT Animation is nice and fluid throughout

MIDDLE BOTTOM The fast break could be on if you pick up a block

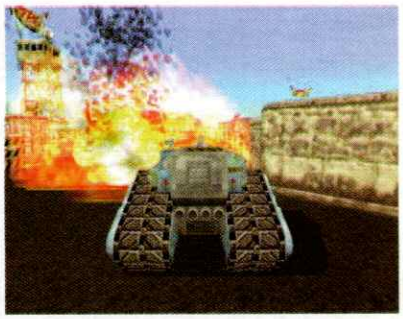
BELOW Very few options on here. Might need to go back up the court













WORLD DESTRUCTION LEAGUE: THUNDER TANKS

23 MAR **Players:** 1-4
Price: £39.99
Developer: 3DO
Publisher: 3DO

IF YOU LIKE THIS, TRY THESE
Return Fire, Twisted Metal World Tour

The more we hear about the future, the more we want to be frozen in Carbonite and defrosted fifty years from now. You see, Friday night TV will cease to be all about cultural trainwrecks like Friends and Eurotrash, and will involve tanks shooting the hell out of each other. That's what World Destruction League Thunder Tanks has us believe, anyway.

It was never going to take a Nobel Prize winner to come up the formula 'let's do deathmatching – only in tanks!', but you can't argue that it sounds like fun. Why chase a man around a series of corridors with a machine gun when you could be battling armour-plated panzers in an enormous arena with a howitzer?

Thrashing around Thunder Tanks' bleak industrial coliseums blasting the hell out of everything you see is great fun. The tanks are extremely nippy, but a bit of a pain in the arse to steer. Power-ups litter the ground, and pretty soon you're laying rows of mines, dropping air strikes on enemy bases and steering guided rockets down turret hatches. The action is relentless, but this is the only gear Thunder Tanks has.

The game modes all revolve around speeding around shooting. Sometimes there are flags involved, sometimes there aren't. It all feels the same. The default camera view isn't great either, and you're better advised to switch to the zoomed-out top view. Only then high scenery obscures your vision. Another problem is the control system, which doesn't let you rotate the gun turret on the tank in a different direction to the one you're travelling in.

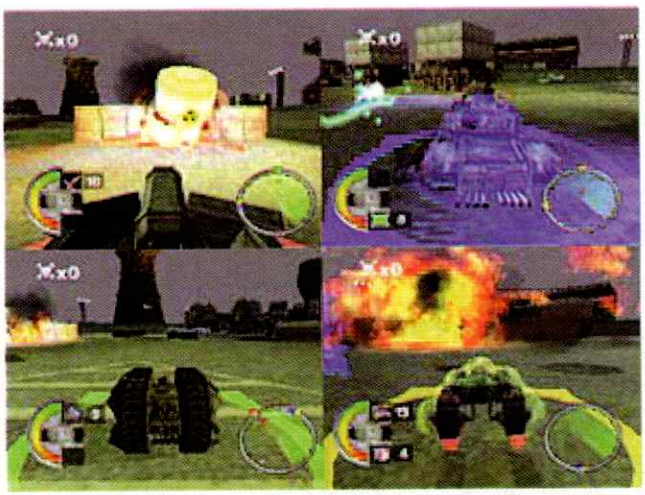
Where Thunder Tanks comes alive is in multiplayer. Four players chasing each other around is great, and even a simple one-on-one delivers more than enough satisfying carnage. It can get a tad confusing when the screen fills with fire, but the gameplay is simple enough not to require much thought. Perfect after a few beers.

Lifespan The one player levels feel pretty similar, but you'll come back time and again for the multiplayer madness.

Summary Uncomplicated tank battler that finds a nice little formula for high-speed killing and milks it dry. Best with friends.

Rating ★★★

Dean Scott



TOP LEFT Some of the explosions are mighty satisfying

RIGHT The real action lies in the multiplayer game

TOP RIGHT There are plenty of metallic monsters to strap into

ABOVE MIDDLE RIGHT Different tanks carry different weapons

ABOVE RIGHT It's best played from the zoomed-out view



LEFT Summoner is mostly pretty, but there are some serious pop-up issues



SUMMONER







FAR RIGHT Joseph and Fleece enjoy the cool spray from the city sewers

MIDDLE RIGHT Chain attacks together when you see the icon

NEAR RIGHT Don the disguise of a peasant girl to access the palace

MAR 23

Players: 1
Price: £44.99
Developer: Volition
Publisher: THQ

IF YOU LIKE THIS, TRY THESE

Final Fantasy 9, Orphen: Scion of Sorcery

"I am Xark Gringlestit. I bear grim tidings from the dark Citadel of Ythkruugutt." Yes, it's Dungeons and Dragons time again, and with the release of Summoner, PS2 role-playing nuts' ears must be pricking up like the elves we all know and love. Especially since the few PS2 RPGs already out are more cack and gash than hack and slash. This one's got an epic plot, myriad of sub-quests, tactical battles and plenty of characters. But it still isn't the one you've been waiting for.

Summoner's first stumbling block is in its text-heavy, elf-choked narrative. Recent RPG successes have done well because they do away with all of those cringe-inducing role-playing cliches. Summoner, on the other hand, seems to fully embrace them with the characters you meet muttering on about orcish creatures and foreign citadels with names that would break records on Scrabble. Hardcore adventurers may lap it up, but the rest of us will be horrified.

The dialogue itself is, for the most part, well written and every character, however minor, will have something mildly interesting to say. But most won't have the patience to sit through these lengthy dialogues and will skim through waiting for the next ruck.

The combat system in Summoner is a high point, though it's only later in the game that you get to fully appreciate it. In the early stages it's just you against whatever beasts are thrown against you. In the fights you can chain attacks together – a small icon will appear over your fighter's head after every blow and by pressing a direction on the D-pad before it disappears you can link strike after strike. It's not as tactical as a Final Fantasy battle, but it is at least more precise than the more hack-and-slash style of play in other adventures.

But later on in the game, when new fighters have joined your band, the battles blossom and are much more satisfying. The addition of new characters' skills also helps







sweeten things up. You can distribute experience points gained in battle manually, taking an active role in your teams' growth. It's a nice touch and keeping at it really reaps benefits.

Summoner is a bit like this throughout; a bit bland and uninvolving to start with, only to become increasingly addictive and engrossing the further you get. Even the oh-so-traditional story becomes less of a chore as you explore the vast game world and help out villagers in the multiple sub-quests.

Graphically the game is mostly nice but is prone to moments of god-awfulness. The massive towns and villages look lovely and are full of detail as you wander through. The characters you meet are also neat, though sometimes a touch more triangular and pointy than you'd hope to see on a PS2 title.

But where Summoner really manages to get it all wrong is in its jaw-droppingly short draw distance. Barns, hillocks and entire citadels scream out of the emptiness and suddenly materialise just yards from your hero's feet. The camera is cleverly set to help reduce these moments but a few still slip through the net and they are excruciating. The developer says this pop-up is necessary to keep the loading times down, but even these aren't that short and this single, rather major flaw really undermines the rest of the game.

Summoner is by no means a bad game, but it is disappointing. The high-production values in the cutscenes and score, along with the intricate story that becomes more engaging as you play, all hint towards hopes of the next-gen RPG blockbuster this should have been. No doubt Summoner will find a welcoming audience in the hardcore, traditional role-playing set, but it's unlikely to convince anyone else.

Lifespan A massive game that's big on plot, but only the most patient adventure fans will see it through to the end

Summary Summoner is a disappointment, but if you can force yourself to see past the flaws, there is traditional RPG fun to be had.

Rating ★★★

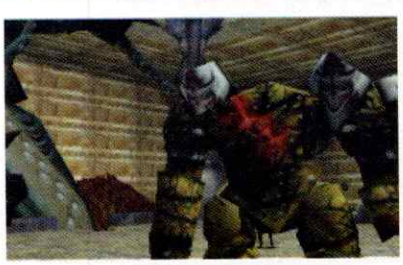
Lee Skittrell

TOP LEFT Your village burns and it's your fault. Get ready for the blame

TOP RIGHT Set each character to fight on their own or team up

ABOVE Tasty fireworks, but they'll hurt you bad







FAR RIGHT Stone Golems. Some are friendly, others not

ABOVE NEAR RIGHT Cutscenes are expertly directed

LOWER NEAR RIGHT Zoom up close with the camera to see your damage

F1 RACING CHAMPIONSHIP

OUT NOW **Players:** 1-2
Price: £39.99
Developer: UBI Soft
Publisher: Video System

IF YOU LIKE THIS, TRY THESE
F1 Championship Season 2000, F1 2000

Travelling at 160mph, you need a pretty clear view of the road ahead to avoid killing yourself. Especially if you're driving an F1 car, sitting a few inches off the ground in a vehicle with only slightly more driver protection than you'd get by wrapping your body up in crepe paper.

F1 Racing Championship gets this part spot on. Pull onto a long straight, and you get a pretty clear view right down up the next corner. There are no nasty surprises: you've got plenty of time to brake and steer providing you're not driving like a maniac. The pace is rapid without being silly, and it's only in high traffic that the game engine panics and has to have a bit of a lie down. Yes, PS2 F1 games suffer from slow down too. The graphics are sharp, but the colours are strangely washed out.

The balance between gameplay and realism is well judged here. At first you think highly-engineered racing cars should turn with slightly more purpose than a shopping trolley, but a glance at the speedo reveals the problem. The cockpit view is vital for keeping tabs on your performance.

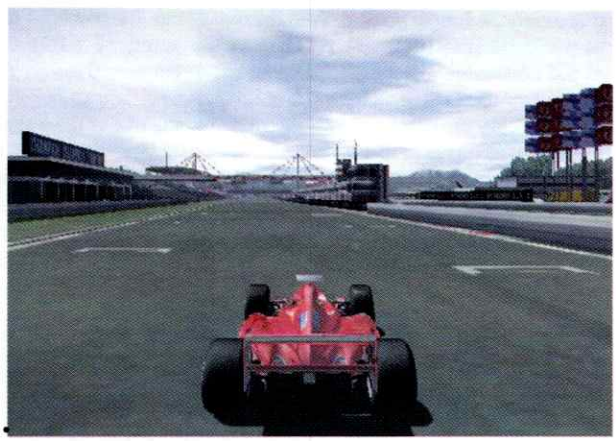


The Grand Prix mode is satisfying in the long term, and the TV-style presentation suffers only a tad through the crappy commentary. But the big problem here is this has only got the 1999 stats and drivers, which makes it feel a little too like a history lesson. EA's F1 2000 isn't as composed as this, but at least it's up to date.

Lifespan A season of F1 japes should kill a weekend for you. And nutters can play the races full length to kill a good few weeks.
Summary A decent F1 title, and a strong alternative to the rock and roll racing offered by EA's F1 Champ Season 2000.
Rating ★★★
Dean Scott



TOP RIGHT We're driving like a muppet. It's not *that* tough to keep out of the sand





ABOVE Detail on the car models is nice enough

RIGHT Driving in the rain is hellish, especially with the spray coming off the cars in front



ABOVE The long draw distance makes a difference

LEFT All the logos are nice and prominent. Expect a dramatic upsurge in sales for Tic Tacs









ONI

MAR 16 **Players:** 1
Price: £39.99
Developer: Rockstar Games
Publisher: Take 2

IF YOU LIKE THIS, TRY THESE

Spiderman: PS1
X-Squad PS2

Female games characters are SO out. Okay, when Lara Croft appeared she added perve appeal to an already cracking adventure, and sad gamers everywhere started having unnatural thoughts about a fictional lady made of triangles. Copycat games companies saw the opportunity to make a quick buck, and suddenly game babes were all the rage. Late to this particular party is Oni's Konoko.

She's a one-woman fighting force, specially trained, in stealth, kung fu and gunplay, to sneak into enemy bases and mash up bad guys single-handedly. A tough task, especially since commands such as shoot and jump are unhandily located on the shoulder buttons. Using both analogue sticks to run and look is also problematic. Not that there's much to see: the depressing grey walled interiors could do with a visit from the blonde lass from Changing Rooms.

The fighting is extremely simplistic, and the game has the cheek to teach you combos like 'hammer the punch button three times really fast'. No shit Sherlock. That's not a combo, that's pure instinct. And don't get us started with the aiming system.

As a game, Oni plays very like sections in Spider-Man where he's legging it around inside buildings. But whereas the web-slinger can scale walls and ceilings to keep things interesting, Konoko keeps doing the same things. Find a switch, run to the next door, kick in a few more bad guys. The boss characters are nicely done, but the overall experience fails to get the blood flowing to any degree.

What really irritates about Oni is the load times. Save points are activated as you progress, and the game reloads from the last point you crossed before you die. Fine, but some save points occur just before a particularly tough point. You walk into a room, get killed quickly, and the game still takes ages to reload back to the save point even though you've only moved a few metres. Not good planning here at all.

Lifespan Fifteen large levels provide a tough challenge. Staying alive in a room full of machinegun-toting guards is a skill you'll take ages to master.

Summary Long load times, poor controls and disappointing looks ruin what might have been a pretty decent action adventure. It passes the time, but never looks like blowing you away.

Rating: ★★★

Dean Scott



MAIN Different colours show the level of impact

ABOVE TOP The camera sometimes confuses things

ABOVE MIDDLE Sadly we've yet to work out how to get into the cars

BOTTOM Finding a gun makes things very interesting



ETERNAL RING

OUT NOW **Players:** 1
Price: £39.99
Developer: From Software
Publisher: UBI Soft

IF YOU LIKE THIS, TRY THESE

Final Fantasy 9, Legend of Dragoon

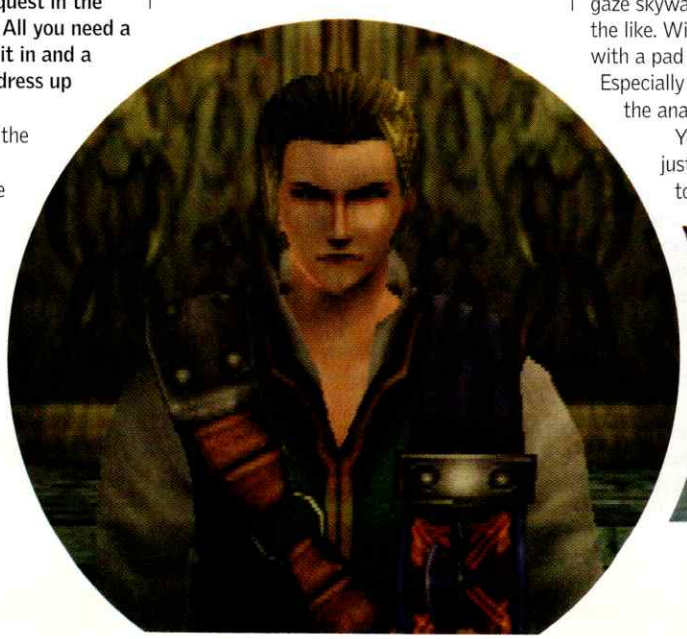
You don't need to put a disc anywhere near your PS2 to get an idea of the Eternal Ring experience. It's easy enough to reproduce a very similar quest in the comfort of your front room. All you need a precious item, a box to hide it in and a friend or family member to dress up like a nasty merman.

Put the box at one end of the room, then loudly speak out your intention to get it. You've got to pause for two seconds in between each word for maximum effect. Then, walk towards the box in slow motion. Wading-through-treacle pace should do it. Get your mate to jump out at you, then circle around him jabbing at his body with a bread knife until he goes down. Then collect your prize. Sweet.

As you may have guessed, we don't think Eternal Ring is the most scintillating of RPGs, especially considering it's on PS2. What does make it stand out from the role playing crowd though is the first person viewpoint. Rather than watching a big headed chimp with unfeasible hair jogging round a dungeon, you watch the action through your own eyes. But this is where the problems begin. Navigating identical looking halls and rooms is a nightmare from this perspective, and you frequently find yourself retreading old ground by mistake.

When the inevitable enemy attack comes, it's tricky to fight too. You need to look down to attack short enemies, and gaze skyward to swat giant dragonflies and the like. With a mouse it would be easy, but with a pad it's frustratingly imprecise. Especially since the game doesn't support the analogue sticks.

Your dungeon quest is conducted just above coma pace, presumably to keep the shaky control system





TOP He's got a piece of wood, you've got a blade. Mash him up

CIRCLE This is you. Handsome, but also a bit edgy

FAR RIGHT You never told me your mum was in it











TOP LEFT The first boss. Not scary

MIDDLE LEFT Raptors get territorial in Corby town centre

BOTTOM LEFT A nasty case of crabs

LEFT Don't panic! This is a friendly dragon. Like Puff

BELOW Wolverine escapes from the X-Men movie to throw snow at you

workable. But padding down a long corridor at snail speed is more likely to induce sleep than raptures of gaming excitement. Which is all a bit of a shame really, because we reckon wandering around caves torching turtles with a magic fireball ring has more potential for fun than your standard elves and magic RPG dirge.

The plot here is not compelling in the mould of Final Fantasy, as you chase after super-powerful rings to stop their awesome destructive power falling into the wrong hands. The voice acting is ropy, and the direction basic. The monsters you encounter look and move nicely, but none of the human characters have anything of interest to say.

There's a lot more wandering to be done than fighting, which is typical of a role player, but the rest of the game is pretty simple to grasp. There are no page-long spell lists, no cumbersome turn based combat, and no chugging across a gridded floor one space at a time.

The best part by far is the ring system that gives the game its name. You can wear up to ten rings, each of which has power defined by the gems you combine to make them. You can give yourself the ability to cast fiery meteors, heal your wounds and summon beasts to name but three. There are reams of ring combinations, but only one will produce The Eternal Ring.

Had Eternal Ring played at a decent speed, with a more interesting plot and more workable control method, we'd be looking at a pretty smart adventure game. As it stands, you're more likely to use this as a cure for insomnia than for acting out your unspeakable dirty dungeon fantasies.

Lifespan Dose yourself up on tranquilisers and you'll see it all inside 15 hours. Final Fantasy 9 laughs in its face.

Summary Eternal Ring should have been Quake with wizards. Then we'd have been right into it. But a comatose trawl for some shiny jewellery doesn't really float our boat.

Rating ★★

Dean Scott







ABOVE LEFT You'd be narky too if you lived in a wet dungeon. Just ask the people of Manchester

FAR LEFT Deodorant use is rare in ogres

LEFT Great camouflage! I can hardly see you!



KNOCKOUT KINGS 2001

FEB 23 **Players:** 1-2
Price: £39.99
Developer: Black Ops
Publisher: Electronic Arts

IF YOU LIKE THIS, TRY THESE
Ready 2 Rumble Round 2, Tekken Tag Tournament

RIGHT Low blow from Rocky gives Big Frank some sore testicles

FAR RIGHT Lewis's (and ours) recurring nightmare made real

Reckon you could have the better of Muhammad Ali in a ruck? Well, sadly you probably could now but back in the Seventies Ali was a different proposition altogether. He was the greatest fighter on the planet and Knockout Kings 2001 gives you the chance to pit yourself against the world's greatest sportsman in his prime.

History's greatest fighters versus the ring kings of today? Round one to Knockout Kings. Make that two rounds when you consider the fighters look amazingly like the guys they're supposed to be. Lennox Lewis is a dreadlocked giant, Sugar Ray Robinson flows like liquid and Frank Bruno grimaces gamely as you mercilessly pummel his face into a pulp.

The game makes a big point of teaching you how to box, providing extensive training on jabs, ducks and counters in the gym. But it soon becomes apparent that this is pretty much a waste of time as you're almost better off holding down R1 and mashing the buttons randomly. The game calls it 'auto combo', but we call it a cop-out. Fight a mate who doesn't want to fight with skill and artistry and you might as well be doing the 100m metres in Track and Field with the pad pummelling that ensues. Tekken Tag it most certainly is not.

This auto combo feature soon seems a good thing though, because when you are finally required to master the game's finer arts, you realise you have to be the Grandmaster Kasparov of boxing games to compete. By the time your brutal slugging technique has got you to the top 10 in the





ABOVE NEAR RIGHT The famous Caesar's Palace casino in Las Vegas. Very big

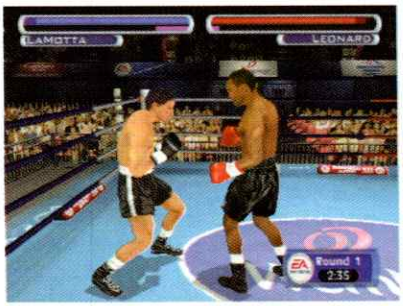
MIDDLE FAR RIGHT Seen Raging Bull? Jake La Motta appears here too

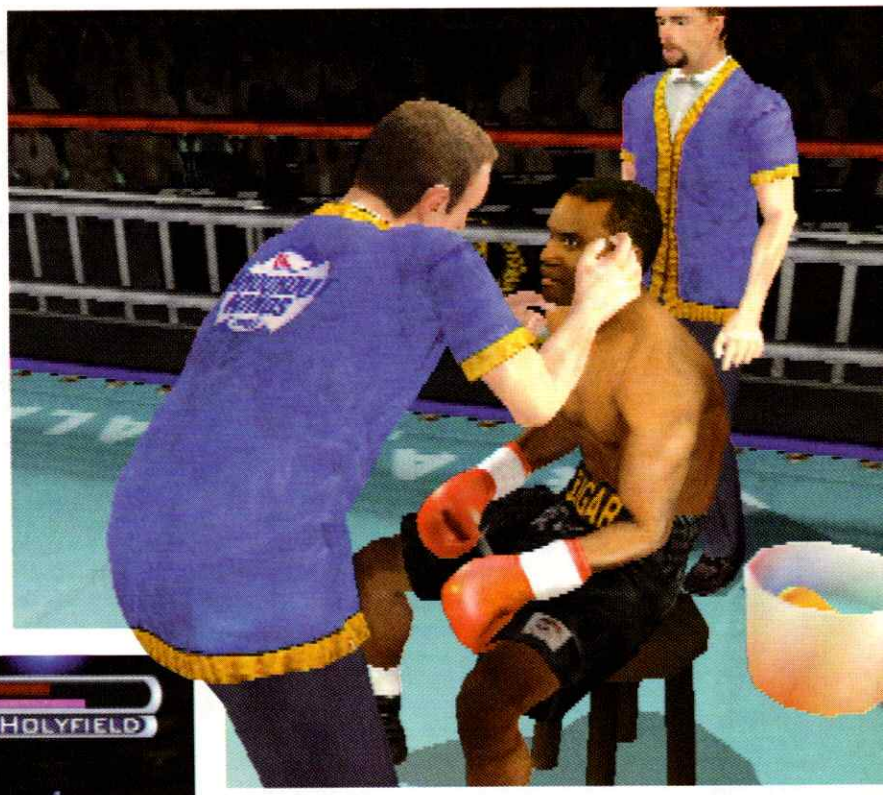
ABOVE FAR RIGHT Trainers go to work on your slapped up face between rounds

BELOW FAR RIGHT Robinson spits like a camel as Leonard hammers him

BELOW On paper, a no-contest. But Evander's giving Ali some problems











world, you soon realise you've got to learn to dodge, block and counter pretty quickly if you want your ascent to continue. The top guys will remorselessly dump you on your arse if you decide to slug it out. And getting the hang of the fighting system that seems about as easy as mowing a football pitch with nail clippers.

The really fancy stuff requires button combos that put Street Fighter to shame, and even after you've been trained it's near impossible to counter and weave naturally. You just tend to get hit in the face a lot.

Your trainer will even teach you to headbutt, rabbit punch and elbow when the time's right, but there's no hidden 'kick' option that helped make the PS1 version a multiplayer riot. The sight of Ali fighting dirty to roll over patsies like Butterbean won't sit well with boxing purists either.

Lifespan Getting your skills up to the level required to take the title requires a serious commitment of time.

Summary Knockout Kings lands some nasty looking blows, but Ready 2 Rumble Round 2 hits equally hard and manages to put a smile on your face. Afro or Ali? We'd take the comical Mr Thunder on points.

Rating ★★★

Dean Scott







FAR LEFT Pit fatties against lightweights for a quick ending

MIDDLE LEFT Sadly it's girls vs girls only. The only ladies the boys get to hit are their girlfriends

NEAR LEFT Power blows rock your opponents head and cause a fountain of blood and spittle

FINAL FANTASY 9

FEB 16 **Players:** 1
Price: £29.99
Developer: Square
Publisher: Square Europe

IF YOU LIKE THIS, TRY THESE

Final Fantasy 8, Legend of Dragoon

We all know the classics. War and Peace, Les Miserables, Pride and Prejudice – epic and timeless novels that can be enjoyed both for the stories they tell and for the way they are told. Final Fantasy 9, with its sprawling quest and themes of honour, betrayal and virtue, is every bit as epic as these classic novels. And you know what else? It's a whole lot more fun to sit through.

Given the genre-busting, forward-thinking nature of FF7 and 8, it's something of a shock to find that FF9 features every single thing that once made RPGs such bile-inducing pieces of work. With a cast of super-deformed cute characters, many a mysterious mist-choked forest, and even a dragon or two, all the ingredients are there to create the dullest of sub-Dungeons and Dragons style horrors. But of course, this being Final Fantasy, this collection of standard RPG clichés has been beautifully made-over, injected with life and, dare we say it, made cool. The end result is an incredible gaming experience that will leave you dazzled.

Final Fantasy 9 kicks off with you controlling a band of sneaky robbers in an attempt to kidnap the lovely Princess Garnet. You join main hero Zidane as the hour of abduction draws near. The band's sense of urgency to get the job done leaves no time for long speeches about their motives. Before you can find out what the Devil's going on, you're placed in control of an entirely different character, Vivi, with his own story to tell. This is the first of many sudden shifts in focus that occur throughout the game. While it may make the action seem disjointed at first, ultimately the story is made far more interesting because of it. It's clear these disparate characters' destinies are bound together, but the game keeps you wondering just when and why they might converge.

Too many games give you the entire plot in the manual or in the opening intro sequence, leaving the player to plod along fulfilling a destiny that's already set in stone. Not so FF9. Only the smallest of plot details are leaked and at well spaced-out intervals too, making you ask yourself if the characters you meet and events you witness are quite what they make themselves out to be.

One of the new additions to the game illustrates this attention to story-telling detail. Every so often you'll encounter an Active Time Event. These quick scenes provide a small diversion to the current action and let you witness what other characters are up to at the same time as the one you're controlling. While there isn't a lot of action in these snapshots into the thoughts and deeds of others, they provide even more facets to the plot and manage to convey a sense of poignancy to the main action. The ATE system helps create emotional bonds with the entire cast of misfits, creating utterly believable characters in a complete fantasy world.

Much of this believability is down to the expertly translated dialogue that's often funny and occasionally moving. The cheeky banter between Zidane and the captured Princess, along with shy little Vivi's lack of self-confidence, exceed the standard of dialogue you get in many blockbuster











BOTTOM LEFT The card game fun of FF8 returns in FF9 but it's been reworked and is even harder to get used to

BOTTOM RIGHT Crisp, clean springs litter the game world. Sip to boost your stats

MIDDLE RIGHT Fans of the weirder moments in the series won't be disappointed

ABOVE RIGHT Even the minor characters have entertaining nuggets of info







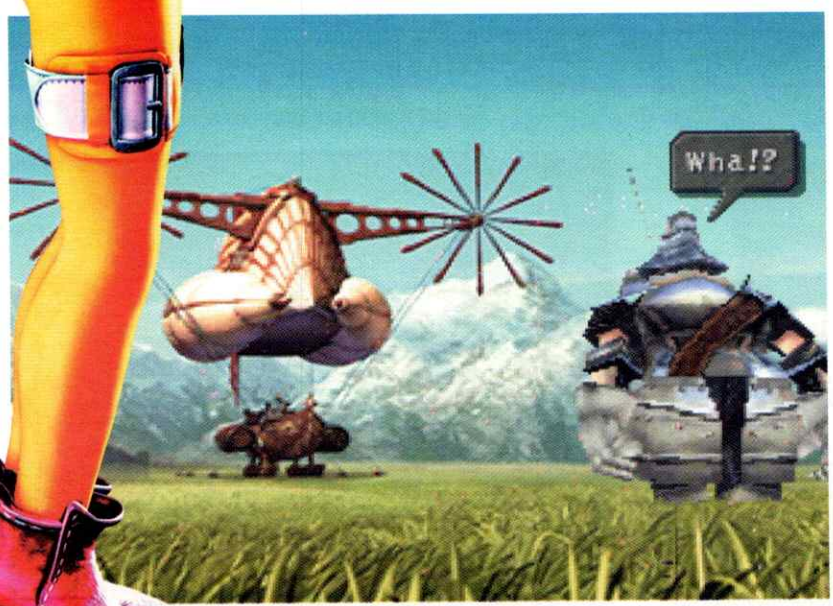




BELOW Steiner is a real metal mickey and is torn between his duty to the Queen and his sense of honour

movies, and are light years ahead of most of the inane ramblings found in most games. The outstanding video sequences also help suck you even deeper into the magic.

For the first time in Final Fantasy, this expert characterisation extends to the battle scenes. Where previous FF games have presented re-drawn characters with simple animations in battles, here the heroes each attack, defend and cower with fear, according to their own personalities. It's just a small touch, but it makes a world of difference. The battles themselves are fast-paced, turn-based fights to the death, with four of your little buddies now able to kick off against the various forces of evil. Veterans will be pleased to read that the very pretty, but ultimately pointless, Guardian Force animations of FF8 have been ditched, making for highly engaging high-octane rucks. Moreover, new additions to battles like Trances (similar to previous games' Limit Break attacks but more complex) and the way your characters can learn new skills according to the items equipped, create an unprecedented level of depth in stats you can play around with.



Although the main adventuring follows the formula of roaming around beautifully rendered backdrops, chatting to the folk you meet while trying to piece together clues, it really is that rarest of things: an RPG that has universal appeal. Action freaks can forget talk of emotional attachment and literary qualities and simply enjoy the fast action and incredible battle scenes. RPG nuts will, no doubt, linger over every clever plot device and the excellent script, while marvelling at the awesome set-pieces. Quite simply a breath-taking masterpiece you must experience.

Lifespan Over 40 hours of play plus secrets galore, but – as ever with FF games – only the truly hardcore will want to revisit it once completed.

Summary Features the highest level of games-playing polish yet seen and is also the most emotionally affecting RPG to date. Clear a space in your life for PlayStation's most incredible journey.

Rating ★★★★★

Lee Skittrell

TOP LEFT The artwork and cutscenes in the game far exceed expectations. Your jaw will drop time and again

TOP RIGHT Those turn-based battles look even tastier and now four heroes can kick off at once

MIDDLE ABOVE RIGHT Big themes and bigger battles in FF9. You'll see love, honour, valour and of course betrayal

ABOVE RIGHT The least impressive aspect of FF9 is the bland world map, but it serves its purpose well

FEAR EFFECT 2: RETRO HELIX

FEB 23 **Players:** 1
Price: £29.99
Developer: Kronos
Publisher: Eidos

IF YOU LIKE THIS, TRY THESE

Resident Evil 3, Broken Sword 2

If you were to bake the perfect videogame pie, you'd start off with a killer sci-fi plot and beat in a troupe of hard-ass heroes. Next you might want to pour in a bucket of blood and violence, stodge it out a bit with some hardcore puzzles, and then sweeten the whole thing up with some top girl on girl action. Fear Effect 2 is that pie, and it's mighty tasty.

The sequel to last year's pretty damn hot John Woo-meets-Resident Evil horror adventure really does offer the stuff of your gaming dreams. Set just before the events of the first game, the action revolves around sinister genetic experiments and a deadly viral outbreak, and if the main plot is less than original, the action and the sheer cinematic sheen of the game more than makes up for it. What's more, this time it's sexy as hell.

Like the original, Retro Helix uses clever Motion FX wizardry to bring its many environments to life. Rusty machinery grinds away in the aqueducts, fairy lights twinkle at a society party, and sinister shadows loom then disappear as you sneak through top secret labs. Some of these moments are so atmospheric that it's like having an icy finger skimmed down your spine.

Your gang of mercenaries – tough-nuts Glas and Deke, and ultra-fit honies Rain and Hana – are all drawn in incredible manga style and even when one of the game's many cutscenes kick in, you really will struggle to tell the difference. It's these resplendent visuals, along with the edgy direction and the superb atmosphere, that will grab players instantly. But it's when you play the game that you realise quite how special Retro Helix really is.

Starting in the aqueducts beneath a dodgy government lab, Fear Effect 2 plunges you deep into a murky world of all-out Uzi-toting action and some of the most hardcore, mind-destroying puzzles yet devised. Though some of the brain teasers are similar to crusty old point-and-click adventures where items have to be located and used in the correct sequence, most of them are utterly vicious and immensely satisfying once busted.

The action sections that link the puzzles are no pushover either. Enemy characters aren't bright but they pack a mean wallop and in just a few hits you'll be greeted with the cheery Game Over screen, leaving you to lick your wounds and rethink your strategy. You may be able to tool up with gut-busting





ABOVE RIGHT
There's lots of dismembered anatomy littered about the gloomy environments, but it's mostly "armless". Sigh...



MIDDLE RIGHT
Meet the Planner - one too many nights out on the town or the result of horrible genetic experiments?



LOWER RIGHT
Fear Effect 2 offers a perfect blend of all-out blasting and head-scratching







FAR LEFT Muck up a puzzle and you'll be treated to a beautiful – yet mostly painful – sequence showing your demise

MIDDLE LEFT It's not all gloom and misery in FE2. These footloose party guests do the Macarena

NEAR LEFT This game has breasts, and lots of them. The girls like to put on a show

shotguns and high-powered assault rifles, but ammo is scarce and the game rewards a stealthier approach to slaying your enemies. Super-tough boss battles come your way too, but even these won't push you quite as hard as those hardcore puzzles.

The first game was criticised for being overly difficult with a brick-wall learning curve. It seems the bods at Kronos have taken this on board and made progressing in the game not quite so much like trying to ski up Everest. For a start, the action is more fluid in Retro Helix. Where the first game used clever, but often fist-eatingly tough, action set-pieces to expand the story, FE2 takes the more traditional route of exploration and puzzles, with superbly crafted cutscenes between. It may be less original, but it works far better. The awkward last-save reloads have been mercifully shortened too, letting you get straight back into the action after you've seen your chosen hero turned into putty by a razorblade wielding ninja geezer.

FE2 will no doubt have mainstream appeal but beneath its seemingly brainless action movie-inspired surface lies one of PS1's tougher games and more casual players may well be unprepared for the sheer level of challenge on offer. This is no criticism, more of a warning, and those who do persevere will find it to be one of the console's most rewarding experiences. It's just that to fully appreciate the Fear Effect 2 experience, you're going to have to be prepared to limber up the old grey matter as well as keeping your trigger finger nice and twitchy. Seems like PS1 is far from a spent force.

Lifespan Not a massive game, even though it straddles a whopping four CDs. But you'll certainly be put through the wringer by the game's tougher sections. We challenge you not to cheat.

Summary Thinking man's crumpet and gung-ho gunplay rolled into one totally absorbing and cinematic gaming experience. Some would said it's a gift from the Gods, we reckon it's just damn good.

Rating ★★★★★

Lee Skittrell











1 Match the power output according to the wall drawing

2 Use the rubbed out code on the top right to suss this one

3 Add and subtract your way to freedom

4 Dial-a-date? Dial-a-doorkey more like

5 Construct digits from the given option

ABOVE LEFT Lovely lingerie moments abound in FE2

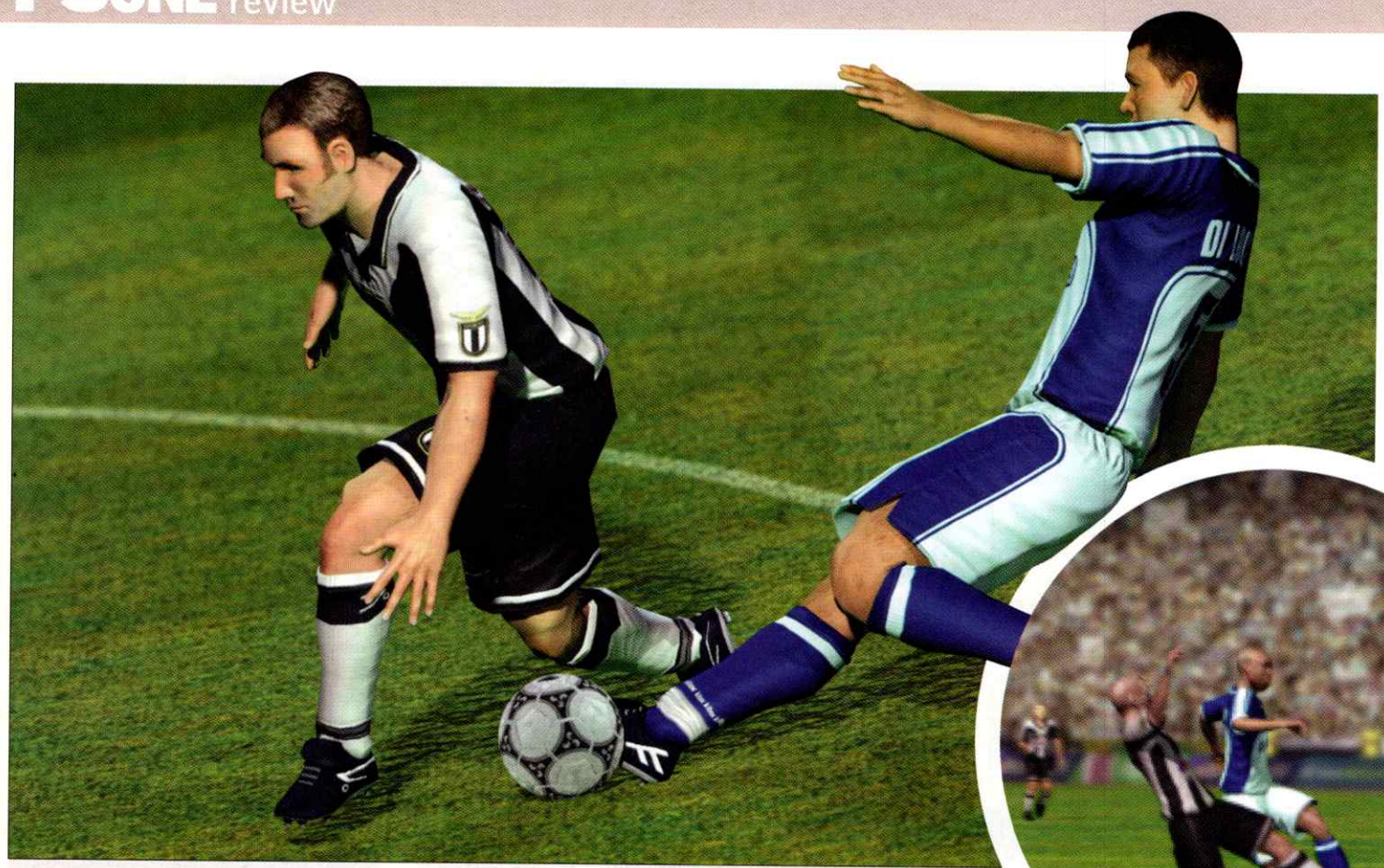
MIDDLE FAR LEFT It'll take more than Olay to clear that up

BOTTOM FAR LEFT Rain's been spotted by the goons. Get blasting

MIDDLE LEFT You get to fight the Planner in wicked boss battles

BOTTOM LEFT These yellow ninja bitches will send you to your doom. Make sure you're tooled up at all times





LMA MANAGER 2001

MAR 16 **Players:** 1
Price: £29.99
Developer: Codemasters
Publisher: Codemasters

IF YOU LIKE THIS, TRY THESE
ISS Pro Evolution 2, LMA Manager 2000

Text is great. Ask anyone who plays a football management game and they'll tell you. For all the fancy animations and flash menus that dance in front of your eyes, you're basically juggling text and numbers. Is Thierry Henry worth 29 million quid? Do you need a bigger stand? Does that clock really say 4am?

Football fans lose their lives to these games. A simple line of text rolling across the screen that says 'Manchester United 3 Liverpool 1' produces as strong an emotional outpouring as England putting one past Germany in reality. And LMA 2001 is the most engrossing, accurate and playable management sim you could hope to find on PS1. Tactically it's a bit lightweight, and playing is quite a passive experience, but slick menus make it a breeze to keep track of what's going on. A new highlights engine brings your glory and shame to life, and footy fans will get a kick out of juggling the figures and signing hot new players.

Lifespan LMA Manager 2001 is one of the most durable videogames you can buy. Winning the league can take weeks.
Summary Definitely the best football management game the PS1 can handle. It's slick, fun and goes berserk for detail.
Rating ★★★★
Dean Scott





ABOVE Losing your star player to injury will make you cry

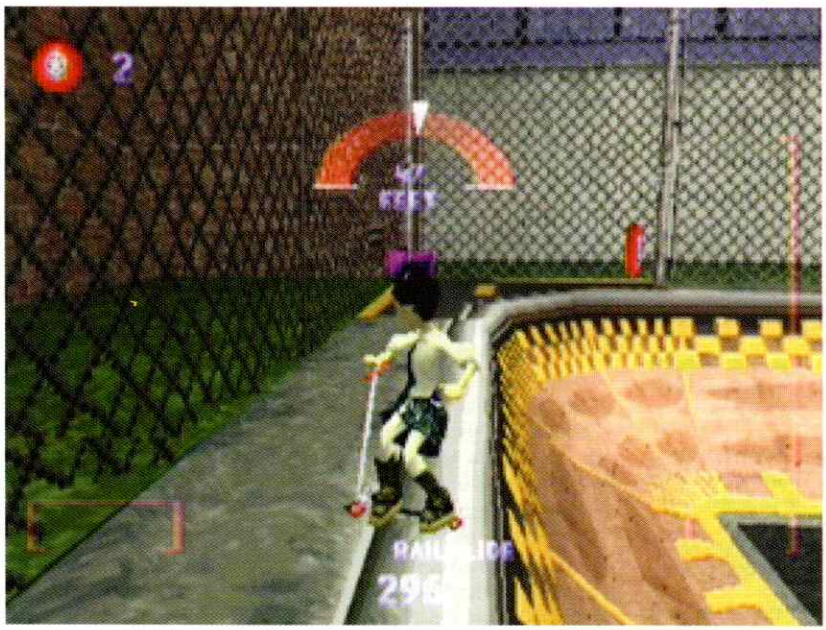
RIGHT The Blues take on the fallen Owls

FAR RIGHT The interactive TV lets you watch all the highlights

FREESTYLE SCOOTER

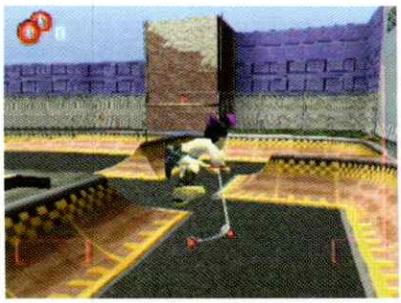
OUT NOW **Players:** 1-2
Price: £19.99
Developer: Shaba Games
Publisher: Ubi Soft

IF YOU LIKE THIS, TRY THESE
Tony Hawk's Pro Skateboarding 2, SSX Snowboarding



Kids, we want to you to learn from this. Even if you never went out and killed anyone after playing Doom, or broke a friend's neck Solid Snake-style, there are lessons in this game you must try and apply to reality. That 'cool' little scooter you got for Christmas isn't just for riding into the backs of strangers legs in the town centre. You can do stunts on it! You can jump between tall buildings on it! It's practically magic!

Hopefully that's a few more kids home nursing bruises and a few less scooting round the supermarket. You've got to hand it to Ubi Soft for getting a game out so well timed to cash in on a trend, but then take it back again for remorselessly pimping children a game that is so painfully bad.







TOP RIGHT The look and feel is very Tony Hawk's

FAR RIGHT The characters are cutesy little kids

MIDDLE RIGHT Good tricks earn you extra time

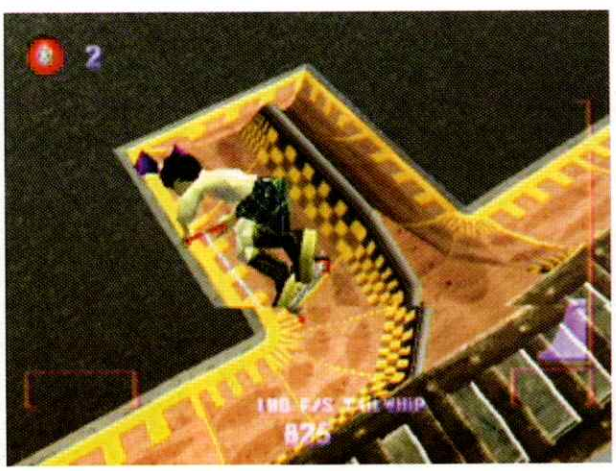
NEAR RIGHT Beneath the game is a bizarre plot

Tony Hawk's gets ripped off mercilessly. The controls are identical, and levels like the school and warehouse revisit familiar Hawk's territory. Each level has a series of objectives to complete so you can unlock later levels, and even the logo is presented in a Hawk's-style oval. The big difference is playability, with Freestyle Scooter feeling unresponsive and sluggish at critical times.

There are a couple of saving graces. The way you earn extra time to complete levels by doing big tricks could teach Tony a thing or two. The level on a platform suspended in the sky is cool, especially when you scoot off the side and plummet to earth. There's even a plot of sorts, with you trying to rescue your fellow skate kids from a giant crazy robot. And we didn't just make that up.

Lifespan Many of the challenges are difficult because of the lame controls. Overall, there's about half as much to do here as in Tony Hawk's Pro Skater 2
Summary Kiddie-focused cash-in that's OK if you played Tony Hawk's to death and want more, however hackneyed it may be.
Rating ★★
Dean Scott





LEFT You'd have to be well into scooters to go for this one

FAR LEFT The crucial let-down is that the controls feel awkward and unresponsive

ISS PRO EVOLUTION 2

MAR 16 **Players:** 4
Price: £29.99
Developer: KCET
Publisher: Konami

IF YOU LIKE THIS, TRY THESE

ISS, FIFA 2001

1 Horrific fouls like this can incur the ref's wrath

2 You're always learning new ways to tuck one away

3 There you go, one hack too many

4 The visuals could be better, but they work a treat

5 The keeper animations rock

So, where to start? Should we leaf through the thesaurus, searching out other words for excellent – admirable, brilliant, champion all spring to mind – or should we just dive into the explanation of exactly why you must own this game.

If we had to tell you one fact we'd go for this one; playing ISS feels like you're playing real football. Unlike the FIFA games, where you change your game style to suit the code, here the game is so adaptable that you can play any way you like. If you fancy the Wimbledon trademarked long ball style of play then bash it right down the middle to the big men up front. If you're a devotee of the Ajax school of total football, then you can pass to feet. However you want to play football you can. Top class.

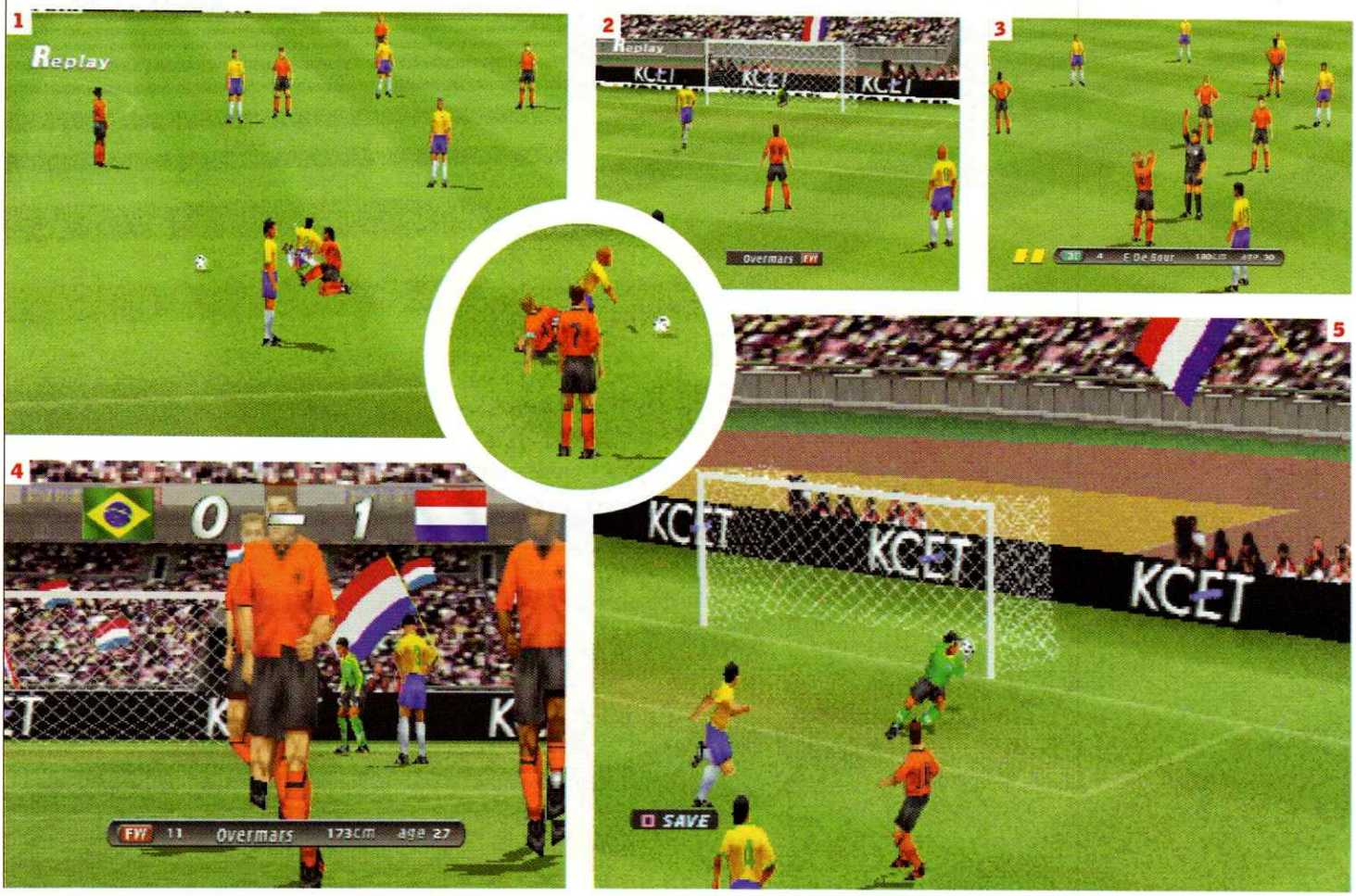
With a bit of practice the level of skill you can exhibit is frankly astonishing. At first sight the idea of chipping the back line for the ball to drop on the swinging foot of your forward may be a bit beyond you. Give it time, though, and you'll be filling every memory card you can find with classic goal after goal, boring your mates with them like your parents show off holiday snaps.

Where a lot of people game find fault with the game is the visuals. OK, so this doesn't look the best in static shots like the ones littered around these pages but witness the thing moving and you'll change your mind in seconds. You see, good football games aren't about getting the big name player to motion-capture hundreds of different moves. It's more about animation, making the game look right.

At no point during the game do you get the feeling that a move can't be completed because it's still in the 'overhead kick' loop or that the 'downward header' cycle needs to be completed. Nope, this is all about the graphics providing decent decoration for the gameplay, plain and simple. It feels like you've got total freedom to play your game.

By using this 'simple' visual system the coders have created an incredibly flexible game engine. Months after playing it for hours on end you'll still see moves and animations that are fresh to the game. The goalkeepers, in particular, have a vast range of saves, dives and blocks. There's many a time when you're certain a shot is in when th 'keeper just manages to get a hand to the ball, forcing it out for a corner.

For the hardcore ISS player, however, the game presents somewhat of a problem. You see, it's just not that different from the previous version. OK, so there are injuries and slight additions to the match mode but there's nothing really to make this new version stand out. Sure, there are subtle differences to the action. Shooting is a lot tougher than before; now you really have to be sure of your player's skills before taking a pot-shot, there's no more hit and hope. But











TOP The dummy worked a treat

ABOVE The keeper keeper keeps Beckham out

BELOW Players' heads track the ball

BELOW LEFT Scoring takes a touch of class

BOTTOM RIGHT What a scramble

of most importance in this time of FIFA domination is the addition of an official licence and the real player names that go with it. No longer will you have to watch as the likes of Beekham, Sheerer and Coal line up for the grudge match against the French. Now you can rejoice in their true names as Keown, Southgate and Campbell et al take on the world champions.

It's hard to keep your feet on the ground when describing ISS. It's consistently been the best football franchise for the past four years with each issue surpassing the previous one for quality and playability. FIFA fans: you might think you know football. You don't, you haven't even scratched the surface yet.

Lifespan One of gaming's greats. This boasts a truly brilliant multiplayer mode with the one-player game almost as good.

Summary Inches away from being the best football game ever. ISS is still the pinacle of PlayStation football. If you can only afford one game this year make sure its this one.

Rating ★★★★★

Andrew Collins





DUKE NUKEM: PLANET OF THE BABES

OUT NOW **Players:** 1-2
Price: £24.99
Developer: N-Space
Publisher: Take 2

IF YOU LIKE THIS, TRY THESE
Syphon Filter 2, X-Squad

Small children look away from the screen. Duke Nukem: Planet of the Babes is just dying to poison your mind with wholly inappropriate images. We're not talking about scantily clad chicks enslaved to the service of more intelligent beings – that's the whole reason men get married. We take exception to the large mutant rats running around with guns. Stuff like that could upset a kid.

Duke Nukem won't win any awards for it's political correctness. He's called to bail out a load of helpless birds who are being terrorised by an alien race. It won't win any awards for visuals either, since it looks as rough as a bear's arse. And practically every idea has been ripped from other third person adventure games. Duke moves and manipulates objects like Lara Croft, and fights it out in a way not dissimilar to Syphon Filter. None of which stops Planet of the Babes being a whole load of fun.

Duke's got puzzles in it, but since the man himself is as dense as concrete they're easy to figure out. Most of your time is spent sprinting around killing things with big guns. C-12 looks like it's going to do this with a whole lot more style, but for immature idiots like us Duke will will do fine in the meantime.

Lifespan Linear levels are mostly a matter of trial and error to get through. A handful of continues means that when you're dead, you don't stay dead.

Summary Unsophisticated roaming blaster that's fun without you ever having to switch the brain on. Loads of guts, lots of noise, and lots of crap jokes. Come get some.

Rating ★★★
Dean Scott

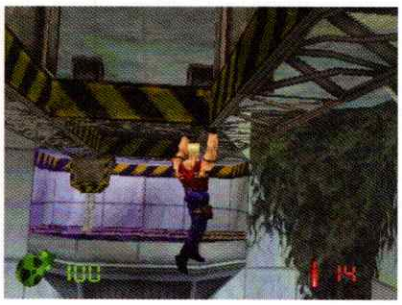
FAR RIGHT The Dook has got some climbing skills these days

MIDDLE RIGHT Combat's a good laugh and full of carnage

NEAR RIGHT You get to wave some mighty big guns around the place











POINT BLANK 3

FEB 25 **Players:** 1-2
Price: £19.99
Developer: Namco
Publisher: Sony

ABOVE Shoot the Yoshimitsu mask!

ABOVE RIGHT Blast the nasty cowboys, but don't harm the chicks!

RIGHT Stop the skeleton knights getting the man in the hole!

Got a gun for your PS1? The rifle-toting maniac in you really comes out to play when waving a plastic gun at the screen rather than just pummelling a pad. Point Blank 3 gives you lots of things to shoot, and nobody gets hurt.

It's not like Time Crisis where you shoot to kill bad guys. The idea is to shoot out targets in a series of mini games that often test your brain as much as your trigger finger. It's great party piece if two are merrily blasting away with guns, still cool solo with a gun, but absolutely pointless if you're playing with a pad.

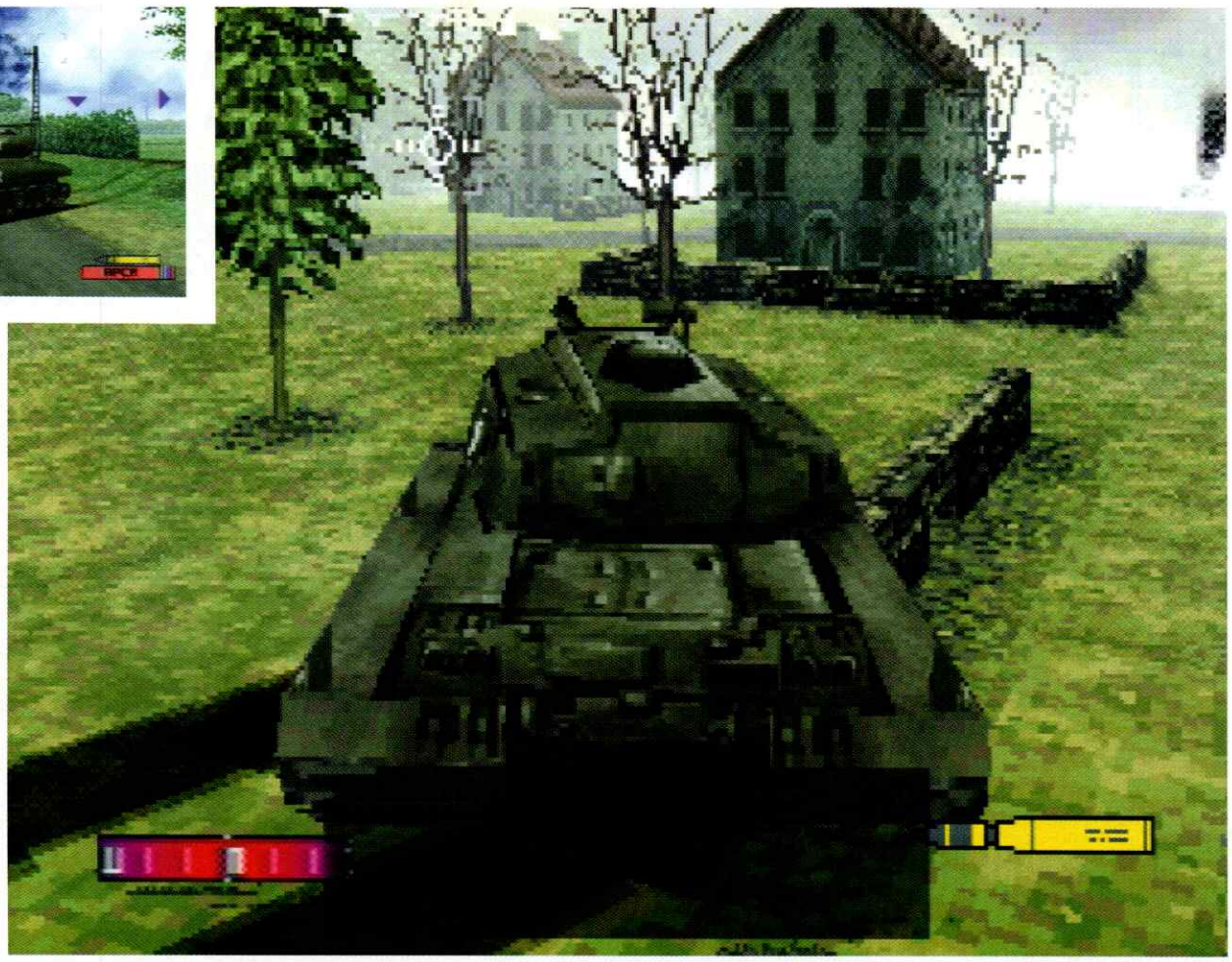
Lifespan How can you get bored of shooting stuff? If you do, some stages require Kennedy-capping levels of accuracy.

Summary It lacks the 'I'm living out an action movie' kick, but more than makes up with the varied nature of the gameplay. If you've got a gun.

Rating ★★★
Dean Scott







ABOVE These US Shermans go up in flames easily

RIGHT The feel of being in the middle of a battlefield is impressive

IF YOU LIKE THIS, TRY THESE

Medal of Honour: Underground, Return Fire

PANZER FRONT

MAR 02 **Players:** 1
Price: £24.99
Developer: Enterbrain
Publisher: JVC



When was the last time you played a good tank game? You're struggling, right? There are the tank levels on Micro Machines, the tanks in Team Buddies, and when you were a boy you may have played BattleZone in the arcades. What we're saying is the world needs a great tank game.

Panzer Front is nearly that. What it does well is build an atmospheric and menacing theatre of war. The icy wastelands of Russia are bleak sheets of white, with battle-ravaged farmhouses crumbling all around. Springtime Germany looks great too, as you trundle ten tons worth of mobile artillery through hedges and over fields.

Trouble is, there aren't all that many tanks to play with. Missions are pleasantly abundant, but you get only a handful of Allied and Kraut tanks. And off you go, charging into battle like the shoot 'em up king you are, only to get torched within a minute. Strategy is the key, and you have to spend a lot of time gazing at maps going 'Hmm'. Battles can last half an hour, but one wrong move and you're dead.

Lifespan You should've paid attention in history. Wars take years to win. These missions run into hours rather than minutes.

Summary An engaging war title that'll be too frustrating and long-winded for the average player. WW2 fanatics will go nuts, but gamers'll want more accessible action.

Rating ★★★

Dean Scott



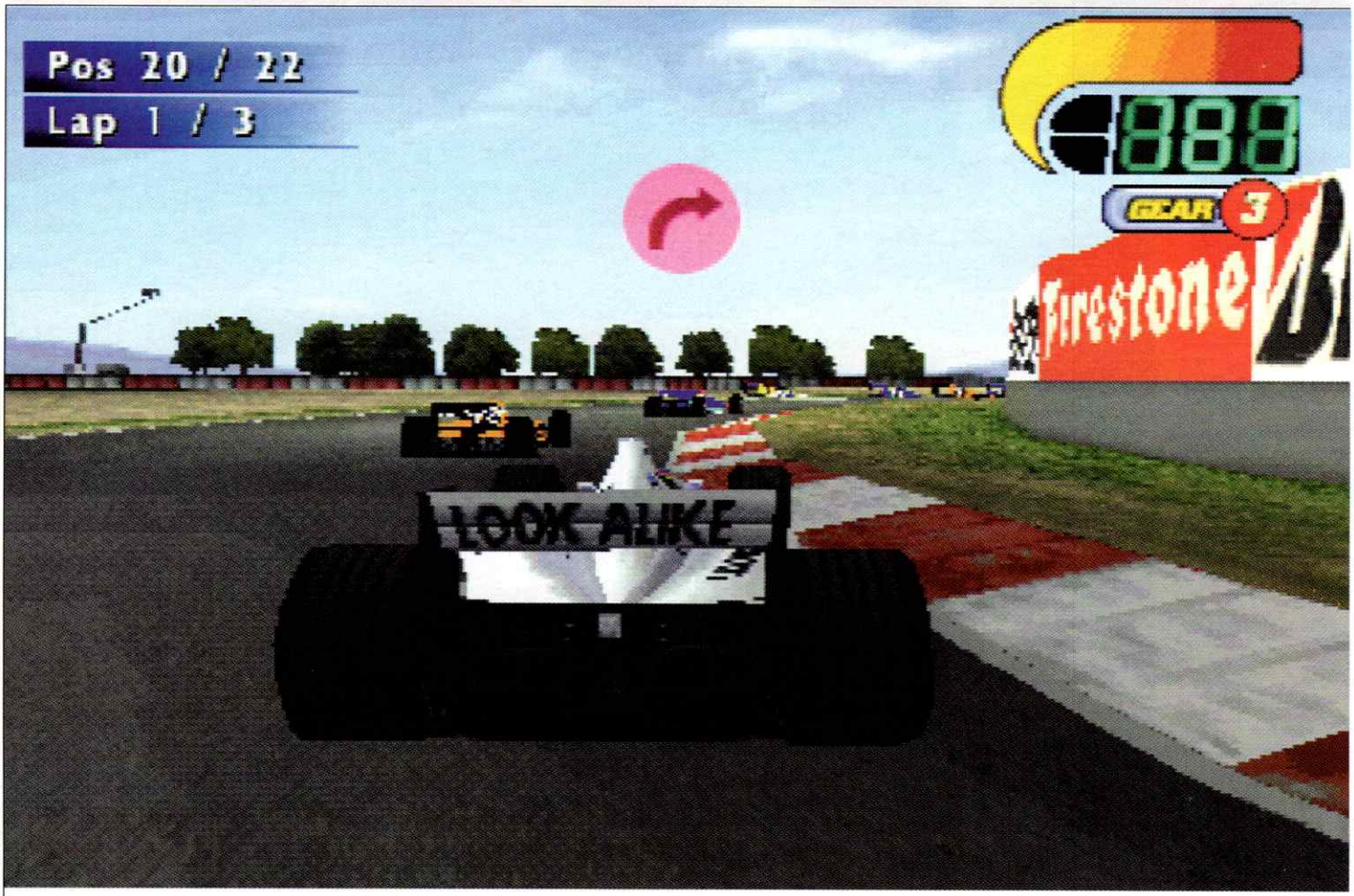


ABOVE Nazi heavy armour cremates some poor saps

ABOVE LEFT The weather conditions play a hefty role

LEFT It can be game over in a matter of seconds

F1 WORLD GRAND PRIX



MAR 02 **Players:** 1-2
Price: £29.99
Developer: Eutechnyx
Publisher: Video System

IF YOU LIKE THIS, TRY THESE
F1 Championship Season 2000, F1 2000

Another month, another F1 game with absolutely nothing to recommend it over the hundreds of F1 games already in existence. Updated season data? Not exactly. You get to race last year's drivers on last year's circuits. Mindblowing visuals? Again, dream on. Chunky cars labour around bland circuits as the sky vibrates in the background.

More importantly, F1 World Grand Prix plays like a minidisc you've just spent the last thirty minutes savagely bashing with a hammer. Not very well, then. Arcade mode suffers by letting you take enormous great shortcuts across gravel traps and grass embankments without any loss of control. Start at the back of the grid at Monza, and you can be up to tenth simply by sawing off the first corner. But staying in front is a nightmare as fussy controls make regulating the speed of your car tough. It's reasonable fun, but it doesn't feel like F1.





TOP **It might look OK in a still, but this game moves worse than Rick Astley on skates**

ABOVE RIGHT **The various viewpoints are particularly helpful**

ABOVE FAR RIGHT **With little clue when to break, expect to spend a hell of a lot of time on the grass**

The circuit mode is worse. The controls become next to impossible to master with the cars fish-tailing like epileptic trout when you stray off the tarmac. Surviving a whole lap without coming off is frustratingly tough, and even getting through the essential driving lessons before you begin will test your pad's durability as you hurl it to the floor in a rage. When your task simply to get the car past one chicane unscathed and you can't manage it, you know it doesn't bode well for a ten lap race.

It takes years to be as good at skating as Tony Hawk, yet in his videogame you can be pulling silly tricks in minutes. That's what makes for a fun game. We all know F1 driving is no walk in the park, but in the name of entertainment, the designers should have taken a few liberties for us.

Lifespan Your patience will run out before the tracks do, and the two-player game just irritates two people instead of one.

Summary A shoddy racer that's lost in a crowded marketplace. If you already own an F1 game, it's bound to be better than this. Developer's note: PlayStation 1 has all the F1 games it will ever need. Please do something else.

Rating ★★
Dean Scott





LIBERO GRANDE INTERNATIONAL

MAR 02 **Players:** 1-2
Price: £19.99
Developer: Namco
Publisher: Sony

ABOVE Stick your arm up to call for the ball

ABOVE RIGHT The games can pass you by, which ain't much fun

Football is a team game. One player can not win a match on his lonesome. This is the wisdom managers of under-10s football teams across the country try to drum into the kids every Saturday and Sunday on recreation grounds and local parks. An ironic 'well done' then to Namco for trying to challenge this idea by making a footy game in which you control only one player. And a slightly more sincere 'well done' for growing a reasonable game from such a diseased seed.

Libero Grande International is a strange one. You select a player and run about the pitch trying to get the other players to pass to you. You can prompt them by putting your arm up, but if you're in a bad position they'll ignore you. Receive the ball and you've got to try and drive the attack on, but you're most likely to try and do a Pelé and dribble the length of the pitch.

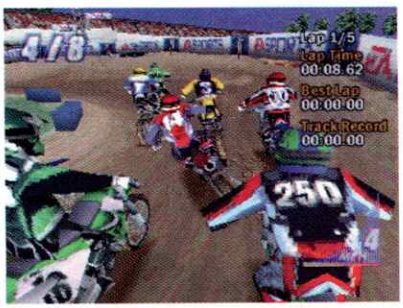
The computer AI works well, and you do feel like part of a game. The ability to make runs off the ball adds a dimension even ISS can't match, but for long periods the game can pass you by. The result is it's nowhere near as engaging as a footy game should be.

Lifespan More of a distraction than a serious long-term proposition. Rent it to satisfy your curiosity, but you'll probably be bored by the time it has to go back.

Summary Football games are how they are 'cos that's what works best. Libero tries to be the videogame Darwin by preaching unfashionable ideals, but it's just not Evolution.

Rating ★★

Dean Scott







SUPERCROSS

OUT NOW **Players:** 1-2
Price: £29.99
Developer: EA Sports
Publisher: Electronic Arts

ABOVE LEFT Things get pretty crowded at times

ABOVE MIDDLE Two player adds a bit more interest

ABOVE RIGHT The replays look pretty decent

Decent biking games are few and far between. EA's Moto Racer games that came out a couple of years ago were pretty sharp, but this one looks to be more dirt box than dirt bike.

As you'd expect from EA, the game is packed with options. The most interesting of these is the Freestyle stunt level that gives you the chance to show exactly what you can do with a bike. The problem is the control method's so random you'll be hard pressed to uncover any tricks. After an hour we'd only added one to our roster – not a good sign. The races are equally dry with only the occasional photo-finish succeeding in heightening your heart rate.

There's some fun in there, but you'll have to dig deep to find it, and only dedicated petrol heads will likely have the patience.

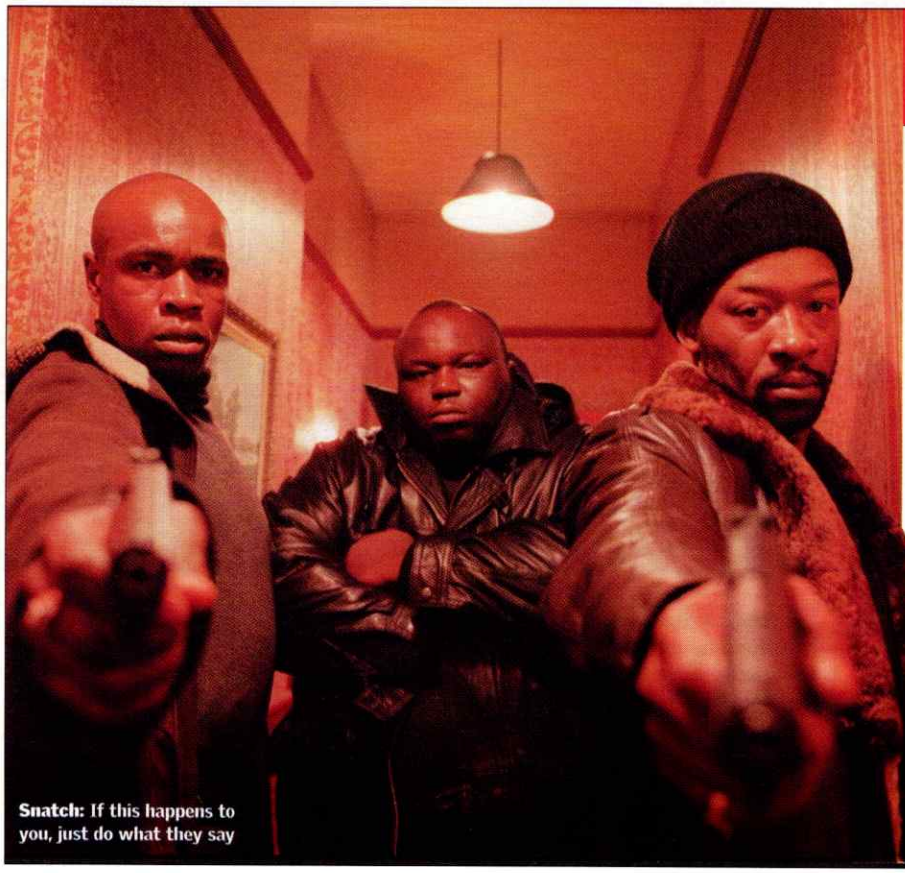
Lifespan Unless bikes are your life you'll be hard pushed to make this last a day.

Summary A tired, though inoffensive ride.

Rating ★★

Andrew Collins

The pick of the month's DVDs, **reviewed by Empire's Caroline Westbrook** EMPIRE

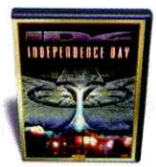


Snatch: If this happens to you, just do what they say

SNATCH

Released: Feb 12
Starring: Brad Pitt, Benicio Del Toro, Jason Statham, Vinnie Jones
Plot: Director Guy Ritchie follows up Lock, Stock And Two Smoking Barrels with another East End gangster caper, this one involving an elaborate diamond heist, a bunch of lowlifes, East End heavies, bare knuckle boxing, quickfire violence and a dog. Plus you get Brad Pitt as a scruffy Irish gypsy, adding yet another bizarre accent to his repertoire.
Good bits: Slickly made and well acted by a cast who look like they are enjoying themselves. Like Lock Stock, it has enough style, energy and humour to see it through.
Bad bits: There's a certain sense of déjà vu here, not that it's similar to Lock Stock, but that it's similar to the seemingly endless parade of British gangster movies that came out last year. If you've had your fill of those, then you may want to give this one a wide berth.
Extras: Loads, including Guy Ritchie's audio commentary, a 'making of' featurette, a pair of trailers, cast interviews, TV spots, filmographies and plenty more besides. Good value for money.
Verdict: It may be yet another British gangster movie, but it's a good deal more fun than most – and the special features are well worth a look too. Casting aside any reservations, this is a hugely satisfying package. ★★★★

INDEPENDENCE DAY



Released: Feb 26
Starring: Jeff Goldblum, Will Smith, Bill Pullman, Harry Connick Jr
Plot: Aliens come to earth and try to blow it up. But the Yanks stop them.
Good bits: Awesome special effects notably in a string of 'alien attack' set-pieces. The first hour, in which the invaders stake their claim on earth before finally striking, is brilliant.
Bad bits: Some of the silliest dialogue heard in ages, which reaches a low when President Pullman decides to rally the troops. Words that make American audiences whoop, grab their crotches and punch the air.
Extras: Two versions of the movie – theatrical and special edition, both complete with director's commentaries; special effects commentary; alternate ending; trailers, TV spots, documentaries, and a whole bunch of other stuff.
Verdict: One of the best blockbusters of the last few years plus enough extras to keep you quiet for ages. Extremely entertaining. ★★★★



Independence Day: Give the Yanks one from us, alien dudes

BLACKADDER 3



Released: Feb 5
Starring: Rowan Atkinson, Hugh Laurie, Tony Robinson, Stephen Fry, Miranda Richardson
Plot: All six episodes from the third series, with Atkinson taking his dastardly character through the 18th Century as a royal butler. Laurie is the outstandingly stupid Prince Regent and Tony Robinson's Baldric is more revoltingly funny than ever.
Good bits: Some of the funniest lines ever to grace a sitcom, to say nothing of the most memorable characters.
Bad bits: Nothing wrong with the series, although the lack of special features is a disappointment.
Extras: Absolutely nothing. You'll have to make do with the six episodes.
Verdict: It might come up a bit short on the DVD front, but it's still unmissable. Those who already have series one and two on DVD should snap this up as soon as possible. As for series four, well it can only be a matter of time... ★★★★★

THE PATRIOT



Released: Jan 8
Starring: Mel Gibson, Heath Ledger, Joely Richardson, Jason Isaacs
Plot: Five years after Braveheart, Mel Gibson distorts history again playing American Revolution hero Benjamin Martin. Ledger stars as his gung-ho son, who inspires him to come out of retirement to fight once again.
Good bits: The battles are epic and intense and the bit where a bloke gets his head knocked off by a cannonball will keep gorehounds happy.
Bad bits: Seems to last for almost as long as the American Revolution, and matters aren't helped by Ledger, the only Revolutionary ever to sport a light perm. who's out of his depth here.
Extras: Two trailers, four featurettes, director and producer's commentary, a lengthy deleted scene and some very welcome 'how did they do that?' style insight.
Verdict: Not nearly as good as Braveheart, but this is pretty solid stuff. One for Mel lovers and those who want a blow-by-blow account of their battle scenes. ★★★



The Peacemaker: Clooney and Kidman

THE PEACEMAKER



Released: Jan 29
Starring: Nicole Kidman, George Clooney
Plot: High-octane thriller and Clooney vehicle which sees our hero (and Kidman, as a nuclear scientist) on the trail of a stolen nuclear weapon.
Good bits: One of the best car chases to come along in years, and Clooney's trademark charm, which helps to carry the movie through its slow patches.
Bad bits: Hard to buy into the concept of Kidman as a nuclear scientist, a fact not helped by the sheer overall daftness of the movie.
Extras: Trailers, deleted footage and a behind-the-scenes look at how the stunts were put together.
Verdict: Utterly mindless, but still boasts a scattering of exciting moments (what's not to like about a bloke running round New York City with a really big bomb in his suitcase?), together with decent extras. ★★★

U-571



Released: Jan 22
Starring: Matthew McConaughey, Jon Bon Jovi, Harvey Keitel, Bill Paxton
Plot: History rewritten for Hollywood, as the crew of a US sub during World War II have to sneak aboard a Nazi submarine to steal their top-secret decoding device. Completely made up as it was a British warship that did it.
Good bits: Plenty of action, revolving mainly around explosions, fast-moving torpedoes and macho bravado.
Bad bits: The knowledge that the film is so liberal with the truth and the hilariously overblown jingoism are nothing short of laughable.
Extras: Trailer, director's commentary, behind-the-scenes featurette and that's your lot.
Verdict: If you can detach yourself from the inaccuracies and watch the movie as it stands, then it's pretty enjoyable. ★★★

LOVE AND SEX



Released: Feb 12
Starring: Jon Favreau, Famke Janssen
Plot: Sparky romantic comedy about a magazine writer (Janssen) who draws upon her own experiences of the opposite sex while researching a magazine article, only to discover the love of her life has been under her nose all along.
Good bits: Lots of smart dialogue about, you guessed it, love and sex, while Janssen and Favreau (best known for indie-comedy hit Swingers) make for a sweet, if unlikely, pairing.
Bad bits: For all its cleverness, it's ultimately rather slight and forgettable. And like most romantic comedies, offers little new and is unlikely to change your world.
Extras: Trailer and filmographies, a short documentary and a music video.
Verdict: Ignored at the cinema, this is one of those nice little films ripe for rediscovery on the small screen. ★★★



U-571: Five men win WW2 single-handed



Seven: Brad manages to keep his head in this movie. Unlike some

SEVEN

Released: Feb 19
Starring: Brad Pitt, Morgan Freeman, Gwyneth Paltrow, Kevin Spacey
Plot: Pitt and Freeman team up to catch killer Spacey, who is imaginatively offing his victims in the manner of the seven deadly sins. And that's not the only surprise he's saving for the cop twosome.
Good bits: Superbly acted by everybody, with Spacey (who almost steals the whole movie even though he doesn't appear until halfway through) in particularly chilling form. And the last reel revelation is truly horrifying if you don't know what's going to happen.
Bad bits: Not nearly as scary on repeat viewings – while it looks terrific on DVD, it is one of those films which loses some impact when it's shrunk to small screen size. And the graphic gore may well prove offputting to the weaker of stomach.
Extras: An entire disc's worth, with four separate audio commentaries, deleted scenes, an alternate ending (you'll be so glad they went with the other one), filmographies and all manner of promotional material.
Verdict: One of the best thrillers of the 90s, coupled with extras that really remind you of the versatility of DVD. Those who still insist on releasing their product free of features, take note. ★★★★★

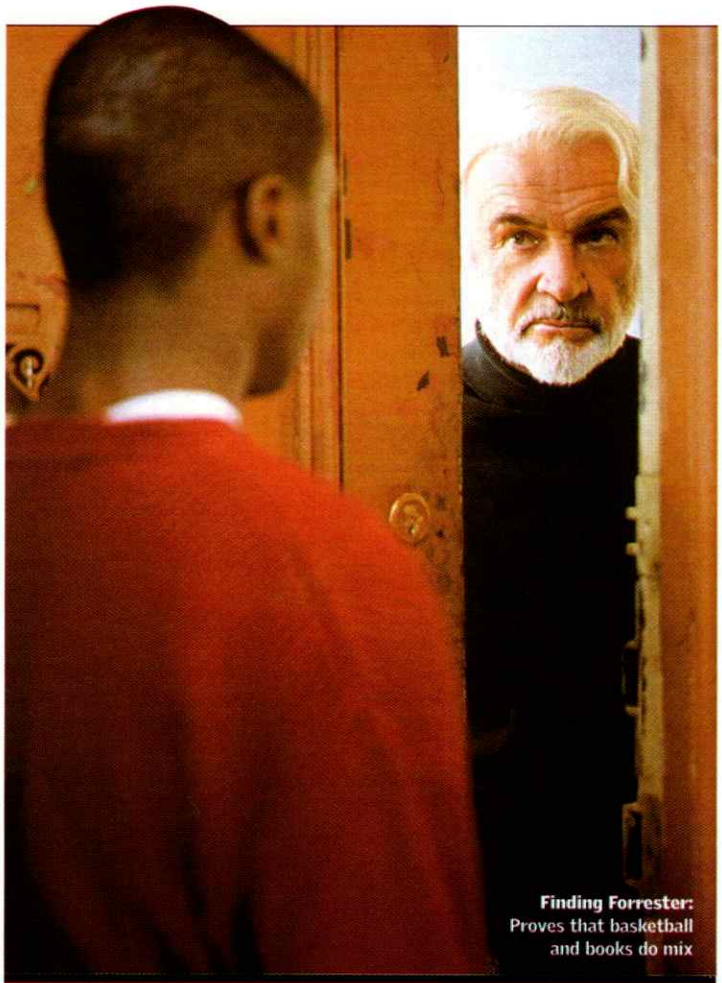


Seven: Prepare to be scared



Seven: The word sinister applies

The pick of the month's films, **reviewed by Empire's Caroline Westbrook** EMPIRE

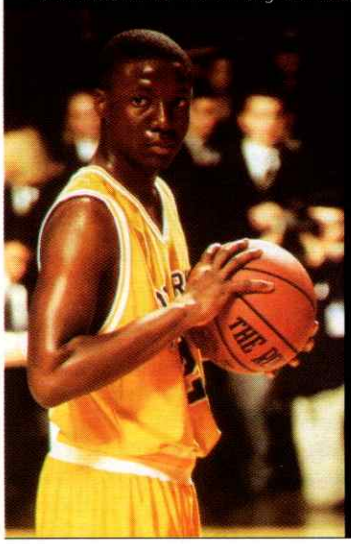


Finding Forrester: Proves that basketball and books do mix

FINDING FORRESTER

Starring: Sean Connery, Robert Brown, Anna Paquin, Busta Rhymes
(15 tbc) Columbia TriStar

Plot: A Bronx teenager with extraordinary writing and basketball skills wins a scholarship to a posh private school. At the same time, he strikes up an unlikely friendship with a reclusive author (Connery) in his neighbourhood – and that's when his writing abilities really start to flourish.



Good bits: Some of the best acting you'll see all month, with Connery in Oscar-worthy form as the mad old scribe and an astonishing turn from 16-year-old newcomer Brown, who had no previous acting experience yet more than holds his own alongside the man formerly known as 007.

Bad Bits: It's hardly original and anyone who saw Good Will Hunting (which shares the same director as this) will pretty much guess where this is going.

Verdict: Though you may well have seen it all before, you may not have seen it done as well as this – this is mainstream cinema at its most intelligent and classy. Watch those two hours zip by. ★★★★



What Women Want: Cheese, cheese and more cheese, apparently

WHAT WOMEN WANT

Starring: Mel Gibson, Helen Hunt, Lauren Holly, Alan Alda
(12) Icon Distribution

Plot: After he is electrocuted in a bathroom accident, chauvinistic ad exec Gibson finds himself left with the ability to hear everything women are thinking – all of which comes in very handy when he tries to get one over on his new, female boss (Hunt). Until, that is, he finds himself inevitably falling for her charms.

Good bits: The middle section of the film, in which Gibson's gift actually shows itself, provides a few scattered laughs – while fans of the action hero will thrill to the sight of him running around in a pair of ladies' tights (just don't ask)

Bad Bits: Think of everything you never want to see in a romantic comedy ever again – couples dancing smoochily to Frank Sinatra songs, twosomes who circle each other for literally years before finally deciding they're made for each other – and you get the picture. Whoever thought a film of this sort could really work over more than a 2 hour running time needs their own head examined.

Verdict: Ignore the huge amounts of money this has made in the States, for this is as tiresome and obnoxious a film as you're likely to see all year. It's neither funny enough nor touching enough to succeed, over-uses every cliché in the romcom book (We all know Sinatra was the greatest singer of the last century, but using his tunes as a romantic backdrop for the 4000th time is just plain lazy). It goes on for so long, incorporating so many unnecessary plots that the main one gets buried under a pile of totally pointless schmaltz. Whatever it is women may want, it sure ain't movies like this. ★

CENTRE STAGE

Starring: Zoe Saldana, Amanda Schull (12) Columbia TriStar

Plot: One year in the life of the students at the New York ballet school as they attempt to turn their twinkle-toed talents into a full-time career. Romance, pushy parents, injuries and dietary dilemmas all rear their head during the term to keep things interesting.



Centre Stage: Ballet is the new rock 'n' roll

Good bits: Spirited, energetic and played with boundless enthusiasm by the cast, many of whom are professional dancers rather than actors.

Bad Bits: Every dance movie cliché is present and correct, complete with more hysteria than ever before. And the inevitable final reel dance-off is so ridiculous that you'll be giggling rather than gasping.

Verdict: Though it ought to be the worst film ever made, Centre Stage is hugely enjoyable in spite of its awfulness. We challenge you not to have fun watching this one. ★★★



The Emperor's New Groove: Not among Disney's finest

THE EMPEROR'S NEW GROOVE

Starring: (voices) Eartha Kitt, David Spade, John Goodman
(U) Buena Vista
Plot: Disney's latest animated feature is about a spoiled prince who gets more than he bargained for when he is turned into a llama by a wicked witch. Together with his new animal buddies, he has to break the spell in order to reclaim his kingdom.
Good bits: Plenty of knockabout llama comedy and a villainess who is worth hiding under the seat for.
Bad Bits: A bloke turned into a llama? Is it just us or do we hear the bottom of the barrel being roundly scraped? Even the five-year-olds this is obviously aimed at may have trouble swallowing that one. And as with most Disney cartoons, the songs are largely forgettable.
Verdict: It's likeable enough, but can't touch the likes of Tarzan or Aladdin, which still rank among the studio's finest. The llama antics will, however, be adored by undemanding kids on half-term. And Michael Jackson. ★★★

THE LEGEND OF BAGGER VANCE

Starring: Matt Damon, Will Smith, Charlize Theron
(12) 20th Century Fox
Plot: The Deep South's best golfer (Damon) loses interest in the game after his experiences in WW1. He's tempted back from alcoholism to play one more tournament by his former girlfriend (Theron) and hooks up with caddy/spiritual advisor (Smith) who corrects his swing *and* his soul.
Good bits: It all looks gorgeous (as do the cast) and if you know nothing about golf at the start, you'll certainly know plenty by movie's end.
Bad Bits: Overlong, and definitely over-sincere, falling into that age-old trap of thinking its far more important than it really is.
Verdict: Given the talent involved, and the fact it's directed by Robert Redford, this is a massive disappointment. It's not bad, but you can't help thinking it could have been so much better. You may find yourself wishing that Redford had made The Legend Of Tommy Vance instead. ★★



Tommy Vance: Come a long way since the Friday Rock Show



The Legend of Badger Vance: The period golf drama is a new genre to us

SHADOW OF THE VAMPIRE

Starring: John Malkovich, Willem Dafoe, Catherine McCormack, Eddie Izzard (15) Metrodome
Plot: Thoroughly offbeat black and white effort in which 1920s film director (Malkovich) spices up his vampire flick by casting a real neck-nibbler (Dafoe), promising him the lead actress as "payment". However, his new leading man can't keep his fangs to himself for long.
Good bits: Dafoe is almost certain to nab himself an Oscar nomination here for his brilliantly vampy performance, while Eddie Izzard is also on hand to supply hilarious support.
Bad Bits: Not nearly as suspenseful as it could have been – you can't help thinking it could have been a lot more fun if Dafoe's character hadn't been revealed to be a vampire so soon.
Verdict: Destined to be one of the year's more unusual films, this is not for all tastes but it's different enough to thrill both horror fans and those less keen on the genre. Give it a try. ★★★



Shadow of the Vampire: Something to get your teeth into



The Adventures of Rocky And Bullwinkle: Who ripped off Roger Rabbit?

THE ADVENTURES OF ROCKY & BULLWINKLE

Starring: Robert De Niro, Rene Russo, Monica Potter, Janeane Garofalo, Rocky And Bullwinkle (PG) Momentum
Plot: Cartoon faves Rocky The Flying Squirrel and Bullwinkle J Moose (who were big on Saturday morning telly some years back) are dragged out of retirement for this big-screen adventure. Along the way they get a computer animated makeover, leaving their cartoon world behind in an attempt to save the real one from bad guys De Niro and Russo.
Good bits: Great set-up, which sees our animated heroes in retirement living off royalty cheques from re-runs of their shows. To add to the fun, this is chock-full of knowingly daft humour which, for the most part, actually works.
Bad Bits: It might be marketed as a kid's movie but kids just won't get the slightly off-kilter humour, and adults, especially those who don't remember the crimefighting twosome, are unlikely to be tempted.
Verdict: It might have limited appeal, but this is surprisingly good fun – yes, it's yet another big-screen version of a cult TV show but at least it does something a little different with its premise. If you liked kooky superhero comedy Mystery Men, chances are you'll love this too. ★★★

The pick of the month's music, **reviewed by Andrew Holmes**

FUN LOVIN' CRIMINALS


FLC: Running on neutral

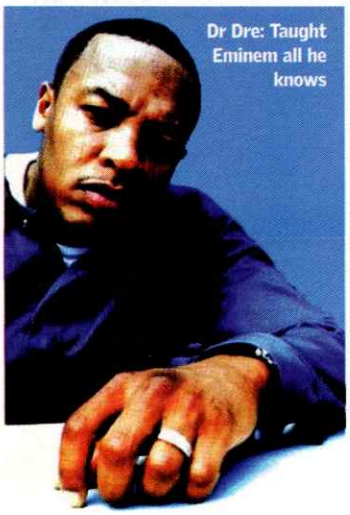
Loco (EMI)
The Fun Lovin' Criminals are clearly on a roll. They're the stars of a new TV advert ("Hey, it's Miller time"), Britain loves them and Huey's about to open a new restaurant – all the while watching his cool quota disappear off the scale. The only problem is the music isn't quite up to scratch. Certainly not with this album anyway. It's undeniably FLC – all Noo Yawk, down and dirty jazz rap – but it's Fun Lovin' Criminals in neutral, not really pushing the envelope in the way they should. And can. Which is not to say this is a bad album. Huey's voice is the backbone of the band and he's on great form, and there are some fine, smoky, jazzed-out moments. It's just not, you know, 'great'.
What's good? You've heard Loco on the advert, and it pretty much sums up the album. Definitely FLC, nice as it goes, but not inspirational.
What's bad? Where The Bums Go is bad. Thankfully it's track one, so get skipping...
★★★

VARIOUS

MTV The Lick presented by Trevor Nelson (Def Soul)



RnB guru Nelson 'presents' (note: not 'mixes') a collection of all that's good and funky in the world of honey-smooth beats and syrupy vocals that is RnB. Actually, with the exception of the truly gruesome Craig David, our Trev has shied thankfully clear of the *really* nauseous stuff, and concentrated instead on the hip hop end of the business. Result.
What's Good? Kelis' Get Along With You sounds diamond sharp, and the car-rocking antics of Dr Dre and friends on Still D.R.E are an equally welcome treat.
What's bad? Check out the amount of 'radio edits' knocking around here. This is super-clean stuff.
★★★


Dr Dre: Taught Eminem all he knows

28 DAYS

Upstyledown (Mushroom)



Debut album from rowdy Aussie skate/punk types who almost certainly wear long shorts with long wallet chains dangling from their britches. This means much shouty riffology in a Blink 182/Limp Bizkit stylee, only 28 Days have youth, adrenaline and the underground on their side. They are, therefore, more 'real' and better than Blink 182. And Limp Bizkit.
What's Good? Rip It Up does everything the band do really well: angry rapping, buzzsaw guitar work and lots of turntable wreckage.
What's Bad? Almost nothing. This lot are set to be very big indeed. Remember where you saw them first.
★★★★

MARTIN

Male Caucasian (Under 5s)



An offshoot of Skint (home label to Fatboy Slim), the Under 5s label would seem an ideal place for Martin. His sometimes confounding breakbeat tomfoolery is part social commentary, part studenty mick-take and never less than interesting. Really creative sampling and laidback vocals keep things moving along nicely, and if you can get around the feeling that it's all a bit of a joke, this is surefooted stuff.
What's Good? Tipper Gore has to be heard to be believed. As does Lick The Plate Clean.
What's Bad? The cut and past nature of the beast means it never really finds its groove.
★★★

TERRORVISION

Good To Go (Papillon)



Poor old Terrorvision. Not quite heavy metal enough for the hardcore headbanger crowd and too noisy for popster chart watchers. And what's worse is they've had to stand by and watch as legions of 'nu-metallers' from across the water have stormed HMV and looted the bank accounts of this nation's youth. To add insult to injury, this latest album has a cover only eclipsed in pure crappism by the pitiful songs on the inside. Things certainly are looking pretty bad.
What's Good? Because it can't be all rubbish, yes? Well, current single D'ya Wanna Go Faster is fairly inoffensive, but the word 'good' doesn't exactly come to mind. As for elsewhere, you're having a laugh.
What's Bad? It's all pretty damn grim to be brutally honest. Good To Go the album's called. You sort of wish they would.
★


Terrorvision: These boys really have a great image

FLIGHTCRANK

Beyond All Reasonable Doubt (Copasetik)

None other than Leeroy Thornhill, who has departed the cosy nest of Prodigy for pastures new. Rather than simply plump for a fast and furious Prodigy Mk II sound, monsieur Thornhill has rather wisely decided to take his beats downtempo, arriving at a place somewhere south of Massive Attack but without the unremitting gloom.

What's Good? Inside Out is pure class, a kind of blunted Prodigy, while You Told Me is a sweet slice of horizontal-hop soaked in Charli Tucker's (CORR) lush vocals. Yum.

What's Bad? Nothing – a huge success for the man like Leeroy. This is a cool album dripping with atmosphere and some seriously inspired beat mangling.

★★★★



Flightcrank: The Prodigy's prodigy

SIGUE SIGUE SPUTNIK

21st Century Boys (EMI)



The phrase 'ahead of their time' is much abused in music circles but in Sputnik's case it seems oh-so apt. Formed in 1986, they stormed the world with a mix of futuristic glamour (a sample policy nicked from A Clockwork Orange and Blade Runner years before anyone else), a hard-edged drum machine/synth sound, and a love of videogames ages before they were fashionable. The fact that this 'best of' collection features a song called Sex Bomb Boogie should be enough to convince you it's worth buying.

What's Good? Love Missile F1 11 still sounds hilariously brilliant, as does Barbarandroid.

What's bad? Rio Rocks, from their later period, was a big mistake. Incidentally, SSS have a new album, Piratespace, out now too – but it's pants. Stick with this one. ★★★



Sigue Sigue Sputnik: Hair today, gone tomorrow

RAE & CHRISTIAN

Sleepwalking (Grand Central)



The follow-up to R&C's stunning debut album, Northern Sulphuric Soul. And before you ask – no, it's not as good as the first one. But yes, it's still a damn fine album. The two lads have clearly spent studio time wisely, honing their distinctive hip hop-meets-soul sound to an oil-slick sheen. However, the polish seems to have robbed them of some of their brilliance. In fact, the album sounds that bit *too* polished this time around – slightly 'pass the After Eights' if you get our meaning. Never mind, the collaborators in Bobby Womack, The Pharcyde and Kate Rogers are uniformly excellent and the album's stuffed with woozy late-night splendour, so you won't go far wrong if the first album was your bag.

What's Good? Vai Viver A Vida has a strange old title but sounds terrific mainly thanks to Tania Maria's awesome vocal and some great strings. Two instrumentals also up the coolness quotient.

What's bad? You've got to admit this does sound a bit like Rae & Christian coasting. Come on boys, we deserve better. ★★★

THE VEGASTONES

Love Hotel (V2 Records)



The love children of Sigue Sigue Sputnik. The Vegastones are a thrilling mish-mash of neon sleaze, turbo guitars and trash glamour while managing to stay distinctly chart-friendly at the same time. They happily wear their influences on their sleeves – Nico is a tribute to the Warhol acolyte and Velvet Underground singer of the same name – and they rock. Think a mirrorball Iggy Pop and you're in roughly the right underground cavern.

What's Good? Neon Jesus is laidback, sleazy and reeks of good times. The aforementioned Nico is a punky blast overflowing with attitude and more fuzz than most guitars could even dream of.

What's bad? They're not the kind of band with whom you're going to fall hopelessly in love. But then, are they supposed to be?

★★★



The Vegastones: Loud music and limousines

RECOMMENDED Recent releases you should be aware of

PS2



Unreal Tournament

Got an argument you need settling? Then do it the ultra-violent way. UT is a deep, dark multiplayer shooter.



Moto GP

Visually stunning racer from the makers of Ridge V with the best replays you've ever seen.



TimeSplitters

Guns, zombies, Chinese chefs, more guns – you can't ask for much else. More lighthearted fragger than UT.



SSX Snowboarding

PS2's best looking game so far, with shedloads of super-fast playability to match. Lots of fun.

PSone



Driver 2

All you wished the first game was and more. A PS1 gem proving there's life in the old dog yet.



Ready 2 Rumble 2

Arcade boxer that's as big on laughs and afros as it is on punches. The best boxer around.



Dino Crisis 2

Forget Walking with the Dinosaurs, this is how it should be. Take a variety of guns to the scaly scum.



WWF SmackDown! 2

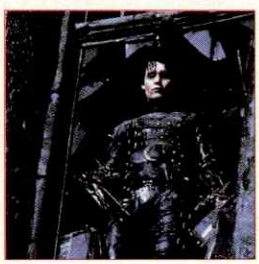
Not everybody's bag but close to heaven for those who love lycra. A barrel of laughs in multiplayer.

DVD



Cliffhanger

Good ol' Sly never looked so good. It may be a bit of a no-brainer in the plot department, but a rollicking actioner full of nice DVD extras.



Edward Scissorhands

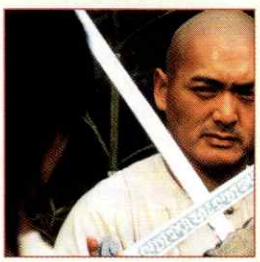
One of the older releases around at the mo, but it's worth a mention just to see how good it looks in beautiful DVDness.



MI:2

John Woo does his slowed-down thing to full effect. Awesome action sequences and the tasty Ms Newton make for top entertainment.

FILM



Crouching Tiger...

The fighting is stunning, the romance stirring. One of the finest films of the year so far. You must see it.



Traffic

Exceptionally stylish flick that lifts the lid on the US's drug problem. Stars Mr & Mrs Douglas, though don't let that put you off.



Unbreakable

Latest number from the director of The Sixth Sense. A plot that twists you round its little finger and another star turn from Bruce.

MUSIC



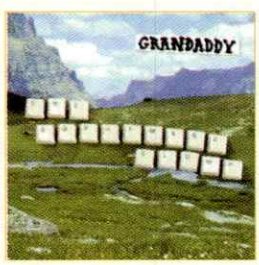
Outkast

Good time party hip-hop from the deep south of the USA. No guns, no ho's, just smile-raising rhymes, liquid delivery and booming breaks.



Rage Against The Machine

Hip hop and rock covers hammered out like there's no tomorrow. Rage bow out in full-on fashion.



Grandaddy

Six months old but re-issued now the UK is ready to listen. Gorgeous melodies, quirky character and – gasp – a *concept album*.

Out there & on the edge...



KERRANG!

LIFE IS LOUD

42>

9 770262 662094

TO SOME PEOPLE MUSIC IS A MATTER OF LIFE AND DEATH.

Out there every Wednesday.

JMP BIZKIT • FOO NES • PITCHSHIFTER
NE MINUTE SILEN DRIVE-IN • AMEN •
RFECT CIRCLE • NA QUEENS OF THE ST
E • LESS THAN JA PEARL JAM • SOUL
• RANCID • PRODIGY • NOFX • RUSH • SKUNK ANANSIE • NINE INCH NAILS
KITTIE • CYPRESS HILL • PAPA ROACH • NIRVANA • PANTERA • SMASHING
UMPKINS • INCUBUS • MONSTER MAGNET • IDLEWILD • (HED) PLANET EART
USE • MARILYN MANSON • KORN • SLIPKNOT • GREEN DAY • THE OFFSPRIN
BLINK 182 • RAGE AGAINST THE MACHINE • HOLE • MY RUIN

Cheat

You won't get anywhere in this life without bending the rules



DOA2

Bust it right open

PS2 HINTS **Full Credits**
Complete the story mode with all of the characters with the game on Very Hard.

CG Gallery
Complete the team mode with five different characters.



● DOA2 Team mode unlocks new art

WILD WILD RACING

Be quick off the mark

PS2 HINTS **Quick start**
To get a quick start in any race, press ⊗ to accelerate when "1" appears during the pre-race countdown. You'll get an instant speed boost. Very handy.

ORPHEN

Cheat death

PS2 HINTS **Restart battle**
If you keep crashing and burning in Orphen's battle sequences, there's an easy way to stop dying. Simply pause the gameplay if you're about to croak. Select 'Equip' and you'll resume the game at the start of the battle, with all energy restored.



SPEC OPS

Bullets can't hurt you

PS1 CODES **Invincibility**
Enter ROCKSTAR as your name when you start the game. Now, when you pause the game, you can choose to be invincible any time you like. Outstanding.

GUN GRIFFON BLAZE

Tool up for action

PS2 CODES **Extra weapons**
Enter FEA MASTER! as a pilot name, 'Mexico' as a country., and 'Female' as a sex, and you'll start the game with 12 fuel-air bombs.

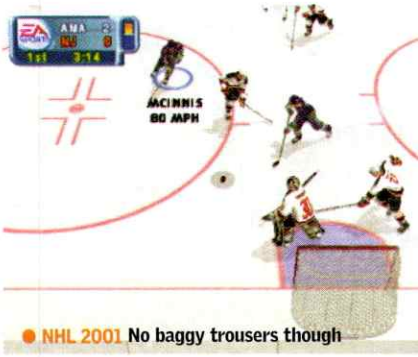
NHL 2001

It's Hammer time

PS2 HINTS **Play as 'The Hammer'**
On the Create Player screen in the Rosters menu, create a new player and set his first name to Hammer. The commentators will refer to him as 'The Hammer' during gameplay.



● NHL 2001 Stop... Hammer time



● NHL 2001 No baggy trousers though







Unreal Tournament p104
The full guide to the entire single-player game

Moto GP p118
How to take every corner at top speed

007 Racing p124
All missions solved – our word is our bond

THEME PARK WORLD

Give those kids hell

PS2 CHEATS All purchases are free

Repeat ⬅, ⬇, ✕, ● eight times while inside your park. Now you'll never need money again.



255 Golden Tickets

To reach every level without actually working, simply repeat ⬆, ⬇, ⬅, ➡, ●, ➡, ⬅, ⬇, ⬆, ● four times while inside your park. Leave and enter any park.



All items researched

Repeat ⬆, ⬇, ⬆, ⬇, ⬅, ⬆, ⬇, ⬆ eight times while inside your park. This one's tough to do, but once you've pulled it off it gives you everything to play with.



FIFA 2001

Try and make your football even more Americanised with the EA All-Stars

PS2 HINTS EA All-Star Team

To play as the EA All-Star Team, go to the Team Select screen and highlight Arsenal. Now press and hold ●, then press START. You'll be able to play as the EA All-Stars. If you can't win now, think about retiring and doing panto.







STAR WARS: DEMOLITION

The Force has no answer to these codes

CODE	CHEAT
SLOW_MO_ON	Half Speed
LO_GRAV_ON	Low gravity
NO_BADDIES	Choose zero enemies
RAISE_THEM	Invincibility
MOVIE_SHOW	Show all victory movies
MULTI_CARS	Select same vehicle in 2 player mode
FIRERATEUP	Increases fire rate
ITS_A_TRAP	Three enemies attack at once
BFM_FEELIT	Increase your vehicle's weight
THROTTLEUP	Increase your vehicle's speed
NO_PEEKING	Random enemies and levels
SAD_MOVIES	Show all defeat movies



EVIL DEAD: HAIL TO THE KING

Chainsaw massacre

PS1 CODES Unlimited Chainsaw Fuel

Ash's capacity for mindless violence is limited by the fuel for his chainsaw. Enter the following code at the main screen: ✕, ✕, ●, ■, ●, ■, ▲. Ash will say "hail to the king, baby!" so you'll know that you have entered the code correctly.

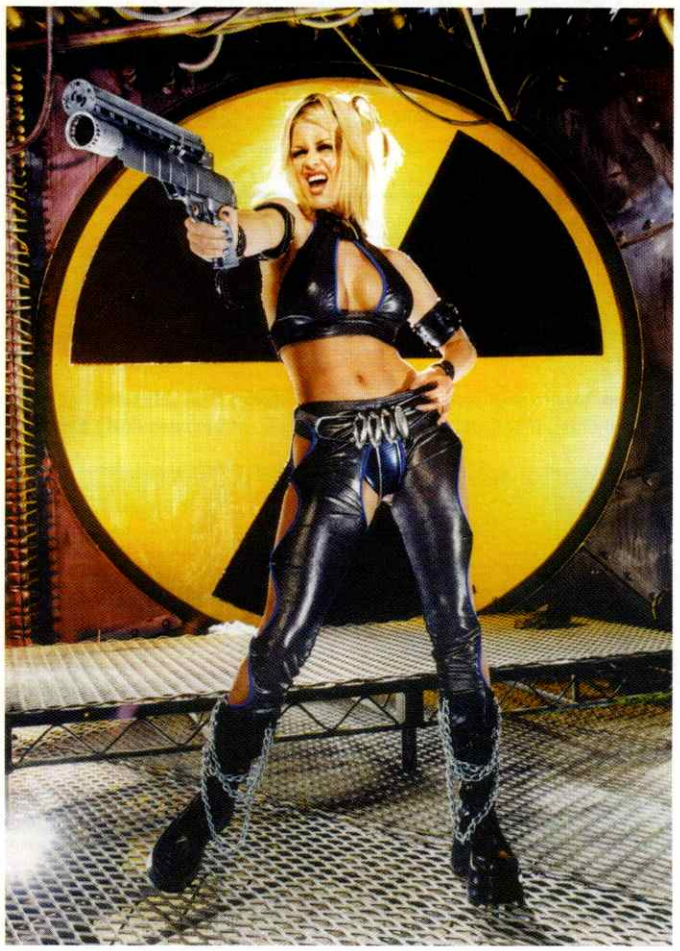


● EVIL DEAD **Say hello to disco for me**



● EVIL DEAD **Look ma, no hand**

»



DUKE NUKEM: LAND OF THE BABES

Come get some

PS1 CODES Enter these codes at the 'cheat' screen in the menu to get the appropriate bonuses and cheats for videogames' biggest virgin.

All weapons ..... R2, ⊗, L1, ■, R1, ●, L2
Big Head Duke ..... ■, ■, ⊗, ●, ●, ⊗, ■
Big Head Enemies ..... ⊗, ⊗, R1, ⊗, L1, ⊗
Double Damage ..... ■, ■, ■, ●, ●, ●, ⊗
Ending FMV Sequence ..... ●, R2, L1, ■, L2, ⊗, R2
First Person View ..... L2, R1, L1, R2, ●, ⊗, ■
Full Armour ..... L1, L1, R1, R1, ⊗, ⊗, ●, ●
Full Ego ..... R1, R1, ●, ●, L1, L1, R2
Infinite Ammo ..... L2, ●, R2, ■, ●, L2, R1
Invincibility ..... L1, ■, ●, ●, ■, L1, L2
Invisibility ..... ■, ⊗, ●, ■, ⊗, ●, ■
Level Select ..... ⊗, ■, ■, ⊗, ■, ●
Outtake FMV Sequences ..... L1, L2, R1, R2, ■, ■, ●, ●
Small Head Enemies ..... ⊗, L1, ⊗, R1, ⊗, ⊗
Temporary Invincibility L1, L1, L1, L1, L1, L1, R2
Unlock All Cheats ..... L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, ●, ●, ●, ●, ⊗, ⊗, ⊗, ⊗, ■, ■, ■, ■, SEL, SEL, SEL, SEL
'Hilarious' FMV Sequences ..... L1, L2, R1, R2, ●, ●, ■, ■

PRINCE NASEEM BOXING

The Prince in sense of humour shock

PS1 CODES Select World mode then choose any boxer. Rename your Boxer as one of the names below to activate the corresponding cheat. Once you have typed the name, place the cursor on Enter and press △.

CODE	CHEAT
CLUBFUD	Unlock Jimmy Flex and the Disco Stadium
OLD MAN	Unlock John L Sullivan and Docks Stadium
OUCH	Boxer's heads grow when you punch them
HURTS	Boxer's heads will spin when you hit them
NECK	Boxer's necks will stretch when you hit them
GONE	Unlock the Invisible boxer
BINGY	Small headed boxers
BONGY	Big headed boxers
STUPID	Big hands and feet
NORMAL	Cancel all cheats

UNREAL TOURNAMENT

You'll never need play the game again

All Ammo
If you can't be bothered to find more ammo, just pause the game and press ←, →, ●, ●, ●, →, ←

God Mode
To be invincible pause the game and press ■, ●, ←, →, ●, ■

Complete Mission
To pretend you can actually play the game, pause the game and press ↑, ↓, ←, →, →, ←, ●

Unlock Every Level
This is the real waster's cheat. On the resume game menu, select an existing saved game, and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓

Unlock Fatboy Mutator
To get fatter with every frag in multiplay, at the main menu simply press ●, ●, ●, ↑, ←, ←, ↑, ●, ●, ●

Unlock Stealth Mutator
To unlock the stealth mutator, at the main menu, press ■, ■, ●, ●, ■, ■, ●, ●









● TIMESPLITTERS Someone's angry



● TIMESPLITTERS The Village People



● TIMESPLITTERS Nice shooters, love

TIMESPLITTERS

Make the blood flow even easier

PS2 CHEATS All items

Press Start during game play, then hold down L1, L2, R1 and R2 and press ⊗, ⊗, △, △

RAYMAN REVOLUTION

Hidden gems to make Globox weep

PS2 CHEATS Access multiplayer bonus maps

In the first level, in the Options Menu choose language then voices. Now highlight 'Raymanian', but don't press anything. Then hold down L1 and R1 and press L2, R2, L2, R2, L2, R2. You can now play three new mulitplayer maps.

Cheat Menu

In any other level, go to the Sound Menu and highlight the 'mute' option without pressing anything. Then hold down L1 and R1 and press L2, R2, L2, R2, L2, R2. A new cheat menu will appear.

'Baby Soccer' bonus map

During a game, hold down L1 and R1 and do the same sequence: L2, R2, L2, R2, L2, R2. The names of the players will appear on the baby globoxes as they run around.



● RAYMAN Not bad for a limbless fool



● RAYMAN Time to access all areas

CHEATS UNLIMITED
THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP
TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS
PROBABLY THE BEST CHEATS & TIPS SERVICE IN THE WORLD
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 095 356
CALLS TO THE ABOVE NUMBER COST 60P PER MINUTE
PERSONS AGED UNDER 16 MAY CALL THIS NUMBER 09066 098 118
Calls only cost 60p per minute to this number
MOBILE PHONE ACCESS: 0700 5900 615
INTERNATIONAL ACCESS: +44 (0)700 5900 020
TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART SERVICE OR # TO MOVE BACK A STEP
Please ensure you have permission from the bill payer. Calls to the under 16's number will cost no more than £3.00, and will end after 5 minutes. There is no maximum call time for the over 16's number. Please put comments or queries in writing to Interactive Telecom Ltd, 8 Grants Walk, PR25 5AA, or call our
Customer Service: 08700 885 656 (BT National Rate Applies)
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COLLECT YOUR FREE WEEKLY E-MAG PLUS CHEATS, TIPS, GUIDES & ONLINE SHOP AT
WWW.CHEATSUNLIMITED.COM

Unreal Tournam

Blast your way to the top of the single player tree

TACTICS 1

Stay calm and mobile



Keep a cool head under fire! Unreal isn't the most fast-paced third person shooter you'll ever come across. One accurate shot is worth a volley of badly judged bullets. Characters move at the same pace, so you'll never get overtaken if you make an escape.



Against bots you have to stay mobile. Stop moving for even a moment and you can kiss your ass goodbye. Bots are constantly moving as should you be. It makes it harder to aim but you won't be a sitting duck.



Preserve ammo. There's nothing more annoying than chasing down an enemy then laying into him, only to find you're all out of bullets. Even the Enforcer has only a limited amount of ammo, after which you're stuck with useless hand-to-hand weapons.







DEATHMATCH

Oblivion

1 You're only up against one opponent in your first deathmatch, and he's not exactly the Terminator either. Look for the Rocket Launchers on either side of the ship. There's a Pulse Rifle in the cockpit, and a Flak Cannon in a crate in the cargo area. Shouldn't be hard.

2 Skulk around the crates at the back of the ship, as they'll give you plenty of cover and let you watch as Blake creeps up to be killed. Stay out of the corridors as they give you the least room to maneouvre. You'll end up simply chasing Blake around the ship, perfecting your aim.

Stalwart

3 This level's a pretty basic design to ease you into playing deathmatches with multiple players. The layout is based around one large room, and two smaller garage areas filled with crates. Your opponents are still no great shakes. In the room with the most crates, you can find the shock rifle and the Pulse Gun.

4 Check the hollow crate by the garage door to find another Enforcer. Using two of these pistols is a very effective way of cleaning out the level. Get the Body Armour from the top of the crate, in one of the two smaller rooms – with that and the twin Enforcers, you should complete this arena in no time at all.

Turbine

5 You're now in a realistic deathmatch situation. The arena's more than a little maze-like, especially at first, so take advantage of all those corridors and lifts to make your chases and escapes more effective.

6 There's a selection of secret goodies hidden at the top of the level. Travel up as high as you can go and you should come to an area with three beams with lights on. Jump onto the furthest one and up into the dark area in the wall. You'll find, among other things, an Invisibility pick-up. close by.







ent









Codex

1 High beams and lofty vantage points to shoot down at unsuspecting enemies characterise this tight, tense arena. If you're not making much headway at the bottom and you're wondering where all those pot shots are coming from, travel to the central room to pick up health boosts then make your way to the top of the level. You'll find the Sniper Rifle halfway up and plenty of places to practise your assassination skills from.

2 Before you make it to the top, pause for a second as you pick up the Sniper Rifle. Shoot the column in the wall next to where the Sniper Rifle spawns, and a hidden area will open up. It contains the coveted Invisibility pick-up, which will ensure you can zoom in on victims and take them out before they even see you.

Pressure

3 This level's layout is pretty easy to master. It's centred around a largish room which contains the jewel of the arena – the pressure chamber. Dash in to pick up the Rocket Launcher and other power-ups if you dare. But be warned: if someone presses the buttons on either side of the pressure chamber window, you'll be locked in and endure an agonising death.

4 As much as it's a horrible death to endure, there's little more satisfying than catching some poor sucker in there yourself. When they swell up to an enormous size and explode as you hit the button, you'll be credited with the kill. There are also health boosts on top of the pressure chamber. Try checking out the upper levels for other weapons and assorted pick-ups. Most battles are fought on the ground floor, however.

Deck 16

5 This level is many a deathmatch junkies' favourite. Maybe it's the large central room with the deadly slime at the bottom. Maybe it's the large number of Rocket Launchers littered about, or the cunning sniping platforms. Maybe it's the central ramps, surrounded by weapons like the Flak Cannon and Pulse Rifle.

6 The real reason this is such a popular level is probably because of the presence of the Redeemer. To find it, simply drop to the bottom level of the main room and head for the teleporter. You'll be transported to its hiding place, and given one shot to take out as many enemies as you can. If you're brave and accurate, try the awesome secondary fire function.













Tempest

1 The ante been up now been upped. You must make a total of 25 kills to progress further in the game, so keep your eyes open for any chance of a frag. The Ripper is a great weapon for this level. Its ricocheting blades are great for keeping enemies away when you're travelling down the narrow, darkened corridors.

2 By this point you should be used to keeping your back to the wall and your eyes on the surroundings. As many of your encounters will be at close quarters, you may find the Pulse Gun's secondary fire mode is a useful asset. If you need something that's effective at a longer range, try the primary fire on the Minigun.

Curse

3 If you thought the last arena was dingy, this one's even worse. But at least it's got good sniping positions to hit enemies passing down below. Don't stay in one place for too long, though. Once again, the Ripper's a good bet for when the action gets into close quarter scrapping.

4 There's another hidden bonus in this arena. Travel to the top level where you'll find a wooden beam flanked on one side by a brass border with rivets. At the end of the beam on the wall there's a single light. Run into the wall and you'll pass right through into a secret area with a Shield Belt. This should allow you to do a lot more damage before being fragged.

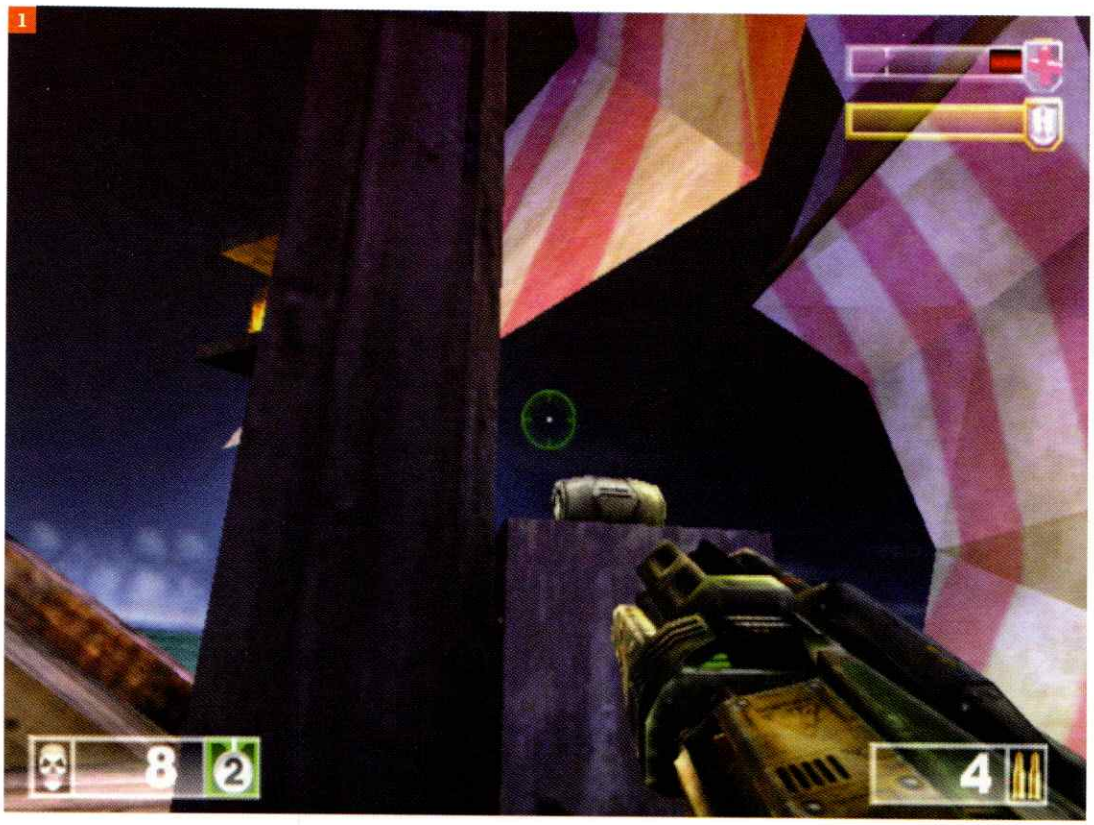
Liandri

5 This arena's centred around a large central room, with loads of corridors branching off from it in different directions. There are plenty of levels and some good sniping positions too. The central room is always filled with frenzied activity, so it's not a good place to be hanging around in. But there is some cover to be found underneath the walkways away from the centre. Use the Rocket launcher.

6 If you're still getting fragged no matter how many times you run patiently into the central area, then using the teleporters effectively will help you evade enemies in this arena. Remember that although jumping into the teleporters on the main room will take you out of dangerous situations, going the other way will put you in the thick of the action. They're good for popping into the main room, blasting away, then leaving to recover health and ammo.







Koos Galleon

1 If you're fragging in the rigging, you'll need the Antigrav Boots to snag you the Redeemer up on the mast as well as an advantage in height. One pair can be found by the large opening into the decks below. Another useful addition to your armoury is the Rocket Launcher from the stern of the ship. You'll find it just by the wheel. Apart from that, you'll be fighting below decks for the most part.

2 Try looking for the large room in the back section of the ship for extra pickups that might send the balance of the game in your favour. There's a Shock Rifle and lots of ammo available. Apart from more Jump Boots on the lower level of the ship, you'll also find convenient teleporters back to the deck. Use them to attack and run, always keeping on the move.

Agony

3 One of the most useful tactics to employ on this grungy level is to fire through the long, low windows at



enemies on the other side. They'll move on very quickly so try to use weapons with one shot kills, or you'll soon be face to face with them. Look for the shield belt at the top of the dead-end ramp for extra protection against accurate bots.

4 For real shock tactics, the Redeemer's your best bet. Corner a load of bots and then vapourise them with a single shot. You can find it if you climb the ramp by the two stained glass windows. Follow the upper level round and you'll come to a very thin ledge to your right. On the corner of this ledge rests the mighty Missile Launcher, and it's not as difficult as you might think to follow the ledge around and grab it.

Ice Station Zeto

5 The very last deathmatch is before you. Unlike some of the previous levels, it's not that large so there's less opportunity to run and hide. On the plus side, by this point you should be good enough to take out lots of enemies in a short time. There's no greater thrill than dashing through a level, decimating everyone you see.

6 For the winning edge you could do worse than getting your hands on the Rocket Launcher. It's hidden behind the curve of a large pipe in the corner of one of the rooms. You can't jump straight up to it, so make your way to the high platform where you'll see it. If you're not a rocket fan, pick up one of the two Rippers on the level and let loose with its ricocheting razor blades. Well done. You're well on your way to becoming an Unreal pro. There's more challenges to come, though.

TACTICS 2

Essential Skills



Learn the layout of the levels as quickly as you can. If bots are turning up with more powerful weaponry than you, stalk them to find out their sources. Most battles have more to do with locations than raw skill.



If you're not used to FPS games, it won't seem natural to strafe. It's one of the most useful skills you can master. So get used to shooting and turning corners by moving sideways rather than turning and going forward.



Running backwards as you shoot at your enemy is a vital skill to master. It may feel unnatural at first but once you suss it, you'll be amazed at how many bullets you can dodge. Don't back-pedal into a searing lava pit, though.









WEAPONS 1

Peashooters



Impact Hammer

If the Impact Hammer is the only thing you've got, start worrying. Its secondary fire is more dangerous but its range is so short, getting close enough without getting fragged is hard. Real experts can use it to deflect incoming projectiles.



Chainsaw

The Chainsaw's another close-range, basic weapon. Primary fire gives you a forward jab useful for hacking close enemies. Secondary fire is a more deadly swipe which can result in instant death. We don't recommend basing your plan of attack on chainsaw power, though.



Enforcer

You'll start every match with an Enforcer. Primary fire is a standard burst of bullets, but if you want a faster rate of fire use the less accurate secondary fire. Kill an enemy and steal theirs to shoot with two weapons and you'll find yourself dealing out much more impressive damage.



DOMINATION

Condemned

1 The smallest of the Domination levels, Condemned will quickly get you used to how to win in this mode. Of the three control points to take over and guard, two are on either side of the building in the centre of the arena. The third lies smack in the middle, on the roof of the block. From here you can quickly jump down onto the other two points.

2 If you've played the tutorial level, you'll understand how to use a Translocator. It's a good idea to use your Translocator on the roof in this arena, as it saves valuable seconds when the central point's been overrun and you have to rush up to retake it. Once you're up there it's a cinch to get down, so you should regard the roof as your base of operations.

Osiris

3 All the control points are fairly near each other in this Egyptian-themed arena, so like the first one you should endeavour to place your Translocator as near to the top control point as possible, because it's easier to travel down than it is to move up. You'll be constantly assailed by the boys and girls in blue from the word go.

4 For only your second arena in Domination mode, the control points are pretty hard to defend. They're all out in the open and can be breached from almost any direction. You have to use SEL to assign the rest of your team specific duties, such as attacking, defending or following you. Teamwork is vitally important here.

Lament

5 The ironic side of whoever designed this map is not hard to see here. You can see the control points below you from central and upper, but you can't reach them. And as you know the status of each point anyway, it'll just serve to infuriate you. Central's the most difficult point to control as it's on everyone's way through.

6 Continuously dominating at least two control points for the whole game is enough to secure victory, but it takes a while. Dominating all three points is far trickier but you'll get through the levels a lot quicker.



















Cinder

1 From now on, you have to control the points for longer, as the target total rises here. The most difficult point to guard is the Nook, as you can't easily see enemies moving in to attack from both directions. Once you control of it, use the ramp round the corner to reach the Lava point. Alternate between the two to win.

2 The most inaccessible point in this arena is Top. Don't waste two much time controlling it if it means the other two are constantly changing hands. As always, you'll have to rely on the AI of your team members for full protection, so be sure to give them commands whenever you can.

Gearbolt

3 It's possible to control all three points virtually on your own on this level without worrying about your team members. Head up the ramp and you'll reach the first point. From here it's a small jaunt to your right to reach Bridge, the second point. There's no trouble in flitting back and forth between the two for ease of control.

4 The third control point's slightly more difficult. Take a left after Bridge and you'll be in a darkened room. There'll probably be an opponent firing from the raised platform. Lure them down to fight them one-on-one or sprint onto the lift opposite, take the last control point and fight them on their own level.

Olden

5 There's an even higher total of 150 points to reach in this arena, and it will mean a lot of rushing around. Gain control of the Lower point by the green pool on the ground floor. It'll probably be overtaken as you explore the rest of the arena but it'll mean you start with a few points more. The Middle point's fairly easy to defend as there's only one way to it.

6 The last point is on the top level, so take the lifts up and head across the beams to reach it. Remember you can jump straight down if Lower is threatened, but you're more likely to be blasted off the beams by enemies guarding Upper. Take care and be sure to find weapons and pick-ups which abound on the higher levels.

Sesmar

7 The last Domination arena needs 175 points to win. This level's big but not as complex as some, so you should be able to figure out a strategy pretty quickly. Two of the control points (the red and blue ankhs) are situated opposite each other above the ground. But they're a long way apart and not easy to defend.

8 The third control point can only be reached by the hole in the ground between the other two points. Jump down to land on the point. If you can defend this one long enough, you'll be on your way to success.

















CAPTURE THE FLAG

Niven

1 This first arena's about as simple as it gets. Your task: infiltrate the enemy base, steal their flag and bring it back to your own base. Just to make things a little more difficult, you can only score if your own flag's safe. Pick up all the weapons in your own base before heading out as you'll need them when in enemy territory.

2 The curving corridor that leads to the heart of the enemy base is the most dangerous place in the arena. Shoot your way along it but don't pause for pitched battles unless you have to. Once you've nabbed the flag and made it outside, take a hard right and swim under the water to reach your base by the shortest route.

Sepulchre

3 You'll soon find out how difficult it is to keep an eye on your own flag while trying to steal the enemy's. There are multiple entrances and exits to the flag rooms here, which means though you can sneak into enemy territory quite easily, it's not as easy to keep an eye on your own base.

4 Things aren't all bad, however, as the arena does contain a middle section which everyone must pass through. If your flag's been stolen and you can make it to the centre quick enough, you can reclaim it as the opposition carrier passes. This won't be the case on later levels though. Luckily, enemies won't usually camp out in the centre to wait for you.

Eternal Cave

5 Welcome to a world of brain-hurting asymmetry. Your flag is on a strand of rock deep inside a network of caves. This means that though there's only one way round to it, it's open to the air and enemies can shoot from any side. It also means that you can hit any enemies that are attempting to steal your flag.

6 Unfortunately the enemy's flag is on an even more precarious walkway suspended above a lava pit. You may be able to run down and get it without coming to harm, but once you have it you have to somehow make your way to the top again while facing a barrage of fire from furious guards. The best way to cope is to wipe out as many opponents as possible before you go teetering along the stoney beam to get the flag.







Facing Worlds

1 This is a top notch level. For a change, you can play defender. Teleport to the top of your tower and give your team members cover as they run across the middle section to grab the flag. If you're good, you can cover them so they make it all the way back to your own base and score.

2 If you don't just want to provide cover you can shoot your way up the middle section and get the flag yourself. But remember you'll be vulnerable every step of the way and that the enemy can snipe as well as you can. Try zig-zagging back and forth as you run. It'll take you longer but might just save your head.

Coret

3 Coret's one of the most maze-like arenas in the capture the flag modes. The problem lies mainly with the multiple routes into the flag room. Your flag can quite easily be captured and you'll never see anything of the enemy until they've scored. If you get lost, use the colour coding on the central walls to navigate.

4 However you decide to grab the flag, try to avoid the long corridor that leads directly to the flag room. There will always be at least one armed and accurate enemy to stop you, and the longer you linger the more chance you have of being outnumbered. Take the lift out of the flag room to use the less populous corridor back to the centre.

Gauntlet

5 Games in this arena are usually short and to the point. Use the teleporter behind your flag to transport yourself to the twin ramps in the centre of the arena. The enemy flag can only be reached by these so follow them up. There will always be at least one enemy on guard, and you face the danger of being knocked off the top and having to climb up again.

6 Once you have the flag use the teleporter behind the enemy flag to give you a head start on your race back home. If you need firepower, go under the central area and explore the edges of the lava pit. There's a good variety of pick-ups and weapons to be had down there.











WEAPONS 2

Industry Standards



GES Biorifle

Though this weapon has a relatively short range, its green projectiles stick to any surface before exploding a few seconds later, allowing landmine-style traps. Secondary fire produces a huge green glob capable of killing anyone it hits.



ASMD Shock Rifle

Primary fire deals a fair bit of damage per hit and will knock enemies backwards. Useful as many of Unreal's levels are based around high drops and walkways with deadly pools underneath. Secondary fire is slower, more lethal, and has a small burst radius. Good at short range.



Pulse Cannon

You won't be using this weapon's primary fire all that much as it's pretty unimpressive. What you will be doing is lashing nearby opponents with secondary fire's energy beam. Chasing enemies around and frying them as they attempt to make good their escape is a great laugh.

»

Dreary

1 This thankless level repays good knowledge of its layout for the most efficient way of capturing the flag. It's large and can be confusing at first. The flags are at the high points of the far sides of the arena, so you'll need to use lifts to reach your enemy's base. Your base layout is the same as your enemy's, so look out for the pipe above the main entrance and beware of enemies dropping in.

2 The enemy has one of these pipes to worry about too, so find the entrance to the central walkway that spans most of the level. Though negotiating it is tricky, especially while warding off enemy fire, the element of surprise





is useful. Once you have the flag, drop down to the bottom of the arena to confuse your pursuers.

Lava Giant

3 The blue and red bases are separated by a mountain of rock filled with tunnels and caverns. The entrances are at the back of each castle, though their layout is different inside. Everything conspires to make entering your enemy's castle and stealing his flag a challenge.

4 The secret to easy castle access lies in the underground tunnel to your right as you leave your castle. Drop down and head right as far as you can. After picking up weapons and power-ups, you'll eventually come out at a ramp. Reach the top and you'll be almost behind the enemy castle. Don't use this route on your way back, though, as it's difficult to reach your castle this way.





November

5 This makes the other capture the flag maps look easy. You must exit your area, cross a narrow bridge and scale some stairs to retrieve the enemy flag. There's always a bot lurking on some crates near the flag. It's easy to miss him at first, but he'll shoot you in the back as you leave. Even if you get the flag, you'll be instantly assaulted by enemy troops.

6 There's a machine gun nest you can use for defence, but it's not so useful as it limits your mobility. You're better off fragging any enemies on your way out and picking up the health boosts by the crates at the bottom of the stairs. Save them for your return journey if possible.













ASSAULT

Frigate

1 Assault mode will tax not only your trigger finger but also your strategy skills. You must penetrate deep into enemy territory and trigger one or more switches before making it to another point. In the first arena, you must get inside a guarded military vessel, destroy the boiler then climb to the top of the ship to win.

2 Swim to the underwater entrance, and fight your way down the corridors to the boiler. To reach the top of the ship, though, it's easier to enter past the gun turrets as there are usually less enemies and your team will be right behind you. Use them as cannon fodder if necessary.

3 When you have to defend the ship, perch yourself above the automaic gun over the entrance and take out any enemies who appear. Be extra careful to shoot any enemies who start swimming, as they may try to enter via the underwater hatch. If they make it inside head straight for the boiler. If you can prevent it from being shot, they can't win.

High Speed

4 The trick to completing this level extremely quickly is to first grab the Grav Boots by the start point. Now jump onto the roof of the first carriage and keep running towards the far end. Pick off the turrets from a distance, then drop down the hole into the last carriage. Flick the switch on the top level, then drop down into cockpit. Get it right and it's all over in less than 30 seconds. Beat that, bots.

5 Alternatively tool up and run along the first car and into the second. Climb the stairs behind you to reach the other side. You'll be attacked here so make sure you have plenty of ammo. The switch is just above the final door, so once you've triggered it drop down to finish the arena.

6 Now you must defend the train from the blue team. This is a fairly simple task as long as you head them off as early as possible. If you can keep them out of car 3, you'll be doing a good job. If it all goes wrong, just defend the door switch with your life and you might still make it.





WEAPONS 3

Old Faithfuls



Ripper

One of Unreal's true classic weapons, the Ripper fires razor discs which rebound off walls. Great for hitting enemies round corners or when surrounded. With secondary fire blades explode on impact causing even greater damage.



Minigun

If you have an eye for an accurate shot, you may find the Minigun ta favourite. It fires standard bullets at a greater rate than the Enforcer, and has a ridiculously fast, though inaccurate, rate of fire in secondary mode. Watch your foe 'dance' as the bullets shred them.



Flak Cannon

Good for beginners, the flak cannon sprays hot shards of metal over a wide range. Deadly in close combat, though too inaccurate for long range fire. Secondary mode lobs a cannon ball that explodes on contact. Also great for fragging foes around corners.

»

WEAPONS 4

The Daddies



Rocket Launcher

Hold it down to release up to six rockets at once. Secondary fire chucks up to six grenades together. Target an enemy for a short while and the crosshair turns red signalling a homing lock. All in all, the most versatile and effective weapon of all.



Sniper Rifle

Primary fire deals out a powerful single bullet. The real purpose of this weapon is the secondary fire, which zooms the sights in so you can get a perfect headshot which will kill instantly. A perfectionist's weapon, but one which can see you racking up the frags if used correctly.



Redeemer

Every Tournie player's wet dream. The Redeemer fires a huge nuke which decimates everything within its huge blast radius. But the fun part's the secondary fire which launches a giant guided missile. The missile cam allows you to control it, but leaves you a sitting duck.

Rook

1 In a change to the normal order of things, you must escape in this level rather than attack. This doesn't really change your tactics, however. The first thing to do is teleport and pick up the Flak Cannon. You'll be able to see the outside part of the level from here, and probably the blue team waiting for your attack. A shot or two will send them running.

2 Teleport back and head out of the main door. To your right you'll see a big cog wheel. Move through the melee and shoot it to open up a door just beyond it. Inside this section you'll find two massive chains. Shoot them to open the guard house back outside. Flick the lever in the guard house and the main doors will open, then run outside to freedom and victory.

3 Defending the arena isn't too difficult because there are several stages the enemy must accomplish. If you can hold them off each one for long enough, the time will run out and you'll be victorious. As usual, just defending one switch well enough will do the trick.





Mazon

4 You have to invade a fortress and destroy the giant crystal inside. Ignore the main route and take the small tunnel to your left. Shoot the two giant chains on the door it leads you to when you get there to get inside the fortress.

5 For insurance, head to the front door and trigger the opening mechanism by it. This means if you die, you can head straight back inside. The switch to open the door to the crystal room is on the top level. Open it, jump back down and shoot the crystal with your most powerful weapon before you are killed.

6 Defending this base couldn't be easier. As there's only one way into the fortress, simply stand outside it in the chain area, pick up a Rocket Launcher and let loose at any enemy who emerges from the tunnel. They'll be packing Rocket Launchers as well, so collect them for extra ammo. Even if they reach the chains, your team mates will finish them off before they can shoot them.

















Ocean Floor

1 This level is tough, so pick up all the weapons in your pod before proceeding. You must shoot out all four of the terminals in the research centre to win. Once you're ready, dive in and head to the entrance under the building below you. The first terminal is in front of you, so shoot it out as quickly as you can.

2 The other three terminals are easy to find. As long as you keep an eye out and don't get killed, you should be able to shoot them out in a matter of seconds. Your team will back you up and offer cover, but they're unlikely to blow up the terminals themselves.

3 Defending this arena is all about keeping at least one terminal operational. The easiest to defend is probably the first, as it's the simplest to keep covered from all angles. Stick to your guns and don't run round finding enemies to shoot, or you'll suddenly find that most of your terminals have been destroyed and you're facing a quick defeat.

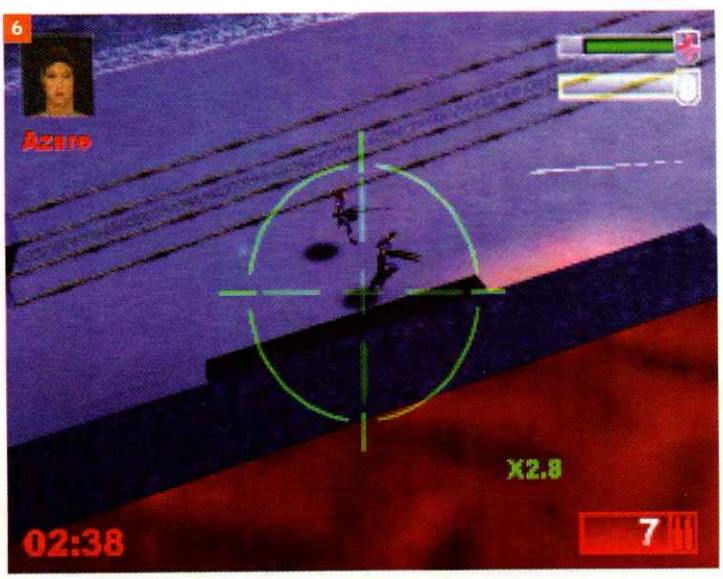
Overlord

4 The last assault arena is one of the most severe challenges in the whole game. In a replication of the D-Day Normandy landings (think Saving Private Ryan), you have to fight from your landing craft, up the beaches, past some gun turrets, down a load of tunnels into the main base where you have to destroy the central control room. The beach area is hard enough. If running through without stopping to kill anyone works for you, then try that as a tactic – it's as good as any.

5 Once you're into the tunnel, there's really only one way to head. Follow the path straight into the cliff and pick off any enemies as soon as they're visible. The hardest part of the level is navigating the narrow, curving path up to the control room. You may be shot off here time and again so run up as fast as you can without falling. Shoot the control room and you're almost there.

6 Your very last task in Assault mode is to defend the base – something which is suddenly much harder than it looked from the other side. To assist you, there are teleporters to the various outposts. You may be better off hanging around the beach and using wide-range weapons to batter the enemy and keep them back. If they make it to the twisting walkway, you're in very big trouble.













CHALLENGE

Phobos

1 The last and hardest trial of the game is a series of one-on-one sessions with the hardest bots in the game. These Challenges will seriously test your skills, so stay calm and keep your fragging finger poised.

2 Your first opponent is the not-so-tough Damien. Don't stay outside here as one shot will push you off the edge of the ship to your death. Keep to the inside and get to know the layout of the ship so you can plan ambushes for your opponent.

Flux

3 Things step up a little in this odd, tight arena. Once again you must be aware of the possibility of falling to your death, so try and keep your back to the central area. If you're feeling brave you can try to pick your opponent off with the Sniper Rifle.

4 If the Sniper Rifle isn't to your taste or you just can't get a clear shot before you're perforated, try the Rocket Launcher for a more messy solution. Use Antigrav Boots to jump up to successively higher levels on the central block and you'll be rewarded with a great sniping position and more pick-ups. Act fast and this should be one of the easier challenges.



Malevolence

5 You'll be familiar with levels of this type from your Deathmatch days, as it's fairly traditional. Lifts go from one level to the next so watch out for them and get some high ground between you and the enemy. His name's Dominator and he's a proper Skaarj warrior, whatever that means.

6 The relatively open plan of this level means you won't get much of a chance to hide from Dominator. So try chasing him instead. There's plenty of weaponry lying about if you know where to look and once you've built up some momentum, racking up kills should get easier. After all, the best form of defence is always attack.



HyperBlast

7 The final arena and your very last opponent. It's a low gravity spaceship with dangerous open spaces and a mean adversary named Xan. He's very savvy when it comes to using pick-ups so try to get to them first. As with the first challenge, stay inside the ship if you can because one shot outside will mean starry oblivion.

8 You will need to venture out at some point, if only to look out for much-needed pick-ups on top of the ship. It's a dangerous place to stick around in, however, because Xan can jump up and surprise you. So pick up what you need and get back down to where you can see him coming. The key to winning is to spot him from afar and be ready to attack the minute he's in range.





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Moto GP

Want to live fast without dying young? Then learn to ride, Player-style

Suzuka

1 Suzuka is a great mix of straights, curves and challenging corners. It's a good all-round track to practise tactics and techniques on.



2 Follow the racing line that the other bikers take, or you'll swiftly fall behind. How you perform in the first 30 seconds is crucial.

3 The first corner is the first 180° turn, and it's no easy task for the novice. Try to emulate the performance of the other riders and brake when they do.

4 The next section of the track is a series of winding S-bends. If you take them calmly, you can pass more cautious riders here.

5 After a long curve, you'll encounter the sharp Degner bend. You won't have to slow down as much as you think as it curves round in stages.



6 The straight after Degner will lead into another tight turn. This bends in the opposite direction and it's tighter than Degner – so slow down!



7 As you curve into the second large straight, try accelerating before your rivals to get a head start. Unless you're already travelling fast out of the curve, you won't catch anyone up until the next bend and you'll have missed a great opportunity.



8 The straight is broken by a slight curve which should only slow you down a little. Other bikers will be more cautious, so keep your speed up to overtake here.



9 Before you reach the flag, Suzuka has a nasty surprise. There's a tight S-bend known as the Casino Triangle, where you almost have to stop to get around. If you go too fast, you'll be stranded on the gravel and watch as you lose three or more places.

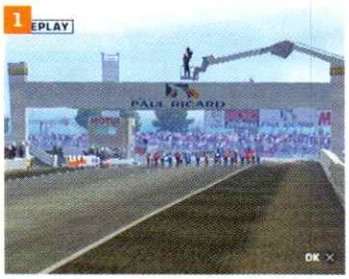






















Paul Ricard

1 Paul Ricard is distinguished by two long straights with only a couple of truly challenging moments. While beginners might breathe a sigh of relief, experts will know that this creates chances to overtake.

2 The straight leading up to the first corner isn't that long on the first lap. If you can leave your braking to the last second, you'll start overtaking, but it's a hard task.

3 The first corner's also the toughest, so reign in your speed. As you come out of it, you'll swing into a slight curve the other way, so use the green slipways to stay on the track.

4 Before you reach the long straight you have to navigate a slightly less dangerous turn. Your success on the straight ahead will be dependent on you being able to come out of the turn at maximum speed.

5 Depending on the level of play you're on and the bikes you're using, you may be able to pass some contenders on the straight.

6 You'll be eased out of the straight into a very wide curve, which you can take very speedily. It's a long one, which should mean that if you handle it right you can overtake all the bikes you've been busy catching up with.

7 Look out for the track's second hardest turn after this. It's in the form of a slick S-bend before you encounter another easy curve into the last part of the track. If you're good, your finger should hardly leave the accelerator button at this stage.

8 A cunning 90° corner finishes the course, and may just give you the final advantage you need to overtake the last contenders on your last lap. If you get this corner wrong, you'll most probably lose your chance to win the race altogether.

RIDE TO LIVE

Speed kills so take our tips and you might survive



● First things first: the turning circle of motorbikes is huge. You'll need to brake more and earlier to get the right arc for corners. It feels odd when you start, but you'll soon get used to it.



● Most beginners think they can catch up with other riders round bends, where the action slows. The truth is, if you pursue this strategy you'll end up off the track and take twice as long recovering.



● You can catch up on corners, but you must learn to get the balance right. In general, it's better to be over-cautious when breaking, rather than trying daredevil stunts and paying for it.

»













Jerez

1 Circuito de Jerez is packed with short and long straights between difficult hairpin turns. If you're not careful, just as you build up a good head of steam you plough into the edge of the track.

2 The all-important first part of the course leads from a short straight to a bend. Compared to some of the other first bends in the tracks, it's not that extreme, but you'll have to slow down almost as much.

3 Come out of the first bend and you'll go straight into another. This one's tighter and you'll have to slow down. And there's another bend in the opposite direction as you're coming out. Ride carefully here.

4 In contrast to that tricky section, there's a couple of large curves ahead before you make it to the longest straight on the track.

5 It's unlikely you'll have a chance to overtake before you're already hard into the next turn. You'll need to almost come to a stop to get round it.

6 The second of the two 90° bends at the top of the track is the harder one. So if you've successfully negotiated the first, don't speed up as much as you normally would, even if there's a tempting place or two to be won in front of you.

7 Don't underestimate the gentle-looking curve as you head back into the last section. It's tighter than it looks on the map, and if you enter it too fast, you'll make a fool of yourself.

8 Coming out of the last corner at speed is crucial. If you're playing time trial mode it will be tempting to cut it, but the lap is disqualified so it won't really save you time.





Donington



1 Donington looks deceptively simple, but there are several places where it's easy to be lulled into a false sense of security. The second half of the track can be challenging to even the most professional of players, so keep alert on every turn you take.

2 Watch the other riders to see when to brake. Utilise the blue and white section of the track to get a slightly bigger turning arc as you round the corner. The road downhill starts here, giving you slightly more speed.



3 If you haven't already managed to win a few places on the first corner, now's the time to do it. Although you won't be able to take this gentle curve at top speed, you should be able to pass the hangers-on at the back of the pack as you head downhill.



4 There's no excuse for failing to see this curve coming. It's tighter than the last, but it's easily negotiable if you've learned to break sensibly. Typically, you should be heading into the middle of the group by now.



5 As you come out of the short straight you'll be going slightly uphill. This means you won't be able to see the corner up ahead, so take care, at least on your first couple of times going around. It's not extreme but it might catch you out.

6 At the end of the second straight is a ridiculously tight S-bend designed to test your self-control. You'll need to brake in plenty of time as you'll be travelling at great speed. Watch out here – graze the grass and you'll lose loads of places trying to get back on the track.





7 The U-bend at the top of the track is the only 180° bend on the track. As long as you're familiar with bends like these from the other tracks, you won't have any trouble with this one, providing your braking technique is sharper than a razor.

8 The last corner on the track comes much closer to the U-bend than you'd think. As it's in the opposite direction be sure to follow the racing line and get ready to brake. If you're not in the lead here on the last lap, you're unlikely to overtake any further. Better read this again then!





PASS MASTERS

Overtaking hints



One benefit of bike racing is that, compared to your average F1 or rally car, they're very narrow so overtaking isn't as big a problem as in other racing games. If you're playing on Hard mode, you'll find your speed's the same as the other riders so you won't be able to overtake on straights.



The main overtaking points are entering and leaving corners, when everyone's speed is changing. It means you have to try to brake later or accelerate earlier than your rivals, so watch their actions to discover where you can improve on them. A careful balance between being brave and foolhardy is required.



You can also cut up the other racers, which is nice. Enter a bend with more speed on the outside, then cut in on your opponent forcing, them to slow and settle behind you on the apex. Don't approach this from the inside though, as you'll sail outwards on the exit and they'll overtake you again on your inside.

EASY RIDER

Keep your cool, dude



One downside of bike racing is that it only takes one wrong move and you'll find yourself off your hog, lying spread-eagled on the grass, nursing your friction burns. If you're moving up the field, try to play it cool and don't take an aggressive approach. It usually won't pay off, because the game demands precision.



You have the choice of two alternate views, and you can customise these in the options menu. If you want to check out the guys approaching from behind, choose a secondary view that shows your bike going into the screen. It sure looks funky, but we're not sure how long you'll last driving this way.



Two lap races are precision affairs, so to begin with, take it easy on yourself and change the number of laps to three. You'll be able to move up the field over a longer space of time. This will allow you to complete some of the challenges, but it will, bar you from others.













Motegi

1 Filled with sharp corners, S-bends and U-turns, Motegi is one of the most exciting courses in the game. Keep your wits about you at all times, because there's a surprise lurking round every hairpin turn.

2 The first bend is really comprised of two 90° turns. Other riders will take it in two stages, but you might find it better to cruise round in one graceful arc – provided you can avoid any bikes you overtake, of course.

3 The next two corners are similar, although they're further apart, so you won't be able to go round without easing up on the turn. As with many turns on this track, they're preceded by a straight which encourages you to enter the turn too fast.

4 The S-bend that follows is by no means as tight as those in Suzuka or Donington, but it's still tricky keeping your speed up. Fellow racers keep their speed up as they go round, so take care to follow in their tracks and stay on their tails.

5 You won't have as much time to build up speed as you had for the last turn, so the tight corner before the U-bend isn't going to be too big a problem for you, as long as you realise it's sharp and takes a lot of control.

6 It's the straight before the 180° turn that might give you problems. Try braking just after you pass the orange traffic cones to your left, and you should glide round without any problems. As long as you accelerate at the earliest opportunity, you'll gain on other racers.

7 Not only is this corner tight, but your rivals seem to take it with ease. So enter into it as slowly as you can bare to, trying as hard as you can to ignore anybody who passes you. Don't be tempted to fight back now, you can take back the lead as you zoom ahead of them coming out of the bend.

8 Before you finish, you have to navigate a final curve followed by an S-bend. Again, it's not as tricky as some of the other S-bends on other courses, but as it's almost invisible on the map, you might get caught out.

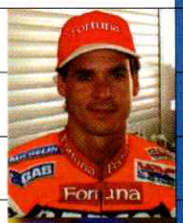


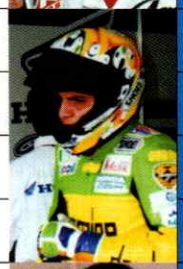
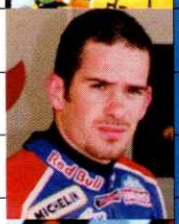


CHALLENGE REFERENCE CHART

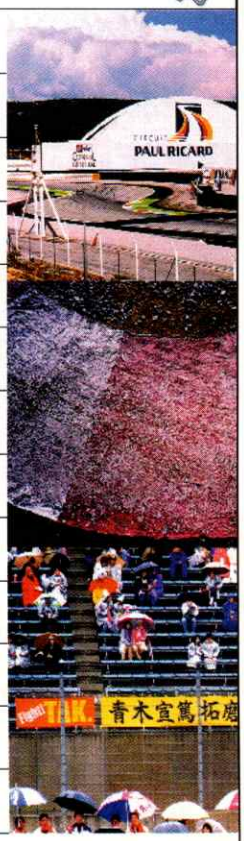
REV UP WITH OUR GUIDE TO ALL CHALLENGES, TARGETS AND BONUSES

Challenge No.	Game Mode	Difficulty Level	Requirement	Bonus
1	Challenge	Any	13"600	Jurgen Vd Goorbergh
2	Challenge	Any	24"000	Haruchika Aoki
3	Challenge	Any	22"200	Juan Borja
4	Challenge	Any	8"280	Jean Michel Bayle
5	Challenge	Any	20"000	Nobuatsu Aoki
6	Arcade	Normal	First place at Suzuka	Norick Abe
7	Arcade	Normal	First place at Donington	Simon Crafar
8	Arcade	Normal	First place at Jerez	Alex Criville
9	Arcade	Normal	First place at P.Ricard	John Kocinski
10	Arcade	Normal	First place at Motegi	Kenny Roberts
11	Challenge	Any	20"300	Jose Luis Cardoso
12	Challenge	Any	22"000	Mike Hale
13	Challenge	Any	24"000	Regis Laconi
14	Challenge	Any	35"500	Takuma Aoki
15	Time trial	Any	Complete 1 lap at Paul Ricard under 1'24"000	Carlos Checa
16	Time trial	Any	Complete 1 lap at Suzuka under 2'12"000	Max Biaggi
17	Time trial	Any	Complete 1 lap at Motegi under 1'54"000	Alex Barros
18	Time trial	Any	Complete 1 lap at Jerez under 1'47"000	Sete Gibernau
19	Time trial	Any	1 lap at Donington in under 1'36"000	Tadayuki Okada
20	Season	Hard	Complete all 5 seasons	Tetsuya Harada
21	Season	Hard	Place 1st overall at the end of 5 seasons	Mick Doohan
22	Challenge	Any	21"000	Klonoa
23	Time trial	Any	Complete 3 laps under 1'22"500	K1
24	Season	Easy	Complete 1 season	Gun Koma
25	Season	Any	Complete all races in 1 season	Photo
26	Season	Normal or Hard	Complete all races in 1 season	Photo
27	Arcade	Hard	Finish 1st at Suzuka	Suzuka reverse
28	Arcade	Hard	Finish 1st at Donington	Donington reverse
29	Arcade	Hard	Finish 1st at Jerez	Jerez reverse
30	Arcade	Hard	Finish 1st at Paul Ricard	Paul Ricard reverse
31	Arcade	Hard	Finish 1st at Motegi	Motegi reverse
32	Challenge	Any	31"000	Photo
33	Challenge	Any	24"000	Photo
34	Challenge	Any	29"500	Photo
35	Challenge	Any	36"700	Photo
36	Challenge	Any	33"600	Photo
37	Challenge	Any	33"000	Photo
38	Challenge	Any	31"700	Photo
39	Challenge	Any	56"200	Photo
40	Challenge	Any	34"500	Photo
41	Challenge	Any	20"500	Photo
42	Challenge	Any	25"200	Photo
43	Challenge	Any	35"200	Photo
44	Season	Normal	Race with all 12 teams	Photo
45	Season	Hard	Race with all 12 teams	Photo
46	Season	Hard	Finish 1st overall at the end of 1 season using a level C or D team	Photo
47	Arcade	Any	Pass at least 10 bikes in one lap	Photo
48	Challenge	Any	28"500	Photo
49	Arcade	Any	Finish 1st at Suzuka. You musn't touch another bike or exit the road	Photo
50	Arcade	Any	Finish 1st on every circuit with all 3 level A teams	Photo
51	Time trial	Any	Complete 3 consecutive laps. Each lap must be under 2'10"000	Photo
52	Season	Hard	Complete every race over 5 seasons with the laps set to full	Photo
53	Challenge	Any	Get a Bronze or Silver on challenges 1-52	Photo
54	Challenge	Any	Get a Gold rating on challenges 1-52	Photo








007 Racing

Earn your driving licence to kill











Escape to the Border

1. The first level is, as you'd expect, very straightforward and eases you into that 'Bond' way of thinking. Use this stage to get used to the weapons, and where to find them. Use the Hellfire missiles to take care of enemy vehicles and obstacles in your path. The machine gun will dispose of gunmen on foot. Use the smoke and oil when being chased. They aren't as effective as in the films but they will slow pursuing cars down.

One of your objectives is to destroy a helicopter with the Stinger missile that you find in the courtyard. This can be quite frustrating because the helicopter hovers above you, out of sight. To get rid of it quickly, get the stinger missile ready before you turn right into the open area, lock on and nail it as it takes off. If you miss, there is another Stinger missile to the right of the T-junction just before that.

Gimme a Brake

2. Have you ever seen the movie Speed? If you have then you'll know what this mission is all about. There's a bomb in your car that'll detonate if you stop. You have to use your radar to find the transmitters scattered around the city in order to disarm the explosives. Don't worry about how fast you are going.

If you collide with anything causing you to stop, your car will start to bleep. If it bleeps three times before you get back up to speed, bend over and kiss your behind goodbye! Also, be careful with handbrake skids, as they can also make you slow down too much.

Ambush

3. Reverse away from the other cars, firing Hellfire missiles at them as they rush towards you. Be sure not to get damaged by the explosions. On to the Forklift trucks. These rascals try to get their fork under your car and flip you over. Lure them into explosive crates, or handbrake turn round behind them, and shoot the red light on their rear with your machine gun.

When they are destroyed, use your Stinger missile to smash open the metal gate and gain access to the Distribution Centre. When you get the EMP gadget, a time limit will be activated, so make sure you kill most of the pesky gunmen beforehand. Now just use your radar to find all of the computer terminals and zap them with the EMP.

Highway Hazard

4. This one is pretty easy. Follow the truck and use the laser to take out its wheels. Be careful not to crash into citizen's vehicles as this will slow you down. The laser can destroy a tyre in one go. If you keep a constant speed beside the tyre you are targeting, it'll blow before the laser runs out of power. Get good at this and you'll be able to complete this stage in little over a minute.

Survive the Jungle

5. This mission shouldn't pose too many problems either. You have to collect four mine packs that are placed in wooden bridges. The key to this mission is speed. You have a time limit to get to each mine. If you don't make it in time, the bridge will be blown up, and you'll have to take the longer path round the side.

Don't worry about shooting the people at the beginning, just head straight down the thin path ahead. Whenever you see a Stinger missile, pick it up because they are placed to allow you to clear a blockage in the road just ahead. Be ready to fire it almost right away when it locks onto the obstacle. Use your radar to find the truck at the end.

Air Strike

6. Firstly, kill all the gunmen. There's about six of the suckers. Get the detonator. Each mine will detonate after a three second signal from the detonator. Start accelerating away from the mine before it is activated because the explosions are huge and will deal you a hell of a lot of damage. If the mine does not detonate, the amount of signal it received still counts, so it'll only need a little more tempting to activate.

6. Smash through the camp site to collect the Stinger missiles and use them to bring down the annoying guard towers. Activate the laser aimed at the metal door of the storage facility. When the door is blasted open, a timer will start ticking away. Rush in, pick up Mr Zukovsky, get back outside in double quick time, take a right and make good your escape down the muddy road.





7. ESCAPE



Hopefully, you'll be used to handling your car at high speeds by now, as this mission is a mad rush from start to finish and is very similar to the Survive the Jungle mission. From the start, ignore the people shooting at you, and dodge the tank. Overtake the red car and use the first oil can you find to slow her down. Collect the beacons as you go, and get the parachute at the end. Use it as soon as you drive off the cliff.

Breakout

8. You have to remotely control your car through the security cameras of a warehouse. Keep your speed down because you cannot always see exactly what is ahead of your car and there are objects in the room that'll explode when hit. Using your radar is also quite tricky. Just remember that the 'north' of your radar display is what is in front of your car.

Use your radar to get the limpet mine pack. Then use the radar to place the mines at each crate. Make sure the mine lands within the circle around the crate. Collect the clock icons for extra mission time. When you have laid out all of the mines, drive onto the end of the conveyor belt and wait for the giant magnet to pick you up.

River Race

9. This one can be tough. You have to race the speedboat to the end of the river collecting the TSP missiles as you go, avoiding the mortars the boat launches at you. Look out for red circles that appear which warn you where the next mortar round will land. You don't get long to act on it so you'll have to be sharp at the wheel.







Make sure you collect the four missiles that are required to complete the mission. There are more than four in the level so don't worry if you miss a few. Try to collect as much nitro as possible. Get as far ahead of the boat as you can so you can take your time to take aim on it at the end. As soon as you have the TSP launcher, face downstream, wait for the boat, then blow it out of the water.

Download

10. This mission will seem easy at first, but the unpredictable actions of the limousine drivers can cause you to get too close and your download is cancelled. Don't let this happen, as the time limits are tight on this stage. Try to stay about three cars distance behind the limos, but don't fall behind too much. If you do, the connection will be broken and it'll take another five seconds to re-establish it.

Submerged

11. Your first obstacle is the security lasers. If they see you, automatic machine guns will be activated and it'll drain your energy quickly. The best thing to do for this part is to floor it until you reach the main hall. This way, if they do lock onto you, it'll be a matter of seconds before you're out of range. Dr Chase is the dot on your radar so go and pick her up first.

12. Now you have to plant the mine next to the large central terminal. The spinning lasers will destroy your car so you'll have to grit your teeth and just hope one doesn't swipe you. Plant the mine and zoom off down the other corridor. The surroundings will begin to explode but try to ignore that. Use your radar to collect the four antidotes as you go.









Showdown

13. This is the final mission, and an annoying one at that. You have to use your car to disable the four engines on the plane. But this can damage your car too heavily if you don't approach it in the right way. Though Q tells you to ram the engines, it will not work. Position yourself beside an engine to start getting the job done.

14. They will start to flash when they are damageable. When this happens, accelerate towards it at an angle so your car is applying pressure to the side of the engine. Make sure you don't slip and fall behind. When they are all destroyed, the plane will turn to ram you. You have lost control of the car for now, but you get control of a TSP Launcher. Take out the flashing front wheel of the plane, then drive out of the way and use your radar to guide your car off the cliff. Then it's back to base with the Bond girl.

Pump up the

3D gaming is one thing, but it's 3D sound that really makes a PlayStation rock



VIDEOLOGIC DIGITHEATRE DTS £400

Yes, it's bloody expensive, but for your money you get a compact set-up capable of *really* annoying the neighbours. Sound quality is pretty good but the system lacks the fine-tuning options of other similarly priced system. Worth a try before you buy, especially if the price tag sends shivers down your spine.

Essential rating ★★★★

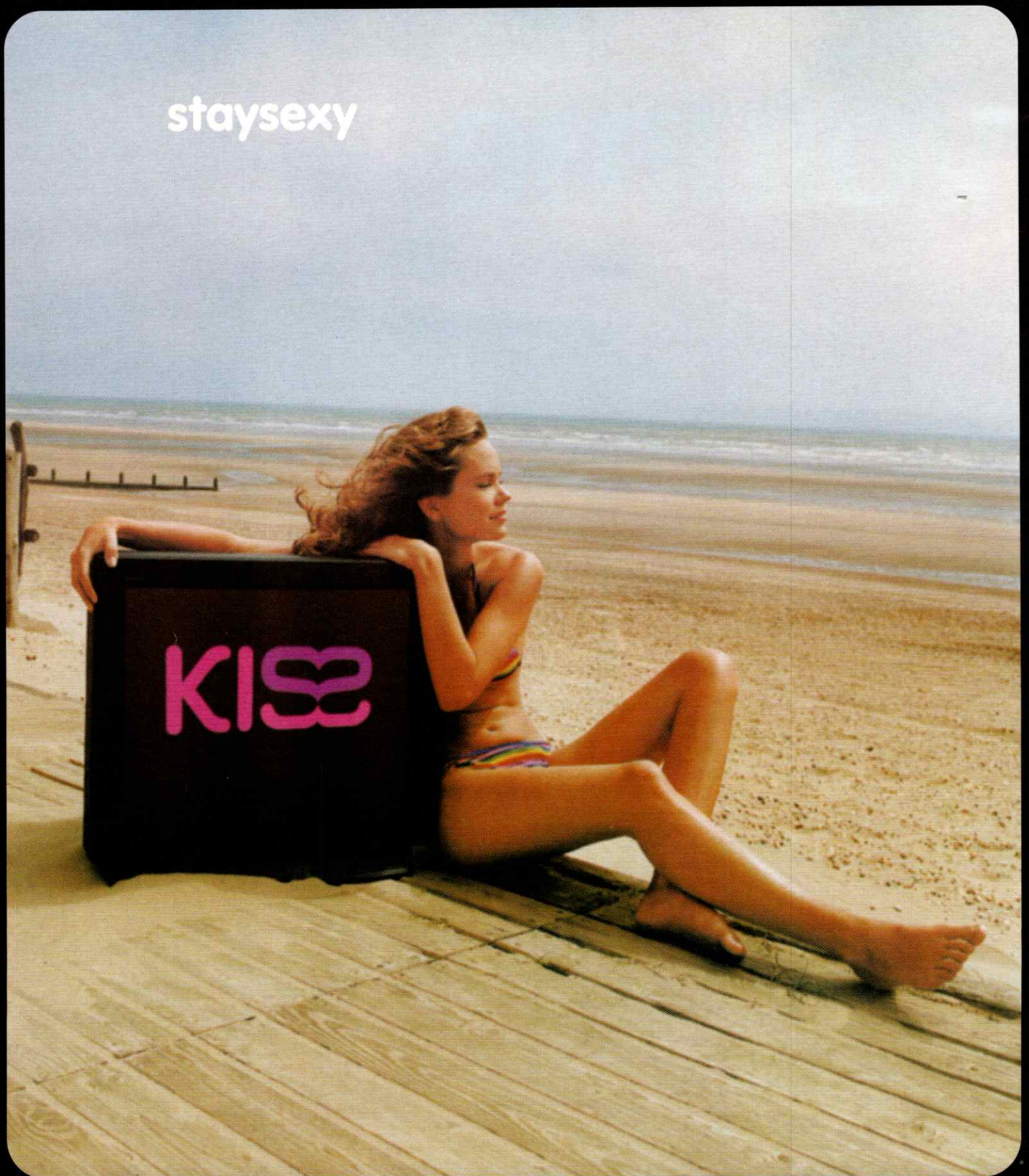
volume

The moment Sony announced PS2 was going to be fitted with DVD, TV speakers everywhere must have known their hour had come. Tinny speakers squeaking away next to the screen just can't produce the aural goods to match the pristine picture quality that DVD delivers. Only a swanky Dolby Digital set-up can do that. Here are two which would suit any system. The only question is, can you afford them?

VIDEOLOGIC DIGITHEATRE £250

Six speakers, Dolby Digital – what more do you want? This is a pretty damn impressive package, especially considering it won't break the bank. The speakers are small enough not to take up too much room while the sound created will do more than enough to impress your mates as you watch the opening battle in Gladiator or pull some combos in Tekken Tag.

Essential rating ★★★★★



KISS is only on Sky digital

Competition

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Two Yamaha TSS-1 surround sound speaker systems

Win the noise

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■ **Send your entry to: Sony PS2 competition, The Player, 338-346 Goswell Road, London EC1V 7QP. The editor's decision is final.**



Questions

1. How many players do you have direct control over when playing Libero Grande International?

2. What is the name of the lead character in Final Fantasy 9?

3. What is the total number of stars earned by both Formula One games this issue?

Answers

1. _____

2. _____

3. _____

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Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. Fanz may use data, received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185 Winners Line 08700 101597.


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